



Gambling in California: What on Earth Are We doing Out Here, Anyhow?

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While Las Vegas is easily the most famous home of gambling in the United States (and perhaps in the world!), California looms in its shadow with a large industry. Since the National Indian Gaming Association (NIGA) does not publish state-by-state revenue and tribal gaming comprises a large part of the State's industry, California is often left off annual top 10 revenue lists.

California gambling, however, is a fascinating organized mess of multiple independently regulated industry segments, and I hope to offer the newsletter's readership some foundational knowledge on the four major types of legal gambling establishments in California - tribal casinos, card rooms, horse racing, and the lottery (California also allows non-profit organizations to offer charitable gambling, but that will not be covered here) - as well as the current work at the UCLA Gambling Studies program (UGSP) and some speculation on online gambling in the state.

Native American/Tribal Gaming

In 1987, the U.S. Supreme Court recognized the right of Indian tribes to offer gaming on tribal lands (California v. Cabazon). The following year, the U.S. Congress passed the Indian Gaming Regulatory Act (IGRA), under which the tribes negotiate with individual states to form compacts with provisions for revenue sharing with non-gaming tribes, environmental protections, labor agreements, and local mitigations. It was not until State Proposition 1A of 2000, which lifted a state constitutional ban on casinos and lottery-type games outside the state lottery, that tribal casinos opened in California.

There are currently 60 tribal casinos throughout California, operated by 58 tribes. The types of games offered at tribal casinos are similar to commercial casinos in other states and provide the widest variety of games in the state, including bingo, poker, slot machines, and some banked card games like blackjack. Each tribe's land is considered sovereign and tribal casinos are largely self-regulated by sovereign gambling commissions. The two State regulatory bodies, the California Gambling Control Commission (CGCC) and the Bureau for Gambling Control (BGC), also contribute in part to tribal casino regulation.

As a result of tribal gaming, many formerly impoverished tribes have been able to rebuild their communities. Tribal gaming businesses are run with a different definition of "business success" than most other commercial casinos. Tribal gaming is considered a means of promoting tribal economic development, tribal self-sufficiency, and strong tribal government, and their main goal is nation-building, rather than as pure profit centers (Stevens, 2015).

Card Rooms

Card rooms, also called card clubs or California casinos, have been an official part of California since it joined the United States in 1850 and unofficially, have existed since long before statehood. There are approximately 80 active card rooms operating in the State, ranging in size from small mom and pop operations with only one or two tables, all the way up to large businesses with 270 card tables. In 1998, the

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California Gambling Control Act was passed, which created the CGCC (regulatory and policy body) and the BGC (enforcement body), that together oversee the card rooms. The CGCC and the BGC are not housed together under the same State department, which can occasionally cause some issues when the heads of the different departments (i.e., the Governor and the Attorney General) have different policy interests.

Card rooms have somewhat convoluted rules and regulations. The games they offer must be played without the operator's involvement in the winning or losing. Poker, for example, is a game in which the card room has no interest in the outcome; they simply collect a charge from the players. Casino-style games, such as blackjack and baccarat, are "banked" games – that is, the player is betting against the house – and therefore the game is not permitted under state law. Many card rooms, however, offer these types of casino table games. Of course, if the legality of these games is regularly challenged, how come card rooms can operate with regulatory permission?

The card rooms offer variants of these games as player-banked games, rather than house-banked games. These games are often renamed to indicate that they are different from standard house-banked games (e.g., California 21 instead of blackjack). Card rooms have agreements with Third Party Proposition Player (TPPP) groups, who serve as the bank, while the card room deals the game. The card room is only responsible for managing and controlling the game, not the wagers. The players take on the role of the bank in turn at each seated position. The designated banking player places their wager and the remaining players bet against the banking player. The TPPP groups will always have a designated player at the table game, and will always accept their banking opportunity. They will also provide action for all bets not covered by the original player banking (Zender, 2010). The card room charges a service fee (typically about \$0.50 to \$5.00) for facilitating the game, which innately makes the odds less favorable for the gambler (Zender, 2010). Each party in this transaction operates within the scope of the law. The card room deals the game and collects a flat service fee from the gamblers and/or TPPP. The gamblers are placing their wager against another player (banking player and/or TPPP). The TPPP acts as a player in the game with a large bankroll. Confused yet? Not to worry, that's quite normal here.

Horse Racing

California horse racing was legalized in 1933 and today there are five major racetracks, seven fairgrounds with racing, and 27 simulcast facilities in operation, all regulated and overseen by the California Horse Racing Board (CHRB). Over the years, horse racing laws have been amended to include off-track wagering, interstate and international wagering, and online through advance deposit wagering (ADW). All legal horse racing gambling is conducted as pari-mutual wagering, in which all wagers are placed into a collective pool and the payoff odds are based on the proportion of winning bets in the pool. As in most other states in the U.S., horse race wagering is currently the only legal form of online gambling in California due to specific permission in the Unlawful Internet Gambling Enforcement Act of 2006. This may change in the next year or two if one of the four proposed bills to legalize online poker passes through the state legislature.

California Lottery

The California Lottery was created in 1984 with the stated intent to provide supplemental funding to public education. A 2010 amendment limits administrative expenses to 13% of sales, with the remaining 87% being returned to the public as either gambling winnings or contributions to education. The Lottery offers eight different draw games and several dozen different scratchers, sold at over 21,000 retail locations throughout the state. In February 2015, the Lottery became the first in the U.S. to receive the World Lottery Association's highest certification level for their implemented responsible gambling program, which includes extensive workforce and retailer training, improved referrals to treatment, and public service announcements.

UCLA Gambling Studies Program

The primary focus of the UGSP is the California Gambling Education and Treatment Services (CalGETS) program. CalGETS was created in 2009 as a product of the partnership between UGSP and the California Office of Problem Gambling (OPG) in the state Department of Public Health. Prior to CalGETS, there was no state-supported program gambling treatment program in California. CalGETS includes four major components: training, a treatment provider network, a clinical innovation program, and the problem gambling telephone interventions program.

Training is held for eligible licensed therapists to become authorized providers in the CalGETS treatment provider network. Once trained, therapists are eligible to receive fee-for-service reimbursements from the state of California. The providers in CalGETS offer specific problem gambling treatment that is diverse and multi-cultural to effectively address various patient needs. Currently, CalGETS has 216 treatment providers and it continues to grow.

CalGETS implements evidence-based treatment and uses the clinical innovations program to conduct research for improving treatment and training. The UGSP also collects data from patients at intake, during treatment, and at 30-, 90-, and 365-day periods after being discharged from treatment. The dataset continues to grow as the program does and we are always open to collaboration, so get in touch if you have some research interests!

In addition to the CalGETS program, the UGSP is always in the midst of other research initiatives. Receiving some recent press is our Behavioral Technologies Lab's app to supplement problem gambling therapy. Now in the middle of a clinical trial, the app aims to improve treatment by generating data from patients' reported behavior in real time, rather than after the fact in a therapy session. Initial reports are positive - therapists have been able to develop individual treatment strategies based on the self-reports of gambling urges, mood descriptors, sleep patterns, and more. If you would like to learn more about California gambling, the UGSP, or CalGETS, please contact Brett Abarbanel (BAbarbanel@mednet.ucla.edu).

References

Stevens, E., Jr. (2015). US Indian gaming: The \$28 billion dollar industry. Paper presented at the ICE Totally Gaming, London, UK.

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Post Doctoral Position Available

An immediate opening for a post-doctoral fellow focused upon studying youth risk-taking behaviors is available. A doctorate degree in developmental, clinical, school/applied, social, experimental or health psychology, addictions research, or related field is required. Fluency in French is an asset. An understanding of addictions is beneficial but not required. The candidate must have skills in statistical analyses and research methodology, and experience in using SPSS and/or SAS for data analyses. The successful candidate should be highly motivated, have strong library research skills, experience in academic writing, strong analytic skills, and be able to conduct field-based research projects independently. We are searching for someone who is independent, yet who enjoys working in a collaborative environment. We are offering either a one-year or two-year position. Salary is commensurate with other post-doctoral positions. The successful candidate will work in the area of youth risk-taking behaviors and will become an active member of the International Centre for Youth Gambling Problems and High-Risk Behaviors. He/she will be responsible to the director of the centre and will work closely with the research faculty, other post-doctoral candidates and graduate students. Responsibilities will include developing and conducting field-based research studies, analysis of data, manuscript writing, assistance with grant writing, and literature searches. The candidate will also contribute toward the development, production, and distribution of a quarterly publication. Opportunity to present at national and international conferences is offered and the candidate is expected to publish in peer reviewed journals.

Please e-mail or mail letter of application, curriculum vitae and three reference letters to:

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Addictive Behaviours Research Centre: University of Lincoln

Dr. Amanda D.L. Roberts, Reader, University of Lincoln

Gambling today appears to be more acceptable, accessible and endemic than ever. It is considerably different from a decade ago due to technological advances, the accessibility of Internet gambling and the added proliferation of smartphones and tablets. As a consequence, gambling has become an increasingly mainstream activity and common pursuit among both adults and young people. Problem gambling was historically seen as a 'male issue', with problem and pathological gambling affecting more men than women, but this is no longer the case. The gap is closing and increasing numbers of women are fulfilling the criteria for problematic gambling. The 2010 British Gambling Prevalence Survey suggested that the largest increase in gambling occurred among women, where rates have increased from 65% in 2007 to 71% in 2010; this also included a rise in problematic women gambling from 0.2 percent to 0.3 percent of the U.K. population (Wardle et al., 2011). One of the most perceived gender differences with regard to gambling centers around gambling motivation. It has been suggested that men tend to gamble for the excitement, while women gamble mostly to escape problems (Lesieur & Blume, 1991). Often the forms of 'escape' gambling (mainly online) favoured by women are secluded and can escalate beyond control as a "hidden addiction", out of visible sight of family members and friends. Moreover, the lack of recognition that addictions affect women sometimes makes it difficult for women to communicate their fears to family and friends. Subsequently, knowledge of problem gambling among women is incomplete and many women are unaware of treatment options. There is a paucity of gender-specific research on women and gambling, especially in the U.K.

As well as an increase in women problem gamblers, reports suggest that the prevalence rate of problem gambling amongst young people is higher than amongst adults and signifies an evolving public health concern (Valentine, 2008). Reviews of prevalence rate studies of young people's gambling in the U.K. and North America suggest that between 76-91% of young people report that they have gambled (Valentine, 2008). Despite the fact that, the minimum legal age for gambling in the U.K. is 18 years old (16 for National Lottery) in adult gaming centres, betting shops, bingo halls, casinos, racetracks and online gambling, there is no age restriction on low stakes/prizes slot machines in family entertainment centres and amusement arcades. Furthermore, it had been documented that almost 2% of young people between the ages of 11 and 15 increasingly have trouble regulating their gambling activity due to on-line gambling and gaming apps embedded within social media (IPOS Mori, 2009). Despite this, young people maturing at a time when gambling is highly accepted and considered a conventional activity (Gupta & Derevensky, 2000) are likely prone to view gambling in a positive light.

There is extensive debate over the issue of gambling and harm, especially among young users. Early results suggest that children and adolescents are more vulnerable to developing gambling problems than adults (Jacobs, 2000). The younger that children start to gamble, the more at risk they are in developing gambling problems later in life (Valentine, 2008). Research also suggests that early gambling commencement (at an early age) might influence mental health functioning during adulthood (Lynch et al., 2004). For example, young adult gamblers who began gambling as adolescents were found to be more likely to report substance use problems than young adult gamblers who commenced gambling as adults (Lynch et al., 2004). In another study of over 4,500 youths, potentially addictive behaviours such as alcohol abuse and drug use were highly correlated with gambling (Griffiths & Sutherland, 1998). Given the above concerns, although there has been some headway, it is surprising that there is a still somewhat of an absence of data about youth gambling, especially in the U.K.

Professor Todd Hogue and Dr. Amanda Roberts are developing a new multi-disciplinary research centre focused on gambling and other addictive behaviours at the University of Lincoln in the U.K. Gambling-related focus will be on areas wherein research is essential; namely on women and youth gambling behaviours. One focus of the developing research centre will be on understanding the psychological causes and effects of gambling, including addictive gambling, pathological gambling, risk taking behaviour, treatment programmes

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and the impact of new technologies such as betting smartphone apps. The centre is forming strong links with other national and international collaborators (e.g., Researchers from AUT University in New Zealand, The University of Hong Kong, McGill University, The National Problem Gambling Clinic U.K. and The Addiction Centre of ASL Città di Milano are already involved). Ultimately, one of the Centre's aims is to develop new avenues of research to inform the work of the Gordon Moody Association and support organizations such as the Responsible Gambling Trust, Gamblers Anonymous, GamCare, the Joseph Rowntree Foundation, NHS Trusts and other private and public agencies in the UK and abroad. For more information, please contact Dr. Amada Roberts - ARoberts@lincoln.ac.uk

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2015 Annual Holiday Campaign Planning Underway

Preparations for the 2015 Holiday Campaign are well underway. The annual Holiday Campaign, a collaborative initiative of the International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University and the National Council on Problem Gambling (NCPG), highlights the risks of giving lottery tickets and scratch cards as holiday gifts to minors.

Support for the campaign by North American and international lottery corporations has grown incrementally every year since the program inception. In 2014, a record number of lottery corporations participated in the campaign. We look forward to even greater support for the 2015 campaign!

Stayed tuned for more news about the campaign!

Preventing High-Risk Behaviors Through a School, Family and Community Approach

Vivianne Briand, Consultant in Addictions Prevention/Health Promotion, Lester B. Pearson School Board

In response to a number of societal changes in recent years, the role of schools has consequently also changed, expanding from simply teaching reading, writing and arithmetic. Increasingly, the educational milieu espouses a whole-child perspective toward success and wellness, assisting students not only in learning the curriculum but in building the necessary skills to navigate life's hurdles. Schools are broadening the scope of education to encompass student well-being including the prevention of substance abuse and other high-risk behaviors. The Lester B. Pearson School Board is discovering that for prevention of risk behaviors among adolescents to be most effective, the involvement of parents in prevention efforts is paramount. Schools have long understood that parent involvement is essential to student success and are now playing an increasingly pro-active role in collaborating with parents to promote student wellness. Drug education and information that actively includes parents reinforces what children are learning about risk behaviors and encourages opportunities for dialogue. This is underscored by Simon and Epstein (2001) regarding school, family and community partnerships stating that "When positive connections occur across contexts, more students are likely to be recipients of common messages."

Adolescence is characterized by a host of developmental changes which may include increased risk-taking behavior. Fortunately, most adolescents make it through the often turbulent teenage years without developing problems with alcohol, drugs, tobacco or gambling. Motives for experimenting with risk behaviors during the early adolescent years are numerous and range from the desire to gain autonomy, an increased sense of belongingness to the peer group and simple curiosity. According to the National Institute on Drug Abuse "Risk of drug abuse increases greatly during times of transition. In early adolescence, when children advance from elementary through middle school, they face new and challenging social and academic situations." To be most effective, prevention activities should target young people during these key times of transition when they are most likely to experiment with drug and alcohol use and other risk behaviors. Targeting the time of transition between elementary and secondary school also helps promote the numerous positive facets of transitioning to secondary school and may subsequently decrease student and parent anxiety around this impending transition.

Actively engaging parents in prevention while targeting key transition times are essential factors to consider when designing and implementing prevention initiatives. To most effectively promote student wellness and decrease risk behaviors, it is also necessary to draw upon the expertise of specialized community partners. In an article in the *Journal of Primary Prevention*, Adelman and Taylor underscore the importance of bringing schools, families and communities together "...comprehensive, multifaceted approaches are only feasible if the resources of schools, families, and communities are woven together. A corollary of this is that the committed involvement of school, family, and community is essential in maximizing intervention implementation and effectiveness." It is within this spirit that the Partners in Prevention committee was launched by the Lester B. Pearson School Board.

The Partners in Prevention committee is a partnership of organizations dedicated to raising parental awareness of addiction-related high-risk behaviors (smoking, alcohol/drug use, and gambling) among young people. It is comprised of representatives of the following organizations:

- The Lester B. Pearson School Board, Student Services Department
- The International Centre for Youth Gambling Problems and High-Risk Behaviors (McGill University)
- Risk Within Reason
- Portage Substance Abuse Treatment Program for Adolescents
- The Montreal Police (SPVM)
- Foster's Addiction Rehabilitation Center (CRD Foster)
- The Quebec Lung Association

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The committee was created in response to a need identified by the Lester B. Pearson School Board's Student Services Department and partnering organizations to enhance parental awareness of adolescent risk behaviors. Traditional information evenings had previously failed to attract parents. The school board and its partnering organizations created the Partners in Prevention Committee with the view of collectively developing and implementing awareness initiatives geared specifically to parents. It is from this committee that The Amazing Prevention Adventure was born.

The Amazing Prevention Adventure draws from the expertise of specialized organizations while actively engaging young people and their parents in learning. Grade 5 and Grade 6 students, along with their parents, are personally invited to attend The Amazing Prevention Adventure event, a fun-filled and interactive prevention evening hosted in their community. Themed on learning being a journey, students embarking on the "prevention adventure" receive their own travel bag containing information on preventing risk behaviors and community resources as well as a few fun items and souvenirs to take home. Pre-teens and parents are divided into small groups and embark on an adventure whereby, following their travel plan, they travel through a circuit of 5 interactive destinations animated by our partners. They play Gambling Jeopardy when they visit the destination coordinated by the International Centre for Youth Gambling Problems and High-Risk Behaviours at McGill University and learn about the teen brain when they visit the destination animated by the Foster's Addiction Rehabilitation Centre (CRD Foster). Pre-teens and parents participate in role playing activities simulating real life scenarios when they visit the Risk Within Reason destination and learn about lung health when they arrive at the destination coordinated by The Quebec Lung Association. Finally, The Montreal Police (SPVM) engage participants in an interactive quiz and provide legal facts to clarify common misconceptions. The Portage substance abuse rehabilitation program is also available to share information on their services for youth. The evening is intended to be fun; snacks are provided and prizes can be won. According to Botvin et al., an interactive format to drug prevention is key. "Prevention programs are most effective when they employ interactive techniques, such as peer discussion groups and parent role-playing, that allow for active involvement in learning about drug abuse and reinforcing skills."

Following their visit to the five destinations, pre-teens and parents come together to reflect upon the key take-home messages of the evening, perhaps a little more prepared to tackle the challenges of life's real adventures. While pre-teens and their parents leave, with travel bags filled with resources and souvenirs, the Partners in Prevention committee members recognize that some of the best prevention moments will be born from the conversation between parents and their children during the drive back home.

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News Briefs...

South Australia Considers Restricting Sale and Promotion of Gambling Toy

The state government of South Australia, in its bid to protect children from developing potentially harmful gambling habits, is proposing legislation to restrict the sale and promotion of certain types of gambling-like products including toy roulette wheels, poker, blackjack and bingo games. According to the Government of Australia – Consumer and Business Services website, the proposal is to develop a new Gambling Product Retailer Industry code that would require retailers to comply with specific standards relating to the advertisement and display of gambling products including:

- requiring any advertising of a gambling product to include a statement that it is recommended for use by persons over the age of 18 years;
- restricting the placement of advertising promoting a gambling product – For example, restrictions on placing such products in catalogues next to items that are targeted at children;
- restricting the placement of a gambling product in-store to not be adjacent to products targeted at children; and
- requiring signage to be placed on shelving where a gambling product is stocked in-store, stating that it is recommended for use by persons over the age of 18 years.

Disney Invests \$250 Million in Fantasy Sports Company

In April, Walt Disney Co. invested \$250 million in Boston-based DraftKings Inc, a fantasy sports betting platform that enables players to wager real money to bet on self-created fantasy sports teams on a game-by-game basis. As part of the agreement, DraftKings has agreed to spend more than \$500 million on advertising with ESPN, Disney's 24-hour sports network. DraftKings is one of the country's biggest daily fantasy sports companies, with more than 1 million registered users. In 2014, DraftKings collected \$304 million in contest entry fees, up from \$45 million in 2013.

News from the Centre...

Congratulations to....

We are pleased to announce that Jessica McBride successfully defended her doctoral dissertation entitled: Gambling and Videogame Playing Among Youth. We wish her tremendous luck in her future endeavors.

Upcoming Invited Presentation

In July, Dr. Derevensky will be delivering the following presentation: "Fantasy sports wagering: What do we know, should we be concerned and does it matter?" at the 29th National Conference on Problem Gambling in Baltimore.

Bialik High School Prevention Initiative

Centre staff spent two days delivering gambling prevention workshops to students in Grade 7 and 8 at Montreal's Bialik High School. The Centre team used the Youth Gambling Awareness – Level II Powerpoint workshop. The sessions were lively and sparked a tremendous amount of dialogue with the students. In all, more than 100 students participated over the 2 days.

Partners in Prevention Initiative

Our Centre participated in 3 evening presentations of the "Amazing Prevention Adventure", a Partners in Prevention initiative which is a collaborative partnership between the Lester B. Pearson School Board of Montreal and Portage Adolescent Residential Rehabilitation Center (substance abuse rehabilitation center), Montreal Urban Police (SPVM), Risk within Reason, Pavillion Foster (substance abuse rehabilitation center), the Quebec Lung Association and ourselves. Annually, the Partners host events aimed at Grade 5 and 6 students and their parents to promote healthy choices in an attempt to minimize adolescent risky behaviours.

The participants were divided into small groups and each group circulated through the stations. For this event, the YGI team used our Gambling Jeopardy-style game. The game format permits us to disseminate information and take home messages in a fun and engaging manner. We received tremendously positive feedback from the parents, children and organizers attending the event who commented that our game was innovative, interactive and fun.

Recent Publications and Presentations

REFEREED PUBLICATIONS

Derevensky, J. & Gilbeau, L. (in press). Adolescent gambling: Twenty-five years of research. *Canadian Journal of Addiction/Le Journal Canadien d'Addiction*.

Sansanwal, R. M., Derevensky, J., Lupu, I. R. & Lupu, V. (2015). Knowledge and attitudes regarding adolescent problem gambling: A cross-cultural comparative analysis of Romanian and Canadian teachers. *International Journal of Mental Health and Addiction*, 13, 33-48.

Derevensky, J., St-Pierre, R., Temcheff, C., & Gupta, R. (2014). Teacher awareness and attitudes regarding adolescent risky behaviours: Is adolescent gambling perceived to be a problem? *Journal of Gambling Studies*, 30, 435-451.

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Lussier, I., Derevensky, J., Gupta, R. & Vitaro, F. (2014). Risk, compensatory, protective, and vulnerability processes influencing youth gambling problems and other high-risk behaviours. *Psychology of Addictive Behaviors*, 28, 404-413.

BOOK CHAPTERS

Derevensky, J. & Gilbeau, L. (in press). Adolescent gambling : Another risky behavior. In D. Romer (Ed.), *Treating and Preventing Adolescent Mental Health Disorders*. New York: Oxford University Press.

INVITED PRESENTATIONS

Derevensky, J. (2015). The challenges of risk prevention for youth. Invited address presented at the Discovery Annual Gambling Conference, Toronto, April.

Derevensky, J. (2015). Recent trends in adolescent gambling. Invited address presented at the First North American Think Tank on Gambling Research, Policy and Practice, Toronto, April.

Kim, A., Hollingshead, Wohl, M. & Derevensky, J. (2015). A new reduction strategy for disordered gamblers: The potential benefits of social casino games. Poster presented at the annual Discovery Conference, Toronto, April.

Derevensky, J. (2015). Social casino gambling: The good, the bad, the ugly. Invited plenary address presented at the iGaming North America conference, Las Vegas, April.

Derevensky, J. (2015). Youth gambling: Myths, realities and lessons learned. Invited keynote address presented at the 2015 Ohio Problem Gambling Conference. Ohio Mental Health and Addiction Services, Columbus, Ohio, March.

Derevensky, J. (2015). Youth gambling: Practical suggestions from research to prevention. Invited address presented at the 2015 Ohio Problem Gambling Conference. Ohio Mental Health and Addiction Services, Columbus, Ohio, March.

Derevensky, J. (2015). Treatment approaches for working with youth with gambling problems. Invited address presented at the 2015 Ohio Problem Gambling Conference. Ohio Mental Health and Addiction Services, Columbus, Ohio, March.



Upcoming Events

INVITED PRESENTATIONS

Derevensky, J. (2015). Is March madness synonymous with gambling madness? An exploration of sports wagering among young people. Invited keynote address presented at the Maryland Annual Conference on Problem Gambling, Baltimore, March.

Derevensky, J. (2015). The relationship between videogame playing and gambling: What does the research tell us? Invited keynote address presented at the Oregon Annual Conference on Problem Gambling, Portland, February.

Derevensky, J. (2015). The impact of social media on adolescent and young adult gambling. Invited address presented at the Oregon Annual Conference on Problem Gambling, Portland, February.

Derevensky, J. (2015). Problem gambling treatment for adolescents: How do we provide it and what can we learn from others. Invited keynote address presented at the Oregon Annual Conference on Problem Gambling, Portland, February.

Derevensky, J. (2015). Social gaming and gambling: The good the bad and the ugly. Strategies for helping youth. Invited address presented to the Center for Governmental Training, Englewood, Colorado, February.

St-Pierre, R., Temcheff, C., Derevensky, J. & Gupta. R. (2015). Understanding gambling using an extended model of the Theory of Planned Behaviour (TPB). Poster presented at the New Horizons in Responsible Gambling Conference, Vancouver, February.

Kim, A. Wohl, M., Salmon, M., Gupta, R. & Derevensky, J. (2015). Play for fun to pay to play: Assessing the migration and predictors from social casino gambling to online gambling. Poster presented at the New Horizons in Responsible Gambling Conference, Vancouver, February.

- **NCPG National Conference on Problem Gambling**

July 10-11, 2015
Baltimore, Maryland

- **6th International Gambling Conference**

February 10-12, 2016
Auckland, New Zealand



YGI Newsletter

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