Gambling and Gaming On Campus: A Hidden Problem?

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Gambling Research Exchange Ontario

Who are we?
An independent, ministry funded, not-for-profit, knowledge translation and exchange (KTE) organization

Our vision
To eliminate the harms from gambling

Our mission
To create, translate, and disseminate knowledge to support evidence-informed decisions about gambling, including its potential for harm
Gambling?
Gambling?
Top 50 Grossing Games – Google Play
Gambling?
### Instant Games

#### Home

- **Search Instant Games**

#### Recently Played

- **Categories**
  - All Categories
  - Action
  - Bingo
  - Board
  - Builders
  - Card
  - Card Battle
  - MOBA
  - Poker & Table
  - Puzzle
  - Role Playing
  - Runner
  - Simulation
  - Slots
  - Sports
  - Strategy
  - Trivia & Word

#### Slots

<table>
<thead>
<tr>
<th>Game Title</th>
<th>Players</th>
<th>Play</th>
</tr>
</thead>
<tbody>
<tr>
<td>Slot Mate - Free...</td>
<td>464K</td>
<td>Play</td>
</tr>
<tr>
<td>Slots: Heart Cas...</td>
<td>8K</td>
<td>Play</td>
</tr>
<tr>
<td>Fishing Diary</td>
<td></td>
<td>Play</td>
</tr>
<tr>
<td>Slot Machine Wo...</td>
<td>5K</td>
<td>Play</td>
</tr>
<tr>
<td>Big Casino: Slot...</td>
<td>19K</td>
<td>Play</td>
</tr>
<tr>
<td>Lucky Shark</td>
<td>11K</td>
<td>Play</td>
</tr>
<tr>
<td>Lucky Gifts</td>
<td>2.4K</td>
<td>Play</td>
</tr>
<tr>
<td>Who is Bigger?</td>
<td>3.6K</td>
<td>Play</td>
</tr>
<tr>
<td>Huuuge Diamonds</td>
<td>3.7K</td>
<td>Play</td>
</tr>
<tr>
<td>Slot Ramses</td>
<td>9.7K</td>
<td>Play</td>
</tr>
<tr>
<td>Slots: Shapes</td>
<td>1.4K</td>
<td>Play</td>
</tr>
<tr>
<td>Seagod Coming</td>
<td>13K</td>
<td>Play</td>
</tr>
<tr>
<td>Game Name</td>
<td>Description</td>
<td>Players Playing</td>
</tr>
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<td>--------------------------------</td>
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</tr>
<tr>
<td>Slot Mate</td>
<td>Free Online Slots</td>
<td>454K</td>
</tr>
<tr>
<td>Fishing Diary</td>
<td>Fun Blackjack</td>
<td>8K</td>
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<tr>
<td>Slot Machine Works</td>
<td>Casino Game</td>
<td>5K</td>
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Defining gambling

Gambling is the wagering of money or something of value on an event with an uncertain outcome with the primary intent of winning money or material goods (Williams & Volberg, 2013)

- Lottery tickets
- Raffle tickets
- Instant win tickets
- Electronic Gambling
- Machines (slots)
- Internet gambling
- Internet gaming
- Social gambling
- Sports betting
- Casino table games
- Bingo
- Horse race betting
- High risk stocks
- Other forms of gambling
  - (Board games, keno, animal fights, political events, etc.)
Technological Revolution
Millennial Problem: The Problem with no Millennial Problem

Expert Jeff Hwang has a few issues with how gaming is trying to address its “millennial problem.” There’s not a shred of evidence to support the idea that there is one.

Gambling’s Future Uncertain

Why Millennials are not susceptible to gambling

Millennials uninterested in gambling
Blurring Between Gambling & Gaming

Gaming that resembles gambling:
• Social Casino Gaming (free-to-play)
• Gambling mini-games
• Betting with/on virtual items (e.g., skins betting, loot-boxes)

Gambling that resembles gaming:
• Gambling based on gaming themes
• Virtual casinos that look like games
• Watching and betting on people playing games (E-sports)
Gaming that Resembles Gambling
Social Casino Games (FTP)
Buy Coins

- $5.00 USD: 50,000 coins
- $10.00 USD: 120,000 coins
- $25.00 USD: 500,000 coins
- $50.00 USD: 1,300,000 coins
- $100.00 USD: 3,000,000 coins
- $200.00 USD: 8,000,000 coins
Gambling Mini-Games
Loot Boxes

League of Legends, Crossfire
Skins Betting
Gambling that Resembles Gaming
Game-themed Gambling
Game-Modes in Gambling
Virtual Reality & Virtual Casinos
E-Sports Gambling
Problems with the Blurring of Gaming/Gambling

• Normalization
  • Games start to look very similar to actual gambling
  • Gambling associated with something fun and social
  • Terminology matters
  • Affects on young adults?

• Inflated odds/payouts
  • Irrational beliefs about skill and chance
  • Increased risk taking
  • “Why play for free when I could be winning real money?”

• Microtransactions
  • Normalize spending
  • Migration to gambling
Other Emerging Technologies
### Proposition (prop) Betting

**SB LII PROPOSITIONS**

**TEAM TO HAVE FIRST PENALTY:**

<table>
<thead>
<tr>
<th>Team</th>
<th>Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>EAGLES</td>
<td>-125</td>
</tr>
<tr>
<td>PATRIOTS</td>
<td>+105</td>
</tr>
</tbody>
</table>

**MOST PENALTY YARDS:**

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</tbody>
</table>

**MISSED EXTRA POINT KICK?**

<table>
<thead>
<tr>
<th>Outcome</th>
<th>Odds</th>
</tr>
</thead>
<tbody>
<tr>
<td>YES</td>
<td></td>
</tr>
<tr>
<td>NO</td>
<td></td>
</tr>
</tbody>
</table>

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**PROP BETTING**

As a general rule, sportsbooks tend to do well on prop betting because props are driven by public interest and perception. Many bettors place them solely for fun in hopes of a big payout and don't really give them too much thought.

Most sportsbooks also spend much more time making sure the lines are sharp on props than they do on more traditional lines such as point spreads, moneylines, and Over/Under totals.

**SPORTS-BETTING GUIDES**

- Best Live Sports Betting Strategies
- Best Sports Betting Strategies
- Betting Against the Public
- Betting Non-Monochrome Sports
- Betting on the Internet

**ODDS SHARK 101**

The most common type of better wagers just in games in team sports like football or basketball is based on the spread. For the team sports, the spread is based on the actual game, and the odds are based on the expected outcome of the game.
Live-action Betting (microbetting)
Blockchain Gambling & Casinos

Edgeless Casino

“Edgeless” is a decentralised Ethereum smart contract-based Casino which offers a 0% house edge and solves the online gambling transparency question once and for all.

- BlackJack
- Video Poker
- Micro Limits Dice
- Sports Betting
- Decentralised Edgeless casino platform for developers

LET THE GAMES BEGIN: WHY THE BLOCKCHAIN GAMBLING MACHINE SMARTBOX IS THE FUTURE OF THE LAND BASED CASINOS?
Gambling Support & Tools

www.gamblingtherapy.org
Implications
Gambling Harm on Campus

75% of post-secondary students have gambled in the past year\(^1\)

90% of 16-24 year olds report playing video games in the past year\(^2\)

10% of post-secondary students experience problem gambling\(^3\)

6% of post-secondary students experience pathological gambling\(^3\)

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\(^1\) Barnes et al. 2010
\(^2\) McBride & Derevensky, 2016
\(^3\) Nowak, D. E., 2017
Gambling Harm on Campus

- Video gamers are more likely to gamble than non-video gamers\(^1\)
- International students are particularly vulnerable to engaging in problematic gambling behaviour\(^2,3\)
- Common harms from gambling include\(^4\)
  - lost sleep
  - missed classes
  - poor grades
  - loss of money/transportation/accommodation

\(^1\) McBride & Derevensky
\(^2\) Moore et al. 2013
\(^3\) Zheng, Walker & Blaszczynski, 2011
\(^4\) Stinchfield et al. 2006
Gambling Harm on Campus

- Only 6% of Canadian universities have gambling policies in their student manuals\(^1\)
- Only ¼ of Canadian universities have gambling policies in their student residences\(^1\)
- Colleges and universities do not often have resources/infrastructure to address gambling harm\(^2\)
- Among young people, gambling harm is connected to:
  - Drinking\(^3\)
  - Drug abuse\(^3\)
  - Unsafe sex\(^3\)
  - Problematic internet use\(^4\)

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1. Zhao, Marchica Derevensky & Shaffer, 2017
2. Shaffer et al. 2005
3. Engwall et al. 2004
4. Baggio, Gainsbury, Berchtold, & Iglesias, 2016)
**Gambling Harms**

**Living Conditions**
Gambling harm is associated with:
- Higher neighbourhood disadvantage
- Unstable housing conditions
- Insecurity
Adolescents whose parents gamble are 3-12 times more likely to report at-risk or problem gambling.

**Ethnicity**
People of colour are significantly more likely to gamble and experience gambling harm.
Cultural differences, stressful living conditions, and social inequalities experienced by Indigenous peoples contribute to a higher community prevalence of problematic gambling compared to the general public.

**Education**
A person’s education influences how they gamble and their risk of developing a gambling problem.
Poor academic performance and lower educational attainment are risk factors and strong predictors for problem gambling behaviour.
People with higher education are more likely to gamble online.

**Age**
Gambling influences community health and well-being across the lifespan. Youth, young adults and older adults are particularly vulnerable to experiencing gambling harms.
Early gambling behaviour is a risk factor for harm. Free-to-play apps with gambling content continue to grow in popularity, making young people particularly vulnerable.
Older adults are more vulnerable to gambling harms as they may be less able to recover from financial loss.

**Socioeconomic Status**
People with lower income spend proportionately more of their income on gambling activities.
Land-based gambling opportunities are generally more readily available in lower income areas.
People who are unemployed are 2 times more likely to experience a gambling problem than those with secure employment.

**Mental Health**
As many as 30% of those who gamble problematically struggle with major depression (national average = 8.7%).
Gambling can serve as a coping mechanism for people who are emotionally vulnerable.
Gambling harm is often associated with social anxiety, ADHD, impulsiveness, mood and anxiety disorders, and other mental health outcomes.

**Health Behaviours and Risk Factors**
Gamblers are more likely to be sedentary than non-gamblers, and physical activity is associated with a decreased risk for problem gambling.
People with a gambling problem are:
- 2 times more likely to report a lack of regular exercise
- 3 times more likely to watch 20+ hours of TV per week
People who gamble problematically are also 3 times more likely to be obese when compared to recreational or non-gamblers.

**Substance Use and Addiction**
People who struggle with a gambling problem are 2-4 times more likely to have a tobacco use disorder, and 3-4 times more likely to have an alcohol use disorder.
High school students in Ontario who struggle with problem gambling behaviour are 11 times more likely to report a cannabis use disorder compared to other students.
$15K PILOT STREAM
Funding for new KT initiatives within community organizations who address any area on our mind map

$40K SCALE UP STREAM
Funding to scale up proven KT approaches
ON BEHALF OF
GAMBLING RESEARCH EXCHANGE ONTARIO

Thank You

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