

Adolescents' online and offline gambling (CyberJEUnes) and poker trajectories

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Research team

- CyberJEU nes I and II:
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- Poker project
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Objectives

1. Present preliminary findings about the evolution of gambling habits among high school students over two years
2. Discussion of the evolution of gambling patterns and problem gambling among online and offline poker players

CyberJEUnes I

N T0= 3 938 et N T1 = 2811

Sample distribution - Sex and grade (%)

Grade /Sex	Sec. III		Sec.IV		Sec.V		Total	
	n	%	n	%	N	%	N	%
Boys	523	42,7	626	44	566	44.4	1715	47,7
Girls	702	57,3	796	56	709	55,6	2207	56,3
Total	1225	31,2	1422	36,3	1275	32,5	3922	100

Gambling and Internet gambling (T0)

- 22.8% have already gambled over the course of their life
- 5.3% have gambled on the Internet with real money. More boys than girls (7.8% cf. 3.2%).
- 26.0% have gambled in demo mode (37.5% of boys and 17.0% of girls)

Offline activities: growth

	Wave		<i>P value</i>
	T0 (3938) n (%)	T1 (2811) n (%)	
Lottery tickets	98 (2.61)	153 (5.73)	<.0001
Scratch cards	206 (5.49)	399 (14.99)	<.0001
Boardgames or dice games	233 (6.22)	196 (7.37)	0.0571
VLTs	50 (1.34)	58 (2.18)	0.0106
Slot machines in casinos	36 (0.96)	41 (1.54)	0.0427
Poker	406 (10.82)	350 (13.22)	0.0015
Sports betting	95 (2.53)	67 (2.53)	0.9974
Fantasy sports	170 (4.53)	174 (6.57)	0.0003
Table games in casinos	60 (1.59)	42 (1.59)	0.9865
Games of skills	199 (5.28)	201 (7.60)	0.0001
Bingo	112 (2.97)	127 (4.79)	0.0001
Betting on various activities	387 (10.26)	377 (14.26)	<.0001
DSM_IV Mean (standard-deviation)	0.71 (1.91)	0.41 (1.94)	0.0008

Online activities: poker

	Time		<i>P-value</i>
	T0 (3938) n (%)	T1 (2811) n (%)	
VLT online	27 (0.72)	31 (1.17)	0.0696
Online poker	78 (2.08)	77 (2.90)	0.0312
Sports betting online	32 (0.85)	24 (0.91)	0.8224
Table games online	33 (0.88)	33 (1.25)	0.1410
Bingo online	32 (0.85)	26 (0.98)	0.5603

Changing patterns?

- Increase of several types of offline gambling
- Online, only poker increased
- Online activities remain marginal but more considerable among adults
- Problem gambling scores diminished between T0 and T1, despite an increase in gambling
- Many questions remain.... To be continued



Our poker players

- Participant must identify as a gambler
- N T0 = 400
- Recruited from different places:
 - Facebook
 - Presence in bars, ads in QPTL bars
 - Ads in newspapers ('Voir', Montréal, Québec, Saguenay, La Presse, La Tribune, Journal Portneuf)
 - Ads on AJPQ-ligue métropolitaine de poker websites
 - PokerCollectif discussion forum, princepoker
 - Major tournaments
 - Montreal Casino
 - From the epidemiological study in 2012



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RECHERCHÉS**

en salle et/ou en ligne

étude menée par
Université de
Sherbrooke

*Entrevue
confidentielle

*Certificat-cadeau 30\$

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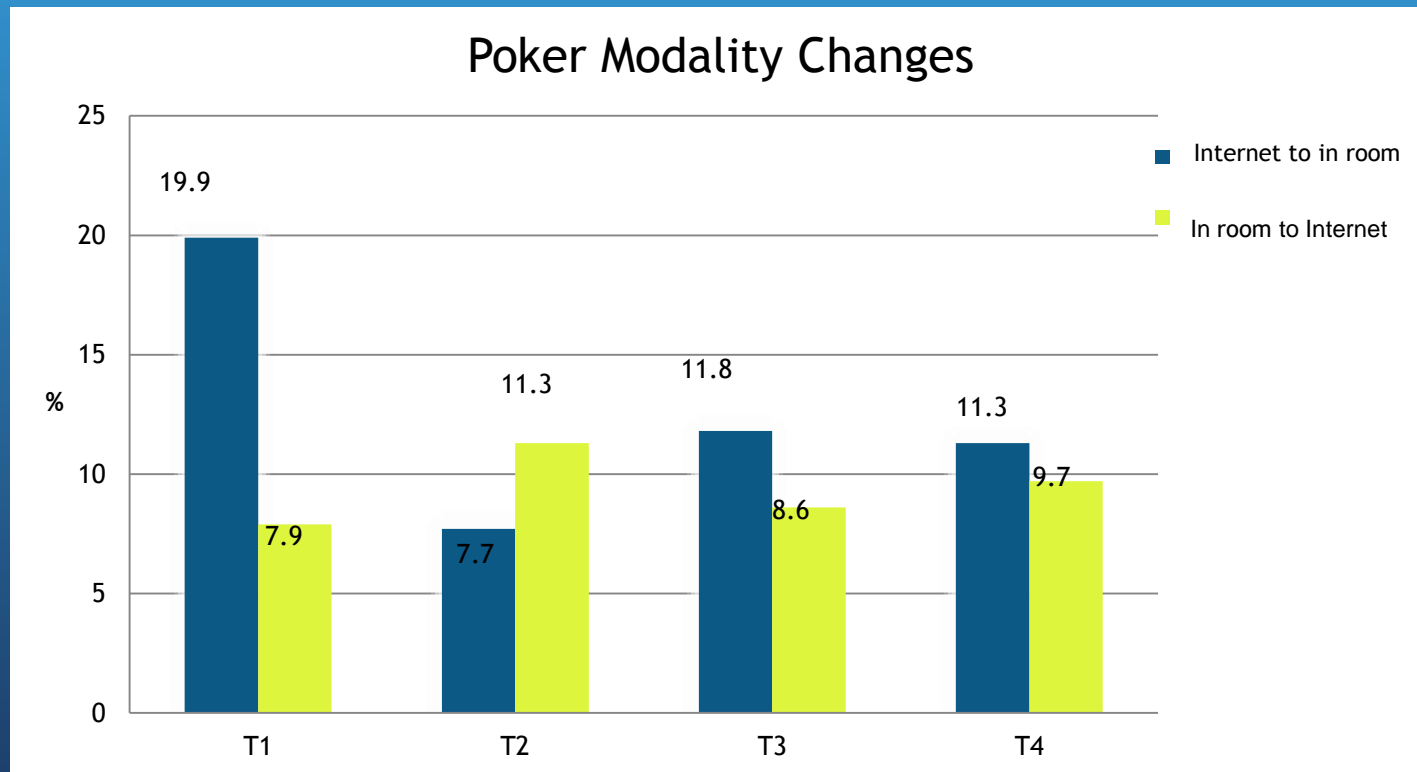
poker-med@usherbrooke.ca

Sociodemo characteristics at T0

		n	%
Gender	Male	241	88.3%
	Female	32	11.7%
Age	Mean : 29.8 years Minimum : 18 years Maximum : 68 years Standard deviation : 10.8 years		
Marital status	Married	21	7.7%
	In a relationship or common-law	117	42.9%
	Divorced	5	1.8%
	Separated	9	3.3%
	Single	121	44.3%
Highest level of education completed	Primary school completed	12	4.4%
	High school completed	81	29.9%
	Collegial completed	83	30.6%
	Technical college completed	20	7.4%
	Some university	18	6.6%
	Bachelor's degree	41	15.1%
Annual income	Master's degree	16	5.9%
	Mean : 33,535\$ Minimum : 0 \$ Maximum : 225,000\$ Standard deviation : 26,148.99\$		

Changing player modalities

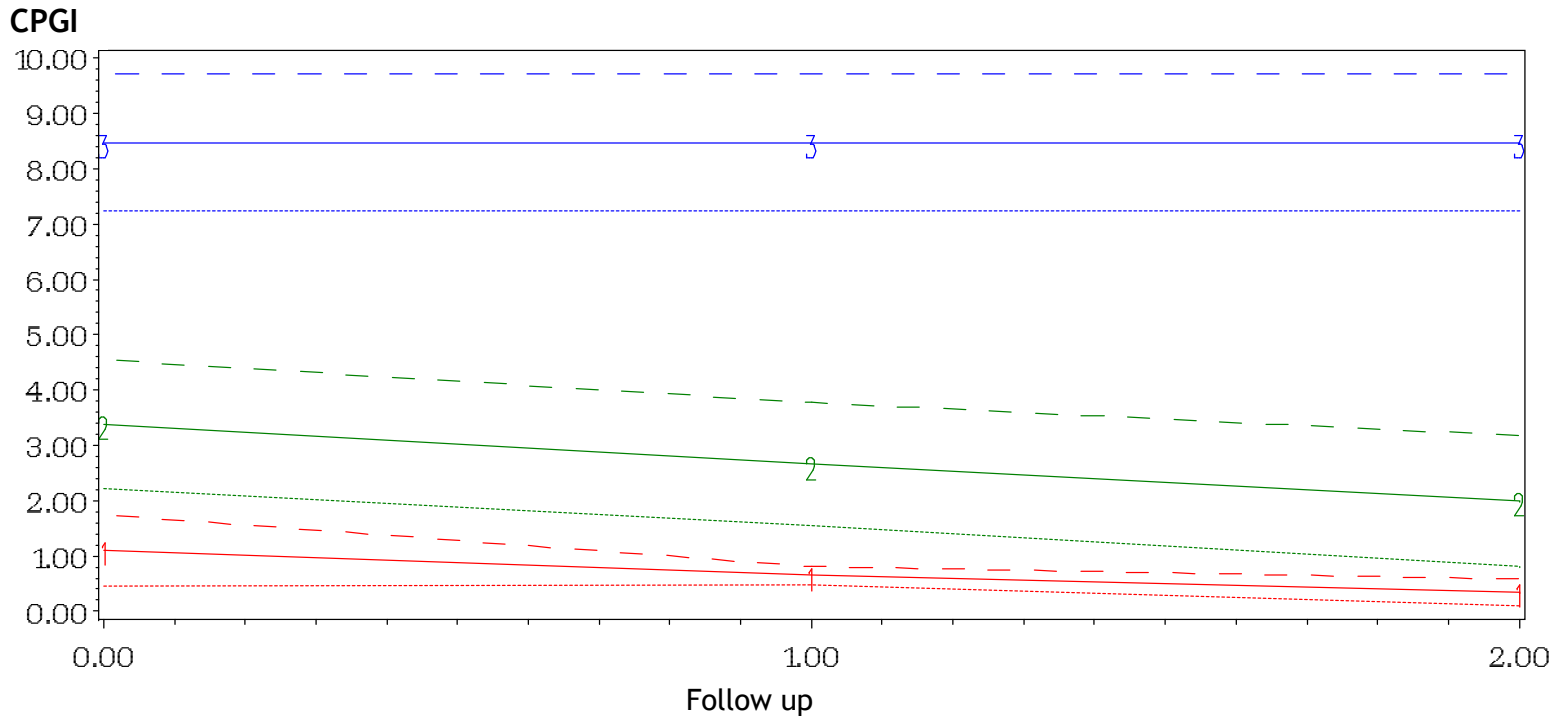
MODALITY	T1	T2	T3	T4
Stable	72.3 %	81.0 %	79.6 %	79.0 %
Change	27.7 %	19.0 %	20.4 %	21.0 %



Trajectories - CPGI score

Trajectories CPGI

poker



Group Percents --- 45.4 --- 48.2 --- 6.4
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Factors influencing gambling trajectories

Table 11. Results TRAJ multivariate

	Group 1 (ref.) versus group 2			Group 1 (ref.) versus group 3		
	coefficient	OR	p-value	coefficient	OR	p-value
<u>Dichotomous variables:</u>						
Type of player = in room	-1,176	0,31	0,029	-3,797	0,02	0,002
Poker is a revenue source = Yes ^a	2,013	7,48	0,001	6,001	403,88	<0,0001
DÉBA at risk for alcohol or drugs = yes ^a	0,622	1,86	0,368	3,032	20,74	0,015
<u>Continuous variables:</u>						
Number of games played 12m (excluding poker)	0,145	1,16	0,007	0,159	1,17	0,101
Impulsivity (Eysenck)	0,107	1,11	0,009	0,361	1,43	0,002
Age started to play regularly (#21)	-0,035	0,97	0,368	-0,303	0,74	0,017

^a Very low variability in the variable, interpret with caution.

Perception of change

Qualitative component n=25

- 60% have an non-concordant perception
- 40% have an concordant perception
- Concordance of perceptions varies
 - Among those who decreases:
 - 75% had an concordant perception
 - 17% percieved an increase
 - 8% perceived stability
 - Among those who's ISGP score increases
 - 8% noticed the increase
 - 77% percieved a decrease
 - 15% perceived stability

Some observations

- For many players, there seems to be no presence of trajectories leading to the aggravation of problem gambling. More of a stability or even a decrease.
- The analysis of trajectories highlights a stable trajectory. This stability is the most at-risk.
- For those whose level of severity increased, it was linked to:
 - the pleasure of playing
 - the number of opportunities to play
 - the pursuit of financial benefits

Conclusion (?)

- It's only the beginning
- More questions than answers
- It is important to follow up with online and offline activities
- There is no epidemic of online gambling among youth
- Internet gambling might be an indication of future problems, to be confirmed







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AND TO THE PARTICIPANTS!