



# The Ubiquitous Web – Rising Internet Use among Children and Teens

By Jessica McBride, M.A. – International Centre for Youth Gambling Problems and High-Risk Behaviors

As the Internet becomes more and more integrated into our everyday lives, researchers have begun to examine how increasing Internet usage has affected children and adolescents. The Kaiser Family Foundation surveyed 2,002 people (ages 8 to 18) and found that young people spend an average of seven hours and 38 minutes using media in a typical day - up from six hours and 19 minutes a decade earlier (Toppo, 2010). Youth today spend the

time equivalent of a full-time job using cell phones, iPods, video games, and computers - more than 53 hours a week. Compared with peers a decade ago, young people spend 79 more minutes of free time each day listening to music, watching TV/ movies, playing video games, and surfing online. Additionally, children now report doing at least two of these activities at the same time.

A new study from the Pew Internet and American Life Project, a Project of the Pew Research Center, examined actual adolescent Internet use (Lenhart, Kristen, Smith, & Zickuhr, 2010). In 2009, they collected information on Internet use by 800 adolescents between the ages of 12 and 17 and 2,253 adults aged 18 and over. They found that as of September 2009, among families with children between the ages of 12 and 17, 76% now have broadband Internet access at home (compared to 50% in 2004). Among teen Internet users, 93% of teens with a desktop or laptop use it to go online, 63% go online every day, and older teens aged 14 to 17 are more likely to frequently go online than younger teens. In contrast, 68% of adult Internet users go online daily.

Connecting to and using the Internet is increasingly moving away from home desktop computers and into the mobile and wireless environment, particularly for teens. Three-quarters of U.S. teens now have a cell phone, 79% of teens have an iPod or MP3 player, 80% have a video game console (e.g., Wii, Xbox, PlayStation), and 51% of teens have portable gaming devices (e.g., PlayStation Portable, Nintendo DS). Of those with cell phones, 27% use them to go online. Meanwhile, 24% of those with a video game console use it to go online and 19% of teens with portable gaming devices use them to go online.

Adolescents are avid users of social networks: 73% of teens who go online used a social network website, such as MySpace or Facebook, and teens that go online daily are more likely to use social network sites (80% of daily users vs. 62% of those who go online less often). There was a slight decline in the likelihood of using social network sites to connect with friends since February 2008 (37% from 42%) and fewer teens are sending bulletins/group messages or sending private messages

## In this Issue

Need for Speed on the Virtual Felt .....	3
A Tide Of Gambling Expansion Set To Sweep Over U.S.....	5
Quand la réussite scolaire passe par le bien-être et la santé mentale des élèves .....	6
GAM-GaRD: A Brief Overview .....	8
Research Update: International Gaming Research Unit .....	9
Recent publications and presentations.....	11
News from the Centre.....	12
Upcoming events .....	12

Continued on page 2 »»»

es to friends from within social networking sites. It could be that the novelty of these sites is wearing off, or has been replaced with a newer form of online communication. Similarly, fewer teens are posting comments to a friend's blog within a social networking site, although posting comments to pictures, pages, or "walls" contained on these sites is still popular (86% post to a page or a wall, 83% add comments to a picture). Meanwhile, teens do not seem to use Twitter in large numbers and only 8% of teens visit virtual worlds like *Gaia*, *Second Life*, or *Habbo Hotel*.

Adolescents use the Internet creatively and as a way to share or explore their identities. For example, 38% of teens share self-created content online (e.g., photos, videos, artwork, and stories). They also use the Internet as a resource for information: 31% of online teens use the Internet to look for health, dieting, or physical fitness info, especially health topics that are difficult to talk about (e.g., drug use, depression, or sexual health) and 62% of online teens read news about current events and politics. The Internet may be replacing malls, as 48% of teens buy such items as books, clothing, and music online.

According to Amanda Lenhart of the Pew Research Center's Internet & American Life Project, the near-ubiquity of mobile devices has had a profound effect on how youth use their free time by filling up the "interstitial spaces" in their daily lives. Lenhart stated that iPods and cell phones may be this generation's "magazines and chewing gum," and are harmless ways to fill time. Whether or not spending all one's free time on the Internet is indeed harmless remains to be seen. When it comes to hiring practices, companies do look for individuals who are tech-savvy, but they also look for individuals who are well-rounded, and have people and conversational skills. Communicating through instant and text messaging may rob adolescents of vital interpersonal skills. Additionally, mobile game devices, cell phones, and iPods deprive children and teens of an important catalyst of creativity: boredom. Being bored fosters creativity, and if teens turn to video games or cell phones as a way to fill time, they are not necessarily stimulating their brains. Boredom has been touted as a naturally-occurring emotion that should not be suppressed (Butt, 2006). According to British psychologist Richard Ralley, parents can manipulate boredom in a way that gets children and teens to do

something challenging. Constructively bored kids are more likely to turn to a book, build a fort, pull out paints (or computer art programs) and create, or come home sweaty from a game of neighbourhood basketball. But kids need the guidance of parents or other adults if their boredom is to be constructive and creative. Ironically, the Internet is a great place to look for ideas to combat boredom and instill creativity in children and teens.

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- Toppo, G. (2010, January 19). Kids' electronic media use jumps to 53 hours a week. *USA TODAY*. Downloaded February 4, 2010 from <http://abcnews.go.com/Technology/kids-electronic-media-jumps-53-hours-week/story?id=9608659>. ♦

## 2009 Durand Jacobs Award

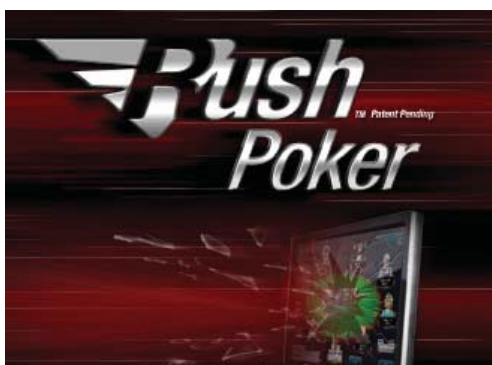
We have received numerous submissions for the Durand Jacobs award. We thank all those who have participated and we will announce the winner in the Summer 2010 edition of this newsletter.

# Need for Speed on the Virtual Felt - Full Tilt Poker Introduces "Rush Poker"

By Will Shead, Ph.D. - International Centre for Youth Gambling Problems and High-Risk Behaviors

The game of poker is constantly evolving. Variations of poker that were popular decades ago are now considered obsolete, taken over by new poker trends. For instance, Five-Card Stud, a version of poker that was once popular in Vegas card rooms and featured as the game of choice in the 1965 film, *The Cincinnati Kid*, is now on the brink of total extinction. These days, the dominant game is No Limit Texas Hold'em (NLH). In this relatively simple game, each player receives two hidden cards (hole cards) and combines them with community cards shared by all players to make their best possible five-card poker hand. In contrast to the limit version of Hold'em, in which players may only bet in predetermined increments, in NLH, players can wager any portion of the chips in front of them including going "all-in" by betting all of their chips at once. NLH is easy to learn, yet incredibly nuanced, in addition to being fast-paced. These characteristics have made it the only form of poker to achieve success as a "spectator sport" that has translated well for television broadcast. With increased TV exposure, it seems that NLH is the form of poker that everyone knows how to play. And while NLH has remained the principal form of poker offered in brick-and-mortar card rooms as well as online poker sites since the early 2000s, slight tweaks to

this seemingly winning formula continue to pop up. Not only are players looking for newer and more exciting ways to play, operators want to offer something fresh that will attract new players and maintain the interest of current players, all while increasing profits.



This continuing evolution has led to "Rush Poker" - an innovation that is now offered exclusively at the Full Tilt Poker online poker site. It works like this - instead of "sitting down" at a nine-handed table to play against eight other opponents, players who opt to play Rush Poker are entered into a large pool of players (typically hundreds of players). A player begins at a full table and plays a hand of poker against eight other opponents. As soon as the individual folds his hand or plays the hand to completion, he is "rushed" to a new table with an entirely new set of eight opponents drawn from the larger pool of players who have just folded their hands at other tables. This process speeds up game playing considerably. Players who have

folded no longer have to wait for other players to play out a hand before a new hand begins. The moment players fold, they are immediately introduced to a brand new hand at a completely different table. Players do not even have to wait until it is their turn to fold. Players instantaneously see their hole cards at the beginning of each hand and if they decide they do not want to continue in the hand they can click the "Quick Fold" button before their turn. They are then taken to a new table while their hole cards are automatically folded in their absence. In the average brick-and-mortar version of NLH, about 30 hands are dealt per hour. At a single online table of regular NLH, players see approximately 100 hands per hour. Now with "Rush Poker," players can plow through over 300 hands of NLH per hour. "Rush Poker" has essentially tripled the speed with which online poker can be played and is roughly ten times faster than brick-and-mortar poker.

Currently, Full Tilt Poker offers "Rush Poker" at lower stakes [e.g., \$0.05/\$0.10 blind-levels (blinds are forced bets made by two players for every hand) up to \$0.50/\$1.00 blind-levels]. Players can choose full-ring (9-handed play) or 6-max (6-handed) tables as well as Pot-Limit Omaha - a variant of poker similar to NLH that is gaining popularity.

Continued on page 4 »»»

There is a patent pending for “Rush Poker” in the U.S., Canada, Europe, and Australia, giving Full Tilt Poker the exclusive right to offer “Rush Poker.” Certainly Full Tilt Poker views this development as a huge advantage over its competitors as a great deal of buzz has been generated and players are clamoring to try it out. “Rush Poker” changes the dynamics of the game in several respects. First and foremost, because players are competing against a new group of players

hand based solely on the absolute strength of their hole cards. With “Rush Poker,” players can successively click the “Quick Fold” button and obtain new cards until they receive a hand with enough absolute strength to proceed. In a way, this form of poker begins to resemble an electronic gaming device, such as a slot machine, in which one action immediately follows the next without any downtime. Players must attend to the action at all times because there is always a new hand presented. If it is a bad hand, it must be folded

dealt a hand he did not like, he could select “autofold” (meaning the hand would be automatically folded as soon as it was his or her turn to act). In the meantime, the player could do other things – surf the Internet, answer emails, read a book or watch television. Maybe it would take another 30 seconds before their turn to play another hand. In “Rush Poker,” the steady stream of hands and lack of downtime means that the players’ eyes are always glued to the screen. Fold, fold, fold, fold, call, bet, raise, fold, fold, fold, raise, fold. Much like a slot machine, the game literally does not stop until all the money in the player’s stack is gone or he makes a concerted effort to end a session by clicking on the “sit out next hand” icon. It seems that “Rush Poker” encourages more immersion in the game than the standard version of online poker and with increased immersion comes more risk. Without the few seconds of downtime between hands to decide it may be time to stop playing, and a new hand always waiting to be played, there is no natural ending to the game apart from losing all of one’s money. In this way, “Rush Poker” has the potential to be a more addictive form of poker.



for each hand, player history is no longer a major consideration. Typically players use “reads” of other players to decide what actions to take. Without any information about other players at the table, each hand is essentially played in a vacuum. Players are now more likely to resort to a rote strategy based on “pre-flop” hand selection – essentially deciding whether or not to proceed with a

whereupon a new hand is immediately presented for consideration. If it is a good hand it may be played out until the pot is either awarded at the conclusion of the hand or folded in response to an opponent’s bet at which point a brand new hand is immediately dealt. There is no more waiting.

By comparison, in a standard online game of NLH, one could open up a single table and if he were

While it is far too early to tell whether “Rush Poker” has staying power, early opinions suggest that it may be the “crack-cocaine” of online poker. Posters on the popular online forum “Two Plus Two” have described it as “blowingly addictive” and “my new addiction.” Time will tell if this is another step in the evolution of poker. ♦

# A Tide Of Gambling Expansion Set To Sweep Over U.S.

By Lynette Gilbeau B.Ed. – International Centre for Youth Gambling Problems and High-Risk Behaviors

Across the United States, legislators and regulators are poised to open the gambling flood gates. Tough economic times and budgetary shortfalls are placing mounting pressure on state governments to establish a revenue stream without resorting to the age-old burden of straightforward constituent taxation. For many states, gambling expansion seems to present a perceived lucrative solution to their financial woes. The following list highlights the initiatives taken by selected states and it should be noted that the number of states considering gambling expansion is increasing and changing regularly. Some of the states moving toward gambling expansion include:

- **Delaware** – A report prepared for the state suggests the construction of two new casinos enabling Delaware to compete for gambling dollars against other Northeast states including New York, Connecticut, and Pennsylvania.
- **Hawaii** – While Hawaii and Utah are the only states that do not allow some form of gambling, Hawaiian lawmakers were considering legalizing gambling as a way to reduce budget shortfalls. Gambling bills had cleared initial committee review but were struck down in February. For the time being, there will be no gambling in Hawaii.
- **Indiana** - Riverboat casino operators have appealed to lawmakers for the right to move inland to stave off competition from other states, especially Ohio.
- **Iowa** – There is renewed interest in the building of four new casinos, a project that was delayed due to recessionary concerns. Regulators will now decide who will receive the new casino licenses.
- **Kansas** - Residents voted three years ago in favour of casino gambling and approved four state-owned casinos. In 2009, the only state run casino in Dodge City opened. The state is awaiting bids from developers to build the other casinos.
- **Maine** - It is hoped that in 2010 a referendum will be proposed to bring casinos to the state.

- **Maryland** - Construction of the state's largest casino in Anne Arundel county has begun with new casinos planned for the coming years.
- **Massachusetts** – State speaker Robert De Leo is proposing that slot machines be installed at the state's race tracks as a way to quickly augment revenues.
- **New Jersey** - In February 2010, a bill to legalize online sports betting passed committee vote and is now slated for debate in the New Jersey Senate. The intention is to expand gaming to allow Internet versions of games such as Poker, Blackjack and Baccarat.
- **Ohio** - In November 2009, voters approved 4 new casinos for the cities of Toledo, Cincinnati, Cleveland, and Columbus. Voters were swayed by the prospect of expected job creation from the casino construction and the promise of increased state revenues.
- **Pennsylvania** - There is a motion to legalize table games allowing the state to better compete with Connecticut and New Jersey.
- **Tennessee** – While the lottery is currently the only legal form of gambling, the state may consider gambling expansion as their neighbours, specifically Louisiana and Mississippi, have reaped substantial gaming tax revenues.

As each state scrambles to increase the scope of their gambling activities, one cannot help but get the sense that they are all picking out of each other's or their own pockets. In some states like Pennsylvania, the give and take of gambling expansion has already been felt as revenues from slots gambling increased while three of the state's casinos are struggling financially. Furthermore, all of this state gambling expansion is occurring at a time when in the last year casino gambling revenues in the 12 states with commercial casinos dropped for the first time since 1931. It remains to be seen if this tide of gambling expansion can be supported by an increase in the actual gambling revenue pot or if there will be more detrimental financial consequences. Stay tuned for more information about international gambling expansion developments. ♦

# Quand la réussite scolaire passe par le bien-être et la santé mentale des élèves

*Mental Health in Schools: Engaging Learners, Preventing Problems, and Improving Schools*

Par Howard S. Adelman & Linda Taylor (2010)

Corwin: Thousand Oaks, CA. 310 pages.

Compte rendu rédigé par Cintia Quiroga, Ph.D., Stagiaire postdoctorale

Centre international d'étude sur le jeu et les comportements à risque chez les jeunes

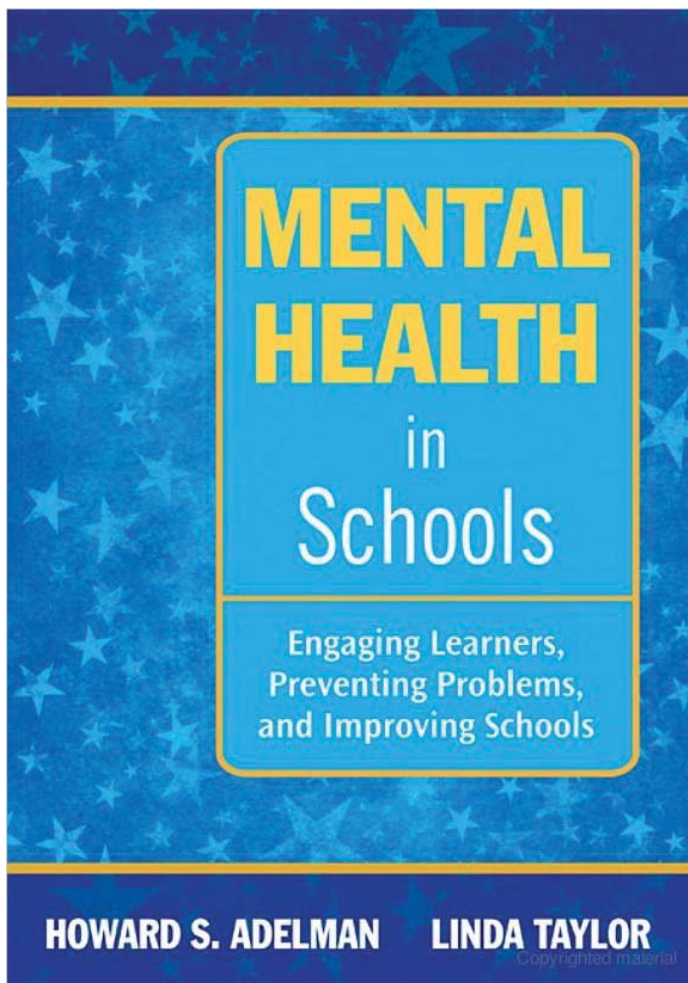
Le troisième livre de Adelman et Taylor sur les obstacles à l'apprentissage s'adresse aux éducateurs, chercheurs et législateurs préoccupés par la réussite scolaire et met l'accent sur la question de la santé mentale dans les écoles. C'est un outil qui peut orienter les pratiques de ceux qui sont appelés à inter-

venir directement ou indirectement auprès des élèves et qui sont préoccupés par les problèmes émotionnels et les problèmes de comportement chez les jeunes, comme l'agressivité, la prise de risques, la dépression, l'anxiété ou encore la consommation de drogues et d'alcool.

une nouvelle direction en ce qui concerne la santé mentale à l'école en promouvant des pratiques pédagogiques et organisationnelles qui ne visent pas seulement à améliorer le niveau d'instruction des élèves et la gestion de l'école mais qui visent aussi à éliminer les obstacles à l'apprentissage – et qui auront comme conséquence directe de prévenir les problèmes de santé mentale.

D'emblée, le livre se présente comme un guide visant à améliorer les écoles en tant que milieu de vie, à prévenir les problèmes d'adaptation chez les jeunes et à soutenir l'engagement des élèves. Adelman et Taylor préconisent une approche globale pour s'attaquer à la question de la réussite scolaire qui inclue la prévention en santé mentale afin de favoriser le bien-être et la réussite des élèves, et par extension celui de leurs familles et de la communauté. Ils proposent d'emprunter

L'ouvrage est divisé en quatre parties principales dont chacune contribue à démontrer le bien-fondé de leur approche. Dans la première partie, les auteurs font le point sur les pratiques en matière de santé mentale mises en place dans les écoles. Ils soulignent l'étendue des difficultés émotionnelles et comportementales touchant les enfants et les adolescents, la fragmentation des services qu'ils reçoivent et proposent un modèle plus cohésif d'intervention scolaire. La deuxième partie porte sur les défis à relever pour encadrer les pratiques en santé mentale à l'école. Les auteurs mettent en relief les dangers et les difficultés propres à la détection et au dépistage des problèmes



Continued on page 7 »»»»

d'adaptation en milieu scolaire d'une part ; d'autre part, ils insistent sur l'importance de promouvoir des pratiques fondées sur des données probantes et de favoriser des pratiques qui encouragent l'engagement scolaire des élèves. Dans la troisième partie, ils proposent des stratégies prometteuses pour prévenir les problèmes émotionnels, de comportement et scolaires. Enfin, la quatrième partie propose

des changements à implanter au niveau des politiques et du système scolaire pour favoriser la réussite de tous les élèves et supprimer les obstacles à l'apprentissage.

Le livre de Adelman et Taylor évite de trop simplifier la prévention en matière de santé mentale et de réussite scolaire en mettant en garde ceux qui seraient tentés de solutionner le problème

uniquement en augmentant l'accès aux services cliniques à l'école. On constate à l'avant-plan de leurs préoccupations le souci de promouvoir le développement positif chez les jeunes de façon globale, en les aidant à développer leurs forces et leurs compétences ainsi qu'en favorisant la promotion des facteurs de protection. ◆

## Facebook Bans Online Gambling Ads

In a move to protect younger users, Facebook has announced a ban of online gambling ads. Under this updated advertising policy, advertisements cannot "contain, promote or reference gambling, including without limitation, any online casino, sports books, bingo, or poker." Gambling is among the list of 20 prohibited advertising content items that also includes firearms, tobacco, spy cameras, uncertified pharmaceuticals, nudity and inflammatory religious material. Despite the advertising content ban, gambling site related fan pages and groups are permitted as well as gambling-related applications including Texas HoldEm Poker and Super Slot Machines. Perhaps in time Facebook will further tighten up their policies and impose additional restrictions but for the moment, gambling ads are taboo but the playing can continue.

## Sarah Palin - The Bets are On



Sarah Palin is once again attracting the attention of the betting public. In 2008, bookmakers' odds were not in favour of Sarah Palin remaining on the John McCain ticket and in 2009 bookmakers posted odds on what her future would hold after her resignation as Alaskan governor. In the latest gambling news to involve Palin, Irish bookmaker, Paddy Power, recently posted odds regarding when Palin would leave Fox

news, which minority group she will first offend while at Fox news, and where she stands in the list of potential Republican candidates for the 2012 U.S. Presidential election race.

## New President and CEO at CASA

The National Center on Addiction and Substance Abuse (CASA) at Columbia University announced that William H. Foster, Ph.D., Dean of Maine's Edmund S. Muskie School of Public Service, became President and CEO of CASA. He succeeds Joseph A. Califano, Jr., the former U.S. Secretary of Health, Education, and Welfare who founded CASA in 1992. Califano will continue to serve as CASA chairman. ◆

# GAM-GaRD: A Brief Overview

By Professor Mark Griffiths (Nottingham Trent University, UK)

Dr. Richard Wood (GamRes Ltd., Canada)

Jonathan Parke (University of Salford, UK)



During late-2006 to mid-2007, in conjunction with Camelot Group Plc (the UK National Lottery operator), we helped to develop a more effective

process for developing socially responsible games. The new gaming risk assessment tool GAM-GaRD (Gambling Assessment Measure – Guidance about Responsible Design) is a social responsibility tool that will help gaming companies design games that reduce the risk for vulnerable individuals.

GAM-GaRD was developed through a combination of examining the current state of research on structural characteristics worldwide, and by employing an advisory team of leading experts in the Gambling Studies field (Henry Lesieur, Robert Ladouceur, Jeff Derevensky, Alex Blasczynski, Gerhard Meyer). Final testing of the measure compared the results to the known risks associated with established games. GAM-GaRD is now available under license to the whole gambling industry (see <http://www.gamgard.com>). An updated version (GAM-GaRD 1.1) was recently developed based on customer feedback from companies already using the tool.

GAM-GaRD can be used to identify the structural characteristics of games that present the great-

est risks for excessive play. GAM-GaRD provides each game tested with a total score that gives a 'traffic light' rating of risk for vulnerable players (i.e., green = low risk; amber = medium risk; red = high risk). GAM-GaRD identifies which elements of a game, if any, are problematic so that they can be "adjusted" to make the game safer or can be combined with other external measures of social responsibility in an effort to reduce overall harm. GAM-GaRD was designed so that it can be used to assess any gambling type game by anyone with a basic knowledge of the features of the game (e.g., game developers, responsible gaming personnel, game regulators). It is important to note that a "red" rating does not necessarily imply or mean that a game should not be introduced into the marketplace. If a game is identified as having some problematic features there are a number of options and strategies that can be considered and implemented:

- Change one or more of the individual characteristics of the game to lower the overall score: It is possible to use the measure to identify the specific problematic features of the game in order to adjust the game accordingly. For example, if the game scores high on event frequency, then measures can be introduced to slow the game down, and lower the overall score. If a game

scores high on continuity of play, then breaks can be put in place between the end of one game and the start of another.

- Employ more market protection and preventative strategies: If a game scores highly, other protective and preventative responsible gaming initiatives might be introduced to limit, control, or minimize the effect of the game. For example, an online game may be restricted in terms of the hours that it is made available, or weekly spend limits could be introduced. Other socially responsible strategies may be avoiding placing gaming machines in socially deprived areas, away from younger players, or where alcohol is prevalent.
- Abandon the game: In some cases, the game may be abandoned or require such serious modifications that the game becomes unfeasible, unprofitable and/or unattractive to players. ♦

## GAM-GaRD

Guidance about Responsible Design





# Research Update: *International Gaming Research Unit*

*By Dr Mark Griffiths, Professor of Gambling Studies, Psychology Division, Nottingham Trent University, United Kingdom*

The last year or so has been an incredibly busy time for the *International Gaming Research Unit (IGRU)*. Along with Dr. Rachel Volberg and Professor Jim Orford, we are already helping the *National Centre for Social Research* carry out the third national British Gambling Prevalence Survey (BGPS) following the first one in 2000 and the second one in 2007. Funded by the *British Gambling Commission*, data collection is well underway and a report is due at the end of this year. Over the last year, Jim Orford, Heather Wardle, and Mark Griffiths have also been involved in secondary analysis of the previous 2007 BGPS with particular emphasis on data relating to co-occurring behaviours (alcohol and nicotine use), DSM-IV/PGSI screen comparison, online gambling, and social factors. Some of the papers we have coming out this year are listed at the end of this article.

Most of our recent research has concentrated in a number of distinct areas, most prominently in the areas of online gambling (e.g., online poker playing among students, relationship with other potentially addictive behaviours, social responsibility tool development), and video game addiction (e.g., role of personality factors, context, structural characteristics, convergence with gambling, social

responsibility issues). Much of this latter research has been a collaborative research project with Australian psychologists Dr. Daniel King and Dr. Paul Delfabbro (University of Adelaide). We are particularly pleased with the development of a new taxonomy of structural characteristics of video games that has led to a number of empirical studies.

One of the major underlying themes running through most of our recent work on gambling and video games is in the area of social responsibility and player protection. Along with Dr. Richard Wood (*GamRes Ltd*) we are currently co-developing some new social responsibility tools for gaming companies that will complement our development of the *GAM-GaRD* social responsibility tool (*Gambling Assessment Measure: Guidance about Responsible Design*).

Perhaps most importantly for the gambling studies field, the *IGRU* is very proud of its development of junior researchers through our doctoral research programme. We currently have seven postgraduate students carrying out research on various gambling and gaming issues including Zaheer Hussain (online video game addiction), Jay Recher (online poker), Jane Rigbye (adolescent gambling prevention

and barriers to treatment), Abby McCormack (structural characteristics of interactive gambling technologies), Lavinia McLean (video game violence and other psychosocial effects), Alex Meredith (identity in online gaming), and Andrea Lewis (casual gaming in women). Hopefully, much of their current research will be disseminated over the next few years.

However, the *IGRU's* philosophy is to let our disseminated work speak for itself. The selected list of papers below probably says more about what we are up to than any narrative. If you would like any of these papers then email me at: [mark.griffiths@ntu.ac.uk](mailto:mark.griffiths@ntu.ac.uk).

### *Selected 2010 IGRU publications*

Griffiths, M.D., Wardle, J., Orford, J., Sproston, K. & Erens, B. (2010). Gambling, alcohol consumption, cigarette smoking and health: findings from the 2007 British Gambling Prevalence Survey. *Addiction Research and Theory*, in press.

Orford, J., Wardle, J., Griffiths, M.D., Sproston, K. & Erens, B. (2010). The role of social factors in gambling: Evidence from the 2007 British Gambling Prevalence Survey. *Community, Work and Family*, in press.

Griffiths, M.D., Wardle, J., Orford, J., Sproston, K. & Erens, B. (2010). Internet gambling, health, smoking and alcohol use: Findings from the 2007 British Gambling Prevalence Survey. *International Journal of Mental Health and Addiction*, in press.

Orford, J., Wardle, H., Griffiths, M.D., Sproston, K. & Erens, B. (2010). PGSI and DSM-IV in the 2007 British Gambling Prevalence Survey: Reliability, item response, factor structure and inter-scale agreement. *International Gambling Studies*, in press.

Griffiths, M.D., Parke, J., Wood, R.T.A. & Rigbye, J. (2010). Online poker gambling in university students: Further findings from an online survey. *International Journal of Mental Health and Addiction*, 8, 82-89.

Griffiths, M.D. (2010). The role of context in online gaming excess and addiction: Some case study evidence. *International Journal of Mental Health and Addiction*, 8, 119-125.

King, D.L., Delfabbro, P.H. & Griffiths, M.D. (2010). Video game structural characteristics: A new psychological taxonomy. *International Journal of Mental Health and Addiction*, 8, 90-106.

Spennwyn, J., Barrett, D.K.R. & Griffiths, M.D. (2010). The role of lights and music in gambling behavior: An empirical pilot study. *International Journal of Mental Health and Addiction*, 8, 107-118.

van Rooij, T., Antonius, J., Meerkerk, G. Schoenmakers, T.M., Griffiths, M.D. & van de Mheen, D. (2010). Video game addiction and social responsibility,

*Addiction Research and Theory*, in press.

King, D.L., Delfabbro, P.H. & Griffiths, M.D. (2010). The convergence of gambling and digital media: Implications for gambling in young people. *Journal of Gambling Studies*, in press.

Mehroof, M. & Griffiths, M.D. (2010). Online gaming addiction: The role of sensation seeking, self-control, neuroticism, aggression, state anxiety and trait anxiety. *CyberPsychology and Behavior*, in press.

Westwood, D. & Griffiths, M.D. (2010). The role of structural characteristics in video game play motivation: A Q-Methodology Study, *Cyberpsychology, Behavior and Social Networking*, in press.

## Teen Usage - Marijuana, Drugs and Smoking

In December 2009, the results of the U.S. Monitoring the Future Survey conducted by the University of Michigan were released. This comprehensive survey involving 46,097 eighth, tenth and twelfth graders looked at a teen usage of a myriad of drugs including marijuana, prescription medications, inhalants as well as alcohol and tobacco consumption. The conclusions indicate a gradual rise in marijuana usage while the proportion of teens using illicit drugs other than marijuana is declining. However, the

principal investigator, Lloyd Johnston, cautions that teens' concern about the degree of risk associated with marijuana is declining and that changes in these beliefs are "often very influential in driving changes in use."

With regard to cigarettes, smoking rates among young people continue to decline slowly. Additionally, the number of students ever trying smoking has sharply declined and these two developments represent a significant step forward for the health of future generations. ◆

## Internet Gambling in Canada

Internet gambling is coming to Canada. Loto Quebec has joined with the Atlantic Lottery Corporation (ALC) and the British Columbia Lottery Corporation to introduce Internet gambling by the summer of 2010. The province of Ontario is also considering introducing online gambling in the near future. Can the other lottery corporations be far behind? ◆

# Recent publications and presentations

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## REFEREED PUBLICATIONS

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Magoon, M., Gupta, R., & Derevensky, J. (in press). Gambling among youth in detention centers. *Journal for Juvenile Justice and Detention Services*.

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Moubarac, J-C, Shead, N. W., & Derevensky, J. (in press). Bingo playing and problem gambling: A review of our current knowledge. *Journal of Gambling Issues*.

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Pagani, L., Derevensky, J., & Japel, C. (in press). Does early childhood emotional distress predict later gambling behaviour? *Canadian Journal of Psychiatry*.

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Shead, N.W., Derevensky, J., Gupta, R., & Fong, T. (in press). Characteristics of Internet gamblers among a sample of students at a large, public University in southwestern United States. *Journal of College Student Development*.

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## CURRICULUM & MULTIMEDIA PROJECT DEVELOPMENT

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Gupta, R., Derevensky, J., & Sklar, A. (2010). Youth gambling problems: Practical information for Health Professionals. Development of a multimedia tool kit. Montreal: McGill University.

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Gupta, R., Derevensky, J., & Sklar, A. (2010). Youth gambling problems: Practical information for Professionals in the Criminal Justice System. Development of a multimedia tool kit. Montreal: McGill University.

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## INVITED PRESENTATIONS

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Derevensky, J. (2010). *Internet and sports gambling: Common issues...common concerns*. Invited keynote address to be presented at the New York State Council on Problem Gambling annual conference, Albany, March.

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Derevensky, J. (2009). *Parental attitudes toward youth gambling: Are parents part of the problem or solution?* Invited presentation to be presented at the California Problem Gambling Summit, Sacramento, March.

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Derevensky, J. (2010). *Cultural and ethnic differences among adolescent problem gamblers: Current trends and future prospects*. Invited keynote address to be presented at the 5th annual COSTI Immigrant Services gambling conference, Toronto, March.

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Derevensky, J. (2010). *Youth gambling: Myths, realities and new understandings*. Invited keynote address presented at the 13th Annual Kentucky Council on Problem Gambling conference. Lexington, KY, February.

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Derevensky, J. (2010). *Adolescents with gambling problems: prevention and treatment recommendations*. Invited address presented at the 13th Annual Kentucky Council on Problem Gambling conference. Lexington, KY, February.

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Shead, N. W. (2010). *Issues in Problem Gambling Treatment for Poker Players*. Invited talk at the Ontario Problem Gambling Provincial Forum, Ottawa, ON. Sponsored by the Centre for Addiction & Mental Health. February. ◆

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## News from the Centre...

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### **New Addition to the Gupta-Louie Household**

Congratulations to Rina Gupta and her husband Richard Louie on the birth of their adorable son Jackson. The baby was born on January 1, 2010 bringing special joy to the New Year's celebrations. Big brother Aidan is enjoying his new little sibling!



### **Isabelle Lussier Engaged**

We send heartfelt congratulations to Isabelle Lussier Ph.D. on her recent engagement to Michel Langlois. A September wedding is planned. We wish them both much happiness.

### **Lynette Gilbeau Joins the Centre Team**

We welcome Lynette Gilbeau who will be acting as interim Research Coordinator replacing Amy Taylor who has left on maternity leave. Lynette holds a Bachelor of Education from McGill University. She will be responsible for coordinating data collection and research initiatives and will edit the Centre's newsletter. ◆

## Upcoming Events

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- **Alberta Gaming Research Institute's 9th Annual Conference**  
April 9-10, 2010 - Banff, Alberta, Canada
- **Responsible Gambling Council's Discovery 2010 Conference**  
April 13-16, 2010 - Toronto, Ontario, Canada
- **Minnesota Institute of Public Health 7th Annual Minnesota Problem Gambling Conference**  
May 4, 2010 - Brooklyn Center, Minnesota, USA
- **National Council on Problem Gambling 24th Annual Conference**  
June 9-12, 2010 - Portland, Oregon, USA
- **8th European Conference on Gambling Studies and Policy Issues**  
September 14-17, 2010 - Vienna, Austria

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## YGI Newsletter

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