



# Francis Group

Appendix to Informing the 2009 Problem Gambling  
Needs Assessment: Summaries of key documents  
and literature review articles

**30 March 2009**

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# 1. Introduction

This document is appended to Informing the 2009 Problem Gambling Needs Assessment, a report that summarises key findings from a range of sources of information to provide an indication of current problem gambling need in New Zealand, which will be used to support and inform the Ministry's development of the 2009 problem gambling needs assessment. Francis Group Consultants Ltd. was contracted by the Ministry of Health to review, analyse and synthesise a range of component inputs which have either been completed or are currently being carried out by the Ministry of Health or contracted agencies.

A total of 161 documents (articles, reports, studies, publications, data sets, etc) were accessed in the preparation of this report. This section gives brief annotations for the 14 documents identified by the Ministry as key to informing the Needs Assessment, as well as the 90 articles examined as part of the Literature Review.



## 2. Key documents

### 2.1 Prevalence, incidence and demand workstream

#### 2.1.1 People's participation in, and attitudes to, gambling, 1985 – 2005.

Author: Department of Internal Affairs

Author's credentials/relationship to the subject:

- The DIA administers gambling legislation, licenses gambling activities (except for casino gambling), ensures compliance with the legislation, and provides public information and education.

Publication date: February 2008

Type of publication: Report

Location: New Zealand

Key words: survey, participation, attitudes, types of gambling

Key themes:

- Participation trends (Decrease in gambling activity)
- Personal characteristics of gamblers by type of gambling
- Public attitudes towards gambling and gambling problems

comments for annotated bibliography

- Content:
  - The report is the latest in a series of five-yearly surveys commissioned by the DIA (1985, 1990, 1995, 2000, and 2005). The report summarises findings, but does not attempt to analyse or explain any of the results. The findings may stimulate research into the reasons behind the responses. It is important to note that some questions in the survey have changed from the 2000 survey; therefore it is not possible to track trends in some areas.
- What's new/special/updated
  - Gambling activity (the percentage of respondents who had participated at least once during the previous year) for all types of gambling except NCGMs decreased from 2000 levels. (Similar proportions participated in NCGM gambling over the same time period.)
  - The percentage of respondents who did not gamble increased despite an increase in the number of gambling activities available during this time. Compared to previous surveys, non-participants were more likely to say that activities were a waste of time/money.
  - The percentage of females who had played NCGMs at least once in the year before being surveyed increased from the 2000 survey to the 2005 survey.
  - Social desirability – over time, there has been an increase in the proportion of people who think that gambling activities are socially undesirable with the exception of the Lotteries Commission-run activities, sports-betting, and telephone or text games or competitions, which increased less markedly or decreased.
- What, if any, gaps have been identified
  - It is interesting to note that public attitudes toward gambling in general are positive (the majority of respondents (84%) indicated that they were in favour of gambling activities being run to fund-raise for a worthy cause). However, the potential for harm is not unknown; most respondents indicated both that people who provide gambling activities should be required to do more about their customers gambling to excess (78%) and that the Government should do more about people gambling to excess (77%). While this does not directly identify a gap, it may suggest that

the benefits of gambling in relation to the possible or actual harms caused by gambling are not clearly understood by the public.

- Usefulness/helpfulness
  - The report provides comprehensive findings from the survey, but does not attempt to analyse or explain any of the results. It does note that the results, when compared to the 2002/03 NZHS and the 1998 Values study, show a relatively consistent picture of the trend in people's participation in gambling in New Zealand. Due to differing methodologies, however, this comparison is to be treated with caution.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Prepared by the Department of Internal Affairs.

Other comments:

- Peer review? No
- Pages – 246

Reference:

Department of Internal Affairs. (2008). People's Participation in, and Attitudes to, Gambling, 1985-2005: Results of the 2005 survey. Wellington: Department of Internal Affairs.

## 2.1.2 2006/07 Gaming and Betting Activities Survey: New Zealanders' knowledge, views, and experience of gambling and gambling-related harm

Author: Health Sponsorship Council

Author's credentials/relationship to the subject:

- Commissioned by the Ministry of Health to conduct this survey. Has undertaken previous problem gambling work for the Ministry of Health.

Publication date: 2007

Type of publication: Report

Location: New Zealand

Key words: survey, social marketing, participation, views, gambling harm, advertising

Key themes:

The 2006/07 Gaming and Betting Activities Survey is part of a national social marketing initiative commissioned by the Ministry of Health to strengthen public understanding of and response to gambling-related harms. The Survey provides baseline information for evaluating the impact of the social marketing programme and related public health activities in communities, and for informing the planning of future public health services. A total of 1,774 adult and 199 youth interviews were conducted, representing a weighted response rate of 66.3%. The survey results are presented as raw data and are not qualified in the report.

- The survey asks respondents about:
  - participation in gambling activities;
  - views about gambling activities and use of gambling revenue;
  - several facets of gambling harm; and
  - awareness of advertising and promotion.
- Designed to measure changes in community awareness and understanding of gambling harms (through subsequent repetition of the survey).
- Note - the report does not discuss implications of the survey results.

comments for annotated bibliography

- Content
  - There is a strong limitation on the comparability of this survey to other surveys because the definition of gambling harm is quite broad and does not align with other definitions. While the survey may prove useful for its intended purpose as a baseline for evaluating social marketing, comparative use is quite limited.
  - The report consists of an introduction, survey design and method explanation, executive summary, and Findings. The findings sections follow the sequence of the questions as asked during the survey. Results are listed as text and represented in figures and tables.
  - Findings are not analysed or compared to findings from other surveys but are listed as is; this may be because this is a baseline survey to which future surveys will be compared.
- What's new/special/updated
  - N/A – this is a baseline study.
- What, if any, gaps have been identified
  - N/A – this is a baseline study.

- Usefulness/helpfulness
  - As the results are presented without analysis, and also because the measures used in this study are not comparable to others, the study is limited in its usefulness. Furthermore, the definition of gambling harm used in the document presents challenges as stated above.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Ministry of Health as part of the national social marketing programme.

Other comments:

- Peer review? No
- Pages - 241
- Comparison to other literature
  - The report defines gambling to a harmful level as people spending more time and money on gambling than they meant to on at least one occasion in the last 12 months and/or at some time in their lives. This definition makes comparisons to other studies difficult.

Reference:

Health Sponsorship Council. (2007). 2006/07 Gaming and Betting Activities Survey: New Zealanders' knowledge, views, and experience of gambling and gambling-related harm. Auckland: National Research Bureau Ltd.



### 2.1.3 A focus on problem gambling – Results of the 2006/07 New Zealand Health Survey

Author: Ministry of Health

Author's credentials/relationship to the subject:

- conducted the 2006/07 New Zealand Health Survey

Publication date: 2008

Type of publication: Report

Location: New Zealand

Key words: Participation, ethnicity, types of gambling, problem gambling, health, experiencing problems due to gambling

Key themes:

- Māori and Pacific peoples experience more gambling-related harm.
- People living in deprived areas are more affected by problem gambling.
- Past-year participation in gambling had decreased since the 2002/03 survey
- 1 in 58 adults (1.7%) were experiencing either problem or moderate risk gambling.

comments for annotated bibliography

- Content
  - The report provides a useful analysis of the survey results relating to problem gambling. Results are compared (where possible) with data from the 2002/03 survey. Topics covered include: past-year gambling participation, problem gambling, problem gambling and health and people affected by problem gambling.
  - The results suggest that problem gambling continues to be a social and health issue in New Zealand and that there is a burden of gambling-related harm in the New Zealand community. The report also shows that gambling-related harm disproportionately affects Māori, Pacific peoples, and people living in areas of higher socioeconomic deprivation.
  - There were 12,488 respondents to the survey.
- What's new/special/updated
  - Since the 2002/03 survey, past year participation in gambling has decreased. Note, however, that this comparison is to be treated with caution as there are differences in wording of the questions in the 2002/03 and 2006/07 NZHSs.
  - There has been a change in the methodology used to measure problem gambling from previous surveys; therefore it is not possible to compare the estimate of problem gambling from this survey to those surveys.
- What, if any, gaps have been identified
  - Gambling-related harm disproportionately affects Māori, Pacific peoples, and people living in areas of higher socioeconomic deprivation.
- Usefulness/helpfulness
  - Very informative – key document for the prevalence, incidence and demand section of the *Informing the 2009 Problem Gambling Needs Assessment* report.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Prepared by Health and Disability Intelligence, Ministry of Health

Other comments:

- Peer review? No
- Pages – 100
- Note – the version reviewed was draft only for external peer review, dated 27 November 2008.

Reference:

Ministry of Health. (2008a). A Focus on Problem Gambling: Results of the 2006/07 New Zealand Health Survey. Wellington: Author.

#### 2.1.4 Problem gambling intervention services in New Zealand: 2007 Service-user statistics

Author: Ministry of Health

Author's credentials/relationship to the subject:

- The Ministry of Health is responsible for the prevention and treatment of Problem Gambling in New Zealand.

Publication date: August 2008

Type of publication: Report

Location: New Zealand

Key words: Intervention Services, Problem Gambling, Statistics

Key themes:

- Trends in services
- Gambling activity

comments for annotated bibliography

- Content
  - The report presents and summarises the data collected by problem gambling service providers in 2007, including both the Gambling Helpline and face-to-face outpatient counselling. The data in the report do not reflect the prevalence of problem gambling in New Zealand, but do provide information about those who seek treatment for gambling-related problems.
  - Information is provided on:
    - trends in service use,
    - client characteristics, and
    - face-to-face client progress.
- What's new/special/updated
  - Geocoding methodology has changed since the 2006 service-user statistics were presented.
  - Findings:
    - There was a 9.8% increase in new clients from 2006 to 2007 for the Gambling Helpline.
    - In 2007, the average number of visits per day to the Gambling Helpline website decreased by 35% from the 2006 level.
    - Postings on the Talking Point online message board were down 64.1% from 2006.
    - There was a slight increase in total full clients presenting to face-to-face intervention services from 2006. New full intervention face-to-face clients decreased over the same period by 1.8%.
    - There was an increase in Helpline clients who reported thinking about, planning, or having attempted suicide
- What, if any, gaps have been identified
  - 62.1% of face-to-face clients rated their gambling as either mostly or completely out of control at their first assessment, supporting other findings that show most problem gambling identification

and service provision occurs at the crisis level. This underlines the importance of a public health approach to reduce the number of clients reporting at crisis level and increase early interventions or, ideally, prevention of problems and a reduction in gambling harm.

- Usefulness/helpfulness
  - Within the report, the geographic data for Gambling Helpline and face-to-face intervention services was collected differently, and therefore any geographical comparisons between them should proceed with caution. The ethnicity method (allocating each respondent to a single ethnic group using prioritisation in the following order: Māori, Pacific peoples, Asian, other groups (excl NZ European) and NZ European) for face-to-face intervention services is different to that used in previous service-user statistics. Accordingly, data is not directly comparable between service-user statistics for 2007 and previous years.
  - These limitations notwithstanding, the report is a key document informing the prevalence, incidence and demand section of the *Informing the 2009 Problem Gambling Needs Assessment* report.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Prepared by the Ministry of Health

Other comments:

- Peer review? Yes
- Pages - 73

Reference:

Ministry of Health. (2008b). Problem Gambling Intervention Services in New Zealand: 2007 Service-user statistics. Wellington: Author.

## 2.2 Findings from Ministry of Health funded research

### 2.2.1 Problem Gambling – Formative Investigation of the Links Between Gambling (Including Problem Gambling) and Crime in New Zealand

Author: Bellringer, M., Abbott, M., Coombes, R., Brown, R., McKenna, B., Dyall, L. and Rossen, F.

Author's credentials/relationship to the subject:

- Maria Bellringer and Max Abbott have published numerous articles on gambling in New Zealand

Publication date: June 2008

Type of publication: Report for Ministry of Health

Location: New Zealand

Key words: crime, gambling, problem gambling

Key themes:

- The literature review identified that the predominant form of crime across all modes of gambling is theft, with monetary crimes in general tending to be associated with gambling.
- The study reinforced literature that has found that those who commit crime tend to be more extreme in their gambling behaviours
- Criminal behaviour was likely to commence before age 25, with regular gambling starting somewhere between ages 25 and 44. However, this study found indications of a second distinct pathway for gamblers' involvement in crime, with some participants becoming involved in gambling first, and later becoming involved in crime to obtain funds to support their gambling.
- Focus groups in the study identified a wide range of types of crime associated with gambling. In addition to confirming those found in earlier literature (financial, online/computer, violence and organised crime) the study identified social services abuse, crimes against persons, and crime at the family, community and workplace level.
- The focus groups made a useful distinction between two levels of unreported crime: that known only to perpetrator, and that known to the perpetrator and others (often family) but not reported to authorities
- Study participants reported high levels of co-morbid health issues
- Gamblers in the study were aware that their gambling and/or criminal behaviours caused harm to others, and were able to identify a range of harms including emotional, health, and family-related problems.

comments for annotated bibliography

- Content
  - This formative investigation used a small self-selected sample of 40 participants to gather qualitative information to assist with developing a better understanding of the linkages between gambling and crime, with particular reference to unreported crime, within the New Zealand context. It was also designed to gather information about the nature of the resulting harms experienced by individuals, families/whānau and communities. The study involved recruiting people who gambled and had committed crime, and their significant others, to answer questions about their gambling and criminal behaviours. Interview questions were developed using information gathered from a literature review, focus groups and a Māori hui with key stakeholders including gambling treatment providers, gambling industry providers, health service providers, and community groups and services.
- What's new/special/updated
  - Uncovered a wider range of types of crime, compared to earlier studies

- Identified two possible pathways for gamblers becoming involved in illegal activities
- Discussed two levels of unreported crime
- What, if any, gaps have been identified
  - As a small, formative investigation using a self-selected sample, further investigation will be required to validate the findings with larger samples
- Usefulness/helpfulness
  - This study contributes important information about relationships between gambling and criminal behaviour in the New Zealand context, which will be helpful in developing larger-scale studies of gambling and crime
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - funded by the Ministry of Health

Other comments:

- Peer review? No
- Pages – 121

Reference:

Bellringer, M., Abbott, M., Coombes, R., Brown, R., McKenna, B., Dyllal, L., et al. (2008). *Problem gambling – formative investigation of the links between gambling (including problem gambling) and crime in New Zealand*. Auckland: Gambling Research Centre, Auckland University of Technology.

## 2.2.2 Problem Gambling Assessment and Screening Instruments

*Note there are two separate reports (one each for Phases One and Two), but they are treated as one document for the purposes of this notes page (authors and publication date are identical).*

Author: Bellringer, M., Abbott, M., Volberg, R., Garrett, N. and Coombes, R.

Author's credentials/relationship to the subject:

- Maria Bellringer and Max Abbott have published numerous articles on problem gambling in New Zealand.

Publication date: January 2008 (for both reports)

Type of publication: Reports for Ministry of Health

Location: New Zealand

Key words: problem gambling, screening, assessment

Key themes:

- The study found wide variation in the types and combinations of tools (between one and 11) used in New Zealand, as well as how they were used, and at what stage in the treatment process.
- There were significant reliability, practicality and applicability problems with the use of current tools.

*Note: a new standardised set of tools was implemented for use during 2008, so the relevance of some of the findings is reduced.*

comments for annotated bibliography

- Content
  - This research, which began in 2004, involved reviewing assessment and screening instruments used in New Zealand and internationally for the assessment of problem gamblers at the clinical level, then identifying any issues or concerns around instruments currently in use, and finally recommending a full, revised set of screening and assessment instruments to be used in the treatment of problem gamblers.
  - In Phase Two, the revised set of instruments was piloted and showed promising results, but more testing was recommended.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Further trialling was recommended, however new tools are now in use (since 2008).
- Usefulness/helpfulness
  - Useful discussion of some of the difficulties encountered in practice with using tools.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - funded by the Ministry of Health

Other comments:

- Peer review? No
- Pages – Phase One report: 193, Phase Two report: 62

References:

Bellringer, M., Abbott, M., Coombes, R., Garrett, N., & Volberg, R. (2008). *Problem gambling assessment and screening instruments: Phase One final report*. Auckland: Gambling Research Centre, Auckland University of Technology.

Bellringer, M., Abbott, M., Coombes, R., Garrett, N., & Volberg, R. (2008). *Problem gambling assessment and screening instruments: Phase Two final report*. Auckland: Gambling Research Centre, Auckland University of Technology.



### 2.2.3 Problem Gambling – Pacific Islands Families Longitudinal Study

Author: Bellringer, M., Abbott, M., Williams, M. and Gao, W.

Author's credentials/relationship to the subject:

- Maria Bellringer and Max Abbott have published numerous articles on gambling in New Zealand.

Publication date: October 2008

Type of publication: Report for the Ministry of Health

Location: New Zealand

Key words: problem gambling, Pacific peoples, cohort, risk

Key themes:

- The Pacific population was not homogeneous in relation to gambling; there were gender and ethnic differences amongst Pacific cultures living in New Zealand.
- Cultural orientation (identification with a culture) was found to have an association with gambling participation.
- the 9-item PGSI was an acceptable replacement for the 22-item SOGS-R – at least among Pacific males in this study
- Smoking and alcohol consumption were associated with gambling, though not at-risk/problem gambling, both for mothers and fathers, particularly at higher/harmful levels.
- There was no association between inter-personal violence for mothers, but fathers who gambled were significantly more likely to be victims and perpetrators of inter-personal violence (verbal and physical) than non-gambling fathers.

comments for annotated bibliography

- Content
  - The Pacific Islands Families longitudinal study (PIF) is a cohort study of approximately 1,400 Pacific children born at Middlemore Hospital in South Auckland in 2000. Its purpose is to determine pathways to optimal health, development and social outcomes for Pacific children and their families. It provided an opportunity to study gambling within a Pacific family and child development context, so a substantial component of gambling questions was added to the questionnaire for the six year data collection phase (in 2006). Prior to this a small number of gambling questions had been included. This report presents gambling-related findings from the 2006 questionnaire data.
- What's new/special/updated
  - The PIF cohort study provides opportunities for future questions and research with the families
  - The finding that Pacific cultures are not homogeneous in relation to gambling has implications for the study of other population groups who may have been grouped together and assumed to be homogeneous
- What, if any, gaps have been identified
  - Need further research to explore: whether there are differences within other cultural sub-groups in New Zealand in relation to gambling participation and harm experienced; how differences amongst Pacific cultures in New Zealand should best be taken into account in service provision and social marketing campaigns; more information about the interaction between cultural orientation and gambling participation be used to reduce problem gambling; and how years lived in New Zealand and whether born in New Zealand interact with cultural orientation and gambling participation.

- Usefulness/helpfulness
  - Helpful for building knowledge
  - Will be interesting to follow further results at future data collection phases for this cohort
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Ministry of Health

Other comments:

- Peer review? No
- Pages – 69

Reference:

Bellringer, M., Abbott, M., Williams, M., & Gao, W. (2008). *Problem gambling – Pacific Islands Families longitudinal study*. Auckland: Gambling and Addictions Research Centre, Auckland University of Technology.

#### 2.2.4 Problem Gambling – Barriers to Help-Seeking Behaviours

Author: Bellringer, M., Pulford, J., Abbott, M., DeSouza, R., and Clarke, D.

Author's credentials/relationship to the subject:

- Maria Bellringer and Max Abbott have published numerous articles on problem gambling in New Zealand

Publication date: September 2008

Type of publication: Report for Ministry of Health

Location: New Zealand

Key words: help-seeking, barriers, treatment, problem gambling, family

Key themes:

- Help-seeking primarily occurs following a crisis event.
- Financial problems were generally considered the primary motivator for seeking help, and secondary were psychological distress or a desire for change.
- Primary barriers to help-seeking were found to be intrinsic to the individual and consisted of pride, shame and problem denial.
- Participants felt there were difficulties in defining problem gambling, particularly the threshold at which gambling becomes problem gambling.
- A lack of knowledge of the range of specialist services available was a further barrier identified by those receiving treatment and general population gamblers not currently seeking treatment.

comments for annotated bibliography

- Content
  - This project sought to describe and understand barriers and enablers to help-seeking, and the experiences when seeking help, of people experiencing gambling harm and their families/whānau. The methodology involved a review of national and international literature; focus groups with key stakeholders; surveys of gamblers currently seeking help for themselves (n=125), their families/whānau (n=32), and general population gamblers not currently seeking help (n=104). Semi-structured interviews were also conducted with five Māori and two Korean problem gamblers.
- What's new/special/updated
  - Provides information about barriers to help-seeking in the New Zealand context
  - Aimed to explore experiences of family as well as the problem gambler, though this wasn't carried out as planned
- What, if any, gaps have been identified
  - Limitations to drawing conclusions due to small sample sizes.
  - Focus groups and recruitment of general population gamblers were only carried out in Auckland, so further research is needed to explore the experiences of a wider range of geographic locations, including any urban/rural differences.
  - It was intended that service users participate in the focus groups, but this did not occur.
- Usefulness/helpfulness
  - Provides information for the New Zealand context
  - Suggest several strategies for implementing recommendations and reducing barriers to help-seeking

- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - funded by the Ministry of Health

Other comments:

- Peer review? No
- Pages – 187

Reference:

Bellringer, M., Pulford, J., Abbott, M., DeSouza, R., & Clarke, D. (2008). *Problem gambling – barriers to help seeking behaviours*. Auckland: Gambling Research Centre, Auckland University of Technology.

## 2.2.5 Assessment of the Social Impacts of Gambling in New Zealand

Author: Centre for Social and Health Outcomes Research and Evaluation & Te Ropu Whariki

Author's credentials/relationship to the subject:

*The report was primarily written by En-Yi Lin and Sally Casswell:*

- En-Yi's research interest is Asian people's well being, especially their adaptation and transition into foreign land. En-Yi's thesis "Developmental, Social and Cultural Influences on Identity Conflict in Overseas Chinese" won the 2007 Outstanding Dissertation Award conferred by the International Academy for Intercultural Research.
- Sally Casswell is a social scientist and is the Director of the Centre for Social and Health Outcome Research and Evaluation at Massey University. Her research interests are in social and public health policy, particularly in relation to alcohol and other drugs. She has a particular interest in development and implementation of healthy public policy at the community level and in evaluation of these initiatives.

Publication date: January 2008

Type of publication: Report for the Ministry of Health

Location: New Zealand

Key words: social impacts, gambling, New Zealand

Key themes:

- people who had higher levels of participation reported experiencing significantly worse physical and mental health;
- investigation of the effects of gambling mode and venue type found playing on electronic gaming machines in any setting was associated with poorer physical health;
- heavy gamblers expected they would have been better off in many domains if they had not gambled in the last 12 months;
- heavy gamblers were significantly more likely to be involved in illegal activities.
- Ethnicity:
  - there were differences between ethnic groups and the most common mode of gambling;
  - there were significant associations between gambling participation and poorer quality of life in several life domains for Māori and Pacific samples;
  - these negative associations for Māori and Pacific contrast with the findings for Pakeha, which were more mixed and predominantly positive;
  - the sample of Chinese and Korean showed some similarities with Pakeha in that the levels of gambling participation overall were not associated with negative ratings of quality of life.

comments for annotated bibliography

- Content
  - This research project aimed to provide quantitative measures of the social impacts of gambling, using a representative sample of New Zealanders aged 15 to 80. Data was collected by telephone survey from 7010 respondents across New Zealand during 2007, including a general sample of 4650, and oversamples of 533 Māori, 858 Pacific and 969 Chinese and Korean. Survey questions assessed negative and positive impacts of gambling experienced by gamblers and their significant others.
- What's new/special/updated N/A

- What, if any, gaps have been identified
  - Some methodological issues around analysis of questions relating to gambling types, crime, health and youth are identified in Francis Group’s report
- Usefulness/helpfulness
  - This study makes a valuable contribution to the body of knowledge about social impacts of gambling in New Zealand, by highlighting differential impacts of gambling on quality of life across different ethnic groups, and evidence of quantifiable impacts of the effects of heavier gamblers on their significant others.
  - The study is a useful starting point for further investigation of differential impacts on quality of life by gambling mode, venue type, ethnicity, and other demographic variables.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - funded by Ministry of Health

Other comments:

- Peer review? No
- Pages - 79

Reference:

Centre for Social and Health Outcomes Research and Evaluation and Te Ropu Whariki (2008). *Assessment of the social impacts of gambling in New Zealand*. Auckland: Centre for Social and Health Outcomes Research and Evaluation and Te Ropu Whariki.

## 2.2.6 Problem Gambling Services in New Zealand: From Experience to Effectiveness

Author: Tse, S., Campbell, L., Rossen, F., Jackson, A., Shepherd, R., Dyall, L., Perese, L. and Jull, A.

Author's credentials/relationship to the subject:

- The Centre for Gambling Studies is committed to providing independent research and learning to minimise harm from gambling and to promote gambling related wellbeing in communities.

Publication date: November 2008

Type of publication: Report for Ministry of Health

Location: New Zealand

Key words: problem gambling, effectiveness, treatment, Maori, Pacific, Asian

Key themes:

- When problem gambling becomes problematic: key themes included losing control, losing more than one can afford, personality changes and chasing losses were common responses. Māori and Pacific also identified "negative impacts on family/dysfunctional family" as additional signs that gambling has become problematic.
- Reasons for seeking help: included having lost too much, pressure from family to seek help, and being sick of lying to family and friends. Māori and Pacific participants also mentioned that they sought help after seeing problem gambling services in the media, which provides support for this method as effective in promoting help-seeking. Some Asian participants said they sought help because they were directed to under police order, as part of self-exclusion procedures. For those who sought help, the majority found the assistance received from problem gambling services very helpful, and felt their needs were being met.
- The importance of family involvement and having compassionate, directive practitioners who incorporate culture into an intervention plan was identified by Pacific and Māori practitioners as contributing to successful interventions.
- Key issues or implications for service delivery: the length of time required to establish the name and credibility of new services; the critical importance of the quality of the therapeutic relationship between client and practitioner; the need for resources to smooth out client-service engagement issues (e.g. time and effort to enrol); the value of giving clients options or different modes of problem gambling services; and the distinctive way that New Zealand practitioners take an integrated approach to their work, combining counselling with health promotion and community work.

comments for annotated bibliography

- Content
  - This report summarises findings from interviews conducted in 2006 and 2007 with people who gamble, people with problem gambling, others affected by gambling, and professionals working in the field of problem gambling. This research sought to provide a better understanding of the range of treatment approaches that are utilised in New Zealand, and for whom they are effective.
  - Phase One involved a questionnaire for, and interviews with, problem gambling service practitioners, and interviews with problem gambling service clientele.
  - Phase Two was designed to investigate the effectiveness of the intervention model across two intervention modes, face-to-face and telephone, using a small-scale pilot study.
- What's new/special/updated
  - This is the first study of intervention effectiveness undertaken in this country.
- What, if any, gaps have been identified
  - Sample sizes were small and retention of participants was a challenge for the researchers

- A priority identified for future studies is to evaluate outcomes for different modes of problem gambling service delivery, such as web-based, self-help groups, text-based mobile phone services, and couple and family therapies. Comparison of different types of interventions, such as cognitive-behavioural and motivational enhancement techniques, was also seen as an important area for future research. Study of practitioner characteristics was another priority, because of the potential impact on treatment outcomes, along with the need to improve understanding of the mechanism of intervention efficacy.
- Also important is the need to expand research into intervention effectiveness for various sub-groups of the population, including youth; older adults; women; families; indigenous/native people; ethno-cultural minorities; refugees; patients with co-morbid mental disorders; inmates; and specific high-risk occupational groups.
- Usefulness/helpfulness
  - First study of its kind in New Zealand, so contributes important information about problem gambling services
  - Contains several recommendations for future studies of effectiveness
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - funded by the Ministry of Health

Other comments:

- Peer review? Not stated
- Pages – 214

Reference:

Tse, S., Campbell, L., Rossen, F., Jackson, A., Shepherd, R., Dyall, L., Perese, L. & Jull, A. (2008). *Problem gambling services in New Zealand: From experience to effectiveness*. Centre for Gambling Studies, School of Population Health. Prepared for Ministry of Health, Problem Gambling. Auckland UniServices Limited, University of Auckland



## 2.2.7 “Whakatau Mai Ra”: The Impacts of Gambling for Maori Communities – A National Collaborative Approach

Author: Te Runanga o Kirikiriroa Trust

Author’s credentials/relationship to the subject:

- The Runanga provides a range of health services from crisis intervention and dual diagnosis services for mental health, off-site residential mental health services, public health and health promotion services, alcohol and drug counselling services and residential services, and more.
- Since 2002, the Runanga successfully completed four phases of a community action project for the reduction of gambling-related harm for the Waikato area. This project is based on replicating the methodologies employed during phase one of the Waikato project, and applying it at a national level.

Publication date: Draft November 2007, not finalised as at February 2009

Type of publication: Report for Ministry of Health

Location: New Zealand

Key words: Maori, gambling, harm, community, research

Key themes:

- The study found that “pokie machines” (electronic gaming machines ) are the most common gambling mode and the cause of most gambling-related harm for Māori communities, consistent with current problem gambling statistics and prevalence data.
- Clear view amongst participants that gambling is viewed as a normalised activity that has become intrinsically linked to Māori culture and used as a form of koha to support cultural infrastructure and cultural activities. On the other side, there was also a clear indication that Māori communities are genuinely concerned about the issue of gambling in their communities.
- A distinction is made between gambling as a social activity, such as bingo/housie played on the marae to raise funds for community projects, and gambling as an individual activity, which is more often associated with gambling harm. When gambling is an individual activity, such as playing on pokie machines, there is a greater risk of losing traditional concepts of whānau, whānautanga, and koha.
- Māori communities have identified some of their own strategies for minimising and reducing gambling-related harm, and the report recommends national, regional and local government agencies engage with Māori health providers and Māori communities to support Māori providers to develop creative and innovative strategies that address the needs of their diverse communities.

comments for annotated bibliography

- Content
  - The objective of this study was to investigate the impacts of gambling and problem gambling for Māori whānau/hapu/iwi and communities. The methodology involved focus groups with six Māori health service providers around New Zealand to discuss issues of gambling in their communities and identify strategies for reducing gambling harm for those communities; analysis of themes from the focus group discussions; and development of recommendations for the future direction of approaches and services appropriate to Māori communities. The findings are primarily qualitative in nature, with extracts from group discussions reproduced to illustrate key themes.
- What’s new/special/updated
  - Unique features of this study include the collaborative approach taken to bring together Māori health service providers to discuss the issues collectively, and the recruitment of community research assistants from each region to conduct the focus groups (contributing to building research workforce capacity); the use of a kaupapa Māori framework to underpin the project; and the collection of information for the project which has particular meaning, relevance and long-term implications specific to Māori communities across New Zealand.

- What, if any, gaps have been identified
  - Further research needed on: whether there are differences in the experiences of Māori living in urban areas, compared with those living rurally; critical factors for effective whānau or marae-based education and awareness-raising programmes; any differences in how young people discuss gambling, compared to kaumatua, and how Māori women view gambling, compared to Māori men.
- Usefulness/helpfulness
  - Explores experiences of Maori in New Zealand in relation to gambling and gambling harm
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Ministry of Health

Other comments:

- Peer review? No
- Pages – 132

Reference:

Watene, N., Thompson, K. Barnett, A., Balzer, M. & Turinui, M. (2007). *“Whakatau Mai Ra”: The impacts of gambling for Maori communities – a national Maori collaborative approach*. Hamilton: Te Runanga o Kirikiriroa Trust Inc.

## 2.3 Service provision and delivery

### 2.3.1 Problem Gambling Research: Evaluation of Problem Gambling Intervention Services – Stages One and Two Draft Final Report

Author: Bellringer, M., Coombes, R., Garrett, N., Nahi, P., Pulford, J., Abbott, M.

Author's credentials/relationship to the subject:

- The authors (especially Maria Bellringer and Max Abbott) have published numerous articles on gambling in New Zealand.

Publication date: December 2008

Type of publication: Report to the Ministry of Health

Location: New Zealand

Key words: Evaluation, intervention, problem gambling, gambling, treatment effectiveness, client data

Key themes:

- Pathways to gambling treatment services
  - Different services attract different client populations based generally on the ethnic specificity of the service (where appropriate), the geographic location of the service, or the type of intervention approach provided.
- Distinct interventions
  - Māori and mainstream services appear to differ in terms of the most common type of treatment provided (brief versus full interventions).
- Facilitation services
  - Several barriers to facilitation services were identified; including clients not wishing to be facilitated to another agency, counsellors not wanting to facilitate clients away from their service, and attitude of the allied agencies.
- Data collection, training and workforce development
  - The training programme as it stands appears not to fully meet the needs of service staff or the training provider due to its structured format and approach. The majority of staff reported that the training itself was beneficial.

comments for annotated bibliography

- Content
  - In September 2008, the Gambling and Addictions Research Centre at Auckland University of Technology was commissioned by the Ministry of Health to conduct the research project *Problem gambling: Evaluation of problem gambling intervention services*
  - At the present time, the effectiveness of the current problem gambling treatment services is unknown, as is the optimal intervention process for different types of client. An evaluation (process, impact and outcome) of services could provide indications as to optimal treatment pathways and approaches for problem gamblers and affected others, as well as identifying successful strategies currently in existence and areas for improvement in current service provision.
  - This project focused on four priority areas:
    - Review and analysis of national service statistics and client data to inform workforce development, evaluation of Ministry systems and processes, and other related aspects

- Process and outcome evaluation of the effect of different pathways to problem gambling services on client outcomes and delivery
- Process and outcome evaluation of distinct intervention services
- Process and outcome evaluation of the roll-out and implementation of Facilitation Services
- What's new/special/updated
  - n/a – this is the first evaluation.
- What, if any, gaps have been identified
  - Some (less than 33%) of allied agency participants reported that the relationship between their agency and gambling treatment services could be improved through greater contact and/or more attention to relationship building activities.
  - Allied agency participants also reported possible coercion effects, client frustration with the allied agency or unsuitability to that agency, or embarrassment at having been referred.
  - Some focus group participants reported that Facilitation Services can take up a lot of time and some allied agencies do not take the facilitation seriously.
  - Some focus group participants felt that the Ministry of Health could be trained in relation to clinical processes, which would then assist the development of more appropriate intervention requirements.
  - According to some focus group participants, the requirements for follow-up sessions were viewed as being too prescriptive and also that they were not possible with all client types.
- Usefulness/helpfulness
  - This document was limited as it is only a draft report of stages one and two of the research. Despite this, it was the key report informing the service provision and delivery section of the *Informing the 2009 Problem Gambling Needs Assessment* report.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Ministry of Health

Other comments:

- Peer review? No
- Pages – 167

Reference:

Bellringer, M., Coombes, R., Garrett, N., Nahi, P., Pulford, J., Abbott, M. (2008). *Problem gambling research: evaluation of problem gambling intervention services stages 1 and 2 draft final report*. Gambling and Addictions Research Centre, Auckland University of Technology.

## 3. Literature Review

### 3.1 Full list of articles

Note that articles that have been greyed out (GS 6, 10, 12, 18, 19, 23, and 26) were selected for inclusion in the literature review, but were unable to be sourced (mainly due to copyright issues).

FGC ID	Title
GI 01	Gender differences in problem gambling behaviours from help-line callers
GI 02	Characteristics of people seeking treatment for problem gambling in Ontario: Trends from 1998 to 2002
GI 03	Recovery in Gamblers Anonymous
GI 04	Impacting attitudes towards gambling: A prison gambling awareness and prevention program
GI 05	The South Oaks Gambling Screen (SOGS): A rebuttal to critics
GI 06	The prevention of pathological gambling: An annotated bibliography
GI 07	An overview of prevalence surveys of problem and pathological gambling in the Nordic countries
GI 08	Prevalence estimates of gambling and problem gambling among 13 to 15 year old adolescents in Reykjavik: An examination of correlates of problem gambling and different accessibility to electronic gaming machines in Iceland
GI 09	Chasing the criteria: Comparing SOGS-RA and the Lie/Bet screen to assess prevalence of problem gambling and "at risk" gambling among adolescents
GI 10	Treatment of pathological gambling in the Nordic countries: Where are we, and where to go now?
GI 11	A study of differences in Canadian university students' gambling and proximity to a casino
GI 12	The addictive potential of lottery gambling
GI 13	I. Adolescent problem gambling: Developing a gambling expectancy instrument
GI 14	II. The utility of outcome expectancies in the prediction of adolescent gambling behaviour
GI 15	Maternal gambling associated with families food, shelter and safety needs: Findings from the Pacific Islands Families Study
GI 16	The role of mindfulness in the cognitive-behavioural treatment of problem gambling
GI 17	Why do Internet gamblers prefer online versus land-based venues: Some preliminary findings and implications
GI 18	How working in a gaming venue can lead to problem gambling: The experiences of six gaming venue staff
GI 19	Student gambling, erroneous cognitions, and awareness of treatment in Scotland
GI 20	Random-ratio schedules of reinforcement: The role of early wins and unreinforced trials
GI 21	A cognitive-behavioral analysis of Gamblers Anonymous
GI 22	Differences in monthly versus daily evaluations of money spent on gambling and calculation strategies
GI 23	Selling dreams - causing nightmares? On gambling advertising and problem gambling
GI 24	Mapping the prevalence of problem gambling and its association with treatment accessibility and proximity to gambling venues
GS 01	Vulnerability and Comorbidity Factors of Female Problem Gambling
GS 02	Pre/early adolescent onset of gambling and psychosocial problems in treatment-seeking pathological gamblers
GS 03	Harm Reduction and electronic gambling machines: does this pair make a happy couple or is divorce foreseen?
GS 04	Older adults' gambling motivation and problem gambling: a comparative study
GS 05	Replication of low-risk gambling limits using Canadian provincial gambling prevalence data.
GS 06	Treatment Goal Selection for Female Pathological Gambling: A Comparison of Abstinence and Controlled Gambling (sourcing from author)
GS 07	Epidemiological associations between gambling behavior, substance use & mood and anxiety disorders
GS 08	Minimal treatment approaches for concerned significant others of problem gamblers: a randomized controlled trial.
GS 09	Evaluating the Problem Gambling Severity Index
GS 10	Significant others and gambling treatment outcomes
GS 11	Risk Factors for Problematic Gambling: A Critical Literature Review
GS 12	Quality of web-based information on pathological gambling
GS 13	Problem gambling and intimate partner violence

FGC ID	Title
GS 14	Missouri casino self-excluders: distributions across time and space.
GS 15	Self-exclusion program: a longitudinal evaluation study.
GS 16	Men & women playing games: gender and the gambling preferences of Iowa gambling treatment program participants.
GS 17	Role of gambling media exposure in influencing trajectories among college students.
GS 18	Lessons from the grey area: a closer inspection of at-risk gamblers
GS 19	Characteristics and gender differences among self-excluded casino problem gamblers: Missouri data
GS 20	Parameters for safer gambling behavior: examining the empirical research
GS 21	Trends in gambling studies research: quantifying, categorizing, and describing citations.
GS 22	Problem gambling and the circumstances facing older people : a study of gaming machine players aged 60+ in licensed clubs
GS 23	Prevalence of Adult Problem and Pathological Gambling between 2000 and 2005: An Update (unable to source from author)
GS 24	GPs and problem gambling: can they help with identification and early intervention?
GS 25	Improved self-exclusion program: preliminary results
GS 26	Real limits in the virtual world: self-limiting behavior of Internet gamblers. (sourcing directly from author - not yet received)
IJMHA 01	Intrinsic and Extrinsic Barriers to Health Care: Implications for Problem Gambling
IJMHA 02	An Overview of Help Seeking by Problem Gamblers and their Families Including Barriers to and Relevance of Services
IJMHA 03	Gambling, Social Disorganisation and Deprivation
IJMHA 04	Manaakitia Te Rawa Kore—Supporting the Disempowered
IJMHA 05	Workplace Factors that Encourage and Discourage Gambling amongst Gaming Venue Employees: A Managers' Perspective
IJMHA 06	Adolescent Gambling Behaviour and Attitudes: A Prevalence Study and Correlates in an Australian Population
IJMHA 07	Social Marketing Campaigns for Youth Gambling Prevention: Lessons Learned from Youth
IJMHA 08	Sentencing Problem Gamblers in New Zealand
IJMHA 09	The Psychology of the Fruit Machine: The Role of Structural Characteristics (Revisited).
IJMHA 10	Positive Thinking Among Slot Machine Gamblers: A Case of Maladaptive Coping?
IJMHA 11	Gambling Problems and Attempted Suicide. Part I - High Prevalence Amongst Hospital Admissions
IJMHA 12	Gambling Problems and Attempted Suicide: Part II—Alcohol Abuse Increases Suicide Risk
IJMHA 13	Factors that Predict Treatment Outcomes in a Community Treatment Agency for Problem Gamblers
IJMHA 14	Don't Let an Opportunity Go by: Validation of the EIGHT Gambling Screen
IJMHA 15	Pathological and Sub-clinical Problem Gambling in a New Zealand Prison: A Comparison of the Eight and SOGS Gambling Screens
IJMHA 16	Self-exclusion in a Public Health Environment: An Effective Treatment Option in New Zealand
IJMHA 17	Needs and Gaps Analysis: Problem Gambling Interventions Among New Zealand Asian Peoples
IJMHA 18	Are the Effects of Gambling Treatment Overestimated?
IJMHA 19	How Well are We Helping Problem Gamblers? An Update to the Evidence Base Supporting Problem Gambling Treatment
IJMHA 20	Gambling Behavior of Juvenile Offenders in Louisiana
IGS 01	The Experience of Gambling and its Role in Problem Gambling
IGS 02	Gambling Among Pacific Mothers Living in New Zealand
IGS 03	The Measurement of Adult Problem and Pathological Gambling
IGS 04	Measuring Problem Gambling: Assessment of Three Prevalence Screens
IGS 05	Models for Multi-site Problem Gambling Clinical Trials
IGS 06	'How Much Do You Spend Gambling?': Ambiguities in Questionnaire Items Assessing Expenditure
IGS 07	Self-exclusion: A Proposed Gateway to Treatment Model
IGS 08	Multiple Co-occurring Behaviours among Gamblers in Treatment: Implications and Assessment
IGS 09	Type of Gambling and Availability as Risk Factors for Problem Gambling: A Tobit Regression Analysis by Age and Gender
IGS 10	Risky Business: A Few Provocations on the Regulation of Electronic Gaming Machines
IGS 11	The Changing Landscape of Indigenous Gambling in Northern Australia: Current Knowledge and Future Directions

FGC ID	Title
IGS 12	Risk and Protective Factors Relating to Gambling by Employees of Gaming Venues
IGS 13	Problem Gambling related to Intimate Partner Violence: findings from the Pacific Islands Families Study
IGS 14	Youth Gambling Problems: Examining Risk and Protective Factors
1GS 15	Problem Gambling within the Non-Indigenous Population of the Northern Territory of Australia: A Multivariate Analysis of Risk Factors
IGS 16	In Pursuit of Empirically Based Responsible Gambling Limits
IGS 17	Evaluating the Effectiveness of a Limited Reduction in Electronic Gaming Machine Availability on Perceived Gambling Behaviour and Objective Expenditure
IGS 18	Withdrawal and Tolerance Phenomenon in Problem Gambling
1GS 19	Personality Disorders and Pathological Gambling: Comorbidity and Treatment Dropout Predictors
IGS 20	Pathways to Pathological Gambling: Component Analysis of Variables Related to Pathological Gambling
IGS 21	Evaluation of Gambler's Helpline: A Consumer Perspective
IGS 22	Prospective Problem Gambling Research: Contribution and Potential
IGS 23	The Influence of Music on Estimates of At-risk Gambling Intentions: An Analysis by Casino Design
IGS 24	Numerical Reasoning Ability and Irrational Beliefs in Problem Gambling
IGS 25	Reasons for Starting and Continuing Gambling in a Mixed Ethnic Community Sample of Pathological and Non-problem Gamblers
IGS 26	Training Problem Gambling Counsellors in <i>Congruence Couple Therapy</i> : Evaluation of Training Outcomes
IGS 27	'Bringing Torn Lives Together Again': Effects of the First <i>Congruence Couple Therapy</i> Training Application to Clients in Pathological Gambling





## 3.2 Journal of Gambling Studies

### 3.2.1 Vulnerability and Comorbidity Factors of Female Problem Gambling

Authors: Roberta Boughton & Olesya Felenchuk

Authors' credentials/relationship to the subject:

- Boughton has previously published literature relating to problem gambling.

Publication date: 2006 (sourced directly from Author due to copyright issues)

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: gambling, females, problem gambling, vulnerability factors

Key themes:

- Gender
- Co-morbidity

comments for annotated bibliography

- Content
  - This study helps to address a deficiency of gender-specific research into problem gambling. It focuses on the gambling behaviours, family and personal histories and co-morbid psychological disorders of 365 female gamblers from across Ontario, Canada, who responded to a mail-in survey. Specifically, this study looks at rates of depression and anxiety, concurrent struggles with other behaviours (such as alcohol and drug use, disordered eating, overspending and criminal activity) and abuse history reported by female gamblers. The reported rates are considerably higher than for general female population.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - The authors suggest that prevention strategies and treatment practices for female problem gamblers should take into account women's mental health, addiction and trauma history as contributing factors in the development of problematic gambling.
- Usefulness/helpfulness
  - Supports a holistic approach and emphasises the need for facilitation between services.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding information not stated.

Other comments:

- Peer review? Not stated
- Pages – 21

#### *Abstract*

This study helps to address a deficiency of gender-specific research into problem gambling. It focuses on the gambling behaviours, family and personal histories and co-morbid psychological disorders of 365 female gamblers from across Ontario, Canada, who responded to a mail-in survey. Specifically, this study looks at rates of depression and anxiety, concurrent struggles with other behaviours (such as alcohol and drug use, disordered eating, overspending and criminal activity) and abuse history reported by female gamblers. The reported rates are considerably higher than for general female population. The findings of this study agree with previous research. They suggest that prevention strategies and treatment practices for female problem

gamblers should take into account women's mental health, addiction and trauma history as contributing factors in the development of problematic gambling.

Reference:

Boughton R. & Falenchuk, O. (2006). Vulnerability and Comorbidity Factors of Female Problem Gambling. *Journal of Gambling Studies*. [Epub ahead of print].

### 3.2.2 Pre/Early Adolescent Onset of Gambling and Psychosocial Problems in Treatment-Seeking Pathological Gamblers

Authors: Alesia Burge, Robert Pietrzak, & Nancy Petry

Authors' credentials/relationship to the subject:

- All authors associated with the Department of Psychiatry, University of Connecticut Health Centre. All authors have published other literature relating to problem gambling.

Publication date: July 2006

Type of publication: Journal article (Journal of Gambling Studies)

Location: United States of America

Key words: Pathological gambling, age, substance abuse, treatment

Key themes:

- Age of onset (compared to later onset gamblers, pre/early adolescent onset gamblers reported increased severity of psychiatric, family/social, and substance abuse problems on the Addiction Severity Index.
- Co-morbidity (pre/early adolescent onset gamblers are more likely to report cognitive problems, suicidal ideation, earlier age of initiation of drinking, and to have used cannabis and cocaine than later onset gamblers).

comments for annotated bibliography

- Content
  - Sample size of 236 participants entering outpatient treatment.
  - Early onset of gambling may be associated with the development of disordered gambling later in life.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - There is a need for clinicians treating pathological gamblers to be sensitive to increased severity of psychiatric, family/social, and substance abuse problems among gamblers who began gambling during their youth.
  - Future studies should assess the temporal development of pathological gambling and related health and psychosocial problems, and examine the efficacy of gambling prevention and treatment interventions.
- Usefulness/helpfulness
  - More males and a higher proportion of non-Caucasians were in the early onset group. This knowledge could be used to inform awareness and prevention campaigns.
  - Limitations include:
    - recall bias (the results are based on self-reported data)
    - Association between pre/early adolescent-onset of gambling and increased psychiatric, family/social and substance abuse problems does not serve as evidence for causality.
    - Participants were help-seeking, thus the results may not be typical of all pathological gamblers.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)

- Supported in part by NIH grants and the Patrick and Catherine Weldon Donaghue Medical Research Foundation Investigator Program.

Other comments:

- Peer review? Not stated
- Pages – 12

*Abstract*

N/A – received in hard copy only.

Reference:

Burge, A., Pietrzak, R., & Petry, N. (2006). Pre/Early Adolescent Onset of Gambling and Psychosocial Problems in Treatment-Seeking Pathological Gamblers. *Journal of Gambling Studies*, 22, 263 – 274.

### 3.2.3 Harm Reduction and Electronic Gambling Machines: Does this Pair Make a Happy Couple or is Divorce Foreseen?

Authors: Michael Cantinotti & Robert Ladouceur

Authors' credentials/relationship to the subject:

- Both authors have previously published literature relating to problem gambling

Publication date: August 2007

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: Electronic gambling machine, EGM, prevention, harm reduction

Key themes:

- Harm reduction from a public health perspective (Public health interventions applied to gambling all aim to reduce risk of harm to the gamblers and to society, but there are differences between demand reduction, supply reduction, and harm reduction [HR])

comments for annotated bibliography

- Content
  - Discusses harm reduction and a harm reduction framework for problem gambling – pointing out that some activities described as HR are actually either demand reduction or supply reduction.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Much of the literature that discusses HR actually refers to demand and/or supply reduction. HR covers a particular set of measures in the gambling field and it should remain a specific concept in order to be useful: The concept should be restricted to interventions that reduce the potential hazards associated with gambling, without necessarily reducing the use of gambling products—which is in line with the original meaning of HR. Otherwise, the term HR becomes useless, having so broad a meaning that it becomes unusable for scientific applications.
  - A specific definition of HR will ensure a more beneficial relationship between this framework and the study of EGMs, and reduce the risk of divorcing them from one another.
- Usefulness/helpfulness
  - Very helpful summary of the differences between demand reduction, supply reduction, and harm reduction.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Disclosure: At the time of the study, Michael Cantinotti held a scholarship from the Loterie Romande (public-benefit lottery in Switzerland) for his doctoral studies.
  - This study was funded by the Fonds pour la prévention et le traitement du jeu of the Fondation de l'Université Laval. During the study, the Centre québécois d'excellence pour la prévention et le traitement du jeu received financial support from the Ministère de la Santé et des Services Sociaux du Québec, the Fonds Québécois de la Recherche pour la Santé et la Culture, Loto-Québec, the Ontario Problem Gambling Research Center, and Harrah's Operating Funds.

Other comments:

- Peer review? Not stated
- Pages – 16

### *Abstract*

Recent empirical studies have evaluated if modifying electronic gambling machine (EGM) structural features could encourage safer gambling behaviours and decrease gambling-related problems. Several of these studies refer to Harm Reduction (HR), suggesting that the HR paradigm is useful to design, implement and test the efficacy of various prevention and treatment programs applied to EGM users. After reviewing the origins of HR and specifying its operational definition, this paper discusses the relevance of the HR framework for the study of measures related to EGM use and gambling in general. Examples are given to illustrate the arguments. The results show that HR has been overinclusive in the field of gambling. A specific and operational definition and application of the HR framework is required for HR to be useful for the advancement of research in the gambling field.

### Reference:

Cantinotti, M. & Ladouceur, R. (2007). Harm Reduction and Electronic Gambling Machines: Does this Pair Make a Happy Couple or is Divorce Foreseen? *Journal of Gambling Studies*, 24: 39 – 54

### 3.2.4 Older Adults' Gambling Motivation and Problem Gambling: A Comparative Study

Author: Dave Clarke

Author's credentials/relationship to the subject:

- The author has previously published literature relating to problem gambling.

Publication date: February 2008

Type of publication: Journal article (Journal of Gambling Studies)

Location: New Zealand

Key words: Gambling motivation, older adults, problem gambling, SOGS-R

Key themes:

- Gambling for older adults (participation rates have been increasing in recent years; older adults gamble more frequently than younger adults; older adults had significantly lower scores on problem gambling measures)

comments for annotated bibliography

- Content
  - The study compared 104 older gamblers (66- 87 years) to 105 younger gamblers (17 – 34 years) on gambling involvement, gambling motives, and number of gambling related problems in the previous 12 months. Note gap for gamblers aged 35 – 65.
  - Older adults generally gamble less frequently, on fewer gambling activities, and with lower expenditures than younger adults, but their 12-month gambling participation rates seem to be increasing more than younger adults' rates, particularly on EGMs, casino games, and lotteries.
  - Older adults' problem gambling rates are consistently lower than younger adult's rates, but there may be relatively large numbers of problem gamblers among older patrons of casinos and bingo parlours.
- What's new/special/updated
  - Older female gamblers may be increasingly at risk for problem gambling.
- What, if any, gaps have been identified
  - Routine medical examinations should include questions about older adults' gambling activities.
  - Because problem gambling may be hidden for some older adults, education and publicity about the risks highlighted in this and other studies could be explored.
- Usefulness/helpfulness
  - Useful as a comparative study, further research with other age groups (35 – 65) may increase its usefulness.
  - Good analysis of current trends; will be useful in future research on Older Adults' gambling behaviour.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 16
- This study notes that "for a substantial proportion of lifetime problem gamblers, the symptoms seem to diminish or disappear." This phenomenon has been commented on in 2 other pieces of literature

reviewed. Continued comparison of incidence statistics over the next few years will add to this discussion.

*Abstract*

N/A – hard copy only received.

Reference:

Clarke, D. (2008). Older Adults' Gambling Motivation and Problem Gambling: A Comparative Study. *Journal of Gambling Studies*, 24, 175 – 192.



### 3.2.5 Replication of Low-Risk Gambling Limits Using Canadian Provincial Gambling Prevalence Data

Authors: Shawn Currie, David Hodgins, JianLi Wang, Nady el-Guebaly, Harold Wynne, & Natalie Miller

Authors' credentials/relationship to the subject:

- Currie, Hodgins, Wang, el-Guebaly, and Wynne have all previously published literature pertaining to problem gambling.

Publication date: March 2008

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: Low-risk limit, responsible gaming, risk curves, gambling-related harms

Key themes:

- Responsible gaming

comments for annotated bibliography

- Content
  - The study replicated a set of low-risk gambling limits that had been recently produced on data from three provincial gambling surveys. The results provide additional evidence supporting the validity of the low-risk gambling limits.
  - The results provide additional support for the validity of the risk curve approach applied to gambling.
  - Interesting to note that risk of harm from gambling appears to increase with greater gambling intensity regardless of gender, age, or other demographic factors.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Quantitative limits could be used to augment existing responsible gaming guidelines; screening practices for problem gambling could integrate quantitative limits (e.g., "Do you spend more than \$1000 per year on gambling activities?" "Do you gamble more than three times per month?")
- Usefulness/helpfulness
  - May help inform screening for gambling problems (integrating quantitative limits).
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by grants from the Alberta Gaming Research Institute and Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Not stated
- Pages – 13

*Abstract*

N/A – hard copy only received

Reference:

Currie, S., Hodgins, D., Wang, J., el-Guebaly, N., Wynne, H., & Miller, N. Replication of Low-Risk Gambling Limits Using Canadian Provincial Gambling Prevalence. *Journal of Gambling Studies*, 24, 321 - 335.



### 3.2.6 Epidemiological Associations between Gambling Behavior, Substance Use & Mood and Anxiety Disorders

Authors: Nady el-Guebaly, Scott Patten, Shawn Currie, Jeanne Williams, Cynthia Beck, Colleen Maxwell, & Jian Wang

Authors' credentials/relationship to the subject:

- All authors are associated with the departments of psychiatry, community health services, and psychology at the University of Calgary

Publication date: September 2006

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: problem gambling, mood/anxiety disorders, substance abuse.

Key themes:

- Co-morbidity – risk of moderate/high severity gambling was 1.7 times higher in persons with mood or anxiety disorder compared to those without, and the risk was 2.9 times higher for persons with substance dependence or harmful alcohol use.

comments for annotated bibliography

- Content
  - Large sample size (14,934)
  - Compares gambling behaviours in a random sample of community residents with and without mental disorders.
  - Individuals in the community suffering from mood/anxiety disorders and substance dependence/harmful alcohol, and especially those with both, experience a higher risk for gambling problems. The treatment of these co-morbidities should be integrated into any problem gambling treatment programme.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Further investigations of the impact of co-morbidities on the onset, course, and treatment of problem gambling are required.
- Usefulness/helpfulness
  - Supports a holistic approach to treatment and highlights the need for facilitation between services to treat co-morbidities.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported by an operating grant from the Canadian Institutes of Health Research

Other comments:

- Peer review? Not stated
- Pages – 13

*Abstract*

N/A (reviewed in hard copy only)

Reference:

el-Guebaly, N., Patten, B., Currie, S., Williams, J., Beck, C., Maxwell, C., et al. (2006). Epidemiological Associations between Gambling Behaviour, Substance Abuse & Mood and Anxiety Disorders. *Journal of Gambling Studies*, 22, 275-287.



### 3.2.7 Minimal Treatment Approaches for Concerned Significant Others of Problem Gamblers: A Randomized Controlled Trial

Authors: David Hodgins, Tony Toneatto, Karyn Makarchuk, Wayne Skinner, & Susan Vincent

Authors' credentials/relationship to the subject:

- Hodgins, Toneatto, Makarchuk, and Skinner have all previously published literature pertaining to problem gambling. Vincent is associated with the Ontario Problem Gambling Helpline.

Publication date: January 2007

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: Concerned significant others, gambling problems intervention, self-help workbook, community reinforcement and family training (CRAFT), cognitive-behavioral treatment

Key themes:

- Treatment approaches for concerned significant others

comments for annotated bibliography

- Content
  - The goal of the study (n=181) was to examine the efficacy of minimal treatment interventions for concerned significant others (CSOs) of problem gamblers.
  - Overall, all participants reported significant improvement in personal and relationship functioning and gambling behaviour and consequences at the three- and six-month follow-up
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Future factors to consider include consistent, increased support and a stronger focus on reinforcing the specific CRAFT strategies and procedures; perhaps through face-to-face interventions.
- Usefulness/helpfulness
  - Findings may be useful for intervention services treating CSOs in New Zealand.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by the Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Not stated
- Pages – 16

*Abstract*

N/A – hard copy only received

Reference:

Hodgins, D., Toneatto, T., Makarchuk, K., Skinner, W., & Vincent, S. (2007). Minimal Treatment Approaches for Concerned Significant Others of Problem Gamblers: A Randomized Controlled Trial. *Journal of Gambling Studies*, 23, 215 – 230.



### 3.2.8 Evaluating the Problem Gambling Severity Index

Author: Thomas Holtgraves

Author's credentials/relationship to the subject:

- The author has previously published literature pertaining to problem gambling.

Publication date: August 2008 [Epub ahead of print]

Type of publication: Journal article (Journal of Gambling Studies)

Location: United States of America

Key words: Problem gambling, Problem Gambling Severity Index, South Oaks Gambling Screen, assessment of problem gambling

Key themes:

- Screening tools

comments for annotated bibliography

- Content
  - The study compares the PGSI to the SOGS screen and found that the PGSI presents a viable alternative to the SOGS for assessing degrees of problem gambling severity in a non-clinical context.
  - There is significant overlap between the SOGS and the PGSI – six of the nine PGSI items were similar to SOGS items.
  - 
  - Overall, the PGSI represents an important instrument for the assessment of problem gambling. Given its background and theoretical underpinnings it is particularly well-suited for use with a general population. It is a relatively brief, clear, and straightforward instrument with adequate psychometric properties. On the other hand, the content of the measure is not dramatically different from the SOGS and hence there remains an over-emphasis on items that identify the end-stages of pathological gambling and not the stages that are precursors of problem gambling.
- What's new/special/updated N/A
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - The PGSI and SOGS are both used in New Zealand, this study could help inform future discussions about choices in screening instruments.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported by a grant from the Ontario Problem Gambling Research Centre. Note that the CPGI was introduced under the aegis of the Canadian Centre on Substance Abuse (CCSA) on behalf of a consortium of provincial funding resources, including the Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Not stated
- Pages – 21

#### *Abstract*

A large, integrated survey data set provided by the Ontario Problem Gambling Centre was used to investigate psychometric properties of the Problem Gambling Severity Index (PGSI). This nine-item self-report instrument was designed to measure a single, problem gambling construct. Unlike its nearest competitor— the South

Oaks Gambling Screen (SOGS)—the PGSI was designed specifically for use with a general population rather than in a clinical context. The present analyses demonstrated that the PGSI does assess a single, underlying, factor, but that this is complicated by different, multiple factor structures for respondents with differing levels of problem gambling severity. The PGSI also demonstrated small to moderate correlations with measures of gambling frequency and faulty cognitions. Overall, the PGSI presents a viable alternative to the SOGS for assessing degrees of problem gambling severity in a non-clinical context.

Reference:

Holtgraves, T. (2008). Evaluating the Problem Gambling Severity Index. *Journal of Gambling Studies*. [Epub ahead of print].



### 3.2.9 Risk Factors for Problematic Gambling: A Critical Literature Review

Authors: Agneta Johansson, Jon E. Grant, Suck Won Kim, Brian L. Odlaug, K. Gunnar Gøtestam

Authors' credentials/relationship to the subject:

- Johansson is associated with the Department of Neuroscience at the Norwegian University of Science and Technology

Publication date:

Type of publication: Journal article (Journal of Gambling Studies)

Location: Norway and United States of America

Key words: Pathological gambling, risk factors, experimental studies, significance

Key themes:

- Risk factors – very few well-established risk factors for pathological gambling.

comments for annotated bibliography

- Content
  - Critical review of risk factors for pathological gambling categorized by demographics, physiological and biological factors, cognitive distortions, co-morbidity and concurrent symptoms, and personality symptoms and characteristics.
  - The review found very few well established risk factors for pathological gambling (i.e. more than two studies to support the conclusions). Well established risk factors included demographic variables (age, gender), cognitive distortions (erroneous perceptions, illusion of control), sensory characteristics, schedules of reinforcement, co-morbid disorders (OCD, drug abuse), and delinquency/illegal acts.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - There is a great need for empirical research on the development and maintenance of problem gambling. This research should be in concert with epidemiological and prospective longitudinal studies to elucidate the prevalence (and change) of PG in normal populations, in risk populations, and in individuals with PG.
  - Further actions should be directed towards interventions (prevention, treatment), and experimental studies should be directed towards mechanisms of action of risk factors.
- Usefulness/helpfulness
  - An understanding of risk factors for pathological gambling should enhance prevention and treatment approaches.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported in part by a Career Development Award

Other comments:

- Peer review? Not stated
- Pages – 26

#### *Abstract*

This article is a critical review of risk factors for pathological gambling categorized by demographics, physiological and biological factors, cognitive distortions, comorbidity and concurrent symptoms, and personality symptoms and characteristics. There is also a varia section (availability, parents playing, sensory characteristics, schedules of reinforcement, age of onset, and playing duration). The review found very few

well established risk factors for pathological gambling (i.e. more than two studies to support the conclusions). Well established risk factors included demographic variables (age, gender), cognitive distortions (erroneous perceptions, illusion of control), sensory characteristics, schedules of reinforcement, co-morbid disorders (OCD, drug abuse), and delinquency/illegal acts. An understanding of risk factors for pathological gambling should enhance prevention and treatment approaches.

Reference:

Johansson, A., Grant, J., Kim, S., Odlaug, B., & Gøtestam, K. (2008). Risk Factors for Problematic Gambling: A Critical Literature Review. *Journal of Gambling Studies*. Retrieved 6 January 2009 from <http://www.springer.com/medicine/psychiatry/journal/10899>.

### 3.2.10 Problem Gambling and Intimate Partner Violence

Authors: Lorne M. Korman, Jane Collins, Don Dutton, Bramilee Dhayanathan, Nina Littman-Sharp, Wayne Skinner

Authors' credentials/relationship to the subject:

- Korman, Collins, and Skinner have all previously published literature pertaining to problem gambling.

Publication date: September 2007

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: Pathological gambling, problem gambling, intimate partner violence, domestic violence, anger

Key themes:

- Co-morbidity (anger, IPV, and problem gambling)

comments for annotated bibliography

- Content
  - The study recruited participants (n=248) from newspaper advertisements.
  - Results from this study suggest that IPV perpetration and victimization in this sample of problem gamblers was substantially higher than rates reported in general population surveys.
  - Recent research suggests that gambling and substance use outcomes are significantly better when co-morbid anger problems are addressed in treatment (Korman et al. 2006). Given that almost two thirds of problem gamblers in this study evidenced anger problems, there is a need to develop integrated treatment models to address co-morbid gambling and anger problems.
- What's new/special/updated
  - More women than expected reported that they perpetrated IPV in the past year causing injury to their partner.
- What, if any, gaps have been identified
  - Findings from the study underscore the importance of routinely screening gambling clients for anger and IPV, and the need to develop public policy, prevention and treatment programs to address IPV among problem gamblers.
  - The findings also suggest the importance of developing public policy, and public awareness and prevention programs to address IPV among problem gamblers.
- Usefulness/helpfulness
  - There are limitations to this study owing to the self-selecting sample.
  - The results could inform future screening tools to address the co-morbidities between IPV, problem gambling, and anger. The co-morbidities highlight the need for facilitation services within the health sector.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported by a grant from the Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Not stated
- Pages – 11

### *Abstract*

This study examined the prevalence and severity of intimate partner violence (IPV) among 248 problem gamblers (43 women, 205 men) recruited from newspaper advertisements. The main outcome measures used were the Canadian Problem Gambling Index, the Conflicts Tactics Scale-2, the State Trait Anger Expression Inventory-2, the drug and alcohol section of the Addiction Severity Index and the substance use section of the Structured Clinical Interview for the DSM-IV. In this sample, 62.9% of participants reported perpetrating and/or being the victims of IPV in the past year, with 25.4% reporting perpetrating severe IPV. The majority of the sample (64.5%) also had clinically significant anger problems, which was associated with an increased risk of being both the perpetrator and victim of IPV. The presence of a lifetime substance use disorder among participants who had clinically significant anger problems further increased the likelihood of both IPV perpetration and victimization. These findings underscore the importance of routinely screening gambling clients for anger and IPV, and the need to develop public policy, prevention and treatment programs to address IPV among problem gamblers. Future research to examine IPV among problem gamblers is recommended.

### Reference:

Korman, L., Collins, J., Dutton, D., Dhayanathan, B., Littman-Sharp, N., & Skinner, W. (2007). Problem Gambling and Intimate Partner Violence. *Journal of Gambling Studies*, 24, 13 - 23.

### 3.2.11 Missouri Casino Self-Excluders: Distribution Across Time and Space

Authors: Richard LaBrie, Sarah Nixon, Debi LaPlante, Allyson Peller, Gabriel Caro, & Howard Shaffer

Authors' credentials/relationship to the subject:

- Associated with the Cambridge Health Alliance Division on Addictions.

Publication date: December 2006

Type of publication: Journal article (Journal of Gambling Studies)

Location: United States of America

Key words: gambling, pathological gambling, self-exclusion

Key themes:

- Self-exclusion
- Casino gambling

comments for annotated bibliography

- Content
  - This study reports on the distribution, both temporally and geographically, of 6,599 people who applied to exclude themselves from Missouri casinos between November, 1996 and February, 2004.
  - Interestingly, the results indicate an increase in the rate of enrolment within the regions where casinos were introduced during the later years, which is consistent with the effect of novelty on gambling behaviour.
- What's new/special/updated
  - The annual number of enrolled SEs increased steadily during the first five years of the programme.
  - There was nearly a doubling of enrolments from 1999 to 2000.
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - The findings have important implications for public health and the development of public health interventions for disordered gamblers.
  - The results suggest a relationship between gambling proximity, gambling availability, and self-exclusion rates. This finding can inform the allocation of public health resources.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported in part by grants from the Kansas City Community Foundation's Port Authority Problem Gambling Fund and the National Centre for Responsible Gaming.

Other comments:

- Peer review? Not stated
- Pages – 13

#### *Abstract*

According to public health research, exposure to casinos is a risk factor for disordered gambling. Consequently, casino self-exclusion programs, which provide gamblers with the opportunity to voluntarily seek limits on their access to gambling venues, can serve as a barometer of the concentration of disordered gambling in an area. This study reports on the distribution, both temporally and geographically, of 6,599 people who applied to exclude themselves from Missouri casinos between November, 1996 and February, 2004. Analyses used Microsoft MapPoint to plot the location of casinos and self-excluders (SEs) across Missouri and its constituent

counties. These regional exposure analyses showed that the Western region around Kansas City is an epicentre of disordered gambling as, to a lesser extent, is the Eastern region around St. Louis. The annual number of SE enrolments increased during the first few years of the Missouri self-exclusion program and then levelled off during the later years. These findings have important implications for public health and the development of public health interventions for disordered gamblers.

Reference:

LaBrie, R., Nelson, S., LaPlante, D., Peller, A., Caro, G., Shaffer, H. (2006). Missouri Casino Self-Excluders: Distribution Across Time and Space. *Journal of Gambling Studies*, 23, 231 - 243.

### 3.2.12 Self-Exclusion Program: A Longitudinal Evaluation Study

Authors: Robert Ladouceur, Caroline Sylvain, & Patrick Gosselin

Authors' credentials/relationship to the subject:

- Ladouceur has previously published several articles pertaining to problem gambling.

Publication date: December 2006

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: Pathological gambling, self-exclusion, evaluation, prevention

Key themes:

- Self-exclusion

comments for annotated bibliography

- Content
  - The study attempted a longitudinal evaluation of self-excluding programmes. Note that while n=161 at the initial stage, there were only 53 participants remaining at the 24-month follow-up stage.
  - The self-exclusion programme was found to have many positive effects.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Going forward, systematic monitoring of self-exclusion services is needed.
  - It was interesting to note that several participants returned to gamble at a casino during the self-exclusion period (40.5% of those who had self-excluded for six months had returned to a casino. Some of these participants were not flagged or identified when they breached their contract. This may prompt a closer look at the enforcement of self-exclusion programmes by venue operators.
- Usefulness/helpfulness
  - Self-exclusion is a treatment option in New Zealand, and the findings of this study support these programmes.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 10

*Abstract*

N/A – hard copy only received

Reference:

Ladouceur, R., Sylvain, C., & Gosselin, P. (2006). Self-Exclusion Program: A Longitudinal Evaluation Study. *Journal of Gambling Studies*, 23, 85 - 94.





### 3.2.13 Men & Women Playing Games: Gender and the Gambling Preferences of Iowa Gambling Treatment Program Participants

Authors: Debi LaPlante, Sarah Nelson, Richard LaBrie, & Howard Shaffer

Authors' credentials/relationship to the subject:

- All authors are associated with the Division on Addictions, Harvard Medical School. All authors have previously published literature pertaining to problem gambling.

Publication date: Spring 2006

Type of publication: Journal article (Journal of Gambling Studies)

Location: United States of America

Key words: gambling; pathological gambling; gender differences; psychosocial factors.

Key themes:

- Gender

comments for annotated bibliography

- Content
  - The study looks at 2256 problem gambling treatment participants. Note that their responses may not be indicative of problem gamblers not in treatment.
  - The results indicated that gender provided a minimal contribution to discrimination beyond that of specific demographic, economic, and health-related factors. This finding suggests that for understanding gambling patterns, gender is less informative than descriptive gambler profiles. Importantly this finding encourages scientists and public policy makers to avoid the tendency to overgeneralise the importance of specific demographic characteristics, such as gender.
- What's new/special/updated
  - As legalised gambling has expanded, female participation has increased.
- What, if any, gaps have been identified
  - The authors suggest that researchers and clinicians further explore the theoretical and clinical usefulness of player profiles.
- Usefulness/helpfulness
  - The study found that gender does not have as large an influence on play patterns as previously thought. This finding could inform social marketing and prevention programmes
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported in part with funding from the Iowa Department of Public Health and the National Centre for Responsible Gaming.

Other comments:

- Peer review? Not stated
- Pages – 16

#### *Abstract*

Historically, gambling has been a predominantly male pastime; however, as legalized gambling has expanded, female participation has increased. Nevertheless, some research suggests that a divide remains between the play patterns of men and women. For example, research suggests that men gravitate towards casino table games and track betting and women are attracted to games such as bingo and casino slots. Researchers have hypothesized that play pattern disparities exist because of inherent differences between the natures of men and women. Using data from 2256 (1309 male) problem gambling treatment participants, this research examines the influence of gender on play patterns. We tested the ability of gender and a series of

demographic, economic, and health-related factors to discriminate among three groups of gamblers with different game preferences: casino preferred, slots preferred, and non-institutional preferred. The results of multiple discriminant function analyses indicated that gender provided a minimal contribution to discrimination beyond that of specific demographic, economic, and health-related factors. This finding suggests that for understanding gambling patterns, gender is less informative than descriptive gambler profiles.

Reference:

LaPlante, D., Nelson, S., LaBrie, R., & Shaffer, H. (2006). Men & Women Playing Games: Gender and the Gambling Preferences of Iowa Gambling Treatment Program Participants. *Journal of Gambling Studies*, 22, 65 - 80.

### 3.2.14 Role of Gambling Media Exposure in Influencing Trajectories Among College Students

Authors: Hyung-Seok Lee, Jennifer Lee Lemanski, & Jong Woo Jun

Authors' credentials/relationship to the subject:

- Lee and Jun are associated with the Department of Advertising, College of Journalism and Communications at the University of Florida. Lemanski is associated with the Department of Communications at the University of Texas-Pan American.
- The authors do not appear to have previous gambling research published.

Publication date: September 2007

Type of publication: Journal article (Journal of Gambling Studies)

Location: United States of America

Key words: Gambling, media effects, TV poker shows, gambling ads, social learning theory

Key themes:

- Media exposure and gambling attitudes

comments for annotated bibliography

- Content
  - The survey (n=229) was conducted with undergraduate students enrolled in communications courses at a large US university. This sample is limited in extrapolating findings to larger populations. Note also that it is difficult to analyse the causal relationship among media exposure, attitude, and intention for gambling in a cross-sectional survey.
  - The study aimed to develop a relationship model among exposure to gambling TV shows and advertisements (or anti-gambling media exposure), attitudes toward gambling shows and advertisements, and gambling intention. The model was consistent with the hypotheses that media exposure impacts gambling attitudes and behavioral intentions both positively and negatively.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - There is a need for further research of media effects on problem gambling.
  - The survey suggests that policymakers could reduce problematic gambling by placing restrictions on when and how gambling is depicted and advertised in the media, similar to restrictions placed on smoking and alcohol.
  - Additional research is needed to systematically manipulate and refine the measurement scale for Internet media exposure.
- Usefulness/helpfulness
  - Could inform policy on gambling advertising.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not provided

Other comments:

- Peer review? Not stated
- Pages – 13

### *Abstract*

In the study, a model of the relationship between mass media depictions of gambling and subsequent gambling attitudes and behavioral intentions of college students was developed. A survey was conducted with 229 undergraduate students (79.5% female, mean age = 20.5, SD = 2.04) enrolled in three different communication courses at a large southeastern university. Through structural equation analysis, the six hypotheses of this study were analysed using the method of maximum likelihood with AMOS 6. The model was consistent with the hypotheses that media exposure impacts gambling attitudes and behavioral intentions both positively and negatively, depending on the valence of the gambling depiction. Theoretical and practical implications of mass media exposure and gambling behaviours are discussed, and future research directions are outlined.

### Reference:

Lee, H-S., Lemanski, J., Jun, J. (2008). Role of Gambling Media Exposure in Influencing Trajectories Among College Students. *Journal of Gambling Studies*, 24, 25 – 37.

### 3.2.15 Parameters for Safer Gambling Behavior: Examining the Empirical Research

Authors: Allyson Peller, Debi LaPlante, & Howard Shaffer

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: May 2008

Type of publication: Journal article (Journal of Gambling Studies)

Location: United States of America

Key words: gambling, technology, product safety, public health, gaming

Key themes:

- Gambling technology (Internet gambling, VLTs, EGMs, computerised slot machines, and cashless gambling technology)

comments for annotated bibliography

- Content
  - This is a review of research about the nexus between gambling and technology. Note that the review was primarily funded by an entertainment company.
  - The review shows that attempts to develop and implement safety features for new gambling technology are promising, but methodologically are rudimentary and limited in scope.
  - Improved study methods and collaboration among policymakers, manufacturers, and researchers can increase understanding of how new gambling technology affects the public health and stimulate new strategies for implementing effective public health interventions.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Existing research does not assess whether new gambling technology is more harmful than older gambling technology. There is a need for further empirical research to investigate the impact of new gambling technology on the public health.
  - Additional examinations of particular game features can be useful to inform parameters for safer gambling practices.
  - Findings from self-limit game feature studies indicate that self-limits and manufacturer imposed limits for internet gambling might be an important product safety measure to help prevent Internet gamblers from losing large sums of money.
  - Interestingly, the review found that even participants with advanced knowledge of mathematics can demonstrate erroneous perceptions about gambling behaviour, possibly because of difficulty in applying these mathematical concepts to real world situations. Therefore, there is a need for research about parameters for safer gambling behaviour for people vulnerable to cognitive distortions.
- Usefulness/helpfulness
  - Findings could support policy decisions on gaming regulations.
  - The review is comprehensive; there are several areas that may be applicable to New Zealand gambling issues.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Bwin.com Interactive Entertainment AG provided primary support for this study.

Other comments:

- Peer review? Not stated

- Pages – 16

*Abstract*

N/A – hard copy only received

Reference:

Peller, A., LaPlante, D., & Shaffer, H. (2008). Parameters for Safer Gambling Behavior: Examining the Empirical Research. *Journal of Gambling Studies*, 24 , 519-534.

### 3.2.16 Trends in Gambling Studies Research: Quantifying, Categorizing, and Describing Citations

Authors: Howard J. Shaffer, Michael V. Stanton, & Sarah E. Nelson

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: August 2006

Type of publication: Journal article (Journal of Gambling Studies)

Location: United States of America

Key words: Gambling, scientific communication, technology, trends, review

Key themes:

- Research trends

comments for annotated bibliography

- Content
  - The study examined citation trends and the growth of knowledge in the field of gambling studies by reviewing 2,246 citations.
  - The most prevalent topics explored within gambling studies citations have been pathology, risk-taking, decision-making and addiction. Between 1999 and 2003, studies addressing epidemiology, drug abuse, comorbidity and neuroscience have become increasingly prevalent. Based on these trends and their implications, this paper provides several recommendations for both future areas of inquiry within the field of gambling studies and better classification techniques for citations within all fields of psychology.
  - The changes in keywords over time reflect a trend toward placing gambling in a larger context—understanding not only the behaviour, but also recognizing its correlates, antecedents, and consequences.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - There is a need for procedural standards in citations management.
- Usefulness/helpfulness
  - This study provides useful information about trends in gambling research. Further studies can build upon findings to continue tracking trends.
  - Procedural standards in citations management would be a huge advantage for researchers.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 16

#### *Abstract*

As opportunities to gamble have increased during the 20th century, so has gambling research. This study used new strategies, methods, and technology to examine citation trends and the growth of knowledge in the field of gambling studies. The sample included 2,246 citations that were published between 1903 and 2003. By using multiple keywords to classify each citation into distinct topic areas, this study yielded a more comprehensive analysis than was previously available. The results

reveal that gambling-related research has grown at an exponential rate. The most prevalent topics explored within gambling studies citations have been pathology, risk-taking, decision-making and addiction. Between 1999 and 2003, studies addressing epidemiology, drug abuse, comorbidity and neuroscience have become increasingly prevalent. Based on these trends and their implications, this paper provides several recommendations for both future areas of inquiry within the field of gambling studies and better classification techniques for citations within all fields of psychology.

Reference:

Shaffer, H., Stanton, M., & Nelson, S. (2006). Trends in Gambling Studies Research: Quantifying, Categorizing, and Describing Citations. *Journal of Gambling Studies*, 22, 427-442.



### 3.2.17 Problem Gambling and the Circumstances Facing Older People A study of Gambling Machine Players Aged 60+ in Licensed Clubs

Authors: Jenni Southwell, Paul Boreham, & Warren Laffan

Authors' credentials/relationship to the subject:

- Boreham has previously published literature pertaining to problem gambling. All authors are associated with the University of Queensland Social Research Centre.

Publication date: January 2008

Type of publication: Journal article (Journal of Gambling Studies)

Location: Australia

Key words: older people, electronic gaming machines, problem gambling, ageing

Key themes:

- Age

comments for annotated bibliography

- Content
  - The study gathered data via a postal survey of managers of licensed clubs (80), interviews with Gambling Help services and a survey of people aged 60+ who regularly play EGMs (414).
  - The analysis suggests that certain age-related circumstances of older people (such as being without a partner, having a disability that impacts on everyday activities, having a low annual income, and no longer participating in the workforce) are associated with higher overall levels of motivation for playing EGMs and greater reliance on EGMs to meet social, recreational, and mental health needs.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - There are age-related vulnerabilities older people may experience to the negative impacts of gambling given the greater likelihood of their dependency on smaller, fixed incomes. Awareness of these vulnerabilities can inform prevention and early intervention initiatives.
- Usefulness/helpfulness
  - The study provides a lot of information pertaining to older people's gambling in licensed clubs. This information could be used in examining older New Zealanders' gambling behaviour.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by a research grant from the Queensland Office of Gaming Regulation.

Other comments:

- Peer review? Not stated
- Pages – 24

*Abstract*

N/A – hard copy only received

Reference:

Southwell, J., Boreham, P., & Laffan, W. (2008). Problem Gambling and the Circumstances Facing Older People/A study of Gambling Machine Players Aged 60+ in Licensed Clubs. *Journal of Gambling Studies*, 24, 151 – 174.



### 3.2.18 GPs and Problem Gambling: Can they Help with Identification and Early Intervention?

Authors: Barry Tolchard, Lyndall Thomas, & Malcolm Battersby

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: April 2007

Type of publication: Journal article (Journal of Gambling Studies)

Location: Australia

Key words: problem gambling, co-morbidity, screening tools, early intervention GPs

Key themes:

- Co-morbidity (presenting to GP with co-morbidities)
- Facilitation services (early identification of gambling problems at the primary care level and facilitation to other services)

comments for annotated bibliography

- Content
  - The paper looks at a pilot project conducted to inform GPs of the extent of problem gambling in the community and to provide them with simple tips on how to identify and assist problem gamblers.
  - Of 320 GPs offered additional resources, only nine requested these resources.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - The study notes that GPs provide a valuable resource that could help identify, and offer early intervention to, problem gamblers to help reduce demand on overstretched gambling treatment services. However, some GPs who responded to the pilot project thought it inappropriate to ask patients "out of the blue" if they gamble. In addition, the experience of the pilot project suggests that passively offering resource materials is unlikely to alter practice.
- Usefulness/helpfulness
  - If GPs were to routinely screen for gambling problems and/or be able to identify that issues may be co-morbidities with problem gambling, this would be an excellent form of early identification and facilitation. However, the added compliance on GPs may prevent these opportunities from being widely utilised.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding provided by Health Promotion SA, Department of Health, through the Gamblers' Rehabilitation Fund, which is in turn funded by the Hotels Association of SA.

Other comments:

- Peer review? Not stated
- Pages – 8

*Abstract*

N/A – hard copy only received

Reference:

Tolchard, B., Thomas, L., & Battersby, M. (2007). GPs and Problem Gambling: Can they Help with Identification and Early Intervention? *Journal of Gambling Studies*, 23, 499-506.



### 3.2.19 Improved Self-exclusion Program: Preliminary Results

Authors: Nicole Tremblay, Claude Boutin, Robert Ladouceur

Authors' credentials/relationship to the subject:

- Ladouceur has previously published literature pertaining to problem gambling. Tremblay, Boutin, and Ladouceur are all associated with the School of Psychology at Laval University.

Publication date: September 2008

Type of publication: Journal article (Journal of Gambling Studies)

Location: Canada

Key words: casino, self-exclusion, participation, satisfaction, impact

Key themes:

- Self-exclusion programmes

comments for annotated bibliography

- Content
  - The study compared traditional self-exclusion programmes to an improved programme that includes an initial voluntary evaluation, phone support, and a mandatory meeting. The improved programme has been offered since 2005
  - The majority of participants were satisfied with the improved self-exclusion service and perceived it as useful.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - It was interesting to note that as part of the self-exclusion procedure, the improved agreement is offered to any gambler who wants to self-exclude. If a gambler resists or refuses the improved self-exclusion programme, he/she will be offered the regular agreement. Only offering the regular program as a last resort may have unintended consequences – it has the potential to “scare off” self-excluders who may not explain why they do not wish to self-exclude (e.g. because of the mandatory meeting) but just decide against the programme altogether. The report notes that there is a strong preference for the improved programme – this is misleading because self-excluders are not made aware about the regular programme unless they refuse the improved programme.
  - In a future study, it would be important to examine the different characteristics of the self-excluded patrons using different programmes, improved or not, and what motivated their choice.
- Usefulness/helpfulness
  - All respondents would recommend the service to others. Feedback such as this may inform decisions about self-exclusion programmes in New Zealand.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Supported by grants from the *Fondation Mise-sur-toi*

Other comments:

- Peer review? Not stated
- Pages – 14

*Abstract*

N/A – hard copy only received

Reference:

Tremblay, N., Boutin, C., Ladouceur, R. (2008). Improved Self-exclusion Program: Preliminary Results. *Journal of Gambling Studies*, 24, 505 – 518.

### 3.3 Journal of Gambling Issues

#### 3.3.1 Gender differences in problem gambling behaviour from help-line callers

Authors: Jill Heater & David Patton

Authors' credentials/relationship to the subject:

- J Heather – school psychologist with previous research experience in addictions
- D Patton – research director at the Addictions Foundation of Manitoba

Publication date: August 2006

Type of publication: Journal (Journal of Gambling Issues)

Location: Canada

Key words: women and gambling, gambling help-line, gender differences

Key themes:

- Gender differences (location of games played, duration of gambling problem, and drug and alcohol use)
- Gender similarities (consequences of gambling, mental health correlates, and gambling concerns primarily related to Video Lottery Terminal (VLT) play)

comments for annotated bibliography

- Content
  - The study looked at issues around problem gambling for both men and women to help better understand women and gambling. The method was a survey given to help-line callers in 2000 and 2001.
- What's new/special/updated
  - The study shows an increase in calls made to the helpline by women – both calling concerned about another's gambling as about their own gambling. Over the entire year, slightly more women than men called for help – in contrast to a previous estimate (six years prior) where 1/3 of calls made to the helpline were from women. This is notable because prevalence rates of problem gambling typically indicate that men are at least twice as likely to be classified as problem gamblers (Brown and Coventry, 1997).
  - Previous studies have shown that women gamble more in casinos than in bars. This study showed that the same amount of women gamble in bars, hotels, and restaurants as in casinos.
- What, if any, gaps have been identified
  - research on women who are problem gamblers (the purpose of the study is to begin addressing this gap)
- Usefulness/helpfulness
  - good insight into gambling behaviour – women prefer an atmosphere that is clear, safe, and attractive; women are often "escape gamblers;" etc. Sample size is small, however (97 callers seeking help for their own gambling), and restricted to those who are aware that they might have a gambling problem.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - The study was funded by the Manitoba Lotteries Corporation. A web search showed that the MLC and the Addictions Foundation of Manitoba (AFM) work closely together – the AFM site refers readers to the MLC site for information about responsible gaming.

Other comments:

- Peer review? Yes
- Pages - 14
- Knowing where women gamble and the types of gambling in which they typically engage can help identify where advertising of prevention and treatment resources would be most useful.
- Implications for industry –“The reasoning to expand electronic gaming machines may be questionable when data show that these games are the most likely to be associated with problem gambling.”

*Abstract*

The province of Manitoba, Canada, has operated a province-wide Problem Gambling Help-Line 24 hours a day, 7 days a week, since 1993. The present study looked at gender differences in a sample of help-line callers. A total of 97 callers (59 men and 38 women) were asked 34 questions. The results showed both similarities and differences among men and women. The most popular gambling activity for all callers was video lottery terminals (71%). Male and female callers had similar background demographics and had both experienced numerous financial, relationship, and work problems as a result of their gambling. Some gender differences were found. Female callers reported a shorter duration of their gambling problem compared to male callers. Higher numbers of men than women gambled in bars, hotels, and restaurants. Overall, the results contribute to an understanding of gender differences in problem gambling.

Reference:

Heather, J., & Patton, D. (2006). Gender differences in problem gambling behaviour from help-line callers. *Journal of Gambling Issues*, 16. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.2 Characteristics of people seeking treatment for problem gambling in Ontario: Trends from 1998 to 2002

Authors: Karen Urbanoski and Brian Rush

Authors' credentials/relationship to the subject:

- Karen Urbankoski – research coordinator at the Centre for Addiction and Mental Health in Toronto.
- Brian Rush – senior scientist with the Centre for Addiction and Mental Health in Toronto.

Publication date: August 2006

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: problem gambling, treatment system, help seeking, gender comparisons, trends analysis

Key themes:

- Steady increase in individuals entering the specialised gambling treatment system (those seeking help for their own or another person's gambling problem)
- Gender distribution of clients remained constant over the 4 years of study. The report explains that this may be because female problem gamblers seek help from other sources (family physicians, community mental health services, etc).
- Electronic Gaming Machines (EGMs)
  - Compared with other types of gambling, the report focuses on the problems associated with EGMs. The proportion of men reporting problems with lotteries and sports events declined, but was offset primarily by an increase in the proportion of men reporting problems with slot machines over the four year period. For women, the same results were found with bingo (decrease) and slot machines (increase).
  - "Research has suggested the EGMs may be more problematic than other forms of gambling because of their wide availability and accessibility, technological advances directed at attracting and retaining players, the low skill level required to play, and a hypothesised higher addictive potential resulting from a fast rate of play and short payout intervals."

comments for annotated bibliography

- Content
  - The purpose of the report is to describe trends in sociodemographic and gaming profiles of individuals receiving treatment from publicly-funded problem gambling programs over the period of four fiscal years between 1 April 1998 and 31 March 2002.
- What's new/special/updated
  - The report summarises gambler characteristics, and notes some changes over a four-year period (see key trends above).
- What, if any, gaps have been identified
  - A comparison of data collected by DATIS to data collected from the Centre of Addiction and Mental Health (CAHM) Monitor telephone survey and a study conducted jointly by the Canadian Centre on Substance Abuse and the Responsible Gambling Council of Ontario indicates a "potentially large treatment gap." While the report notes that DATIS only captures publicly-funded specialised problem gambling treatment programs, there still may be a gap between the number of problem gamblers and those who seek treatment for problem gambling. Another survey (a nationwide health survey conducted by Statistics Canada) is expected to provide more robust provincial and regional estimates of the extent of problem gambling in the community. The findings of that survey would be beneficial in assessing the treatment gap.

- Usefulness/helpfulness
  - Good overview of gambler characteristics and trends, but limited to those seeking help in one province in Canada.
  - Further areas of research identified
  - Ethnic trends may be applicable to NZ (increase in Asian gamblers seeking help, decrease in Aboriginals/First Nation people seeking help)
  - Echoes other concerns about EGMs
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - funded by the Centre for Addiction and Mental Health

Other comments:

- Peer Review? Yes
- Pages – 21
- The Drug and Alcohol Treatment Information System (DATIS), is the province’s client-based information system which monitors the number and types of clients treated (all clients admitted to Ontario’s publicly funded gambling treatment systems). DATIS captures data using the South Oaks Gambling Screen (SOGS).
- The study includes all clients recorded in DATIS as having entered a gambling treatment program between April 1, 1998 and March 21, 2002 (6966). The report states that it summarises the characteristics of those who sought help within the system, but does not clarify if all 6966 clients entered a gambling treatment program voluntarily.
- There was a three-fold increase in gambling revenue in Canada from 1992 to 2000.
- Areas for further research identified:
  - Men seeking help for significant others (more women than men were among those seeking help for another person’s gambling problem).
  - Examine the ethnocultural background of problem gamblers in the community (to explore factors associated with the trend toward an increasing proportion of Asian men and the significantly decreasing proportion of Aboriginal/First Nations women seeking treatment).
    - Are Asian men more likely to suffer from gambling-related problems or are they simply more likely to seek/receive treatment?
    - Decrease in Aboriginal or First Nations women seeking treatment – is there an unmet need for treatment?
  - Feasibility and effectiveness of early interventions for those experiencing lower levels of gambling problems.
  - Causes of the telescoping effect of gambling disorders among women (women experiencing a faster progression of pathological gambling).
  - Examine the impact of social and ethnographical factors guiding slot machine play and the experience of related problems among women in the province.
- Ethnicity
  - The vast majority of clients were Caucasian. There was a steady increase in the proportion of Asian men and a concomitant decrease in those of other ethnic backgrounds (although not statistically significant.) The proportion of Caucasian women increased from 81% to 86%, offsetting a decrease in the proportion of Aboriginal/First Nations women entering treatment. (these trends are statistically significant).

- Settings
  - Men – commercial casinos, charity casinos, racetracks, lottery outlets, and off-track betting parlours
  - Women - commercial casinos, charity casinos, racetracks, lottery outlets, and bingo halls
  - Increase in problematic play at racetracks among women – from <5% to >20% over the four years of the study. These increases were offset by decreases in problem gambling at bingo halls (women) and off-track betting parlours (men).

#### *Abstract*

This report summarizes the characteristics of individuals who sought help within Ontario's specialized problem gambling treatment system during its first four years of operation. All clients recorded in the provincial information system database as having entered a gambling treatment program between April 1, 1998, and March 31, 2002, are included. Broad trends and gender differences in demographic characteristics, gambling behaviours, and problem severity are considered and compared by fiscal year. Compared to population-based estimates of problem gambling, the number of clients served by this specialized treatment system is low but steadily increasing. Women have consistently made up approximately one third of clients entering treatment in each fiscal year, and their sociodemographic profile, their gaming preferences, and the duration of their problem gambling careers differ from those of male clients. The growing proportion of clients of both genders seeking help for problems related to slot machines is of primary concern and warrants further study.

#### Reference:

Urbanoski, K. & Rush, B. (2006). Characteristics of people seeking treatment for problem gambling in Ontario: Trends from 1998 to 2002. *Journal of Gambling Issues*, 16. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.3 Recovery in Gamblers Anonymous

Authors: Peter Ferentzy, Wayne Skinner, and Paul Antze

Authors' credentials/relationship to the subject:

- Peter Ferentzy – studying GA since 2002, previously a postdoctoral fellow at the Addiction Research Foundation of Ontario, has compiled an annotated bibliography on GA.
- Wayne Skinner – clinical director of the Concurrent Disorders Program and the Problem Gambling Service of the Centre for Addiction and Mental Health in Toronto. Several examples of PG research.
- Paul Antze – has carried out field research on AA and organisations modelled after it (including GA).

Publication date: December 2006

Type of publication: Journal (Journal of Gambling Issues)

Location: Canada

Key words: addiction, gambling, Gamblers Anonymous, mutual aid

Key themes:

- Differences between GA and other 12-step programmes
- Distinctive needs of compulsive gamblers
- Further research – advent of slot machines and effect on problem gamblers

comments for annotated bibliography

- Content
  - Small study (27 GA members); limited focus. Described as “a qualitative study using a relatively small interview sample, designed to generate preliminary findings that could later be verified with formal methods employing larger samples.
- What's new/special/updated
  - Note that changes in types of gambling available may change the “face” of GA (slot machines).
- What, if any, gaps have been identified
  - Need for more research into GA – “given the growing significance of pathological gambling in the wake of the proliferation of legal gambling venues, a better understanding of GA has become an urgent necessity.”
- Usefulness/helpfulness
  - Perhaps limited – I found only 15 GA meetings in NZ (online search)
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Ontario Problem Gambling Research Centre

Other comments:

- Peer reviewed? Yes
- Pages – 18

#### *Abstract*

This article was written to provide an overview of recovery in Gamblers Anonymous (GA). How GA's approach reflects the distinctive needs of compulsive gamblers is a central theme. GA is a mutual aid organization modeled upon Alcoholics Anonymous (AA), though differing in some ways from that organization. One notable feature of GA is its emphasis on patience in the recovery process, reflected even in its approach to the 12 Steps, which are “worked” at a slow pace for this reason. Another feature that distinguishes GA is a seemingly

more rigorous approach to avoiding potential triggers, notably gambling establishments. Whereas AA leaves it up to the individual to decide whether or not it is safe to enter establishments where alcohol is served, GA's official stand on such questions is uncompromising: members should not enter, or even go near, gambling establishments. Reasons for these differences are discussed.

Reference:

Ferentzy, P., Skinner, W., & Antze, P. (2006). Recovery in Gamblers Anonymous. *Journal of Gambling Issues*, 17. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.4 Impacting attitudes toward gambling: A prison gambling awareness and prevention program

Authors: Gary Nixon, Gordon Leigh, and Nadine Nowatzki

Authors' credentials/relationship to the subject:

- Nixon – counselling psychologist, Addictions Counselling program coordinator at University of Lethbridge (CA). Research and publications in the following areas: seniors, inmates, second-stage recovery, quantum change, ego-transcendence, narrative therapy, and phenomenological-hermeneutics.
- Leigh – Developed programmes in addictions field for prison inmates and the community, including the *Problem Gambling Awareness and Prevention Program* and *Life Without Gambling*.
- Nowatzki – doctoral student, previous experience as a research associate.

Publication date: August 2006

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: prison, inmate, problem gambling, pathological gambling, prevention

Key themes:

- Need for PG awareness and prevention programs in prisons
- Gambling in prisons
- changes in attitudes towards gambling and gambling behaviours
- link between gambling and crime
- comorbidity and “hidden” gambling disorders

comments for annotated bibliography

- Content
  - Although there has been research that addresses problem gambling behaviour or criteria in prisons, there appears to be a lack of prison gambling awareness and prevention programmes.
  - This study sought to “develop, implement, and evaluate one such program” – and the findings suggest that programmes like this can be effective for inmate populations, particularly in changing attitudes towards gambling.
  - An increase in the number of gambling-related offences (mainly economic crimes) in the local correctional centre appears to correspond with the introduction of video lottery terminals and to the opening of casinos.
  - Although criminal records of participants were not made available to the researchers, a link between gambling and crime was supported. The general nature of crimes committed by programme participants was nonviolent crimes against property.
  - Many participants were genuinely unaware of the severity of their problem gambling – many blamed a co-morbidity factor such as substance abuse. This supports pre-screening of inmates/assessment for gambling problems at the casework level (along with testing for substance abuse problems).
- What's new/special/updated
  - This was the only awareness and prevention programme in prison in Canada (of which the researchers were aware), so there was no previous study to use for comparison purposes.
- What, if any, gaps have been identified
  - Need for awareness and prevention programmes in prisons.

- Need for research into the characteristics and outcomes of a successful prison gambling awareness and prevention programme.
- The study had a small number of participants (49). Not all participants completed the study, due to transfers, voluntary withdrawal, and loss of privileges.
- As participation was voluntary, not all participants were found to have problems with gambling – across all screening tools, fewer than 50% of participants were classified as problem gamblers. Programmes such as this are sometimes used to alleviate boredom/provide entertainment, meet members of the opposite sex, or to compare to other courses. Pre-screening would focus future programmes on those inmates with an actual Problem Gambling need.
- Usefulness/helpfulness
  - Very useful – the researchers found that “it can be reasonably assumed that a prevention program that improved prisoners’ attitudes and potentially their gambling behaviours might diminish criminal activity.”
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Alberta Gaming Research Institute (a consortium of 3 Canadian universities)

Other comments:

- Peer review? Yes
- Pages – 15

*Abstract*

Research indicates that approximately one third of prison inmates meet the criteria for problem or pathological gambling (Williams, Royston, & Hagen, 2005). However, despite this rate being among the highest of all gambling populations (Walters, 1997; Shaffer & Hall, 2001), there appears to be a lack of prison gambling awareness and prevention programs. This study sought to develop, implement, and evaluate one such program at the Lethbridge Correctional Facility in Alberta, Canada. Forty-nine inmates completed a six-session program over 18 months. Gambling screen results revealed a significant increase in cognitive error recognition, and attitudes towards gambling became significantly more negative. The program did not render any significant differences in math skill score, Canadian Problem Gambling Index (CPGI) score, or past-year South Oaks Gambling Screen (SOGS) score. Changes in the past-year frequency score approached significance. This study suggests that programs of this kind can be effective for inmate populations, particularly in changing attitudes towards gambling.

Reference:

Nixon, G., Leigh, G., & Nowatzki, N. (2006). Impacting attitudes towards gambling: a prison gambling awareness and prevention program. *Journal of Gambling Issues*, 17. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.5 The South Oaks Gambling Screen (SOGS): A rebuttal to critics

Authors: Blasé Gambino, Henry Lesieur

Authors' credentials/relationship to the subject

- Gambino – many published works on gambling; on editorial review board of the Journal of Gambling Studies
- Lesieur – psychologist, member of Board of Directors of the National Council on Problem Gambling. Co-author of the SOGS.

Publication date: August 2006

Type of publication: Journal article (Journal of Gambling Issues)

Location: USA

Key words: construct validity, validation strategies, validity generalization, diagnostic criteria, pathological gambling, South Oaks Gambling Screen, SOGS

Key themes:

- SOGS as a screening tool
- SOGS compared to other screening tools

comments for annotated bibliography

- Content
  - The paper provides a rebuttal to criticism of SOGS as a screening instrument.
  - The paper does not claim SOGS is the best/only screening tool, instead it states it is one of a few good tools and can be used in conjunction with others or on its own
- What's new/special/updated N/A
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - As the criticisms of SOGS fall outside this literature review, the focus of this article does not directly apply
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Lesieur co-authored the SOGS

Other comments:

- Peer review? Not noted.
- Pages – 16

#### *Abstract*

A review of the literature reveals strong support for the construct validity of interpretations based on scores obtained with the original and more recent versions and/or variants of the South Oaks Gambling Screen (SOGS). Criticisms of the SOGS are shown to lack merit, to be offset by more important criteria, or to be no longer relevant. The evidence reviewed indicates that the construct of pathological gambling as represented by the SOGS and its variants provides a robust definition and implies that the SOGS meets the important criterion of validity generalization. The construct of chasing and behaviours related to chasing is shown to provide powerful measures by which to discriminate between the presence and absence of pathological gambling. The viability of the SOGS to continue to make important contributions to the understanding of pathological gambling is discussed in terms of the criteria for selecting a research instrument.

Reference:

Gambino, B., Lesieur, H. (2006). The South Oaks Gambling Screen (SOGS): A rebuttal to critics. *Journal of Gambling Issues*, 17. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.6 The prevention of pathological gambling: An annotated bibliography

Authors: Peter Ferentzy, Nigel Turner, Wayne Skinner

Authors' credentials/relationship to the subject:

- Ferentzy – conducted most of the library research and wrote the summaries. Research Scientist studying GA (Gamblers Anonymous) since 2002.
- Turner – read and revised summaries; wrote introduction. Contributed some items. Research Scientist, experience in quantitative research studies, interest in cognitive models of problem gambling.
- Skinner – contributed some items. Clinical Director of the concurrent disorders program and the problem gambling service of the Centre for Addiction and Mental Health. Co-investigator on several research studies on problem gambling.

Publication date: August 2006

Type of publication: Journal article (Journal of Gambling Issues) – this is an annotated bibliography that covers all English language articles relating to prevention published from 1998 – 2005

Location: Canada (reviewing all English language journals)

Key words: prevention, risk factors, programs, evaluations of programs, conceptual issues and general information, problem gambling research articles

Key themes:

- Youth – 46 of the articles (33%) dealt specifically with youth, and many others touched on impacts on youth. Some topics included:
  - Scratchies (parents buying them for children, perception as unarmful, retailers selling them to children as young as 11)
  - Co-morbidity with alcohol and/or drugs
  - education programmes in schools (interesting note – one study suggests that gambling education in schools may in fact increase gambling rates by generating curiosity)
  - teachers'/administrators' understanding of gambling
  - remote gambling opportunities (internet gambling may impose an age limit, but this is not enforceable)
  - family (parents with gambling problems, disciplinary styles)
  - a common theme in the literature about youth is that the current generation of youth is the first to be exposed to legalised/socially acceptable gambling (in the countries studied) and therefore their attitudes towards gambling are more positive.

*(Seniors – although a handful of articles discussed implications of gambling for seniors, the demographic slant is firmly towards youth.)*

- Industry regulations (EGMs, etc)
  - There were several articles that dealt with changes to the gambling environment –These include:
    - EGMs Electronic Gaming Machines (EGMs, Video Lottery Terminals [VLTs], Pokies, Poker Machines, Fruit Machines, One-armed Bandits) –reducing maximum bet amounts (found to be effective), changes to EGM displays (some effective, some not), changes to bill acceptors (not effective), breaks in play (effective), messages about gambling behaviour (effective). Many papers suggested further research is required.

- location of ATMs in casinos (no strong association found, although qualitative evidence was found for the removal of ATMs)
- Social marketing
  - Interesting comment – “...gambling is the only potentially addictive activity in which young people engage without the type of disapproval and educational campaigns aimed at other addictive behaviours.”
  - One study noted that “awareness campaigns must target parents as well as youth.”
  - “experience with campaigns pertaining to tobacco and alcohol suggests that similar campaigns could be effective for gambling, both for youth and adults.”
  - There was a study about brochures – more research is needed to assess whether any effects are enduring.
  - An advertising campaign was reviewed – it had little effect – billboards and slogans seemed most effective. The authors suggest that TV and/or a focus on high-risk groups would be more effective.
  - A Canadian study found that more public awareness and prevention campaigns were needed – most respondent had a poor grasp of the signs of problem gambling.
  - A large North American study found that no formal evidence of the effectiveness of public awareness campaigns was found. Generic indicators (such as requests for information from the public) are often taken as evidence that “awareness must be on the rise.” This report makes suggestions about how to make campaigns more effective and how to measure effectiveness.
- Self-exclusion
  - A handful of studies focused on self-exclusion – does it work, is it consistent, does it place too much responsibility on the gambler as opposed to the industry?
- Defining the problem, measurements, new field
  - A few articles noted that there is no set definition of problem gambling – no threshold like there is for acceptable alcohol use. Such definitions were not suggested, but the need for them was noted.
  - A few articles dealt with screening instruments.
- Public health
  - 11 of the 147 articles directly address the public health approach to the prevention of Problem Gambling. The annotated bibliography would be a good starting point for further research into the history of public health approaches to problem gambling.
- Cultural differences
  - Only a few articles (6) focused on cultural differences with respect to problem gambling – it would be interesting to compare this with more recent articles/reports to see if there has been more literature in recent years.

#### comments for annotated bibliography

- Content
  - 147 articles were reviewed – grouped under the headings of risk factors, programs, evaluations of programs, and conceptual issues and general information.
- What’s new/special/updated – n/a (as this is a bibliography)
- What, if any, gaps have been identified – n/a (as this is a bibliography) – some gaps were identified in particular papers – see key themes above

- Usefulness/helpfulness
  - Very helpful to see themes in prevention from 1998 - 2005
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Ontario Ministry of Health and Long-Term Care

Other comments:

- Peer review? No
- Pages – 50

### *Abstract*

The preparation of this annotated bibliography was guided by a desire to include all of the problem gambling research articles related to *prevention* that have been published in English. Some exceptions were made for articles published in other languages but for which an English abstract was available that provided sufficient details about the study. All studies were included, regardless of their methodological quality. In some cases, studies utilizing the same treated sample but providing additional results of the study were included. The annotations are brief and simply provide the reader with the full bibliographic reference, the basic approach that is evaluated in the study, and, when available, information about the results. No effort was made to critically appraise or review the study. Since the problem gambling research field is a growing area of inquiry, this bibliography will become quickly outdated and will require regular update to remain current.

Prevention is a complex topic that must take into consideration the causes of the problems. As such we not only report papers evaluating prevention programs but also discuss papers that explore the causes of pathological gambling. These papers on prevention are divided into four categories:

- risk factors,
- programs,
- evaluations of programs, and
- conceptual issues and general information.

Each paper was placed into the category that it best suited.

Reference:

Ferentzy, P., Turner, N., Skinner, W. (2006). The prevention of pathological gambling: An annotated bibliography. *Journal of Gambling Issues*, 17. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.7 An overview of prevalence surveys of problem and pathological gambling in the Nordic Countries

Author: Jakob Jonsson

Author's credentials/relationship to the subject:

- clinical psychologist, consultant on gambling research, co-author of reports on problem gambling

Publication date: October 2006

Type of publication: Journal article (Journal of Gambling Issues)

Location: Sweden

Key words: prevalence, problem gambling, pathological gambling, Nordic countries

Key themes:

- Surveys used – the report gives an overview of prevalence studies undertaken in Finland, Iceland, Norway, and Sweden. It summaries the findings, often noting that b/c different measures have been used, results can't be directly compared.
- Information was collected for the adult (8 studies) and youth (2 studies) populations. Other demographic differences were not reported.
- Need for consistency – there is a need for consistency not only in research tools used, but also terminology.

comments for annotated bibliography

- Content
  - Very short report – gives lots of statistics and comparisons between the Nordic Countries.
- What's new/special/updated
  - n/a – it's an overview of specific studies
- What, if any, gaps have been identified
  - Need for consistency in survey tools and terminology.
- Usefulness/helpfulness
  - Not very useful in a New Zealand context – it does highlight how gaps in research significantly impact on future use for comparative purposes.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - The original report was funded by the Swedish Institute of Public Health for a research symposium in Helsinki in March 2005.

Other comments:

- Peer review? Yes
- Pages – 8
- Comparison to other literature
  - GI 08 notes that there have been 3 previous studies of adolescents in the Nordic countries – this paper only lists 2 such studies.

#### *Abstract*

Estimates of the prevalence of gambling problems among adults by sampling from whole population registries have been made in Finland, Iceland, Norway, and Sweden. The studies in Norway and Sweden are fairly similar, showing a higher prevalence in Sweden according to the South Oaks Gambling Screen Revised (SOGS-R), and similar prevalence according to the *Diagnostic and Statistical Manual of Mental Disorders*, 4th edition (DSM-

IV) screens. The difference is unexpected because Norway has relatively more gambling machines and Norwegian citizens spend more money on gambling. However, the low response rates in Norway may explain the result. Preliminary results from Iceland (2005) with a DSM-IV screen do not differ from those from Norway and Sweden concerning prevalences of pathological gambling, but differ from Norway concerning problem gamblers. However, different DSM-IV screens were used in the three countries, and response rates differed. With these reservations, the past-year prevalence of pathological gambling in Iceland, Norway, and Sweden is about 0.3%, as estimated from DSM-IV screens. Studies of gambling problems among young people have only been performed in Norway.

Reference:

Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. *Journal of Gambling Issues*, 18. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### **3.3.8 Prevalence estimates of gambling and problem gambling among 13- to 15-year-old adolescents in Reykjavik: An examination of correlates of problem gambling and different accessibility to electronic gambling machines in Iceland**

Authors: Daniel Thor Olason, Gudmundur A. Skarphedinsson, Johanna Ella Jonsdottir, Mikael Mikaelsson, Sigurdur J. Gretarsson

Authors' credentials/relationship to the subject:

- Olason (primary author) – associate professor in Uofl's psychology department. Research coordinator for Icelandic Gambling Project. Previous gambling articles.
- Skarphedinsson (assistant researcher) – clinical psychologist – no previous gambling work mentioned.
- Jonsdottir (assistant researcher) – psychology student – no previous gambling work mentioned.
- Mikaelsson (assistant researcher) – studying for his PhD in behavioural genetics – no previous gambling work mentioned.
- Gretarsson (primary author) – professor in Uofl's psychology department. No previous gambling work mentioned.

Publication date: October 2006

Type of publication: Journal article (Journal of Gambling Issues)

Location: Iceland

Key words: adolescent, gambling, problem gambling, electronic gambling machines, EGMs

Key themes:

- Few previous studies on prevalence of gambling/problem gambling among adolescents in the Nordic countries
- Gender differences – like other studies worldwide, this one found higher rates of gambling (79.4% vs. 60.2% in the past year) – and problem gambling (8.5 – 13 times more likely to be classified as problem gamblers) – among males than females.
- Gambling participation is widespread among Icelandic youth (93%) (in Reykjavik) – most Icelandic adolescents gamble (an estimated 2-3% are in trouble due to their gambling participation).
- EGMs are more popular among adolescents in Nordic countries than in the US, Canada, and Australia, even though there is an 18-year-old age limit on all EGMs in both Norway and Iceland. Often there is parental consent/knowledge of the gambling – suggesting parents as well as their children need education on problem gambling.
- Comorbidity – the study looked at drug and alcohol use and found a linear relationship between the severity of problem gambling and substance abuse. The study also found that the problem gambling group reported lower grades, unhappiness with school performance, and truancy than the other gambling groups. This suggests that “problem gambling is an indicator of broader difficulties in social and psychological adjustment of adolescents in different cultures.”
- Age and onset – Icelandic adolescents begin to gamble early (9.5 years old) – this is worrying b/c early onset of gambling has been shown to be a risk factor for problem gambling. Gambling activity is likely to increase with age – this was supported by the sharp increase in gambling involvement from grades 8 and 9 to grade 10.
- Parental gambling – adolescents with gambling problems were more likely to report that their parents or peers gambled.

#### comments for annotated bibliography

- Content
  - Very informative study – lots of information about adolescent gambling across a variety of variables. Looks at age, gender, comorbidity, and types of gambling; noting a “worrying” preference for EGMs.
  - See key themes above.
- What’s new/special/updated
  - Consistent with previous studies. More research needed to confirm the results, particularly in Nordic countries with no previous studies on adolescent gambling.
- What, if any, gaps have been identified
  - Parents need to be educated on the dangers of problem gambling (as they are often aware that their children are using EGMs).
  - Stricter enforcement needed on age limits for EGMs.
- Usefulness/helpfulness
  - Very useful – provides a good benchmark for articles focusing on youth.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the University Lottery and the University of Iceland Research Fund

#### Other comments:

- Peer review? Yes
- Pages – 17
- Sample size – 3,573 13-15-year-olds in 23 schools in Reykjavik (77% of all adolescents in this age group in this location)
- Good coverage of youth gambling issues.

#### *Abstract*

This paper reports the main findings from a prevalence study of adolescent gambling and problem gambling among Icelandic adolescents. The final sample consisted of 3,511 pupils aged 13 to 15 in 25 primary schools in Reykjavík. The results indicated that 93% of adolescents had gambled some time in their life and 70% at least once in the preceding year. Problem gambling prevalence rates were evaluated with two gambling screens, *American Psychological Association Diagnostic and Statistical Manual*, 4th edition, Multiple-Response-Junior (DSM-IV-MR-J) and the South Oaks Gambling Screen Revised for Adolescents (SOGS-RA). The DSM-IV-MR-J identified 1.9% as problem gamblers, while SOGS-RA identified 2.8% as problem gamblers. The results also showed that problem gamblers reported more difficulties in school and used alcohol and other drugs more frequently than adolescents who gambled socially or not at all. Finally, evaluation of electronic gambling machine (EGM) accessibility revealed that gambling on low-stakes EGMs in public places was more common than on EGMs in arcades or bars and restaurants. The potential implications of these findings are discussed.

#### Reference:

Ólason, D., Skarphedinsson, G., Jonsdottir, J., Mikaelsson, M., & Gretarsson, S. (2006). Prevalence estimates of gambling and problem gambling among 13- to 15-year-old adolescents in Reykjavik: An examination of correlates of problem gambling and different accessibility to electronic gambling machines in Iceland. *Journal of Gambling Issues*, 18. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.9 Chasing the criteria: comparing SOGS-RA and the Lie/Bet screen to assess prevalence of problem gambling and 'at-risk' gambling among adolescents

Authors: Ingeborg Rossow and Helge Molde

Authors' credentials/relationship to the subject:

- Rossow – Research Director at the Norwegian Institute for Alcohol and Drug Research. Gambling research has been “part of her research interests over the past 4 years.”
- Molde – research fellow at the Department of Psychosocial Science, University of Bergen. Focus on addictive behaviours. Preparing a PhD thesis on pathological gambling.

Publication date: October 2006

Type of publication: Journal article (Journal of Gambling Issues)

Location: Norway

Key words: problem gambling, at-risk gambling, comparing instruments, adolescents, gender-specific analyses

Key themes:

*The study was set up to compare 2 screening instruments in the search for a “gold standard” for the assessment of problem gambling in surveys – particularly among adolescence. Although the focus was on the screening instruments themselves, the findings of the screenings add to the body of literature available on gambling and problem gambling among adolescents.*

- The study does not suggest one current screening tool to be used as the gold standard, but instead suggests that “the Lie/Bet screen may be a useful tool to assess at-risk gambling in comprehensive youth surveys.” The study found that Lie/Bet and SOGS-RA may yield inflated estimates of PG (Lie/Bet and SOGS-RA) and DSM-IV may yield deflated estimates. It was noted that a two-factor solution may be the best option – one factor being gambling consequences and the other being loss of control (or control over gambling).
- Trends seen in other studies are repeated here:
  - 74% of students reported that they had gambled at least once during the preceding year
  - males gamble more than females (Even though there were differences between the results of the screening instruments, they did not vary significantly between boys and girls.)
- two findings were that problem gambling was higher among student not living with both parents and those with an Islamic or other non-Christian religious affiliation. This comes with a note – “the stricter the criteria for problem gambling and the smaller the proportion of students fulfilling them, the more prominent were the demographic characteristics – that is, the greater the proportion of boys, of students living without both parents, and of students with non-Western immigrant background.” The article notes that “a question of religious affiliation was applied as a proxy for non-Western immigrant background; those who states an Islamic or other non-Christian religious affiliation were assumed to have a non-Western immigrant background.” This assumption may skew the results.

comments for annotated bibliography

- Content
  - the study compared 2 screening instruments (and discussed DSM-IV as well) and the focus was on the differences/similarities of the instruments, not of the findings themselves.
  - The study also served as a baseline survey for a planned evaluation of a government proposal to reduce the availability of slot machines in Norway.
  - See key themes above

- What's new/special/updated
  - The large sample size (>20,000) allowed for gender-specific analyses – rarely been conducted in previous studies of screening instruments for youth gambling.
- What, if any, gaps have been identified
  - It was noted that school students are not representative of all teenagers, and that those not in school may have greater problem gambling issues than those in school.
- Usefulness/helpfulness
  - Useful to compare with other screening studies – also the findings are consistent with other studies, especially in gender differences.
  - Will be interesting to see if other studies find similar differences based on household (two-parent, one-parent, other) and religious background.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - None noted – Rossow is employed by the Norwegian Institute for Alcohol and Drug Research and Molde is employed by the Department of Psychosocial Science, University of Bergen.

Other comments:

- Peer review? Yes
- Pages – 15
- Sample = 20,703 students in junior and senior high school in all geographical areas of Norway chose (and, where necessary, had parental approval) to participate.
- This study also served as a baseline survey for a planned evaluation of a government proposal to reduce the availability of slot machines in Norway.
- Comparison to other literature
  - Note re public health – “from a public health perspective, one concern is that disordered gambling may be not only a problem in itself but also a gateway to substance use, anxiety, and other mental health disorders.” Compare to GI 08, which notes that PG is an indicator of broader social and psychological adjustment issues.

*Abstract*

Most instruments assessing gambling problems are relatively extensive and therefore not suitable for comprehensive youth surveys. An exception is the two-item Lie/Bet questionnaire. This study addresses to what extent two instruments (Lie/Bet and South Oaks Gambling Screen Revised for Adolescents (SOGS-RA)) (1) overlap in classifying problem gambling and at-risk gambling, (2) reflect different underlying dimensions of problem gambling, and (3) differ in distinguishing between young gamblers with respect to intensity and frequency of gambling in gender-specific analyses. Data stemmed from a school survey among teenagers in Norway (net sample = 20,700). The congruence in classification of problem gamblers was moderate. Both instruments discriminated sensibly between youths with high versus medium and low gambling frequency and gambling expenditures, although more so for boys than for girls. Both Lie/Bet items loaded on one 'loss of control' dimension. The results suggest that the Lie/Bet screen may be useful to assess at-risk gambling for both genders in comprehensive youth surveys.

Reference:

Rossow, I. & Molde, H. (2006). Chasing the criteria: comparing SOGS-RA and the Lie/Bet screen to assess prevalence of problem gambling and 'at-risk' gambling among adolescents. *Journal of Gambling Issues*, 18. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.10 Treatment of problem & pathological gambling in the Nordic countries: Where we are now and where do we go next?

Author: Marianne Hansen

Author's credentials/relationship to the subject:

- Marianne Hansen is a research fellow at the Norwegian Institute for Alcohol and Drug Research. She is a clinical psychologist and has 6 years of experience treating pathological gambling. She is currently preparing a PhD thesis on pathological gambling.

Publication date: October 2006

Type of publication: Journal article (Journal of Gambling Issues)

Location: Norway (focus on all Nordic Countries)

Key words: Problem gambling, pathological gambling, therapy, treatment, development of treatment services, Nordic countries.

Key themes:

- Treatment options – vary between countries – consistent theme that more treatment (quantity) and various types of treatment are needed. Of note – access to treatment determines the extent to which people seek treatment – where there have seen an increase in treatment supply, there has also been an increase in the number of people seeking treatment.
- Communication – the article notes that treatment professionals in Nordic Countries do not have a professional network for relationships. Most treatment professionals expressed desire to work together and be more active in international networks as well.
- Gender – consistent with other research, the gender distribution of people who seek treatment was skewed. In several institutions, men made up 70 – 90% of those seeking treatment. Note – the proportion of women was increasing (from 2-3 year prior to the study). Women who seek treatment tend to be older than men (50-60 years old).
- EGMs – most of the people who seek treatment or contact a helpline report that they have problems with slot machines – in Norway, 90% of helpline calls reported EGMs as the major problem
- Age - There has been an increased (research) focus on children and adolescents and slot machine gambling. Treatment services for adolescents are almost non-existent in the Nordic countries. Seniors were not mentioned.
- Going forward, the author suggests an aim should be to develop treatment services and increase the number of treatment institutions.

comments for annotated bibliography

- Content – this article is based on a survey of Nordic treatment services. These vary between the Nordic countries, and even within some countries. Refer to key themes above.
- What's new/special/updated
  - Proportion of women seeking treatment increasing
  - Increased research focus on children and adolescents and EGMs
- What, if any, gaps have been identified
  - Youth and adolescent treatment services
  - Communication and collaboration between Nordic countries
  - Very few treatment programmes are evidence-based and the “main impression gained from talking to therapists was that most of them did not have a developed treatment programme to begin with, but that the programme was developed as they went along.” This suggests a need for aligned, robust treatment programmes.

- Usefulness/helpfulness
  - Consistent with other research re: gender
  - Would be interesting to see if collaboration efforts have been made since 2004 (when the survey was administered)
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Project financed by the Swedish National Institute of Public Health

Other comments:

- Peer review? Yes
- Pages – 15

#### *Abstract*

Treatment services specifically for pathological gambling are relatively recent in the Nordic countries.

Availability and type of treatment offered varies. A common feature of most of the treatment services is that pathological gambling is treated in the same way as other types of addiction. This article is based on a survey on treatment facilities carried out during the fall of 2004. There were differences in the theoretical perspective that treatment services were based on. The most common theoretical basis was cognitive-behavioural therapy with a focus on correction of cognitive fallacies and magical thinking associated with gambling. There were clear ideological differences between the types of treatment in the different countries. There is limited knowledge about the effect of treatment over time. In the future, focus should be directed towards increased cooperation and professional development between the countries and evaluation of the effects of treatment.

Reference:

Hansen, M. (2006). Treatment of problem & pathological gambling in the Nordic countries: Where we are now and where do we go next? *Journal of Gambling Issues*, 18. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.11 A study of differences in Canadian university students' gambling and proximity to a casino

Authors: Gerald R. Adams, Anne-Marie Sullivan, Keith D. Horton, Rosanne Menna, & Ann Marie Guilmette

Authors' credentials/relationship to the subject:

- Adams – PhD in family relations and human development. Interests include gambling problems in youth and emerging adults.
- Sullivan – PhD in family relations and human development. Received a doctoral fellowship from the Ontario Problem Gambling Research Centre. Doctoral thesis examined university students' gambling motivations.
- Horton – PhD in cognitive psychology. Has studied issues in cognitive aspects of gambling behaviour and problem gambling. Has held prior funding from the Ontario Problem Gambling Research Centre.
- Menna – PhD in psychology. Interests in childhood and adolescent studies.
- Guilmette – PhD in social psychology. Researches gambling as an adult form of leisure. Serves on the Board of the Ontario Problem Gambling Research Centre.

Publication date: January 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: university student gambling, problem gambling, gender and gambling, proximity of casino to university and gambling behaviour

Key themes:

- Frequency of gambling problems greater for males than for females
- Situational and structural characteristics within a community can enhance access to gambling venues and gambling behaviour.

comments for annotated bibliography

- Content
  - Gambling behaviour and problem gambling of college students were investigated in universities far from and close to a large casino. Gender and proximity differences were hypothesized and observed.
- What's new/special/updated
  - Survey attempts to address concerns raised in other studies revealing that college students are experiencing gambling problems. It seeks to answer whether university gambling is at all linked to the accessibility of a casino.
- What, if any, gaps have been identified
  - There is considerable need to develop a sound theoretical framework for the study of gender differences in gambling behaviour.
- Usefulness/helpfulness
  - Good sample size, but population-specific (Canadian university students) and, as NZ has only 6 casinos and 8 Universities, may be of limited use here.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by the Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Yes

- Pages – 9
- Findings do not support the original speculation that proximity between a university and a casino could also enhance other forms of non-casino gambling in the community.

*Abstract*

Gambling behavior and problem gambling of college students were investigated in universities far from and close to a large casino. A survey of 17 gambling activities was given and the South Oaks Gambling Screen was completed by 1579 students. Approximately half of the students were enrolled in universities near a casino and the other half far from a major casino. Gender and proximity differences were hypothesized and observed. Males engaged in more gambling activities than females. Students close to a casino manifested more serious problem gambling than students far from a casino. Gender by proximity interactions are reported. This investigation supports the idea that context and proximity to gaming venues may have exposure or accessibility effects on university students' gambling behavior.

Reference:

Adams, G., Sullivan, A-M., Horton, K., Menna, R., & Guilmette, A. (2007). A study of differences in Canadian university students' gambling and proximity to a casino. *Journal of Gambling Issues*, 19. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.12 The addictive potential of lottery gambling

Authors: Sabine Grüsser, Babette Plöntzke, Ulrike Albrecht, & Chantal Mörsen

Authors' credentials/relationship to the subject:

- Grüsser – Research in the fields of substance-related and non-substance-related addiction and behavioural therapy.
- Plöntzke – Doctoral candidate. Primary area of activity is research in the fields of substance-related and non-substance-related addiction and behavioural therapy.
- Albrecht - Doctoral candidate. Primary area of activity is research in the fields of substance-related and non-substance-related addiction and behavioural therapy.
- Mörsen - Doctoral candidate. Primary area of activity is research in the fields of substance-related and non-substance-related addiction and behavioural therapy.

Publication date: January 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Germany

Key words: behavioural addiction, lottery, pathological gambling, German numbers pool lottery

Key themes:

- Pathological lottery gambling (extending diagnosis to behavioural addiction)

comments for annotated bibliography

- Content
  - In the present study lottery gambling was investigated with respect to criteria of pathological gambling and addiction using a standardized questionnaire on gambling behavior that also assesses diagnostic criteria of addiction according to the DSM-IV.
  - The addictive nature of lottery gambling is rarely investigated. This study found that 15.2% of the participants fulfilled the criteria of pathological lottery gambling.
  - Lottery gambling is generally seen as a socially acceptable form of gambling.
- What's new/special/updated
  - In contrast to New Zealand studies researched for the 2009 PGNA, the article refers to a study (Petry 2003a) that showed lottery gamblers, compared to slot machine, horse/dog track, and sports gamblers and card players, gamble more frequently and show severe alcohol and psychiatric problems. The Petry article may be useful to read and compare to other studies.
  - Compared with non-problem lottery gamblers, problem lottery gamblers are more likely to believe that lotteries are less harmful than other types of gambling.
- What, if any, gaps have been identified
  - Further studies are necessary to characterise the pathology of gambling and especially of lottery gambling.
  - As the lottery is very popular and generally seen as a socially acceptable form of gambling, no awareness of the addictive potential exists.
- Usefulness/helpfulness
  - Useful for broadening focus from NCGMs to all forms of gambling – there is addictive and harmful potential across gambling modes.

- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Institute of Medical Psychology, Berlin.

Other comments:

- Peer review? Yes
- Pages – 11
- Note – gamblers who participate regularly in slot machine or casino gambling activities were excluded from this study.

#### *Abstract*

Objective: Lottery gambling has enjoyed great popularity around the world for many years and is generally seen as a socially acceptable form of gambling. Apart from aspects such as effects on charities, pathological lottery gambling and its addictive nature have often been discussed recently but rarely investigated. Methods: In the present study lottery gambling was investigated with respect to criteria of pathological gambling and addiction using a standardized questionnaire on gambling behavior that also assesses diagnostic criteria of addiction according to the DSM-IV. Sample: 171 active lottery gambling subjects (40 females, 131 males) participated in the present study. Results: 15.2% of the subjects fulfilled the criteria of pathological lottery gambling. Pathological lottery gamblers differed significantly from nonpathological lottery gamblers concerning the diagnostic criteria for addiction. Conclusion: An extension of the diagnosis "pathological gambling" to "behavioral addiction" seems to be appropriate for excessive lottery gambling.

Reference:

Grüsser, S., Plöntzke, B., Albrecht, U., & Mörsen, C. (2007). The addictive potential of lottery gambling. *Journal of Gambling Issues*, 19 Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.13 I. Adolescent problem gambling: Developing a gambling expectancy instrument

Authors: Meredith Gillespie, Jeffrey Derevensky, & Rina Gupta

Authors' credentials/relationship to the subject:

- Gillespie – Doctoral student at McGill University's International Centre for Youth Gambling Problems and High-Risk Behaviours. Has co-authored several papers and chapters concerning youth gambling problems.
- Derevensky – Co-director of the McGill University Youth Gambling Research and Treatment Clinic and the International Centre for Youth Gambling Problems and High-Risk Behaviours. Has published widely in the field of youth gambling and is on the editorial board of several journals.
- Gupta – Co-director of the McGill University Youth Gambling Research and Treatment Clinic and the International Centre for Youth Gambling Problems and High-Risk Behaviours. She is on the editorial board of the *Journal of Gambling Studies*.

Publication date: January 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: youth gambling, outcome expectancy, perceived benefits and risks

Key themes:

- Developing an instrument to measure youth gambling outcome expectancies.

comments for annotated bibliography

- Content
  - Youth gambling outcome expectancies were explored through the development of the 23-item Gambling Expectancy Questionnaire (GEQ) using a sample of 1,013 students aged 12 to 18. The resulting GEQ consists of three positive expectancy scales (enjoyment/arousal, self-enhancement, money) and two negative expectancy scales (overinvolvement, emotional impact).
  - Adolescents positively perceive gambling as a diversion from the tediousness of daily life.
- What's new/special/updated
  - The self-enhancement scale represents a new way of viewing gambling from an adolescent perspective, one that was not fully identified in previous research with adolescent and college-age samples.
  - Surprisingly, adolescents did not perceive the financial costs of gambling as discrete negative outcome expectancy.
- What, if any, gaps have been identified
  - Little research has directly explored adolescents' beliefs about the consequences of gambling behaviour, and, in turn, how these positive and negative outcome expectancies influence their gambling participation.
  - Further research is warranted to define the perceived meaning of escape-related items on the questionnaire as an expectancy construct among adolescents.
  - Further research in the area of youth outcome expectancies is needed.
- Usefulness/helpfulness
  - The questionnaire provides us with a better understanding of how adolescents perceive both the positive and negative outcomes of gambling behaviour. However, its usefulness in a New Zealand context may be limited as there are already questionnaires in use for various surveys. Adding another one will lead to difficulty comparing results, especially longitudinally.

- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Supported by a Social Sciences and Humanities Research Council Master’s Scholarship awarded to Ms. Gillespie and by an Ontario Problem Gambling Research Centre grant awarded to Drs. Derevensky and Gupta.

Other comments:

- Peer review? Yes
- Pages – 18

*Abstract*

Positive and negative outcome expectancies have been found to play a significant role in adolescents' decisions to engage in drug and alcohol use. In light of the parallel risk and protective factors among high-risk behaviours, youth gambling outcome expectancies were explored through the development of the 23-item Gambling Expectancy Questionnaire (GEQ) using a sample of 1,013 students aged 12 to 18. The resulting GEQ consists of three positive expectancy scales (enjoyment/arousal, self-enhancement, money) and two negative expectancy scales (overinvolvement, emotional impact). The potential utility of this scale is discussed.

Reference:

Gillespie, M., Derevensky, J., & Gupta, R. (2007). I. Adolescent problem gambling: Developing a gambling expectancy instrument. *Journal of Gambling Issues*, 19, 51 – 68. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.14 II. The utility of outcome expectancies in the prediction of adolescent gambling behaviour

Authors: Meredith Gillespie, Jeffrey Derevensky, & Rina Gupta

Authors' credentials/relationship to the subject:

- Gillespie – Doctoral student at McGill University's International Centre for Youth Gambling Problems and High-Risk Behaviours. Has co-authored several papers and chapters concerning youth gambling problems.
- Derevensky – Co-director of the McGill University Youth Gambling Research and Treatment Clinic and the International Centre for Youth Gambling Problems and High-Risk Behaviours. Has published widely in the field of youth gambling and is on the editorial board of several journals.
- Gupta – Co-director of the McGill University Youth Gambling Research and Treatment Clinic and the International Centre for Youth Gambling Problems and High-Risk Behaviours. She is on the editorial board of the *Journal of Gambling Studies*.

Publication date: January 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: youth gambling, outcome expectancy, perceived benefits and risks

Key themes:

- Gambling outcome expectancies differ among those who gamble excessively, those who are able to gamble responsibly, and those who chose not to gamble at all.
- There are gender differences on the five scales of the GEQ, and, for females, outcome expectancies had less predictive value (caution re: sample size).
- Positive outcomes are most likely anticipated by youth who are currently experiencing gambling-related problems.
- Knowledge of risk does not predict behaviour; an individual's perception of the positive outcomes is more important. "Initiatives that focus solely on the risks may cause both the messenger and the message to lose both credibility and influence on future health decisions.

comments for annotated bibliography

- Content
  - The Gambling Expectancy Questionnaire suggests that adolescents hold a variety of positive and negative outcome expectancies related to gambling. Significant age, gender, and DSM-IV-MR-J gambling group differences were identified on the scales of the GEQ (i.e., enjoyment/arousal, self-enhancement, money, overinvolvement, emotional impact) in this study. The results provide insightful information suggesting that non-gamblers, social gamblers, at-risk gamblers, and probable pathological gamblers (PPGs) differ in the strength of their expectancies of both the positive and negative outcomes of gambling behaviour.
- What's new/special/updated – N/A – exploratory study.
- What, if any, gaps have been identified
  - Prior to this study, little research has explored adolescents' perceptions of the consequences of gambling behaviour.
  - Expectancy challenge interventions should be considered as part of future gambling prevention programmes and fit well with a harm minimisation paradigm.
  - Further research must identify how outcome expectancies fit into the larger biopsychosocial framework.

- Usefulness/helpfulness
  - As noted for GI 13, the questionnaire provides us with a better understanding of how adolescents perceive both the positive and negative outcomes of gambling behaviour. However, its usefulness in a New Zealand context may be limited as there are already questionnaires in use for various surveys. Adding another one will lead to difficulty comparing results, especially longitudinally.
  - The article notes limitations for the use of the GEQ as a screening instrument for identifying female problem gamblers.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Supported by a Social Sciences and Humanities Research Council Master’s Scholarship awarded to Ms. Gillespie and by an Ontario Problem Gambling Research Centre grant awarded to Drs. Derevensky and Gupta.

Other comments:

- Peer review? Yes/no
- Pages – 17

#### *Abstract*

The Gambling Expectancy Questionnaire (GEQ; Gillespie, Derevensky & Gupta, 2006, previous article) suggests that adolescents hold a variety of positive and negative outcome expectancies related to gambling. Significant age, gender, and DSM-IV-MR-J gambling group differences were identified on the scales of the GEQ (i.e., enjoyment/arousal, self-enhancement, money, overinvolvement, emotional impact) in this study. Direct logistic regression among adolescent gamblers was performed separately for males and females to predict group membership in either social or problem gambling categories. The results provide insightful information suggesting that non-gamblers, social gamblers, at-risk gamblers, and probable pathological gamblers (PPGs) differ in the strength of their expectancies of both the positive and negative outcomes of gambling behaviour. In particular, PPGs highly anticipate both the positive and negative outcomes of gambling. Among males, these perceptions differentiate those who gamble excessively and those who do not. For females, outcome expectancies may have less predictive value. These findings were interpreted in terms of their implications for prevention, treatment, and future research.

Reference:

Gillespie, M., Derevensky, J., & Gupta, R. (2007). II. The utility of outcome expectancies in the prediction of adolescent gambling behaviour. *Journal of Gambling Issues*, 19, 69 – 85. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.15 Maternal gambling associated with families' food, shelter, and safety needs: Findings from the Pacific Islands Families Study

Authors: Philip Schluter, Maria Bellringer, & Max Abbott

Authors' credentials/relationship to the subject:

- Schluter – professor of biostatistics
- Bellringer – coordinator of the Gambling Research Centre at AUT University
- Abbott – director of the Gambling Research Centre at AUT University

Publication date: January 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: New Zealand

Key words: gambling, mothers, families, poor health, violence

Key themes:

- Compared to those with nongambling mothers, households with gambling mothers were more likely to have both food and housing issues related to a lack of money

comments for annotated bibliography

- Content
  - The parent study is covered in detail in section 4.2.4 of the report.
  - Compared to those with nongambling mothers, households with gambling mothers were more likely to have both food and housing issues related to a lack of money but no excess in physical intimate partner violence.
- What's new/special/updated
  - Contrary to anecdotal evidence reported elsewhere, this study found no evidence to suggest that maternal gambling was associated with significantly increased partner abuse
- What, if any, gaps have been identified – N/A
- Usefulness/helpfulness
  - The full report was used as part of the *Informing the 2009 Problem Gambling Needs Assessment* report.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported by FRST grants, the Health Research Council of New Zealand, and the Maurice and Phyllis Paykel Trust

Other comments:

- Peer review? Yes
- Pages – 4

#### *Abstract*

From a cohort study of Pacific families with children resident in Auckland ( $n = 983$ ) we examine the association between maternal gambling over the previous 12 months and families' food, shelter, and safety needs. Overall, 666 (68%) mothers reported no gambling, 267 (27%) reported gambling but receiving no criticism, and 50 (5%) reported both gambling and receiving criticism. Compared to those with nongambling mothers, households with gambling mothers were more likely to have both food and housing issues related to a lack of money but no excess in physical intimate partner violence.

Reference:

Schluter, P., Bellringer, M., & Abbott, M. (2007). Maternal gambling associated with families' food, shelter, and safety needs: Findings from the Pacific Islands Families Study. *Journal of Gambling Issues*, 19, 87 – 90. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.16 The role of mindfulness in the cognitive-behavioural treatment of problem gambling

Authors: Tony Toneatto, Lisa Vettese, & Linda Nguyen

Authors' credentials/relationship to the subject:

- Toneatto – Research interests include the psychology and treatment of problem gambling.
- Vettese – registered clinical psychologist; completed a post-doctoral fellowship focused on mindfulness and addictions.
- Nguyen – interested in mindfulness meditation; in her first year in the Faculty of Nursing at the University of Toronto.

Publication date: January 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: gambling, mindfulness meditation, treatment

Key themes:

- Meditation as an adjunctive intervention to help problem gamblers

comments for annotated bibliography

- Content
  - Mindfulness meditation assists the individual in learning more adaptive ways of responding to aversive mental states by encouraging a focus on remaining present, non-judgment, and acceptance towards all mental states. Unlike cognitive therapy there is no attempt to directly challenge or restructure cognition. Given the prominence of distorted thinking among problem gamblers and the difficulty in modifying them, mindfulness meditation holds promise as an adjunctive intervention to help problem gamblers learn to cope with gambling-relevant cognitive distortions. A case study is presented illustrating the integration of mindfulness meditation into treatment for problem gambling.
  - The article notes Ladouceur's (2004) findings that it is not thoughts themselves, but rather the gambler's relationship to gambling-related thoughts and tendency to fixate or ruminate on these cognitions, that contribute most significantly to the thoughts' maladaptive behavioural consequences.
- What's new/special/updated
  - Mindfulness holds promise as an adjunctive intervention to help problem gamblers learn to cope with gambling-related cognitive disorders.
- What, if any, gaps have been identified
  - There is a lack of empirical evidence on the effectiveness of including a mindfulness meditation component in treatment for problem gambling.
- Usefulness/helpfulness
  - Could be a useful addition to existing treatments in New Zealand. However, it is important to note that the benefits of mindfulness training might best be realised when delivered concurrently with other therapies.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Not funded

Other comments:

- Peer review? Yes
- Pages – 10

### *Abstract*

Recent years have witnessed the emergence of mindfulness meditation as an important intervention in the alleviation of illness-related disability and distress. Although originally developed within the context of physical illnesses such as chronic back pain, recent years have seen mindfulness meditation effective in the alleviation of emotional distress, especially anxiety and depression. Mindfulness meditation assists the individual in learning more adaptive ways of responding to aversive mental states by encouraging a focus on remaining present, non-judgement, and acceptance towards all mental states. Unlike cognitive therapy there is no attempt to directly challenge or restructure cognition. Given the prominence of distorted thinking among problem gamblers and the difficulty in modifying them, mindfulness meditation holds promise as an adjunctive intervention to help problem gamblers learn to cope with gambling-relevant cognitive distortions. A case study is presented illustrating the integration of mindfulness meditation into treatment for problem gambling.

### Reference:

Toneatto, T., Vettese, L., Nguyen, L. (2007). The role of mindfulness in the cognitive-behavioural treatment of problem gambling. *Journal of Gambling Issues*, 19, 91 – 100. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.17 Why do Internet gamblers prefer online versus land-based venues?

Authors: Robert Wood, Robert Williams, & Paul Lawton

Authors' credentials/relationship to the subject:

- Wood – research interests focus mainly on the sociocultural aspects of problem gambling
- Williams – Lethbridge node coordinator for the Alberta Gaming Research Institute. His research program spans all aspects of gambling and problem gambling.
- Lawton – sociology focus.

Publication date: June 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: gambling, Internet, online, electronic, survey, preference, convenience,

Expenditures

Key themes:

- Internet gambling is increasing rapidly (24 sites in 1995, over 2,500 sites in 2006)
- Rates of internet gambling are higher among men, younger adults, people with professional or managerial occupations, and people who earn above-average incomes.
- Problem gamblers were significantly less likely than non-problem gamblers to prefer Internet gambling.

comments for annotated bibliography

- Content
  - Internet-based survey of 1,920 internet gamblers.
  - The primary reasons people gave for preferring Internet gambling were (a) the relative convenience, comfort, and ease of Internet gambling; (b) an aversion to the atmosphere and clientele of land-based venues; (c) a preference for the pace and nature of online game-play; and (d) the potential for higher wins and lower overall expenditures when gambling online. Findings suggest that online venues may offer their clientele a range of experiences and benefits that are perceived to be unavailable at land-based venues.
- What's new/special/updated
  - A surprising 42.7% of the sample participants were classified as moderate or severe problem gamblers using the CPGI.
- What, if any, gaps have been identified
  - Research is recommended into whether a competitive edge exists between different aspects of the gambling market, including Internet venues versus land-based gambling establishments.
  - The authors strongly encourage future research into issues associated with recruiting sufficiently large and representative samples of Internet gamblers.
  - The authors also suggest that future research delve into the issue of gender differences in the world of Internet gambling.
  - Future research is recommended into competition between Internet and land-based venues.
  - Future research is suggested to further validate and untangle the dynamics of the potential relationship between problem and internet gambling.

- Usefulness/helpfulness
  - Only 3% of respondents were from outside the US or Canada, which does give an understanding of Internet gambling behaviour of New Zealanders.
  - Sample was self-selecting, which is potentially non-representative.
  - The research was unable to determine the extent to which Internet gambling sites are taking business away from land-based venues.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Data collection funded by a grant from the Alberta Gaming Research Institute

Other comments:

- Peer review? Yes
- Pages – 18

#### *Abstract*

At a time when land-based gambling opportunities are widely available, why might some people choose or prefer to gamble on the Internet? We investigate this question using qualitative and quantitative data collected from an Internet-based survey of 1,920 Internet gamblers. The primary reasons people gave for preferring Internet gambling were (a) the relative convenience, comfort, and ease of Internet gambling; (b) an aversion to the atmosphere and clientele of land-based venues; (c) a preference for the pace and nature of online game-play; and (d) the potential for higher wins and lower overall expenditures when gambling online. Findings suggest that online venues may offer their clientele a range of experiences and benefits that are perceived to be unavailable at land-based venues. The authors recommend research into whether a competitive edge exists between different aspects of the gambling market, including Internet venues versus land-based gambling establishments.

Reference:

Wood, R., Williams, R., & Lawton, P. (2007). Why do Internet gamblers prefer online versus land-based venues? *Journal of Gambling Issues*, 20, 235 – 252. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.18 How working in a gaming venue can lead to problem gambling: The experiences of six gaming venue staff

Authors: Nerilee Hing and Helen Breen

Authors' credentials/relationship to the subject:

- Hing – Head of the Southern Cross University Centre for Gambling Education and Research.
- Breen – lecturer in gaming management at Southern Cross University. Currently undertaking PhD research on indigenous gambling issues.

Publication date: July 2008

Type of publication: Journal article (Journal of Gambling Issues)

Location: Australia

Key words: problem gambling, gaming venue staff, case studies, work environment, risk factors

Key themes:

- Gambling in the workplace
- Workplace policies to prevent gambling problems

comments for annotated bibliography

- Content
  - Six case studies of gaming venue employees with gambling problems. (see also IJMHA 05.)
- What's new/special/updated – N/A
- What, if any, gaps have been identified
  - Responsible gambling training is needed for gaming venue staff
  - Policies restricting gambling from employees may be useful. All six employees endorsed a no gambling in the workplace policy.
- Usefulness/helpfulness
  - Interesting look at how continued exposure to gambling affects perceptions of gambling – Frequent exposure to gambling normalises gambling and heavy gambling. Even seeing other problem gamblers lose money time and again did not deter some respondents to gambling. Links in with other studies that show knowledge of risks does not predict behaviour. One is quoted as saying “when you see people winning, it affects you. It’s amazing that the losing doesn’t.” Such faulty cognitions about gambling are widely recognised as a correlate of problem gambling.
  - Limitation - relies on retrospective self-report
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Financial assistance provided by the Queensland Office of Gaming Regulation, Queensland Treasury

Other comments:

- Peer review? Yes
- Pages – 19
- All six people in the case studies had developed their gambling problems while working in gaming venues, and all were still working there at the time of the study.
- Common theme – gambling employees often have “antisocial” free time – their weekends are usually Monday, Tuesday or Wednesday. Isolation from peers during these times contributes to gambling to alleviate boredom.

- Gaming machines seem a particularly attractive option to take time out from work and from interacting with others.

#### *Abstract*

Arising from a larger study into workplace influences on gambling amongst employees who work in hotels, clubs, and casinos in Queensland, Australia, this paper presents six case studies of staff with gambling problems. All six developed their gambling problems while working in gaming venues. Semi-structured interviews were conducted and analysed thematically to reveal several ways in which the work environment in gaming venues influences the gambling behaviour of these staff. For these employees, the attraction of gambling is reportedly enhanced by close interaction with gamblers, frequent exposure to gambling, the influence of fellow employees, the influence of management, workplace stress, hours of work, and frequent exposure to gambling marketing and promotions. Responsible gambling training and other venue-based responsible gambling measures did not protect these staff from gambling problems. An understanding of these workplace influences on problem gambling can inform identification of appropriate interventions.

#### Reference:

Hing, N. & Breen, H. (2008). How working in a gaming venue can lead to problem gambling: The experiences of six gaming venue staff. *Journal of Gambling Issues*, 21, 11 – 29. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.19 Student gambling, erroneous cognitions, and awareness of treatment in Scotland

Author: Crawford Moodie

Author's credentials/relationship to the subject:

- Moodie is a gambling researcher within Glasgow Caledonian University, Scotland

Publication date: July 2008

Type of publication: Journal article (Journal of Gambling Issues)

Location: Scotland

Key words: student gambling, erroneous cognitions, treatment

Key themes:

- Gender differences – erroneous cognitions may not be prominent for females with gambling problems. Males had significantly higher levels of problem and probable pathological gambling than did females. Young males have been found to be significantly more likely than females to view gambling as profitable.
- Awareness of available help – less than 1/5 of students were aware of where to go to receive help for gambling-related problems.
- Rates of probable pathological gambling among students – 1 in 12 students were identified as problem or probable pathological gamblers. Students in Scotland appear to be at high risk of developing gambling problems.

comments for annotated bibliography

- Content
  - Rates of probable pathological gambling in colleges and universities across Scotland were investigated with a nationally distributed sample consisting of students ( $n = 1,483$ ) and members of staff ( $n = 492$ ). Gambling-related erroneous cognitions and gambling severity were measured, with additional questions enquiring about awareness of treatments available for gambling problems.
  - Rates of past-year problem and probable pathological gambling for students were 4.0% and 3.9%, respectively.
  - Aims were to establish a baseline rate for problem and probable pathological gambling for students in Scotland and investigate awareness of treatments available.
- What's new/special/updated
  - Study provides the first estimates of probably pathological gambling among a nationally distributed student sample in Scotland.
- What, if any, gaps have been identified
  - There is a need to enhance awareness about gambling-related problems within colleges and universities.
  - There is a need to investigate the policies and training programmes of colleges and universities.
  - There is a need for an increase in treatment resources in the community and for heightened public awareness of these resources.
  - Not a single participant indicated that he or she would seek help within the various educational establishments that participated in the research, suggesting that no higher educational institution in Scotland provides such a service (author's inference).
- Usefulness/helpfulness
  - A good look at a specific population, may be applicable in New Zealand.

- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by Glasgow Caledonian University.

Other comments:

- Peer review? unknown
- Pages – 24

#### *Abstract*

Rates of probable pathological gambling in colleges and universities across Scotland were investigated with a nationally distributed sample consisting of students ( $n = 1,483$ ) and members of staff ( $n = 492$ ). Gambling-related erroneous cognitions (Gambling Beliefs Questionnaire [GBQ]) and gambling severity (South Oaks Gambling Screen [SOGS]) were measured, with additional questions enquiring about awareness of treatments available for gambling problems. Rates of past-year problem and probable pathological gambling for students were 4.0% and 3.9%, respectively.

An exploratory factor analysis of the GBQ resulted in a 24-item five-factor model, with gambling severity (as indicated by SOGS scores), indices of increasing gambling involvement (gambling frequency and number of gambling activities), and male gender being positively correlated with higher levels of erroneous cognitions, suggesting erroneous cognitions may not be prominent for females with gambling problems. Less than a fifth of students were aware of where to go to receive help for gambling-related problems.

Reference:

Moodie, C. (2008). Student gambling, erroneous cognitions, and awareness of treatment in Scotland. *Journal of Gambling Issues*, 21, 30 – 55. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.20 Random-ratio schedule of reinforcement: The role of early wins and unreinforced trials

Author: John Haw

Author's credentials/relationship to the subject:

- previous research, current PhD supervision of students in the area of cognitive/behavioural explanations of gambling behaviours.

Publication date: July 2008

Type of publication: Journal article (Journal of Gambling Issues)

Location: Australia

Key words: schedules of reinforcement, random ratio, gambling behaviour

Key themes:

- Misconception regarding average reinforcement rate and experimental control
- Differences between ratio schedules
- Regulation of EGM reinforcement

comments for annotated bibliography

- Content
  - Compares random-ratio schedules to variable-ratio schedules
  - looks at myths associated with randomness in slot machine play
  - influence on players' beliefs that they can control betting outcomes
  - relationship between early wins, unreinforced trials, gambler's fallacy, the illusion of control, and the role that reinforcement has on persistent gambling behaviour.
  - Paper is an extension of a review (Turner and Horbay, 2004) of EGM design and is of most use to gaming machine researchers. There are methodological implications for research.
  - It is suggested that the increase in the number of early wins and the decrease in the length of unreinforced trials may influence player betting strategies and the decision to continue gambling. By purchasing more lines to play on a slot machine, a player can increase the frequency of reinforcement and reduce the number of unreinforced trials. This could promote the player's belief that they can control the betting outcomes (e.g., "If I buy more lines I get more wins and fewer losses"), which is true regarding the frequency of (small) wins, but actually leads to an increase in the rate of net loss.
- What's new/special/updated
  - Examines misconception among researchers regarding average reinforcement rate and experimental control.
- What, if any, gaps have been identified
  - Prior to this study, the difference between a variable ratio and a random ratio schedule of reinforcement had not been discussed with reference to gambling behaviour.
  - Empirical investigation of influences on players' betting strategies is needed with regard to the illusion of control and possible chasing behaviour due to increased rates of losses.
- Usefulness/helpfulness
  - Could be useful for regulation of EGMs – being aware of how machines can be programmed to promote continuous and/or excessive gambling can inform policies around responsible gaming practices.
  - It is worth noting that increasing the number of lines played increases the amount staked and that a machine's maximum stake limit has been shown as a characteristic that influences time

and money spent gambling, along with other behaviours such as cigarette and alcohol consumption (Sharpe, Walker, Coughlan, Enersen, & Blaszczyński, 2005). Hence, early wins and unreinforced trials are perhaps the components of the RR schedule that need to be manipulated and reported in studies of the effect of schedules of reinforcement on gaming machine behaviour.

- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Not funded

Other comments:

- Peer review? Yes
- Pages – 12
- Gambler’s fallacy – not a fallacy under a variable ratio schedule (there is a predetermined number of reinforced response lengths.) All EGMs operate under an RR schedule, however, so the fallacy is present.
- Impulsive individuals tend to prefer immediate reinforcement.

#### *Abstract*

The distribution of rewards in both variable-ratio and random-ratio schedules is examined with specific reference to gambling behaviour. In particular, it is the number of early wins and unreinforced trials that is suggested to be of importance in these schedules, rather than the often-reported average frequency of wins. Gaming machine data are provided to demonstrate the importance of early wins and unreinforced trials. Additionally, the implication of these distributional properties for betting strategies and the gambler's fallacy is discussed. Finally, the role of early wins and unreinforced trials is considered for gambling research that utilises simulated gaming machines and research that compares concurrent schedules of reinforcement.

Reference:

Haw, J. (2008) Random-ratio schedule of reinforcement: The role of early wins and unreinforced trials. *Journal of Gambling Issues*, 21, 56 – 67. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.21 A cognitive-behavioural analysis of Gamblers Anonymous

Author: Tony Toneatto

Author's credentials/relationship to the subject:

- Toneatto's research interests include the psychology and treatment of problem gambling.

Publication date:

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: problem gambling, Gamblers Anonymous, cognitive-behavioral therapy

Key themes:

- Complementary approaches to problem gambling treatment

comments for annotated bibliography

- Content
  - The purpose of this article is to briefly examine the twelve steps of Gamblers Anonymous (GA) and show their essential comparability to concepts and strategies commonly found in cognitive-behavioral therapy (CBT). Each of the 12 steps is framed in a CBT context.
- What's new/special/updated – N/A
- What, if any, gaps have been identified
  - Perceived differences between 12-step programmes and CBT may reflect different traditions rather than underlying different concepts. Therefore, it is important that practitioners of CBT consider the potential contribution of 12-step approaches to assist their clients (especially in the long-term).
- Usefulness/helpfulness
  - The article suggests that an emphasis on the complementary nature of the two approaches may serve to integrate them more effectively in the treatment of problem gambling. However, as GA is not very popular in New Zealand, the usefulness here is limited.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Not funded.

Other comments:

- Peer review? Yes
- Pages – 12

#### *Abstract*

Cognitive-behavioral therapy is often placed in opposition to twelve-step approaches in the treatment of addictions. While the former is accompanied by considerable empirical support and tend to be relatively brief and symptom-focused, twelve-step approaches are often more widely available, accessible without cost and can provide long-term, ongoing support. Very few studies have directly compared these approaches in the treatment of problem gambling. The purpose of this article is to briefly examine the twelve steps of Gamblers Anonymous (GA) and show their essential comparability to concepts and strategies commonly found in cognitive-behavioral therapy (CBT). The striking similarities in intention and process between these two approaches are shown for each of the 12 steps despite their differences in their conceptual and linguistic framework. The result of this analysis is to encourage integration of these complementary approaches based on the common ingredients of therapeutic change rather than on ideologically-based differences.

Reference:

Toneatto, T. (2008). A cognitive-behavioural analysis of Gamblers Anonymous. *Journal of Gambling Issues*, 21, 68 – 79. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.22 Differences in monthly versus daily evaluations of money spent on gambling and calculation strategies

Authors: Alex Blaszczynski, Robert Ladouceur, Annie Goulet, & Cathy Savard

Authors' credentials/relationship to the subject:

- Blaszczynski – co-director of the University of Sydney's Gambling Research Unit; long history of involvement in gambling treatment and clinical research.
- Ladouceur – leads a team of researchers investigating the psychology of gambling. Author of several books on problem gambling.
- Goulet – doctoral student with a focus on the monetary aspects of gambling and the impact of gambling on families
- Savard – doctoral student with a focus on monetary aspects of gambling and prevalence of gambling among specific marginalised populations.

Publication date: July 2008

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: gambling, gambling expenditure, money spent gambling, prospective gambling expenditure

Key themes:

- Retrospectively estimated expenditure is lower than actual expenditure
- Implications for validity of literature based on players' estimates of previous gambling expenditures.

comments for annotated bibliography

- Content
  - This study investigated whether reported amounts of money spent on gambling — when calculated retrospectively on a monthly basis — differ from the amounts recorded on a daily basis. Participants were required to retrospectively report monthly gambling expenditure and also complete a "daily gambling expenditure chart" for 4 weeks. Fifty participants responded to a media call for volunteers and completed the data collection.
  - The main objective was to verify if the amount of money spent on gambling and calculated retrospectively for a monthly window differs from the (summed) amount recorded on a daily basis.
  - The hypothesis, which stated that global monthly evaluation of gambling expenditures will reveal different monetary amounts than those reported using the daily self-reporting chart, was confirmed.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - There is no gold standard method established to collect the information concerning how much money a gambler spends in a given period. This needs to be delineated soon – many reports rely on self-reported expenditure, and if, as this study shows, self-reported amount changes depending on how it is collected, limitations are introduced.
- Usefulness/helpfulness
  - Limitation – about half of the participants dropped out of the study.
  - The findings could be used in prevention initiatives; perhaps providing a daily expenditure template to allow gamblers to see how much they spend – and how it adds up (similar to a food diary for dieters).

- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Not funded

Other comments:

- Peer review? Yes
- Pages – 8

#### *Abstract*

This study investigated whether reported amounts of money spent on gambling — when calculated retrospectively on a monthly basis — differ from the amounts recorded on a daily basis. Participants were required to retrospectively report monthly gambling expenditure and also complete a "daily gambling expenditure chart" for 4 weeks. Fifty participants responded to a media call for volunteers and completed the data collection. Results indicate that retrospective estimates of a previous month's expenditures tend to be lower than daily self-reported expenditures. Further, results show that an often-used, conventional self-report gambling question tends to over-estimate expenditures in comparison with calculations using a net expenditure strategy. The findings indicate important biases when reporting gambling losses, thus casting doubt on the validity of estimated gambling expenditures. The implications of these results suggest possible inconsistencies in gambling literature based on players' estimates of previous gambling expenditures.

Reference:

Blaszczynski, A., Ladouceur, R., Goulet, A., & Sevard, C. (2008). Differences in monthly versus daily evaluations of money spent on gambling and calculation strategies. *Journal of Gambling Issues, 21*, 98 – 105. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.3.23 Selling dreams – causing nightmares? On gambling advertising and problem gambling

Author: Per Binde

Author's credentials/relationship to the subject:

- social anthropologist, previous gambling studies. Focus on the cultural roots of gambling and its social contexts, has conducted previous gambling studies.

Publication date: June 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Sweden

Key words: gambling, problem gambling, advertising, marketing, promotion

Key themes:

- Impact of gambling advertising - Gambling advertising has an impact on problem gambling, but studies do not confirm claims that it substantially increases problem gambling, nor do they confirm statements made by gambling companies that advertising merely affects market share. Gambling advertising adds to problem gambling, but with a smaller impact than other influential factors.
- steady increase in spending on gambling advertising
- studies show mixed results

comments for annotated bibliography

- Content
  - The article does not cover a particular study, but instead compares existing literature. Taken together, the studies discussed in the article suggest that gambling advertising contributes somewhat to problem gambling.
  - From 1995 – 2006, awareness of problem gambling has increased greatly. There is widespread perception that problem gambling has become more common in recent years. Advertising expenditures in 2006 were more than four times as high as in 1995. Overall, the rise in advertising expenditure has exceeded the rise in the gambling companies' gross turnover. A causal link is suggested, but previous research on advertising impact on sales has not lead to any definite conclusions.
  - The authors suggest that it is possible that gambling advertising has contributed somewhat to more liberal attitudes towards gambling and that a consequence of this shift has been an increase in problem gambling.
- What's new/special/updated – N/A
- What, if any, gaps have been identified
  - The author made a number of suggestions for future research regarding gambling advertising – questionnaire studies and qualitative investigations, looking at the total consumption model, using prevalence data, and using data on percentage of disposable income lost.
- Usefulness/helpfulness
  - Could inform policy around gambling advertising in New Zealand
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by the Swedish National Institute for Public Health

Other comments:

- Peer review? Not stated
- Pages – 26

- Like other advertising, gambling advertising is biased: it exaggerates the positive side of gambling while telling nothing about the possible drawbacks. There is a focus on winning, fun, and excitement, and silence about losing money and the risk of losing control of one's gambling. Gambling providers should counterbalance the biased picture of gambling conveyed in their advertising by explicitly informing consumers of the actual chances of winning, the true cost of gambling, and the risk of becoming addicted to gambling (Binde, 2005a; Dickerson, 1991, pp. 333-334; Eggert, 2004).

#### *Abstract*

A review of the literature leads to the conclusion that there are no reliable figures on the impact of gambling advertising on the extent of problem gambling. To measure that impact appears as a very difficult research task. However, we can infer that gambling advertising does add to problem gambling, but with a smaller impact than other influential factors. Thus, alarming claims that gambling advertising substantially increases problem gambling and reassuring statements from gambling companies that advertising merely affects market share and has no impact on the prevalence of problem gambling both appear to be erroneous. Gambling providers are advised to avoid publishing advertising that elaborates on features of gambling known to relate to problem gambling. The controversial nature of gambling advertising is illustrated by the case of Sweden, where advertising and its impact on problem gambling have been hotly debated over the past decade.

#### Reference:

Binde, P. (2007). Selling dreams – causing nightmares? On gambling advertising and problem gambling. *Journal of Gambling Issues*, 20, 167 – 192. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.



### 3.3.24 Mapping the prevalence of problem gambling and its association with treatment accessibility and proximity to gambling venues

Authors: Brian Rush, Scott Veldhuizen, & Edward Adlaf

Authors' credentials/relationship to the subject:

- Rush – research interests include problem gambling. Gambling-related research has included an assessment of trends over time among help-seekers as well as geographic mapping of the relationship between the prevalence of problem gambling in the community, the availability of help, and treatment service utilisation.
- Veldhuizen – research analyst.
- Adlaf – previous studies on AOD use.

Publication date: June 2007

Type of publication: Journal article (Journal of Gambling Issues)

Location: Canada

Key words: gambling availability, geographic information systems, problem gambling prevalence

Key themes:

- Proximity to gambling venues – marginally important in predicting risk of problem gambling.
- Treatment of co-morbidities –the strong association between problem gambling and substance abuse also confirms the importance of addressing prevention and treatment of problem gambling in the context of addictive behaviour and disorders generally.

comments for annotated bibliography

- Content
  - The article presents a geographical analysis of gambling in Canada that is limited to 28 venues.
  - The data lend modest support to policy options intended to reduce harms associated with gambling by controlling the expansion of legalised gambling venues such as casinos and racetracks with slot machines.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Future research is suggested, with improvements such as a larger sample size, more precise information on respondent locations, and different spatial analysis techniques.
  - A longitudinal analysis is suggested - if the availability of casino gambling does affect the prevalence of problem gambling, differences should be observed at the population level and over time. If future large and well-designed national health surveys continue to assess respondents for problem gambling, it will be possible to obtain more robust estimates and to track changes in prevalence and availability over time. Such a series of cross-sectional surveys might provide a robust opportunity to study the impact of changes in both treatment and gambling availability.
- Usefulness/helpfulness
  - This study and Rush's previous geographic analysis work may be of interest for the Gambling/Problem Gambling Geography of New Zealand. This is limited, however, by venue – the analysis included only casinos and racetracks with slot machines.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported by a grant from the Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Yes
- Pages – 21

*Abstract*

This study examined geographic variation in the prevalence of problem gambling in Ontario and the association with various demographic factors and proximity to treatment for problem gambling and gambling venues. Drawing upon multiple sources, secondary data analysis was undertaken based on multivariate statistical methods and techniques of geographic information systems (GIS). Regional variation in prevalence of problem gambling was found in the province. Prevalence of problem gambling was associated with many demographic characteristics, as well as mental disorders, co-occurring substance abuse problems, and physical health status. Geographic access to treatment was not associated with the risk of being a problem gambler. However, proximity to gambling venues was marginally important in predicting risk of problem gambling. Results are interpreted in the context of needs-based planning of treatment and prevention programs for problem gambling.

Reference:

Rush, B., Veldhuizen, S., & Adlaf, E. (2007). Mapping the prevalence of problem gambling and its association with treatment accessibility and proximity to gambling venues. *Journal of Gambling Issues*, 20, 193 - 212. Retrieved 8 December 2008, from <http://www.camh.net/egambling/>.

### 3.4 International Journal of Mental Health and Addiction

#### 3.4.1 Intrinsic and Extrinsic Barriers to Health Care: Implications for Problem Gambling

Author: Dave Clark

Author's credentials/relationship to the subject:

- Clarke is the author/co-author of several gambling-related studies.

Publication date: October 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: Problem gambling, New Zealand, transtheoretical model of change, socio-behavioral model

Key themes:

- Barriers to health care – may be the same for problem gambling as for substance abuse and mental health problems. Many of the barriers to access and utilisation of healthcare services for mental health problems in Western countries stem from the current system of managed care.
- There are also barriers within the health care system for problem gamblers with co-morbid substance dependence or mental health disorders.
- Fears of stigma, shame, and treatment (intrinsic) are greater barriers to treatment than availability, affordability, and accessibility (extrinsic). Problem gamblers are likely to want to handle problems on their own.
- Ethnic differences
  - Shame may be prominent among young people and minority groups (Māori and Pacific peoples).
  - For Asian immigrants in New Zealand, the main barriers to primary healthcare can include language difficulties and lack of knowledge of services and entitlements (especially for those immigrants born in Mainland China).

comments for annotated bibliography

- Content
  - Presents a comprehensive look at barriers to health care. Provides potential research questions (see gaps section below).
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Barriers to health care access and utilisation for substance abuse and mental health problems may have some relevance to similar barriers for problem gamblers and their families – further study could explore this.
  - A number of potential research questions have been given (page 287)
  - It is suggested that public health interventions should be aimed to lower the expectations of adverse reactions from others, which might be more imagined than real, especially for young people. (this was from another study (Barney et al 2006) discussed in the article)
- Usefulness/helpfulness
  - The research questions are a springboard for future research.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by a grant from the Ministry of Health

Other comments:

- Peer review? Not stated
- Pages – 13

#### *Abstract*

To establish guidelines for research into help for problem gambling, this paper reviews literature on barriers to access and utilisation of health care for alcohol abuse, substance abuse and mental health problems. Research findings from international and New Zealand studies are examined, highlighting gender differences and cultural aspects. Intrinsic factors are presented within the transtheoretical model of change (TTM). Extrinsic barriers consist of predisposing, enabling and need factors, according to the socio-behavioral model (SBM). The dynamic interaction between intrinsic and extrinsic factors is explained by the network-episode model (NEM) which emphasises the importance of social networks and events. Personal, socio-cultural and institutional reasons for delays in seeking help are presented. The greatest barriers to seeking health care are intrinsic. Specific research questions regarding the implications for barriers to help for problem gamblers and their families are proposed. In conclusion, the SBM and the NEM seem to explain barriers to health care access and utilisation for addictive disorders and mental health problems better than the TTM. Barriers to health care access and utilisation for substance abuse and mental health problems may have some relevance to similar barriers for problem gamblers and their families.

Reference:

Clarke, D. (2007). Intrinsic and Extrinsic Barriers to Health Care: Implications for Problem Gambling. *International Journal of Mental Health and Addiction*, 5, 193 - 212.

### 3.4.2 An Overview of Help Seeking by Problem Gamblers and their Families Including Barriers to and Relevance of Services

Authors: Dave Clarke, Max Abbott, Ruth DeSouza, & Maria Bellringer

Authors' credentials/relationship to the subject:

- All the authors have authored or co-authored problem gambling literature.

Publication date: October 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: gambling problems, families, New Zealand

Key themes:

- Implementation of gender and culturally appropriate strategies

comments for annotated bibliography

- Content
  - Aims to address the paucity of research on barriers to treatment for problem gambling.
  - Reviews literature on help seeking by problem gamblers and their families
- What's new/special/updated
  - Growing numbers of women are seeking help for gambling problems which appear to be related to the increased availability of gaming machines which are their preferred mode of gambling.
- What, if any, gaps have been identified
  - If social attitudes change, then the barrier for problem gamblers of expectations of adverse reactions from society, friends, family, and social networks could be lowered. (see also IJMHA 01 notes.)
- Usefulness/helpfulness
  - Good, in-depth look at different gambler characteristics – gender, ethnicity, socioeconomic status.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by a grant from the Ministry of Health

Other comments:

- Peer review? Not stated
- Pages – 15
- This article, when discussing New Zealand national surveys on gambling from 1991 and 1999, states “the findings referred to above, from the world’s first prospective general population study of problem and non-problem gamblers, suggest that many, probably most, problem gamblers overcome their problems without professional or specialist assistance.” If this is the case, and is supported by decreasing incidence of gambling problems, there are implications to be explored for the prevention and treatment of problem gambling.

#### *Abstract*

Research demonstrates that gambling support services often do not meet the needs of people seeking help for their gambling problems. In particular, the needs of cultural groups, and gender-specific needs of men and women are neglected. Understanding differences in help seeking behaviour can assist in developing early interventions to address gambling related problems and in developing effective strategies. This paper reviews

the literature on help seeking by problem gamblers and their families, including barriers to and relevance of services through a gender and cultural lens. Research findings from international and New Zealand studies are examined, highlighting ways in which gender and culturally appropriate strategies can be implemented. Ways of changing barriers and social policies are proposed which may improve the responsiveness of services. Ultimately it may encourage health care access and utilisation for people and their families seeking help for problem gambling.

Reference:

Clarke, D., Abbott, M., DeSouza, R.; Bellringer, M. (2007). An Overview of Help Seeking by Problem Gamblers and their Families Including Barriers to and Relevance of Services. *International Journal of Mental Health and Addiction*, 5, 292 – 306.

### 3.4.3 Gambling, Social Disorganisation and Deprivation

Author: Lorna Dyal

Author's credentials/relationship to the subject:

- Dyal has authored other problem gambling literature.

Publication date: October 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: social disorganisation, social capital, social deprivation, indigenous, public health

Key themes:

- Ethnic/indigenous communities – Māori in particular – focusing on a public health approach to removing harm as opposed to victimising Māori.

comments for annotated bibliography

- Content
  - The paper presents a firm view that the purchasing strategy for preventing and minimising gambling harm for 2007 – 2010 does not fit the needs of the Māori community. Questions are posed that frame gambling problems in a wider, community-based context, but possible solutions are not proposed.
  - The paper states that “considerable resources and support should now be given to low income and indigenous communities...,” but does not go further and explain how this should be done or how the effectiveness of giving more resources and support will be monitored.
  - The paper makes bold statements, such as “...gambling venues..., which have been deliberately placed to create harm.”
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Māori communities need more resources and support to address gambling problems.
- Usefulness/helpfulness
  - Some useful questions are posed, but note limitations listed in the content section above.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - It is written from an indigenous Māori perspective.
  - Funding source not stated.

Other comments:

- Peer review? Not stated
- Pages – 11

#### *Abstract*

The harms associated with the proliferation of gambling opportunities is increasingly being researched and documented as part of a public health approach to reduce gambling related harm in many countries. New Zealand has had a history of gambling for just under 200 years with the behaviour introduced by new settlers to New Zealand and the indigenous population around 1840. This paper proposes that gambling contributes to the social disorganisation and social deprivation of many communities and especially, those which are low income and are the residence of indigenous and ethnic minority populations. New Zealand has adopted a

public health approach to addressing gambling related harm and this is supported through legislation. As part of a public health approach to reduce gambling related harm new questions are proposed to challenge those who have power in the licensing and regulation of gambling and the authority as where public health resources should be directed to remove gambling related harm. Maori the indigenous population of New Zealand is the focus this paper, but the questions proposed can be used by different groups in communities where gambling creates harm.

Reference:

Dyall, L. (2007). Gambling Social Disorganisation and Deprivation. *International Journal of Mental Health and Addiction*, 5, 320 – 330.



### 3.4.4 Manaakitia Te Rawa Kore – Supporting the Disempowered

Authors: Jennie Harré Hindmarsh, Bill Aston, & Connie Henare

Authors' credentials/relationship to the subject:

- Hindmarsh has authored other research with a Māori focus.
- Aston and Henare were both part of the Ngāti Porou Hauora problem gambling service.

Publication date: October 2008

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: problem gambling, non-casino gambling [sic] machines

Key themes:

- Community involvement – increasing controls on gambling venues with the aim of reducing gambling harm
- Legislation and local government policy

comments for annotated bibliography

- Content
  - This is a case study which shows, step-by-step, how the Ngāti Porou Hauora health service lobbied local government to enact a sinking lid policy on NCGMs. There are many lessons learned discussed in the report, and it highlights the need for clear goals, determination, and clarity around existing policies.
- What's new/special/updated N/A
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - This case study provides a good example of how communities can work with local government to reduce gambling harm.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Written from the Ngāti Porou Hauora perspective
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 15

#### *Abstract*

As part of its service to reduce harm from problem gambling, Ngāti Porou Hauora (a New Zealand indigenous-led health service provider) aims to reduce the number of non-casino gambling machines (pokies) legally able to operate in the Gisborne district of the North Island's East Coast. This case study summarises, from the Ngāti Porou Hauora perspective, its problem gambling service's journey of working with others between 2003 and 2005 to achieve a local government 'sinking lid' policy for pokies as part of the council's class 4 gambling venues policy. New Zealand's Gambling Act 2003 and Local Government Act 2002, and the expansion of the Ngāti Porou Hauora problem gambling service team in 2003, set the scene for this local policy action. How the team learnt about and negotiated their way through local government policy-making processes and community interest groups and issues is documented. In conclusion, reflections are shared on the critical factors that contributed to achieving this policy outcome—knowledge and use of the community

empowerment opportunities arising from recent legislation, the qualities and skills of the team, and the community relationships and collaborations they established.

Reference:

Hindmarsh, J., Aston, B., & Henare, C. (2007). Manaakitia Te Rawa Kore – Supporting the Disempowered. *International Journal of Mental Health and Addiction*, 5, 331 – 345.

### 3.4.5 Workplace Factors that Encourage and Discourage Gambling amongst Gaming Venue Employees: A Managers' Perspective

Authors: Nerilee Hing & Helen Breen

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.
- Hing – Head of the Southern Cross University Centre for Gambling Education and Research.
- Breen – lecturer in gaming management at Southern Cross University. Currently undertaking PhD research on indigenous gambling issues.

Publication date: April 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: Australia

Key words: Workplace factors, gambling, managers' perspective

Key themes:

- Gambling in the workplace

comments for annotated bibliography

- Content
  - Focuses on one part of a larger research study (see also GI18).
  - Aim was to explore Queensland gaming venue managers' perceptions about the gambling behaviour of their employees and how aspects of their workplace might influence that behaviour.
  - Personal interviews with gaming venue managers.
  - Using content analysis, eight major workplace factors, were perceived to encourage employees to gamble. Nine major workplace factors, emerged that appear to discourage employees from gambling. Most managers consider that working in a gambling venue mainly discourages employees from gambling.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Previous studies have been limited to the USA.
- Usefulness/helpfulness
  - Findings could be used to inform workplace policy for gaming venues.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Financial assistance provided by the Queensland Office of Gaming Regulation, Treasury Department.

Other comments:

- Peer review? Not stated
- Pages – 21

#### *Abstract*

This paper reports on one stage of a large qualitative research project examining the gambling behaviour of employees in gaming venues in Queensland, Australia. For this stage, managers' opinions were gathered on how working in gaming venues influences employees' gambling. Personal interviews were conducted with 44 club, 27 hotel and two casino managers. Judgement sampling was used to include managers from venues of

different sizes, types and locations. Using content analysis, eight major workplace factors, comprised of 46 sub-factors, were perceived to encourage employees to gamble. Nine major workplace factors, comprising of 27 sub-factors, emerged that appear to discourage employees from gambling. Nine major workplace factors, comprising of 47 sub-factors, were reported to have no influence on staff gambling. Most managers consider that working in a gambling venue mainly discourages employees from gambling.

Reference:

Hing, N. & Breen, H. (2007). Workplace Factors that Encourage and Discourage Gambling amongst Gaming Venue Employees: A Managers' Perspective. *International Journal of Mental Health and Addiction*, 5, 346 - 366.

### 3.4.6 Adolescent Gambling Behaviour and Attitudes: A Prevalence Study and Correlates in an Australian Population

Authors: Alun Jackson, Nicki Dowling, Shane Thomas, Lyndal Bond, & George Patton

Authors' credentials/relationship to the subject:

- Jackson and Dowling work for the Problem Gambling Research and Treatment Centre at the University of Melbourne.
- Thomas works at the Problem Gambling Research and Treatment Centre at Monash University.
- Bond and Patton have published other gambling research.

Publication date: July 2008

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: Australia

Key words: youth gambling, problem gambling, risk and protective factors, attitudes to gambling

Key themes:

- Risk factors associated with different levels of adolescent gambling participation – male gender, drinking alcohol, using marijuana, and few perceived rewards at school
- Gambling attitudes of adolescents – both positive and negative (male adolescents displayed positive attitudes more than female adolescents).
- Co-morbidity – findings were consistent with other studies suggesting that mental health issues such as depression and suicidal ideation and attempts are associated with both adolescent problem gambling and gambling participation.

comments for annotated bibliography

- Content
  - Using a representative sample of 2,788 eighth grade students in Victoria, Australia, the primary aim of this study was to examine the degree to which risk factors are associated with different levels of adolescent gambling participation, rather than gambling at problematic levels. This study also aimed to obtain prevalence estimates of adolescent gambling and examine the gambling attitudes of adolescents.
- What's new/special/updated
  - Although their participation in many forms of gambling is illegal, research indicates that adolescents are now as likely to participate in gambling as previous generations of youth experimented with tobacco and alcohol.
- What, if any, gaps have been identified
  - Further research examining gambling participation rates in young people is required.
  - There is much to be gained from understanding the nuances of gendered gambling behaviour in the context of studying gambling participants and attitudes rather than simply in the context of studying disordered or problematic gambling.
  - Gambling behaviour should be included in psychological or psychiatric screening procedures, particularly for vulnerable adolescent populations, in order to enhance early detection of potentially problematic gambling behaviour.
  - The authors strongly suggest that prospective longitudinal studies of youth gamblers are necessary if we are to adequately understand the mechanisms that translate adolescent gambling behaviours into adult gambling problems.
  - There is a need for future research to characterise in more detail the patterns of gambling in young people.

- More research is required to investigate a range of potential risk and protective factors within the context of other adolescent high-risk behaviours (e.g., Dickson et al. 2002).
- There is also a need for further work examining more specific determinants including the influence of gambling in friends and family members, the accessibility of different forms of gambling to young people and the effects of the media on gambling attitudes.
- Usefulness/helpfulness
  - Lots of useful data that could be applied to the New Zealand adolescent population.
  - Several areas of further research have been identified.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Commissioned by the Victorian Department of Human Services and funded through the Community Support Fund

Other comments:

- Peer review? Not stated
- Pages – 28
- Note – the least commonly engaged in form of gambling was on the internet.

*Abstract*

There is considerable evidence that a range of risk factors are associated with adolescent problem gambling. Using a representative sample of 2,788 eighth grade students in Victoria, Australia, the primary aim of this study was to examine the degree to which these risk factors are associated with different levels of adolescent gambling participation, rather than gambling at problematic levels. This study also aimed to obtain prevalence estimates of adolescent gambling and examine the gambling attitudes of adolescents. It was found that there were significant associations between different levels of gambling involvement and a range of risk factors. However, when all predictor variables were considered simultaneously in the prediction of higher involvement in gambling activities, only male gender, drinking alcohol, using marijuana, and few perceived rewards at school were statistically significant predictors. For males, the most important predictors for greater gambling involvement were other antisocial and risk-taking behaviours. In contrast, dissatisfaction with peers and school connectedness was important in predicting greater gambling involvement for females. The study shows the usefulness of a risk and protective factor approach to understanding gambling participation in an adolescent population and that there is much to be gained from understanding the nuances of gendered gambling behaviour in the context of studying gambling participation and attitudes rather than simply in the context of studying disordered or problematic gambling.

Reference:

Jackson, A., Dowling, N., Thomas, S., Bond, L., & Patton, G. (2008). Adolescent Gambling Behaviour and Attitudes: A Prevalence Study and Correlates in an Australian Population. *International Journal of Mental Health and Addiction*, 6, 325-352.

### 3.4.7 Social Marketing Campaigns for Youth Gambling Prevention: Lessons Learned from Youth

Authors: Carmen Messerlian & Jeffrey Derevensky

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: October 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: Canada

Key words: gambling, adolescents, prevention, social marketing, media

Key themes:

- Youth perceptions of gambling
- Social marketing

comments for annotated bibliography

- Content
  - Focus groups of adolescents (total n=175) looked at various social marketing campaigns and contributed to a discussion of what messages are effective and ineffective.
  - “Don’t do it” campaigns were not seen as effective, whereas campaigns that present the extent to which others (government and industry) profit from gambling were seen as a potential strategy. Overall, the idea of using real-life stories of adolescents affected by gambling problems was widely endorsed.
  - The study found that the most successful campaigns are those presented in the form of a targeted message geared towards a specific group.
- What’s new/special/updated N/A
- What, if any, gaps have been identified
  - In order to be effective, social marketing as a public health strategy needs to be part of an integrated youth gambling prevention approach which includes the implementation of healthy public and social policy as well as the development of science-based prevention programs.
- Usefulness/helpfulness
  - Findings would be very useful for informing future social marketing campaigns in New Zealand geared towards youth and adolescents.
  - The finding that successful campaigns are those presented in the form of a targeted message geared towards a specific group could directly inform the social marketing approach used in New Zealand.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 13

#### *Abstract*

Youth gambling is an important, although often overlooked adolescent health issue. Media-based prevention programs have long been employed as tools to address high risk behaviours, namely drug, alcohol and tobacco use, as well as sexual health. However, social marketing has yet to be drawn upon as a strategy to address

problem gambling among adolescents. This strategy would appear to be especially relevant given the recent rise in the portrayal of gambling in the mass media, often glamorizing and normalizing games and practices. The authors aimed to examine the use of social marketing as a strategy for gambling prevention among adolescent. A qualitative study using focus groups was conducted to explore adolescents' exposure to existing prevention campaigns and their message content and communication preferences for a youth gambling social marketing campaign. Social marketing advertisements, depicting real-life stories with an emotional appeal, portraying the negative consequences associated with a gambling problem were highly endorsed by participants. Participants further recommended illustrating the basic facts of gambling using simple messages that raise awareness in a non-judgmental manner. Adolescents are critical of the "don't do it" message as this approach does not reflect the current youth gambling culture. It is expected that this study serve as a source for the development of future social marketing campaigns on youth gambling. Targeting variable and campaign strategies recommended herein should be considered in the early stages and tested along the way.

Reference:

Messlerlain, C. & Derevensky, J. (2006). Social Marketing Campaigns for Youth Gambling Prevention: Lessons Learned from Youth. *International Journal of Mental Health and Addiction*, 4, 294 - 306.



### 3.4.8 Sentencing Problem Gamblers in New Zealand

Author: Graeme Minchin

Author's credentials/relationship to the subject:

- Minchin is a barrister and solicitor of the High Court of New Zealand

Publication date: March 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: Law, problem gambling, sentencing, criminal behaviour, court

Key themes:

- Sentencing for problem gamblers

comments for annotated bibliography

- Content
  - Nine case studies are summarised in the paper to give context to how sentencing can take into account problem gambling.
  - The paper refers to research that strongly indicates that there is a correlation between problem gambling and criminal offending as a basis for the precept that when problem gamblers are sentencing by the court their rehabilitation is not adequately addressed.
  - The paper stated that any failure to factor gambling addiction into sentencing decreases the likelihood of rehabilitation and so increases the likelihood of re-offending.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Awareness of services – in one case study, the court observed "It is also highly relevant, I think, that there presently exists within the penal system no programme (so far as I am aware) to which the Judge might have been able to direct the appellant."
- Usefulness/helpfulness
  - The findings could be (and may have been/currently are being) used to inform sentencing of problem gamblers in New Zealand.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.
  - Author is a barrister and solicitor.

Other comments:

- Peer review? Not stated
- Pages – 12

#### *Abstract*

Any recognition of the societal impact of problem gambling necessarily implies that there is an effect on the incidence of crime. However current New Zealand Department of Corrections statistics, which extensively chart drug and alcohol abuse in prisoners, lack any reference to the incidence of gambling addiction. The invisibility of gambling addiction, as a mitigating factor in criminal sentencing, arises from a misunderstanding of agency in addiction which leads to drug and alcohol abuse being factored into sentence programmes while problem gambling is often viewed as a matter of choice. There is no principle of sentencing which distinguishes

between these various addictions and the failure to factor gambling addiction in sentencing decreases the likelihood of rehabilitation and so increases the likelihood of re-offending.

Reference:

Minchin, G. (2006). Sentencing Problem Gamblers in New Zealand. *International Journal of Mental Health and Addiction*, 4, 53 - 64.

### 3.4.9 The Psychology of the Fruit Machine: The Role of Structural Characteristics (Revisited)

Authors: Jonathan Parke & Mark Griffiths

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: May 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: United Kingdom

Key words: Fruit machine, gambling, structural characteristics

Key themes:

- NCGMs/EGMs
- Gaming machine characteristics

comments for annotated bibliography

- Content
  - Comprehensive, somewhat technical report describing machine characteristics/features and their effects on gambling behaviour.
  - The paper aims to begin the catch-up process of trying to understand why people gamble on technology designed to take their money.
- What's new/special/updated
  - The study reviewed changes in machine characteristics over the past decade.
- What, if any, gaps have been identified
  - As the gaming industry is often "one step ahead" with regard to understanding and making use of gaming machine characteristics and their effects on gambling behaviour, new research in the areas outlined in the report "might be the only way forward in both treating problem fruit machine gambling and keeping pace with the industry."
- Usefulness/helpfulness
  - Comprehensive report – may be of use in the regulation of gaming machines.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.

Other comments:

- Peer review? Not stated
- Pages – 29

#### *Abstract*

Over the past three decades, a number of authors have examined the role of structural characteristics as they appear to be important in the acquisition, development and maintenance of gambling behaviour. Furthermore, it has been argued that fruit machine gambling features more gambling-inducing structural characteristics than all other forms of gambling. However, it is clear that previous overviews in this area are now out of date in a number of key areas. This paper therefore reviews the changes in structural characteristics of the fruit machine over the last decade. Important changes in the structural characteristics of fruit machines will be discussed focusing on the small changes to established structural characteristics (e.g., the near miss, sound effects, light effects, colour effects, event frequencies etc.) as well as a more speculative

examination of new and contemporary characteristics such as the importance of “features” and the psychology of familiarity.

Reference:

Parke, J. & Griffiths, M. (2006). The Psychology of the Fruit Machine: The Role of Structural Characteristics (Revisited). *International Journal of Mental Health and Addiction*, 4, 151 – 179.

### 3.4.10 Positive Thinking Among Slot Machine Gamblers: A Case of Maladaptive Coping?

Authors: Jonathan Parke, Mark D. Griffiths, & Adrian Parke

Authors' credentials/relationship to the subject:

- J Parke and Griffiths have previously published literature pertaining to problem gambling.

Publication date: January 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: United Kingdom

Key words: Gambling, gamblers, slot machines, positive thinking, cognitive bias

Key themes:

- Gambler decisions/psychology
- NCGMs/EGMs

comments for annotated bibliography

- Content
  - Eighty-seven regular EGM gamblers were interviewed for the study. Gamblers who were positive thinkers experienced significantly less guilt than non-positive thinkers.
  - Positive thinking was found to be maladaptive. By overestimating benefits and reducing guilt, positive thinking disrupts the naturally occurring contingencies of reinforcement that might otherwise prevent excessive gambling.
- What's new/special/updated N/A
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - Useful insight into gambler decisions based on cognitions. Could inform prevention and treatment strategies for positive thinkers.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 14

#### *Abstract*

**Background** Research has demonstrated that optimism and "positive illusions" can be used a coping mechanism among those facing adversity. Gamblers are a little studied group who also experience adversity and uncertainty. They often feel considerable levels of frustration, guilt, anger and a sense of feeling cheated after making significant losses. In order to deal with such feelings it is hypothesized that these individuals will search for positive consequences from their behaviour in order to offset this negative affect.

**Objectives** To (1) determine whether after gambling, gamblers compensate and reduce negative affect by identifying positive consequences from experiencing a loss, and (2) identify types of strategies which gamblers employ and consider how these should be classified.

**Materials and Methods** Eighty-seven regular slot machine gamblers were interviewed in a variety of environments housing slot machines. Each participant was asked a series of questions in a semi-structured format, to explore possible styles of positive thinking.

**Results** Nine types of 'positive thinking' experienced by gamblers were identified. These included Comparative thinking, Prophylactic thinking, Biased frequency thinking, Responsibility avoidance, Chasing Validation, Prioritization, Resourcefulness, Thoughtfulness, and Fear Reduction. Gamblers who were positive thinkers experienced significantly less guilt than non-positive thinkers.

**Conclusions** While reduction of negative affect may be perceived as positive in many other contexts, it is argued that it may counteract efforts to promote responsible gambling. Clinical implications and directions for future research are discussed.

Reference:

Parke, J., Griffiths, M., & Parke, A. (2007). Positive Thinking Among Slot Machine Gamblers: A Case of Maladaptive Coping? *International Journal of Mental Health and Addiction*, 5, 39 - 52.

### 3.4.11 Gambling Problems and Attempted Suicide. Part I. High Prevalence Amongst Hospital Admissions

Authors: Alison Penfold, Simon Hatcher, Sean Sullivan, & Nicola Collins

Authors' credentials/relationship to the subject:

- Authors are employed in hospital, counselling, or university settings.

Publication date: August 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: problem gambling, suicide and attempted suicide, screening, EIGHT screen

Key themes:

- Co-morbidity (problem gambling and suicidal ideation)
- Facilitation (A&E to appropriate problem gambling services)

comments for annotated bibliography

- Content
  - The study screened 70 patients admitted to hospital following a suicide attempt for gambling problems.
  - An aim of the research was to determine the prevalence of problem gambling behaviour among those who had recently attempted suicide as a first step towards providing an appropriate intervention to reduce future suicide risk. Of the 70, 12 (17.1%) tested positive for problem gambling, highlighting the co-morbidity between problem gambling and suicidal ideation and identifying a source of intervention (A&E).
  - See also IJMHA 12 notes.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Screening for gambling problems is not currently a part of the admissions process/treatment plan for suicide attempt admissions in New Zealand hospitals. This study shows that the addition of this screening would be helpful in the identification of gambling problems for patients with suicidal ideation.
  - Further information may be required regarding the influence of problem gambling in the decision to attempt suicide, and may assist to identify appropriate interventions to reduce future attempts.
- Usefulness/helpfulness
  - Very useful findings – could inform admissions process/treatment plan for suicide attempt admissions in New Zealand hospitals. Highlights the need for good facilitation between health services.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.

Other comments:

- Peer review? Not stated
- Pages – 8

### *Abstract*

In this study, 70 patients admitted to an Auckland (New Zealand) hospital following a suicide attempt were screened with a brief problem gambling screen (the EIGHT Screen) by hospital staff. Twelve (17.1%) tested positive for problem gambling, with half having attempted suicide in the past. A conclusion was drawn that problem gambling amongst those who had attempted suicide could be an important factor in designing effective future interventions.

### Reference:

Penfold, A., Hatcher, S., Sullivan, S., & Collins, N. (2006). Gambling Problems and Attempted Suicide: Part I: High Prevalence Amongst Hospital Admissions. *International Journal of Mental Health and Addictions*, 4, 265 - 272.



### 3.4.12 Gambling Problems and Attempted Suicide: Part II – Alcohol Abuse Increases Suicide Risk

Authors: Alison Penfold, Simon Hatcher, Sean Sullivan, & Nicola Collins

Authors' credentials/relationship to the subject:

- Authors are employed in hospital, counselling, or university settings.

Publication date: August 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: suicide attempts, problem gambling, EIGHT screen, Alcohol, Gambling

Key themes:

- Co-morbidity
- Facilitation (A&E to appropriate problem gambling services)

comments for annotated bibliography

- Content
  - Part II of a study of 70 patients admitted to an Auckland hospital following a suicide attempt.
  - Alcohol misuse and problem gambling commonly co-exist among clinical populations.
  - See also IJMHA 11 notes.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - Future research must confirm that existence or not of clinical depression to ensure that the known correlation between depression and suicide did not confound the conclusions.
  - There is an increased risk of future suicide attempts by individuals with issues of problem gambling, especially if alcohol abuse is a factor (for Māori in particular). The increased risk may need to be addressed at other opportunities through appropriate resourcing.
- Usefulness/helpfulness
  - The findings highlight an opportunity to identify problem gambling as a co-morbidity when patients present following a suicide attempt. Screening for, and providing referrals specific to problem gambling at A&E settings is needed.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 7

#### *Abstract*

Alcohol misuse is commonly associated with problem gambling and suicide attempts. This study included seventy patients admitted to an Auckland (New Zealand) hospital immediately following a suicide attempt. The first paper in the study identified 12 (17.1%) patients from the sample as being positive on the Eight Gambling Screen. Of these individuals, 75% were also positive on the CAGE alcohol screen. Problem gambling patients who had attempted suicide were also more likely to be Maori (indigenous New Zealanders). The severity of the suicide attempt between patients screened as problem gamblers and those who were not did not differ.

Reference:

Penfold, A., Hatcher, S., Sullivan, S., & Collins, N. (2006). Gambling Problems and Attempted Suicide: Part II - Alcohol Abuse Increases Suicide Risk. *International Journal of Mental Health and Addictions* , 4, 273-279.

### 3.4.13 Factors that Predict Treatment Outcomes in a Community Treatment Agency for Problem Gamblers

Authors: Namrata Raylu & Tian P. S. Oei

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: February 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: Australia

Key words: Gambling, problem gambling, treatment, abuse, outcome, evaluation

Key themes:

- Community treatment agency
- Treatment outcomes

comments for annotated bibliography

- Content
  - Data collected by therapists from clients (n=488) using semi-structured interviews and monitoring clients' treatment progress.
  - The study found that those reporting other excessive behaviours such as substance use problems were less likely to report partial or full resolution for certain treatment outcomes especially in relation to relationship issues with others, family issues, physical health issues.
  - The study found that very few demographic characteristics influenced treatment outcomes.
- What's new/special/updated N/A
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - The study highlighted risk groups and areas of possible new directions for the prevention and treatment of problem gambling. May be useful in the development/review of treatments used in New Zealand.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 12

#### *Abstract*

The study reported on factors that were associated with treatment outcomes of problem gamblers in an Australian outpatient treatment agency. Data were collected over a 2-1/2 year period by therapists using semi-structured interviews and monitoring clients' treatment progress on the 488 clients during treatment. Results showed that gross personal income, problem gambling behaviours (i.e., preoccupation, tolerance to gambling, withdrawal symptoms and gambling to escape), excessive behaviours, intrapersonal difficulties and abuse issues significantly predicted resolution of gambling correlates and/or methods of treatment cessation. Implications for these findings and directions for future research were also discussed.

Reference:

Raylu, N. & Oei, T. (2007). Factors that Predict Treatment Outcomes in a Community Treatment Agency for Problem Gamblers. *International Journal of Mental Health and Addiction*, 5, 165 - 176.

### 3.4.14 Don't Let an Opportunity Go by: Validation of the EIGHT Gambling Screen

Author: Sean Sullivan

Author's credentials/relationship to the subject:

- The author has previously published literature pertaining to problem gambling. He created the EIGHT screen.

Publication date: April 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: EIGHT screen problem gambling, screen validation, brief screen

Key themes:

- Screening instruments

comments for annotated bibliography

- Content
  - The study's aims were to validate the EIGHT gambling screen in a range of settings and cultures, to accumulate published and unpublished research using the screen, and to identify its current use.
  - Measurements remained relatively constant amongst a range of cultures, settings, age and gender, while few false positives were produced by the screen. The EIGHT screen appears to be a valid tool for untrained users to identify Level 2 and 3 problem gambling in a wide range of cultures and settings.
  - 1,333 clients or patients participated in this validation project.
  - The EIGHT screen has been adopted as the gambling screen for NZ Corrections.
  - See also IJMHA 15 for comparison to the SOGS gambling screen.
- What's new/special/updated N/A
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - There are at least 25 screens that have been developed to identify problematic gambling. Validation studies such as this help to ensure the right screens are used for the right purposes.
  - This validation study has provided some evidence that the EIGHT screen retains its properties in a wide range of settings. Although it was designed for family doctors, its brevity and simplicity mean it is also adaptable for non-specialist use. It is this latter ability that may enhance the EIGHT screen's future use, such that more opportunities may arise in the future through screening people in social and non-specialist gambling treatment settings, through the availability of a valid, simple and brief problem gambling tool.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.
  - Sullivan created the EIGHT screen

Other comments:

- Peer review? Not stated
- Pages – 9

### *Abstract*

The EIGHT screen is a brief problem gambling screen originally designed for use by family doctors. Its wider use indicated the need for further validation. A triangulated approach used a range of measures in different settings in both the current study and findings from a number of earlier projects, and reviewed current use. The EIGHT Screen had acceptable correlations with the SOGS ( $r=74-90\%$ ) and with the NODS-12 months Screen ( $r=62.4\%$ ). Measurements remained relatively constant amongst a range of cultures, settings, age and gender, while few false positives were produced by the screen. The EIGHT screen appears to be a valid tool for untrained users to identify Level 2 and 3 problem gambling in a wide range of cultures and settings.

### Reference:

Sullivan, S. Don't Let an Opportunity Go by: Validation of the EIGHT Gambling Screen. *International Journal of Mental Health and Addiction*, 5, 381 - 389.

### 3.4.15 Pathological and Sub-clinical Problem Gambling in a New Zealand Prison: A Comparison of the Eight and SOGS Gambling Screens

Authors: Sean Sullivan, Robert Brown, & Bruce Skinner

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling. The lead author developed the EIGHT screen

Publication date: April 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: Problem gambling . Eight Screen . Prison . Pathological gambling . Screening . SOGS

Key themes:

- Screening instruments
- Gambling in prisons

comments for annotated bibliography

- Content
  - The study compares two problem gambling screens (EIGHT and SOGS) in a New Zealand prison population.
  - For the study, 100 male inmates were screened using both screens.
  - The Eight Screen appears to be a suitable gambling screen for prison use and has since been adopted as an assessment instrument by the New Zealand Department of Corrections.
  - See also IJMHA 14.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - As all participants were male, the study could be replicated in female prison populations to test effectiveness across genders.
- Usefulness/helpfulness
  - Useful comparison of screening instruments – could inform future decisions about adoption of screening instruments in various settings.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - The lead author developed the Eight Screen and has been a Board member of the Problem Gambling Foundation. The second author is currently a member of the Board of the Problem Gambling Foundation, while the third author is a manager and clinical psychologist with the New Zealand Department of Corrections.

Other comments:

- Peer review? Not stated
- Pages – 9

### *Abstract*

Prison populations have been identified as having elevated levels of problem gambling prevalence, and screening for problem gambling may provide an opportunity to identify and address a behaviour that may otherwise lead to re-offending. A problem gambling screen for this purpose would need to be brief, simple to score, and be able to be administered, with limited training, by prison assessors. The Eight Screen was developed as a brief tool for Family Doctors to use in a patient population, but has also been used effectively in more generalised populations. In this study 100 inmates received into a medium security prison were screened using the Eight screen and the South Oaks Gambling Screen (SOGS), with those scoring three or more on either screen then being assessed by a specialist clinician using DSM-IV Pathological Gambling Disorder criteria. Twenty-nine inmates were screen positives who also correlated highly with assessed gambling pathology. The Eight Screen appears to be a suitable gambling screen for prison use and has since been adopted as an assessment instrument by the New Zealand Department of Corrections.

### Reference:

Sullivan, S., Brown, R., & Skinner, B. (2007). Pathological and Sub-clinical Problem Gambling in a New Zealand Prison: A Comparison of the Eight and SOGS Gambling Screens. *International Journal of Mental Health and Addiction*, 6, 369 – 377.



### 3.4.16 Self-exclusion in a Public Health Environment: An Effective Treatment Option in New Zealand

Author: Philip Townshend

Author's credentials/relationship to the subject:

- Unclear from the article.

Publication date: June 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: Self-exclusion, treatment, problem gambling, public health environment

Key themes:

- Self-exclusion as a treatment option
- Gambling industry regulations

comments for annotated bibliography

- Content
  - New Zealand law provides a banning and self-banning system for gambling venues with Video Gaming Machines (VGMs) that reflects the public health emphasis within the New Zealand Gambling Act 2003. This paper contrasts NZ self-exclusion legislation with comparable legislation in some similar jurisdictions. It also pursues a small sample of problem gamblers who have self-banned and examines their follow up for up to two years. The findings suggest that self-exclusion is an effective treatment tool for the group of clients who have the extreme difficulty controlling their gambling in other ways, and may be more effective in the public health gambling environment.
- What's new/special/updated
  - Of interest, in the US, self-excluded gamblers breaching a ban forfeit jackpots, chips in play and all money owed by the casino. The National Council on Problem Gambling suggested that forfeited jackpots should be diverted into funds for gambling prevention and treatment. In New Zealand, gamblers breaching their self-exclusion contract can be fined up to \$500. The fine in Canada is up to \$5000. Fines such as this may exacerbate gambling problems as the gambler may feel they need to gamble to get the money to pay the fine.
- What, if any, gaps have been identified N/A
- Usefulness/helpfulness
  - Helpful in promoting self-exclusion as a treatment option. Places the onus for providing safe gambling on the gambling venues.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 6

#### *Abstract*

New Zealand law provides a banning and self-banning system for gambling venues with Video Gaming Machines (VGMs) that reflects the public health emphasis within the New Zealand Gambling Act 2003. The act defines problem gambling as a public health issue. Amongst its provisions is a simple process for self and venue initiated self-exclusion and substantial penalties for venues that allow excluded persons into gambling

areas. When combined with defined host responsibilities this places the onus for providing safe gambling on the gambling venues. This paper contrasts NZ self-exclusion legislation with comparable legislation in some similar jurisdictions. It also pursues a small sample of problem gamblers who have self-banned and examines their follow up for up to two years. Measures include the South Oaks Gambling Screen (SOGS) and the number of Diagnostic and Statistical Manual of Mental Disorders-IV (DSMIV) criteria of pathological gambling before and after self-banning. The findings suggest that self-exclusion is an effective treatment tool for the group of clients who have the extreme difficulty controlling their gambling in other ways, and may be more effective in the public health gambling environment.

Reference:

Townshend, P. (2007). Self-exclusion in a Public Health Environment: An Effective Treatment Option in New Zealand. *International Journal of Mental Health and Addiction* , 390-395.

### 3.4.17 Needs and Gaps Analysis: Problem Gambling Interventions Among New Zealand Asian Peoples

Authors: Samson Tse, John Wong, & Pauline Chan

Authors' credentials/relationship to the subject:

- Tse and Wong have previously published literature relating to problem gambling

Publication date: October 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: New Zealand

Key words: Problem Gambling, Asian, services gap

Key themes:

- Ethnicity – treatment for Asians in New Zealand

comments for annotated bibliography

- Content
  - Small study – 52 participants
  - This study was conducted to increase the understanding of Asian problem gambling and identify gaps in intervention services. The results indicate that Asian peoples in New Zealand who gamble are gambling at casinos and that the most vulnerable groups are international students, restaurant owners and workers, and tourist operators. The impacts of problem gambling on Asian peoples include declines in work productivity or study performance, decreased quality of health, emotional and financial stress on families both in New Zealand and overseas. The report concludes with a discussion of the needs and gaps that the current health system of New Zealand faces and makes a series of recommendations in the area of public health interventions and counselling services that can be used for policy makers in order to meet the complex and multiple needs of Asian peoples.
  - The interview data revealed that stigma and discrimination associated with problem gambling among Asian peoples could hinder or delay individuals and their families from seeking help that they desperately need.
- What's new/special/updated
- What, if any, gaps have been identified
  - There is a limited amount of research on Asian problem gambling in New Zealand
  - Interviewees recommended the development of a telephone hotline (which now exists)
  - At the time of the survey, there were only three locations in New Zealand with Asian problem gambling services.
  - There is a need for increased funding for problem gambling services for minority groups within Asian communities.
  - Interviewees suggested that the Ministry of Education makes compulsory the inclusion of problem gambling into orientation for all international Asian students.
- Usefulness/helpfulness
  - Very useful in understanding the needs of the Asian community in New Zealand
  - Note – the study does not specify sub-groups of Asian ethnicity, but does identify occupational or socioeconomic subgroups.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source is not stated.

Other comments:

- Peer review? Not stated
- Pages – 8

*Abstract*

Asian peoples are the fastest growing population in New Zealand. This study was conducted to increase the understanding of Asian problem gambling and identify gaps in intervention services. 52 people from 4 major cities in New Zealand participated. Data were collected either through telephone interview, filling in the written survey or face-to face interaction. The results indicate that Asian peoples in New Zealand who gamble are gambling at casinos and that the most vulnerable groups are international students, restaurant owners and workers, and tourist operators. The impacts of problem gambling on Asian peoples include declines in work productivity or study performance, decreased quality of health, emotional and financial stress on families both in New Zealand and overseas. The report concludes with a discussion of the needs and gaps that the current health system of New Zealand faces and makes a series of recommendations in the area of public health interventions and counseling services that can be used for policy makers in order to meet the complex and multiple needs of Asian peoples.

Reference:

Tse, S., Wong, J., & Chan, P. (2007). Needs and Gaps Analysis: Problem Gambling Interventions Among New Zealand Asian Peoples. *International Journal of Mental Health and Addictions*, 5, 81-88.

### 3.4.18 Are the Effects of Gambling Treatment Overestimated?

Author: James Westphal

Author's credentials/relationship to the subject:

- The author is associated with the Department of Psychiatry at the University of Hawaii at Manoa.

Publication date: November 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: United States of America

Key words: Problem gambling treatment, problem gambling treatment retention, evaluation of evidence for problem gambling treatment

Key themes:

- Effectiveness of gambling treatments

comments for annotated bibliography

- Content
  - The study's aim was to accurately assess treatment effects for gambling problems.
  - The findings were that the current evidence may overestimate gambling treatment effects.
  - The study does give implication for future research.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - The inclusion of intention to treat analysis, careful blinding, more equivalent control groups and measures of adherence to treatment would improve problem gambling treatment clinical trial design.
  - The study found that "assessment of treatment effects using treatment completers is likely to substantially overestimate gambling treatment effects. Although the quality of gambling treatment evidence has improved over the previous 15 years, the inclusion of intention to treat analysis, more control groups and measures of treatment adherence would improve the evidence base."
- Usefulness/helpfulness
  - The findings could inform assessments of treatment outcomes in New Zealand.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.

Other comments:

- Peer review? Not stated
- Pages – 15

#### *Abstract*

**Background** Studies of clinical trials across the field of healthcare found use of designs that overestimate treatment effects.

**Objective** review clinical trial designs used to develop gambling treatment evidence base for suitability to assess cause and effect and to accurately assess treatment effects.

**Methods** literature review, grading of evidence, proportions and confidence limits

**Results** The majority of published studies on gambling treatment are methodologically unsuited to determine treatment effects. Suitable (randomized and controlled) trials often use designs that can overestimate treatment effects. Attrition in published studies of gambling treatment is substantial, ranging from 11 to 83%. If attrition is not included in the analysis, overestimation of treatment effects may be similar in magnitude.

**Conclusions** The current evidence may overestimate gambling treatment effects. The inclusion of intention to treat analysis, careful blinding, more equivalent control groups and measures of adherence to treatment would improve problem gambling treatment clinical trial design.

Reference:

Westphal, J. (2006). Are the Effects of Gambling Treatment Overestimated? *International Journal of Mental Health and Addiction*, 5, 65 – 79.

### 3.4.19 How Well are We Helping Problem Gamblers? An Update to the Evidence Base Supporting Problem Gambling Treatment

Author: James Westphal

Author's credentials/relationship to the subject:

- Westphal has previously published literature pertaining to problem gambling.

Publication date: May 2007

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: United States of America

Key words: Problem gambling, problem gambling treatment, evidence based mental health, attrition, non-specific effects of treatment, evidence grading

Key themes:

- Treatment for problem gambling

comments for annotated bibliography

- Content
  - The study was a literature review.
  - The objective of the study was to evaluate the current status of the problem gambling treatment evidence base. The objectives of the paper are (1) to grade the evidence and assess the clinical trial design of gambling treatment studies published from 2003 through 2006, (2) assess impact of the studies published from 2003 to 2006 on the status of the gambling treatment evidence base and (3) to determine the types of future studies needed to develop sound, evidence based treatment of problem gambling in the community.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - The current evidence base is not sufficient to support the goal of community evidence based treatment. Three types of studies are needed: replication studies of the possibly efficacious treatments by independent investigators, effectiveness studies of the possibly efficacious treatments with community populations and clinicians, and outcome studies of community treatment programs to serve as benchmarks.
- Usefulness/helpfulness
  - If the suggested studies are undertaken, the findings of those could inform treatment for problem gamblers in New Zealand.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 16

#### *Abstract*

Evidence based medicine developed to link clinical practice and policy decisions to evidence, so that effective treatments are maximized and ineffective treatments minimized. The objective was to evaluate current status of problem gambling treatment evidence base. The method was literature review of problem gambling treatment articles published from 2003 through 2006. The evidence base for gambling treatment remains limited. No treatment, either psychosocial or pharmacologic fulfils the current standards for efficacy. Articles

published in this time period provide more support for the efficacy and effectiveness of cognitive behavioral treatment and use of opioid antagonists. The current evidence base is not sufficient to support the goal of community evidence based treatment. Three types of studies are needed: replication studies of the possibly efficacious treatments by independent investigators, effectiveness studies of the possibly efficacious treatments with community populations and clinicians, and outcome studies of community treatment programs to serve as benchmarks.

Reference:

Westphal, J. (2007). How Well are We Helping Problem Gamblers? An Update to the Evidence Base Supporting Problem Gambling Treatment. *International Journal of Mental Health and Addiction*, 6, 249 - 264.



### 3.4.20 Gambling Behavior of Juvenile Offenders in Louisiana

Authors: James Westphal & Lera Johnson

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: October 2006

Type of publication: Journal article (International Journal of Mental Health and Addiction)

Location: United States of America

Key words: Adolescent, gambling, crime, risk and protective factors, pathological gambling

Key themes:

- Gambling behaviour of juvenile offenders

comments for annotated bibliography

- Content
  - A survey was administered to jail (343) and prison (1,293) offenders aged 10 -19 and also to a random sample of 12,036 students.
  - The results showed that juvenile offenders gambled more frequently than the school sample on every gambling activity.
  - Consistent with the studies of adult offender populations, this study found that the juvenile offenders reported more gambling and gambling related symptoms than a sample of students within the same state. Consistent with previous studies of adolescent gambling, the adolescents who gambled more frequently, on more types of activities, especially continuous forms of gambling reported more gambling related symptoms. Problem gambling among adolescents may be a risk factor for crime and incarceration.
- What's new/special/updated N/A
- What, if any, gaps have been identified
  - The results of this study need to be replicated with other adolescent offender populations
  - Recommendations for the future include replication of this study at other juvenile offender sites, and a longitudinal study of juvenile offender gambling behaviour, especially in relation to other high risk behaviours.
  - Future study of gambling behaviour in juvenile justice populations could be improved by structured interview assessment of psychiatric diagnoses, especially substance use disorders, affective disorders, conduct disorder, and pathological gambling. The use of more specific surveys on the relationship of criminal and gambling behaviours, such as the Assessment of Contribution of Gambling to Offending Scale (Jones, 1990), would also improve the methodology.
  - The possibility that problem gambling is a treatable or preventable risk factor for criminal behaviour among adolescent needs to be addressed, especially where legalised gambling is readily accessible.
  - Screening for problem gambling has been advocated for criminal justice sites (Feigelman, Wallisch, & Lesieur, 1998), including juvenile offenders in the screening should be seriously considered.
  - Serious consideration should be given to screening and treatment for problem gambling in high-risk adolescent populations.
- Usefulness/helpfulness
  - The recommendations listed above could be adopted for New Zealand juvenile offender programmes.

- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Not stated
- Pages – 21

#### *Abstract*

The purpose of this paper was to determine the (1) frequency of and (2) types of prearrest gambling (3) prevalence of pathological gambling and (4) the associations of after school activities and gambling related symptoms among juvenile offenders in Louisiana, compared to a contemporaneous school sample. A gambling survey was administered to 343 (jail) and 1293 (prison) offenders, ages 10–19 and compared to random sample of 12,036 Louisiana students in sixth through twelfth grades. Results showed that juvenile offenders gambled more frequently than the school sample on every gambling activity. Juvenile offenders (20.5%) were more likely to be classified as pathological gamblers than students (3.9%). Thirteen per cent of the juvenile justice sample identified their arrest as gambling related. Pathological gamblers were twice as likely to have had a gambling related arrest. Pathological gambling may pose a risk factor for incarceration in the juvenile age group. After school activities, including church, employment, and athletics were risk factors for gambling related symptoms in both populations.

Reference:

Westphal, J. & Johnson, L. (2006) Gambling Behavior of Juvenile Offenders in Louisiana. *International Journal of Mental Health and Addiction*, 4, 330 - 350.

## 3.5 International Gambling Studies

### 3.5.1 The Experience of Gambling and its Role in Problem Gambling

Authors: Nigel Turner, Masood Zangeneh, & Nina Littman-Sharp

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: November 2006

Type of publication: Journal article (International Gambling Studies)

Location: Canada

Key words: not provided

Key themes:

- Risk factors
- Bio-psycho-social model of gambling addiction
- Blaszczynski's pathways model

comments for annotated bibliography

- Content
  - Lengthy submission – although not a large number of participants (n=105), a very large number of measures were used in this study.
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - n/a
- Usefulness/helpfulness
  - Pathological gambling is associated with a number of different variables, which are generally consistent with Blaszczynski's pathways model
  - The sheer number of measures makes comparability with other studies difficult.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by a grant from the Ontario Ministry of Health: Substance Abuse Bureau.

Other comments:

- Peer review? Yes
- Pages – 29

#### *Abstract*

This paper reports on the results of a psychological study conducted in Ontario, Canada, that attempted to answer the question of why some people develop gambling problems while others do not. A group of social gamblers (n = 38), sub-clinical problem gamblers (n = 33) and pathological gamblers (n = 34) completed a battery of questionnaires. Compared to non-problem gamblers, pathological gamblers were more likely to report experiencing big wins early in their gambling career, stressful life events, impulsivity, depression, using escape to cope with stress and a poorer understanding of random events. We grouped these variables into three risk factors: cognitive/experiential, emotional and impulsive and tested the extent to which each risk factor could differentiate non-problem and pathological gamblers. Each risk factor correctly identified about

three-quarters of the pathological gamblers. More than half (53%) of the pathological gamblers had elevated scores on all three risk factors. Interestingly, 60% of the sub-clinical cases had elevated scores on only one risk factor. The results are interpreted in terms of a bio-psycho-social model of gambling addiction.

Reference:

Turner, N., Zangeneh, M., & Littman-Sharp, N. (2006). The Experience of Gambling and its Role in Problem Gambling. *International Gambling Studies*, 6 (2), 237-266.

### 3.5.2 Gambling Among Pacific Mothers Living in New Zealand

Authors: Maria Bellringer, Lana Perese, Max Abbott, & Maynard Williams

Author's credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: November 2006

Type of publication: Journal article (International Gambling Studies)

Location: New Zealand

Key words: not provided

Key themes:

- Ethnicity (Pacific Peoples)
- Gender (mothers)

comments for annotated bibliography

- Content
  - Consistent with other research re: sociodemographics with respect to gambling problems.
  - Interesting comments about gift-giving as a cultural norm and how this relates to gambling
  - The parent study is covered in detail in section 4.2.4 of the report.
- What's new/special/updated
- What, if any, gaps have been identified
  - n/a
- Usefulness/helpfulness
  - New Zealand-based
  - Provides more detail on gambling among Pacific peoples in New Zealand.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated
  - The majority (70%) of mothers in the cohort reported no gambling in the previous 12 months. The article states "At this stage, the authors have no explanation as to why the majority of mothers in this study claimed not to have gambled in the previous 12 months." The use of the word "claimed" suggests not that fewer mothers gambled, but that they gambled and claimed not to. Such an assumption could be perceived as a slant.

Other comments:

- Peer review? Yes
- Pages – 18

#### *Abstract*

There is a lack of research investigating Pacific peoples' gambling within a New Zealand context. In this paper, data about gambling activity (rather than problem gambling) are presented from the first data collection point for a cohort of mothers who are part of the longitudinal Pacific Islands Families study. The results indicate that gambling behaviour could be influenced by cultural differences. For example, Tongans are more likely to gamble than Samoans, and those who undertake traditional gift giving customs are likely to spend more

money on gambling than those who do not. This paper identifies a need for research on Pacific peoples' gambling to acknowledge ethnic-specific cultural influences on gambling practices.

Reference:

Bellringer, M., Perese, L., Abbott, M., & Williams, M. (2006). Gambling Among Pacific Mothers Living in New Zealand. *International Gambling Studies*, 6 (2), 217-235.

### 3.5.3 The Measurement of Adult Problem and Pathological Gambling

Authors: Max Abbott & Rachel Volberg

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: November 2006

Type of publication: Journal article (International Gambling Studies)

Location: New Zealand

Key words: not provided

Key themes:

- Comparing screening and measurement tools

comments for annotated bibliography

- Content
  - Compares a number of problem gambling measurements.
  - Of note - There are now over 20 problem gambling measures. As stated in the report, inconsistency in screening and measurement makes comparisons between studies difficult.
- What's new/special/updated
  - The authors found that a 'gold standard' measure will ever be agreed upon.
- What, if any, gaps have been identified
  - the paper suggests that changes are needed to the diagnosis of pathological gambling as well as improvements in the measures, and that there is disagreement about how to measure gambling-related difficulties. This is supported by the reviewers own findings from the literature review in that the various measures/definitions/diagnoses given for gambling related problems once again leads to difficulty comparing studies.
- Usefulness/helpfulness
  - Good overview of a number of measures, including background and uses.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.

Other comments:

- Peer review? Yes
- Pages – 25

#### *Abstract*

This paper presents a critical overview of measures used to assess adult problem gambling in clinical settings and general population research. Particular consideration is given to the challenges in transferring clinically derived measures into population research settings. Numerous screens developed for use in large population surveys as well as in non-specialist clinical settings are described in detail. Overall, the South Oaks Gambling Screen (SOGS) and its derivatives continue to be the most widely used measures in most contexts and parts of the world although the DSM-IV (Diagnostic and Statistical Manual of Psychiatric Disorders—IV) measures and the CPGI (Canadian Problem Gambling Index) are increasingly being used. While these measures are likely to continue in use, there are clear and growing indications that changes are needed to the official diagnosis of

pathological gambling rather than to the measures that have been developed to assess gambling problems in population research and clinical settings. However, there is also room for improvement in these measures.

Reference:

Abbott, M. & Volberg, R. (2006). The Measurement of Adult Problem and Pathological Gambling. *International Gambling Studies*, 6 (2), 175-200.



### 3.5.4 Measuring Problem Gambling: Assessment of Three Prevalence Screens

Authors: Jan McMillen & Michael Wenzel

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: November 2006

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- Prevalence screens

comments for annotated bibliography

- Content
  - 3 screens were compared – SOGS 5+, VGS, and CPGI
  - CPGI demonstrated the best measurement properties of the 3.
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - Consistent with 3.5.4 and the reviewer's summary of other literature, the authors of this paper found that "lack of understanding and precision in the definition of problem gambling continues to impede effective policy development."
  - Also noted is that there is also confusion over terminologies (problem vs pathological gambling).
- Usefulness/helpfulness
  - CPGI demonstrated the best measurement properties of the 3.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Derived in part from research funded by the former Victorian Gambling Research Panel.

Other comments:

- Peer review? Yes
- Pages – 27

#### *Abstract*

Monitoring the prevalence of problem gambling has become a major issue for regulators and policy-makers in several countries as legalised gambling has expanded. However, there has been considerable debate about the definition of problem gambling and the most appropriate ways of measuring it. This paper presents a comparative evaluation of three problem gambling screens: the Victorian Gambling Screen (VGS), the Canadian Problem Gambling Index (CPGI) and the South Oaks Gambling Screen (SOGS, version 5+). Using methods of concurrent validation, the study is based on a population survey of 8479 adult residents in the state of Victoria, Australia. While finding limitations with all three screens, overall the study found that the CPGI demonstrated the best measurement properties of the three gambling instruments. As well as essential questions about screen validity, the paper discusses issues for future consideration in prevalence studies and the measurement of problem gambling in general populations.

Reference:

McMillen, J., & Wenzel, M. (2006). Measuring Problem Gambling: Assessment of Three Prevalence Screens. *International Gambling Studies*, 6 (2), 147-174.



### 3.5.5 Models for Multi-site Problem Gambling Clinical Trials

Authors: James Westphal & Max Abbott

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: November 2006

Type of publication: Journal article (International Gambling Studies)

Location: USA and New Zealand

Key words: not provided

Key themes:

- Multi-site clinical trials
- Collaboration among problem gambling treatment providers and investigators.

comments for annotated bibliography

- Content
  - Reviews existing examples of collaborations in mental health treatment and provides recommendations for the field of problem gambling.
- What's new/special/updated
  - A steering group has been established to develop a problem gambling clinical trials network.
- What, if any, gaps have been identified
  - Stresses need for collaboration to ensure models work.
- Usefulness/helpfulness
  - Provides a good overview of suggested models for multi-site problem gambling clinical trials
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Yes
- Pages – 16

#### *Abstract*

Efficacy, effectiveness and outcome studies of problem gambling treatment are limited. Systemic barriers to the development of evidence-based treatments for problem gambling include but are not limited to: low sample sizes, heterogeneous samples, lack of protocol driven treatments, single site clinical trials, lack of replication of studies by independent investigators and high rates of nonspecific treatment response. Increased collaboration among problem gambling treatment providers and investigators is necessary to overcome the systemic barriers and establish evidence-based treatments for problem gambling. Established models for provider and research collaborations are available in the fields of mental health and addictions. Development of a multi-site gambling treatment research network would facilitate development of evidence-based treatments, but require funding for the development of common assessment measures, information systems, training programs and communication networks.

Reference:

Westphal, J. & Abbott, M. (2006). Models for Multi-site Problem Gambling Clinical Trials. *International Gambling Studies*, 6 (2), 129-145.



### 3.5.6 'How Much Do You Spend Gambling?': Ambiguities in Questionnaire Items Assessing Expenditure

Authors: Alex Blaszczynski, Robert Ladouceur, Annie Goulet, & Cathy Savard

Authors' credentials/relationship to the subject:

- Blaszczynski and Ladouceur have previously published literature pertaining to problem gambling.
- (information not found on Goulet and Savard)

Publication date: November 2006

Type of publication: Journal article (International Gambling Studies)

Location: Canada

Key words: not provided

Key themes:

- Questionnaire items
- Self-reporting
- Gambling debt

comments for annotated bibliography

- Content
  - Very interesting look at how self-reported gambling expenditure may not be reliable – has implications for assessing gambling debt and impact of gambling on individuals, families, and communities.
- What's new/special/updated
  - Results from this study “undermine the validity of reported gambling expenditure data and support the need for clear instructions on methods used to calculate expenditure.” Even with instructions, however, self-reported spending may not be an accurate – or consistent – assessment.
- What, if any, gaps have been identified
  - See above.
- Usefulness/helpfulness
  - Useful – has implications for wording of future questionnaires and suggests caution when speculating gambling debt based on self-reported data.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Yes
- Pages –5

#### *Abstract*

Expenditure is a dependent variable frequently used in gambling research to index involvement and intensity. However, as a previous study found, self-reported expenditure estimates are ambiguous and imprecise. This paper attempts to (a) replicate the original study, and (b) investigate if specific instructions on methods used to calculate expenditure lead to differences in reported estimates in response to the question, 'How much money do you spend gambling?' A total of 637 participants were randomly assigned to one of three groups:

Group 1 with no instructions; Groups 2 and 3 with instructions on calculating net and turnover. Results revealed that when heuristics were not specified, half the sample used net expenditure and the remainder used turnover. When heuristics were clearly specified, 30% failed to comply with instructions in calculating estimates. Results undermine the validity of reported gambling expenditure data and support the need for clear instructions on methods used to calculate expenditure.

Reference:

Blaszczynski, A. Ladouceur, R., Goulet, A., & Savard, C. (2006). 'How Much Do You Spend Gambling?': Ambiguities in Questionnaire Items Assessing Expenditure. *International Gambling Studies*, 6 (2), 123-128.

### 3.5.7 Self-exclusion: A proposed Gateway to Treatment Model

Author: Alex Blaszczynski, Robert Ladouceur, & Lia Nower

Author's credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: April 2007

Type of publication: Journal article (International Gambling Studies)

Location: Australia, Canada, and USA

Key words: not provided

Key themes:

- Self-exclusion
- treatment

comments for annotated bibliography

- Content
  - The paper looks at how self-exclusion can be a gateway to treatment (proposes a structure).
- What's new/special/updated
  - a new pathway for treatment is presented
- What, if any, gaps have been identified
  - There is currently no direct link between self-exclusion and treatment services (note exception in 3.2.25)
- Usefulness/helpfulness
  - The paper presents a new possible pathway to treating problem gambling. It is not yet known if such a model would be feasible, efficacious, or effective.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Financial support provided by the Australian Gaming Industry (in the form of travel and accommodation). Authors did not receive any personal financial benefits from collaborate with the Australian Gaming Council

Other comments:

- Peer review? Yes
- Pages – 12

#### *Abstract*

Self-exclusion is a programme utilized by the gaming industry to limit access to gaming opportunities for problem gamblers. It is based on the following principles: (1) The gaming industry recognizes that a proportion of community members gamble excessively and have difficulty controlling gambling behaviours; (2) The gaming industry has a responsibility to provide a safe gaming environment and to assist in minimizing the negative impact on individuals displaying problem gambling behaviours; (3) Individuals must accept personal responsibility for limiting gambling behaviours to affordable levels; and (4) Self-exclusion is not a treatment designed to address psychological processes. The objective of the present paper is to propose a unifying structure for self-exclusion programmes as a gateway to treatment based on a system operated by independent 'educators' whose roles and responsibilities include informing individuals of the purpose of self-

exclusion, establishing links and a gateway for access to supplementary services and monitoring and reporting the effectiveness of the overall programme.

Reference:

Blaszczynski, A., Ladouceur, R., & Nower, L. (2007). Self-exclusion: A Proposed Gateway to Treatment Model. *International Gambling Studies*, 7 (1), 59-71.



### 3.5.8 Multiple Co-occurring Behaviours among Gamblers in Treatment: Implications and Assessment

Authors: James Westphal and Lera Joyce Johnson

Author's credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: April 2007

Type of publication: Journal article (International Gambling Studies)

Location: USA

Key words: not provided

Key themes:

- co-morbidity
- treatment

comments for annotated bibliography

- Content
  - Co-morbidities may increase the severity of gambling problems
  - In this study, most (76%) participants had co-occurring behaviours.
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - "Further research on co-occurring disorders may have relevance for the public health approach and harm minimisation by assisting the development of etiological models of the progression of gambling behaviour."
  - "no matter which [screening] approach is used systematic assessment for co-occurring disorders and/or behaviours should be routine in the treatment of gambling among populations with significant levels of co-occurring disorders."
- Usefulness/helpfulness
  - Provides good information about co-morbidities; supports other research findings
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.

Other comments:

- Peer review? Yes
- Pages – 26

#### *Abstract*

A substantial portion of gamblers in treatment may have co-occurring mental health disorders including substance use disorders, especially alcohol dependency, personality disorders, affective disorders, anxiety disorders and impulse control disorders. Co-occurring mental health disorders affect treatment seeking, the treatment process and its outcome, quality of life and functioning in many mental health disorders. Participants in this study were 78 adults enrolled in state-supported out-patient services for pathological gambling and current Gamblers Anonymous attendees. The majority of participants (76.6%) had co-occurring behaviours; 55.8% had multiple co-occurring behaviours. Participants with multiple co-occurring behaviours

were more likely to report that a co-occurring behaviour increased the severity of their gambling symptoms. A dose/response relationship between number of co-occurring behaviours and severity of gambling problems was found. Co-occurring behaviours can interact with gambling behaviour. Brief, validated screening instruments are available for screening and diagnosing co-occurring behaviours among gamblers presenting for treatment.

Reference:

Westphal, J. & Johnson, L. J. (2007). Multiple Co-occurring Behaviours among Gamblers in Treatment: Implications and Assessment. *International Gambling Studies*, 7 (1), 73-99.

### 3.5.9 Type of Gambling and Availability as Risk Factors for Problem Gambling: A Tobit Regression Analysis by Age and Gender

Authors: John Welte, Grace Barnes, William Weiczorek, Marie-Cecile Tidwell, and Joseph Hoffman

Authors' credentials/relationship to the subject:

- Welte, Barnes, Weiczorek, and Tidwell have all previously published literature pertaining to problem gambling. (information on Hoffman not found)

Publication date: August 2007

Type of publication: Journal article (International Gambling Studies)

Location: USA

Key words: not provided

Key themes:

- Age
- Gender
- Analysis (Tobit Regression)
- Risk factors
- Gambling modes
- Availability/proximity

comments for annotated bibliography

- Content
  - Large telephone survey of 2631 adults.
  - Proximity/easy access to gambling is linked to problematic/compulsive/pathological gambling.
- What's new/special/updated
  - In contrast to several studies that found NCGMs to be the most problematic form of gambling, this study found that casinos produced the most problems per daily participation and that lottery "makes the second largest contribution to the overall societal gambling problem." EGMs were the 3<sup>rd</sup> most problematic.
  - This study did not show that gambling machines (EGMs) are particularly troublesome for women.
  - State lotteries are expanding to include new forms that are more addictive, such as instant scratch-off tickets.
- What, if any, gaps have been identified
  - n/a
- Usefulness/helpfulness
  - Good overview of gambling types
  - The study used a combination hand-picked from 2 measures (SOGS-R and DSM-IV), suggesting comparability issues.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Financial support provide by a grant from the National Institute of Alcohol Abuse and Alcoholism.

Other comments:

- Peer review? Yes
- Pages – 15

### *Abstract*

A telephone survey of 2631 US adults was analysed to determine how particular types of gambling and gambling availability were related to problem gambling by age and gender. Casinos produced the most problems per daily participation. Casinos and lottery gambling produced the most society-wide problems. Lotteries, casinos, gambling machines and bingo produced the most overall problems in women; for men it was casinos and cards. Casinos, lotteries and gambling machines produced the most overall problems for people over age 29; for people under 30 it was cards and casinos. Residential proximity to casinos predicted gambling problems in males 30 years or older; for those under 30 friends' approval of gambling predicted gambling problems.

### Reference:

Welte, J., Barnes, G., Wieczorek, W., Tidwell, M-C. & Hoffman, J. (2007). Type of Gambling and Availability as Risk Factors for Problem Gambling: A Tobit Regression Analysis by Age and Gender. *International Gambling Studies*, 7 (2), 183-198.

### 3.5.10 Risky Business: A Few Provocations on the Regulation of Electronic Gaming Machines

Authors: Charles Livingstone and Richard Woolley

Authors' credentials/relationship to the subject:

- Livingstone has previously published literature pertaining to problem gambling. (information on Woolley not found)

Publication date: December 2007

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- EGMs/NCGMs
- Industry regulations
- Gambling assumptions

comments for annotated bibliography

- Content
  - Inflammatory speech (provocations as mentioned in the title), designed to “stimulate discussion.”
  - The article “argues that the marketing and distribution of EGMs is neither accidental nor something for which the individual is responsible, and neither is the safeguarding of oneself from the harm produced by goods licensed by government.”
  - Compares EGMs to cigarettes
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - The paper outlines a conflict of interest on behalf of the Australian government with respect to gambling administration.
- Usefulness/helpfulness
  - Challenges assumptions, although strong slant may be counter-productive
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Research informing the paper was funded by the Victorian Gambling Research Panel (GRP), and on the dissolution of the GRP responsibility was transferred to the Department of Justice (Victoria) gambling research program.
  - Views and opinions stated as that of the authors.
  - As noted above, there is a strong tone/slant/bias throughout the paper.

Other comments:

- Peer review? Yes
- Pages – 16

*Abstract*

Electronic gambling machines (EGMs) proliferate in Australian club and hotel venues, generating revenues of billions of dollars annually and accounting for the majority of gambling expenditure. These revenues arguably rely on unsafe consumption practices, generating considerable harm. Clear evidence is available describing unsafe levels of EGM consumption by regular EGM consumers in hotels and clubs, and indicating modifications

to EGM technology and systems to minimize harm. However, a comfortable orthodoxy, the discourse of 'business as usual', perpetuates current arrangements, sustaining in particular a model of the 'problem' gambler as an individualized flawed consumer. The article argues that the marketing and distribution of EGMs is neither accidental nor something for which the individual is responsible, and neither is the safeguarding of oneself from the harm produced by goods licensed by government. Pursuit of a goal of safe consumption for all EGM gamblers requires disruption of the discourse of business as usual.

Reference:

Livingstone, C. & Woolley, R. (2007). Risky Business: A Few Provocations on the Regulation of Electronic Gaming Machines. *International Gambling Studies*, 7 (3), 361-376.

### 3.5.11 The Changing Landscape of Indigenous Gambling in Northern Australia: Current Knowledge and Future Directions

Authors: Martin Young, Tony Barnes, Matthew Stevens, Marisa Paterson, and Mary Morris

Authors' credentials/relationship to the subject:

- Young, Barnes, Stevens, and Morris have previously published literature pertaining to problem gambling. (Information on Paterson not found)

Publication date: December 2007

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- Ethnicity/indigenous people
- Gambling trends

comments for annotated bibliography

- Content
  - Provides a picture of indigenous gambling in the Northern Territory, while noting the incompleteness of this picture and need for future research.
  - Higher rates of problem gambling among the indigenous vs the non-indigenous population were found, consistent with other studies.
- What's new/special/updated
  - The nature, structure, and socioeconomic impacts of card games, an integral part of community life for indigenous people in the Northern Territory, may be changing and becoming increasingly problematic.
- What, if any, gaps have been identified
  - Telephone surveys do not accurately represent indigenous peoples because many (37%) do not have home telephones.
- Usefulness/helpfulness
  - Highlights limitations of telephone surveys
  - Provides insight into how traditional forms of gambling (card games) are changing due to people's access to cash and other variables.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by the Community Benefit Fund of the Northern Territory Government.

Other comments:

- Peer review? Yes
- Pages – 17

#### *Abstract*

Little is formally known about the gambling practices, both regulated (e.g. poker machines) and unregulated (e.g. card games), of indigenous people in northern Australia, nor of the range of social consequences of these practices. To begin addressing this shortfall, a scoping study of indigenous gambling in the Northern Territory (NT) was conducted. This paper reports the key findings of this study and integrates them with information on indigenous gambling from the Northern Territory Prevalence Survey 2005 and from the National Aboriginal and Torres Strait Islander Social Survey 2002. The emergent picture of indigenous gambling in the NT is one of

widespread incorporation of gambling, both regulated and unregulated, into contemporary indigenous social practices with considerable negative consequence. However, the strength of this conclusion is tempered by the paucity of available data, by the limitations of existing gambling research methodologies and by the scoping purpose of the exercise.

Reference:

Young, M., Barnes, T., Stevens, M., Paterson, M., & Morris, M. (2007). The Changing Landscape of Indigenous Gambling in Northern Australia: Current Knowledge and Future Directions. *International Gambling Studies*, 7 (3), 327-343.



### 3.5.12 Risk and Protective Factors Relating to Gambling by Employees of Gaming Venues

Authors: Nerileen Hing and Helen Breen

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling
- Hing – Head of the Southern Cross University Centre for Gambling Education and Research.
- Breen – lecturer in gaming management at Southern Cross University. Currently undertaking PhD research on indigenous gambling issues.

Publication date: April 2008

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- Industry staff
- Gaming regulation
- Risk factors
- Protective factors

comments for annotated bibliography

- Content
  - See also GI 18 and IJMHA 05
  - reports on a study that examines the impacts of gambling on gaming venue staff
  - highlights relationships between risk factors, protective factors, and interventions.
- What's new/special/updated
  - N/A
- What, if any, gaps have been identified
  - The results have not been quantified – it “remains for future empirical studies to do this.”
- Usefulness/helpfulness
  - A good overview of risk and protective factors for gaming venue employees; could inform workplace regulations in New Zealand.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Financial assistance provided by the Queensland Office of Gaming Regulation, Treasury Department

Other comments:

- Peer review? Yes
- Pages – 23

*Abstract*

This paper examines how the work environment in gaming venues can influence employee gambling behaviour and how gaming venues can further discourage problem gambling by their staff. Interviews with 86 staff and 73 managers of clubs, hotels and casinos, and with 32 gambling counsellors and six problem gamblers who work in gaming venues revealed numerous workplace factors that can encourage, discourage or have no influence on employee gambling. These are synthesised into a theoretical framework and risk, moderating and

protective factors and interventions relating to propensity to gamble, gambling products and services, and gambling outcomes and consequences for gaming venue staff are identified.

Reference:

Hing, N. and Breen, H. (2008). Risk and Protective Factors Relating to Gambling by Employees of Gaming Venues. *International Gambling Studies*, 8 (1), 1-23.

### 3.5.13 Problem Gambling related to Intimate Partner Violence: findings from the Pacific Island Families Study

Authors: Philip Schluter, Max Abbott, and Maria Bellringer

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling

Publication date: April 2008

Type of publication: Journal article (International Gambling Studies)

Location: New Zealand

Key words: not provided

Key themes:

- Ethnicity (Pacific peoples)
- Violence

comments for annotated bibliography

- Content
  - See also GS 13, GI 15, and IGS 02
  - The parent study is covered in detail in section 4.2.4 of the report
  - No association found between current problem gambling and intimate partner violence
  - A relationship between problem drinking and IPV was found.
- What's new/special/updated
  - 24-month postpartum interview
- What, if any, gaps have been identified
  - The authors "urge future researchers to further investigate this potentially important relationship." [current problem gambling and IPV]
- Usefulness/helpfulness
  - Different screens for mothers and fathers leads to comparison difficulties.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Supported by grants from the FRST, Health Research Council of New Zealand, and the Maurice and Phyllis Paykel Trust.

Other comments:

- Peer review? Yes
- Pages – 13

#### *Abstract*

Intimate partner violence (IPV) and problem gambling are becoming increasingly significant public health issues, especially amongst Pacific populations within New Zealand, yet no general population studies have explicitly investigated the association between these factors. This study aims to determine whether problem gambling is an independent risk factor for IPV victimization in 700 couples with a Pacific infant, after accounting for problem drinking. Victimization of any and severe physical IPV was indicated for 33% and 18% mothers, and 38% and 22% fathers, respectively. For mothers, 1% were classified as problem gamblers and 15% as problem drinkers; while for fathers, 2% were defined as problem gamblers and 26% as problem

drinkers. In this first published study to simultaneously relate current problem gambling to IPV victimization in a general population, no association could be found.

Reference:

Schluter, P., Abbott, M., & Bellringer, M. (2008). Problem Gambling related to Intimate Partner Violence: findings from the Pacific Islands Families Study. *International Gambling Studies*, 8 (1), 49-61.

### 3.5.14 Youth Gambling Problems: Examining Risk and Protective Factors

Authors: Laurie Dickson, Jeffrey Derevensky, and Rina Gupta

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling

Publication date: April 2008

Type of publication: Journal article (International Gambling Studies)

Location: Canada

Key words: not provided

Key themes:

- youth
- risk factors
- protective factors

comments for annotated bibliography

- Content
  - The study looks at protective factors that may increase the resilience to gambling problems.
  - Lower family and school connectedness are associated with adolescent problem gambling.
  - “It may be more the absence of risk than the presence of protective factors that drives the odds of developing problem gambling.
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - The results “suggest that simply focusing on strengthening protective factors without attending to risk exposure is an incomplete strategy for reducing the prevalence of problem behaviours.”
  - Further research is suggested to delineate protective factors.
- Usefulness/helpfulness
  - Good look at risk and protective factors for youth
  - Measure was a “slightly modified version of the DSM-IV-MR-J,” which may present comparability issues.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Supported by a grant to Drs Derevensky and Gupta by the Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Yes
- Pages – 23

#### *Abstract*

This study examined the relationship between several pre-examined risk factors for youth problem gambling, a number of potential protective factors for youth problem gambling, and the development of adolescent problem gambling. The sample consisted of 2179 students, ages 11–19. The results of analyses of variance revealed that lower family and school connectedness are associated with adolescent problem gambling. Further, an examination of the effect of potential protective factors on a set of risk factors predictive of adolescent problem gambling suggests that lack of family cohesion plays a role in predicting at-risk and

problem gamblers. The results are framed in terms of a general model of risky behaviour and implications for prevention are outlined.

Reference:

Dickson, L.Derevensky, J., & Gupta, R. (2008). Youth Gambling Problems: Examining Risk and Protective Factors. *International Gambling Studies*, 8 (1), 25-47.

### 3.5.15 Problem Gambling within the Non-Indigenous Population of the Northern Territory of Australia: A Multivariate Analysis of Risk Factors

Authors: Martin Young, Matthew Stevens, and Mary Morris

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling

Publication date: October 2007

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- Ethnicity (non-indigenous peoples)
- Risk factors

comments for annotated bibliography

- Content
  - The study looks at how risk factors identified in areas with a similar, “normal” demographic profile are evident in the Northern Territory, a peripheral and distinctive jurisdiction.
  - Male gender and formal education below tertiary level are associated with regular gambling, consistent with findings from other studies.
  - EGMs were strongly associated with problem gambling, consistent with the majority of other studies measuring this association.
- What's new/special/updated
  - The paper suggests that gender is a risk factor only for regular gamblers.
  - Education rather than socio-economic status *per se* predicts gambling behaviour.
- What, if any, gaps have been identified
  - “Prevalence surveys are best suited to culturally mainstream populations.”
  - Note – lottery and instant lottery (scratch-off tickets) were excluded as gambling activities – this may lead to comparability issues with other studies.
- Usefulness/helpfulness
  - Highlights the need for relevant questionnaires for different population groups.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by the Community Benefit Fund of the Northern Territory Government.

Other comments:

- Peer review? Yes
- Pages – 17

#### *Abstract*

This paper estimates, through the use of a telephone survey and the Canadian Problem Gambling Index (CPGI), the prevalence of gambling and problem gambling among the non-indigenous population of the Northern Territory, Australia. Multivariate predictive models of regular and problem gambling group membership were constructed using socio-demographic and gambling mode variables. Of the socio-demographic variables, household type (particularly being single or living in a group household) was a predictor for both gambler types. In addition, male gender and formal education below tertiary level were associated with regular

gambling. Gambling mode proved to be of greater explanatory power for both groups. In particular, electronic gaming machines (EGMs) were strongly associated with problem gambling. While these results provide a necessary knowledge base, the gaps they highlight are as valuable as the empirical results they provide. Any comprehensive understanding of risk factors in demographically distinctive jurisdictions such as the Northern Territory requires a broader approach; one that meaningfully extends beyond the non-indigenous population.

Reference:

Young, M., Stevens, M., & Morris, M. (2008). Problem Gambling within the Non-Indigenous Population of the Northern Territory of Australia: A Multivariate Analysis of Risk Factors. *International Gambling Studies*, 8 (1), 77-93.



### 3.5.16 In Pursuit of Empirically Based Responsible Gaming Limits

Authors: Shawn Currie, David Hodgins, Jianli Wang, Nady el-Guebaly, and Harold Wynne

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling

Publication date: August 2008

Type of publication: Journal article (International Gambling Studies)

Location: Canada and USA

Key words: not provided

Key themes:

- Responsible gambling limits
- Awareness/social marketing campaigns

comments for annotated bibliography

- Content
  - Looks at proposing safe gambling limits along the lines of safe drinking limits.
  - Surveys gambling experts and asks for their opinions on a tentative set of limits.
- What's new/special/updated
  - This "safe limits" approach has not been implemented and may complement existing responsible gambling guidelines. Some respondents urge caution as setting safe limits may have unwanted results.
- What, if any, gaps have been identified
  - There are no agreed low-risk thresholds.
  - Future epidemiological research "should attempt to link harms from gambling with specific types of games."
- Usefulness/helpfulness
  - There is potential for positive outcomes from the adoption of low risk limits, including value for population health surveillance purposes.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by grants from the Alberta Gaming Research Institute and the Ontario Problem Gambling Research Centre.

Other comments:

- Peer review? Yes
- Pages – 20

#### *Abstract*

The present study sought to (1) obtain expert opinion on the importance of low-risk limits for the field of gambling; and (2) establish the face validity for a tentative set of low-risk limits empirically derived from a recent analysis of population data on gambling (Currie *et al.*, 2006). Gambling experts (171 researchers, clinicians and policy-makers in Canada and the United States) completed an online or paper survey to assess their support for the concept of low-risk gambling limits, their opinions of existing responsible gambling guidelines and the face validity of tentative low-risk limits for gambling frequency, dollars spent, percentage of gross income spent on gambling and duration per session. The majority of those surveyed endorsed the need for low-risk limits and rated the limits as being face valid. Concerns voiced pertaining to their dissemination to

the public included the potential for creating a false sense of security among gamblers, encouraging people to gamble and difficulties in applying the limits across different forms of gambling.

Reference:

Currie, S., Hodgins, D., Wang, J., El-Guebaly, N., & Wynne, H. (2008). In Pursuit of Empirically Based Responsible Gambling Limits. *International Gambling Studies*, 8 (2), 207-227.

### 3.5.17 Evaluating the Effectiveness of a Limited Reduction in Electronic Gaming Machine Availability on Perceived Gambling Behaviour and Objective Expenditure.

Author: Paul Delfabbro

Author's credentials/relationship to the subject:

- The author has previously published literature pertaining to problem gambling.

Publication date: August 2008

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- Gambling accessibility
- Industry responses to gambling reduction measures

comments for annotated bibliography

- Content
  - The paper describes and comments on the process in South Australia whereby a 15% reduction in gaming machine numbers was implemented in 2005. It looks at industry responses to this reduction.
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - Relatively few machines were removed
  - Some venues adopted (or may have adopted) counter-strategies to maintain profitability.
- Usefulness/helpfulness
  - Although no significant reductions in gaming revenue were found, a sinking lid policy on gaming machines coupled with regulations on how industry can react to any reductions may decrease gambling problems.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funding source not stated.

Other comments:

- Peer review? Yes
- Pages – 15

#### *Abstract*

In Australia, there is evidence to suggest that there is a positive association between the geographical accessibility of electronic gaming machines (EGMs) and the frequency and intensity of gambling in local areas. Evidence such as this has been used to introduce regulatory policies to reduce the geographical accessibility of EGMs through the reduction of gaming machine numbers in venues. The aim of this paper was to describe the process involved in the 15 per cent reduction in gaming machine numbers in the state of South Australia and the apparent effects on gaming revenue and gambling behaviours. Detailed analysis of objective EGM data as well as survey-based interviews with 400 regular EGM players provided only limited evidence of behavioural changes or significant reductions in gaming revenue. The paper describes the nature of industry responses to

circumvent the effects of the reduction in machine numbers and the implications of these findings for future regulatory policies relating to EGM gambling.

Reference:

Delfabbro, P. (2008). Evaluating the Effectiveness of a Limited Reduction in Electronic Gaming Machine Availability on Perceived Gambling Behaviour and Objective Expenditure. *International Gambling Studies*, 8 (2), 151-165.

### 3.5.18 Withdrawal and Tolerance Phenomenon in Problem Gambling

Authors: Alex Blaszczynski, Michael Walker, Louise Sharpe, and Lia Nower

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling

Publication date: August 2008

Type of publication: Journal article (International Gambling Studies)

Location: Australia and USA

Key words: not provided

Key themes:

- Tolerance
- Withdrawal
- Motivation
- Comorbidity (alcohol dependence)

comments for annotated bibliography

- Content
  - Compares tolerance and withdrawal features of gamblers, alcoholics, and “gamblers who also met criteria for alcohol dependence.”
- What's new/special/updated
  - Pathological gamblers experience similar levels of withdrawal symptom severity as alcohol-dependent participants.
- What, if any, gaps have been identified
  - n/a
- Usefulness/helpfulness
  - The study found that “withdrawal may prove an important factor contributing to cravings, relapse and persistence despite adverse consequences,” but notes that gambling withdrawal symptoms were far less prevalent than those associated with alcohol withdrawal.
  - The findings are not fully interpreted, and this limitation is noted in the report.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Financial assistance provided by the New South Wales Government from the Casino Community Benefit Fund.

Other comments:

- Peer review? Yes
- Pages – 13

#### *Abstract*

The phenomenological similarities between gambling and substance dependence have led to the conceptualization of pathological gambling as an addictive disorder. Tolerance and withdrawal are important features of both disorders, suggesting commonalities in the neurobiological processes associated with neuroadaptational underpinnings. However, there are few empirical studies supporting the presence of tolerance and withdrawal reported in the gambling literature. Moreover, there are no studies comparing the equivalence of tolerance and withdrawal between gambling and alcohol dependence. This study compared tolerance and withdrawal features in samples of gamblers, alcoholics and gamblers who also met criteria for alcohol dependence. In contrast to the addiction model, findings indicate that, while a majority of participants

increased bet size, the motivation to do so was not for excitement or to maintain arousal levels as indicated by the DSM-IV-TR but because of cognitive factors related to winning. Results supported the notion that pathological gamblers experienced similar levels of withdrawal symptom severity as alcohol-dependent participants. Further research is needed to evaluate whether those symptoms result from the inability to gamble or from the loss of an avoidant stress coping strategy.

Reference:

Blaszczynski, A., Walker, M., Sharpe, L., & Nower, L. (2008). Withdrawal and Tolerance Phenomenon in Problem Gambling. *International Gambling Studies*, 8 (2), 179-192.

### 3.5.19 Personality Disorders and Pathological Gambling: Comorbidity and Treatment Dropout Predictors

Authors: Olivier Pelletier, Robert Ladouceur, and Josée Rhéaume

Author's credentials/relationship to the subject:

- Ladouceur has previously published literature pertaining to problem gambling. (Information on Pelletier and Rhéaume not found)

Publication date: December 2008

Type of publication: Journal article (International Gambling Studies)

Location: Canada (French-speaking)

Key words: not provided

Key themes:

- Co-morbidity
- Treatment
- Treatment dropout

comments for annotated bibliography

- Content
  - Sample – 100 pathological gamblers seeking outpatient treatment
  - Co-morbid personality disorders are associated with greater resistance to treatment and are significant predictors of treatment dropout.
  - 64% of participants had at least one co-morbid personality disorder.
- What's new/special/updated
  - "This study is the first to assess the comorbidity rate of every PD among pathological gamblers seeking treatment using a semi-structured interview based on DSM-IV and administered by a trained psychologist."
- What, if any, gaps have been identified
  - n/a
- Usefulness/helpfulness
  - A new scale about treatment dropout was developed for the study, making comparisons with other studies difficult.
  - Findings could be used to inform dropout prevention techniques for treatment providers.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Financial support provided by the Canadian Institutes on Health Research and the Québec Centre of Excellence for the Prevention and Treatment of Pathological Gambling at Laval University.

Other comments:

- Peer review? Yes
- Pages – 14

#### *Abstract*

This study describes the personality disorders (PDs) among French-speaking Canadian gamblers seeking cognitive and behavioural treatment (CBT) in an external setting. One hundred pathological gamblers were assessed with the Structured Clinical Interview for DSM-IV Axis II (SCID-II) in four different treatment centres for problem gambling. Sixty-four per cent had at least one comorbid PD according to the semi-structured

interview based on the DSM-IV. The most common PDs were represented in clusters B and C. The presence of a comorbid cluster B was a significant predictor of treatment dropout. This characteristic seems to reduce the chances of recovery for some pathological gamblers. The implications for clinical practice and research are discussed.

Reference:

Pelletier, O., Ladouceur, R., & Rhéaume, J. (2008). Personality Disorders and Pathological Gambling: Comorbidity and Treatment Dropout Predictors. *International Gambling Studies*, 8 (3), 299-313.



### 3.5.20 Pathways to Pathological Gambling: Component Analysis of Variables Related to Pathological Gambling

Authors: Nigel Turner, Umesh Jain, Warren Spence, and Masood Zangeneh

Authors' credentials/relationship to the subject:

- Turner, Jain, and Zangeneh have previously published literature pertaining to problem gambling (no information found on Spence)

Publication date: December 2008

Type of publication: Journal article (International Gambling Studies)

Location: Canada

Key words: not provided

Key themes:

- Blaszcznski Pathways model
- Risk factors

comments for annotated bibliography

- Content
  - Examines the structure of variables associated with problem gambling using the Blaszcznski pathways model.
  - Suggests a fourth pathway (2 paths under the “normal” path identified by Blaszcznski.)
  - Suggests no one risk factor is common to all cases – a variety of treatment approaches may be required.
- What's new/special/updated
  - New path under Blaszcznski model
- What, if any, gaps have been identified
  - There is currently no pathways measurement tool.
- Usefulness/helpfulness
  - “understanding the risk factors associated with pathological gambling has important implications for clinical practice.”
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funding source not stated

Other comments:

- Peer review? Yes
- Pages – 17

#### *Abstract*

This study used principal components analysis to examine the structure of variables associated with pathological gambling. A large battery of questionnaires was administered to a sample of 141 gamblers who ranged from non-problem gamblers to severe pathological gamblers. We found a significant relationship between severity of pathological gambling and various measures of impulsivity, depression, anxiety, erroneous beliefs, and reports of early wins. Component analysis of these variables found four distinct components: emotional vulnerability, impulsivity, erroneous beliefs, and the experiences of wins. Component scores based on these components were regressed onto pathological gambling. Emotional vulnerability had the largest effect ( $\beta = 0.54$ ), followed by early wins ( $\beta = 0.32$ ), erroneous beliefs ( $\beta = 0.31$ ), and impulsivity ( $\beta = 0.23$ ). The

overall model accounted for 53.4% of the variance of pathological gambling. The findings confirm the idea that there may be several different risk factors that explain the development of pathological gambling.

Reference:

Turner, N., Jain, U., Spence, W., & Zangeneh, M. (2008). Pathways to Pathological Gambling: Component Analysis of Variables Related to Pathological Gambling. *International Gambling Studies*, 8 (3), 281-298.

### 3.5.21 Evaluation of Gambler's Helpline: A Consumer Perspective

Authors: Kerrie Shandley and Susan Moore

Authors' credentials/relationship to the subject:

- unknown

Publication date: December 2008

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- Gambling helpline
- Treatment satisfaction

comments for annotated bibliography

- Content
  - The study presents a profile of those accessing gambling helpline services in Victoria, Australia and examines the effectiveness of the counselling intervention.
  - Overall, clients were satisfied with the service
  - Small sample size – 90 callers
  - Findings support other studies that suggest “individuals experiencing gambling-related concerns often prefer to address the problem with minimal professional help in the first instance.”
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - Lack of clarity about what the service provided (what clients were expecting) suggests marketing for the helpline may need to be reviewed.
  - “implementing systems such as facilitated referrals may decrease the number of callers failing to act upon referrals.”
  - “benefit could be derived from focused training on the provision of financial information...given the large number of callers whose specific concerns were of a financial nature.”
- Usefulness/helpfulness
  - Findings could be applied to the NZ Gambling Helpline.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funding source not stated, acknowledgements state “support provided by Turning Point HealthLink management and staff.”

Other comments:

- Peer review? Yes
- Pages – 15

*Abstract*

This paper reports on the results of an evaluation of Gambler's Helpline (GHL) in Victoria, Australia. Particular focus was given to consumers' experiences of accessing the helpline and the overall effectiveness of the service. GHL callers were recruited to participate in an immediate post-call questionnaire-based telephone interview (N = 90) and one-month follow-up interview (N = 56). The first aim of the study was to present a

descriptive profile of those accessing the helpline. The second aim was to examine the effectiveness of the counselling intervention through measures taken post callers' contact to GHL. The final aim was to examine referral uptake at a follow-up. Results of this study reflected positively on GHL. Callers reported general overall satisfaction with the service. Consumer feedback highlighted the importance for GHL counsellors of providing a balance of both emotional and practical support for callers, and the importance for callers to access referrals was identified.

Reference:

Shandley, K., & Moore, S. (2008). Evaluation of Gambler's Helpline: A Consumer Perspective. *International Gambling Studies*, 8 (3), 315-330.

### 3.5.22 Prospective Problem Gambling Research: Contribution and Potential

Authors: Max Abbott and Dave Clarke

Authors' credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: April 2007

Type of publication: Journal article (International Gambling Studies)

Location: New Zealand

Key words: not provided

Key themes:

- Research designs

comments for annotated bibliography

- Content
  - Examines the role of prospective research of problem gambling. Prospective investigation involves repeat assessment of the same sample of people over a prolonged period.
  - The study found that no single approach can accommodate the diversity of factors that may be implicated in the “genesis and natural history” of problem gambling.
- What's new/special/updated
  - Of note – “most studies continue to treat gambling as a single phenomenon and inappropriately generalise findings from one type to another.”
- What, if any, gaps have been identified
  - There is a necessity for measures with shorter timeframes and repeat, prospective assessment in order to examine changes over time.
- Usefulness/helpfulness
  - Discusses the Blaszcznski and Nower pathways model – suggests this is the most comprehensive framework within which to examine problem gambling development.
  - The authors suggest (in the absence of a number of large, general population, gambling-focused, cohort studies) inserting gambling and problem gambling measures into existing longitudinal studies.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Literature review on which the paper is based was partly funded by a grant from the Health Research Council of New Zealand and a contact with the United Kingdom Responsibility in Gambling Trust.

Other comments:

- Peer review? Yes
- Pages – 19

#### *Abstract*

Investigation of problem gambling has relied heavily on retrospective and cross-sectional studies of problem gamblers in clinical and community settings. While making a useful contribution, studies of this type have inherent limitations with respect to the examination of change and the determination of risk and protective factors for problem onset and progression. This article critically reviews general and special population studies that have employed prospective designs. While few in number, recent in execution and typically methodologically compromised, findings from these studies significantly challenge core assumptions about the nature, development and measurement of problem gambling and raise important questions for future

research. These substantive matters are considered, along with identification of conceptual and methodological shortcomings that require remedy if prospective research is to fulfil its potential. This potential is profound—to serve as both catalyst and vehicle to move the field from its rather disjointed preoccupation with description and distribution to become a theory driven, cumulative science of problem gambling determinants and consequences.

Reference:

Abbott, M. & Clarke, D. (2007). Prospective Problem Gambling Research: Contribution and Potential. *International Gambling Studies*, 7 (1), 123-144.

### 3.5.23 The Influence of Music on Estimates of At-risk Gambling Intentions: An Analysis by Casino Design

Authors: Harvey Marmurek, Karen Finlay, Vinay Kanetkar, and Jane Londerville

Authors' credentials/relationship to the subject:

- Not known

Publication date: April 2007

Type of publication: Journal article (International Gambling Studies)

Location: USA

Key words: not provided

Key themes:

- casinos
- gaming environments

comments for annotated bibliography

- Content
  - Examines the relationship between casino atmosphere and at-risk gambling intentions.
  - Small sample size – 98 gamblers
  - The effect of music depended on the casino design – playground or gaming casino.
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - n/a
- Usefulness/helpfulness
  - The study “suggests atmospheric variations within a casino should be tailored to the specific macro gaming environment.” This is useful to the industry, and also to policy makers if influencing gambler behaviour through environmental design is regulated.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Supported by a grant from the Ontario Problem Gambling Research Centre

Other comments:

- Peer review? Yes
- Pages – 9

#### *Abstract*

This research examined the relationship between casino atmosphere and at-risk gambling intentions (likelihood of gambling beyond planned levels). Video simulations were developed to represent two models of casino design. The playground design is distinguished by spaciousness, pleasing décor elements, green space and moving water. The gaming design focuses entirely on the gambling machines and features low ceilings and crowded gaming areas. Two simulations of each casino design were created by including either ambient gambling sounds or by replacing those sounds with a music track. Measures of psychological reactions and at-risk gambling intentions for the four settings were collected from 101 (56 males) gamblers. Music increased perceived at-risk gambling intentions in the playground setting. At-risk intentions, however, decreased with music for the gaming design. This study suggests atmospheric variations within a casino should be tailored to the specific macro gaming environment.

Reference:

Marmurek, H., Finlay, K., Kanetkar, V., & Londerville, J. (2007). The Influence of Music on Estimates of At-risk Gambling Intentions: An Analysis by Casino Design. *International Gambling Studies*, 7 (1), 113-122.



### 3.5.24 Numerical Reasoning Ability and Irrational Beliefs n Problem Gambling

Authors: Chrisi Lambos and Paul Delfabbro

Authors' credentials/relationship to the subject:

- Delfabbro has previously published literature pertaining to problem gambling. (Information on Lambos not found.)

Publication date: August 2007

Type of publication: Journal article (International Gambling Studies)

Location: Australia

Key words: not provided

Key themes:

- numerical and statistical knowledge
- irrational beliefs
- cognitive bias

comments for annotated bibliography

- Content
  - Looks into the numerical reasoning ability of problem gamblers
  - Small sample size (135)
  - Findings suggest that education is not likely to be an effective harm minimisation strategy because “gamblers can pick and choose which information they chose to apply when the information is applied to activities in which they have a personal interest.”
  - Education is still worthwhile as it may “provide people with the skills to approach gambling more rationally before they become too emotionally and financially involved.”
- What's new/special/updated
  - Extends previous studies by conducting comparisons of gambling beliefs, numerical reasoning, and knowledge of gambling odds.
- What, if any, gaps have been identified
  - n/a
- Usefulness/helpfulness
  - Good summary of the various forms of erroneous information processing.
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funding source not stated.

Other comments:

- Peer review? Yes
- Pages – 15

*Abstract*

Numerous studies have shown that pathological gamblers are particularly prone to various cognitive biases that may explain why they continue to gamble despite having occurred substantial losses. A common explanation advanced to account for this finding is that pathological gamblers may have poorer numerical or statistical knowledge than other people. Addressing these deficits is therefore seen as one possible way in which to assist pathological gamblers or prevent the development of problematic behaviour within the broader community. The aim of this study was test this assumption by assessing the numerical reasoning skills,

objective gambling knowledge and tendency towards biased reasoning in a sample of 90 regular poker-machine gamblers (pathological and non-pathological) and a non-gambling comparison group (n = 45). Analyses based on both group comparisons and regression analyses controlling for differences in educational attainment showed that pathological gamblers scored significantly higher on the cognitive biases measure than other gamblers. However, this difference could not be attributed to poorer knowledge of gambling odds or limited numerical ability among pathological gamblers. The findings suggest that educating pathological gamblers with greater knowledge about the odds of gambling is unlikely to be an effective harm minimisation strategy.

Reference:

Lambos, C. & Delfabbro, P. (2007). Numerical Reasoning Ability and Irrational Beliefs in Problem Gambling. *International Gambling Studies*, 7 (2), 157-171.

### 3.5.25 Reasons for Starting and Continuing Gambling in a Mixed Ethnic Community Sample of Pathological and Non-problem Gamblers

Authors: Dave Clarke, Samson Tse, Max Abbott, Sonia Townsend, Pefi Kingi, and Wiremu Manaia

Authors' credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: December 2007

Type of publication: Journal article (International Gambling Studies)

Location: New Zealand

Key words: not provided

Key themes:

- Gambler psychology/motivations

comments for annotated bibliography

- Content
  - Examines motivational differences between pathological gamblers and non-problem gamblers, including differences between motivations for starting and for continuing gambling.
  - Note – problem gambling may not be necessarily progressive or chronic.
  - Good sample size - 345
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - Very few studies have investigated motivational differences between PG and NPG – this study aims to address that gap.
- Usefulness/helpfulness
  - The questionnaire was specifically designed for the study, therefore comparisons to other studies may be difficult.
  - Provides an interesting look at motivations for gambling.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by a grant from the Health Research Council of New Zealand.

Other comments:

- Peer review? Yes
- Pages – 14

#### *Abstract*

Very few studies have investigated motivational differences between pathological gamblers (PG) and non-problem gamblers (NPG), or between men and women. Motives for starting gambling have not been distinguished from motives for continuing gambling. From a community survey questionnaire listing reasons generated from the population studied, the motives of 103 current PG met the DSM-IV-TR criteria of five or more symptoms within the 12 months to October 2004. NPG assented to less than three symptoms. Generally, PG had significantly stronger motives than NPG and preferred continuous forms of gambling. There were no overall gender differences in motives, but electronic gaming machines and bingo were the primary choices for female PG. Gambling to escape from stress and troubles increased for PG but not for NPG, while gambling for social reasons decreased for both groups. Because of disproportionate numbers of PG and NPG in the Caucasian, Maori, Pacific Island and Asian groups, ethnic differences were not examined. The findings

supported some aspects of theories of gambling motivation. Lowering stress for PG, raising community awareness of the risk of gambling to socialize and undertaking longitudinal research in community samples were suggested.

Reference:

Clarke, D., Tse, S., Abbott, M., Townsend, S., Kingi, P., & Manaia, W. (2007). Reasons for Starting and Continuing Gambling in a Mixed Ethnic Community Sample of Pathological and Non-problem Gamblers. *International Gambling Studies*, 7 (3), 299-313.

### 3.5.26 Training Problem Gambling Counsellors in *Congruence Couple Therapy*: Evaluation of Training Outcomes

Authors: Bonnie Lee, Martin Rovers, and Lynne Maclean

Author's credentials/relationship to the subject:

- All authors have previously published literature pertaining to problem gambling.

Publication date: April 2008

Type of publication: Journal article (International Gambling Studies)

Location: Canada

Key words: not provided.

Key themes:

- Treatment

comments for annotated bibliography

- Content
  - Evaluates efficacy of CCT training
  - small sample size (21 counsellors) – but represents 18% of problem gambling counsellors in 2004.
  - Trainee satisfaction was positive – further studies are recommended by the authors
- What's new/special/updated
  - n/a
- What, if any, gaps have been identified
  - There is not much information available on training in addictions – this study seeks to address this gap.
- Usefulness/helpfulness
  - Useful step towards addressing training evaluations
  - Instruments were bespoke and would “benefit from future refinements and validation.”
- Perspective/slant (is it “pro” something, was it funded by a casino, etc)
  - Funded by an Ontario Problem Gambling Research Centre Level III Research Award and sponsored by the University of Ottawa, Faculty of Health Sciences.

Other comments:

- Peer review? Yes
- Pages – 17

#### *Abstract*

Congruence Couple Therapy (CCT) is an integrative, humanistic, systemic model for problem gambling treatment. This study evaluates the efficacy of CCT training in imparting key concepts, skills and values of CCT to a sample of problem gambling counsellors (N = 21) from 13 Ontario problem gambling treatment programmes. CCT training comprised of a 4-day residential workshop followed by 12 weeks of CCT application to couples supported by teleconference consultation. Two cycles of training were conducted. The evaluations were driven by two controlled designs using quantitative measures complemented by qualitative data. Triangulated mixed methods findings indicate that counsellors increased significantly their knowledge of CCT concepts, values and skills from both training cycles. Trainee satisfaction was highly positive. Further studies on CCT and CCT training are recommended in light of these results.

Reference:

Lee, B., Rovers, M., & Maclean, L. (2008). Training Problem Gambling Counsellors in *Congruence Couple Therapy*: Evaluation of Training Outcomes. *International Gambling Studies*, 8 (1), 95-111.

### 3.5.27 'Bringing Torn Lives Together Again': Effects of the First *Congruence Couple Therapy* Training Application to Clients in Pathological Gambling

Author: Bonnie Lee and Martin Rovers

Author's credentials/relationship to the subject:

- Both authors have previously published literature pertaining to problem gambling.

Publication date: April 2008

Type of publication: Journal article (International Gambling Studies)

Location: Canada

Key words: not provided

Key themes:

- Therapy

comments for annotated bibliography

- Content
  - CCT focuses on the "root system" of pathological gambling and does not focus on gambling behaviour.
  - Small sample size – 24 couples
  - High retention rate (96%).
  - High satisfaction reported by clients (6.3 out of 7), counsellors rated the positive impact on clients as 6.6 out of 7.
- What's new/special/updated
  - Spouses experienced a decrease in overall life satisfaction – this could be an area of further exploration.
- What, if any, gaps have been identified
  - Spouses experienced a decrease in overall life satisfaction – this could be an area of further exploration.
- Usefulness/helpfulness
  - Useful to inform treatment practices in New Zealand
  - Many scales were used – possibly leading to difficulties comparing studies.
- Perspective/slant (is it "pro" something, was it funded by a casino, etc)
  - Funded by an Ontario Problem Gambling Research Centre Level III Research Award and sponsored by the University of Ottawa, Faculty of Health Sciences.

Other comments:

- Peer review? Yes
- Pages – 17

#### *Abstract*

Counsellors (N = 21) receiving their first training in Congruence Couple Therapy (CCT) applied CCT to 1–2 pathological gamblers (N = 24) and their spouses conjointly at their Ontario treatment settings. Gamblers' and spouses' pre–post quantitative results indicated statistically significant reduction of gambling urges and behaviours and improvement in spousal relationship. However, contrary to hypothesis, spouses experienced a significant decrease in overall life satisfaction, specifically in the area of regrets, from pre- to post-treatment. Ratings of CCT by clients and counsellors indicated high satisfaction of CCT's effectiveness. Qualitative data based on client and counsellor sources substantiated quantitative findings and further revealed clinical

changes in four key dimensions addressed by CCT: intrapsychic, interpersonal, intergenerational and universal–spiritual. Quantitative results are limited by absence of a control group and low sample size, but are compensated by a solid base of qualitative findings. Mixed methods yielded promising preliminary results of CCT's effectiveness in gambling behaviour and symptom reduction and in improved spousal relationship.

Reference:

Lee, B. and Rovers, M. (2008). 'Bringing Torn Lives Together Again': Effects of the First *Congruence Couple Therapy* Training Application to Clients in Pathological Gambling. *International Gambling Studies*, 8 (1), 113-129.







3.6 Weighting chart

FGC ID	Title	culture/ethnicity	age	gender	special populations	co-morbidity	Gambling harm and public health	gambling accessibility / opportunities to gamble (proximity)	Intervention service delivery	screening processes/measures	intervention outcomes (Māori, Pacific, Asian)	access to services by Māori/Pacific	Treatment for women	prevention/at risk	Social marketing programmes	gambler decisions / psychology	understanding gambler behaviour	history/natural recovery	gambling debt	Trends in types of gambling / the gambling experience	gaming environments	Regulations/policies	training and workforce issues	shifts in trends eg. Ethnicity, gender, online trends etc	Peer review	Size	Location	Practical application	notes or * items
GI 01	Gender differences in problem gambling behaviours from help-line callers			1		3			other				1				2			2				2	Y	1	3	2	helpline
GI 02	Characteristics of people seeking treatment for problem gambling in Ontario: Trends from 1998 to 2002	1		1																	1			1	Y	1	3	2	
GI 03	Recovery in Gamblers Anonymous								other								2								Y	3	3	2	GA
GI 04	Impacting attitudes towards gambling: A prison gambling awareness and prevention program			3		1								2											Y	2	3	1	awareness and prevention programmes
GI 05	The South Oaks Gambling Screen (SOGS): A rebuttal to critics									1															Y	n/a	3	2	
GI 06	The prevention of pathological gambling: An annotated bibliography													1											N	1	n/a	n/a	
GI 07	An overview of prevalence surveys of problem and pathological gambling in the Nordic countries			2																					Y	n/a	3	2	prevalence





GS 07	Epidemiological associations between gambling behavior, substance use & mood and anxiety disorders					1			other												u	1	3	1	treatment program - comorbidity
GS 08	Minimal treatment approaches for concerned significant others of problem gamblers: a randomized controlled trial.								other												u	2	3	2	concerned significant others
GS 09	Evaluating the Problem Gambling Severity Index									1											u	1	3	1	
GS 10	Significant others and gambling treatment outcomes																				u				
GS 11	Risk Factors for Problematic Gambling: A Critical Literature Review											1									u	n/a	3	1	risk factors
GS 12	Quality of web-based information on pathological gambling																				u				
GS 13	Problem gambling and intimate partner violence					3				1											u	2	3	2	Intimate partner violence
GS 14	Missouri casino self-excluders: distributions across time and space.					2	2		other												u	1	3	2	self exclusion
GS 15	Self-exclusion program: a longitudinal evaluation study.					2			other												u	2	3	1	self exclusion
GS 16	Men & women playing games: gender and the gambling preferences of Iowa gambling treatment program participants.																				u	1	3	2	
GS 17	Role of gambling media exposure in influencing trajectories among college students.																				u	2	3	1	
GS 18	Lessons from the grey area: a closer inspection of at-risk gamblers																				u				
GS 19	Characteristics and gender differences among self-excluded casino problem gamblers: Missouri data																				u				

GS 20	Parameters for safer gambling behavior: examining the empirical research					1									2							1		u	n/a	3			implications for future public health interventions
GS 21	Trends in gambling studies research: quantifying, categorizing, and describing citations.																				2*		u	n/a	n/a	2		research	
GS 22	Problem gambling and the circumstances facing older people : a study of gaming machine players aged 60+ in licensed clubs		1							2					2								u	2	2	2			
GS 23	Prevalence of Adult Problem and Pathological Gambling between 2000 and 2005: An Update (unable to source from author)																						u						
GS 24	GPs and problem gambling: can they help with identification and early intervention?										1												u	3	2			GPs early intervention	
GS 25	Improved self-exclusion program: preliminary results																						u	1	3	1		self-exclusion	
GS 26	Real limits in the virtual world: self-limiting behavior of Internet gamblers. (sourcing directly from author - not yet received)																						u						
IJMHA 01	Intrinsic and Extrinsic Barriers to Health Care: Implications for Problem Gambling	2			2			3	2						1								Y	n/a	1	1			
IJMHA 02	An Overview of Help Seeking by Problem Gamblers and their Families Including Barriers to and Relevance of Services	1			1							1	1	1									3	Y	n/a	1	1		
IJMHA 03	Gambling, Social Disorganisation and Deprivation	1						3	2						1								Y	n/a	1	3		quality	
IJMHA 04	Manaakitia Te Rawa Kore— Supporting the Disempowered	1						2	1														Y	n/a	1	1			
IJMHA 05	Workplace Factors that Encourage and Discourage Gambling amongst Gaming Venue Employees: A Managers' Perspective					1																		Y	2	2	2		

IJMHA 06	Adolescent Gambling Behaviour and Attitudes: A Prevalence Study and Correlates in an Australian Population			1		2						1									Y	1	2	2	
IJMHA 07	Social Marketing Campaigns for Youth Gambling Prevention: Lessons Learned from Youth		1									2	1								Y	2	3	1	
IJMHA 08	Sentencing Problem Gamblers in New Zealand				2	1			other						3			2			Y	2	1	1	sentencing
IJMHA 09	The Psychology of the Fruit Machine: The Role of Structural Characteristics (Revisited).														1				1		Y	n/a	3	1	
IJMHA 10	Positive Thinking Among Slot Machine Gamblers: A Case of Maladaptive Coping?														1						Y	3	3	1	
IJMHA 11	Gambling Problems and Attempted Suicide. Part I - High Prevalence Amongst Hospital Admissions									2											Y	3	1	1	
IJMHA 12	Gambling Problems and Attempted Suicide: Part II—Alcohol Abuse Increases Suicide Risk	2				1			other	2											Y	3	1	1	referral
IJMHA 13	Factors that Predict Treatment Outcomes in a Community Treatment Agency for Problem Gamblers								other		*										Y	2	2	2	treatment outcomes, not culturally specific
IJMHA 14	Don't Let an Opportunity Go by: Validation of the EIGHT Gambling Screen									1											Y	1	1	1	
IJMHA 15	Pathological and Sub-clinical Problem Gambling in a New Zealand Prison: A Comparison of the Eight and SOGS Gambling Screens				1					1											Y	2	1	1	
IJMHA 16	Self-exclusion in a Public Health Environment: An Effective Treatment Option in New Zealand								other		*							1			Y	2	1	1	self-exclusion
IJMHA 17	Needs and Gaps Analysis: Problem Gambling Interventions Among New Zealand Asian Peoples	1									1										Y	3	1	1	



JMJH A.18	Are the Effects of Gambling Treatment Overestimated?								other	*											Y	n/a	3	2	treatment outcomes, not culturally specific
JMJHA 19	How Well are We Helping Problem Gamblers? An Update to the Evidence Base Supporting Problem Gambling Treatment								other												Y	n/a	3	1	more studies needed
JMJH A.20	Gambling Behavior of Juvenile Offenders in Louisiana		1		1												1				Y	1	3	2	
IGS 01	The Experience of Gambling and its Role in Problem Gambling					2							2		2						Y	2	3	2	
IGS 02	Gambling Among Pacific Mothers Living in New Zealand	1			1																Y	1	1	1	
IGS 03	The Measurement of Adult Problem and Pathological Gambling									1											Y	n/a	1	1	
IGS 04	Measuring Problem Gambling: Assessment of Three Prevalence Screens									1											Y	n/a	2	2	
IGS 05	Models for Multi-site Problem Gambling Clinical Trials								other												Y	n/a	1	1	Multi-site clinical trials
IGS 06	'How Much Do You Spend Gambling?': Ambiguities in Questionnaire Items Assessing Expenditure									1						1					Y	2	3	1	
IGS 07	Self-exclusion: A Proposed Gateway to Treatment Model								other						2					1	Y	n/a	2	1	Self-exclusion
IGS 08	Multiple Co-occurring Behaviours among Gamblers in Treatment: Implications and Assessment					1			other				2								Y	2	3	1	Co-morbidities in treatment
IGS 09	Type of Gambling and Availability as Risk Factors for Problem Gambling: A Tobit Regression Analysis by Age and Gender		2		2																Y	1	3	2	
IGS 10	Risky Business: A Few Provocations on the Regulation of Electronic Gaming Machines																				Y	n/a	2	3	



IGS 23	The Influence of Music on Estimates of At-risk Gambling Intentions: An Analysis by Casino Design																						2	1	2					Y	2	3	2				
IGS 24	Numerical Reasoning Ability and Irrational Beliefs in Problem Gambling								2																						Y	2	2	1			
IGS 25	Reasons for Starting and Continuing Gambling in a Mixed Ethnic Community Sample of Pathological and Non-problem Gamblers																						2	1							Y	2	1	2			
IGS 26	Training Problem Gambling Counsellors in Congruence Couple Therapy: Evaluation of Training Outcomes																												1		Y	3	3	1			Congruence couple therapy
IGS 27	'Bringing Torn Lives Together Again': Effects of the First Congruence Couple Therapy Training Application to Clients in Pathological Gambling																														Y	3	3	2			Congruence couple therapy