

# Oregon Student Gambling Survey: Portland State University Pilot

## REPORT of FINDINGS



OREGON COUNCIL on PROBLEM GAMBLING



This report was prepared for:

**Oregon Gambling Research Center  
of the Oregon Council on Problem Gambling**

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# Introduction

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The Regional Research Institute for Human Services (RRI) at Portland State University (PSU) assisted the Oregon Gambling Research Center of the Oregon Council on Problem Gambling (OCPG) in implementing a survey about gambling with students at PSU. The goals of this survey were to:

- ♦ Develop and pilot test a survey with Oregon university students.
- ♦ Understand university students' exposure to gambling information, common leisure activities, attitudes about gambling, services and supports related to gambling and other behavioral health issues, and gambling behaviors.
- ♦ One area of particular interest was associated with collegiate sports gambling, something that is not currently legal in Oregon.

Invitations to complete the web survey were sent by email to all undergraduate students at PSU. The survey was conducted **March 30 through April 24, 2023**, and resulted in a total of **694 completed surveys**. The response rate for the survey was 7.2% and the sampling error was  $\pm 3.62\%$  based on the number of current undergraduates enrolled at PSU. This means that the survey findings are accurate within 3.62 percentage points above and below each result presented in this report.

This report provides a summary of the methodology employed for the survey, as well as a presentation of the findings.

# Methodology

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## Survey Development

The Oregon Gambling Research Center developed the first draft of the student gambling survey, which was then revised through an iterative process. The final survey included the following content areas:

- ♦ Exposure to gambling information through campus advertisements, electronic marketing messages, or school activities
- ♦ Leisure activities students had participated in during the past 12 months
- ♦ Gambling attitudes
- ♦ Services and supports related to gambling and other behavioral health issues
- ♦ Gambling behaviors
- ♦ Problem Gambling Severity Index (PGSI)<sup>1</sup>
- ♦ Demographics

A copy of the final instrument is included in Appendix A of this report.

Because this was viewed as a pilot of the survey instrument, as well as the methodology, a final item was included in the survey to secure feedback about the instrument from the students who responded.

## Sampling Plan and Respondent Recruitment

During the survey development phase of the project, staff from PSU and the Oregon Gambling Research Center established the criteria for recruitment to include all undergraduate students currently enrolled in classes. PSU team members worked with staff at the Office of Institutional Research and Planning (OIRP) to create the recruitment sample. In addition to students' email addresses, data from OIRP also included the following:

- ♦ Student Class (i.e., freshman, sophomore, junior, or senior)
- ♦ Instructional Unit (i.e., specific school or college within PSU)
- ♦ Academic Major
- ♦ Current Age
- ♦ Gender
- ♦ Race/Ethnicity

PSU students were recruited by email and could have received up to four emails, including an initial invitation and three reminder emails. The content of each of those emails is included in Appendix B of this report. The web survey was available from Thursday, March 30, 2023 through Monday, April 24, 2023, for a total of 33 days. Table 1 summarizes the email dates and recipient counts. Each successive email was sent to only those who had not completed the survey, had a valid email, and had not opted out from the survey.

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<sup>1</sup> Ferris, J., & Wynne, H. (1999). *Measuring problem gambling in Canada: Final report – Phase I*. Canadian Centre on Substance Abuse.

**Table 1: Survey Recruitment**

Email Type	Number of Recipients	Date Sent
Invitation	12,921	11:00am, Thursday, March 30, 2023
Reminder #1	12,534	1:00pm, Tuesday, April 4, 2023
Reminder #2	12,181	2:00pm, Friday, April 7, 2023
Reminder #3	11,861	4:00pm, Wednesday, April 12, 2023
Survey Closed		8:30am, Monday, April 24, 2023

## Disposition of Records and Response Rate

In order to calculate response rate, the disposition of all records included in the sample needs to be identified. Only 97 emails were undeliverable or otherwise bounced. After the survey was closed, the file of completed and partially completed surveys was downloaded and reviewed. Working with Oregon Gambling Research Center staff, it was determined that only surveys that were at least 50% complete would be included for the analysis, which was 694 (75.2%) of the 923 respondents who started the survey. The majority of those records involved the respondent ending the survey very early. It is important to note that most of the respondents who started the survey completed at least 90% of the survey (83.7%).

Table 3 presents the final dispositions of all 12,921 PSU undergraduate student records included in the initial invitation email.

**Table 2: Final Record Dispositions**

Disposition	Count	Percent
Completed Surveys ( $\geq 50\%$ )	694	5.4%
Incomplete Surveys ( $< 50\%$ )	229	1.8%
Undeliverable/Bounced Email Addresses	97	0.8%
No Response	11,901	92.1%
<b>Total</b>	<b>12,921</b>	<b>100%</b>

Removing the 97 undeliverable/bounced records from the total, the valid sample for calculating response rate was 12,842. The survey response rate was calculated in two ways. First, to determine the response rate for everyone who started the survey ( $n=923$ ), the number of initiated surveys (regardless of completeness) was divided by the total number of valid records, which results in an overall response rate of 7.2%. The second calculation was based on completed surveys only (i.e.,  $\geq 50\%$  complete,  $n=694$ ), which resulted in a response rate of 5.4%. Due to the low response rate, the approach to recruitment will be reviewed and enhanced for future iterations of the survey with students at other colleges and universities throughout Oregon.

## Sampling Error

In addition to response rate, sampling error (also known as margin of error) was calculated to represent the level of accuracy of the results. The commonly accepted value for sampling error is plus or minus five percent (denoted as  $\pm 5\%$ ) and a typical confidence interval used in survey research is 95%. For this survey, the achieved sample size of 694 completed surveys (i.e.,  $\geq 50\%$  complete) and the population of 12,842 PSU undergraduates with a valid email address result in a sampling error of  $\pm 3.62\%$ . With a sampling error below (i.e., better than) the commonly accepted  $\pm 5\%$  sampling error, the findings of this survey can be considered accurate.



# Analytic Approach and Findings Interpretation

Throughout this report, figures and tables present the distribution of responses across survey items (i.e., frequencies) or intersections of two survey items (i.e., crosstabulations). For many of the survey items, the data are summarized for the entire group of 694 respondents who participated in the survey, which is denoted by “*N*” to indicate the full sample. For some of the survey items, only those who identified having participated in at least one type of gambling in the past 12 months (survey item #17) are included in the data summaries. In those instances, the sample size will be denoted by “*n*” to indicate a subset of the full sample. Respondents who did not answer a survey item are included in the presentation as “No Answer” in order to maintain the complete sample sizes across items, such that the percentages reflect the proportion of the entire sample of respondents. Also, below each table or figure, the exact wording of the relevant survey item(s) is reproduced for reference.

For survey items presented in figures, the percentages of respondents endorsing each option are always presented across the entire range from 0% to 100%. This is done so that all of the figures throughout the report can be compared both numerically and visually. The size of any bar or pie wedge across all graphs will be able to be compared to the size of the bar or pie wedge to any other graph to understand the proportion of respondents endorsing various survey item responses. That means that a bar/wedge that represents, for example, 30% of respondents, will be the same size no matter what figure the reader is looking at, ensuring consistency of interpretation across all survey items.

Some of the survey items included a list of response options available to respondents to select, as well as an “Other, please specify” response option. These are considered open-ended items, which means respondents could write in a text response. The responses were either coded into existing categories within a survey item (e.g., a respondent wrote in text that actually fit into a pre-existing response option within that item) or coded into new categories for that survey item.

In the survey, there were a number of items rated on a 5-point scale from *strongly disagree* to *strongly agree*, with a *neutral* option in the middle of the scale. For ease of discussion, the ratings were collapsed into **agreement** (*strongly agree* and *agree*) and **disagreement** (*strongly disagree* and *disagree*). All five points of the scale were, however, individually depicted in the figures.

The analysis plan for this survey project included some comparisons across items. Significance testing was done using the chi-square test for categorical data, which considers whether the array of responses is different than would be expected by chance. The significance testing results in a chi square ( $X^2$ ) statistic and a probability value. Probability is denoted with a *p* and is considered statistically significant if it is less than 5% (a commonly accepted level of significance). In this report, significance is listed as  $p < .05$  or  $p < .01$  or  $p < .001$ , each of which indicates how probable the difference is due to chance. For example, a significance test with a  $p < .05$  means that the array of responses has a less than 5% probability of being due to chance. Alternatively, it means that there is a 95% probability that the differences seen across the responses is due to something other than chance variation (i.e., people believe differently across the subgroups).

Other analyses were done using correlation analysis, a statistical method that measures the strength of a linear relationship between two numeric variables, which ultimately calculates the change in one variable as the other variable changes. Linear relationships can be positive (i.e., as one variable increases, so does the other) or negative (i.e., as one variable increases, the other decreases). The statistic calculated to represent the strength of the relationship is denoted with *r*, which stands for the correlation coefficient and ranges from 1.0 to -1.0. The larger the correlation coefficient, regardless of direction (i.e., either positive or negative), the stronger the relationship between the variables.

# Respondent Demographics

**Table 3: Respondent Demographics (N=694)**

## Age

Mean Age = 28.6 years; Standard deviation = 8.9 years; Range = 18-61 years

<b>Gender</b> <i>(select all that apply; descending order)</i>	Count	Percent
Girl, Woman	361	52.0%
Boy, Man	247	35.6%
Non-binary	80	11.5%
Trans Man	25	3.6%
Agender/No gender	11	1.6%
Questioning	9	1.3%
Trans Woman	4	0.6%
Not Listed	7	1.0%
I don't want to answer	19	2.7%
<b>Race or Ethnicity</b> <i>(select all that apply; descending order)</i>	Count	Percent
White	507	73.1%
Latinx or Hispanic	112	16.1%
Asian	60	8.6%
American Indian or Alaska Native	55	7.9%
Black or African American	30	4.3%
Middle Eastern/Northern African	18	2.6%
Native Hawaiian or Pacific Islander	7	1.0%
Not listed above	18	2.6%
Prefer not to disclose	18	2.6%
<b>Sexual Orientation or Sexual Identity</b> <i>(select all that apply; descending order)</i>	Count	Percent
Straight	288	41.5%
Bisexual	132	19.0%
Queer	70	10.1%
Pansexual	41	5.9%
Asexual	33	4.8%
Gay	27	3.9%
Same-gender loving	23	3.3%
Lesbian	22	3.2%
Same-sex loving	16	2.3%
Questioning	14	2.0%
Not listed, please describe	5	0.7%
I don't know what this question is asking	4	0.6%
I don't want to answer	28	4.0%

**Table 3: Respondent Demographics (N=694)**

<b>Living Situation</b>	Count	Percent
Live off campus in family home	289	41.6%
Live off campus with roommates or alone	288	41.5%
Live in dormitory or other on-campus housing	92	13.3%
Live off campus with partner/children	18	2.6%
Other	7	1.0%
<b>Highest Parental Level of Education</b>	Count	Percent
Grade 1 through 11	30	4.3%
High school diploma or GED	69	9.9%
Some college, but no degree	95	13.7%
Associate's degree (2-year degree)	87	12.5%
Bachelor's degree (4-year degree)	149	21.5%
Graduate or professional degree	137	19.7%
Trade school or certificate program	11	1.6%
Other	1	0.1%
No Answer	115	16.6%
<b>Pell Grant Eligibility (descending order)</b>	Count	Percent
Yes	432	62.2%
No	189	27.2%
Don't know	72	10.4%
No Answer	1	0.1%
<b>Student Loan Usage (descending order)</b>	Count	Percent
Yes	391	56.3%
No	291	41.9%
Don't know	12	1.7%
<b>Student Athlete Experience at Current University (descending order)</b>	Count	Percent
No	689	99.3%
Yes	5	0.7%
<b>Student Class</b>	Count	Percent
Freshman	62	8.9%
Sophomore	84	12.1%
Junior	215	31.0%
Senior	333	48.0%
<b>Instructional Unit (descending order)</b>	Count	Percent
College of Liberal Arts & Sciences	311	44.8%
The School of Business	102	14.7%
Maseeh College of Engineering/Computer Science	88	12.7%
College of the Arts	59	8.5%
College of Urban and Public Affairs	57	8.2%
OHSU-PSU School of Public Health	46	6.6%

**Table 3: Respondent Demographics (N=694)**

<b>Instructional Unit (cont.)</b> ( <i>descending order</i> )	Count	Percent
School of Social Work	22	3.2%
Undeclared	4	0.6%
College of Education	3	0.4%

Q33: What year were you born? [converted into age]

Q30: How do you identify your gender?

Q32: Which of the following describes your racial or ethnic identity?

Please select ALL that apply.

Q34: What is the highest level of education either parent has completed (i.e., across both parents)?

Q31: How do you describe your sexual orientation or sexual identity?

Q4: Have you been a student athlete at the university you are currently attending?

Q2: Have you used student loans to finance any part of your education?

Q3: Have you ever been eligible for a Pell Grant?

# Findings

The Oregon Student Gambling Survey included 70 items. The 61 content-related survey items (nine demographic survey items were presented in Table 3) were grouped into the following categories:

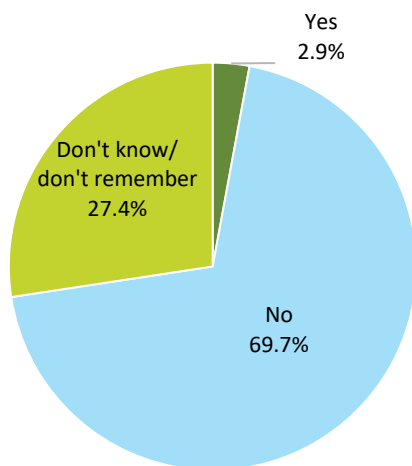
- ♦ Gambling Exposure
- ♦ Services, Supports, and Lived Experience
- ♦ Leisure/Extracurricular Activities
- ♦ Gambling Behavior
- ♦ Gambling Attitudes
- ♦ Problem Gambling Severity Index

The findings in this report are presented for each of those content areas.

## Gambling Exposure

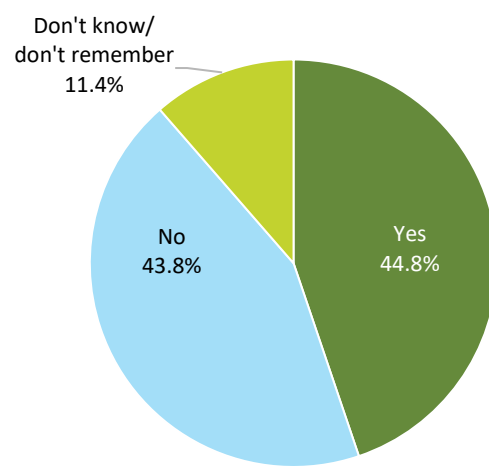
A set of survey items explored students' exposure to and awareness of gambling. When asked if they had *seen gambling advertisements on Portland State University's campus or at affiliated sports events within the past year* (Figure 1), the majority of respondents selected **No** (69.7%), followed by **Don't know/don't remember** (27.4%). A small portion of survey respondents (2.9%) stated that they had *seen gambling advertisements around campus*, contrasted with 44.8% who had *seen gambling marketing messages while on the internet in the past 12 months* (Figure 2). Other responses about internet gambling marketing exposure were **No** (43.8%) and **Don't know/don't remember** (11.4%), indicating a greater awareness of online advertisements in lieu of on-campus messages.

Figure 1: Gambling Advertisements on Campus or University Arenas Past 12 Months (N=694)



Q6: During the past 12 months, have you seen gambling advertisements on campus or at your university sports arenas?

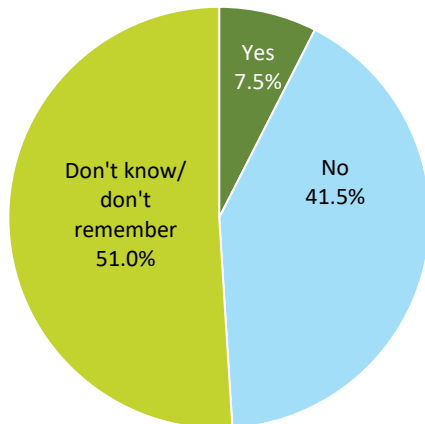
Figure 2: Gambling Marketing Messages on Internet Past 12 Months (N=694)



Q7: During the past 12 months, have you had gambling marketing messages appear on your computer or mobile device while on the internet?

Although there was minimal (2.9%) reported *exposure to gambling marketing on-campus* in Figure 1, more respondents (7.5%) indicated that yes, they were aware of the occurrence of *gambling activities at school-sponsored activities in the past 12 months* (Figure 3). Overall, the largest percentage of respondents (51.0%) continued to note a lack of knowledge regarding *University-associated gambling*, selecting **Don't know/don't remember**.

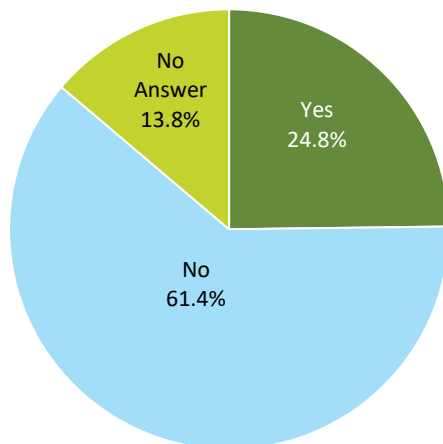
Figure 3: Gambling Activities at School-Sponsored Activities Past 12 Months (N=694)



Q8: During the past 12 months, have gambling activities (such as poker nights or raffles) occurred at school-sponsored activities?

Almost a quarter of respondents (24.8%) noted *awareness of legalized sports betting in Oregon using Draftkings Sportbook* (Figure 4), contrasted with a higher percentage of reported *exposure to online gambling marketing* (44.8%) (Figure 2), suggesting a **potential prevalence of alternative gambling modalities being advertised** to student survey respondents.

Figure 4: Awareness of Legalized Sports Betting in Oregon Using Draftkings Sportbook (N=694)



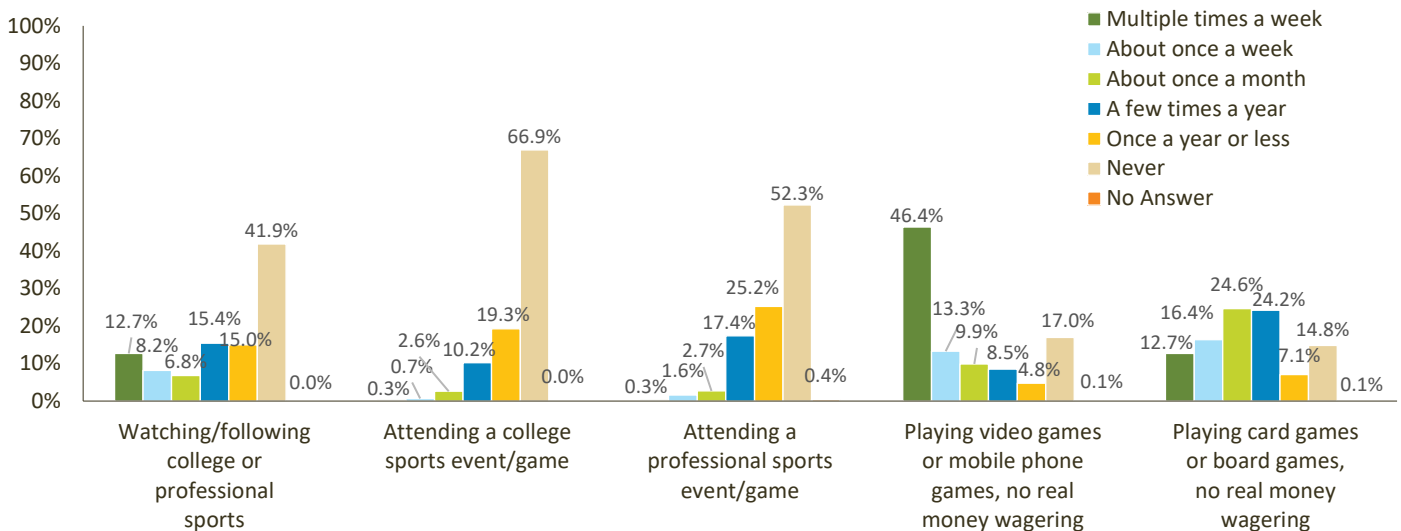
Q21: Prior to taking this survey, were you aware that sports betting is legal in Oregon using the DraftKings Sportsbook app through the Oregon Lottery?



# Leisure/Extracurricular Activities

Figure 5 looks at the rates that respondents engage in a variety of leisure activities that don't involve, but may be adjacent to, gambling settings. Many respondents reported *Playing video games or mobile phone games that do not involve wagering real money* **Multiple times a week** (46.4%). When looking at the proportion of respondents who reported engaging in the leisure activities **a few times a year or more**, *Playing card games or board games that do not involve wagering money* was endorsed by virtually the same proportion of respondents as *Playing video or mobile phone games* (77.9% and 78.1%, respectively).

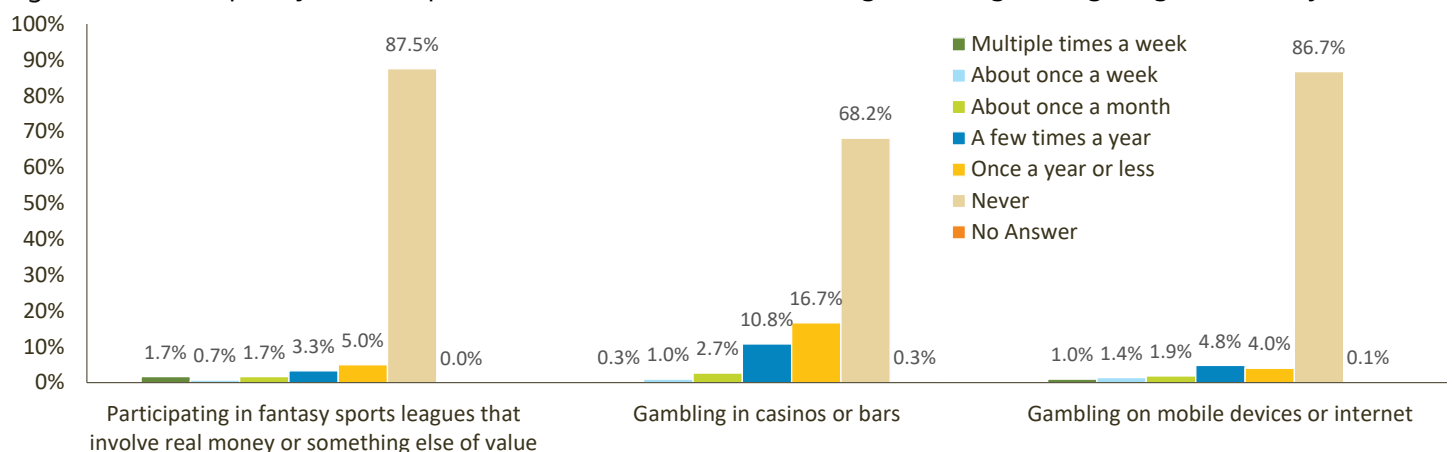
Figure 5: Frequency of Participation in Leisure Activities (N=694)



Q9\_1 -Q9\_5: During the last 12 months, how often have you participated in the following leisure activities?

In contrast to Figure 5, Figure 6 illustrates the frequency that respondents engage in leisure activities that do involve gambling or wagering real money. Across all three activity types, respondents seem to engage at comparable rates for at least once a month (combining **About once a month**, **About once a week**, and **Multiple times a week**) ranging from 4.0% to 4.3%. However, when combining **A few times a year** and **Once a year or less**, higher rates of participation were found in *Gambling in casinos or bars* (27.5%) compared to *Participating in fantasy sports leagues* (8.3%) and *Gambling on mobile devices or the internet* (8.8%).

Figure 6: Frequency of Participation in Leisure Activities Involving Gambling or Wagering Real Money (N=694)

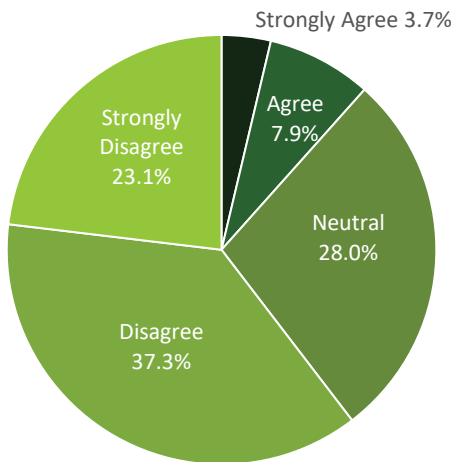


Q9\_6 -Q9\_8: During the last 12 months, how often have you participated in the following leisure activities?

# Gambling Attitudes

The following series of figures are drawn from survey items that assessed gambling attitudes within the student sample population, including the impact of gambling as an activity, PSU's role in addressing potential negative outcomes, and the implementation of collegiate gambling on-campus. Figure 7 presents initial participant attitudes toward gambling, the majority of which **Disagreed** (60.4% selected strongly disagree or disagree, 11.6% selected strongly agree or agree), that *gambling is a fun and harmless form of entertainment*.

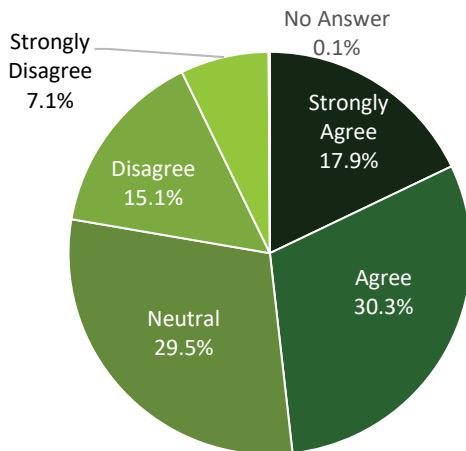
Figure 7: Gambling Is a Fun and Harmless Form of Entertainment (N=694)



Q10\_1: To what degree do you agree or disagree with each of the following statements? Gambling is a fun and harmless form of entertainment.

Regarding whether or not *PSU should be concerned about college students gambling* (Figure 8), 48.2% of respondents **Agreed**, contrasted with 22.2% who **Disagreed** and 29.5% who felt **Neutral**.

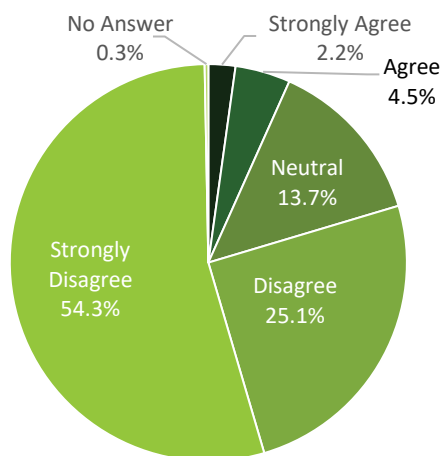
Figure 8: University Should Be Concerned About College Students Gambling (N=694)



Q10\_2: To what degree do you agree or disagree with each of the following statements? The university should be concerned about college students gambling.

Figure 9 shows that the vast majority of respondents **Disagreed** (79.4%) that *PSU should form partnerships with gambling companies to earn revenue for the university*, while 7.7% **supported** the idea. The rate of **Neutral** responses (13.7%) also revealed a drop in ambivalence when compared to Figures 7 and 8, indicating a stronger response to the *university's financial involvement with collegiate gambling* than overall student body gambling participation.

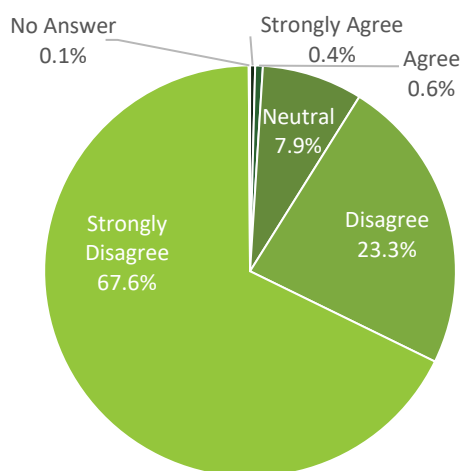
Figure 9: University Should Form Partnerships with Gambling Companies to Earn Revenue (N=694)



Q10\_3: To what degree do you agree or disagree with each of the following statements? The university should form partnerships with gambling companies to earn revenue for the university.

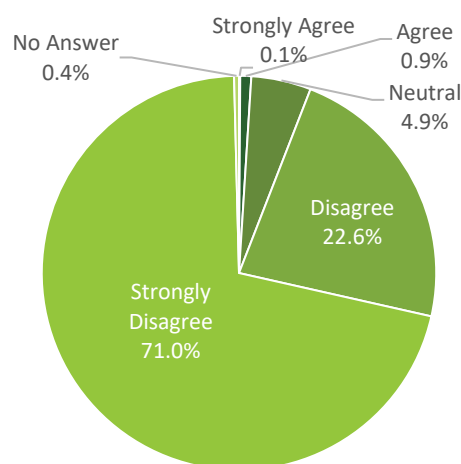
Beyond general opinions about gambling and the extent of their university's involvement, the next three figures demonstrate how respondents responded to commonly held misconceptions about gambling. Figure 10 reveals that most people **Disagreed** (90.9%) with the statement, *The more a person gambles, the better their odds of coming out ahead*. Similarly, Figure 11 shows that respondents overwhelmingly **Disagreed** (93.6%) with the statement, *Someone almost winning means they could win soon*.

Figure 10: More Gambling Increases the Odds of Coming Out Ahead (N=694)



Q10\_4: To what degree do you agree or disagree with each of the following statements? The more a person gambles, the better their odds are of coming out ahead.

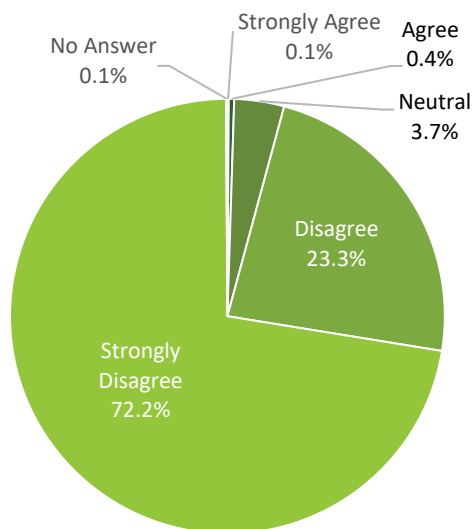
Figure 11: Almost Wining Is a Sign of Winning Soon (N=694)



Q10\_5: To what degree do you agree or disagree with each of the following statements? When a person almost wins, it's a good sign that they are going to win soon.

Addressing the final question in the series of gambling myths, Figure 12 demonstrates that an even higher percentage of respondents (compared to Figures 10 and 11) **Disagreed** (95.5%) that *If a person keeps gambling after losing, their luck will change and they'll win back the money they're lost*.

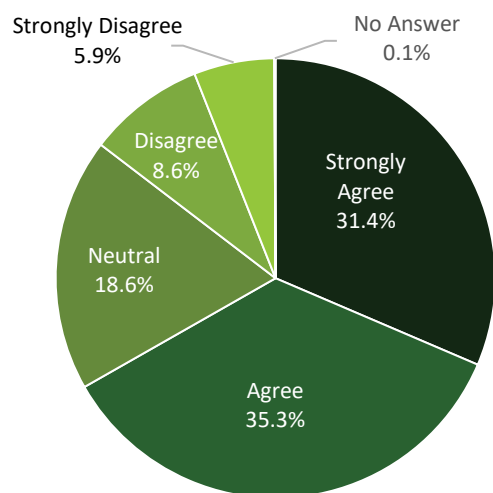
Figure 12: Luck Will Change if Continue Gambling – Win Back Money Lost (N=694)



Q10\_6: To what degree do you agree or disagree with each of the following statements? If a person keeps gambling after losing, their luck will change and they'll win back the money they've lost.

When considering the larger implications of gambling, it seems that the majority of respondents **Agreed** or **Strongly Agreed** (66.7%) that they are *concerned about potential negative impacts on young people from exposure to gambling ads and promotions*, contrasted with 14.5% who **Disagreed** or **Strongly Disagreed** and 18.6% who felt **Neutral** (Figure 13).

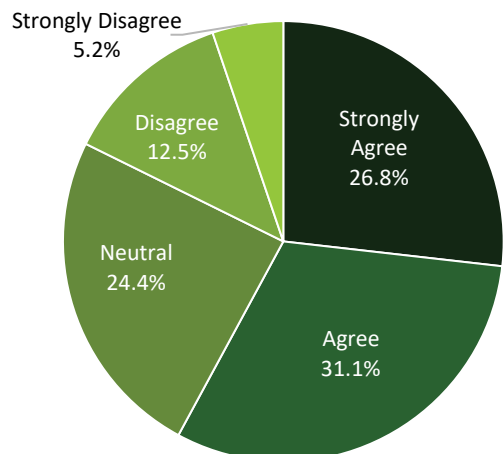
Figure 13: Concern about Potential Negative Impacts of Gambling Ads and Promotions (N=694)



Q10\_7: To what degree do you agree or disagree with each of the following statements? I am concerned about potential negative impacts on young people from increased exposure to gambling ads and promotions.

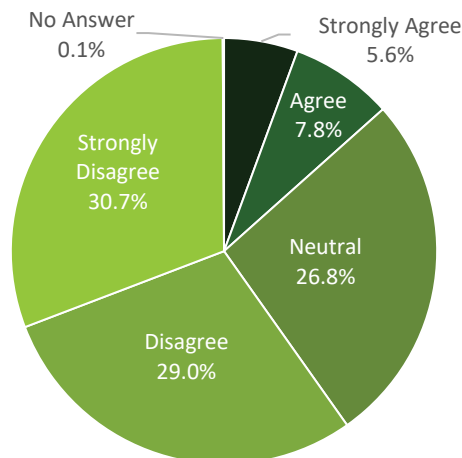
Trends that indicate concern over collegiate gambling continue in Figure 14, as the majority of respondents **Agreed** (57.9%) that *if intercollegiate sports betting were legalized in Oregon, the integrity of the sport or athletes could be affected*. High rates of **Neutrality** (24.4%) are also noted, potentially the result of low reported engagement in collegiate sports consumption (Figure 5), in conjunction with 17.7% who **Disagreed**. Furthermore, Figure 15 shows that survey respondents largely **Disagree** (59.7%) that *Legalized gambling in Oregon should be expanded to include betting on college sports*, while 26.8% felt **Neutral** and 13.4% **Agreed**. These unfavorable attitudes toward the expansion of collegiate gambling and wagering could be a potential result of the population of student gamblers within this sample ( $n=304$ ).

Figure 14: Concern for Integrity of Athletics if Intercollegiate Sports Betting Legalized in Oregon ( $N=694$ )



Q11\_1: To what degree do you agree or disagree with each of the following statements? If intercollegiate sports betting were legalized in Oregon, I am concerned that the integrity of the sport or the athletes could be affected

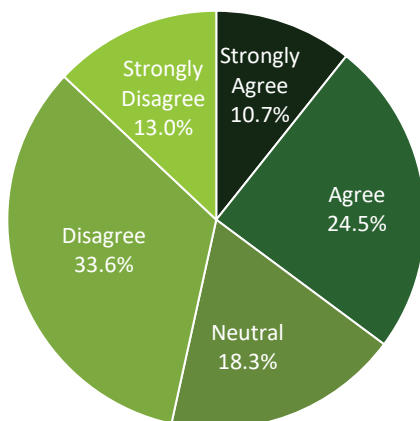
Figure 15: Legalized Gambling in Oregon Should be Expanded to Include Betting on College Sports ( $N=694$ )



Q11\_2: To what degree do you agree or disagree with each of the following statements? Legalized gambling in Oregon should be expanded to include betting on college sports.

The following three figures relate the social impacts of problem gambling and respondents' awareness of available resources. Figure 16 finds that in response to the phrase "*if someone close to me had a gambling problem, I would know how to get help for them*," respondents' answers were more evenly distributed than in previous Gambling Attitude questions, as 46.6% of respondents **Disagreed**, 35.2% **Agreed**, and 18.3% felt **Neutral**.

Figure 16: Know How to Get Help for Someone with a Gambling Problem ( $N=694$ )

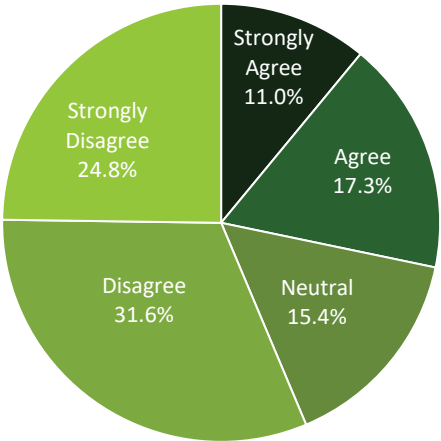


Q11\_3: To what degree do you agree or disagree with each of the following statements? If someone close to me had a gambling problem, I would know how to get help for them.

Figure 17 reveals that most people **have not** previously been concerned about someone else’s gambling (56.4%). Meanwhile, 28.3% of respondents **Agreed** with the statement, contrasted with the 35.2% of respondents that indicated they do have *knowledge of support resources* in Figure 16. At the same time, Figure 18 shows that just 15.7% **have discussed these concerns with another person**.

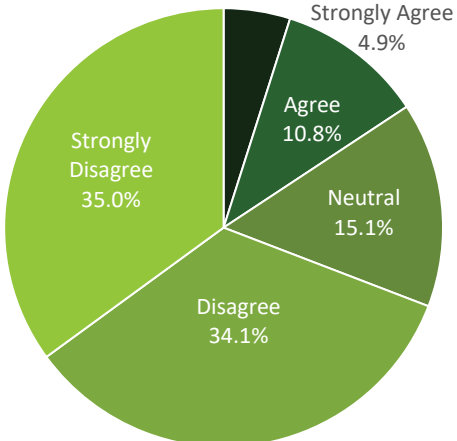
When looking at the relationship between someone’s *concern about someone else’s gambling* and their willingness to *talk to someone about their concerns*, a strong significant positive relationship ( $r=.638$ ,  $N=694$ ,  $p<.001$ ) was found, indicating that **people are more willing to express concern as their concern increases**.

Figure 17: Previous Concern about Someone Else’s Gambling (N=694)



Q11\_4: To what degree do you agree or disagree with each of the following statements? I have been concerned about someone else’s gambling.

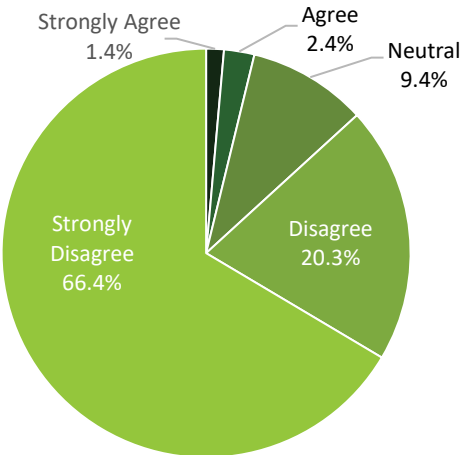
Figure 18: Spoken with Someone about Concerns with Their Gambling (N=694)



Q11\_5: To what degree do you agree or disagree with each of the following statements? I have talked to someone about my concerns with their gambling.

Continuing trends of unfavorable views toward collegiate gambling, 86.7% of survey respondents **Disagreed** that they would gamble more often if they could legally bet on college sports, while only 3.8% **Agreed** (Figure 19).

Figure 19: Gamble More Often if Legal to Bet on College Sports (N=694)

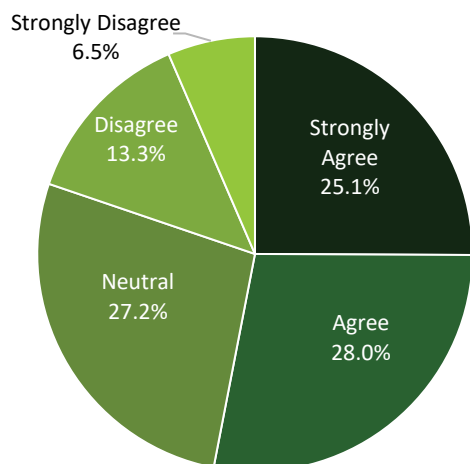


Q11\_6: To what degree do you agree or disagree with each of the following statements? I would gamble more often if I could legally bet on college sports.



Figure 20 presents majority **Agreement** (53.1%) that *Legalizing collegiate sports betting would negatively affect the campus culture*, contrasted with 19.8% **Disagreement**. High rates of **Neutrality** persist (27.2%), representing over a quarter of respondents.

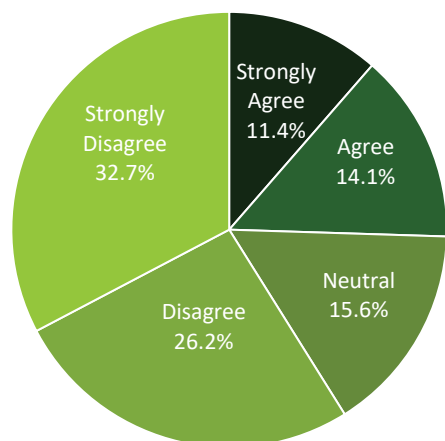
Figure 20: Legalizing Collegiate Sports Betting Would Negatively Affect the Campus Culture (N=694)



Q11\_7: To what degree do you agree or disagree with each of the following statements? Legalizing collegiate sports betting would negatively affect the campus culture.

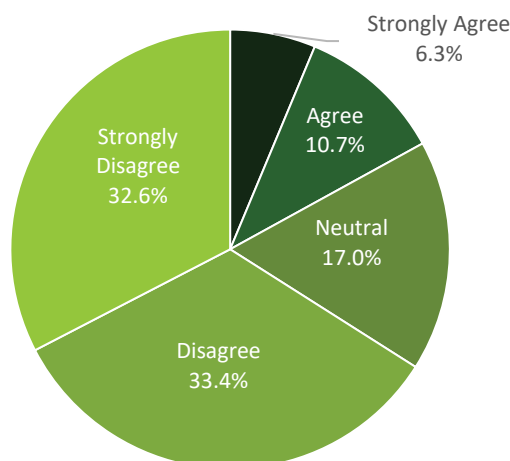
Examining the social impact of proximal problem gambling, Figure 21 reveals 25.5% of respondents **Agreed** that they have been *negatively affected by the gambling behaviors of others*. This impact is coupled with a shame component, as a portion of respondents (17.0%) also **Agreed** that they would be *embarrassed if a family member needed help for a gambling problem* (Figure 22). Although the impact of problem gambling and accompanying stigmatization remains a salient piece of this narrative, the majority of respondents reported inexperience with the *negative impact of someone they know engaging in problem gambling* (58.9%) and **Disagreed** that they would be *embarrassed if a family member needed support* (66.0%).

Figure 21: Personally Affected by Gambling Behaviors of Someone (N=694)



Q11\_8: To what degree do you agree or disagree with each of the following statements? I have personally been negatively affected by the gambling behaviors of a friend, family member, coworker, or someone else I know.

Figure 22: Embarrassed if Family Member Needed Help for Gambling Problem (N=694)

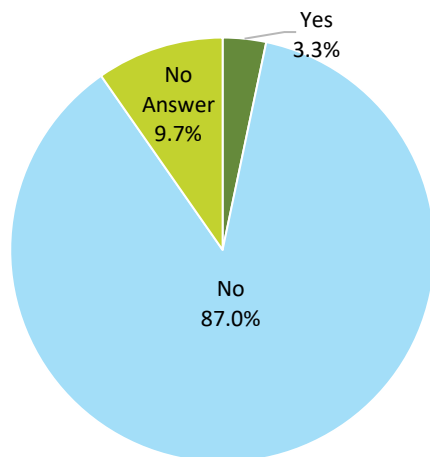


Q11\_9: To what degree do you agree or disagree with each of the following statements? I would be embarrassed if a family member needed help for a gambling problem

# Services, Supports, and Lived Experience

To further understand respondents' experiences with problem behaviors, including gambling, as well as the extent that their university has provided information or support, the next several figures show the distribution of responses. As seen in Figure 23, the vast majority of respondents (87.0%) reported that they **have not** received information about gambling risks from Portland State University (Figure 23). This suggests **an opportunity for PSU to conduct outreach on the topic**, since 48.2% of respondents **Agreed** that the university should be concerned about students gambling (Figure 8).

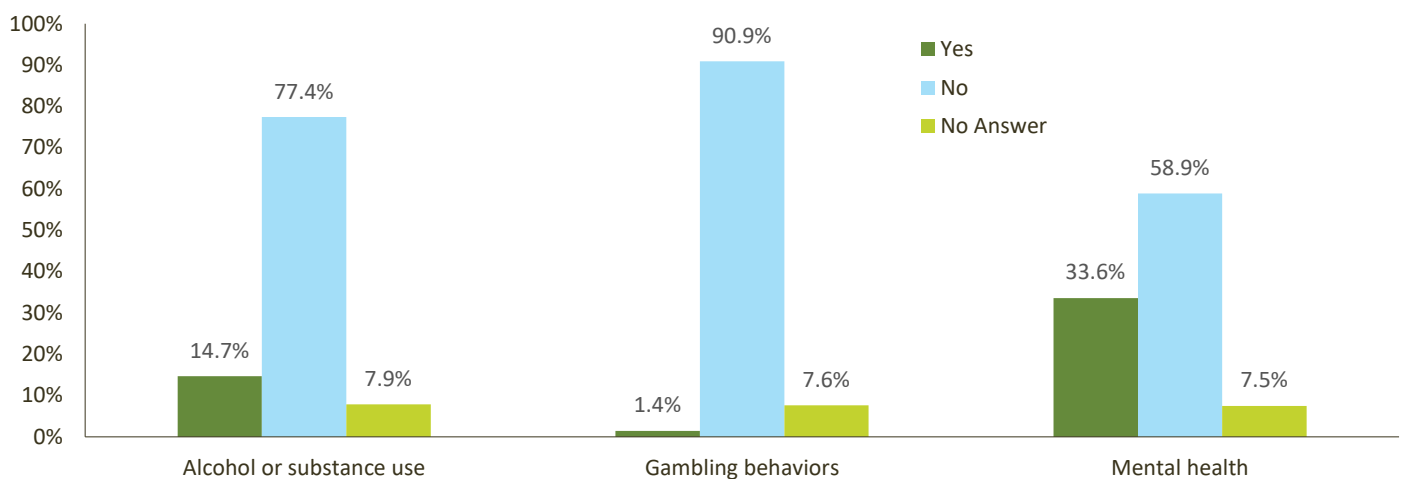
Figure 23: Information about Gambling Risks from University (N=694)



Q12: Have you received any information about gambling risks from the university you attend?

Further supporting the need for PSU to engage with students around problem gambling, only 1.4% of student respondents stated that they **had** been asked *about their gambling behaviors within the past 12 months*. Given that approximately 8% of adults will experience some form of problem gambling during their lifetime<sup>2</sup>, the disparities in university acknowledgement when contrasted with *substance use* (which 14.7% of respondents had been asked about) or *mental health* (33.6%) highlight a **potential area of oversight in addressing needs for support with problem gambling on campus** (Figure 24).

Figure 24: Asked about Problematic Behaviors by Someone at University Past 12 Months (N=694)

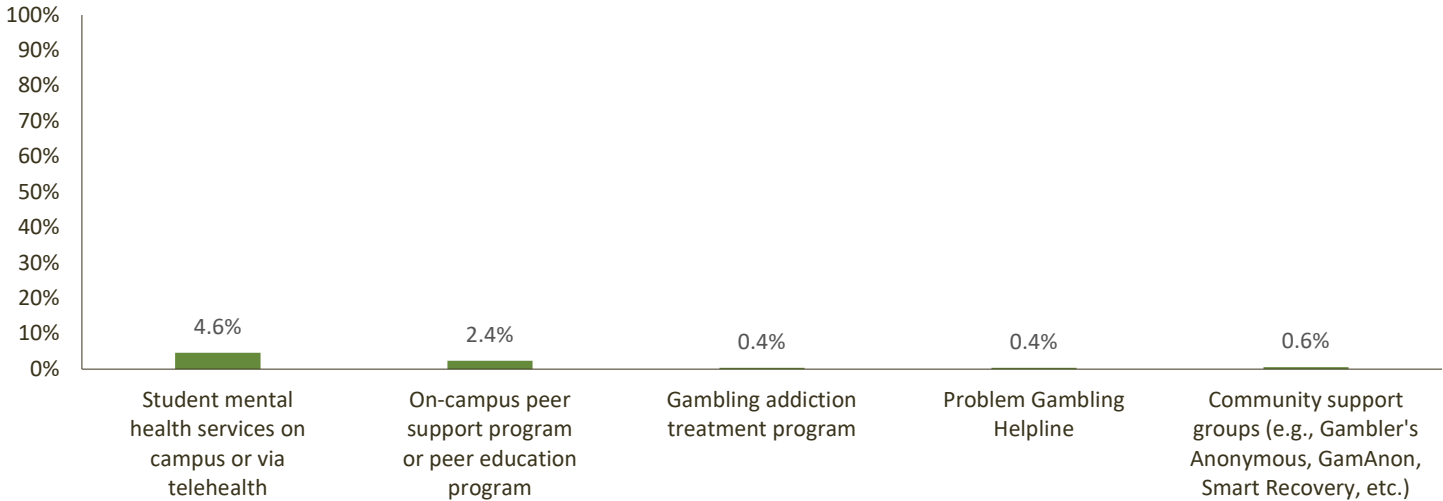


Q13: During the past 12 months, has anyone from the university (e.g., academic advisor, counselor, healthcare worker, professor, coach) asked you questions about your: Alcohol or substance use; Gambling behaviors

<sup>2</sup> Oregon Adult Gambling Behaviors Survey. [https://oregoncpg.org/wp-content/uploads/2018/01/OCPG\\_Handbook\\_3-12-18.pdf](https://oregoncpg.org/wp-content/uploads/2018/01/OCPG_Handbook_3-12-18.pdf)

Although engagement with problem gambling supports, presented in Figure 25, is low across both *university affiliated* and *community-based options*, respondents reported using *on-campus services* at a **higher** rate (7.0%) than alternative programs (1.4%). This propensity for *on-campus service access*, in conjunction with the minimal university dissemination of problem gambling information or staff check-ins with students (Figures 23 and 24), underscores the **value of universities developing reflexive outreach and interventions**.

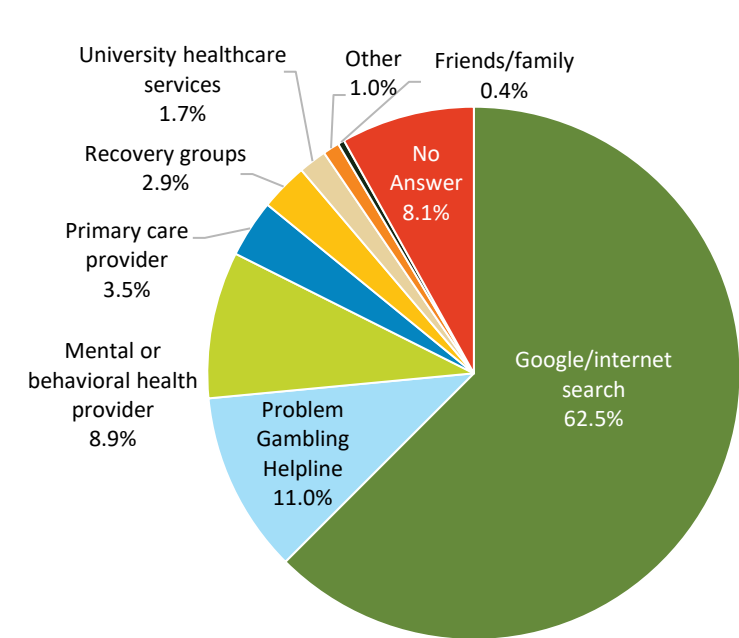
Figure 25: Gambling-Related Service Usage (N=694)



Q14: Have you ever used any of these services related to your or someone else’s gambling?

Figure 26 reveals that survey respondents utilize **internet searches** at the **highest rate** (62.5%) when seeking information about help for a gambling problem, followed by the **Problem Gambling Helpline** (11.0%) and **Mental or behavioral health providers** (8.9%). Despite being the service most accessed by students to assist in problem gambling support (Figure 25), **University healthcare services** was minimally reported as a source of potential aid when prompting the entire sample population, highlighting a **possible impact of minimal reported university outreach or intervention** (Figures 23 and 24).

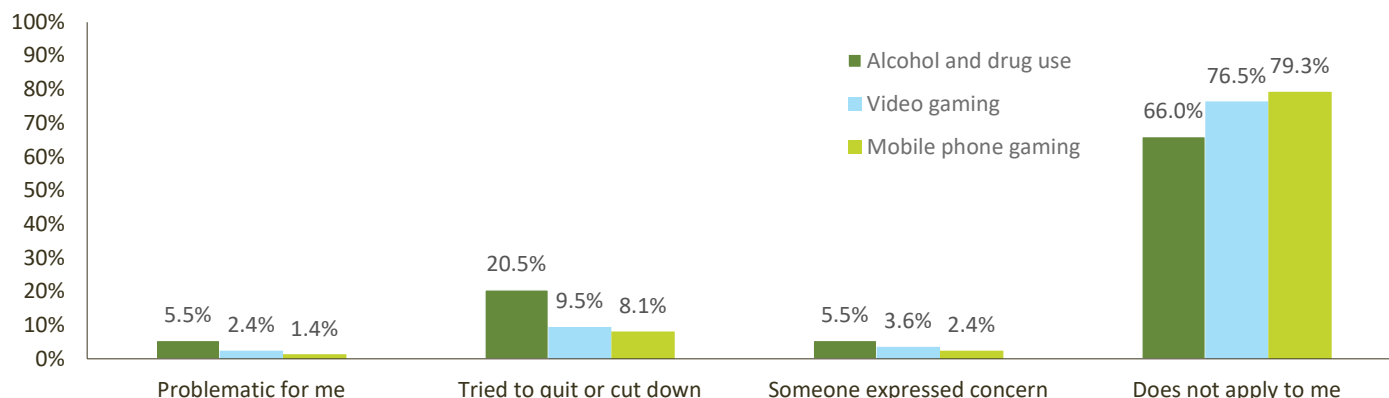
Figure 26: Primary Source for Problem Gambling Support (N=694)



Q15: The first place I would go to find information about help for a gambling problem would be...

Regarding substance use, video gaming, and mobile phone gaming, respondents were asked whether they identified their own behaviors as problematic, if they had tried to quit or cut down, or if someone had expressed concern. *Drug and alcohol use* had the **highest** rates across all categories: 5.5%, 20.5%, and 5.5%, respectively. Although 46.4% of respondents had indicated that they play video or mobile phone games multiple times a week (Figure 5), only 2.4% (for *video gaming*) and 1.4% (*mobile phone gaming*) reported problematic behavior (Figure 27).

Figure 27: Problematic Behaviors with Substances, Video Gaming, and Mobile Phone Gaming (N=694)

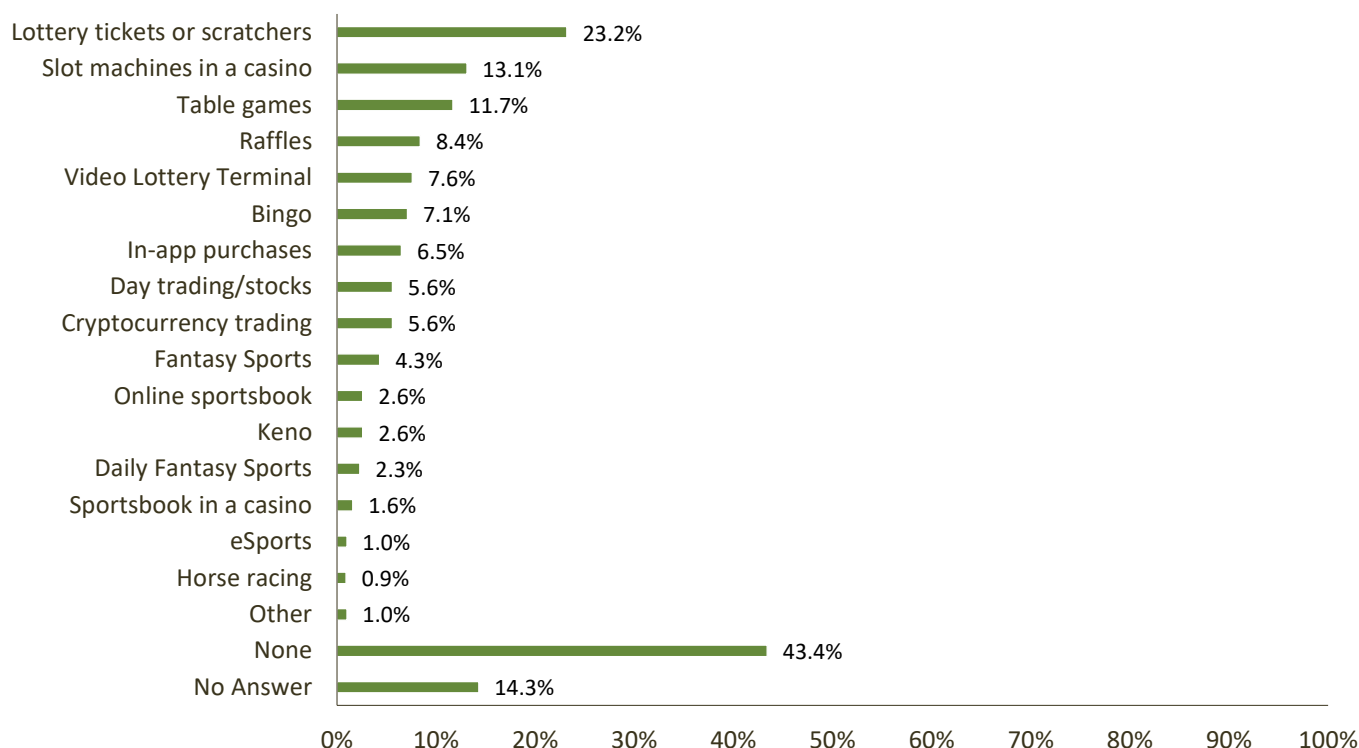


Q16\_1-3: During the past 12 months, which behaviors have been problematic for you, or have you tried to quit/cut down, or had someone express concern about? [select all that apply for each behavior]

## Gambling Behavior

To further understand how students engage with gambling, Figure 28 presents which types of gambling they reported participating in within the past year. The three most prevalent types of gambling within this sample include **lottery tickets or scratchers** (23.2%), **slot machines in a casino** (13.1%), and **table games** (11.7%).

Figure 28: Types of Gambling Past 12 Months (N=694)

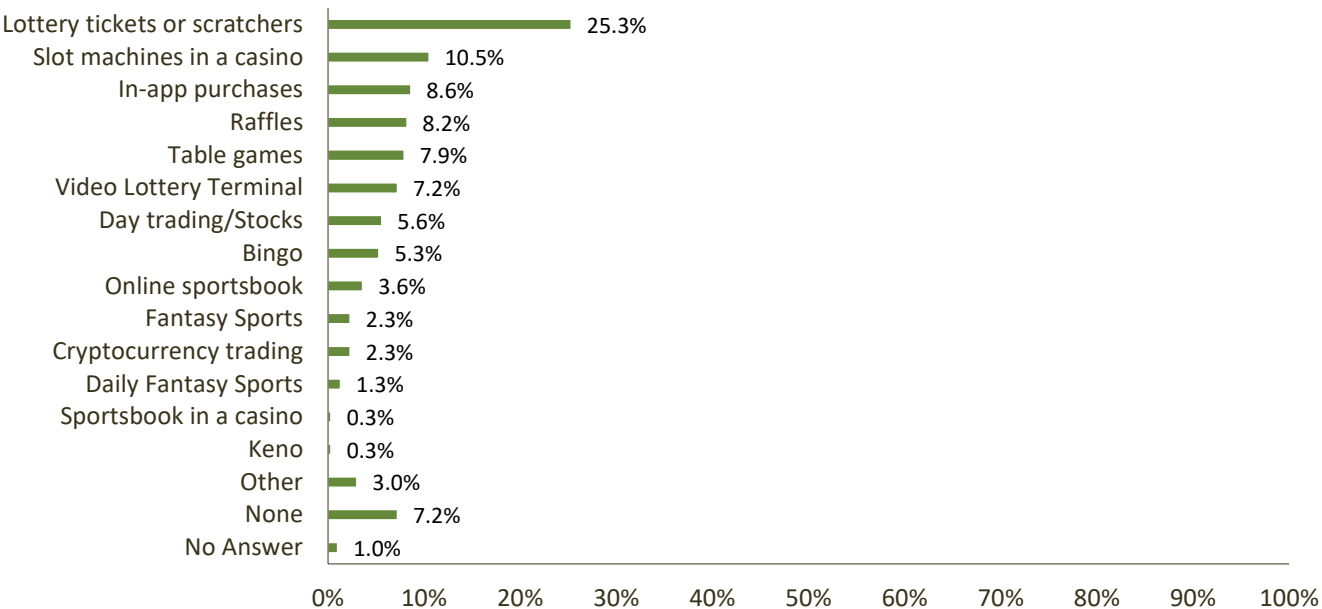


Q17: Which of the following types of gambling have you participated in at any time in the past 12 months? [Select all that apply]

For the remainder of this report, only respondents who selected at least one of these types of gambling (i.e., did not select **None, I have not gambled at all in the past 12 months**) were included in a “gamblers only” subgroup.

Figure 29 shows that for the respondents who reported gambling in the previous 12 months, **lottery tickets or scratchers** (25.3%), **slot machines in casinos** (10.5%), and **in-app purchases on mobile or console games with a chance to win something** (8.6%) were the types of gambling that they participated in most frequently during this timeframe.

Figure 29: Most Frequent Types of Gambling Past 12 Months (Gamblers Only, n=304)

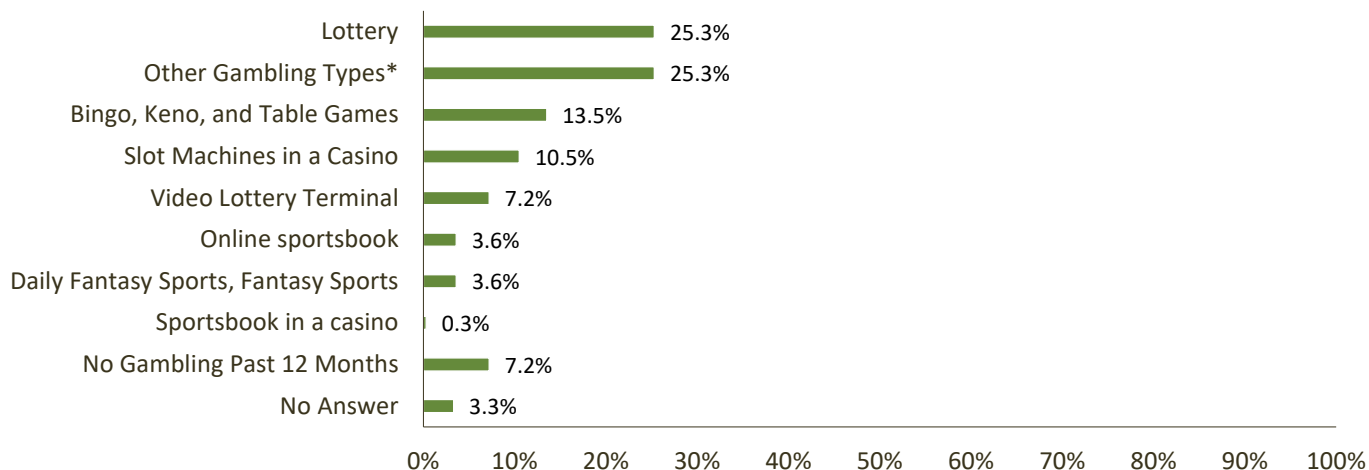


Q18: Which one of the following types of gambling have you participated in most frequently in the past 12 months? [Select only ONE]

Note that a portion of respondents here (7.2%) and in additional figures in this section selected **None, I have not gambled in the past 12 months**, despite previously indicating that they participated in at least one gambling activity as presented in Figure 28. This indicates a discrepancy between the activities defined as gambling by the Oregon Gambling Research Center and **whether or not the respondents also believe that they are gambling** by participating in those activities.

Based on guidance from the Oregon Gambling Research Center, the various types of gambling included in the survey were grouped into fewer categories. As seen in Figure 30, this group of respondents who gambled in the past 12 months reported that they participated in the **lottery** (25.3%) the most often, in addition to the combination of **other gambling types** such as crypto trading, horse racing, and raffles (25.3%).

Figure 30: Most Frequent Gambling Type Past 12 Months by Category (Gamblers Only,  $n=304$ )

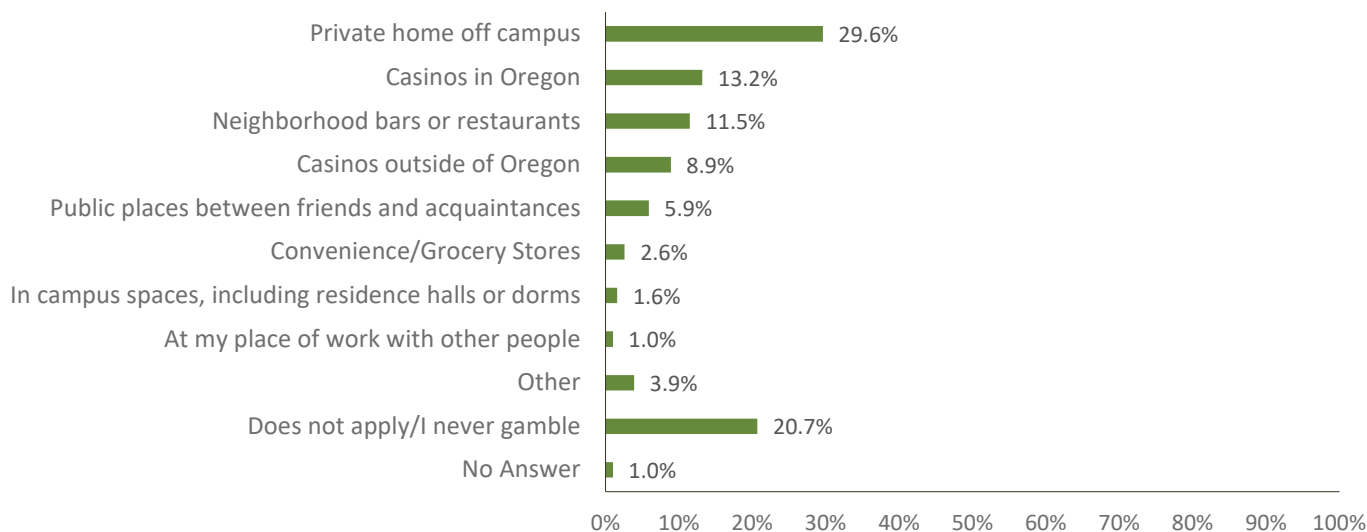


Q18\_Grouped\_Recode: Which one of the following types of gambling have you participated in most frequently in the past 12 months? [Select only ONE]

\*Other Gambling Types include: Crypto Trading, Day Trading, eSports, Horse Racing, In-app Purchases, Raffles, and Other

As shown in Figure 31, within this subsample, the most common locations respondents gamble are a **private home off campus** (29.6%), followed by **Oregon casinos** (13.2%), and **neighborhood bars or restaurants** (11.5%). Of the 20.7% of respondents who indicated that this question did not apply to them, they had previously selected **Lottery tickets/scratchers** (30.2%), **Raffles** (28.6%), **Bingo** (23.8%), and **In-app purchases** (22.2%) as the activities they engaged in the most frequently (as seen in Figure 28). This illustrates the point made previously about the **disparity between what respondents view as gambling and which activities are actually considered gambling**.

Figure 31: Gambling Locations (Gamblers Only,  $n=304$ )

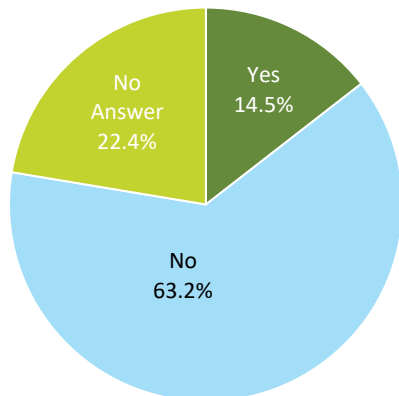


Q19: Where do you gamble most often? [select only one]



Continuing with the examination of the gamblers only subsample, nearly two-thirds (63.2%) indicated that they typically **do not** gamble through *online betting apps or websites* (Figure 32).

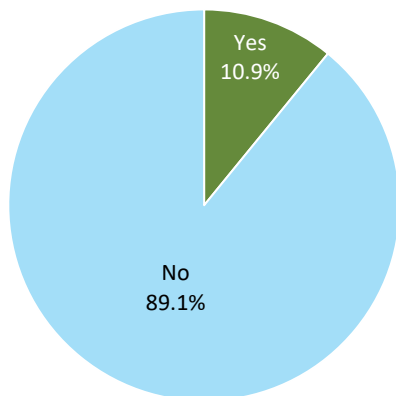
Figure 32: Gambling through Online Betting Apps or Websites (Gamblers Only,  $n=304$ )



Q20: At the place where you gamble most often, is that through an online betting app or website?

Similar to Figure 32, the majority of gamblers (89.1%) in this subsample reported that they **have not** ever utilized a *gambling website or app* to place a wager on a sporting event while living in Oregon (Figure 33).

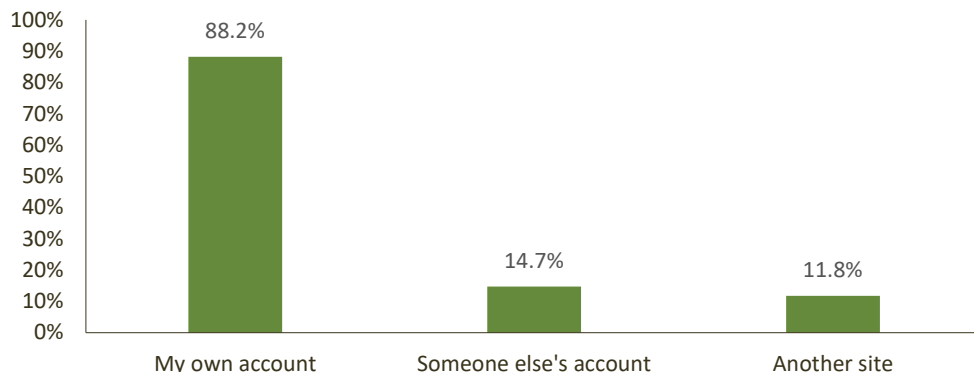
Figure 33: Placing Online Wagers in Oregon (Gamblers Only,  $n=304$ )



Q22: While living in Oregon, have you ever placed a wager on a sporting event using a gambling website or app?

For the 10.9% in Figure 33 who have previously placed wagers on sporting events online, most (9.5%) used **their own account** with the DraftKings Sportsbook app through the Oregon Lottery.

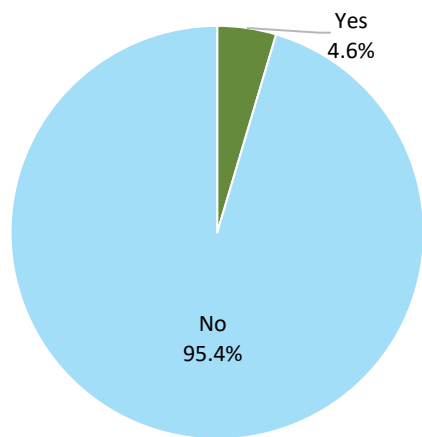
Figure 34: Methods of Placing Wagers with DraftKings Sportsbook App through Oregon Lottery ( $n=34$  respondents who placed wagers online)



Q23: (if yes on 22) While living in Oregon, what method did you use to place a wager on a sporting event [select all that apply]

Figure 35 shows that very few (4.6%) of the people who gambled within the last 12 months had also gambled prior to 21 years old, which is the legal age to gamble in person at casinos within Oregon—the overwhelming majority (95.4%) **had not placed wagers before they were 21**.

Figure 35: Placing Wagers Online Prior to 21 (Gamblers Only, n=304)

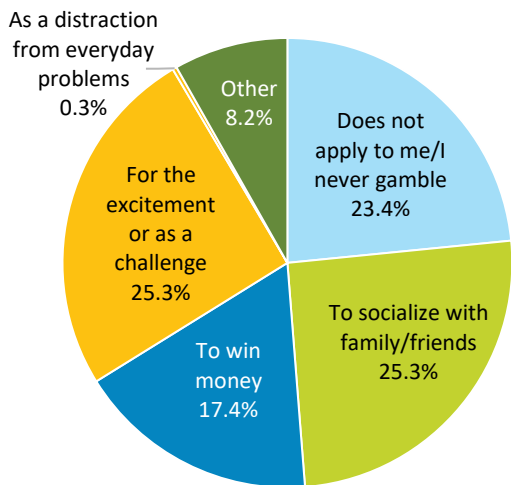


Q24: Have you ever placed a wager online before you were 21 years old?

When looking at motivations for gambling (Figure 36), there is an even split between **For the excitement or challenge** (25.3%) and **Socializing with family and friends** (25.3%), followed by **Winning money** (17.4%).

As with Figure 31, 23.4% of respondents answered that this question does not apply to them. Of those respondents, the most common activities they had previously selected (Figure 28) were **Lottery tickets/scratchers** (31.0%), **Raffles** (29.6%), and **Bingo** (22.5%).

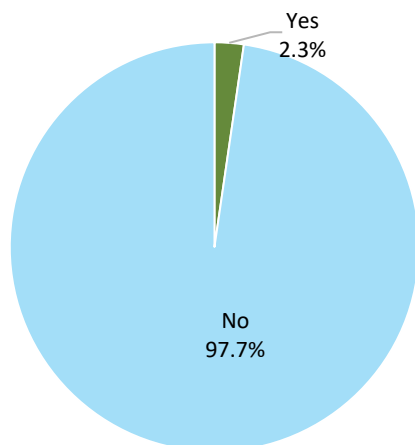
Figure 36: Motivations for Gambling (Gamblers Only, n=304)



Q25: Which of these best describes the most common reason why you gamble? [select only one]

Figure 37 shows that nearly all (97.7%) of gambling respondents **have not** experienced their behaviors *affecting their academic success*, which could be another **contributing factor explaining why many respondents reported that no one from their university had asked them about their gambling behaviors** (Figure 24).

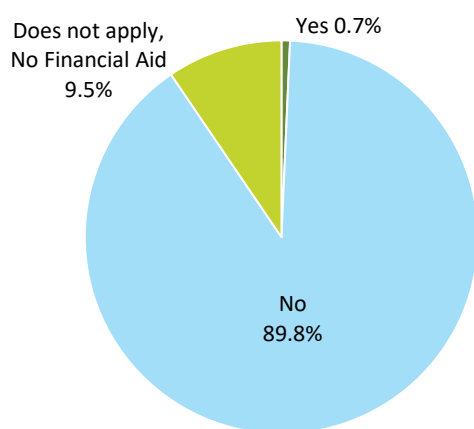
Figure 37: Academic Success Affected by Gambling (Gamblers Only,  $n=304$ )



Q26: Has gambling ever negatively affected your academic success, such as not completing your schoolwork, getting poor grades, not doing well on tests, or not meeting deadlines?

While some of the respondents (9.5%) do not currently utilize financial aid, the large majority (89.8%) of respondents reported that they **have not** used financial aid money to *gamble or pay off their gambling debts* (Figure 38).

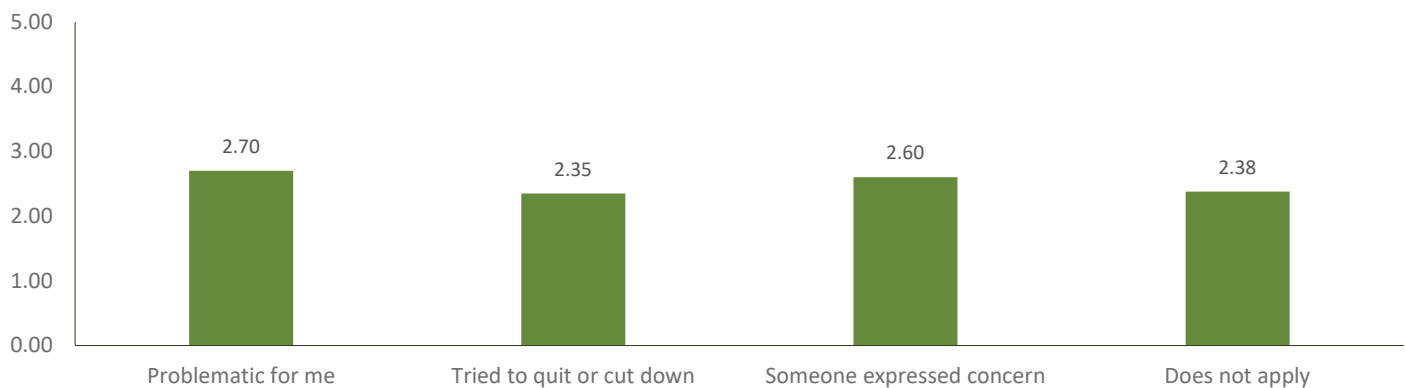
Figure 38: Used Student Financial Aid to Gamble or Pay for Gambling Debts (Gamblers Only,  $n=304$ )



Q27: Have you ever used money from your student financial aid to gamble or pay for gambling debts?

To better understand the connection between how many types of gambling these respondents engage in and their experiences with problematic substance abuse, a mean number of the gambling types selected by each student was generated (Figure 39). Respondents that self-identified with *Problematic substance use* reported a mean number of gambling types of 2.70, which was comparable to those who reported that *someone expressed concern* (2.60). The mean number of gambling types was lower for both those who *tried to quit or cut down* (2.35) and those who reported that it *does not apply* to them (2.38). Ultimately, these were not statistically significant differences, suggesting that for students who gamble, **the number of gambling activities they participate in is not impacted by the degree with which they struggle (or do not) with substance use.**

Figure 39: Substance Use by Mean Number of Gambling Types (Gamblers Only,  $n=304$ )



Q16a\_1\_1: During the past 12 months, what behaviors have been problematic for you? Drug or alcohol use – Problematic for me

Q16a\_1\_2: During the past 12 months, what behaviors have been problematic for you? Drug or alcohol use – Tried to quit or cut down

Q16a\_1\_3: During the past 12 months, what behaviors have been problematic for you? Drug or alcohol use – Someone expressed concern

Q16a\_1\_4: During the past 12 months, what behaviors have been problematic for you? Drug or alcohol use – Does not apply to me

Q17: Which of the following types of gambling have you participated in at any time in the past 12 months?

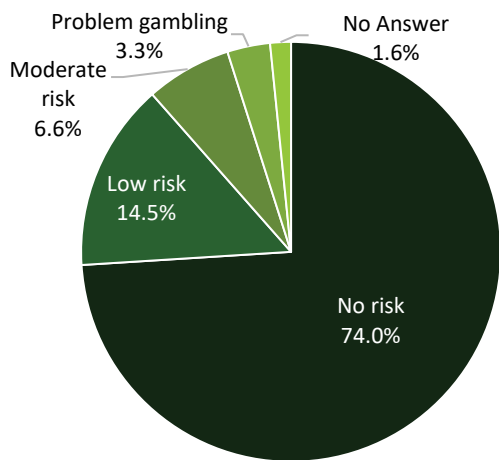
The Oregon Gambling Research Center was interested in the relationship between gamblers' **support for legalized collegiate gambling** (Figure 15) and **agreement** that *the university should be concerned about students gambling* (Figure 8). Conducting an analysis of this correlation revealed a significant negative relationship ( $r = -.375$ ,  $n=304$ ,  $p < .001$ ), indicating that student gamblers' tendency to support legalization of collegiate gambling is related to decreased interest in the university being concerned about student gambling. Comparing this result to that of the entire sample, which also includes the gamblers only subsample, there was an even stronger significant negative relationship found ( $r = -.447$ ,  $N=693$ ,  $p < .001$ ). This tells us that it's not only the student gamblers, but rather all of the respondents, who are **increasingly willing to support legalized collegiate gambling as their concern about student gambling decreases.**

## Problem Gambling Severity Index (PGSI)

This final set of figures illustrates responses to the PGSI, a standardized measure of identifying at risk gambling behaviors. It includes nine questions with four possible answers that have each been assigned numerical values: never=0, sometimes=1, most of the time=2, and almost always=3. The numerical values of each participant's answers were added together to create a PGSI score. A total of 0 points is considered no risk, 1 to 3 points is low risk, 4 to 7 points is moderate risk, and 8 or more points is defined as problem gambling.

Looking at the Gamblers Only subset, Figure 40 shows what percentage of respondents are considered *Problem gamblers* (3.3%), *Moderate risk gamblers* (6.6%), and *Low risk gamblers* (14.5%). Overall, **the majority** are considered *non-problem gamblers* (No risk, 74.0%) based on this index.

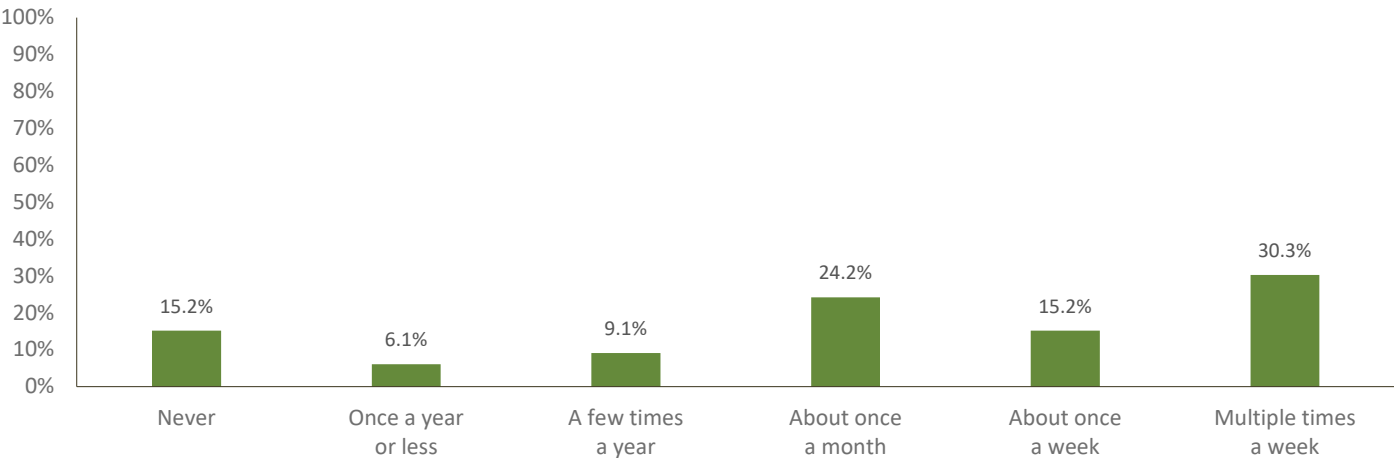
Figure 40: PGSI Risk Scores (Gamblers Only, n=304)



Q28: [Problem Gambling Severity Index (PGSI)]

Figure 41 shows that for survey respondents who were determined to be either *Moderate risk* or *Problem gamblers* (n=33), many of them (30.3%) engage with video or mobile games that do not involve wagering real money as often as **multiple times a week**. Approximately a quarter (24.2%) participate **about once a month**, and 15.2% reported that they **never** play these kinds of games. This analysis was determined to be not significant through chi-square testing ( $\chi^2(5, n=584) = 8.17, p=.147$ ), meaning it could not be ruled out that these results are due to chance.

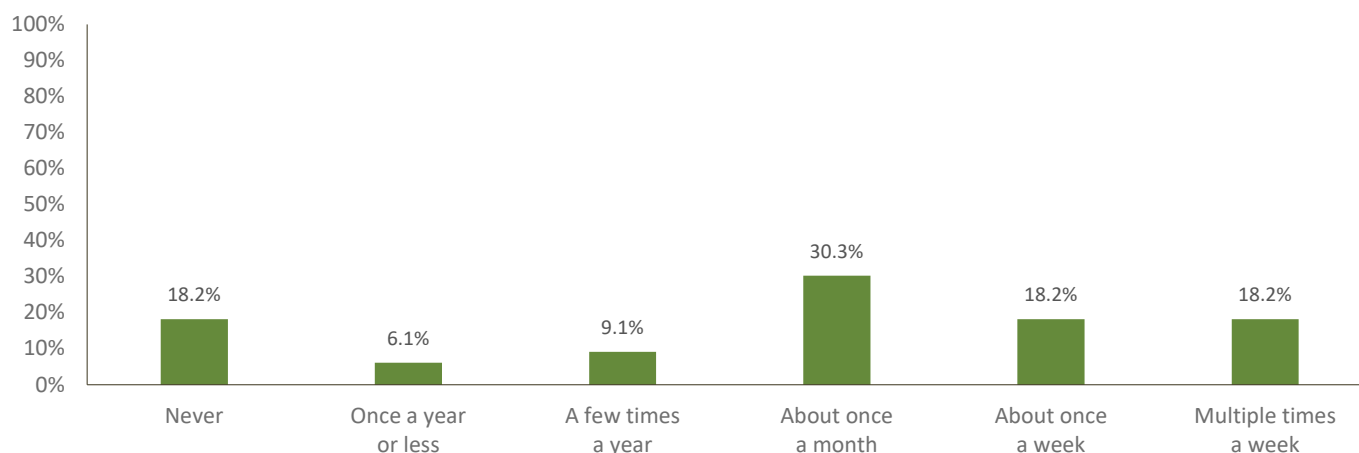
Figure 41: Playing Video or Mobile Games That Do Not Involve Wagering Real Money by PGSI Category – **Moderate Risk and Problem Gamblers Only** (n=33)



Q9\_4: During the past 12 months, how often have you participated in the following leisure activities? Playing console video games or mobile phone games that do not involve wagering real money or something else of value.  
PGSI\_Category – Moderate Risk/Problem Gambling

Within the same subset of *Moderate risk* and *Problem gambler* respondents, Figure 41 reveals that many respondents engage with card or board games that do not involve wagering real money **About once a month** (30.3%). Similar to Figure 42, running a chi-square analysis did not find significance in these results ( $\chi^2(5, n=585) = 5.32, p=.378$ ).

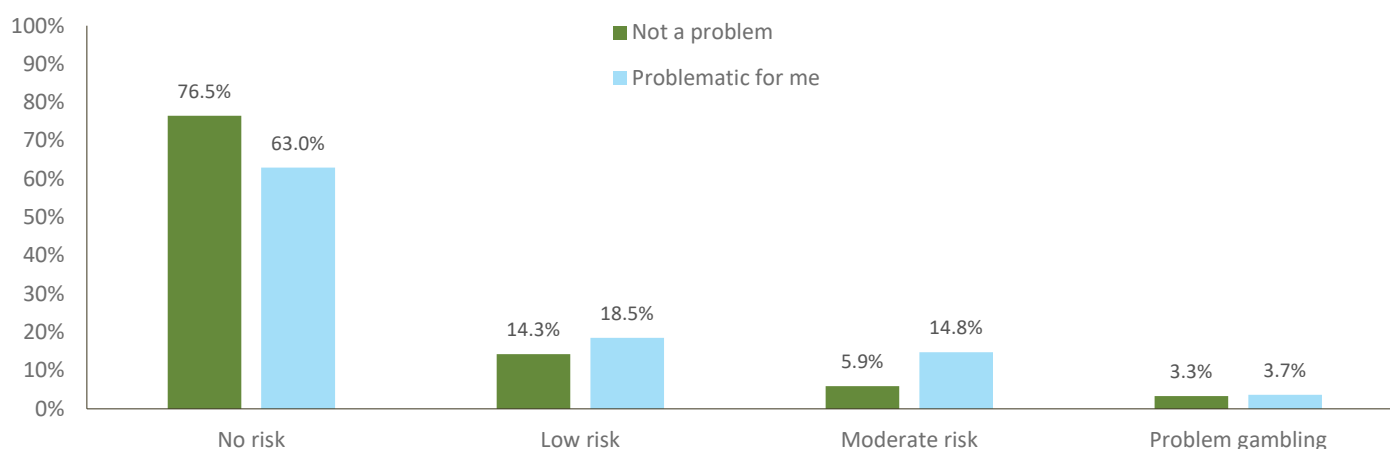
Figure 42: Playing Card or Board Games That Do Not Involve Wagering Real Money by PGSI Category – ***Moderate Risk and Problem Gamblers Only*** (n=33)



Q9\_5: During the past 12 months, how often have you participated in the following leisure activities? Playing card games or board games that do not involve wagering real money or something else of value  
PGSI\_Category

Exploring self-identified problematic substance use as a predictive factor for problem gambling in Figure 43 reveals that those who struggle with alcohol or drug use constitute **a higher percentage** of each PGSI risk category, with the largest disparity present in the *Moderate risk* group (14.8% **Problematic for me** compared to 5.9% **Not a problem** respondents). Within the *Problem Gambling* category, **Problematic** substance users (3.7%) and their **Not a problem** (3.3%) counterparts comprised similar percentages, while the majority share of each group fell within the *No Risk* PGSI category (63.0% and 76.5%, respectively). Both the chi-square results for the **Problematic for me** respondents ( $\chi^2(3, n=299) = 3.83, p=.281$ ) and the **Not a problem** respondents ( $\chi^2(3, n=299) = 6.34, p=.096$ ) were not significant.

Figure 43: Substance Use by PGSI Category (Gamblers Only, n=299)



Q16a\_1\_1: During the past 12 months, what behaviors have been problematic for you? Drug or alcohol use – Problematic for me

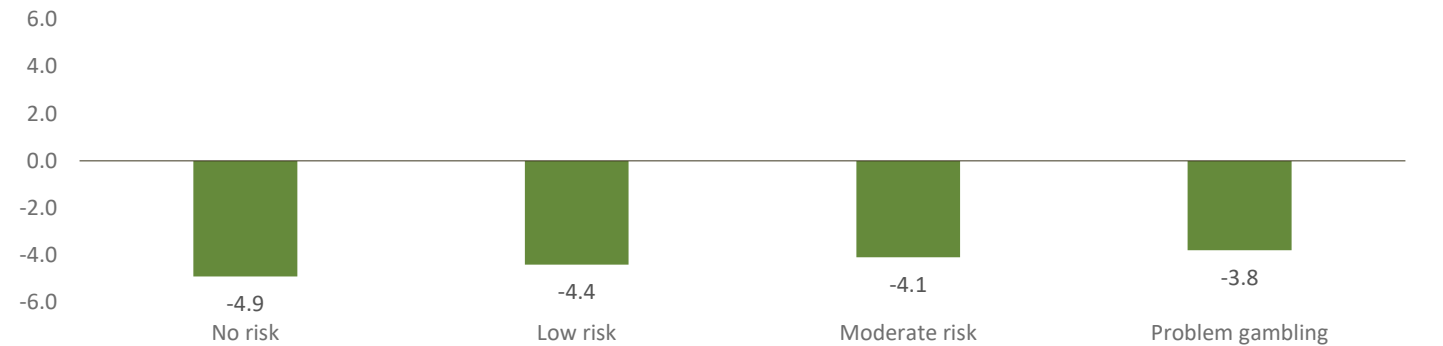
Q16a\_1\_4: During the past 12 months, what behaviors have been problematic for you? Drug or alcohol use – Does not apply to me  
PGSI\_Category



To better understand gamblers' acceptance of gambling myths, three items (*The more a person gambles, the better their odds of coming out ahead; When a person almost wins, it's a good sign that they are going to win soon; and If a person keeps gambling, their luck will change and they'll win back the money they've lost*) were coded via a bidirectional five-point Likert scale. Each possible answer was given the following numerical values: Strongly Disagree= -2, Disagree= -1, Neutral= 0, Agree= 1, and Strongly Agree= 2. These values were summed for each respondent, creating a range of as much as 6 points and as low as -6 points.

Utilizing this scale to look at differences in mean gambling myth scores across PGSI categories reveals that those within the *Problem gambling* group were **slightly less likely to disagree with myth statements** compared to *Moderate, Low, and No risk* categories (Figure 44).

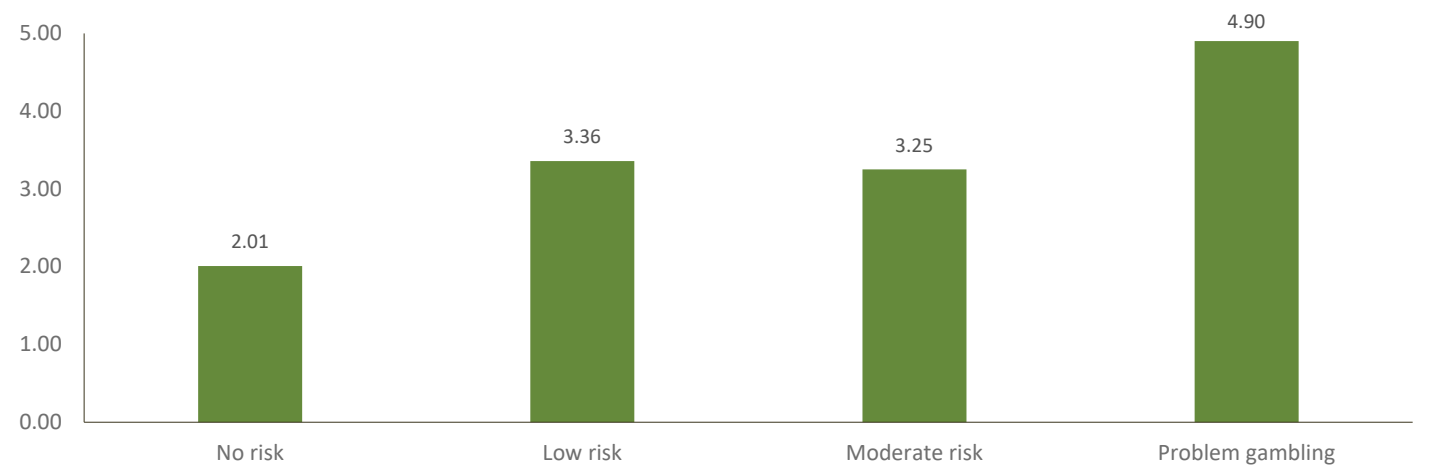
Figure 44: Mean Gambling Myth Scores by PGSI Category (Gamblers Only, n=299)



Q10\_4: To what degree do you agree or disagree with each of the following statements? The more a person gambles, the better their odds are of coming out ahead  
Q10\_5: To what degree do you agree or disagree with each of the following statements? When a person almost wins, it's a good sign that they are going to win soon  
Q10\_6: To what degree do you agree or disagree with each of the following statements? If a person keeps gambling, their luck will change and they'll win back the money they're lost  
PGSI\_Category

Examining mean number of gambling types across PGSI categories, those within the *Problem gambling* category reported a **higher mean** (4.90) than their lower risk counterparts (Figure 45). Notably, those within the *Moderate* and *Low risk* categories reported a similar gambling type mean (3.25 and 3.36, respectively) with *No risk* category respondents noting the lowest mean at 2.03.

Figure 45: Mean Number of Gambling Types by PGSI Category (Gamblers Only, n=304)



Q17: Which of the following types of gambling have you participated in at any time in the past 12 months?  
PGSI\_Category

# Summary of Qualitative Responses

All respondents had the chance to share additional thoughts they had about gambling at the end of the survey. The majority of survey respondents utilized this space to voice negative opinions toward the legalization of collegiate sports betting and gambling in general. This included viewing gambling as “**destructive**” and “**irresponsible**,” or expressing “**general concern regarding collegiate gambling**.” Respondents that fell within these categories most often discussed the personal and familial impact of gambling. There were also many mentions of the ethical implications of PSU benefitting financially from students engaging in gambling, and how bringing collegiate gambling onto campus could waste already limited student resources and negatively impact the student population.

*“Simply put: gambling addiction, like all other addiction, can irreparably damage the lives of not only the addict but of those closest to them. I would hate for that fate to befall students.”*

*“Students are often at university to try and get out of the cycle of poverty they're in. Students are also often (not always) young and susceptible to marketing strategies that paint gambling as harmless, or something exciting and risky. I believe keeping gambling away from people, especially students who might be suckered into spending all their money, is the best policy for any university.”*

*“Please do not ever allow gambling/gambling culture for college sports become a thing.”*

Although survey respondents were generally opposed to expanded gambling access, a small portion of respondents voiced support for legalization. Some named self-determination as the reason for their support, while others asserted that this should not be of concern to PSU. Additional comments stated that responsible gambling is ultimately up to the individual. However, about half of respondents who did endorse legalization did so with the caveat that supportive resources for problematic gambling should be expanded, again citing a right to self-determination and the university's role in caring for its students.

*“That I choose not to gamble does not mean I want to place restrictions on other people's choice. Of course gambling should be available to those who wish to, People are capable of being responsible for their own actions and engaging with entertainment. Also, the only thing harming university sport's character is the refusal to pay student athletes while profiting off of their labor and image.”*

*“It's time for Oregon to allow gambling on College Sports through Draft Kings.”*

*“I believe gambling is a personal choice but that there should be resources for addicts readily available, especially for college students, and open discourse about how/when it can be abused.”*

# Next Phase

---

Now that the pilot phase of the Oregon Student Gambling Survey at Portland State University has been completed, the research team will enter the next phase of this work. The survey will be edited based on reviewing the comments provided by respondents in the last, open-ended survey item. Two primary issues were raised by those respondents will be addressed:

- ♦ The survey was too long.
- ♦ Items about gambling should not be asked of those who report not having gambled in the last 12 months.

The evaluation team has been reaching out to other Oregon universities and colleges (4-year and 2-year) to secure their interest in fielding the survey to their students. Due to the PSU researchers not having access to student email addresses at other schools, we reached out to the institutional research offices. Due to limited response from those offices, we identified student-led groups on each campus to inquire about their willingness to send invitational emails to their student lists. Our goal is to secure as many additional Oregon colleges and universities to field the survey as possible.

As a result of the PSU research team not being able to secure email lists, the survey will be implemented anonymously at each of the willing universities and colleges. A single web link to the survey will be shared each school so that any students with the link can complete the survey. We will implement an additional step in the data cleaning process to determine if multiple records are received from the same student using demographic variables in the survey. Although this is unlikely without offering an incentive, the step will ensure that only unique responses will be included in the analysis.

We anticipate fielding the surveys in Fall and Winter quarters, with the goal of analyzing the data received and preparing a final report by the end of Spring quarter 2024.

# Appendix A: Survey Instrument

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NOTE: This formatted version of the survey is included for ease of review. The web-based survey was identical in content and structure.

Welcome to the Oregon Student Gambling Survey! This survey is being conducted by the Oregon Gambling Research Center in partnership with the Regional Research Institute of PSU. We are interested in the ways students gamble and how issues related to gambling might affect them, whether they gamble or not.

Your participation is voluntary and confidential. We guarantee your privacy. No one except the researchers conducting the survey will have access to your personal contact information. Your answers will be grouped with the answers of all other participants in the survey. Your contact information will not be stored with your answers, so there is no way to identify you as a participant.

There will be a link to resources at the end of the survey.

You may contact [research@oregoncpq.org](mailto:research@oregoncpq.org) for any questions regarding this survey.

1. Which of the following best describes your living situation? *[select only one]*
  - ☐ Live in dormitory or other on-campus housing
  - ☐ Live off campus in family home
  - ☐ Live off campus with roommates or alone
  - ☐ Other: \_\_\_\_\_
2. Have you used student loans to finance any part of your education?
  - ☐ Yes
  - ☐ No
  - ☐ Don't know
3. Have you ever been eligible for a Pell Grant?
  - ☐ Yes
  - ☐ No
  - ☐ Don't know
4. Have you been a student athlete at the university you are currently attending?
  - ☐ Yes
  - ☐ No
5. (If yes on 4) Which sport? \_\_\_\_\_
6. During the past 12 months, have you seen gambling advertisements on campus or at your university sports arenas?
  - ☐ Yes
  - ☐ No
  - ☐ Don't know/Don't remember
7. During the past 12 months, have you had gambling marketing messages appear on your computer or mobile device while on the internet?
  - ☐ Yes
  - ☐ No
  - ☐ Don't know/Don't remember
8. During the past 12 months, have gambling activities (such as poker nights or raffles) occurred at school-sponsored activities?
  - ☐ Yes
  - ☐ No
  - ☐ Don't know/Don't remember

**[OTHER LEISURE (everyone)]**

9. During the past 12 months, how often have you participated in the following leisure activities?

	Multiple times a week	About once a week	About once a month	A few times a year	Once a year or less	Never
Watching/following college or professional sports (e.g., on television or online)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Attending a college sports event/game (in-person)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Attending a professional sports event/game (in-person)	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Playing console video games or mobile phone games that do not involve wagering real money or something else of value	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Playing card games or board games that do not involve wagering real money or something else of value	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Participating in fantasy sports leagues that involve real money or something else of value	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gambling in casinos or bars	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Gambling on mobile devices or internet	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

**[ATTITUDE QUESTIONS (Everyone)]**

To what degree do you agree or disagree with each of the following statements?	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
Gambling is a fun and harmless form of entertainment.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The university should be concerned about college students gambling.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The university should form partnerships with gambling companies to earn revenue for the university.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
The more a person gambles, the better their odds are of coming out ahead.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
When a person almost wins, it's a good sign that they are going to win soon.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
If a person keeps gambling, their luck will change and they'll win back the money they've lost.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I am concerned about potential negative impacts on young people from increased exposure to gambling ads and promotions.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
If intercollegiate sports betting were legalized in Oregon, I am concerned that the integrity of the sport or the athletes could be affected.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Legalized gambling in Oregon should be expanded to include betting on college sports.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
If someone close to me had a gambling problem, I would know how to get help for them.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

To what degree do you agree or disagree with each of the following statements?	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree
I have been concerned about someone else's gambling.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I have talked to someone about my concerns with their gambling.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I would gamble more often if I could legally bet on college sports.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Legalizing collegiate sports betting would negatively affect the campus culture.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I have personally been negatively affected by the gambling behaviors of a friend, family member, coworker, or someone else I know.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
I would be embarrassed if a family member needed help for a gambling problem.	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

#### OTHER HEALTH

12. Have you received any information about gambling risks from the university you attend?

- ☐ Yes  
☐ No

13. During the past 12 months, has anyone from the university (e.g., academic advisor, counselor, healthcare worker, professor, coach) asked you questions about your:

Yes	No	
<input type="radio"/>	<input type="radio"/>	Alcohol or substance use
<input type="radio"/>	<input type="radio"/>	Gambling behaviors
<input type="radio"/>	<input type="radio"/>	Mental health (e.g., depression, anxiety, suicide)

14. Have you ever used any of these services related to your or someone else's gambling?

Yes	No	
<input type="radio"/>	<input type="radio"/>	Student mental health services on campus or via telehealth
<input type="radio"/>	<input type="radio"/>	On-campus peer support program or peer education program
<input type="radio"/>	<input type="radio"/>	Gambling addiction treatment program
<input type="radio"/>	<input type="radio"/>	Problem Gambling Helpline
<input type="radio"/>	<input type="radio"/>	Community support groups (e.g., Gamblers Anonymous, GamAnon, Smart Recovery, etc.)

15. The first place I would go to find information about help for a gambling problem would be... *[select only one]*

- ☐ Problem gambling helpline  
☐ Google/internet search  
☐ University healthcare services  
☐ Primary care provider  
☐ Mental or behavioral health provider  
☐ Gamblers Anonymous  
☐ Other: \_\_\_\_\_

16. During the past 12 months, which behaviors have been problematic for you, or have you tried to quit/cut down, or had someone express concern about? *[select all that apply for each behavior]*

	Problematic for me	Tried to quit or cut down	Someone expressed concern	Does not apply to me
a. Drug or alcohol use	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
b. Video Gaming (e.g., on a console, PC, handheld device)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
c. Mobile phone gaming (e.g., Candy Crush, Pokémon GO, Homescapes, Clash of Clans)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

**[GAMBLING BEHAVIORS]** The next set of questions asks about gambling behaviors. We define gambling as wagering something of value on an event with an uncertain outcome with the intent of winning something else of value.

17. Which of the following types of gambling have you participated in at any time in the past 12 months? *[Select all that apply]*

- |  |   |
|--|---|
| <input type="checkbox"/> Bingo   | <input type="checkbox"/> Lottery tickets or scratchers                          |
| <input type="checkbox"/> Cryptocurrency trading  | <input type="checkbox"/> Online sportsbook                                      |
| <input type="checkbox"/> Daily Fantasy Sports  | <input type="checkbox"/> Raffles  |
| <input type="checkbox"/> Day trading/Stocks  | <input type="checkbox"/> Slot Machines in a casino                              |
| <input type="checkbox"/> eSports   | <input type="checkbox"/> Sportsbook in a casino                                 |
| <input type="checkbox"/> Fantasy Sports  | <input type="checkbox"/> Table Games (e.g., Poker, Craps, Roulette, Blackjack)  |
| <input type="checkbox"/> Horse racing  | <input type="checkbox"/> Video Lottery Terminal (e.g., video poker, line games) |
| <input type="checkbox"/> In-app purchases and on mobile or console games for a chance to win something | <input type="checkbox"/> Other type of gambling: _____                          |
| <input type="checkbox"/> Keno  | <input type="checkbox"/> None, I have not gambled at all in the past 12 months  |

18. Which one of the following types of gambling have you participated in most frequently in the past 12 months? *[Select only ONE]*

- |   |  |
|---|--|
| <input type="radio"/> Bingo   | <input type="radio"/> Lottery tickets or scratchers                          |
| <input type="radio"/> Cryptocurrency trading  | <input type="radio"/> Online sportsbook                                      |
| <input type="radio"/> Daily Fantasy Sports  | <input type="radio"/> Raffles  |
| <input type="radio"/> Day trading/Stocks  | <input type="radio"/> Slot Machines in a casino                              |
| <input type="radio"/> eSports   | <input type="radio"/> Sportsbook in a casino                                 |
| <input type="radio"/> Fantasy Sports  | <input type="radio"/> Table Games (e.g., Poker, Craps, Roulette, Blackjack)  |
| <input type="radio"/> Horse racing  | <input type="radio"/> Video Lottery Terminal (e.g., video poker, line games) |
| <input type="radio"/> In-app purchases and on mobile or console games for a chance to win something | <input type="radio"/> Other type of gambling: _____                          |
| <input type="radio"/> Keno  | <input type="radio"/> None, I have not gambled at all in the past 12 months  |

19. Where do you gamble most often? *[select only one]*

- ☐ Does not apply/I never gamble
- ☐ Casinos in Oregon
- ☐ Neighborhood bars or restaurants (e.g., Video Lottery Terminals)
- ☐ In campus spaces, including residence halls or dorms
- ☐ Private home off campus
- ☐ Public places between friends and acquaintances (e.g., golf courses, sporting events or bowling alleys)
- ☐ At my place of work with other people
- ☐ Other: \_\_\_\_\_



20. At the place where you gamble most often, is that through an online betting app or website?
- ☐ Yes
- ☐ No
21. Prior to taking this survey, were you aware that sports betting is legal in Oregon using the DraftKings Sportbook app through the Oregon Lottery?
- ☐ Yes
- ☐ No
22. While living in Oregon, have you ever placed a wager on a sporting event using a gambling website or app?
- ☐ Yes
- ☐ No
23. (if yes on 22) While living in Oregon, what method did you use to place a wager on a sporting event *[select all that apply]*
- ☐ My own account with the DraftKings Sportbook app through the Oregon Lottery
- ☐ Using someone else's account with the DraftKings Sportbook app through the Oregon Lottery
- ☐ On a site other than the DraftKings Sportbook app through the Oregon Lottery
24. Have you ever placed a wager online before you were 21 years old?
- ☐ Yes
- ☐ No
25. Which of these best describes the most common reason why you gamble? *[select only one]*
- ☐ Does not apply to me/I never gamble
- ☐ To socialize with friends/family
- ☐ To be alone, away from everyone
- ☐ To win money
- ☐ For the excitement or as a challenge
- ☐ As a distraction from everyday problems
- ☐ Other: \_\_\_\_\_
26. Has gambling ever negatively affected your academic success, such as not completing your schoolwork, getting poor grades, not doing well on tests, or not meeting deadlines?
- ☐ Yes
- ☐ No
27. Have you ever used money from your student financial aid to gamble or pay for gambling debts?
- ☐ Does not apply to me/I have never received student financial aid
- ☐ Yes
- ☐ No

***[Problem Gambling Severity Index (PGSI)]***

Please respond to all of the following nine items. They are part of a standardized scale and if any item is left blank, none of the other responses can be used.

28. During the past 12 months, how often ...	Never	Sometimes	Most of the Time	Almost Always
When you think of the past 12 months, have you bet more than you could really afford to lose?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

28. During the past 12 months, how often ...	Never	Sometimes	Most of the Time	Almost Always
Still thinking about the past 12 months, have you needed to gamble with larger amounts of money to get the same feeling of excitement?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Have you gone back on another day to try to win back the money you lost?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Have you borrowed money or sold anything to gamble?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Have you felt that you might have a problem with gambling?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Have people criticized your betting or told you that you had a gambling problem, whether or not you thought it was true?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Have you felt guilty about the way you gamble or what happens when you gamble?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Has gambling caused you any health problems, including stress or anxiety?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
Has your gambling caused any financial problems for you or your household?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>

## DEMOGRAPHICS

The following items will be used to describe the group of respondents completing the survey.

29. What year were you born? \_\_\_\_\_

30. What is your gender? *[Select ALL that apply]*

- ☐ Girl, Woman
- ☐ Boy, Man
- ☐ Non-binary
- ☐ Agender/No gender
- ☐ Questioning
- ☐ Trans man

- ☐ Trans woman
- ☐ Not listed, please describe: \_\_\_\_\_
- ☐ Don't know
- ☐ I don't want to answer

31. How do you describe your sexual orientation or sexual identity? *[select all that apply]*

- ☐ Same-gender loving
- ☐ Same-sex loving
- ☐ Lesbian
- ☐ Gay
- ☐ Bisexual
- ☐ Straight (attracted mainly to or only to other gender(s) or sex(s))

- ☐ Pansexual
- ☐ Asexual
- ☐ Queer
- ☐ Questioning
- ☐ Not listed, please describe: \_\_\_\_\_
- ☐ I don't know what this questions is asking
- ☐ I don't want to answer

32. Which of the following describes your racial or ethnic identity? Please select ALL that apply.

American Indian or Alaska Native

- ☐ American Indian
- ☐ Alaska Native
- ☐ Canadian Inuit, Metis or First Nation
- ☐ Indigenous Mexican, Central, or South American

Latinx or Hispanic

- ☐ Central American
- ☐ Mexican
- ☐ South American
- ☐ Other Latinx or Hispanic

Asian

- ☐ Asian Indian
- ☐ Cambodian
- ☐ Chinese
- ☐ Communities of Myanmar
- ☐ Filipino/a
- ☐ Hmong
- ☐ Japanese
- ☐ Korean
- ☐ Laotian
- ☐ South Asian
- ☐ Vietnamese
- ☐ Other Asian

Middle Eastern/Northern African

- ☐ Middle Eastern
- ☐ North African

Native Hawaiian or Pacific Islander

- ☐ Chamorro
- ☐ Marshallese
- ☐ Communities of the Micronesian Region
- ☐ Native Hawaiian
- ☐ Samoan
- ☐ Other Pacific Islander

Black or African American

- ☐ African American
- ☐ Afro-Caribbean
- ☐ Ethiopian
- ☐ Somali
- ☐ Other African (Black)
- ☐ Other Black

White

- ☐ Eastern European
- ☐ Slavic
- ☐ Western European
- ☐ Other White

☐ Not listed above (please describe): \_\_\_\_\_

☐ Don't know

☐ I prefer not to disclose

33. In what country were you born? \_\_\_\_\_

34. What is the highest level of education either parent has completed (i.e., across both parents)? *[Select ONLY one]*

- ☐ Grade 1 through 11
- ☐ High school diploma or GED
- ☐ Some college, but no degree
- ☐ Associates degree (2-year degree)
- ☐ Bachelor's degree (4-year degree)
- ☐ Graduate or professional degree
- ☐ Trade school or certificate program
- ☐ Other (please specify): \_\_\_\_\_

35. Is there anything else you would like to tell us associated with gambling? \_\_\_\_\_

36. You are the first group of students to be taking this survey. What feedback can you give us about the survey itself? \_\_\_\_\_

End: Thank you for completing this survey. If you would like to know more about resources that address gambling, please click here <https://www.opgr.org/> and it will take you to the **Oregon Problem Gambling Resource** page.

# Appendix B: Recruitment Emails

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#1 – INVITATION (Sent Thursday, March 30, 2023 at 11:00 am)

From: [elliottd@pdx.edu](mailto:elliottd@pdx.edu)

Subject: Help Inform Gambling Policy in Oregon

Dear PSU Student,

Oregon is currently considering changes in the types of legalized gambling. We want to know how university students generally participate in or refrain from different types of gambling and how they might be affected by these changes.

We are seeking your input on these important issues.

We are conducting a brief survey to learn about your experiences and opinions related to gambling in Oregon. We want to hear from you whether you gamble or not!

The survey only takes 5-10 minutes and is voluntary, completely secure, and confidential. To share your thoughts, can click the link below.

[LINK]

[include statement and link about copying and pasting into browser]

Your feedback is important to us and the results of this survey will be used to make informed decisions about gambling policy that may affect students.

Thank you for telling us what you think!

Debi Elliott, PhD  
Regional Research Institute for Human Services  
Portland State University

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This survey is being conducted by the Regional Research Institute for Human Services (RRI) at PSU on behalf of the Oregon Gambling Research Center. The RRI respects your privacy and takes every step to protect your confidentiality. Your participation or non-participation in this survey will not affect you or your relationship with PSU in any way. If you have any questions about the content of this survey, please contact Andrea Dassopoulos at [research@oregoncpg.org](mailto:research@oregoncpg.org). If you have questions about the web survey functionality, please contact Tyson VanOverhill at [tvanover@pdx.edu](mailto:tvanover@pdx.edu).

If you do not wish to receive any future reminders about this survey, you may unsubscribe here:

From: [elliotttd@pdx.edu](mailto:elliotttd@pdx.edu)

Subject: Influence the Conversation: How Does Gambling Affect Students in Oregon

Dear PSU Student,

Last week we invited you to participate in a survey about gambling in Oregon. Because Oregon is currently considering changes in the types of legalized gambling, we want to know how university students generally participate in or refrain from different types of gambling and how they might be affected by these changes.

If you already completed the survey, thank you! If not, please take a few minutes to share your experiences and opinions related to gambling in Oregon. We want to hear from you whether you gamble or not!

The survey only takes 5-10 minutes and is voluntary, completely secure, and confidential. To share your thoughts, can click the link below.

[LINK]

[include statement and link about copying and pasting into browser]

Your feedback is important to us and the results of this survey will be used to make informed decisions about gambling policy that may affect students.

Thank you for telling us what you think!

Debi Elliott, PhD  
Regional Research Institute for Human Services  
Portland State University

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This survey is being conducted by the Regional Research Institute for Human Services (RRI) at PSU on behalf of the Oregon Gambling Research Center. The RRI respects your privacy and takes every step to protect your confidentiality. Your participation or non-participation in this survey will not affect you or your relationship with PSU in any way. If you have any questions about the content of this survey, please contact Andrea Dassopoulos at [research@oregoncpg.org](mailto:research@oregoncpg.org). If you have questions about the web survey functionality, please contact Tyson VanOverhill at [tvanover@pdx.edu](mailto:tvanover@pdx.edu).

If you do not wish to receive any future reminders about this survey, you may unsubscribe here:

From: [elliotttd@pdx.edu](mailto:elliotttd@pdx.edu)

Subject: Please Share Your Thoughts about Gambling in Oregon

Dear PSU Student,

We are seeking your input on gambling in Oregon. Changes in the types of legalized gambling are currently being considered in Oregon. We think it is important to include the voices of university students to inform those potential changes. We want to hear from you whether you gamble or not!

If you already completed the survey, thank you! If not, please take a few minutes to share your experiences and opinions related to gambling in Oregon by April 16<sup>th</sup>.

The survey only takes 5-10 minutes and is voluntary, completely secure, and confidential. To share your thoughts, can click the link below.

[LINK]

[include statement and link about copying and pasting into browser]

The results of this survey will be used to make informed decisions about gambling policy that may affect students.

Thank you for telling us what you think!

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If you do not wish to receive any future reminders about this survey, you may unsubscribe here:

From: [elliotttd@pdx.edu](mailto:elliotttd@pdx.edu)

Subject: You Still Have Time to Share Your Thoughts on Gambling in Oregon

Dear PSU Student,

As we have mentioned in previous emails, Oregon is considering making changes in the types of legalized gambling are currently being considered in Oregon. We believe knowing how university students generally participate in or refrain from different types of gambling and how they might be affected by these changes is important. We want to hear from you whether you gamble or not!

If you already completed the survey, thank you! If not, please take a few minutes to share your experiences and opinions related to gambling in Oregon by April 20<sup>th</sup>.

The survey only takes 5-10 minutes and is voluntary, completely secure, and confidential. To share your thoughts, can click the link below.

[LINK]

[include statement and link about copying and pasting into browser]

Your feedback is important to us and the results of this survey will be used to make informed decisions about gambling policy that may affect students.

Thank you for telling us what you think!

Debi Elliott, PhD  
Regional Research Institute for Human Services  
Portland State University

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