



Betting On Our Future: A Campaign for Youth, by Youth to Raise Awareness about Problematic Gambling Behaviors

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Problematic gambling behaviors and gambling disorder have been well studied, with a variety of consequences that have the potential to affect every aspect of the gambler’s life. The magnitude of these consequences is not isolated to the individual. Often times family, friends, and even young people are left in the wake when gambling becomes a problem. In an effort to raise the profile of this issue, the Betting on Our Future (BOOF) program was created through a partnership with the California Friday Night Live Partnership (CFNLP) and the California Office of Problem Gambling (OPG). BOOF launched in 2007 with 7 pilot project sites and 30 youth participants who produced live presentations and videos on how problem gambling affects young people. Over the last 9 years, the program has evolved into a statewide multimedia awareness campaign that has garnered national recognition. In 2016, the program had its largest contingent to date, with 27 youth-led project sites across the state of California creating public service announcements, educational videos, and printed graphics on the prevention of underage gambling and problematic gambling behavior. So what makes this program so special?

BOOF is unique in the process utilized to shed light on the problem. Empowering young people is the main tenet of the program. When youth are actively engaged in positive activities with a purposeful role, research shows they are better protected and more prepared to handle the difficult situations life poses. Youth development is clear: involving young people in every level of the process, valuing and supporting youth, promoting the voice of youth, and engaging youth as partners with adults all have positive impacts on young people, which in turn positively impacts on their surroundings. The students in this program have an objective to make their communities safer by showing their peers, and others, the potential pitfalls and risks associated with underage and problematic gambling behaviors. The adult allies in the BOOF program support youth participants throughout every aspect of the creation process and make sure the project is guided by the Friday Night Live Standards of Practice, which ensure students experience the following:

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- A safe environment
- Opportunities for community engagement
- Opportunities for leadership and advocacy
- Opportunities to build caring and meaningful relationships with peers and adults
- Opportunities to engage in interesting and relevant skill development activities

(More information on the Friday Night Live Standards of Practice and Youth Development Principles can be found at www.fridaynightlive.org)

Youth participants lead all aspects of the project starting with researching the issue at their local level and then developing storyboards and scripts, producing, filming, editing, and ultimately creating pieces that will be most impactful for their community.

Once completed, students continue to build their skills in campaign creation, event planning, public speaking, and event facilitation by presenting their videos and original graphics at a local project premiere. Peers, family members, school staff, and community partners are invited to attend to see the work created and to hear about the process that led them to participate in the project. Some sites continue to secure project exposure by partnering with local theaters to show their PSAs



Graphics produced by youth at Alvor High School BOOF program

before movie screenings throughout the summer, or by getting their videos aired on their local public access channels, or by having their posters displayed in the offices of local businesses. OPG also does their part to support the program by promoting BOOF projects through their TV media campaign as well as on their website and social media sites. The California Lottery airs BOOF PSAs in the lobby of their offices for passersby to hear the messages young people have created. Additional program partners have displayed BOOF printed graphics in their offices and while tabling at various conferences and fairs across the state. Through this program, young people are learning how to navigate the processes to create positive social change. They are learning that their voices can be heard and that their work is valued, and necessary, to produce safe environments for young people to thrive.

This peer-to-peer education model may be one of the first of its kind applied to the prevention of illegal and problematic gambling behaviors. The effectiveness of this program is currently being analyzed by UCLA and lead investigator Dr. Timothy Fong. Though the results of the study will be reported in full detail at a later time, there are highlights that may bring to the light the success of this program as a prevention tool for problem gambling in youth.

At the end of the term in June, BOOF has an annual three-day conference termed the "Spotlight Festival". This conference includes a public showing of each project site's Prevention PSA in a "red carpet" setting, followed by an awards program where youth take the stage and share their experiences in the program. The balance of the conference includes keynote addresses from professionals in the gambling industry, a hands-on activity in creating a variety of media, as well as a multitude of workshops on underage and problem gambling issues such as: financial literacy, cultural aspects of the issue, the history of gaming, current trends in technology, and how to navigate media...just to name a few.

In order to evaluate what information young people have learned from the program, all of the Spotlight Festival participants from 2014 and 2015 were contacted by phone, with 50 former participants completing a phone interview comprised of 13 open-ended questions. The questions that were asked assessed the knowledge and attitudes retained from the program, the skills acquired during their participation, and the long-term cognitive and emotional impact of BOOF. Some of the common themes of knowledge retained included: the long term effects of problem gambling and addiction, that youth have the ability to make change in their communities and prevent problem gambling behaviors, that there is hope for those suffering from this addiction, and it is possible to help others if given a chance. It was expected that the film making process and varied aspects of multimedia campaign creation would be skills acquired from the program, but just as many students said that teamwork was a skill learned from their participation in BOOF, as well as leadership, communication, time-management, and problem solving. These are crucial life skills that will help young people navigate future collegiate and/or career endeavors.



Graphics produced by youth at Perris Valley Oasis BOOF program

In addition to these findings, the participants interviewed offered information about the prevention impact of this program, though no questions about this were specifically asked. Over a third of those interviewed said the program prevented them from gambling, a fifth reported feeling more cautious toward gambling, and some reported that participating in this program has made them want to prevent others from gambling. Furthermore, 33 of the 50 participants interviewed noticed gambling issues in their friends, family, or community upon completion of the program. Of the 33 participants, 18 actually addressed the person or persons and intervened, with 6 of them actually helping someone to stop gambling. Even though this information was unprompted, it is nevertheless important. The students exuded pride in themselves for accomplishing such a large task and their ability to actually help someone. In fact,

several of the students interviewed had become so passionate about the prevention of problem gambling behaviors and helping their communities that they started new organizations to address these issues after completion of the BOOF program. The students moved from being passive bystanders to active agents of change. That change was not solely directed to individuals but at the environment in their community. For example, one group of youth identified the high density of pay day loan establishments in low income communities near their schools. Based upon their civic engagement, they influenced the city council and board of supervisors to change zoning laws to limit the number of pay day loan establishments in their community.

This program not only teaches young people about the effects of problem gambling, but empowers them to teach others and make change in their community, all while acquiring life-long skills. Some important findings from the impact of this program include:

- BOOF participants retained accurate information about gambling and gambling disorder.
- 94% of BOOF participants learned a variety of life skills that prepared them for career and collegiate endeavors.

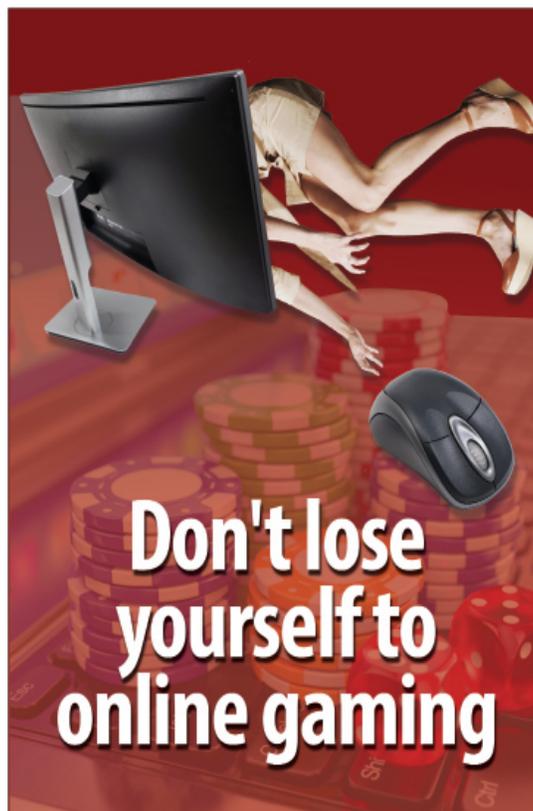
- Because of BOOF, over half of the participants actively changed their own gambling behaviors and attitudes.
- BOOF participants are concerned about the gambling behaviors of others and many have been empowered to intervene.

BOOF is effective because of the partnerships that support the program and the youth development model it utilizes. But most importantly, it is the students, who take a critical look at a problem and create messages they know will resonate with their peers and in their communities, that makes this program so successful. Though further research still needs to be conducted, it is certain that Betting On Our Future is making a lasting impact on the young people of California while contributing to the prevention of underage and problem gambling behaviors. ♦

For more information, please visit:

<http://www.fridaynightlive.org/areas-of-focus/gambling/gambling-overview/>

And to see video projects from the BOOF program, please visit: www.youtube.com/user/bettingonourfuture



For no-cost counseling services, call
1-800-GAMBLER
or text SUPPORT to 53342
www.problemgambling.ca.gov

Graphics produced by youth at Palisades Charter High School BOOF program

Prevention of Disordered Gambling: What Have We Learned and Where Do We Go from Here?

Renée A. St-Pierre, Ph.D.

The National Council on Problem Gambling (NCPG) Prevention Committee (2015) recently devised and released a foundational document titled, "Prevention of Gambling Disorders: A Common Understanding." In this document, the committee proposes that our current understanding of prevention is frequently limited to information dissemination and education efforts, and recommends that the field adopts a more comprehensive approach in order to enhance the impact of our prevention efforts, particularly among vulnerable groups.

Over the past three decades, adolescents have been increasingly recognized as a vulnerable population (Volberg et al., 2010). While it is understood that adolescent gambling behaviour can be transitory and may not necessarily lead to adult gambling (Delfabbro et al., 2014), there is nevertheless evidence that the onset of gambling behaviour in pre-adolescence or adolescence is associated with later development of gambling disorders (Slutske et al., 2014; Vitaro et al., 2004). Also of concern is that adolescent disordered gambling is frequently correlated with multiple negative consequences, including poor or disrupted family relationships, engagement in risky sexual behaviours, delinquency, alcohol and substance use problems, mental health problems, and suicidal ideation and behaviours (Cook et al., 2014; Volberg et al., 2010). The adverse consequences of adolescent gambling and gambling disorders draw attention to the need for sensitizing young people to the risks associated with gambling.

In response to this need, various school-based prevention initiatives have been developed (Williams et al., 2012). Despite their importance, only a limited number of these prevention initiatives have been empirically evaluated for efficacy (Ladouceur et al., 2012; St-Pierre, Temcheff, et al., 2015; Williams et al., 2012). Of those initiatives that have been systematically assessed, many have reliably obtained improvements in knowledge or decreases in misconceptions about gambling (Ladouceur et al., 2012; St-Pierre, Temcheff, et al., 2015; Williams et al., 2012). Conversely, few of the existing prevention initiatives have been successful in producing sustained changes in skills or behaviour (Ladouceur et al., 2012; St-Pierre, Temcheff, et al., 2015; Williams et al., 2012).

Considering that the principle goal of any prevention initiative is to decrease the incidence of a potential problematic behaviour, there is a clear need for the development of adolescent disordered gambling prevention initiatives in the context of new theoretical models of behaviour change in order to improve the likelihood of successful long-term outcomes (Williams et al., 2010). Health and social cognition research reveals that several factors can play an influential role in behaviour decision-making and change. These include: perceptions of risk in performing the behaviour; notions of self-efficacy; and intentions or motivations to change the behaviour (Ogden, 2012). It is plausible that effectiveness of existing prevention initiatives is generally restricted because

they fail to target all of the salient factors found to influence behaviour change. This situation has prompted researchers to advocate for increased consideration of the Theory of Planned Behaviour (TPB; Ajzen, 1991) as an alternate framework that could more accurately describe gambling behavioural decision-making processes (Cummings & Corney, 1987; Martin et al., 2010) and guide prevention efforts (Evans, 2003).

The Theory of Planned Behaviour and Disordered Gambling

The TPB proposes that any deliberate behavior is determined by a person's intentions (i.e., motivation to exert effort in performing a specific behavior). The TPB also contends that behavioral intentions are themselves determined by attitudes (i.e., overall positive or negative evaluations of the behavior), subjective norms (i.e., perceptions of important others' appraisals of the behavior) and perceptions of behavioral control (PBC; i.e., expectations about the facility or difficulty in performing the behavior).

The validity of the TPB model for explaining young adult gambling and problem gambling behaviour has been empirically investigated and received some support (e.g., Martin et al., 2010, 2011; Wu & Tang, 2012). Research with younger youths has provided additional evidence for the utility of the TPB in explaining the frequency of gambling behaviour and perceived gambling-related problems (Moore & Ohtsuka, 1997; St-Pierre, Derevensky, et al., 2015). Additionally, there is preliminary evidence of the value of the TPB in the development of interventions for addictive behaviours (e.g., Cuijpers, Jonkers, De Weerd, & De Jong, 2002; Guo, Lee, Liao, & Huang, 2015). However, the suitability of the TPB model for the elaboration or evaluation of school-based disordered gambling prevention initiatives remains an underexplored area of research.

The Theory of Planned Behaviour in Adolescent Disordered Gambling Prevention

In order to address this, a recent study from the International Center for Youth Gambling and High-Risk Behaviours aimed at exploring the efficacy of targeting key TPB constructs in a universal, school-based preventive intervention video. While the results from focus groups provided preliminary evidence for the appropriateness of the video for high-risk and general adolescent populations, its impact on adolescent gambling beliefs, intentions and behaviours remained to be established.

This project was designed as a controlled experimental trial. A sample of high school students from the greater Montreal (Canada) area was randomly assigned, by individual classrooms, to a video-based preventive intervention condition or a control

condition. Prior to the delivery of the intervention program, all participating students were administered a baseline survey (Time 1) to measure key TPB constructs, as well as participants' frequency of gambling participation. Following completion of the survey, students assigned to the experimental condition received a 45-minute intervention, while students in the control group were asked to proceed with regular academic activities. A post-intervention survey, repeating select scales from the baseline survey, was given approximately one week after the intervention (Time 2). A final post-intervention survey was administered approximately 3 months after completion of the intervention program (Time 3), which included all of the scales from the Time 1 survey.

At baseline, approximately half of the participants reported having gambled money on at least one activity in the past three months. However, the data also revealed that participants reported a relatively low frequency of gambling participation during that time. Additionally, participants indicated having modest intentions to gamble, anticipated substantial negative emotions resulting from gambling or becoming over-involved in gambling, and perceived high behavioural control for resisting gambling. Further, although participants reported moderately favourable gambling attitudes, they nevertheless had modest perceptions of family and peers' approval of gambling.

Contrary to expectations, both the intervention and control groups demonstrated more positive gambling attitudes, more positive peer and family subjective norms, and a decrease in PBC over their ability to refuse gambling at post-intervention than pre-intervention. Additionally, both the intervention and control groups demonstrated more positive gambling attitudes and more positive peer and family subjective norms, as well as a decrease in the frequency of play from pre-intervention to follow-up. Taken together, the results from this research revealed that the TBP-based preventive intervention was ineffective in producing changes in the TPB's key constructs or the frequency of gambling behaviour in the desired direction over a *three-month* time frame.

The findings from this study provide a substantial contribution to the field as they represent an initial first step towards the development of stronger theoretical models of youth gambling behaviour that are valuable for the development of school-based problem gambling prevention initiatives. Firstly, the findings suggest that attention to TPB-derived cognitive targets by themselves is likely insufficient for promoting changes in adolescent disordered gambling behavior. Additionally, the findings provide evidence that TPB-based adolescent gambling prevention programs need be tailored to characteristics of the participants (e.g., underage vs. legal age gamblers; low frequency vs. higher frequency or disordered gamblers) in order to be effective. Further, the findings reveal that a brief one-session, TBP-based preventive intervention delivered in isolation may be insufficient for modifying the theoretically-important correlates of behavior or for changing actual frequency of play. As such, future TPB-based adolescent problem gambling preventive interventions may need to be incorporated within more intensive

and comprehensive curricula. Prevention practitioners may need also to draw upon other recognised theoretical frameworks (e.g., prototype willingness model) and well-developed research outside of the TPB in order to select multiple, effective cognitive- and behaviour-change strategies. Other approaches identified in the health risk behaviour intervention literature that may potentially be useful for school-based adolescent gambling prevention initiatives include:

1. targeting adolescents' mental representations of problem/non-problem gamblers by strengthening/weakening the perceived similarity to these images; and
2. targeting adolescents' willingness or openness to gambling via education on differences between intentional or planned and reactive behaviours (Gerrard et al., 2008; Gibbons et al., 2009).

Given that adolescent disordered gambling remains a significant global public health concern, future research in in this area remains critical.

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A link to this research can be found at: http://digitool.library.mcgill.ca/R/ID35BDGUF7K7NJP2SX59KEESGVEH6FTKSGC2EYTEHXU87BVIY-08616?func=results-jump_full&set_entry=000001&set_number=001369&base=GEN01

Centre Fundraising Campaign in Full Swing

The Centre's ongoing fundraising campaign continues to grow with the support of corporate and private sponsors. Due to restricted government infrastructure funding, we have initiated a fundraising campaign to help us maintain our ability to develop and deploy empirically-based prevention and harm-minimization programs. The Centre is housed on McGill University's main campus in the heart of Montreal, Canada. McGill University is a public university and recognized charitable organization.

Donations can be made to:

The International Centre for Youth Gambling Problems and High-Risk Behaviors
McGill University
3724 McTavish Street
Montreal, Quebec H3A 1Y2

Official letters of contributions and tax receipts will be forwarded

2016 Durand Jacobs Award

The recipient of the 2016 Durand Jacobs Award is Halley Pontes for his paper titled “The Conceptualisation and Measurement of DSM-5 Internet Gaming Disorder: The Development of the IGD-20 Test.” The Durand Jacobs Award recognizes outstanding work related to the psychology of addictive behaviors, and is dedicated to the late Dr. Durand Jacobs' lifelong efforts to help mentor students.

Halley M. Pontes is a Portuguese clinical psychologist and a doctoral researcher at Nottingham Trent University. His main research interest relates to the following research question: “how can we use psychometrics and advanced statistical latent variable modelling to develop more valid and reliable ways to assess behavioural addictions such as Internet addiction and Internet Gaming Disorder?” Halley M. Pontes has experience as a clinical psychologist but is currently working as a full-time researcher. Throughout his short career, he has published nearly 50 refereed studies in several international journals specialized in Cyberpsychology, and presented his work at several international congresses and conferences related to his area of research. Halley M. Pontes has also published extensively in other closely related areas such as: sex addiction, work addiction, and game transfer phenomena.

Congratulations Halley!



Abstract

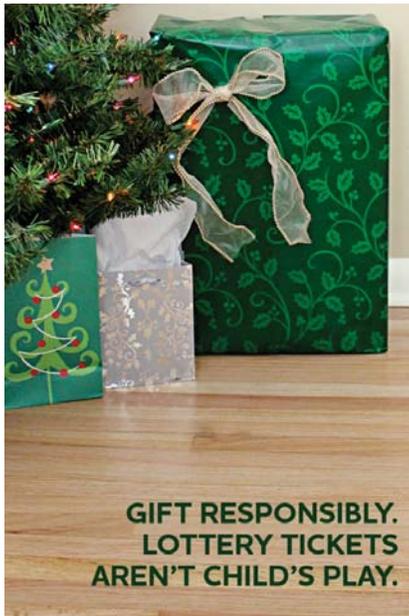
Over the last decade, there has been growing concern about ‘gaming addiction’ and its widely documented detrimental impacts on a minority of individuals that play excessively. The latest (fifth) edition of the American Psychiatric Association’s Diagnostic and Statistical Manual of Mental Disorders (DSM-5) included nine criteria for the potential diagnosis of Internet Gaming Disorder (IGD) and noted that it was a condition that warranted further empirical study. In light of that, the main aim of the present study was to develop the Internet Gaming Disorder Test (IGD-20 Test) and assess its psychometric properties (i.e., validity and reliability) while also providing empirically supported cut-off points for the diagnosis of IGD.

To achieve the study’s goals, a sample of 1,003 gamers (85.2% males; mean age 26 years) from 57 different countries were recruited online. The new instrument was assessed at the level of construct validity, criterion-related validity, and concurrent validity using different statistical analyses. Moreover, in order to understand distinct latent profiles of gamers and distinguish disordered gamers from non-disordered gamers, latent profile analysis was performed. Additionally, sensitivity and specificity analyses were performed to determine an empirical cut-off for the test.

At the construct validity level, the results of the Confirmatory Factor Analysis (CFA) showed that, the IGD-20 Test has a six-factor structure comprised of six latent variables: salience, mood modification, tolerance, withdrawal, conflict, and relapse, which is in line with the components model of addiction that is traditionally used in the assessment of various behavioral addictions. In terms of criterion-related validity, a statistically significant association was found between IGD-20 Test scores and participants’ weekly gameplay ($r_s(1003) = .77, p < .001$), further warranting the instrument’s criterion-related validity. Concurrent validity was assessed by investigation of the association between the IGD-20 Test scores and the nine IGD criteria from the DSM-5, and the results of this analysis showed a positive and statistically significant association between these two measures of IGD ($r_s(1003) = .82, p < .001$). In regards to the reliability of the IGD-20 Test, a Cronbach’s alpha of .88 was obtained for all 20 items, showing that this instrument is highly reliable for assessing IGD. Finally, according to the results obtained from the latent profile analysis, 5.3% of the total participants were classed as disordered gamers, and an optimal empirical cut-off of 71 points (out of 100) seemed to be adequate for diagnosing IGD according to the sensitivity and specificity analyses carried.

Taken together, the present findings support the viability of adopting the IGD-20 Test as an adequate standardized psychometrically robust tool for assessing IGD in line with the specifications of the APA. The IGD-20 Test represents the first step towards unification and consensus in the field of gaming studies.

The Annual Holiday Campaign



The Holiday season is approaching, and once again the widely endorsed annual Holiday Lottery Campaign is underway. This annual 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), encourages lottery corporations in North America and around the world to share the message that when gifting lottery tickets, it is important to keep the recipient's age in mind. Momentum and participation in this NASPL and European Lotteries endorsed Holiday Lottery Campaign is growing steadily and participation is free.

Studies show a growing number of high school students reportedly receive one or more lottery tickets or scratch cards as gifts. Additionally, research shows that the majority of adolescents gamble at least occasionally, and that lottery products may be a gateway to problem gambling. Youth gambling has been shown to be linked to other risk-taking and addictive behaviors such as smoking, drinking and drug use.

Last year, 42 lottery organizations world wide formally participated in this initiative. We are continuing to expand our collaborative efforts to promote responsible gambling. This year, we have produced industry-specific materials that will help lottery corporations spread the message including a playcenter insert. The playcenter insert has been designed to publicize this initiative and lottery corporations are encouraged to use it in their retail locations. The insert was designed to facilitate rapid and easy lottery corporation customization.

A space is provided on the insert enabling lotteries to add their corporate logo prior to printing. We also encourage lottery corporations to develop their own materials and responsible gambling initiatives based on the Holiday Campaign theme.

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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Centre Awards

Over the spring/summer months, Centre staff, students and adjunct members have been the recipients of numerous awards:

Joanna Franklin “Pay-it-Forward” Award

In June, Dr. Derevensky was awarded the Nevada Council on Problem Gambling's prestigious Joanna Franklin “Pay-it-Forward” Award for outstanding contributions to the field of gambling and the training of the next generation of professionals. “Dr. Derevensky embodies the spirit of Joanna Franklin, who asked only that the next generation be taken care of in a way that her generation was,” stated the citation. “He has devoted his entire career to a spirit of ‘paying it forward’ that so many founders of this field have embraced.” The Joanna Franklin “Pay-it-Forward” Award is conferred by the Nevada Council on Problem Gambling and the International Conference on Gambling and Risk Taking, University of Nevada.



Dr. Derevensky Receives Joanna Franklin Award

This was the inaugural presentation of the Joanna Franklin “Pay-it-Forward” Award. Joanna Franklin was the past president of the Maryland Council on Problem Gambling and treated gamblers and their families from 1979. She designed and delivered clinical training programs in 45 states, 10 Canadian provinces, among 31 tribes and in 9 other countries. She consulted and trained for the FBI, CIA, Pentagon, the U.S. Navy, and the U.S. Army. Additionally, she designed and implemented responsible gaming training for state lotteries, race tracks and casinos internationally. She authored two book chapters for Harvard publications on family therapy and teen gambling, and published journal articles on problem gambling treatment. Franklin passed away in October, 2013.

NCPG Annual Research Award

In July 2016, Drs. Derevensky, Temcheff (Université de Sherbrooke), Paskus (NCAA), and Potenza (Yale) received the NCPG Annual Research Award for the best original peer-reviewed research article on problem and pathological gambling published in the past year for their manuscript entitled "Which diagnostic criteria are most useful in discriminating between social gamblers and individuals with gambling problems? An examination of the DSM-IV and DSM-5 criteria." The criteria for the award include the impact, quality and relevance to gamblers and their families.



Awardees Dr. Derevensky (McGill) and Dr. Potenza (Yale) with NCPG Research Award



Dr. Renee St-Pierre wins NCPG Dissertation Award

NCPG Durand Jacobs Dissertation Award

Congratulations to Dr. Renee St-Pierre on receiving the National Council on Problem Gambling's Dr. Durand Jacobs Dissertation Award for her doctoral thesis titled “Negative anticipated emotions and the Theory of Planned Behavior in adolescent gambling behaviors and problem gambling prevention.” This award is given to a Doctoral Dissertation that merits special recognition and research that has the potential to contribute to our scientific knowledge and clinical understanding of problem and pathological gambling behavior.

Recent Publications and Presentations

REFEREED PUBLICATIONS

Deans, E., Thomas, S., Daube, M., & Derevensky, J. (in press) The role of peer influences on the normalisation of sports wagering: A qualitative study of Australian men. *Addiction Research & Theory*.

Delfabbro, P., King, D. & Derevensky, J. (in press). Adolescent gambling and problem gambling: Prevalence, current issues and concerns. *Current Addictions Report*.

Marchica, L. & Derevensky, J. (in press). Fantasy sports: A growing concern among college student-athletes. *International Journal of Mental Health & Addiction*.

McBride, J. & Derevensky, J. (in press). Gambling and video game playing among youth. *Journal of Gambling Issues*.

Temcheff, C., Paskus, T., Potenza, M. & Derevensky, J. (in press). Which diagnostic criteria are most useful in discriminating between social gamblers and individuals with gambling problems? An examination of DSM-IV and DSM-5 criteria. *Journal of Gambling Studies*.

Derevensky, J. & Gainsbury, S. (2016). Social casino gaming and adolescents: Should we be concerned and is regulation in sight? *International Journal of Law and Psychiatry*, 44, 1-6.

Gainsbury, S., King, D., Russell, A., Delfabbro, P., Derevensky, J. & Hing, N. (2016). Exposure to and engagement with gambling marketing in social media: Reported impacts on moderate risk and problem gamblers. *Psychology of Addictive Behaviors*, 30, 270-276.

Gill, K., Heath, L. & Derevensky, J. (2016). The social and psychological impacts of gambling in the Cree communities of Northern Quebec. *Journal of Gambling Studies*, 32, 441-457.

Kim, A., Wohl, M., Gupta, R. & Derevensky, J. (2016). From the mouths of social media users: A focus group study exploring the social casino gaming-online gambling link. *Journal of Behavioral Addictions*, 5(1), 115-121.

Marchica, L. & Derevensky, J. (2016). Personalized normative feedback as an intervention method for gambling disorders: A systematic review. *Journal of Behavioral Addictions*, 5(1), 1-10.

Sansanwal, R. M., Derevensky, J., & Gavriel-Fried, B. (2016). What mental health professionals in Israel know and think about adolescent problem gambling. *International Gambling Studies*, 16, 67-84.

St-Pierre, R. & Derevensky, J. (2016). Youth gambling behavior: Novel approaches to prevention and intervention. *Current Addiction Reports*, 3(2)157-165.

BOOK CHAPTERS

Derevensky, J., Csiernik, R. & St-Pierre, R. (in press). Problem gambling: Current knowledge, clinical perspectives and concerns. In R. Csiernik & W. S. Rowe (Eds.). *Responding to the oppression of addiction: Canadian social work perspectives, Third edition*. Toronto: Canadian Scholars Press.

Derevensky, J. & Gilbeau, L. (in press). Adolescent gambling: Another risky behavior. In D L. Evans, E.B. Foa, R.E. Gur, H. Hendin, C.P. O'Brien, M. Seligman & B.T. Walsh (Eds.), *Treating and preventing adolescent mental health disorders: What we know and what we don't know. A research agenda for improving the mental health of our youth, 2nd edition*. New York: Oxford University Press.

Marchica, L. & Derevensky, J. (in press). Prevention of impulse control disorders. In J. Grant & M. Potenza (Eds.), *Oxford handbook of impulse control disorders*. New York: Oxford University Press.

CONFERENCE PRESENTATIONS

Derevensky, J. (2016). Social gaming and social casino gambling: Should we be worried? Paper presented at the National Council on Problem Gambling annual conference, Tarrytown, N.Y., July.

Derevensky, J. & Marchica, L. (2016). Fantasy sports betting among college students: What do we know, should we be concerned and does it really matter? Paper presented at the International Conference on Gambling and Risk Taking, Las Vegas, June.

Derevensky, J. (2016). Social casino gambling: The good, the bad and the ugly. Paper presented at the International Conference on Gambling and Risk Taking, Las Vegas, June.

St-Pierre, R., Temcheff, C. & Derevensky, J. (2016). Exploring the utility of an extended theory of planned behaviour framework for school-based gambling prevention programs. Paper presented at the International Conference on Gambling and Risk Taking, Las Vegas, June.

Kim, A., Wohl, M., Gupta, R. & Derevensky, J. (2016). Assessing the link between social casino gamers and online gambling. Paper presented at the International Conference on Gambling and Risk Taking, Las Vegas, June.

Hollingshead, S., Kim, A., Wohl, M. & Derevensky, J. (2016). Motivation for playing social casino games predicts whether gambling increases or decreases. Poster presented at the International Conference on Gambling and Risk Taking, Las Vegas, June. Winner Best Poster.

CONFERENCE PRESENTATIONS (CONT'D)

Zhao, Y., Marchica, L. & Derevensky, J. (2016). The epidemiology of college gambling policies across Canada. Poster presented at the 1st annual Human Development Conference, McGill University, Montreal, April.

Marchica, L., Edwards, D., Derevensky, J. & Burack, J. (2016). Entitlement and aggression predict at-risk gambling in college student athletes. Poster presented at the 1st annual Human Development Conference, McGill University, Montreal, April.

INVITED ADDRESSES

Derevensky, J. (2016). Protecting player: Gambling by athletes. Invited presentation at the National Council on Problem Gambling Summit on Sports & Gambling, Tarrytown, N.Y., July.

Derevensky, J. (2016). Betting on college sports. Invited presentation at the National Council on Problem Gambling Summit on Sports & Gambling, Tarrytown, N.Y., July.

Derevensky, J. (2016). Youth gambling: A snapshot of our current knowledge. Invited presentation to the Gambling KTE Forum, Gambling Research Exchange Ontario, Toronto, March.

Derevensky, J. (2016). Fantasy sports wagering: What do we know, should we be concerned and does it matter? Invited presentation to the Gambling KTE Forum, Gambling Research Exchange Ontario, Toronto, March.

Derevensky, J. (2016). Social casino gaming and problem gambling: Is protection/regulation required? Invited presentation to the Gambling KTE Forum, Gambling Research Exchange Ontario, Toronto, March.

Centre News...

Poster Award

At the 16th International Conference on Gambling & Risk Taking in Las Vegas, the poster titled "Motivation for playing social casino games predicts whether gambling increases or decreases" based on research completed by Samantha Hollingshead, Andrew Kim, Michael Wohl, and Jeff Derevensky was awarded the Best Poster Award.

Dr. Derevensky in Mock Fantasy Sports Trial

At the 16th International Conference on Gambling & Risk Taking, Dr. Derevensky participated in a "Mock" trial concerning whether daily fantasy sports (DFS) should be regulated under existing gaming laws. Gaming attorney Robert Stocker presented information for the regulation of DFS while Jennifer Roberts of UNLV argued that existing laws should not be applied to DFS. After the arguments were presented, the "jury members" (conference session attendees) voted on a decision. The arguments supporting the regulation of DFS under existing gaming laws won the jury's vote.

UPCOMING ADDRESSES

Derevensky, J., Marchica, L. & Zhao, Y. (2016). The current state of gambling-related health information found online. Paper to be presented at the 11th European Conference on Gambling Studies and Policy Issues, Lisbon, September.

Ricijaš, N., Derevensky, J., Dodig Hundrić, D., Maglica, T., Kranežlić, V. & Ferić, M. (2016). Parents' perception of youth gambling and other risk behaviors - Comparison between Croatian and Canadian parents. Paper to be presented at the 11th European Conference on Gambling Studies and Policy Issues, Lisbon, September.

Castren, S., Temcheff, C., Derevensky, J., Alho, H., & Salonen, A. (2016). Teacher awareness and attitudes regarding adolescent risk behaviours: A convenience sample of Finnish Middle and High School teachers. Paper to be presented at the 11th European Conference on Gambling Studies and Policy Issues, Lisbon, September.

Marchica, L., St-Pierre, R., Lupu, R., Lupu, V. & Derevensky, J. (2016). A cross-cultural comparative analysis of Romanian and Canadian Mental Health Professionals' perceptions of adolescent gambling. Paper to be presented at the 11th European Conference on Gambling Studies and Policy Issues, Lisbon, September.

Upcoming Events...

- 11th European Conference on Gambling Studies and Policy Issues
September 13-16, 2016
Lisbon, Portugal
- NAGS 26th Annual Conference
November 23-25, 2016
Cairns, Australia



YGI Newsletter

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