Risk Perceptions and Adolescent Gambling Behavior

Results From a National Study

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Publication date:
2012

Document Version
Early version, also known as pre-print

Link to publication from Aalborg University

Citation for published version (APA):

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This study (which is part of a larger project on gambling behavior among Danish primary school children) focuses on risk-perception and irrational beliefs as well as gender differences in gambling behavior. It specifically explores the correlations between gambling frequency and the perception of skill and luck in gambling activities among Danish youngsters and whether irrational beliefs and the perception of skill and luck differentiate across groups of gambling severity.

**METHOD**

Participants included 2,223 students from the 6th, 7th, 8th, 9th and 10th grades ranging in age from 11 to 17 years. Self-completion questionnaires were administered to students during normal lessons by a member of the research team (a senior researcher or a research assistant). The questionnaire contained an adolescent gambling screen, SOGS-RA (Winters, Stinchfield & Fulkerson 1993a, 1993b), and series of questions clustered in three major domains: (1) gambling behavior (types games played, gambling frequency, age of debut, gambling partners, gambling motives), (2) social network/family gambling (parent's gambling behavior, friend's gambling behavior) and (3) cognitive perceptions i.e. notions of skill vs luck in relation to gambling, risks involved in gambling relative to other activities such as smoking or drinking alcohol, and understanding of probabilities.

**RESULTS**

The overall prevalence rate of problem gambling was 1.29%, the rate of at-risk gambling was 4.5% while 94% reported no gambling problems. Boys were found to be more regular gamblers compared to girls. Thus, 5.7% of the boys reported to be gambling either every day or several times a week while 1.1% of the girls reported gambling every day or several times a week. For an overall indication of the perception of risk, respondents were asked whether they thought it risky for children and young people to gamble several times a week or a few times a month. There was a significant correlation reported between gambling frequency and the assessment of gambling-related risk. The more frequently the individual gamblers, the less risky he or she perceived gambling to be (γ = 0.291, p = 0.000). A significant gender difference was observed. Girls found it more risky to gamble several times a week and a few times a month compared to boys (γ = 0.53, p < 0.000). Thus, 69% of the girls thought that gambling several times a week is very risky compared to 49.5% of boys. Respondents were asked to consider the following statements:

- "People who gamble usually lose their money" and
- "People who gamble frequently can become addicted to gambling".

The vast majority of respondents strongly agreed or agreed that gambling is often linked to losing money (51%) and can lead to addiction (72.8%). However, slightly more boys than girls disagreed with the statement that gamblers usually lose (γ = 23.6, df = 3, p = 0.000) and that frequent gambling may lead to addiction (γ = 26.1, df = 3, p = 0.000). Thus, 12.5% of boys disagreed or strongly disagreed with the addiction-statement compared to 7.3% of the girls. With regard to losing money, more younger respondents than older respondents thought that gambling is usually related to losing money (γ = 0.121, p = 0.003). Comparing responses across the three gambling groups, it was observed that significantly more problem gamblers than non-problem gamblers disagreed with the statement that gambling may lead to losing money (χ² = 0.024, p = 0.034). This correlation was not, however, observed on the addiction question. On this question, the majority from all three groups agreed or strongly agreed. In the entire sample, more problem gamblers than non-problem gamblers believed in their own gambling skills (Cramers V = 0.144, df = 3, p = 0.000) and that they one day will experience 'the big win' (γ = 77.3, df = 2, p = 0.000). In total 38.5% of problem gamblers believed that they were more skilled gamblers than their peers while 16.2% of at-risk gamblers and 7.1% of the non-problem gamblers that their gambling skills were better than their peers'. Some significant gender differences were observed. In total 14.7% of boys felt that they had better gambling skills than their peers whereas only 0.7% of the girls did (γ = 172.9, df = 2, p = 0.000). There were also gender differences with regard to the belief about the 'big win'. Significantly more boys (32.5%) than girls (17.3%) believed that one day they will experience 'the big win' (γ = 38.2, df = 1, p = 0.000). There were no significant differences in the perception of one's own gambling skills and the belief in the 'big win' across age groups. Respondents were also asked to assess the importance of skill vs luck with regard to a number of different games. These games were then categorised into two groups: A group of chance-based games (bingo, lotto, gaming machines, scratch card games, dice games, roulette and keno) and a group of games that require a degree of skill. As regards to chance-based games (γ = 15.8, df = 2, p = 0.000) as well as games that require a degree of skill (γ = 20.2, df = 2, p = 0.000), boys were more likely to think that skills are important compared to girls. However, with regard to chance-based games, a greater proportion of boys thought that luck is crucial whereas more girls than boys reported that both luck and skill plays an important role.

<table>
<thead>
<tr>
<th>Skill vs luck</th>
<th>Non-problem gamblers</th>
<th>At-risk gamblers</th>
<th>Problem gamblers</th>
<th>Total</th>
</tr>
</thead>
<tbody>
<tr>
<td>Only or mostly luck</td>
<td>N=962</td>
<td>N=962</td>
<td>N=962</td>
<td>N=2,223</td>
</tr>
<tr>
<td>%</td>
<td>83.0</td>
<td>68.9</td>
<td>65.0</td>
<td>82.0</td>
</tr>
<tr>
<td>Skill</td>
<td>N=147</td>
<td>N=17</td>
<td>N=147</td>
<td>N=278</td>
</tr>
<tr>
<td>%</td>
<td>14.0</td>
<td>1.7</td>
<td>16.1</td>
<td>100</td>
</tr>
<tr>
<td>Only or mostly skill</td>
<td>N=165</td>
<td>N=22.3</td>
<td>N=22.3</td>
<td>N=207.3</td>
</tr>
<tr>
<td>%</td>
<td>16.3</td>
<td>22.3</td>
<td>22.3</td>
<td>22.3</td>
</tr>
</tbody>
</table>

Table 1. Perception of luck vs skill in chance-based games across gambling groups.

Note: Gamma test. Statistically significant χ² (df = 2, p = 0.000).