
Electronic Gaming Machines and Problem Gambling: Casinos versus Pubs and Clubs

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Presentation Outline

Aim: to compare gamblers on casino EGMs to gamblers on non-casino EGMs in terms of current problem gambling status.

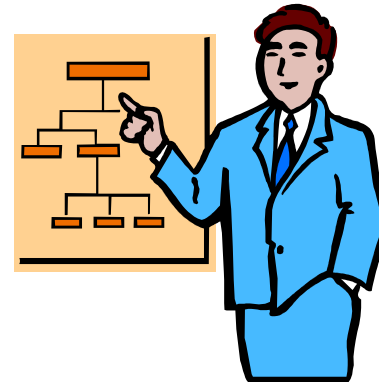
Literature Review

Method

Results

Discussion

Conclusions



Literature Review

Definitions

Problem Gambling:

Score 3+ on South Oaks Gambling Screen (SOGS)

Score 8+ on Problem Gambling Severity Index (PGSI)

Electronic Gaming Machines (EGMs)

Slot machines (“pokies”); video games, e.g. poker, keno

Demographics and Problem Gambling

Youth, unemployed, lower education & SES, non-Caucasian

Gender: erosion of differences



Prevalence of EGMs

Problem gambling rates are often transient, depending upon social initiatives and location of EGMs, despite increases in availability and expenditure (Abbott, 2006).

Literature Review (cont.)

Casinos

Cities and remote areas

Playground settings – public,
open areas

Passive socialisation



Pubs and Clubs

Local neighbourhoods

Gaming settings – intimate,
isolated areas

Active socialisation



Method

(Data from study on barriers to seeking help for a gambling problem)¹

Participants

125 help-seeking + 104 general population gamblers

Self-Report Measures

Demographics

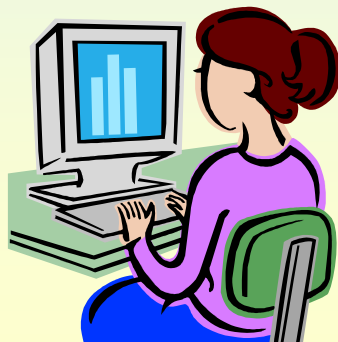
List of 11 gambling activities

9-item PGSI (0 = “never”, 3 = “almost always”) alpha = .91:

138 problem (8+) vs. 73 non-problem (<8) gamblers

Data Analysis

Chi-square and multivariate logistic regression analysis to examine the unique contributions of the demographic factors, of EGM playing, and of their interactions to problem gambling status



¹Pulford et al., 2009



Table 1. Percentages of Categories Classified as Problem Gamblers (*n* = 138)

Age	20-29 yrs	51%
	30-39 yrs	72%
	40-49 yrs	66%
	50- 59 yrs	73%
	60+ yrs	57%
Gender	Male	62%
	Female	69%
Ethnicity	NZ European	66%
	Other	63%
Origin	NZ Born	67%
	Other	58%
Marital	Single/Sep/Divorced	66%
	Married/Common-law	64%
Employment	Employed	60%
	Unemployed/Other	74%
Locality	Urban	62%
	Rural	68%
Residency	Casino Cities	55%
	Elsewhere	84%***

****p* < .001

Table 2. Percentage of Participants Engaging in Gambling Activities over Preceding 12 Months

Activity	Problem <i>n</i> = 138	Non-Problem <i>n</i> = 73
Lotto	75%	86%
Keno	18%	10%
Scratch ticket	66%	62%
Housie or bingo	11%	11%
Horse or dog racing	32%	29%
Sports betting	21%	15%
EGMs casino**	67%	49%
Table games casino	30%	29%
EGMs pub/club***	91%	53%
Internet-based gambling	11%	8%
Any other gambling activity	12%	12%

p* < .01, *p* < .001



Table 3. Multivariate Logistic Regression of Current Problem Gambling Classification on Total Activities, EGM Location (elsewhere vs. casino cities) and EGMs (N = 203)

Variable	Odds Ratio	Confidence Intervals (95%)
Total Activities	1.07	(0.88, 1.30)
EGM Location	8.70***	(3.81, 19.91)
Casino EGMs (yes/no)	1.61	(0.62, 4.19)
Non-casino EGMs (yes/no)	4.74***	(2.03, 11.08)
Marital Status x Casino EGMs	3.41*	(1.33, 8.76)

$R^2 = 0.41$

* $p < .05$, ** $p < .01$, *** $p < .001$



Discussion

Interactions and Post-hoc Analysis - At-risk Groups:

- single or separated/divorced gamblers on EGMs in casinos
- single or separated/divorced males on table games in casinos
- married male vs. female bettors on racing and sports

Limitations

- Non-representative sample: 125 from gambling helpline service
- Self-reported and uncorroborated data
- Low numbers of Maori, Pacific Island and Asian people

Future Research

- Recruit representative samples in national surveys
- Corroborate self-report data
- Longitudinal studies for changing patterns of risk factors
- Include EGM locations and number of activities, frequency of gambling and expenditure on EGMs in casinos and non-casinos



Conclusions

- Findings were generally consistent with national surveys' findings.
- Isolated areas in casinos, pubs and clubs which provide passive socialisation may be conducive to problem gambling.
- Practitioners, publicans, club stewards and casino employees could be alerted to risk factors of current problem gambling behaviour.
- Government policies might empower local communities to decide if they want EGMs in their areas.
- Government policies might encourage the location of EGMs in pubs and clubs to public areas where isolation can be minimised.



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