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Do male and female gamblers have the same burden of adversity over their life course?

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Abstract:

The objective of this research is to investigate gender difference and the burden of adversity during the life course of people who develop gambling problems. A sample of 86 adult participants met the criteria for at-risk problem gambling over the last 5 years. Data were obtained from informants during semi-structured face-to-face interviews, using SCID I and II, SOGS, Module K and a recount of life trajectories methodology. The results showed a high level of adversity throughout the life trajectories of the men and women studied. The results indicated that the major load of mental health disorders, the presence of anxiety disorders and co-morbid mental health disorders are more significant among women. Results also indicated a significant presence of violence in the lives of both men and women during early childhood and adolescence. During adulthood, women are more likely to be victims of intimate partner or marital violence whereas men tended to cumulate difficulties in social fields and especially in their professional lives. This significant burden of adversity creates a number of difficulties which makes it complicated to isolate gambling activities. Clinicians might have difficulty detecting female gamblers during consultation, especially when they present with co-morbid mental health disorders and violence issues.

Keywords: gambling; life course; burden of adversity; psychopathology; gender

The gamification of health: using compulsive behaviour for good?

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Abstract:

In the last several years we have seen wearable technology become an increasing part of the personal electronics market (Feldman 2014). Last year alone, there were an estimated 22-24 million people who used wearables, 15 million of which were in the US and of these 56% began using the technology in the last 6 months of 2014 (Feldman 2014). This rise in use of wearable technology is largely attributed to its ability to help monitor personal fitness metrics and potentially help consumers to achieve their health goals (Feldman 2014; Avila and Bailey 2015).

Addiction is commonly described as an inability to exert control, or as a serious self-control failure (Hirschman 1992; Faber et al 1995; O'Guinn and Faber 1989). The notion of self-control is found in much of the literature on compulsive consumption and addiction in consumer research (Baumeister 2002; Faber and Vohs 2012; Hofmann et al. 2012a; Hofmann, Vohs, and Baumeister 2012). The literature seems to dichotomize consumers into either 'normal' or compulsive consumers (d'Astous 1990). Another context, which is rife with references to addiction, is that of gambling (Cotte and Latour 2009, 2012; Schull 2012). But the works referenced above, the action of the consumer is not goal oriented.

The gamification (Landers and Callan 2011) of health goals is leading many users to adopt behaviors that we would likely term compulsive. Wearable technologies provide a unique opportunity to explore a context where addiction and self-control go hand in hand. This research uses empirical data to explore this tenuous link.

Utilisation de la réalité virtuelle : un transfert conceptuel et méthodologique au jeu en ligne

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Abstract:

Le jeu en ligne (gaming), par son contexte d'utilisation, offre l'opportunité de recourir à l'utilisation d'éléments conceptuels et de méthodologiques issus de la réalité virtuelle afin d'approfondir notre compréhension du phénomène. Cette présentation vise à proposer un transfert des connaissances issues de l'expertise développée par le Laboratoire Applications de la Réalité Virtuelle en Psychiatrie Légale (ARViPL) à l'étude de l'agression sexuelle au jeu en ligne. Dans un premier temps, l'utilisation d'un cadre conceptuel issu de la psychologie écologique (Gibson, 1979), de l'autorégulation, de la tendance à l'immersion et du sentiment de présence est illustrée et des applications possibles à l'étude du jeu en ligne sont proposées. Dans un second temps, la méthodologie développée combinant réalité virtuelle et suivi oculomoteur à l'étude de l'agression sexuelle est présentée et des propositions de recherche sont effectuées en lien au jeu en ligne. Enfin, la présentation ouvre sur les défis associés à l'utilisation de données oculaires, à la position phénoménologique de participant à la fois en immersion virtuelle et en expérimentation et aux enjeux éthiques associés à la collaboration auprès des entreprises pouvant s'y associer (c.-à-d. industries du jeu et de la pornographie).

Social casino gaming: the good, the bad and the new

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Abstract:

The gambling industry has always evolved and adapted to new forms of technology. One recent advance in the gambling industry is the rise of social casino games (free-to-play online gambling games found on social networking sites such as Facebook). Social casino games are immensely popular and are enjoyed by millions of players worldwide. Indeed, there are an estimated 170 million social casino gamers, or triple the number of online gamblers. Recognizing this potential, gambling companies have begun converging with social casino gaming companies, with the hopes of recruiting social casino gamers to online gambling. In this presentation, a series of empirical research will be presented that examined the potential dangers and benefits of social casino games. First, the presentation will discuss a focus group conducted with adolescent online gamblers and social media users to examine the potential link between social casino gaming and online gambling. Second, results will be presented that examined the potential migration from social casino games to online gambling and predictors of such transition. Next, the presentation will discuss a potential bright side of social casino games. That is, the potential for social casino games to moderate problematic gambling behaviours (i.e., harm reduction strategy). Lastly, the presentation will conclude with a study examining another potential danger of social casino games, specifically, the association between social casino games and video game addiction. While, the empirical literature on social casino gaming is limited, the studies presented herein should provide a primer and valuable knowledge into this rapidly growing industry.

Stratégies pour diminuer les non-réponses dans les études en ligne : recension des écrits

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Abstract:

Ces dernières années, les enquêtes en ligne pour recueillir des données sont en croissance, notamment dans les domaines des jeux de hasard et d'argent (JHA) et des jeux vidéo (JV). De nos jours, ce mode de recrutement est approprié dans un contexte où jouer aux JHA et aux JV sur Internet est devenu commun. La collecte de données en ligne présente à la fois des avantages et des limites puisqu'elle contribue à diminuer les coûts mais implique de repenser la construction des questionnaires afin d'en conserver la validité. Une des manières d'y parvenir est de prévenir les non-réponses aux items d'un questionnaire afin que la puissance des résultats ne soit pas diminuée. La littérature de différents domaines propose des méthodes efficaces pour diminuer le nombre de non-réponses. Étant donné le recours fréquent aux enquêtes en ligne, faire le point sur la littérature s'impose. La recension des écrits dont il est question pour cette présentation orale met en avant les méthodes préconisées pour diminuer le taux de non-réponses et ainsi optimiser la qualité des études en ligne.

Contribution de la réalité virtuelle dans le cas de la prise en charge du jeu pathologique

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Abstract:

Les joueurs pathologiques rapportent une envie de jouer incontrôlable malgré les sommes mises. L'envie de jouer participe à la maintenance des comportements de jeu pathologique et à la rechute du joueur après un traitement (Wulfert et al., 2009). La thérapie cognitive pour le jeu problématique met l'accent sur l'enseignement de la notion de hasard, la sensibilisation des perceptions erronées et la restructuration cognitive sur les croyances erronées relatives au jeu (Ladouceur et al., 2001). L'étude de Bouchard et al. (2012) a permis de montrer l'efficacité de la réalité virtuelle pour réduire de manière significative le désir de jouer (scores au Gambling Craving Scale). L'objectif de cette étude est d'investiguer les possibilités mises en œuvre par la réalité virtuelle dans le cas d'une exposition pour les joueurs pathologiques.

La première hypothèse est qu'une session d'exposition virtuelle dans un environnement de jeux de hasard et d'argent, approprié selon la pratique du participant, modifiera de manière significative le « craving ». La seconde est que l'ajout de la restructuration cognitive aura un impact supérieur sur la perception de l'auto-efficacité du patient, par rapport aux sessions de la thérapie cognitive et comportementale. La population de cette étude est composée d'adultes de 18 ans à 69 ans, remplissant les critères diagnostiques du DSM V pour le jeu pathologique, pouvant être pris en charge de manière ambulatoire ou dans le cadre des soins courants. Les participants sont répartis, après une randomisation, dans le groupe de thérapie cognitive et comportementale ou bien dans le groupe de thérapie par réalité virtuelle. Les participants remplissent une batterie de questionnaires (MINI), (ICJE), (SIC), (CGI), (QEP et QPI), (GRCS), (UPPS), (STAI), (BDI-13), (TEI). Un vidéo casque (« Oculus Rift »), un capteur de mouvement, et des boutons haptiques sont utilisés pour immerger le participant au sein de l'environnement virtuel

Getting to know the responsible consumer

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Abstract:

Rather than asking what is addiction?, this paper stems from asking what does addiction signal? Undoubtedly the term and its attendant verbiage are utterly pervasive. As popularly represented, we are addicted to oil, money, sugar, drugs, sex; we avoid work obligations on ‘Crackbook’; we binge watch TV; and we are helpless sports ‘junkies’. Games and apps are marketed explicitly on the merits of their addictive potential. Whether to oil or meth, addiction is the go-to heuristic for expressing an ambivalent relationship to substance and behaviour, where ‘self-control’ starts to slip, where we continue to act despite ‘knowing better’. By following addiction’s usage we begin to untangle deep, normative assumptions about the agency of both subjects and substances, and find ourselves questioning what it means to consume, or even simply act, responsibly. If it is possible to ‘lose control’, then what does it mean to be ‘in control’? In this paper, I will tug at this question by briefly tracing the historical construction of the rational, liberal, choosing subject, which is now embedded in what I will refer to as the responsible consuming subject. To situate the consuming subject, I will probe the notion of the ‘controlled substance’, which needs to be controlled because it can apparently exceed our capacity for control and choice. I will also explore the rise of the discourse of ‘responsible gambling,’ an (often criticized) attempt by government agencies to instil in players the capacity to make an ‘informed choice’ about their participation in gambling practices. With these examples in mind, I will argue that the normative notions of agency and responsibility that addiction discourses signal are not only overly reductive (individualistic), but politically convenient.

Overcoming barriers to behavioural change via nostalgic revere for the pre-addicted self

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Abstract:

The present research tested the predictive utility of factors that might be a barrier to change (e.g., shame). Importantly, we also tested a novel factor that might facilitate behavioural change – nostalgia (i.e., sentimental longing for the life lived before disordered gambling took hold). To this end, 223 disordered gamblers completed a survey that assessed among other things, shame and guilt for gambling, motivations for gambling, and nostalgic revere for the pre-addicted self. Participants indicated their readiness to change and whether they are presently taking action to change. As predicated, nostalgia uniquely predicted readiness to change and current engagement in behavioural change, even after controlling for known barriers to change. Preliminary results of a six-month follow-up session (data collection is ongoing) showed that nostalgia also predicted engagement in change over time. The use of nostalgia as a motivator for both self-directed and professional-directed change among disordered gamblers is discussed.

Knowledge translation and exchange in gambling: a researchers guide

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Abstract:

In recent years, Knowledge Translation (KT) – the process of taking knowledge and turning it into action – has planted itself squarely in the middle of the gambling field. Despite the recent interest, most gambling researchers have only a vague understanding of KT and the role it can play in advancing responsible gambling. The purpose of this poster is to provide gambling researchers with the information and steps necessary to conduct KT. Specifically, this poster will provide information to help gambling researchers navigate through the KT process, and will focus on the implementation of responsible gambling based KT initiatives. Coverage will include best-practices to (a) identify KT stakeholders and end-users, (b) engage the KT process to uncover issues that need consideration (c) choose appropriate KT strategies, (d) develop KT products, and (e) evaluate the KT initiative. It is hoped that this poster will facilitate KT innovation among gambling researchers and by doing so, help advance responsible gambling to relevant end-users.

A neuroeconomic perspective on social gaming and social gambling

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Abstract:

Today, one of the main issues in gaming research is the convergence of gaming and gambling in the digital world.

This poster gives insights into the psychological and neurological background of gam(b)ling behaviors and systematically identifies differences and similarities between gaming and gambling from a neuroeconomic perspective.