



Faculty of Education and Rehabilitation Sciences
University of Zagreb
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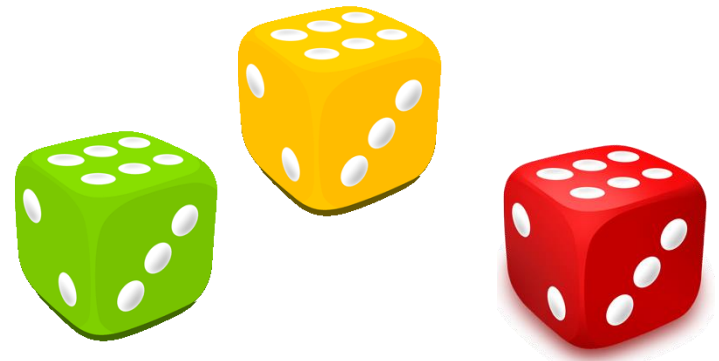
Adolescent slot machines players: experiences, motivation and cognitive distortions

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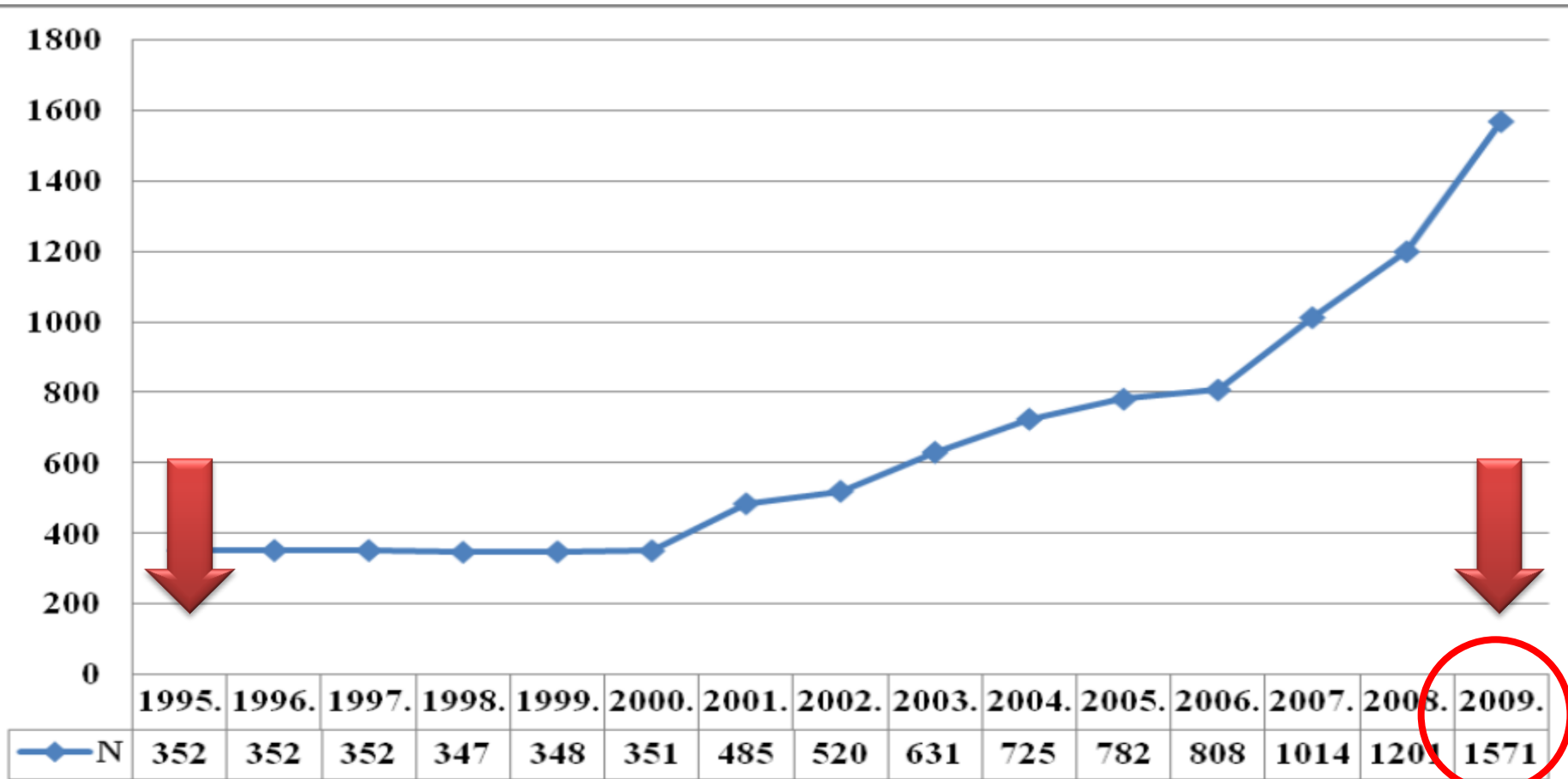
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*The 15th International Conference on Gambling & Risk Taking
Las Vegas, Nevada, USA; May 27 - 31, 2013*

Social context

- Expansion of places registered for gambling
- Gambling is illegal for minors (< 18 years of age)



Social context

Statistics on December 31st 2011:

- 24 casinos
- 223 slot machine clubs
- 3.472 places registered for gambling



- bars/coffee shops that have sports betting machines
- bars/coffee shops that have slot machines



Project “Youth Gambling in Croatia”

- I. **2010:** Gambling of High-Schools Students in the City of Zagreb
- II. **2011:** Gambling of High-School Students in Croatian Urban Areas
- III. **2012:** Gambling of Students at University of Zagreb
- IV. **2013:** Gambling of High-School Students in Smaller Towns
- V. **2012-2013:** Creation, Implementation and Evaluation of Youth Gambling Prevention Program “Who Really Wins?”



National Study

“Gambling of High-School Students in Croatian Urban Areas”

Supported by:

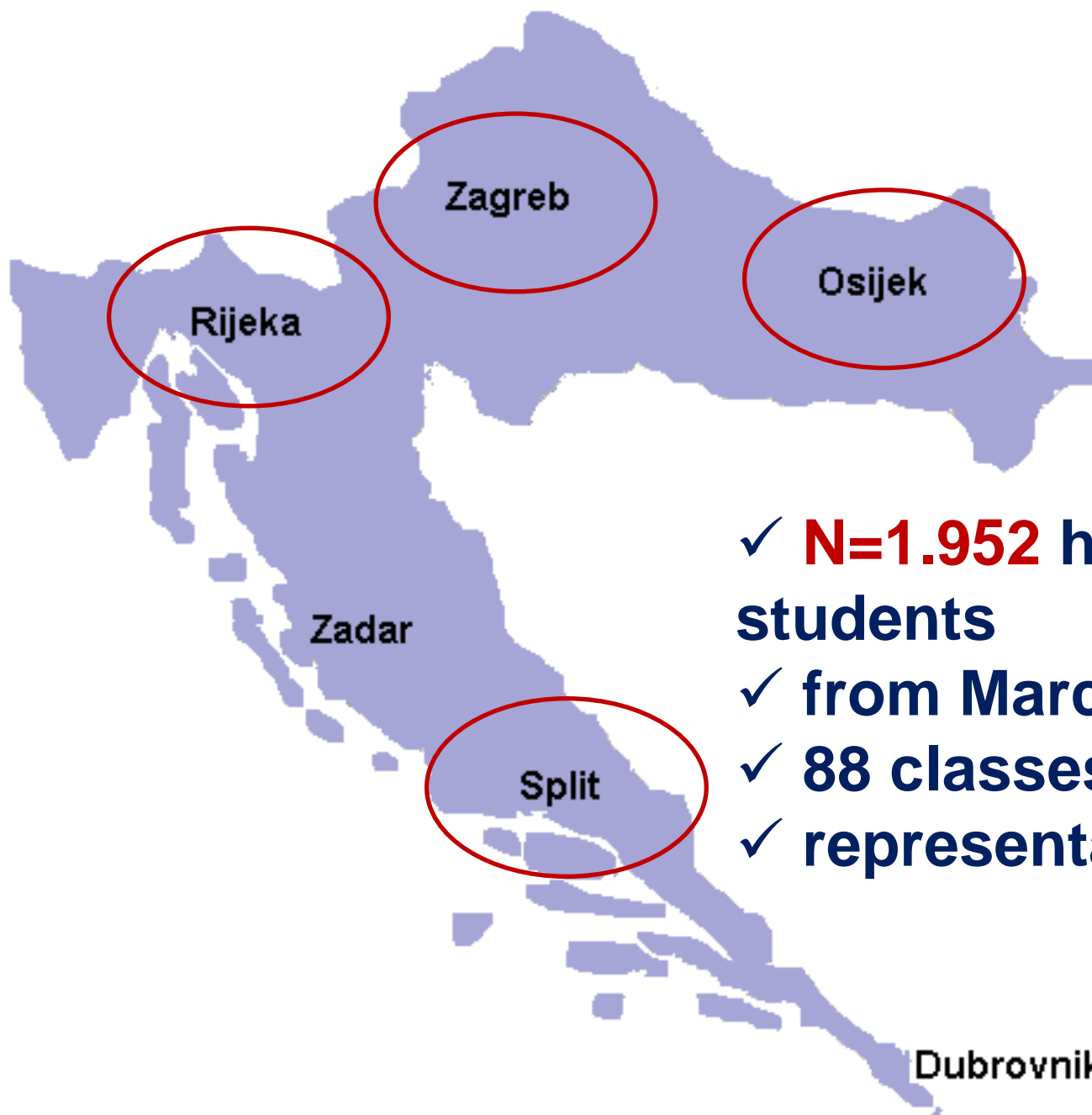
University of Zagreb

Ministry of Science, Education and Sport

National Teacher Training Agency

Croatian Lottery





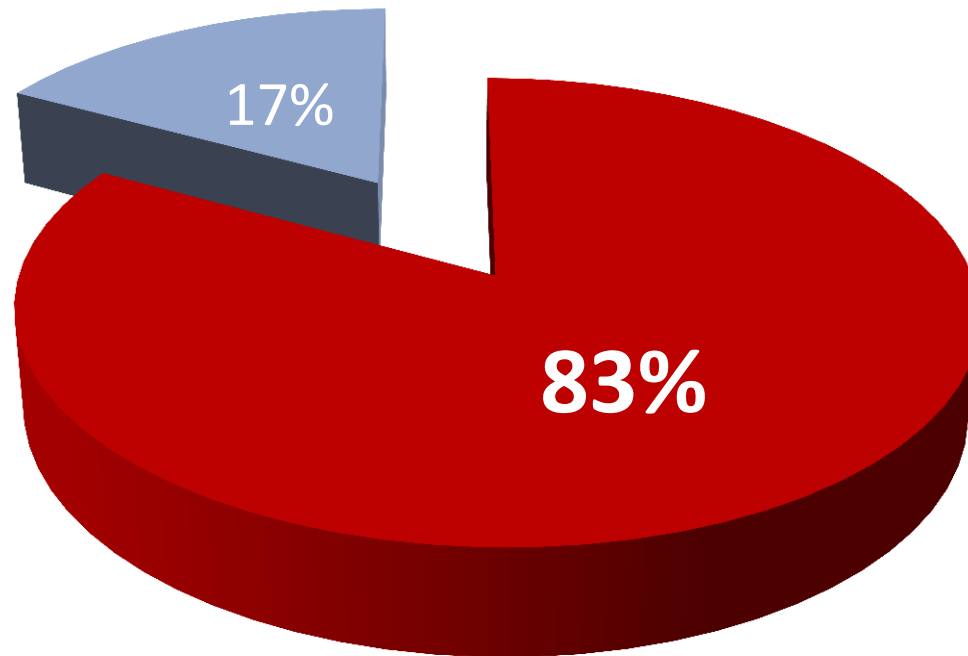
- ✓ **N=1.952** high school students
- ✓ from March to May, 2011
- ✓ 88 classes, 24 schools
- ✓ representative sample



Life-time prevalence

Gambled at least once in their lives

(N=1.952)



■ Gambled at least once in lifetime ■ Never gambled



Frequency of REGULAR gambling >= 1x per week

	Whole sample (N=1.952)	Sample <=17 years (N=1.457)	Boys in sample (N=915)	Boys <=17 years (N=663)
Sports betting	19,0% =	18,2%	37,4% =	36,6%
Slot machines	6,2% =	5,8%	11,8% =	11,0%
Virtual races	6,1% =	6,2%	11,7% =	11,8%



Aims of this research

1. to explore how often high-schools students play slot machines
2. to explore how often adolescent slot machine players play other games of chance
3. to explore their main motivation and beliefs related with gambling
4. to explore their gambling experiences and behavioral patterns



Sample

N = 1.952

played slot machines at
least once in their
lifetime

**N = 491
(25.15%)**

1x per week
or more
often

REGULAR

N = 123

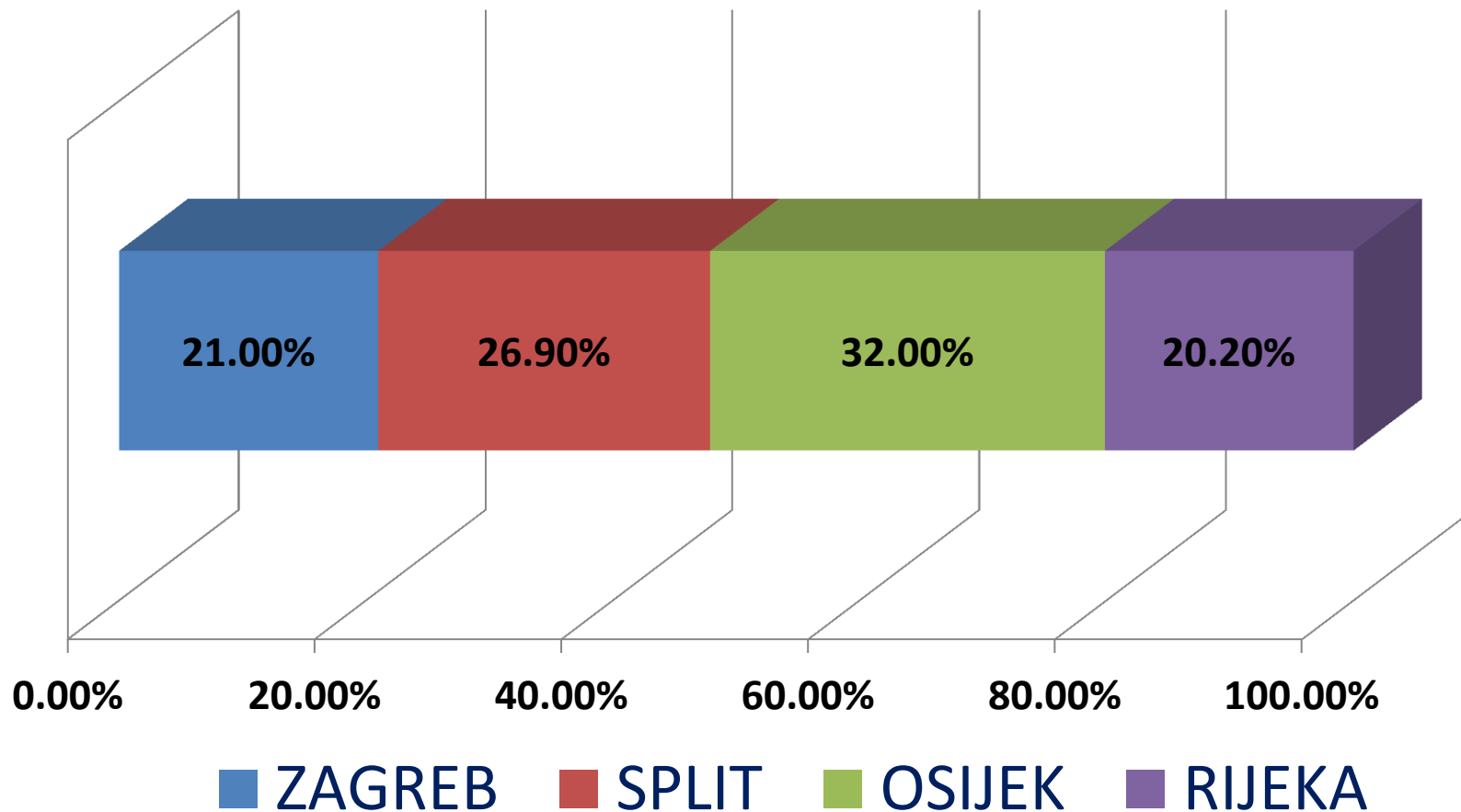
25.9%

OCCASIONAL

N = 368

74.9%

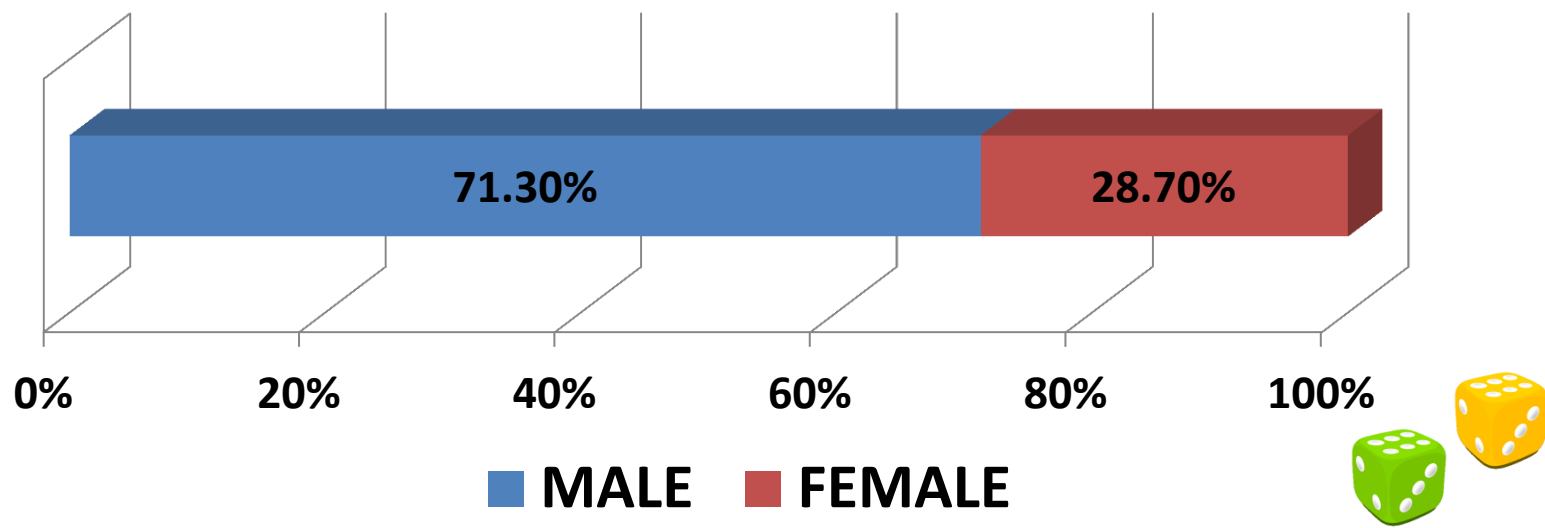
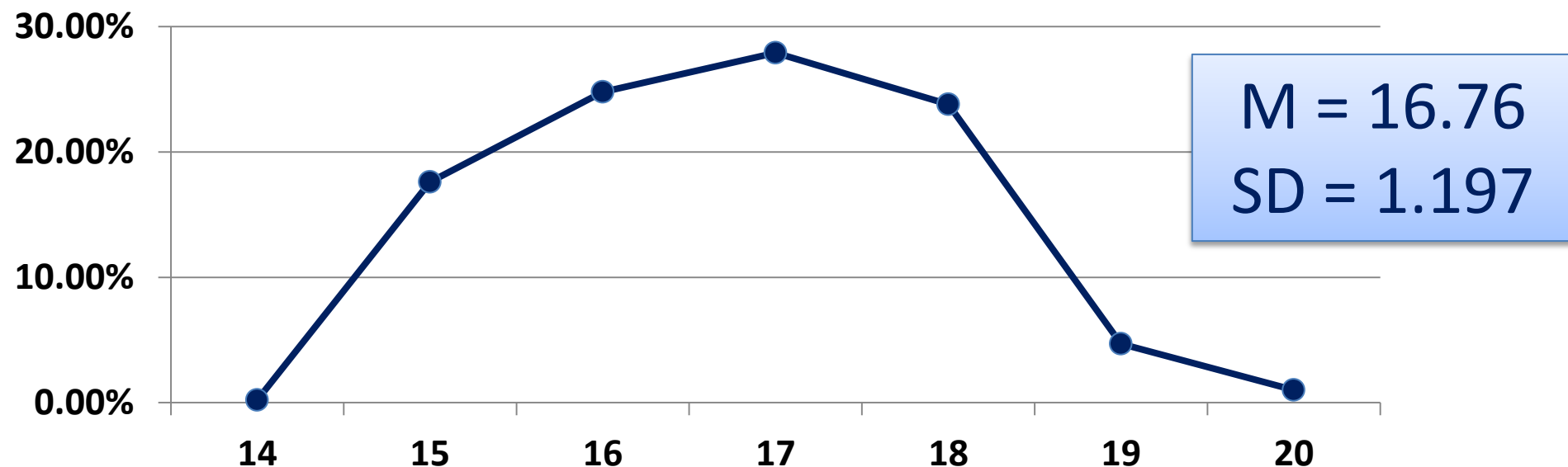
Sample - cities



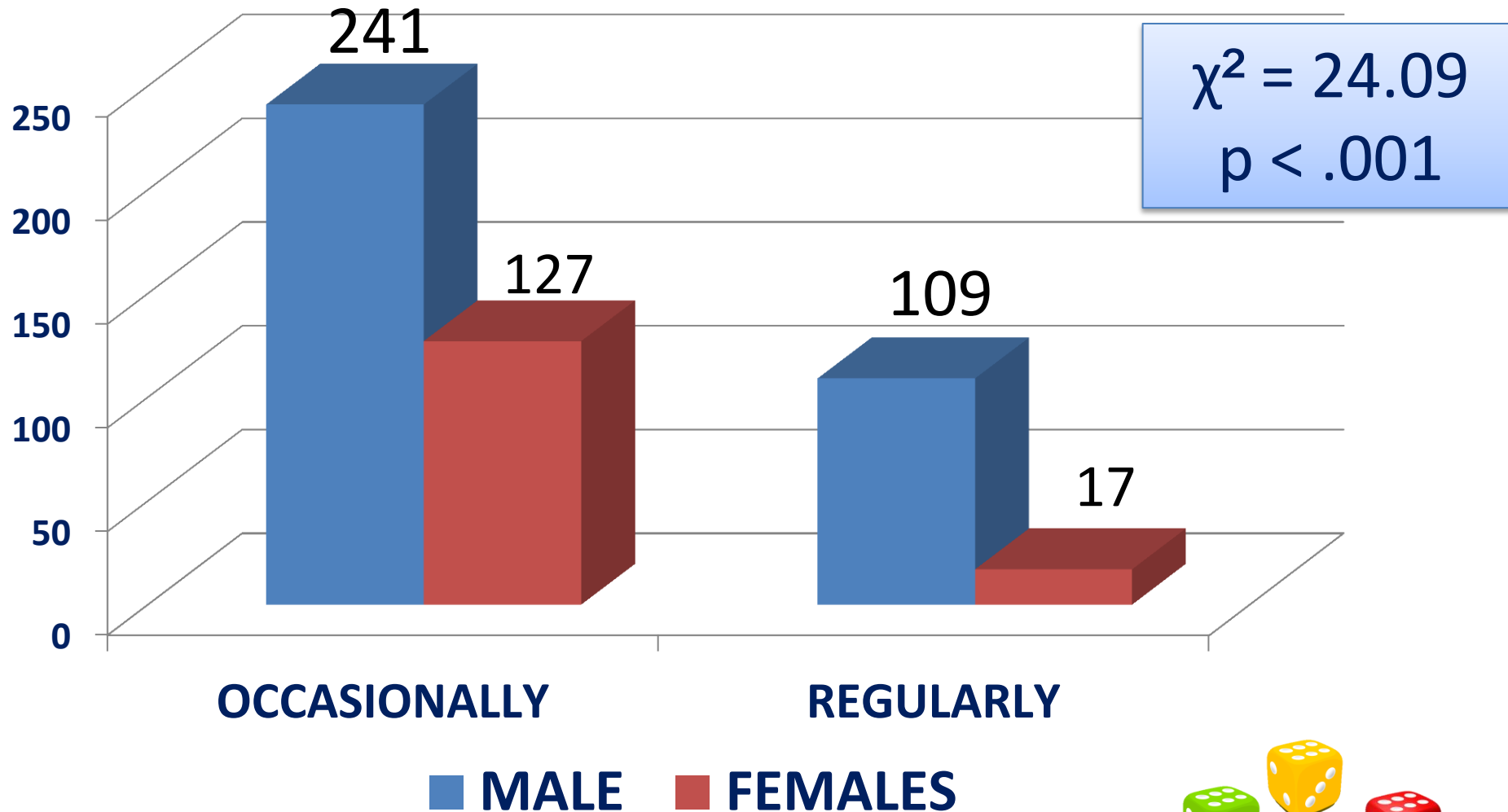
$$\chi^2 = 3,021; p > ,050$$



Sample - age & gender

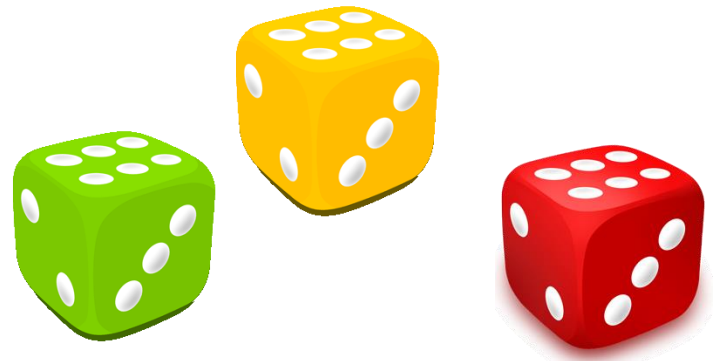


Sample - frequency & gender



Instrument	Construct
Gambling Activity Scale (Ricijaš, Dodig, Huić, Kranželić, 2011)	Intensity of Gambling on 15 Games of Chance (yes or no; if yes - how often?)
Canadian Adolescent Gambling Inventory - CAGI (Tremblay, Wiebe, Stinchfield & Wynne, 2010)	Gambling Problem Severity Subscale (GPSS) Score
Motivation for Gambling Scale (Ricijaš, Dodig, Huić, Kranželić, 2011)	10 Different Motives for Gambling
Gambling Cognitive Distortions Scale (Ricijaš, Dodig, Huić, Kranželić, 2011)	Cognitive distortions: 1. Illusion of control 2. Erroneous beliefs/Incorrect understanding of probability
Specific questions about gambling behavior and experiences	<ul style="list-style-type: none"> ▪ won a large sum of money? ▪ when win, encouraged to continue ▪ behavior patterns

RESULTS



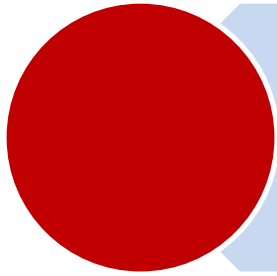
Intensity of playing slot machines & other games of chance

Other games of chance	r	P
Sports betting	.430	<.001
Lottery	.273	<.001
Scratch tickets	.333	<.001
Electronic roulette	.576	<.001
Card games in casino	.499	<.001
Virtual races betting	.520	<.001

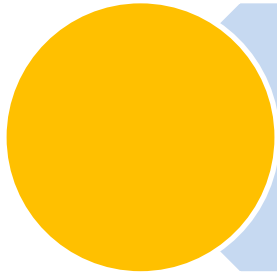


Canadian Adolescent Gambling Inventory (CAGI)

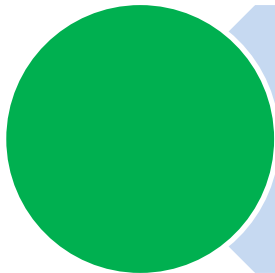
Gambling Problem Severity Subscale (GPSS)



“RED LIGHT”
High severity
(6+ points)



“YELLOW LIGHT”
Low-to-moderate severity
(2-5 points)



“GREEN LIGHT”
No problem
(0-1 points)



NATIONAL PREVALENCE

N=1.952

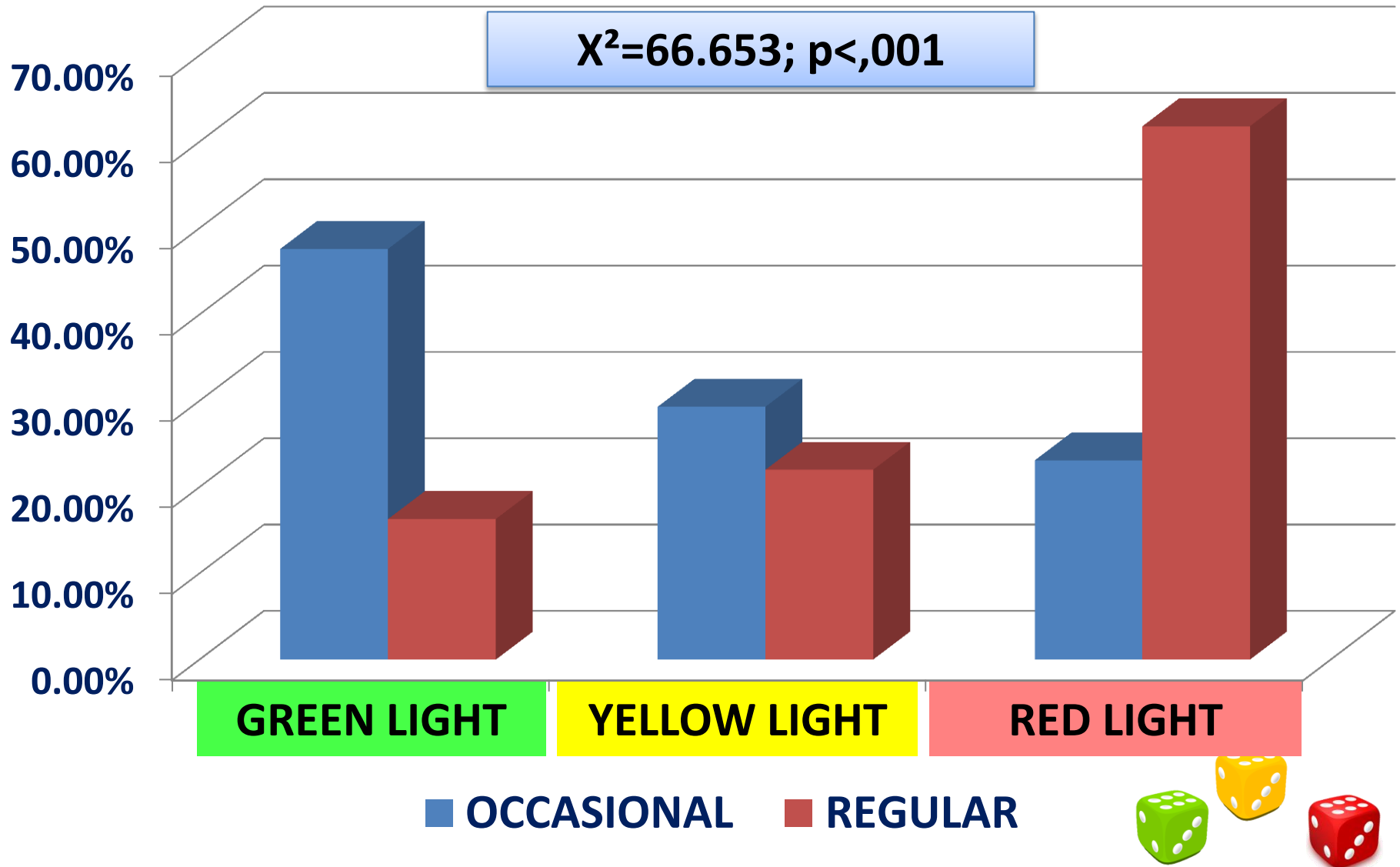


SLOT MACHINE PLAYERS

N=491



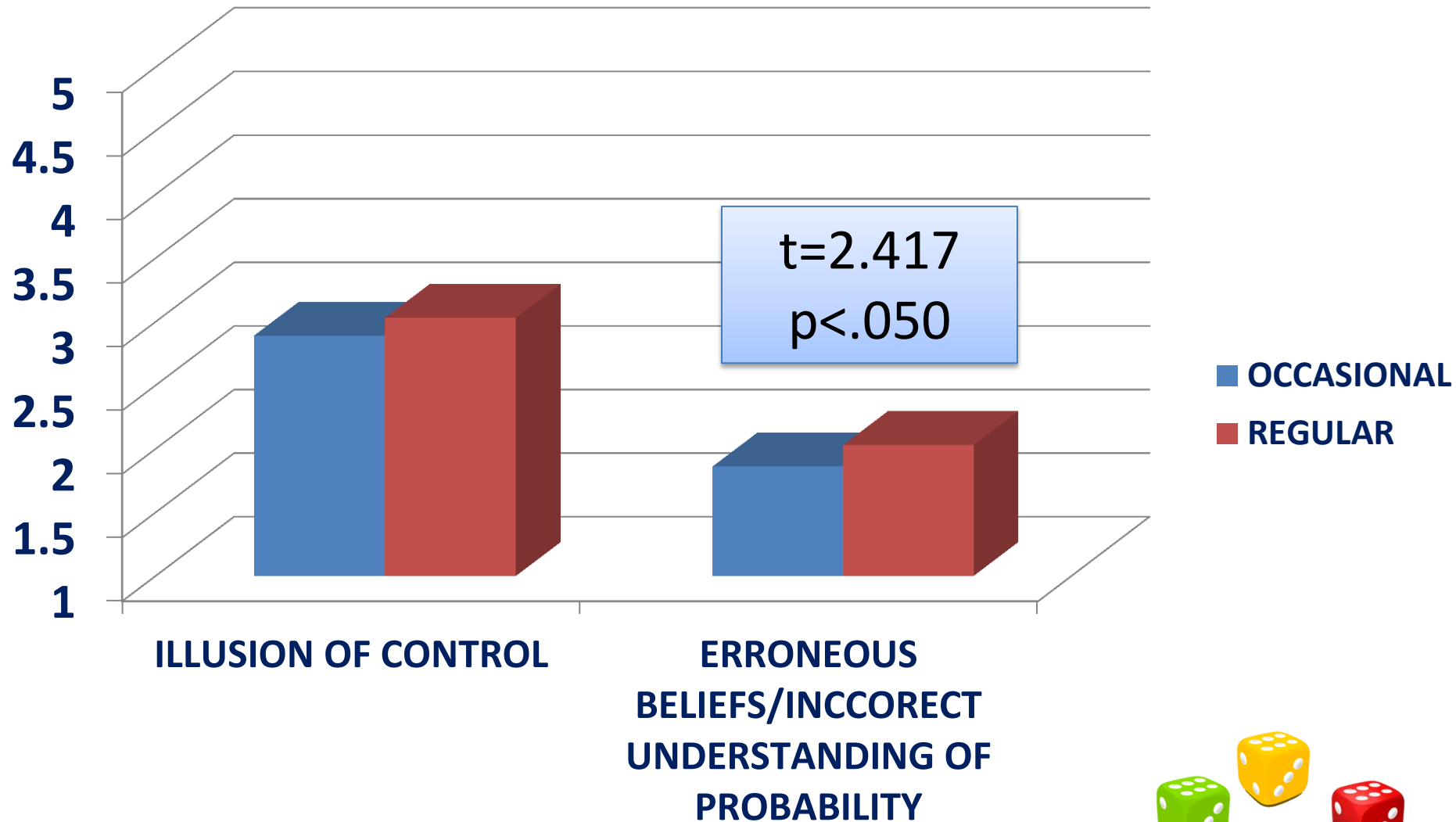
GPSS & intensity of playing slot machines



Motivation for gambling

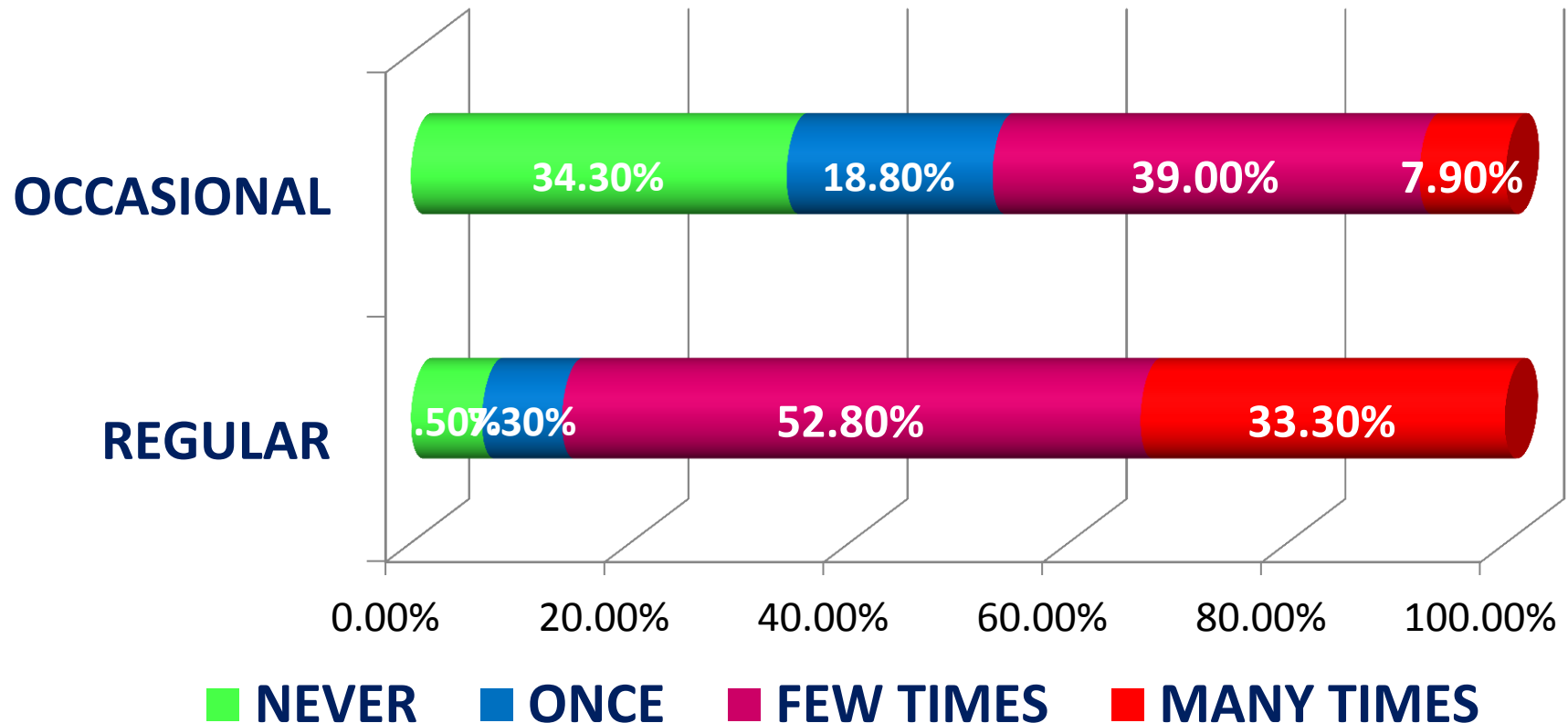


Cognitive distortions



Experiences while gambling

How often have you won a large sum of money?



Behavioral patterns

How often have you...	OCCASIONAL		REGULAR		t
	M	SD	M	SD	
... gone back another day to try to win back money?	1.50	0.83	2.25	1.16	6.64***
....gambled with more money than you intended to?	1.51	0.74	2.41	1.09	8.49***
... sold your personal property to have money for gambling/betting?	1.07	0.33	1.47	1.00	4.33***
... stolen money in order to gamble or to pay off debts?	1.06	0.29	1.44	0.92	4.55***

Behavioral patterns

Winning money while gambling encourages me to continue gambling.

- Occasional = **25.2%** say its true
- Regular = **46.4%** say its true



Conclusion - profile

Male

Plays other games of chance more frequently

**Has won a large sum of money gambling
(subjective perception!)**

Shows risk behavioral patterns related to gambling:

- going back
- more money
- selling property
- stealing money

**ADOLESCENT
WHO PLAYS SLOT
MACHINES
REGULARLY**

Has developed psychosocial consequences regarding to gambling

Has multiple motivation, but especially motivated by earning money, to solve negative emotions and to become a better gambler

Has more illusion of control in gambling activities

Conclusion - what needs to be done



Further research



Improving policy
(accessibility)



Implementation of
interventions

Thank you for your attention! 😊

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