

Problem gambling resources

The Problem Gambling Library Information and Knowledge Centre
GUIDE TO PROBLEM GAMBLING RESOURCES ONLINE

2008

The Problem Gambling Foundation

The Problem Gambling Foundation (PGF) is committed to health promotion that contributes to more responsible gambling through community education and development, and health protection that contributes to more responsible gambling through the development of regulations and standards.

PGF believes in empowering and encouraging clients by providing a range of free services designed to meet the needs of its clients with daytime and evening appointments. Qualified health professionals provide counselling services via confidential individual appointments for both gamblers and others affected by gambling.

PGF is the largest organisation of its kind in the world. It has offices throughout New Zealand attended by 70 staff that represent Maori, Pakeha, China, Korea, Malaysia, Sri Lanka, India and the Pacific Islands.

PGF believes in:

Informing Change: Our Research, Training and Development team oversees all of our programmes to ensure the best quality advice and training to the problem gambling sector. As a service leader PGF undertakes research and develops resources for all problem gambling services.

Changing Lives: Our treatment and clinical services are world class. We provide specialist problem gambling counselling and group therapy throughout NZ. Our Asian service team also provides counseling in three Asian languages.

Changing Communities: Our Public Health team is the first dedicated team to work on problem gambling issues using a health promotion approach. Our Asian service team works holistically with Asian communities to strengthen their resilience to problem gambling. Our Youth services team works with young people to raise awareness and eliminate harm from problem gambling.

Changing Environments: Our advocacy services seek to create a safer environment for recreational gambling. We are active in developing national and local gambling policies. Our specialist Local Government team works with territorial local authorities and their communities to develop gambling policies that eliminate the harm from problem gambling.

The clinical service has 73 clinics throughout New Zealand, many operating jointly with other help providers.

Webpage: www.pgfnz.org.nz or www.pgfnz.org.nz/library

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Where do I start searching the Web?

**The Problem Gambling Library
Information and Knowledge Centre
Guide to finding problem gambling information Online**

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Introduction

Instant gratification...The Internet is filled with information.

The Internet is one of the world's largest sources of publicly-available information. Thanks to the growth of the World Wide Web, millions of electronic resources around the globe are at our fingertips. To help us deal with this incredible amount of data, a new skill has arisen: Internet searching.

Searching, however, is not the same thing as finding. The Internet is like a huge vacuum of facts, opinions, stories, conversations, arguments, artwork, mistakes, trivia, and one-of-a-kind knowledge. There's little organization or consistency. And yet, it's possible to navigate the Net effectively and reap great rewards. To save time looking for problem gambling material this guide provides the URLs for some of the many problem gambling resources which can be accessed on line, with abstract to outline content for readers.

It should also be remembered that there is a part of the Internet called the Invisible Web. The term "invisible web" refers to the enormous amount of information that isn't accessible through search engines and directories, such as databases. Unlike pages on the visible Web (that is, the Web that you can access from search engines and directories), information in databases is generally inaccessible to the software spiders and crawlers that create search engine indexes. Instructions on accessing this are included in my instructions on **Searching the Internet** pp.9-13.

This guide is organized into subject areas to assist you locate the material you require. The guide will be regularly updated to ensure currency of the material included.

Searching the Internet – what to do and what not to do

(Acknowledgement is given to Intute Consortium as the copyright holder and original publisher of the tutorial that this information is based on).

People often make some common mistakes when they search the Internet:

- They use the wrong search tool for the job
- They don't plan a good search strategy
- They don't choose the best keywords to search on

There are three main types of **Internet search tools**, all of which offer something slightly different. You will need to understand more about these tools before you can decide which is most suitable for your purposes

1. Search Engines
2. Web Directories
3. Specialist Search Tools

Search engines aim to help search as much of the web as possible. Most of the famous search engines are run by commercial companies in the USA. Perhaps the best-known search engine is: Google. Others include: [Yahoo!](#), [Magellan](#), [Lycos](#), [Infoseek](#), [Baidu](#) and [Excite](#).

Pros

- Useful if you want to find a very precise piece of information
- Will find something on every subject imaginable

Cons

- Can give you too many results –time consuming to sort through
- Can return lots of irrelevant or inappropriate information

Web directories aim to help you look through (or browse) many thousands of Web sites under a series of subject headings. A web directory is not a search engine, and does not display lists of web pages based on keywords, instead it lists web sites by category and subcategory. The categorization is usually based on the whole web site, rather than one page or a set of keywords, and sites are often limited to inclusion in only one or two categories. Web directories often allow site owners to directly submit their site for inclusion, and have editors review submissions for fitness. Most are run commercially and use volunteers or hired-editors to select the Web sites and arrange them into subject lists. A well known example is the [Yahoo! Directory](#) - The first service Yahoo! offered.

Others include:

[Ansearch](#) - Web search and Directories focusing on the US, UK, Australia and New Zealand.

[BUBL](#) - A free database of non-commercial websites, organised using the Dewey Decimal classification system.

[Best of the Web Directory](#) - Lists content rich, well designed websites categorized both by topic and by region.

[JoeAnt](#) - A community of editors from the now-defunct Go.com volunteer edited directory.

[Open Directory Project](#) (aka DMoz or ODP) - The largest directory of the web. Its [open content](#) is [mirrored](#) at many sites, including the [Google Directory](#).

[Starting Point Directory](#) - A human edited general directory organizing sites by category.

[World Wide Web Virtual Library](#) (VLIB) - The oldest directory of the Web.

Pros

- The subject lists mean you don't have to think up search terms
- They cover a very wide range of subjects: so good if you want popular sites as well as serious ones

Cons

- You may find lots of the sites are irrelevant to your needs –directories try to be "all things to all people" and so list all kinds of sites
- They list many thousands of subject headings and Web sites so it can be time-consuming to find a useful one

Specialist Internet search tools aim to help a particular audience find high quality Web sites for their particular needs.

They are often created by specialist organisations (e.g. educational or professional organisations) that often employ qualified subject experts to select and organise Web sites under subject headings, and write descriptions of the sites. Examples include:

- **PubMed** - PubMed is a service of the U.S. National Library of Medicine that includes over 17 million citations from MEDLINE and other life science journals for biomedical articles back to the 1950s. PubMed includes links to full text articles and other related resources.
<http://www.ncbi.nlm.nih.gov/pubmed/>
- **Intute: Medicine** An Internet search engine aimed at the UK higher education community providing access to evaluated health and medical Internet resources. Part of the Intute service. <http://www.intute.ac.uk/>
- **MedlinePlus** : A consumer oriented site that brings together authoritative information from the National Library of Medicine (NLM), the National Institutes of Health (NIH), and other government agencies and health-related organizations. The site is maintained by the NLM.
<http://www.nlm.nih.gov/medlineplus/>
- **MedHunt**: A specialist full-text search engine developed by Health on the Net (HON) which focuses on health and medical Web sites.
<http://www.hon.ch/MedHunt/>
- **MedNets**: A medical search engine and health portal. <http://www.mednets.com/>
- **Healthline** is a medical information search engine. Healthline is solely dedicated to finding medical information online, and it offers medically filtered results developed by trained medical personnel. It's really an excellent tool for finding all kinds of medical information.
<http://websearch.about.com/od/enginesanddirectories/a/healthline.htm>

Pros

- Good if you need trustworthy results for serious work or research
- You get fewer, but more relevant results, as the subject specialists have filtered out a lot of the inappropriate sites

Cons

- If you are not their intended audience they probably won't give you relevant results
- They may bring back too few results, if you are looking for very specific information or for popular information

The Invisible web. It should be remembered that there is a part of the Internet called the Invisible Web.

The term "invisible web" refers to the enormous amount of information that isn't accessible through search engines and directories, such as databases. Unlike pages on the visible Web (that is, the Web that you can access from search engines and directories), information in databases is generally inaccessible to the software spiders and crawlers that create search engine indexes. There are some gateways to this part of the web which are man made. One of the best ones out there is the [Direct Search](#) site put together by Gary Price, a librarian and information research consultant. His page is nicely organized into searchable categories and is updated frequently. Another good resource is the [Invisible Web Directory](#), put together by the aforementioned Gary Price and search guru Chris Sherman. This site is a directory of searchable databases, organized by subject. The [Resource Discovery Network](#) has resources mostly from the United Kingdom, and is extremely well-organized and very searchable. The University of California, Riverside maintains [InfoMine](#), an incredible

resource that at last count included over 100,000 links and access to hundreds, if not thousands, of databases. The [Virtual Library](#) is simple and easy to use, with annotated subject links.

Search strategy

Rather than just rushing into a search, you will really improve your chances of finding the information you need if you take a minute to think about the best keywords and search terms before starting your search.

This is what we call developing a "search strategy":

1. What exactly is the topic you're searching for? Example: Socioeconomic inequalities of Maori problem gamblers in New Zealand
2. What are the 3 or 4 keywords or concepts for your topic? Example: socioeconomic inequalities, Maori, problem gamblers, New Zealand
3. Are there any similar words that describe each of these concepts? Example: gamble, gambler, gambling or indigenous or native people
4. Are there any other more specific keywords that could limit your search? Example: public health, social or health determinants, poverty
5. How can you combine these keywords together to search? You can combine keywords together using "operators" (linking words). The most common are AND and OR: Example: health AND inequalities returns Web pages containing both words: health OR inequalities returns Web pages containing either the word health or inequalities (note: case is important for your operators - they will ignored otherwise!)
6. Search! Try out your search phrases in a search tool, remembering to make a note of any useful Web sites you find. If you don't find the information you need quickly, try using different keywords and combinations of search terms.

Don't trust everything you read on the Internet!

There's so much material on the Internet that finding the right information can be like looking for a needle in a haystack! A lot of what is available will be irrelevant for your needs and may not be of the high quality you might hope for.

Why does the quality of information vary so much? Think about it...

- Anyone can put something on the Internet - an idiot or an expert
- From anywhere in the World - be it the United Kingdom or Uruguay
- They can say anything they like - be it true or false
- And leave it there as long as they like - even if it goes out of date
- Or change it without warning - perhaps even remove it completely

Think about how the Internet compares with a library

In a library, any book you find has been checked at least three times by different people:

- the author has checked their work,
- perhaps an editor double-checked it,
- then a publisher decided it was good enough to publish,
- perhaps a reviewer commented on it,
- then a librarian thought it was good enough to select for the library.

On the Internet no quality checks are required - anyone can publish anything they like!

It's important not to trust everything you read on the Internet and to be careful about which information you use.

So how do you decide what to trust?

Think like a judge!

- Examine the evidence
- Ask questions
- Consider the motives of people providing information
- Trust no one until you have found good cause to do so!

Use the WWW technique!

When looking at a Web site ask yourself the "three WWWs":

1. Who?
2. Where?
3. When?

WHO?

Think about who is providing the information. Remember, anyone can say anything they like on the Internet.

Ask yourself:

- Who has written the information?
- Who has published it?
- Are they a trustworthy source of information?
- Are they trying to persuade me / sell me something / inform or misinform me?

Useful Evidence

You can get clues to help you answer these questions by exploring the site. Look out for:

- The author's name
- The name of the organisation publishing the information
- The About Us section
- The Contact Details (address / email)
- The URL (more on this later in this section)

WHERE?

Think about where the information is coming from. Remember, information on the Internet might be based on a computer anywhere in the world.

Ask yourself:

- Which country is the information coming from?
- Where is it held?
- Does the origin affect the slant of the information?

You can get clues to help you answer these questions by exploring the Web site. Look out for:

- Any mention of the origin of the information
- The name and location of the organisation publishing the information
- The About Us section
- The Contact Details (address / email)
- The URL (more on this later in this section)

WHEN?

Think about when the information was produced. Remember, information on the Internet can be out of date, change without warning or disappear completely.

Ask yourself:

- When was the information originally produced?
- Is it still useful?
- Has it been updated?
- Is it going to be updated?
- Is it being preserved in its original form?

Useful Evidence

You can get clues to help you answer these questions by exploring the Web site. Look out for:

- A publication date
- A last updated date at the foot of the home page
- The About Us section - does it say how often the site changes?

More clues: looking at organisational codes

You can often find out more about the nature of the organisation that owns the server from the organisation code. For example:

- .ac, .edu academic or educational servers
- .co, .com commercial servers
- .gov government servers
- .org non-governmental, non-profit making organisations

Advertising

Advertising Standards Authority

Gambling 2007. Compliance survey. 2008.

<http://www.asa.org.uk/NR/rdonlyres/126F3711-7E17-4469-A5D2-A366487130D2/0/GamblingSurvey2007.pdf>

The findings of the ASA Gambling Compliance Survey 2007. The report reveals an exceptionally high compliance rate, with 99% of ads surveyed adhering to the Advertising Codes. 784 advertisements were monitored and only seven were found to have breached the Advertising Codes.

Per Binde

Per Binde. *Selling dreams - causing nightmares? On gambling advertising and problem gambling.* *Journal of Gambling Studies*, Issue 20, 2007.

<http://www.camh.net/egambling/issue20/04binde.htm>

A review of the literature leads to the conclusion that there are no reliable figures on the impact of gambling advertising on the extent of problem gambling. Gambling advertising does add to problem gambling, but with a smaller impact than other influential factors.

UK. Gambling Commission

Gambling advertisements and impact on responsible gambling. Consultation document. 2007.

http://www.gamblingcommission.gov.uk/UploadDocs/publications/Document/advertising_consultation.pdf

Sets out the current position of gambling advertisement under the Gambling Act 2005. Examines the educational messages inherent in gambling messages and compares other public health approaches.

Attitudes/ Behaviour

Canada West Foundation

Jason J. Azmier. *Canadian gambling behaviour and attitudes: Summary report.* Gambling in Canada Research Report No. 8. Calgary, Canada West Foundation, 2000. <http://www.cwf.ca/V2/files/200001.pdf>

Published in 2000 this public opinion survey on gambling behaviours and attitudes examines: the gambling patterns of adult Canadians; the various types of gambling and demographic differences; understanding of gambling issues; perceived impact of gambling on individuals, communities, charities and governments; and the extent that Canadians view gambling as a social problem.

Department of Internal Affairs. Research & Evaluation Services

NZ. Department of Internal Affairs. Research & Evaluation Services. *People's participation in, and attitudes to, gambling, 1985-2005. Results of the 2005 survey.* Wellington: Department of Internal Affairs. 2008. [http://www.dia.govt.nz/Pubforms.nsf/URL/GamblingParticipationSurvey1985-2005.pdf/\\$file/GamblingParticipationSurvey1985-2005.pdf](http://www.dia.govt.nz/Pubforms.nsf/URL/GamblingParticipationSurvey1985-2005.pdf/$file/GamblingParticipationSurvey1985-2005.pdf).

This report is the fifth in a survey series that was first undertaken in 1985. The survey series examines people's participation in gambling activities in New Zealand, looking at: frequency of participation; expenditure on gambling; reasons for playing; beliefs about the gambling activities. The survey series also investigates public attitudes to gambling. This research looks at: factors that people think should guide gambling legislation; desirability of gambling activities; satisfaction with the distribution of profits from gambling. The report presents the findings from a randomly selected sample of 1,672 people aged 15 years and over living in private households, who were interviewed face-to-face between April and May 2005. The survey is updated at five-yearly intervals: 1985, 1990, 1995, 2000 and now 2005.

Ontario Problem Gambling Research Centre

M Chipman, R Govoni, M Roerecke. *The distribution of consumption model: An evaluation of its applicability to gambling behaviour.* Final report prepared for the Ontario Problem Gambling Centre, 2006. <http://www.gamblingresearch.org/download.sz/2305%20Final%20Report%20Posted%20Version.pdf?docid=8201>

Using the results/data from a 2001 Ontario survey of gambling behaviour, which has used the Canadian Problem Gambling Index, the Distribution of Consumption model was used to identify the single measure of gambling consumption that is most strongly aligned with problem gambling.

Casino

GR Adams et al.

A study of differences in Canadian university students' gambling and proximity to a casino. *Journal of Gambling Issues*, 19, 2007. <http://www.camh.net/egambling/issue19/pdfs/adams.pdf>

A survey of 1579 students in 17 gambling activities, with the South Oaks Gambling Screen. Half students live near casino. Students close to casino were found to have more serious problem gambling, supporting the theory that accessibility and proximity affects gambling behaviours.

Center for Policy Analysis, University of Massachusetts

New England casino gaming Update 2008. Dartmouth: Center for Policy Analysis, University of Massachusetts, March 2008. http://www.umassd.edu/cfpa/docs/gaming_update_2008.pdf.

This update applies new patron origin ratios and incorporates findings from the Centre's 2006 New England Gaming Behavior Survey (2007). Statistics for New Jersey, New York and Pennsylvania are included. Revenue and daily spend for these areas are examined along with distribution of casinos and VLT machines.

Clubs

Centre for Gambling Education and Research

Nerilee Hing. *An assessment of member awareness, perceived adequacy and perceived effectiveness of responsible gambling strategies in Sydney Clubs*. Funded by the Casino Community Benefit Fund for the NSW Government. Lismore: CGER, Southern Cross University, 2003.
http://www.olgr.nsw.gov.au/pdfs/rr_hing.pdf

Report aimed to assess the awareness of club members, their perceived adequacy and the perceived effectiveness of responsible gambling strategies in six Sydney Clubs. 706 members were interviewed, of these 2/5 had gambling problems. They felt clubs were doing an adequate job but needed to up their game as some only adhered to bare the minimum responsible gambling requirements.

Counselling

Wright State University

Robert A Rando. *Adaptive supervision in counselor training*. Washington: Wright State University, [2005].
<http://ccvillage.buffalo.edu/Village/ElecProj/Rando.htm>

This article presents an introduction to the Adaptive Supervision in Counselor Training (ASiCT) model. The ASiCT model provides four supervisory styles furnishing guidelines on the degree of supervisor direction and support provided to supervisees. Adherence to a supervisory style is based upon the supervisee's readiness (i.e., willingness, ability, confidence) to address a clinical/supervisory issue. The ASiCT model is meta-theoretical in nature and provides sufficient flexibility for functioning within the various developmental and therapy based supervision theories.

Community resources

Oregon Department of Human Services

Problem gambling awareness week 2007. Community resource guide. 2007.
http://www.oregon.gov/DHS/addiction/gambling/2007/07opgaw_resourceguide.pdf

An excellent information kit which covers: facts on gambling and problem gambling, vulnerable populations - mental health & students, poker and youth, Oregon gambling in the news, Oregon gambling services, community education materials, language resources, community action planning, sample presentations, and evaluation tools.

Crime

Alberta Gaming Research Institute

Garry Smith, Harold Wynne, & Tim Hartnagel. *Examining police records to assess gambling impacts: A study of gambling-related crime in the city of Edmonton*. Edmonton: Alberta Gaming Research Institute, 2003. https://dspace.ucalgary.ca/bitstream/1880/1628/1/Gambling_and_crime.pdf

Report examines the role of gambling in Canada, and includes a literature review on criminal theory pertinent to gambling-related crime, data analysis and strategies in relation to gambling related crime.

Independent Gambling Authority

Study into the relationship between crime and problem gambling. Report to the Minister. Adelaide: IGA, 2003. <http://www.iga.sa.gov.au/pdf/iga/5-crime.pdf>

Summary of the OSCAR report states that there is no ongoing data collection in South Australia that can be used as a valid measure. An examination of court records show that between .6 and 4% of crimes are gambling related but anecdotal evidence from gambling treatment providers shows that it is as high as 10-70%. Report identifies the connection between problem gambling and crime.

National Institute of Justice/NCJRS

G. Stitt *Effects of casino gambling on crime and quality of life in new casino jurisdictions. Final report*. Washington: Department of Justice, 2001. <http://www.ncjrs.gov/pdffiles1/nij/grants/187679.pdf>

This study provides a multi-dimensioned assessment of the impact of casino gambling in eight new casino jurisdictions, Alton, Peoria and East Peoria, Illinois; Sioux City, Iowa; St. Joseph, St. Louis, and St. Louis County, Missouri; and Biloxi, Mississippi.

Oregon Department of Human Services

Literature review for gambling amongst the corrections population, 2007. <http://www.oregon.gov/DHS/addiction/gambling/corrections-pop-gambling.pdf>

A 15 page review of the literature available on links between prisons, crime and problem gambling.

EGM/ VLT/ Poker machine/pokies

Anglicare Tasmania. Social Action and Research centre

Margie Law. *From patron care to consumer protection: Poker machines in Tasmania*. 2004. Tasmania: Anglicare. http://www.anglicare-tas.org.au/index.php?option=com_docman&task=doc_view&qid=30&Itemid=84

Discusses the need for venues to have a duty of care and consumer protection policies.

Australian Institute for Primary Care (AIPC)

AIPC. *The changing electronic gaming machine (EGM) industry and technology*. Final report. Commissioned by the former Victorian Gambling Research Panel. Victoria: AIPC, 2006.

http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/resources/file/ebec5608164724b/Changing_EGM_industry_and_technology_full.pdf

Released by the Department of Justice, this study analysed the composition and transformation over time of the technological basis of the Victorian electronic gaming machine (EGM) industry, so as to develop an understanding of the relation between technology and consumption behaviour. A number of Victorian Local Government Areas (LGAs) were selected for more detailed quantitative analysis which allowed for comparisons between metropolitan, regional and rural localities and between those areas with high or low densities of EGMs. Qualitative research was conducted, utilising interviews, focus groups and follow-up interviews, as well as field visits involving key industry and community informants and a range of EGM users (including 'problem' and recreational gamblers). The researchers broadly define the technological basis of electronic gaming machines and the industry; however, due to the unavailability of machine data they were not able to provide reliable consumption behaviour at machine level.

Australian Institute for Primary Care (AIPC)

Charles Livingstone et al. *The relevance and role of gaming machines games and game features on the play of problem gamblers*. Report prepared for the Independent Gambling Authority. January 2008. Adelaide: Australian Institute for Primary care (AIPC). La Trobe University.

<http://www.iga.sa.gov.au/pdf/0801/Final%20report.Print.Feb08.pdf>

An examination of the relationship between gambling machine technology and problem gambling. In particular which gaming machine characteristics were most commonly in play with problem gamblers in contrast with recreational gamblers, how these characteristics differed between machines, and whether they were conspicuous in the transition from recreational gambling to problem gambling.

Queensland Office of Gambling Regulation

Results of the 2006 Queensland survey of gaming machine venues. The Queensland Responsible Gambling Strategy. Queensland Government. Office of the Economic and Statistical Research incorporating the Office of the Government Statistician. 2007.

http://www.responsiblegambling.qld.gov.au/research/industry-surveys/2006/2006gmv_final_report.pdf

A survey of Queensland clubs and pubs which examines such things as: the product, services, profit, impact on businesses, community support, responsible gambling. There are 216 pages of information on venues and gambling.

Ethics

Canada West Foundation (CWF)

Jason J. Azmier, Robert Roach. *The ethics of charitable gambling: A survey*. Gambling in Canada Research Report No. 10. Calgary: CWF, 2000. <http://www.gamblingresearch.org/download.sz/EthicsOfCharitableGambling.pdf?docid=1536>

Results of survey data gathered from 647 charities in August, 2000. The survey probed charities' use of gambling revenue and their attitudes towards this uniquely problematic funding source. The report makes several recommendations for improving charitable gambling policy including: protecting levels of charitable gambling from the impact of government-run gambling; the creation of alternative funding sources for the charities that object to gambling; providing more non-gambling funding that can be used for infrastructure spending and the promotion of diversification of funding sources within the charitable sector; and involving charities in the gambling policy making process.

University of Auckland

PJ Adams & Fiona Rossen. *Reducing the moral jeopardy associated with receiving funds from the proceeds of gambling*. Auckland: UOA, 2006. <http://www.camh.net/egambling/issue17/pdfs/adams.pdf>

Report outlines the ethical and organisational risks for community and other public good organisations for accepting funding from the gambling industry sources. It recommends ways which organisations might participate in promoting low moral jeopardy environments.

Ethnicity

Ontario Problem Gambling Research Centre

Lorne Tepperman, Albert Kwan, Charles Jones & Agata Falkowski-Ham. *Dreaming the numbers: ethnocultural gambling in Ontario*. Guelph, Ontario: OPGRC, 2004. <http://www.gamblingresearch.org/download.sz/Whole%20Doc%20%20Final%20Report%20posted%20version.pdf?docid=6273>

This study builds on an earlier study concerned with the effects of ethnocultural group membership and family life on gambling behaviour. It aims to measure more precisely the extent of ethnic variations, and to examine possible explanations. It examines: the place of gambling in different ethnic cultures; the extent and reasons for variation in gambling among Ontario's larger ethnocultural groups; and the policy implications of this information about ethnocultural variation.

Exclusion/ Self exclusion

Focal Research

Tracy Schrans, Tony Schellinck & Jennifer Grace. *2004 NS VL Self exclusion program process test*. Final report. Prepared for Nova Scotia Gaming Corporation. 2004. http://www.gov.ns.ca/hpp/repPub/NS_VLSEP_Final_Report_Jan_11.pdf

Section one evaluates the Video Lottery Self-exclusion Process Test for programme retailer identification rates and reporting accuracy. Section two is the retailer's evaluation of the programme protocols and administrative requirements of the programme.

Robert Ladouceur, Caroline Sylvain & Patrick Gosselin

Self-exclusion program: a longitudinal evaluation study. 2007. *Journal of Gambling Studies*, 23:85-94
<http://www.springerlink.com/content/p654485427703428/fulltext.pdf>

Few self exclusion plans have been evaluated to date. This study assesses changes in gambling behaviour and gambling problems for self excluded patrons, and follows them for 2 years. DSM score and negative consequences were found to be reduced. It offers suggestions for increased compliance.

SA Centre for Economic Studies

Evaluation of self-exclusion programs and harm minimisation measures. Report A. Prepared for the Gambling Research Panel Victoria: CES, 2003.
<http://www.adelaide.edu.au/saces/publications/consultancy/CompleteReportSelfExclusionA.pdf>

This report describes the programmes currently operating in clubs, pubs and casinos, evaluates the international literature and framework supporting the programs, and provides a summary of the consultations, interviews and surveys with stakeholders. Effectiveness of the programmes and recommendations are included.

Summary of Australian States and Territories. Self exclusion programs and harm minimisation policies/strategies. Report B. Prepared for the Gambling Research Panel. Victoria, CES, 2003.
<http://www.adelaide.edu.au/saces/publications/consultancy/CompleteReportSelfExclusionB.pdf>

Report B provides a comprehensive description of the self-exclusion programmes and also has a section on the harm minimisation policies and strategies in Australia.

Families

Ontario Problem Gambling Research Centre

L. Tepperman & David Korn. *At home with gambling: an exploratory study*. Guelph, Ontario: OPGRC [2006].
<http://www.gamblingresearch.org/download.sz/045%20Final%20Report%20PDF.pdf?docid=5509>

The enjoyment of gambling, for most people a normal and limited activity, can become a problem for some. This exploratory research study focuses on the role that gambling plays in families, and how people from different ethno-cultural groups view and practice gambling. A review of the existing literature finds that past research tells us little about gambling in families, whether positive or negative. It has even less to say about ethno-cultural variations in gambling. The literature does, however, show that family influences play a role. Parental gambling is a risk factor for problem gambling. This may operate via parental modeling, tolerance, encouragement, and participation. Problem gambling can start early, through gambling with parents. Grandparent gambling and sibling gambling may also be risk factors, as may gambling with close friends and acquaintances. Other risk factors may include poverty and boredom. Gambling entertains, provides excitement, and helps a person escape from reality. Cultural ideas about escapism, luck, glamour, and fun may also be risk factors. In North American culture, gambling may be seen as a means to acquire wealth, success, and self-esteem, depending on cultural ideas about wealth, success, and strategies of winning.

Family Violence

Community West

Exploring the links between family violence and problem gambling. V.1. J. Borrell, J. & J. Boulet, 2007.

<http://www.communitywest.org.au/info/FamilyViolenceProblemGambling-July%202007-sml.pdf>

Report examines the nature and extent of the relationship between gambling problems and family violence through an examination of whether family violence has increased or decreased with the occurrence of problem gambling, co-occurrence with violence and gambling, whether there is an increase risk of gambling problems with family violence (such as women seeking escape through gambling) etc. Includes a literature review and extracts from interviews both individual and groups

Exploring the links between family violence and problem gambling. V.2. J. Borrell, J. & J. Boulet, 2007.

Samson Tse

Family violence in Asian communities. Combining research and community development. Social Policy Journal of New Zealand. Issue 31, 2007.

<http://www.ms.govt.nz/documents/publications/msd/journal/issue31/31-Pages170-194.pdf>

Looks at the gaps in research on family violence in Asian communities in NZ. Contains interviews with migrants from China, South Asia and South East Asia who used family violence services. Triggers for violence were found to be with adjusting to new country, finding employment and experiencing financial hardship (often caused by gambling). Barriers to preventing family violence are often privacy and a desire to keep marriage in tact.

Finance/ Bankruptcy/ fraud

Australian Institute of Criminology

Yuka Sakurai & Russell G Smith. Gambling as a motivation for the commission of financial crime. *Australian Institute of Criminology. Trends and Issues in crime and criminal justice*, 256: 1-6. <http://www.aic.gov.au/publications/tandi2/tandi256.pdf>

This paper examines one of the social problems said to be associated with gambling – the commission of financial crime by individuals trying to gain funds to gamble with. Includes some case studies. The relationship between gambling and crime is discussed along with effective judicial responses.

BDO International

BDO not for profit fraud survey 2008. BDO International: 2008
http://www.bdospicers.com/uploadGallery/Publications/BDO_FraudSurvey_Final.pdf

Examines the incidence of fraud in not for profit organisations. There were a total of 384 responses to the survey which included Australia and New Zealand. 11% of respondents said they were motivated to steal because of gambling problems.

National Council on Problem Gambling

Problem gamblers and their finances. A guide for treatment professionals. National Endowment for Financial Education. 2000.
<http://download.ncadi.samhsa.gov/Prevline/pdfs/PGKIT-07-problemgamblers.pdf>

Financial difficulties are the usual symptom or factor that usually drives the problem gambler to seek help or professional treatment. By assisting the gambler to deal with the financial factors it allows them to concentrate on healing and provides them with a sense of hope, particularly if they are in crisis or nearing bankruptcy. By finding alternatives gamblers see that there are other ways out rather than to try and gamble their way out.

Warfield and Associates

Gambling motivated fraud in Australia 1998-2007. Brett Warfield. Sydney.
<http://www.warfield.com.au/WarfieldGamblingFraud.pdf>

This report presents findings of a 2008 study into gambling, problem gambling and the relationship to the committing of criminal acts of deception. There were 528 criminal cases included in study. Poker machines were the primary mode of gambling. 202 cases were related poker machines and 4% were female. Average loss to fraud related to poker machines was \$350,148. There were 5 murders related to gambling fraud. Employees were responsible for 2/3 of all fraud and they averaged \$570,000 each. Includes case studies.

Gender

UK. Department of Culture, Media and Sport

Stephen Creigh-Tyte and John Lepper. *Gender differences in participation in, and attitudes towards, gambling: Key findings from the 2004 NOP Survey*. 2004.

<http://www.culture.gov.uk/NR/rdonlyres/DEFE4BB6-44C3-45DE-ABB2-40D41BBE8BEF/0/GAMBLINGAMONGBRITISHWOMEN.pdf>

Participation of women in gambling is examined alongside women's attitudes to various forms of gambling. Also examined are women's views about the strictness of regulation. Women found to participate in less forms of gambling and also they are more negatively inclined towards most forms of gambling, they also favour stronger controls than men.

Health

Abbot, MW.

Max W Abbott. *Gambling and health: uncomfortable bedfellows*. *The New Zealand Medical Journal*, 2007, 120 (1257): 1-4.

http://img.scoop.co.nz/media/pdfs/0707/Gambling_and_health_Jun07.pdf

Examination of the impact of gambling in New Zealand, the 2003 Gambling Act, and their causation and health impacts in New Zealand.

Help seeking

ANU. Centre for Gambling Research

J McMillen, D Marshall & L Murphy. *Help-seeking by problem gamblers, friends, and families: a focus on gender and cultural groups*. Commissioned by the ACT Gambling and Racing Commission. 2004. Canberra: ANU Centre for Gambling Research.

<http://dspace.anu.edu.au/manakin/bitstream/1885/45186/1/Help-seeking-FINAL-revised.pdf>

The report focused on help seeking behaviour through gender and cultural perspective. It identified barriers to help seeking and provides an understanding of the issues from the perspective of those seeking help. It found that the ACT services did not meet the needs of the community

Ontario Problem Gambling Research Centre

Michael JA Wohl et al. *Personal luck, outcome expectancies and subjective appraisals as predictors of health and readiness to seek treatment among young adults*. Final report to the Ontario Problem Gambling Research Centre. [2007] Guelph, Ontario: Ontario Problem Gambling Research Centre. <http://www.gamblingresearch.org/download.sz/2212%20Final%20Report%20Posted%20Version.pdf?docid=7776>

An examination of the psychological and physiological factors that contribute to gambling pathology and willingness to seek treatment Young pathological gamblers need to overcome extreme beliefs in luck or optimism.

Impacts

Office of Gaming and Racing, Victorian Government Department of Justice

SA Centre for Economic Studies. *Community impacts of electronic gaming machine gambling (Part A)*. Final report commissioned by the former Victorian Gambling Research Panel. 2005. Melbourne: Office of Gaming and Racing, Victorian Government Department of Justice.

http://www.adelaide.edu.au/saces/publications/consultancy/Community_Impacts_of_EGM_Gambling_Report_A.pdf

Focus of the research project is to identify the community impact of electronic gaming machine gambling by comparing regions in Victoria, with similar areas in Western Australia where there are no EGMs outside the Burswood Casino. The report is divided into two parts. The first part of the report details the methodology and results. The second part of the report provides detail on the overall approach to the study and a profile on the selected regions included in the study from Victoria and Western Australia.

SA Centre for Economic Studies. *Community impacts of electronic gaming machine gambling (Part B)*. Final report commissioned by the former Victorian Gambling Research Panel. 2005. Melbourne: Office of Gaming and Racing, Victorian Government Department of Justice.

http://www.adelaide.edu.au/saces/publications/consultancy/Community_Impacts_of_EGM_Gambling_Report_B.pdf

The second part of the report provides detail on the overall approach to the study and a profile on the selected regions included in the study from Victoria and Western Australia.

Uniservices

Peter Adams. *Gambling impact assessment: For Auckland City Council, Manukau City Council, North Shore City Council, Waitakere City Council, Franklin District Council, Papakura District Council, and Rodney District Council. Part One: Introduction and overview*. Auckland: Uniservices, 2004. <http://www.health.auckland.ac.nz/population-health/gambling-studies/content/TA%20Report%20final%20Part%201.pdf>

Report was commissioned by the seven territorial authorities within the Auckland region to inform the development of their local gambling venue policies. It summarises local and international literature on the impact of gambling on communities. It collates information from databases on population characteristics, the allocation of community benefit funds by pokie trusts and trends in help seeking within each district. There are seven reports on each area.

Indigenous people

Aboriginal Health & Medical Research Council of New South Wales

Pressing problems. Gambling issues and responses for NSW Aboriginal communities. Project and report by the Aboriginal Health & Medical Research Council of NSW. Funded by the Responsible Gambling Fund, NSW Office of Liquor Gaming and Racing, Department of Arts, Sport and Recreation. <http://www.ahmrc.org.au/Downloads/Publication/Pressing%20Problems%20Community%20Report%20Bandw.pdf>

Gambling is a significant issue for many Aboriginal people. However, to date there has been scant coverage or consideration of the views and needs of Aboriginal people in national and NSW gambling policy documents. In addition, research focused on the gambling views and experiences of NSW Aboriginal people has been very limited. This project has been undertaken by the Aboriginal Health & Medical Research Council, through its Consultancy Service, and funded by the Responsible Gambling Fund to explore the issue of gambling in a NSW Aboriginal community context, to identify and characterize existing responses, with the aim to inform the development of future directions and ways forward for action to prevent and alleviate gambling related problems and harms for Aboriginal people in NSW. The project has involved the collection, collation and analysis of information from reviews of relevant literature, as well as consultations with NSW Aboriginal community members, Aboriginal Community Controlled Health Service staff, gambling treatment service providers and other key stakeholders. Throughout the project, there has been a focus on identifying future directions, activities and approaches that would enhance and build on existing responses to gambling issues for Aboriginal people in NSW.

Internet counselling (online help)

Monash University

Renee Gedge. *Online counselling services in Australia -the challenges of a new vehicle for an old Art*. 2006. Monash University
<http://ausweb.scu.edu.au/aw02/papers/refereed/gedge2/paper.html>

The paper reports the results of a survey of Australian-based on-line counselling services and discusses the potential advantages of this type of service

Internet gambling

Ontario Problem Gambling Research Centre

RJ Williams & RJ Wood. *Internet gambling: A comprehensive review and synthesis of the literature*. Report prepared for the OPGRC, 2007.
<http://www.uleth.ca/dspace/bitstream/10133/432/1/2007-InternetReview-OPGRC.pdf>

This review is an attempt to comprehensively identify and synthesize the literature on Internet gambling. It examines 272 articles specific to Internet gambling from peer reviewed journals, industry reports, government reports, conference presentations, news stories and websites from 1995 onwards.

United States General Accounting Office (GAO)

GAO. Internet gambling. An overview of the issues. Washington, DC, 2002. <http://www.gao.gov/new.items/d0389.pdf>

An examination of issues in the US at state and federal levels, with differing laws and regulations. Examines: Legal framework, credit card industry policies, views of law enforcement, banking regulators, and credit card and gaming industry examined in view of the vulnerability of Internet gambling and money laundering.

Interventions/ Prevention/Programs

Capital Health. Edmonton Area

Ellie Robson, Joy Edwards, Garry Smith, Stephen Newman . *Investigating the efficacy of the Gambling Decisions program in three Alberta communities*. Report of the one year community trial. Edmonton, CH, 2002.

https://dspace.ucalgary.ca/bitstream/1880/44703/1/Investigating_the_Efficacy.pdf

A prevalence study in Alberta noted that gambling negatively impacted on approximately 5% of the adult population. At that time the only treatment offered was a pathological/medical model intervention and the intervention was abstinence. This program offered a choice of goals, either control or abstinence. The one year trial, between 1998-1999, found that participants were helped to gain control of their gambling, and reduced money losses and their gambling related problems. A second trial was carried out in 2004-5.

Focal Research

T Schellinck & T Schrans. Assessment of the behavioral impact of Responsible Gambling Device (RGD) features: Analysis of Nova Scotia player-card Data - WINDSOR TRIAL. VLT PLayer Tracking System. Nova Scotia Gaming Corporation Responsible Gaming Research Device Project. Final Report. Halifax, NS: Focal Research, 2007. http://www.nsqc.ca/pdf/Focal%20Research%20Report%20_2_.pdf

A review and analysis of the player tracking data from the Responsible Gaming Device (RGD). The primary purpose of the analysis was to provide feedback on the behavioural impact to the responsible gambling features on pokies over a six month trial period. During the research process, Focal Research developed and refined guidelines for analyzing the data, including a common unit of measurement and the need to accommodate the pre-programmed, random action of the game in influencing outcomes.

National Association for Gambling Studies.

RJ Williams, D Connolly, R Wood & S Currie . *Prevention of problem gambling: Lessons learned from two Alberta programs*. In G Coman ed. Proceedings of the 13th annual National Association for Gambling Studies Conference, Canberra, Australia, November 2003. Prahran, Victoria: NAGS, 2004. https://dspace.ucalgary.ca/bitstream/1880/43223/1/Williams_Connolly_Wood_Currie_NAGS_2003.pdf

Data from randomized control trials of two programs. One is a 10 session program delivered at the university the other a 5 session program delivered to high school students. The first is mathematical and included demonstrations of casino games, the other was a comprehensive information based program which taught coping skills and social problem-solving skills as well as exercises on problem gambling and gambling odds. The university program failed while the school programme had an impact on gambling behaviours.

Legislation/ regulation

Parliament of the Commonwealth of Australia

Poker machine harm reduction tax (Administration) Bill. 2008.

[http://www.comlaw.gov.au/ComLaw/Legislation/Bills1.nsf/O/5D0841829D57BE71CA2573F00016B626/\\$file/O8028.pdf](http://www.comlaw.gov.au/ComLaw/Legislation/Bills1.nsf/O/5D0841829D57BE71CA2573F00016B626/$file/O8028.pdf)

A bill for an act for the administration of poker machine harm reduction tax and the establishment of a poker machine harm reduction transition fund and for related purposes.

UK. Department for Culture, Media and Sport

The Gambling Act 2005: Transitional arrangements. London: DCMS, June 2007. http://www.culture.gov.uk/NR/rdonlyres/9E910FB7-A819-443D-B3D0-D7672C5CEDAC/O/070518_NPB_amendedtransitionalguidance.pdf

Explains the arrangements that have been put in place for the commencement and implementation of the Gambling Act 2005.

Location/ environmental

ANU Centre for Gambling Research, Australian National University

Jan McMillen & Bruce Doran. Problem Gambling and Gaming Machine Density: Socio-spatial Analysis of Three Victorian Localities. *International Gambling Studies*, 2006, 6 (1): 5 - 29. <http://www.informaworld.com/smpp/content~content=a747853173~db=all~order=page>

This paper examines the debate about possible relationships between problem gambling and accessibility to electronic gaming machines (EGMs), in the context of the Victorian Government's policy that imposed a 'cap' on EGMs in disadvantaged communities. Using GIS (Geographical Information Systems), the spatial distribution of social disadvantage in three 'capped' localities was compared with the spatial distribution of gaming venues and patterns of concentrated EGM expenditure during 2001-2005, including seasonal trends. Research revealed different relationships between spatial and social categories in the study localities, indicating the need for more systematic local area analysis. This research raises questions about the limitations of conventional methodologies and regulatory strategies based on simple measures such as gaming machine density. We propose improvements to the methodology to better measure the changing level of local supply and demand for machine gaming.

Brian Rush, Scott Veldhuizen & Edward Adlaf

Mapping the prevalence of problem gambling and its association with treatment accessibility and proximity to gambling venues. *Journal of Gambling Issues* 2007, 20: 1-22. <http://www.camh.net/egambling/issue20/pdfs/05rush.pdf>

This study examined geographic variation in the prevalence of problem gambling in Ontario and the association with various demographic factors and proximity to treatment for problem gambling and gambling venues. Drawing upon multiple sources, secondary data analysis was undertaken based on multivariate statistical methods and techniques of geographic information systems (GIS). Regional variation in prevalence of problem gambling was found in the province. Prevalence of problem gambling was associated with many demographic characteristics, as well as mental disorders, co-occurring

substance abuse problems, and physical health status. Geographic access to treatment was not associated with the risk of being a problem gambler. However, proximity to gambling venues was marginally important in predicting risk of problem gambling. Results are interpreted in the context of needs-based planning of treatment and prevention programs for problem gambling.

University of North Carolina at Chapel Hill. Department of Political Sciences

Frederick J Boehmke et al. *Close enough for comfort? Geographic proximity to gaming and support for Indian gaming initiatives*. Chapel Hill: University of North Carolina at Chapel Hill, January 2007. <http://www.unc.edu/depts/polisci/statepol/conferences/2007/papers/Boehmke%20et%20al%20paper.pdf>

Use of GIS to measure exposure to Indian nations and existing tribal gaming operations and voters choices in state initiative elections.

Lottery

Interdisciplinary Research Group on Addiction, Institute of Medical Psychology, Charité – Universitätsmedizin Berlin, Germany.

Sabine M. Grüsser, Babett Plöntzke, Ulrike Albrecht, & Chantal Patricia Mörsen. The addictive potential of lottery gambling. *Journal of Gambling Studies*, 19: 1-11 , 2007. <http://www.camh.net/egambling/issue19/grusser.html>

Lottery gambling has enjoyed great popularity around the world for many years and is generally seen as a socially acceptable form of gambling. Apart from aspects such as effects on charities, pathological lottery gambling and its addictive nature have often been discussed recently but rarely investigated. In the present study lottery gambling was investigated with respect to criteria of pathological gambling and addiction using a standardized questionnaire on gambling behavior that also assesses diagnostic criteria of addiction according to the DSM-IV. 171 active lottery gambling subjects (40 females, 131 males) participated in the present study. 5.2% of the subjects fulfilled the criteria of pathological lottery gambling. Pathological lottery gamblers differed significantly from nonpathological lottery gamblers concerning the diagnostic criteria for addiction. An extension of the diagnosis "pathological gambling" to "behavioral addiction" seems to be appropriate for excessive lottery gambling.

National Lottery Commission

Emma Casey. *Women and UK National Lottery play*. Report prepared for the National Lottery Commission. London: National Lottery Commission, 2007. <http://www.natlotcomm.gov.uk/UploadDocs/Contents/Documents/Women%20and%20UK%20National%20Lottery%20play%20v.%20FINAL.pdf>

The research reveals subtle differences in the ways that men and women play the National Lottery and their attitudes towards it. While both men and women dream of winning the jackpot, women place less emphasis on the chance of a 'new life' offered by such a win and focus instead on how they would enhance their current lifestyle.

National Lottery Commission

John Lepper & Deborah Hawkes. *National Lottery. Based on data collected by Simpson Carpenter*. London: National Lottery Commission, November 2007. <http://www.natlotcomm.gov.uk/UploadDocs/Contents/Documents/Gender%20and%20the%20jackpot%20v.%20FINAL.pdf>

The research confirms the importance of the National Lottery in people's everyday lives, and gives a fascinating insight into how differently men and women view the Lottery. It is our responsibility at the National Lottery Commission to ensure that players are protected, so we're very encouraged that these findings reveal such strong support of the Lottery from players.

Victoria. Department of Justice

Office of Gaming and Racing. *Lotteries Licence Review Panel Report*. Melbourne: Department of Justice, January 2008.
<http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/resources/file/ebe9ae081438bf2/GLR%20Panel%20report%20Oct%2007.pdf>

There is currently a single, exclusive licence to conduct public lotteries in Victoria. Tattersall's will hold this licence until 30 June 2008. The government has announced that there will be two non-exclusive lottery licences from 1 July 2008 to 30 June 2018. Tattersall's Sweeps Pty Ltd has been awarded a Category 1 Public Lottery Licence and Intralot Australia Pty Ltd has been awarded a Category 2 Public Lottery Licence. These licences are published on the VCGR website.

Maori

Lorna Dyall

Lorna Dyall. Why is wearing glasses useful in New Zealand? *Journal of Gambling Studies*, 12: 1-19, 2004
<http://www.camh.net/egambling/archive/pdf/JGI-Issue12/JGI-Issue12-dyall.pdf>

This paper has been prepared to support the development of a public health approach to addressing gambling-related harm in New Zealand. It supports the theme of the first International Conference *Gambling through a Public Health Lens* held in Auckland, September 2003, that through a changing lens, like a kaleidoscope, an issue can be looked at through many different prisms and from each prism unusual patterns can be seen and trends recognised.

Laurie Morrison

Laurie Morrison. Pokie gambling and Maori women: friend or foe? *Journal of Gambling Studies*, 12: 1-24, 2004.
<http://www.camh.net/egambling/archive/pdf/JGI-Issue12/JGI-Issue12-morrison.pdf>

Gambling behaviours and health promotion strategies to address problem gambling are becoming increasingly important in Aotearoa-New Zealand, as in other parts of the world. Successful health promotion strategies are underpinned by contextual knowledge around the issue in question. This paper discusses some of the contextual factors that health promoters will need to consider when addressing strategies aimed at Māori women affected by problem gambling. The paper is a work in progress contributing to a doctoral thesis to explore Māori women's perceptions of new forms of gambling and the health implications on whanau (extended family) in Rotorua and Auckland.

New Zealand

Health Research Council

National Research Bureau Ltd. *2006/07 Gaming and betting activities survey: New Zealanders' knowledge, views and experiences of gambling and gambling-related harm*. Commissioned by the Health Sponsorship Council. Wellington: HRC, 2008. http://www.ourproblem.org.nz/pdfs/Report_Final.pdf

A survey of almost 2000 people collected information about attitudes, knowledge, behaviours and protective practices in relation to gambling and gambling harm.

The purpose of the survey is to evaluate the impact of public health activities, including the social marketing programme, and to inform the planning and funding of future public health services to prevent and minimise gambling harm.

Ministry of Health

Problem gambling intervention services in New Zealand. 2006 service-user statistics. Wellington: MOH, 2007
[http://www.healthpac.govt.nz/moh.nsf/pagesmh/6492/\\$File/problem-gambling-intervention-services-2006.pdf](http://www.healthpac.govt.nz/moh.nsf/pagesmh/6492/$File/problem-gambling-intervention-services-2006.pdf)

This report presents and summarises the data collected by problem gambling service providers in 2006. It provides an overview of clients who have sought help via Gambling Helpline Ltd (the Helpline) and face-to-face problem gambling services during that period.

Rotorua District Council. Community Policy & Resources Division

The impacts of gambling in Rotorua District. A report to support the Rotorua District Council Gambling Policy review. Rotorua: 2007.
<http://www.rdc.govt.nz/NR/rdonlyres/2179FBB0-56F3-4308-8B9C-99838F27FE91/0/TheSocialImpactsofGamblinginRotoruaDistrictFinalFeb2007withoutmaps.pdf>

Report to inform the Rotorua District Council and key stakeholders of the relevant facts prior to a review of Council's Class 4 Gambling Venue and Board venue Policy. Includes discussion on social impact on community.

Uniservices

Tse, S., Abbott, M., Clarke, D., Townsend, S., Kingi, P., & Manaia, W. Why people gamble. Examining the determinants of problem gambling. Final report. Prepared for Health Research Council of New Zealand. Auckland: UniServices Limited, University of Auckland, 2005.
<http://www.health.auckland.ac.nz/population-health/gambling-studies/content/HRC%20Final%20Report%20%2027%20Jan%202005.pdf>

The purpose of this project was to develop and report on a methodology to explain why New Zealanders gamble and shift from moderate levels of gambling to problem gambling.

Older people

University of Queensland Social Research Centre (UQSRC)

University of Queensland Social Research Centre (UQSRC). *Responsible gambling strategy for older Queenslanders*. Final report. Prepared for the Queensland Office of Gaming Regulation, Queensland Treasury. <http://www.responsiblegambling.qld.gov.au/research/research-grants/Responsible%20Gambling%20Strategy%20for%20Older%20Queenslanders%20Final%20Report.pdf>

This study investigates the needs, experiences, behaviours and attitudes of older Queenslanders who participate in gambling. It aims to understand the special needs and circumstances of older Queensland gamblers which might make them particularly vulnerable to problem gambling behaviour, or other negative effects of gambling. The findings of the research will provide an evidence base for the development of initiatives and policies that can address the specific prevention, protection and rehabilitation needs of older gamblers. This is with a particular view to informing the ongoing development and implementation of the Queensland Government's Responsible Gambling Strategy and its voluntary industry code - the Queensland Responsible Gambling Code of Practice. The study focuses specifically on people aged 60 years and older who use electronic gaming machines (EGMs).

WIRE Women's Information Referral Exchange Inc.

Helen Kimberley. *The perils of pokies. Research into the information needs of older women and their families*. Melbourne: WIRE, 2005. http://www.wire.org.au/womens_info/about/perils_of_the_pokies.pdf

Casinos have a significant number of older women who seem mesmerised by pokies. Indications are that a significant number of women are vulnerable to gambling problem but the statistics don't support this. The study has an overview of the stages of a problem gambling continuum for problem gambling in older women.

Pacific Island peoples

New Zealand Ministry of Health.

Pacific cultural competencies: A literature review. Wellington: MOH, 2008. [http://www.moh.govt.nz/moh.nsf/pagesmh/7483/\\$File/pacific-cultural-competencies-literature-review-feb08.pdf](http://www.moh.govt.nz/moh.nsf/pagesmh/7483/$File/pacific-cultural-competencies-literature-review-feb08.pdf)

An overview of the literature on Pacific cultural competence in health care including the role of Pacific cultural competence in service quality and recommendations for the New Zealand health and disability sector.

New Zealand Ministry of Health

Pacific peoples and mental health. A paper for the Pacific health and disability action plan review. 2008. Wellington: Ministry of Health. [http://www.moh.govt.nz/moh.nsf/pagesmh/7486/\\$File/pacific-peoples-mental-health-feb08.pdf](http://www.moh.govt.nz/moh.nsf/pagesmh/7486/$File/pacific-peoples-mental-health-feb08.pdf)

This paper, part of the Pacific Health and Disability Plan Review series, brings together available information and evidence about Pacific peoples' mental health. It provides background about Pacific perspectives on mental health; profiles the prevalence of disorders and patterns of service use; describes

issues facing migrants, children and youth; discusses suicidal behaviours and addictions including problem gambling; and describes the resources currently available to Pacific peoples' mental health.

Poverty/ foodbanks

Child Poverty Action Group

Donna Wynd. *Hard to swallow: Foodbank use in New Zealand*. Auckland: Child Poverty Action Group, 2005.

<http://www.cpag.org.nz/resources/publications/res1123805616.pdf>

Report on child poverty in New Zealand which notes that 37% of food bank users are because of the gambling of either themselves or others. A survey in Auckland found that those on low incomes thought gambling would be an instant fix to their financial woes.

Victoria University

James Doughney. *New data on poker machines. The low income areas slugged again*. Victoria: Victoria University, School of Applied Economics. Work and Economic Policy Research Unit, [2004]. <http://www.vlqa.org.au/resources/items/2004/03/146249-upload-00001.pdf>

An examination of the difference in averages losses per head in well off and vulnerable populations.

Prevalence

AC Neilsen

Prevalence of gambling and problem gambling in NSW - A community survey 2006. Prepared for the NSW Office of Liquor, Gaming and Racing. NSW, AC Neilsen, 2007. http://www.olgr.nsw.gov.au/pdfs/rr_prevalence_gambling.pdf

Report from the 2006 NSW Gambling survey of 5029 computer assisted telephone interviews amongst NSW adults. There were 96 gambling related questions covering behaviour, use of loyalty cards, gambling screens, demographic characteristics and gambling activity. The Canadian Problem Gambling Index was used.

Canadian Foundation on Compulsive Gambling (Ontario)

Insight Canada Research. *An exploration of the prevalence and pathological gambling behaviour among adolescents in Ontario*. 1994. Ontario: Canadian Foundation on Compulsive Gambling (Ontario).

http://www.responsiblegambling.org/articles/An_exploration_of_the_prevalence_and_pathological_gambling_behaviour.pdf

Based on the findings of the Canadian Foundation on Compulsive Gambling Survey of Adolescents. Results of 400 telephone interviews of adolescents between the age of 12 and 19 in Ontario, using the SOGS screen, showed that 4% were probable pathological gamblers and 33% have some problems. 63% have no problem with gambling.

Department of Internal Affairs (NZ)

Max Abbott & Rachel Volberg. *Taking the pulse on gambling and problem gambling in New Zealand: A report on phase one of the 1999 national prevalence survey*. Report no. 3 of the New Zealand Gambling Strategy. 2000. Wellington: DIA.
[http://www.dia.govt.nz/pubforms.nsf/URL/TakingthePulse.pdf/\\$file/TakingthePulse.pdf](http://www.dia.govt.nz/pubforms.nsf/URL/TakingthePulse.pdf/$file/TakingthePulse.pdf)

The third report from the NZ Gaming Survey. It is based on interviews with 6452 adults and was conducted by the Statistics New Zealand. This report is an analysis of the data from the 1999 two phase national prevalence study.

National Centre for Social Research

Heather Wardle. *British Gambling Prevalence Survey 2007. Prepared for the Gambling Commission*. 2007. London: National Centre for Social Research. <http://www.gamblingcommission.gov.uk/UploadDocs/publications/Document/Prevalence%20Survey%20final.pdf>

The 2007 survey builds on the previous British Study, which was commissioned by GamCare in 1999. The findings were reported in *Gambling behaviour in Britain: Results from the British Gambling Prevalence Survey*. An accompanying qualitative study was reported in *Exploring Gambling Behaviour In-depth: a qualitative study*, both of which are summarized in the book *Gambling and Problem Gambling in Britain*. The survey was of 9003 randomly selected individuals. Because of the changes in legislation this survey provides a baseline data for the new Gambling Act which came into force in September 2007.

Charles Darwin University

Northern territory gambling prevalence survey 2005. 2006. Casuarina: Charles Darwin University. School for Social & Policy Research and School of Health Sciences. http://www.cdu.edu.au/sspr/documents/Gambling_prevalence.pdf

This report presents the results of the Northern Territory's first gambling prevalence survey. It describes the socio-demographic characteristics of gamblers, estimates the level of problem gambling using two measures, and identifies the key characteristics of problem gamblers. It also reports on a socio-spatial analysis of the number of poker machines and poker machine expenditure over the past decade. A "concentration effect" is identified in gaming venues that links increased rates of return per machine to an increased number of poker machines in gambling venues. The report also reveals that problem gamblers, whom as a group only constitute approximately 1% of the population, account for nearly one-third of total expenditure on gambling in the NT.

Prisons

Centre for Gambling Research, Australian National University

Julie Lahn & Peter Grabosky. *Gambling and clients of ACT corrections*. Final report. Canberra: Centre for Gambling Research, Australian National University, 2003. <http://dspace.anu.edu.au/bitstream/1885/45192/1/GamblingandCorrections.pdf>

Study of the prevalence of problem gambling among prisoners at ACT corrections. Literature review, discussion of the relationship between gambling and criminal activity, survey of prisoners, and an overview of counselling services. Using SOGS survey found that 34.3% of participants had some form of gambling problem. 15.7% had severe gambling problems. Pokies were the main problem. Fraudulent crime for gambling was lower than expected at 8.6%.

Public Health

Health Research Council

Addressing problem gambling in New Zealand: A public health approach. Wellington: HRC, 2006.

http://www.hsc.org.nz/pdfs/Public_Health_Approach_document09_06.pdf

A literature review <http://www.hsc.org.nz/pdfs/LiteratureReview-Final.pdf> identified that a national, social marketing approach to prevent and minimise gambling harm should: Identify individuals and groups who are most at risk of gambling-related harm and develop approaches that inform and persuade behaviour changes to prevent and minimise gambling-related harm. Identify environmental factors that prevent and minimise gambling-related harm. Identify decision makers and work with them to make structural changes that support and facilitate the adoption of healthy behaviours.

Research

J Borrell

J. Borrell. Values in gambling research and implications for public policy. *International Journal of Mental Health & Addiction*, 1 (1): 40-47. 2004.

<http://www.ijma-journal.com/pdf/v1i1a06.pdf>

We are often told that we should have no value position in our research. Of particular interest here, we are told that values should not play a part in gambling research that highlights adverse social impacts. In this paper I will unpick these propositions in discussing the place of values and morals in gambling research and implications for public policy. I will begin with a brief overview of the philosophical basis of modern science and, for the remainder of the discussion, I will examine some of its ramifications as played out in current gambling research and policy—to the strategic advantage of certain sectional interests. For reasons given in the paper, poker machine gambling, in particular, forms the focus of the discussion.

Resource kits

Victorian Government. Department of Justice. Office of Gaming and Racing.

Problem Gambling Resource Kit 2007. Victoria: OGR, 2007.

http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/resources/file/ebd1d14066e2624/Health_and_welfare_Professionals_%20PG_Kit_07.pdf

The Problem Gambling Resource Kit has been developed to assist a wide range of health and welfare workers respond to problem gambling in their day-to-day work. It is intended that the kit be used to help identify clients with gambling related issues. The kit will assist in the early identification of gambling problems as well as in the identification of people with longer standing problems. Support health and welfare workers will be enabled to make more effective referrals and other interventions on behalf of their clients, in collaboration with Gambler's Help Services. The Problem Gambling Resource Kit is consistent with the commitments detailed in the Victorian Government's October 2006 *Taking Action on Problem Gambling* policy statement. The topics covered in the resource kit are the priority areas identified during consultations.

Schools

Victorian Government. Department of Justice.

AC Jackson et al. *Problem gambling: a guide for Victorian schools*. Victoria: Dept of Justice, 2006.
<http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/resources/file/ebd1db406758d7b/P6%20Schools%20guide.pdf>

Provides expert practical information and advice about problem gambling when it is an issue for a young person's family or when it is an issue for the young person themselves. The guide has been tailored for the broader school community and is consistent with the early intervention strategies and priorities outlined in the government's policy statement *Taking Action on Problem Gambling* - a strategy for combating problem gambling in Victoria

Self help

Oregon Department of Human Services

Learn to manage your gambling. *Gambling Evaluation and Reduction Program (GEAR)*. A self help manual. For use in the Oregon GEAR program. Portland, Oregon: DHS, 2002. <http://www.oregon.gov/DHS/addiction/gambling/gear-workbook.pdf>

Workbook is part of the GEAR programme which helps to explore gambling and develop methods to change. The workbook emphasizes teaching skills for self-observation and self-control and offers tools to modify unwanted gambling behaviours. It combines phone consultations, workbook exercises and referral courses as part of making good choices about gambling.

Services (Treatment)

Oregon Department of Human Services

T. Moore . *Gambling treatment programs evaluation update - 2002*. Wilsonville, Oregon: Herbert & Louis, 2003.
<http://www.gamblingaddiction.org/STATE2002/ORGAMEVAL02.pdf>

A change of leadership and direction which expanded the services saw a 40% increase in gambler clients. There were 28 programs being run and as well as the prevention and outreach programs, two short term residential respite programs were implemented, and a self paced self help intervention program, plus upgrading of the Helpline state services. A breakdown on the statistics for the area and outcomes included.

Smart cards/ loyalty cards/player tracking

Independent Gambling Authority SA

IGA. *Inquiry into smartcard technology. Report.* 2005. Adelaide: IGA. <http://www.iga.sa.gov.au/pubcons/smartcrd/SCTInqRep-final-web.pdf>

The inquiry came from the SA parliament deliberating over the number of pokie machines and how they should be managed to ensure harm reduction. A wide range of stakeholders had input into the inquiry and the authority recommended that legislation be passed to mandate smart card technology for the reduction of problem gambling.

Saskatchewan Gaming Corporation

iView Systems & Saskatchewan Gaming Corporation. *Responsible gaming: The proactive approach. Integrating responsible gaming into casino environments.* Ontario: iView, 2007. http://www.icaregaming.com/Literature/iCare_Responsible_Gaming_White_Paper_Final.pdf

icare – Intelligence Player Care System software is the industries answer to responsible gambling. It analyses and identifies high risk players to enable staff to intervene where they consider necessary, as well as tracking all the players interactions for the use of marketing. They state they will train staff to recognize levels of risk as they develop in players they say it means they can be proactive rather than reactive.

Social and economic impact

ANIELSKI Management Inc.

Mark Anielski & Aaron Braaten. *The socio-economic impact of gambling (SEIG) Framework. An assessment framework for Canada: In search of the gold standard.* Prepared for the Inter-Provincial Consortium for the Development of Methodology to assess the social and economic impact of gambling. Edmonton, Edmonton: ANIELSKI, 2008. <http://www.ccsa.ca/NR/rdonlyres/1E51F138-52C0-4E25-81D0-EA9C304D62C2/0/SEIGFramework.pdf>

This report examines the best methods to measure the social and economic impact of legalized gambling during the 21st century in a bid to develop a framework to address the complex and wide-ranging impact question of what is negative and positive impact and what is preventable.

UK. Dept for Culture Media and Sport

C May-Chahal, R. Volberg, D Forrest, P Bunkle, Ian Paylor, P Collins, A Wilson. *Scoping study for UK Gambling Act , 2005 Impact assessment framework.* 2007. http://www.culture.gov.uk/NR/rdonlyres/F2598123-1E26-40D1-BBA6-F8D0B7DC2E47/0/scopingstudy_ga05iaf.pdf

A brief overview of the impacts identified in the scoping study with a focus on a summary of options for measuring the impact of the new Gambling Act casinos and on new gambling opportunities in the UK. Sections on crime, economic, public health and cultural impacts. Also examined internet and youth gambling Provides a UK Impact Assessment Framework for the UK with recommendations for addressing ethical and skill based issues.

Social marketing

Focal Research

Pre-campaign gambling benchmark study for young adults (19-34 years) in Nova Scotia. Halifax, 2007.

http://www.gov.ns.ca/hpp/repPub/Pre-Campaign_gambling_study.pdf

Nova Scotia Health promotion and Protection are developing an evidence based social marketing campaign to prevent and/or reduce risk for gambling problems among young adults. A gambling prevalence study for young adults was undertaken in 2003. Focal research surveyed 400 adults to update the data and establish benchmarks to track changes that might occur following and new social marketing campaign.

Statistics

NZ. Ministry of Health

MOH. *Problem Gambling Intervention Services in New Zealand: 2006 Service-user statistics*. 2007. Wellington: Ministry of Health.

[http://www.moh.govt.nz/moh.nsf/pagesmh/6492/\\$File/problem-gambling-intervention-services-2006.pdf](http://www.moh.govt.nz/moh.nsf/pagesmh/6492/$File/problem-gambling-intervention-services-2006.pdf)

This report presents and summarises the data collected by problem gambling service providers in 2006. It provides an overview of clients who have sought help via Gambling Helpline Ltd (the Helpline) and face-to-face problem gambling services during that period.

Strategy

Government of South Australia.

Dacey dealings. Responsible gambling education strategy. Pilot final report phase. Loris Glass & Mark Williams. Adelaide, SA Government of South Australia. Department of Education and Children's Services, 2007. http://www.decs.sa.gov.au/curric/files/links/DECS_Dacey_Dealings_FR_WEB.pdf

This report describes the impact Dacey Dealings had on students and educators and how it has provided young people with a more realistic and rationale understanding of gambling. Found to be more relevant to older middle school students.

Queensland Office of Gaming Regulation

Evaluation of the Queensland Responsible Gambling Strategy 2008. Brisbane: Queensland Office of Gaming Regulation, 2008.

<http://www.responsiblegambling.qld.gov.au/about-us/govt-strategy-policy/evaluation/Evaluation%20Discussion%20Paper%20final.pdf>

An evaluation of the Queensland Responsible Gambling Strategy (the Strategy) is a key element of the enhanced gambling harm minimisation initiative announced by the Queensland Government on 17 April 2008. This initiative brings together a range of measures that aim to minimise the potential harmful impacts of gambling and combat the State's growth in gaming. The Strategy was launched in February 2002. The Strategy aims to address social issues arising from the rapid growth in gambling, minimise the likelihood of social problems that may arise from gambling, and provide support for those who encounter problems with gambling. Since its launch, significant progress has been made towards achieving Strategy objectives.

In recognition of the changing nature of the Queensland gambling environment, the Queensland Office of Gaming Regulation is undertaking an evaluation of the Strategy. This evaluation will examine the performance and effectiveness of the Strategy, and the ongoing relevance of its content, structure and vision. The evaluation will also look at revising the Strategy to better reflect current social, environmental and technological changes, and align with contemporary public health approaches to responsible gambling. Such revisions will help to ensure that the Queensland government maintains a robust and innovative Strategy that continues to address the adverse impacts of gambling on individuals, families and communities.

Studies/ Surveys

Queensland Government

Queensland Government. The Queensland Household Gambling Survey 2006-2007. Enhancing responsible gambling policies and programs through research. Brisbane: Queensland Government, 2008. http://www.responsiblegambling.qld.gov.au/research/population-surveys/2006-2007_Survey/QLD%20Household%20Gambling%20Survey%2006-07%20web.pdf

The 2006-7 survey assists policy and the Queensland Responsible Gambling Strategy and provides valuable research information on gambling prevalence and activity. It examines the responsible gambling policies and programs at venue, and provides a complete picture of gambling in the community. The main objective of the survey was to examine the level of variation in gambling activity and related issues. There are 122 gambling related questions which cover: activity, frequency, duration, use of smart cards, demographic characteristics, screening and help seeking.

Venue design

University of Guelph

Assessing the contribution of gambling venue design elements to problem gambling behaviour. Karen Finlay. 2005. <http://www.gamblingresearch.org/download.sz/1014%20Final%20Report%20-%20Posted%20Version%20Nov%202006.pdf?docid=7806>

Explores the hypothesis that structural characteristics of gambling venue design may moderate gambling behaviour. Gamblers characterized according to the Canadian problem Gambling Index. They found that there were two major designs for casinos – the playground design and the gaming design. Playground designs were found to elicit higher levels of pleasure and restoration than gaming designs but induce higher levels of irresponsible gambling. Findings were that there were five different décor variations within the playground and gaming venue design which may change behaviour. They included flashing lights, levels of crowdedness, and the use of monotone coloured scheme, grouping of similar machines.

Women

Silvia Saboia Martins et al

Pathological gambling in women: a review. Rev Hosp Clin Fac Med S Paulo, 57 (7), 2002
<http://www.scielo.br/pdf/rhc/v57n5/13018.pdf>

Reviews clinical and epidemiological characteristics of female gamblers compared to their male counterparts.

University of Manitoba

Women's experiences of gambling and problem gambling. Ruth E Berry, Cheryl Fraehlich & Shiela Toderian. 2002.
<http://www.gamblingresearch.org/download.sz/056%20Final%20Report.pdf?docid=5511>

A qualitative study of women who gamble which was undertaken in Ontario. It involved phone in and in-depth interviews. This data was triangulated with data from Ontario Problem Gambling helpline, bankruptcy trustee records, and data from women treated at a service centre. It aimed to gain a demographic profile of the women who gamble, and how they perceived their gambling, whether they accessed help and what their experiences were with treatment providers, and suggestions on how they felt their needs would be best met.

Women's information (WIRE)

Opening doors to women. Assistance for organisations working with women experiencing problem gambling & isolation. 2008.
<http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/resources/file/ebf8b8438870772/OpeningDoors%20guide.pdf>

Victorian Government funded WIRE, as part of its strategy "taking action on problem gambling", to conduct research into women experiencing problem gambling and vulnerable through social isolation. The aim was to increase the clients support base and provide access to information. This report is part of a package which includes training for the organisation and health professionals who work with women experiencing gambling problems. (Also help seeking)

Workforce

Health Research Council

Problem Gambling Health Promotion Workforce Survey 2006 results. Prepared for the Ministry of Health.
[http://www.hsc.org.nz/pdfs/Problem_Gambling_Workforce_Survey_Final_Report\[1\].pdf](http://www.hsc.org.nz/pdfs/Problem_Gambling_Workforce_Survey_Final_Report[1].pdf)

A survey of 17 organisations which aimed to collect information about the problem gambling health promotion workforce – qualifications, experience, training and workforce development needs and demographics. There was a 49% response rate. Recommendations on future service provision (including training) policy and funding.

Youth

Focal Research.

Pre-campaign gambling benchmark study for young adults (19-34 years) in Nova Scotia. Summary Report. 2007. Halifax: Focal Research.
http://www.gov.ns.ca/hpp/repPub/Pre-Campaign_gambling_study.pdf

Part of the Nova Scotia Health promotion and Protection (NSHPP) social marketing campaign to prevent or reduce risk for problem gambling among young adults (19-34). A random representative survey of 400 young adults was conducted in 2006. The survey showed a significant increase in risk from those surveyed in 2003.

Ontario Problem Gambling Research Centre

M. Wohl, H. Anisman, K. Matheson & M. Young Personal Luck, Outcome Expectancies, and Subjective Appraisals as Predictors of Health and Readiness to Seek Treatment among Young Adults. <http://www.gamblingresearch.org/download.sz/2212%20Final%20Report%20Posted%20Version.pdf?docid=7776>

Little theoretical or empirical work has been done concerning the interplay between psychological and physiological factors that contribute to gambling pathology and willingness to seek treatment. They argue that pathological gamblers may have extreme beliefs in personal luck or optimism, so that they over-attribute their wins to the self, and have exaggerated expectations of future gambling successes. Participants were drawn from a sample of over 2,000 incoming students. The first study comprised a broad survey (N = 407) to assess relations among expectancies, appraisals, coping strategies, and self-reported gambling and treatment-seeking behaviours. A 6-month follow-up was conducted to identify factors that predict alterations in gambling propensities. In the second study, using a virtual reality simulation, participants (N = 160) were exposed to a highly realistic gambling setting, enabling us to examine the effects of gambling anticipation on neuroendocrine responses among individuals with varying degrees of gambling interest (pathological, at-risk, and recreational gambler). Features that render young adults vulnerable to pathology are discussed.

Responsible Gambling Council

Monica A White et al. Teen gambling in Ontario: behaviours and perceptions among 15 to 17 years old. 2007. http://www.responsiblegambling.org/articles/teen_gambling_in_ontario_jan_07.pdf

The RGC conducted an electronic survey (2140 participants) of Ontario youth aged 15-17 years old on youth gambling behaviours and perceptions. Report in four parts – general youth gambling, poker, problem gambling, and the impact of other peoples gambling.

Stephen Ellenbogen, Rina Gupta and Jeffrey L. Derevensky

A Cross-Cultural Study of Gambling Behaviour Among Adolescents, *Journal of Gambling Studies*, 23, Number 1 / March, 2007.
<http://www.springerlink.com/content/6p1115571p57n801/fulltext.pdf>

A study investigated of the prevalence of weekly and problem gambling among youth and cultural affiliation from a sample of 1,265 Quebec high school students aged 12–18. It found that youth from different cultural backgrounds were not equally at risk. It found that minority groups may be at increased risk for reasons beyond poverty and other disadvantages.

TE RŌPŪ ĀWHINA MATE PETIPETI O AOTEAROA
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