



2016 OREGON ADOLESCENT PRELIMINARY RESULTS GAMBLING BEHAVIOR STUDY

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OREGON COUNCIL ON
PROBLEM GAMBLING

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY

Study Purpose

Replicate previous Oregon adolescent studies (1998, 2008) to assess changes in gambling behaviors, demographic characteristics of gamblers, estimated rates of disordered gambling, and emerging considerations.

Study Contributors

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- Rachel R. Volberg, PhD (Gemini Research, LTD)
- Randal Jones, PhD (Southern Utah University)
- Debi Elliot, PhD (Portland State University)
- Amber Johnson PhD (Portland State University)
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2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: APPROACH

- Randomized statewide paired telephone interviews of adolescents, between the ages of 12 and 17 years, with a parent or guardian.
- Address Based Sampling (ABS) and Computer Assisted Telephone Interviewing (CATI).
- Initial letters with post cards to opt out sent to 33,345 households in Oregon with a high probability of having an adolescent. Plus, an additional 7,000 households added later.
- Final pool of 35,235 households randomly assigned across the state
- Confidence Level 95%

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: INSTRUMENT DOMAINS



- Gambling activities, preferred gambling activities, frequency, location and environment
- Attitudes towards gambling
- Wellness factors and high-risk activities including peer influence
- Awareness of treatment availability, perception of treatability, and the perceived preventability of problem gambling.
- Social gaming activities
- Demographics

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: INSTRUMENT DOMAINS - CONTINUED



- **For the adolescent:**
 - South Oaks Gambling Scale – Revised for Adolescents (SOGRA-RA)
 - Canadian Adolescent Gambling Inventory (GACI)
 - Gambling Problem Severity Subscale (GPSS)
- **For the parent and guardian:**
 - Perceptions of adolescents gambling activities
- **Average time for completion:**
 - Adolescent = 11 minutes
 - Parent/Guardian = 17 minutes

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: TERMINOLOGY

- **Problem gambling:** generalize term for anyone who gambles and has continuing problems related to gambling regardless of severity.
- **Disordered gambling:** specific clinical terminology and criteria relating to the number of problem areas associated with gambling by an individual during a defined time period. Determined by a clinical assessment by a qualified professional.
- **At-risk gambling:** gambling rates as determined by non-clinical approaches using surveys based on clinical assessment instruments/protocols. Attempts to identify a category of gambler who may transition to more severe problems.

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: TERMINOLOGY SHIFT



Language no longer utilized within the system

- Problem gambler (stigmatizing)
- Pathological gambling/gambler
- Compulsive gambling/gambler

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: STUDY SAMPLE

- Total sample of matched pairs: 1503
- Average age: 15.0 years (sd 1.5)
 - Males: 15.1 years; Females 15.0 years

Adolescent Age and Gender					
		n	Sample %	Oregon %	Variance %
Gender					
	Female	696	46.3	48.9	-2.6
	Male	805	53.6	51.1	2.5
Age					
	12	102	6.8	16.1	-9.3
	13	186	12.4	16.5	-4.1
	14	261	17.4	16.9	0.5
	15	306	20.4	16.7	3.7
	16	312	20.8	16.7	4.1
	17	333	22.2	17.0	5.2
		1500	100.0	100.0	0.0

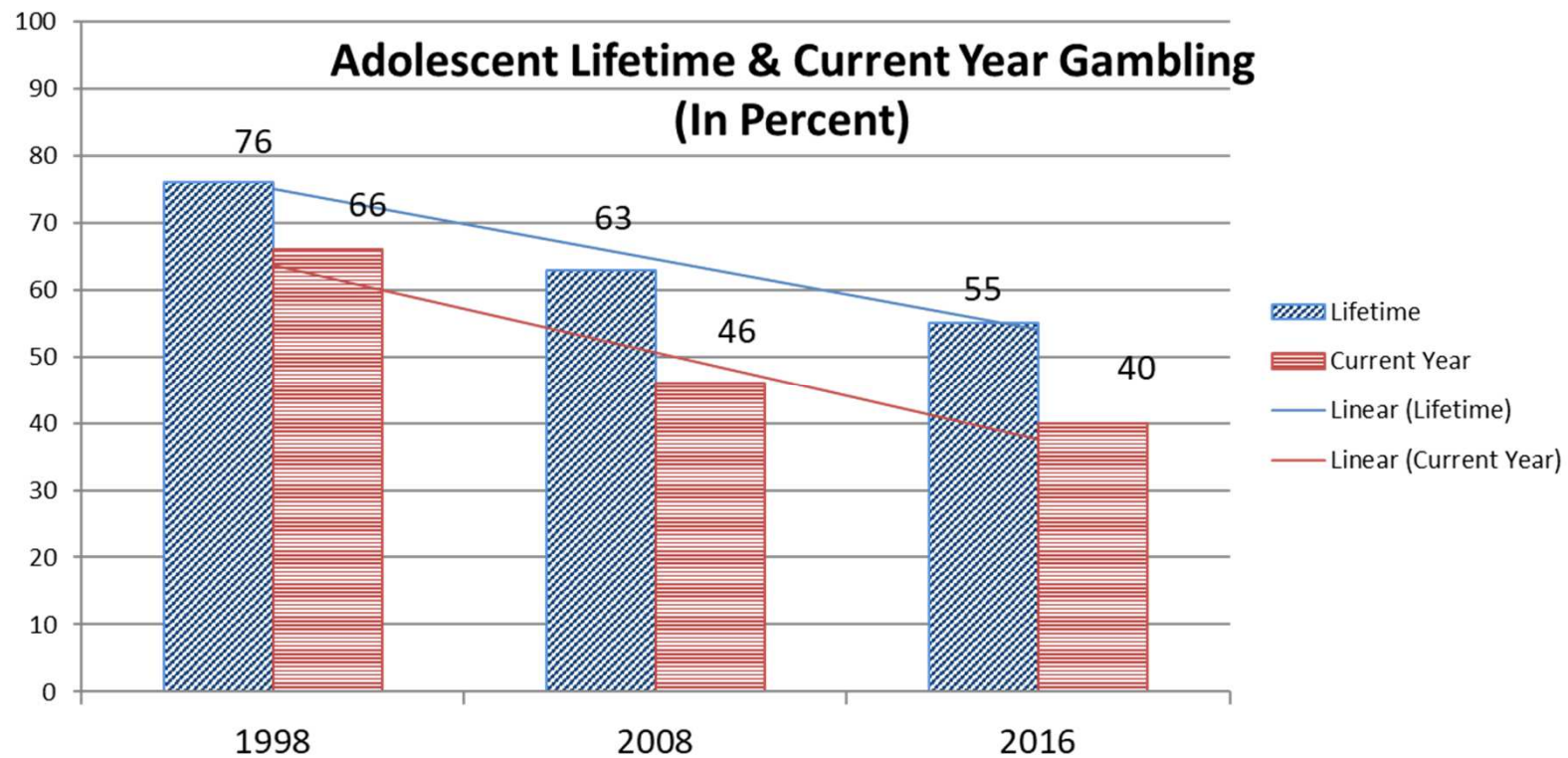
2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: STUDY SAMPLE

Grade Level by Gender (Percent of Total Sample)			
	All	Males	Females
7th	8.8	9.8	7.8
8th	13.2	11.1	15.7
9th	17.4	17.9	17.0
10th	21.4	21.5	21.3
11th	20.1	21.0	19.1
12th	16.2	16.1	16.2
Other	2.4	2.2	2.6
Not Currently Enrolled	0.3	0.2	0.4

Race/Ethnicity (Percent)			
	All	Males	Females
White/Caucasian	89.7	90.1	89.4
Hispanic/Latino	7.7	7.0	8.5
Native American	7.0	6.5	7.6
Asian	4.6	5.0	4.2
Black/African American	2.7	2.6	2.7
Native Hawaiian/Pacific Island	2.1	2.0	2.2
Alaska Native	0.3	0.4	0.1
Don't Know	1.2	0.6	1.9
Other	2.3	2.5	2.0

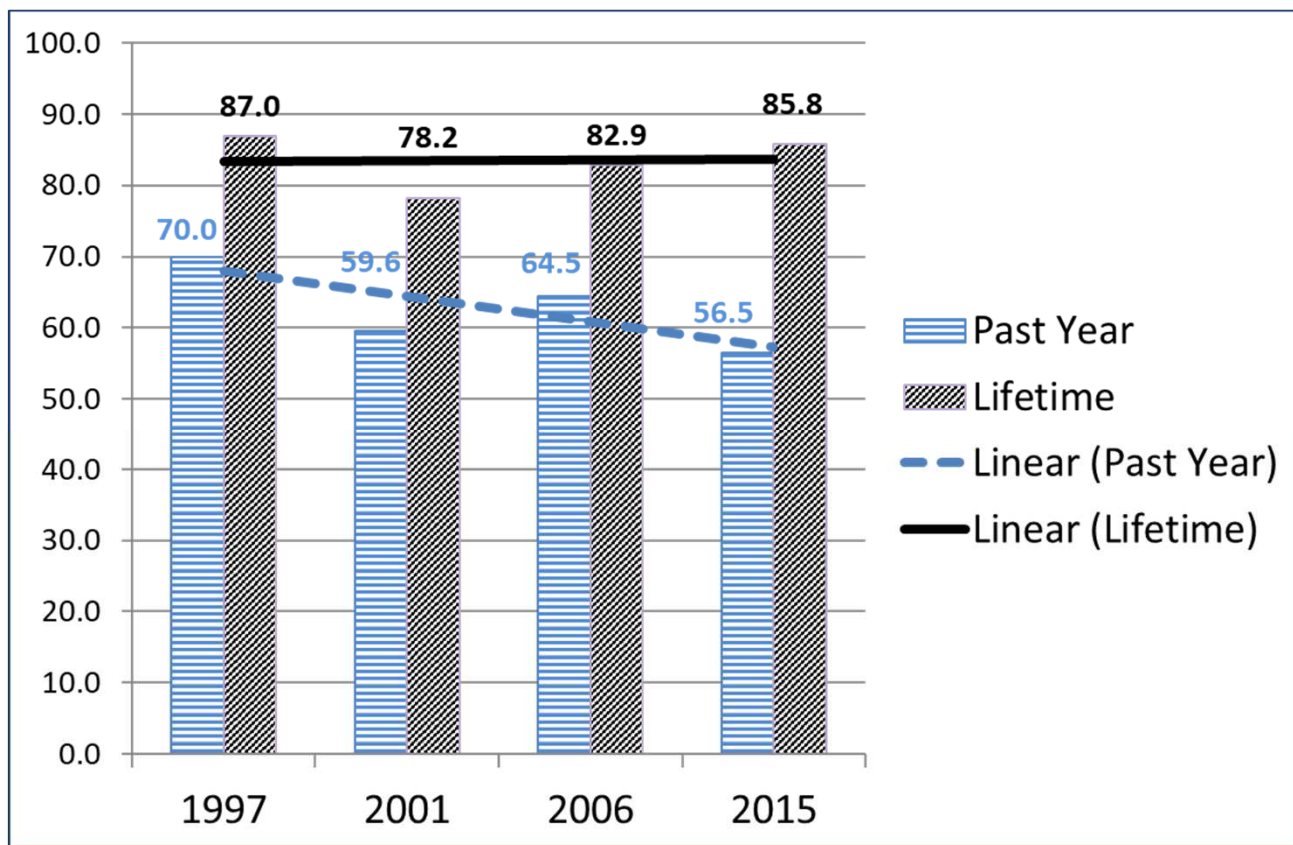
***Youth only demographic information

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: GAMBLING ACTIVITIES



OREGON PAST YEAR & LIFETIME ADULT GAMBLING RATES

*** SOURCE: 1997, 2001, 2006, 2016 OREGON ADULT PREVALENCE STUDIES

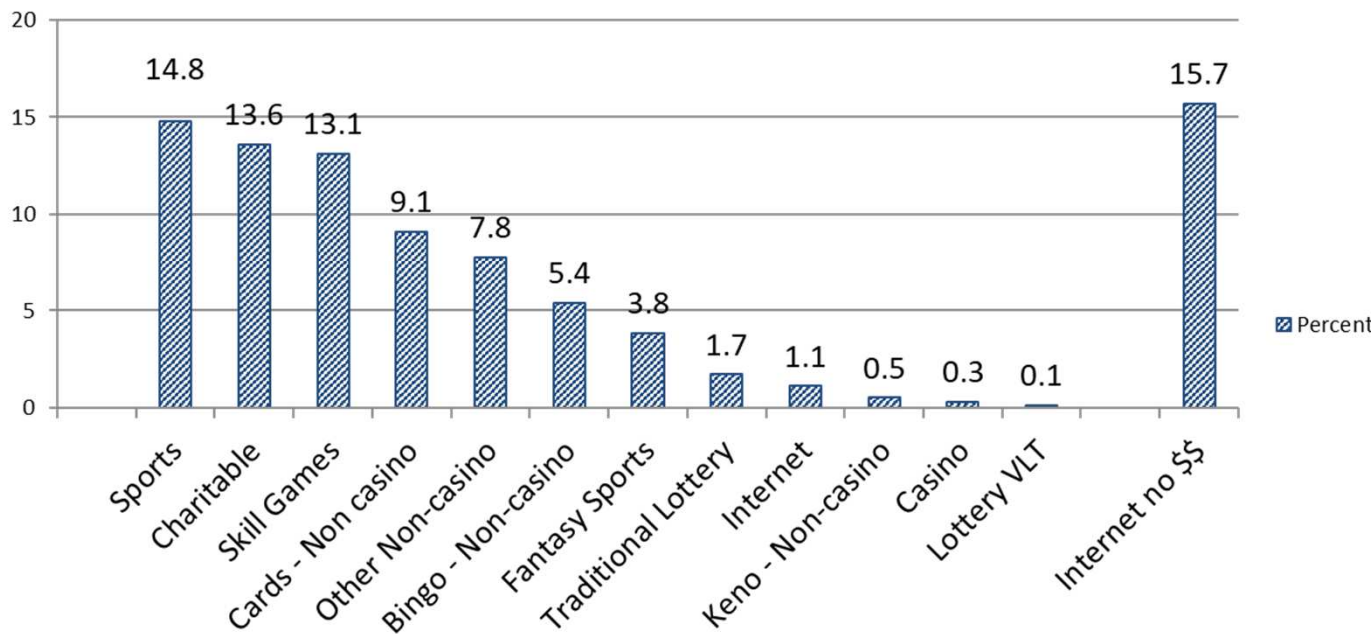


2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: REASONS FOR GAMBLING

Reason	All	Males	Females	
	(In Percent)			
Entertainment/fun	81	86	74	**
For excitement/challenge	58	62	52	**
To socialize	55	59	51	*
To win money	38	41	34	
Support worthy causes	34	37	46	**
Curiosity	25	27	23	
As a hobby	6	6	6	
Distraction from problems	3	4	2	
* significant				

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: GAMBLING ACTIVITIES

Past Year Gambling by Game
(In Percent)



- 88.8% reported “social gaming”;
- 44.7% four or more times per week;
- 22% reported spending money on social gaming.

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: ESTIMATED PROBLEM/DISORDERED GAMBLING RATES

Caveats

- There is no universally agreed “gold” standard
- There is no universally agreed scoring protocol for existing instruments



2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: ESTIMATED PROBLEM/DISORDERED GAMBLING RATES

Level	SOGS-RA					
	2016		2008		1998	
	Narrow	Broad	Narrow	Broad	Narrow	Broad
	%	%	%	%	%	%
Non-Gambler	93.8	66.0	38.6	38.6	34.0	34.0
Non-Problem Gambler	4.4	31.8	55.5	54.7	50.7	50.7
At Risk	1.7	2.0	4.6	5.2	5.0	11.2
Problem	0.1	0.2	1.3	1.5	1.4	4.1

- South Oaks Gambling Scale-Revised for Adolescents (SOGS – RA)

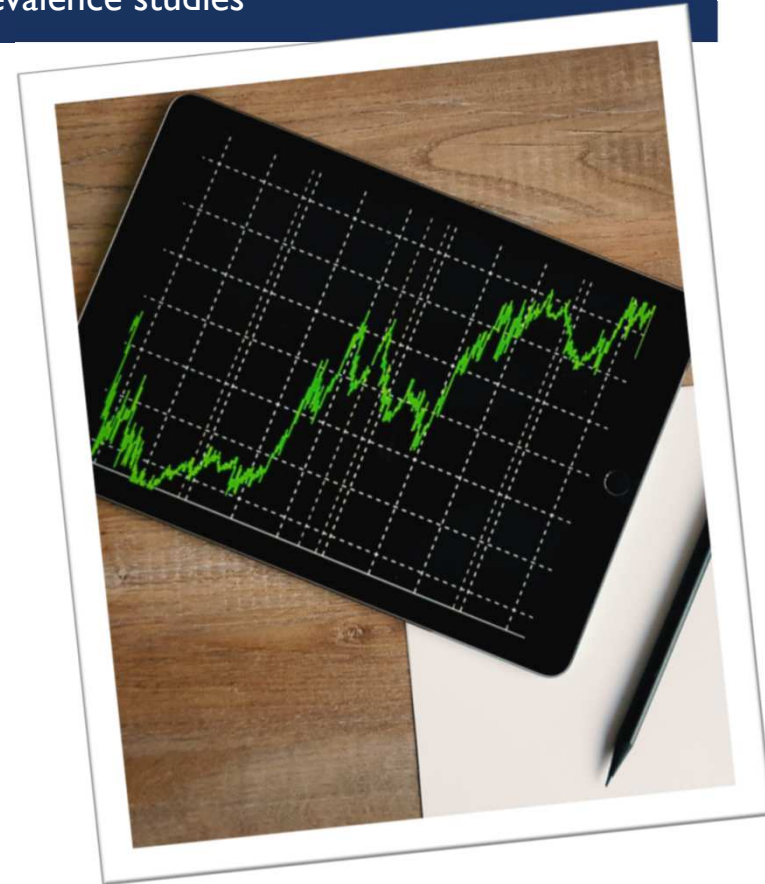
CAGI	
Category	%
No Problem	96.9
Low to Moderate	2.7
High	0.4

- Canadian Adolescent Gambling Inventory (CAGI)

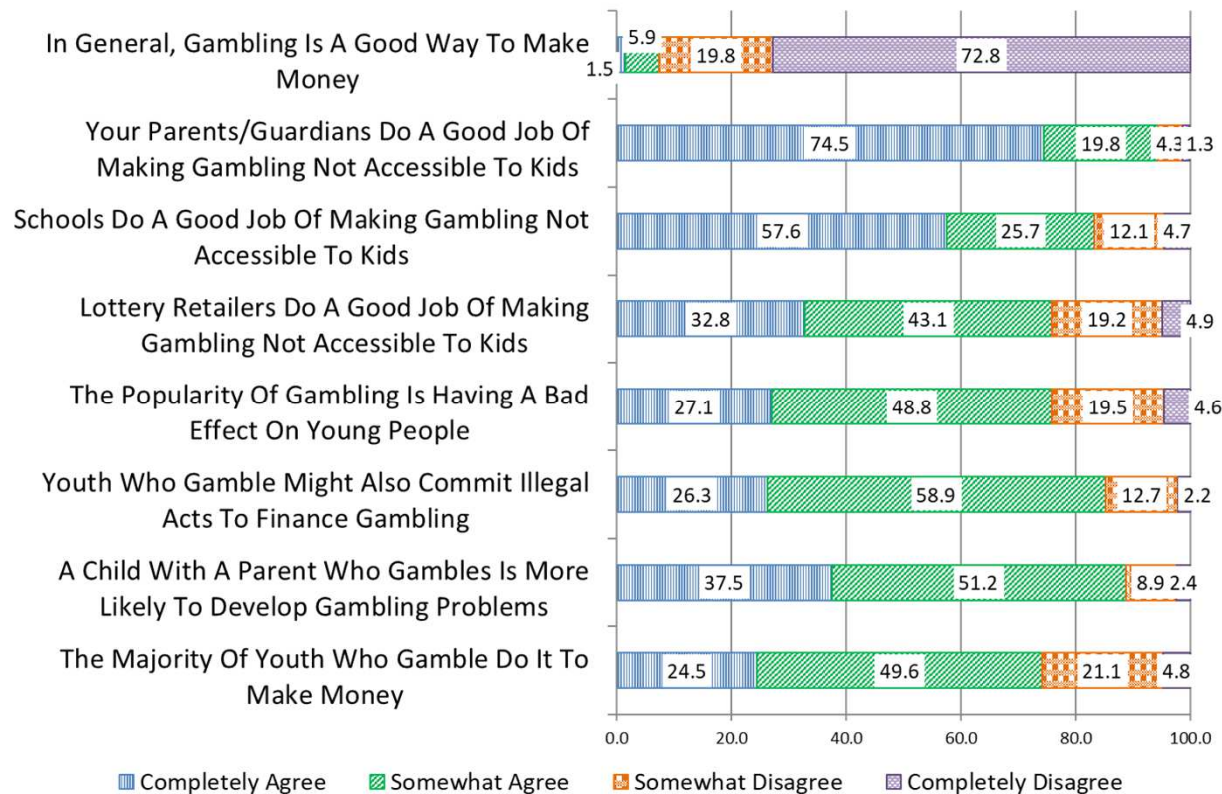
COMBINED ADULT GAMBLING RATES

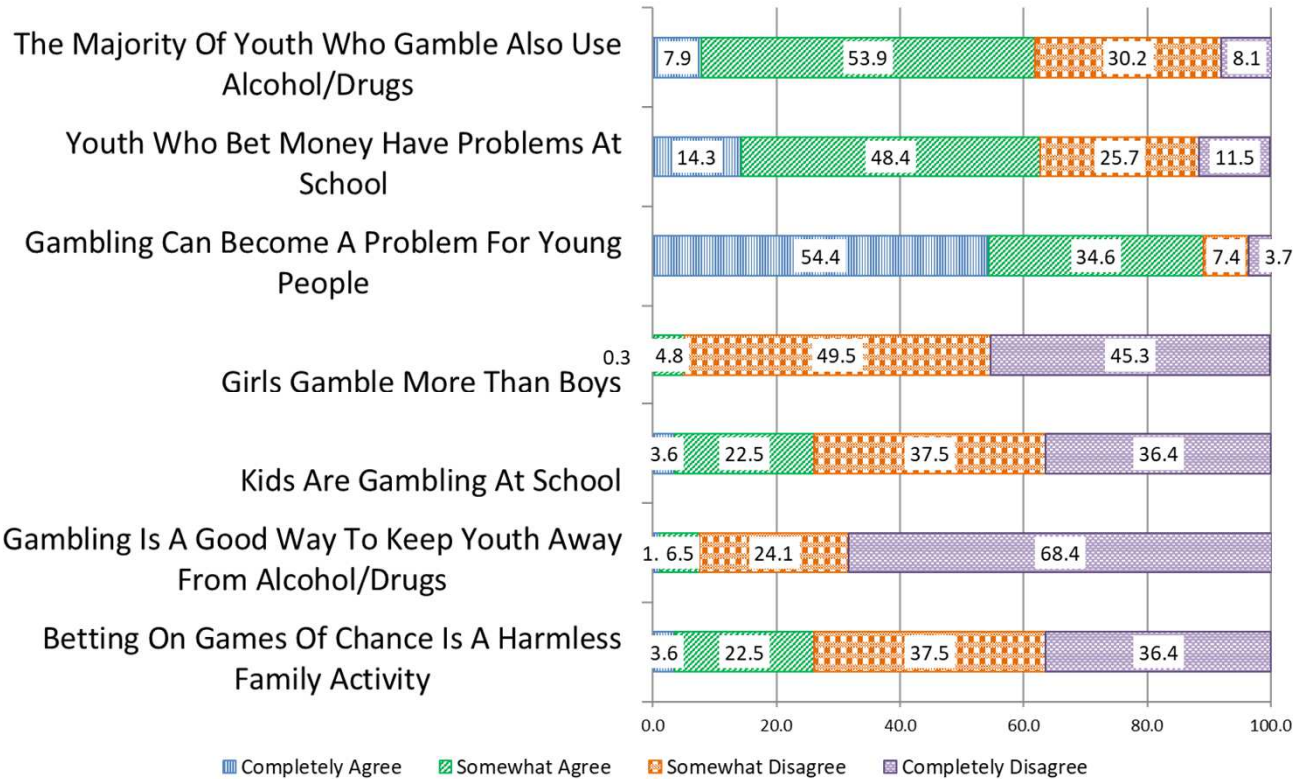
*** Source: 1997, 2001, 2006, 2016 Oregon Adult prevalence studies

Year	Prevalence Rate
1997	3.3%
2001	2.3%
2006	2.7%
2015	2.6%



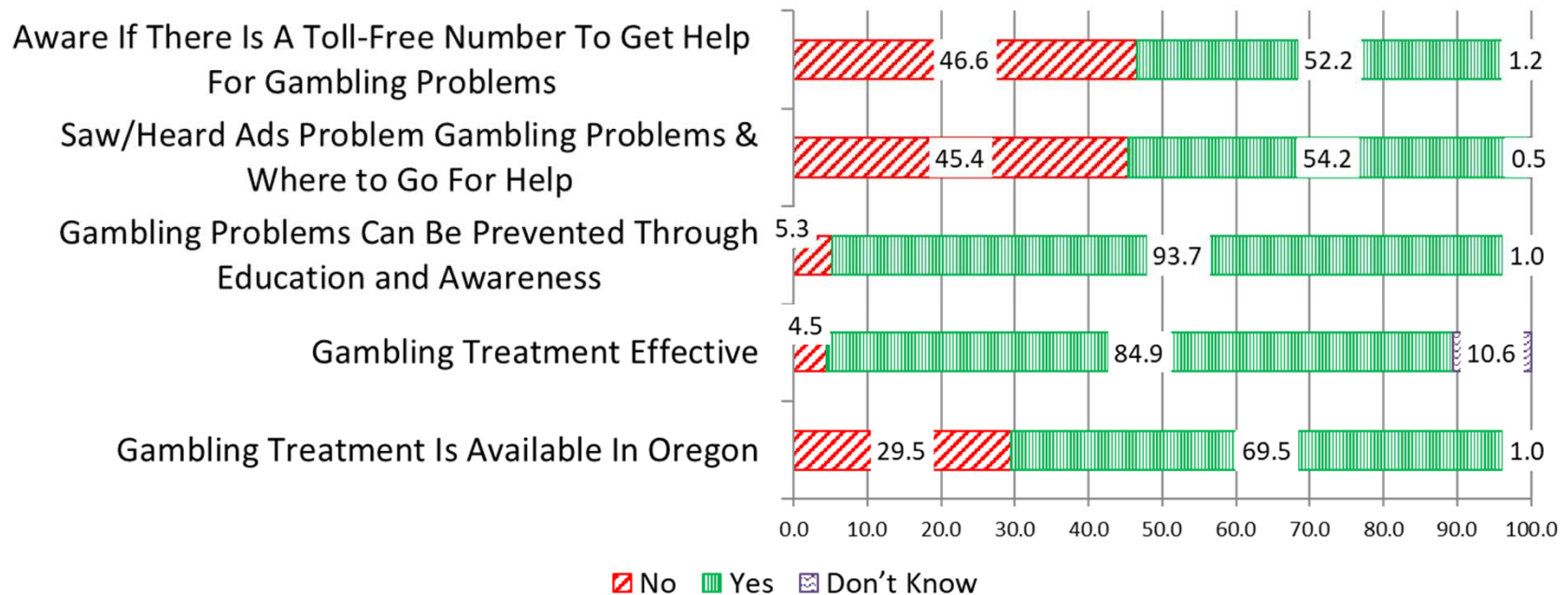
2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: ACTIVITIES





2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: ATTITUDES CONTINUED

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: AWARENESS



2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: WELLNESS

- 97.4% very happy or happy with life in the past month
- 13.1% worried, anxious or upset always or often in the past month
- 1.3% daily, weekly, or monthly nicotine use in past year
- 2.9% daily, weekly or monthly alcohol use in past year
- 2.6 % daily, weekly, or monthly marijuana in past year



2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: WELLNESS



- 0.3% daily, weekly, or monthly other drug use in past year
- 0.9% gambled rather than going to school or studying
- 23.2% cut school at least one time
- 4.7 % stole something
- 5.5% bullied someone at least once in the past year
- 25.7% were bullied at least once in the past year
- 2.7% hung out with friends who were in gangs

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: WELLNESS SUPPORT



Wellness Support (In percent)		
Talked with regarding	Parent/Guardian	Teacher
Tobacco	72.2	80.2
Alcohol	81.5	86.4
Marijuana	75.2	81.2
Other Drugs	65.9	80.1
Sex Education	75.8	83.6
Gambling	47.3	42.6
Driving Safely	89.0	59.1
None of the Above	4.5	4.6
Don't know	0.1	0.0

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY ADOLESCENTS OF PARENT/GUARDIANS

**Adolescents of Parents/Guardians who gambled are more likely to gamble than adolescents whose parents/guardians who did not gamble.
(Based on Lifetime Activities)**

Gambling Behavior	How Much More Likely to Gamble
Charitable games	1.6x as likely
Internet with not spending money	1.8 x as likely
Fantasy Sports	6.0 x as likely
Other games not at a casino	1.8 x as likely
Games of skill	2.2 x as likely
Sports Teams	1.8 x as likely
Cards not at a casino	2.7 x as likely



2016 ADOLESCENT GAMBLING BEHAVIOR STUDY

Parents/Guardians
underestimate the
amount of money
their adolescent
spends on gambling!

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: DO YOU KNOW SOMEONE....

**Do you know anyone who has, or may have, a
problem with gambling?
(In Percent)**

Yes = 7.5%

Who do they know?	Percentage
Parent	0.7
Sibling	0.2
Another relative	3.7
Family friend	1.1
Your friend	1.9
Someone else	1.1



Vehicle	%
INTERNET	63.9
PARENT	40.5
SCHOOL/TEACHERS	33.1
OTHER INFLUENTIAL ADULTS	25.9
FRIENDS	24.9
TV ADS	21.4
BOOKS	15.8
YOU TUBE	12.8
RADIO ADS	12.7
FACEBOOK	10.8
INSTAGRAM	10.8
MAGAZINES	8.9
TWITTER	7.2
INTERNET ADS/POPUPS	6.5
OTHER (email, phone, text, news papers)	13.3
DON'T KNOW	0.9

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: PREFERRED METHOD FOR GETTING INFORMATION

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: SOCIAL “GAMING”



- 88.8% “social gaming” during past year
- 44.7% four or more times per week
- 22.3% spending money
- 92.7% playing at home

2016 ADOLESCENT GAMBLING BEHAVIOR STUDY: SOCIAL “GAMING” CONTINUED

- 58.3% playing by self: Males 45.2%; Females 74.3%
- 35.4% playing with family: Males 45.9%; Females 23.4%
- Favorite Games:
 - Shooter/Action Adventure 22.7% : Males 34.2%; Females 8.3%
 - Strategy 16.0%
 - Sports 10.0%
 - Puzzle 9.1% : Females 15.8%; Males 3.7%





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