



13th Annual
Research
Conference
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Online gambling among 20-year-olds in Ireland

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Introduction

- Much media attention about gambling, both traditional and online, and its impact but nationally representative data is scarce
- Wave 4 of GUI now available, we can now explore these issues among Young Adults using longitudinal data for the first time in Ireland
- Access to gambling data is currently limited
- But online gambling data is available, so that we can look at prevalence and trajectory of the phenomenon
- Way-marker for further exploration using more detailed data

Background -Gambling

- International surveys tend to find around 60% gamble in some form, with much national variation
 - Finland 80% in the last year (Castren et al., 2018)
 - U.S. 77% in the last year (Welte et al., 2015)
 - Ireland 64% in the last year (NACDA, 2015)
 - U.K 54% in the last year (YouGov, 2020)
 - France 47% in the last year (ODJ, 2019)
- 1-3% of population develop gambling problem (Dunne et al., 2017)
- Problem gambling tends to peak around 30 years of age
- Costs associated with problem gambling
 - Range of negative consequences across psychological, interpersonal, familial, economic and legal domains (Blinn-Pike et al, 2010)
 - Economic burden >£1 billion per year for England (PHE, 2020)

What is online gambling?

- UK: Online gambling represented 40% total gambling 2020 (Gambling Commission, 2020)
- EU: €26 billion online revenue 2020 (2025 estimate €37 billion) (EGBA, 2020)
- Different characteristics from traditional gambling
 - Always available, fewer constraints
 - Method of payment (predominantly credit card)
 - Engaged in outside normal social context
 - Heavily advertised, immersive web design



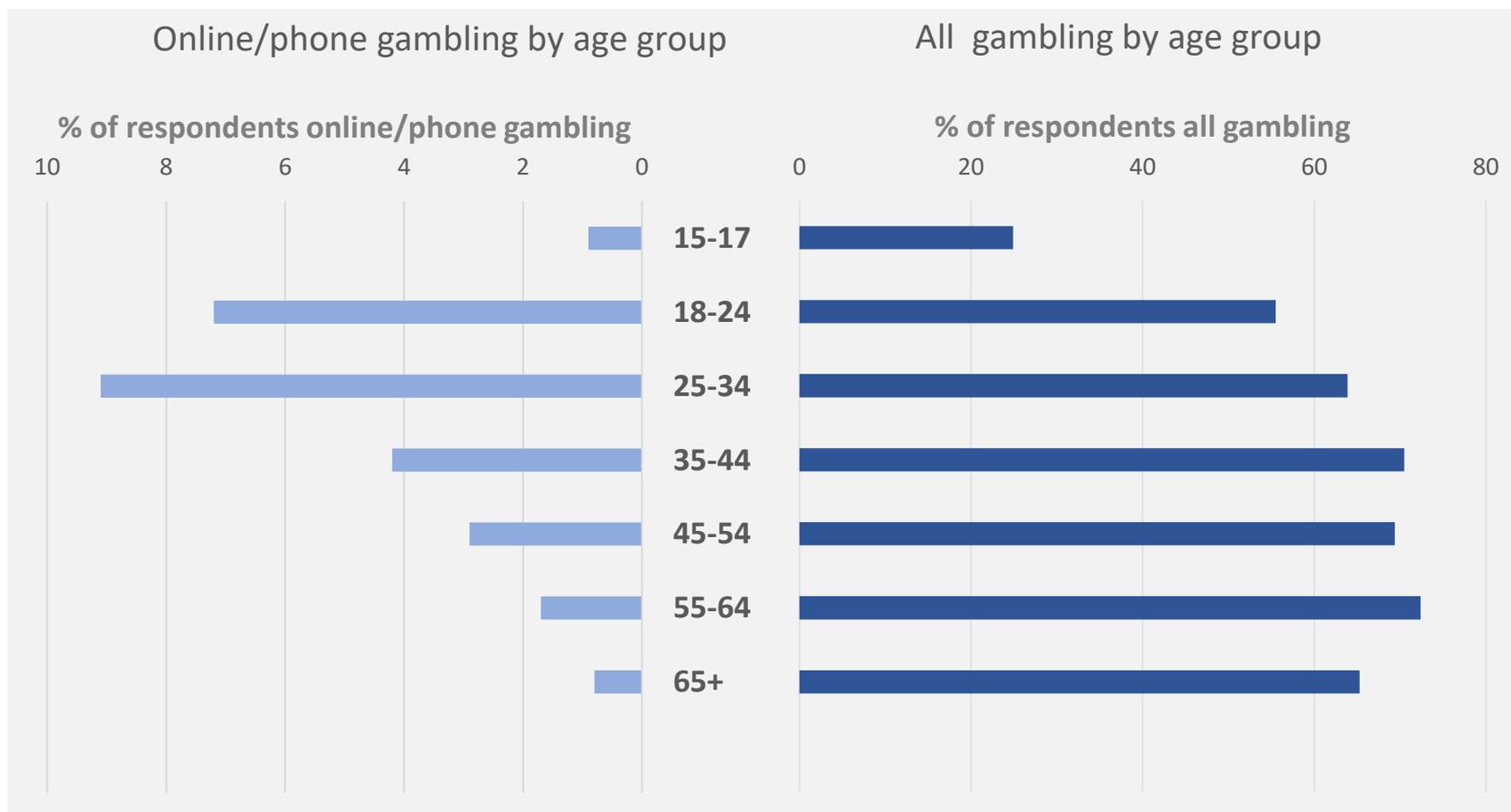
Background -Problem gambling and online

- Typically measured using psychometric scales –PGSI, DSM IV / V
- Some evidence that prevalence of problem gambling is higher for online, but picture is mixed
- With rapid growth of online gambling, literature struggling to keep up with the phenomenon
- Risk factors for problem gambling among young people (PHE evidence summary, 2020):
 - » Male
 - » Impulsivity
 - » Substance use (Alcohol, smoking, drugs)
 - » Poor mental health
 - » Frequency and range of gambling activities
- Other evidence, including longitudinal data, suggests:
 - » High screentime
 - » Stressful events
 - » Poorer physical health
 - » Earlier gambling age onset

Background –Data for Ireland

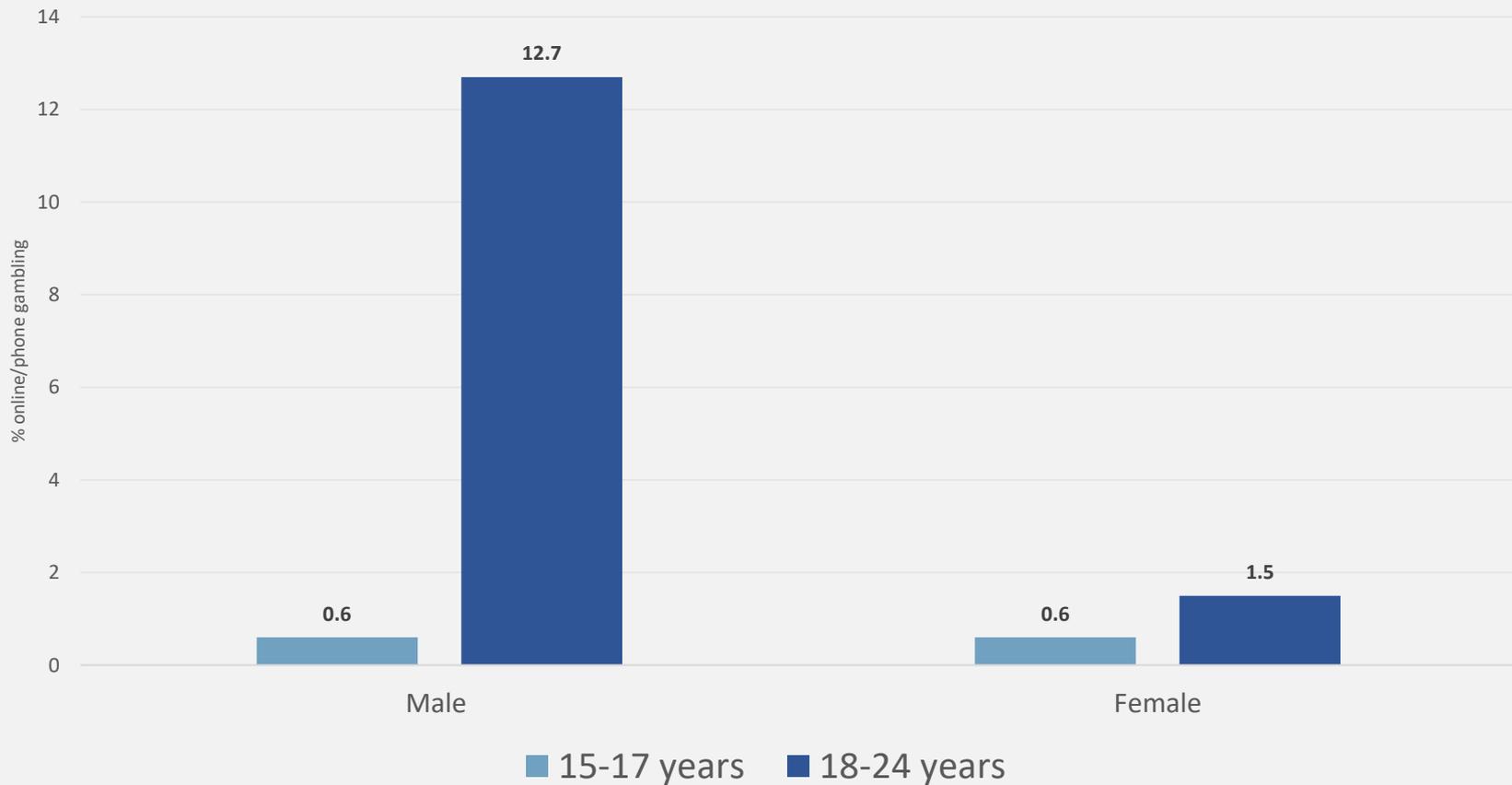
National Advisory Committee on Drugs and Alcohol: 2014/15 survey conducted by IPSOS

-2019 NACDA survey data not available at this point



Background – Data for Ireland

Online/phone gambling: youngest two age groups



Source: NACDA 2014/15

Questions

- Prevalence of online gambling at Wave 3 and Wave 4
- Associations with sex and other sociodemographic variables
- Associations with concurrent and antecedent known risk factors in problem gambling

Sample

Growing Up in Ireland '98 cohort

Wave 3 (17/18 years) n=6,216

Wave 4 (20 years) n = 5,190



Analytic sample for this study

4,393 (unweighted)



Sex	Wave 3	Wave 4	Sample
Male	48.24%	48.65%	48.02%
Female	51.76%	51.35%	51.98%

Analysis

→ Descriptive

→ Bivariate

→ Multivariate

Methods - Measures

Outcome measure:

- “Do you use the internet for... Virtual casinos/placing bets?” [extracted from a list of 16 activities]
(Wave 4 self-completed questionnaire)

Wave 4 Socio-demographic variables

- Sex
- Socio-economic status [4 categories; prof/man to lower/other]
- Household type [Two parent/One parent]
- PCG highest education [4 categories; Degree to Lower second/other]
- Self-rated health [3 categories]

Wave 4 covariates

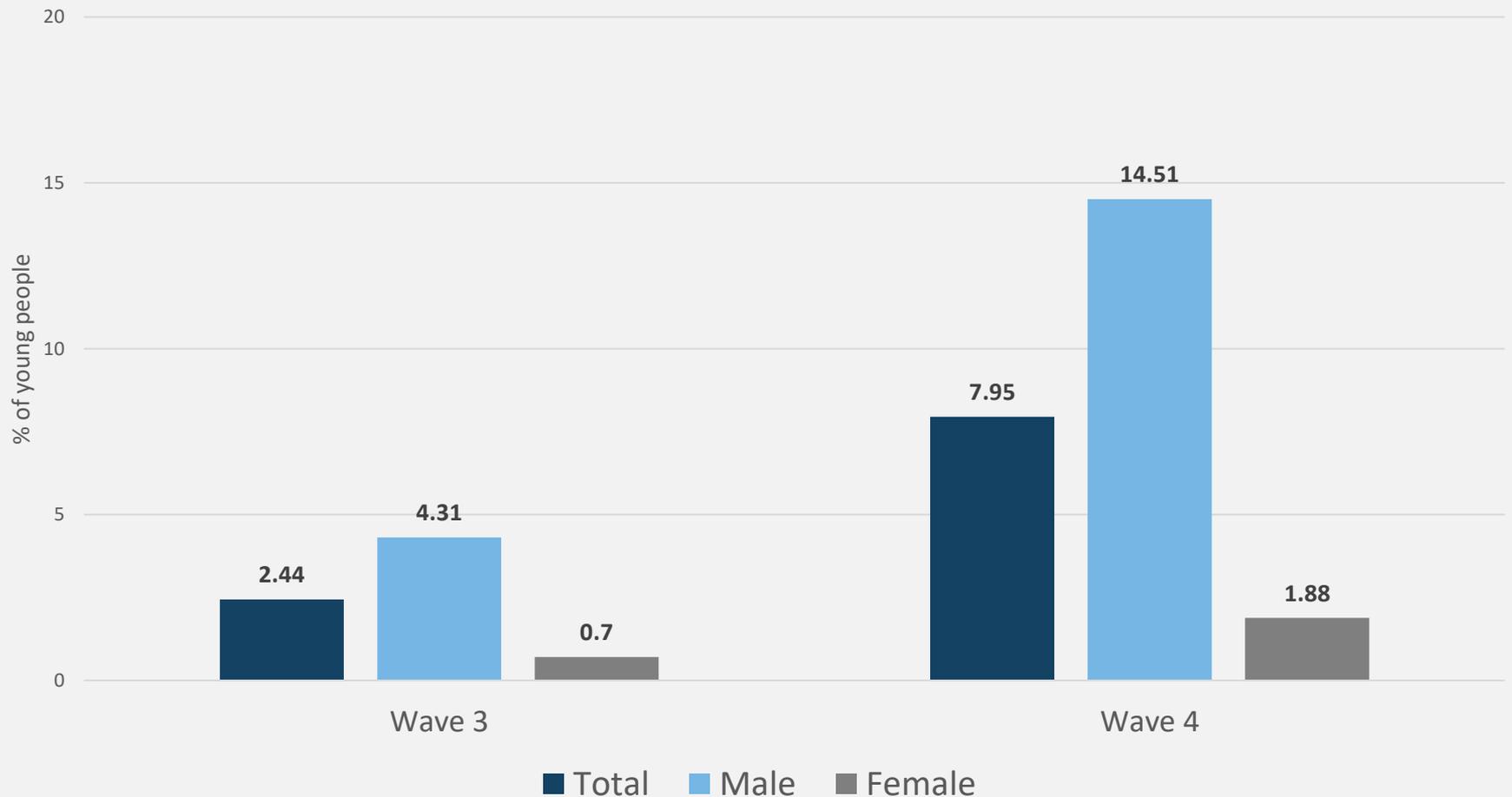
- Smoking frequency [2 categories; No/only ever once or twice to Daily/Occasional]
- Screentime [6 categories with 7 associated frequencies collapsed to dichotomous High /Low]
- Financial difficulties (6 ordinal categories collapsed to Easy/Difficult)

Wave 3 covariates

- Virtual casinos/placing bets
- Hyperactivity subscale (Normal/Borderline or abnormal) [Subscale scoring collapsed to 2 categories]
- Stressful event since 13 years [“Have you ever experienced any of the following since we last saw you when you were 13?” 10 of 20 selected on basis of greater stress]

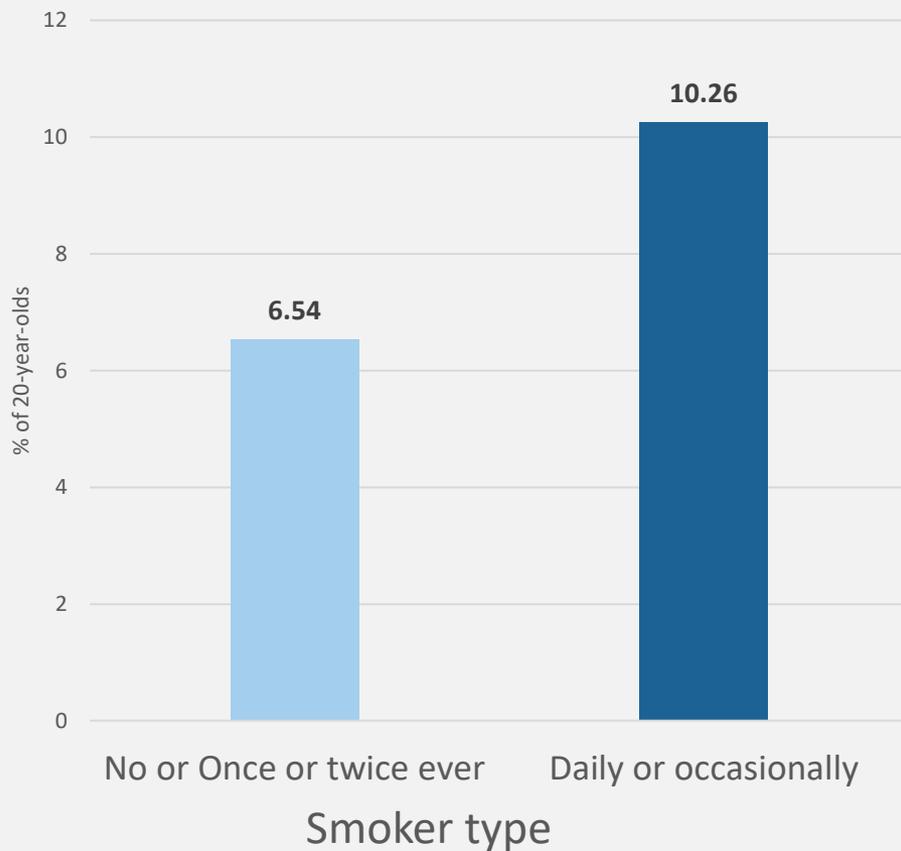
Results -Descriptive

Online gambling at 17/18 years and at 20 years, by sex

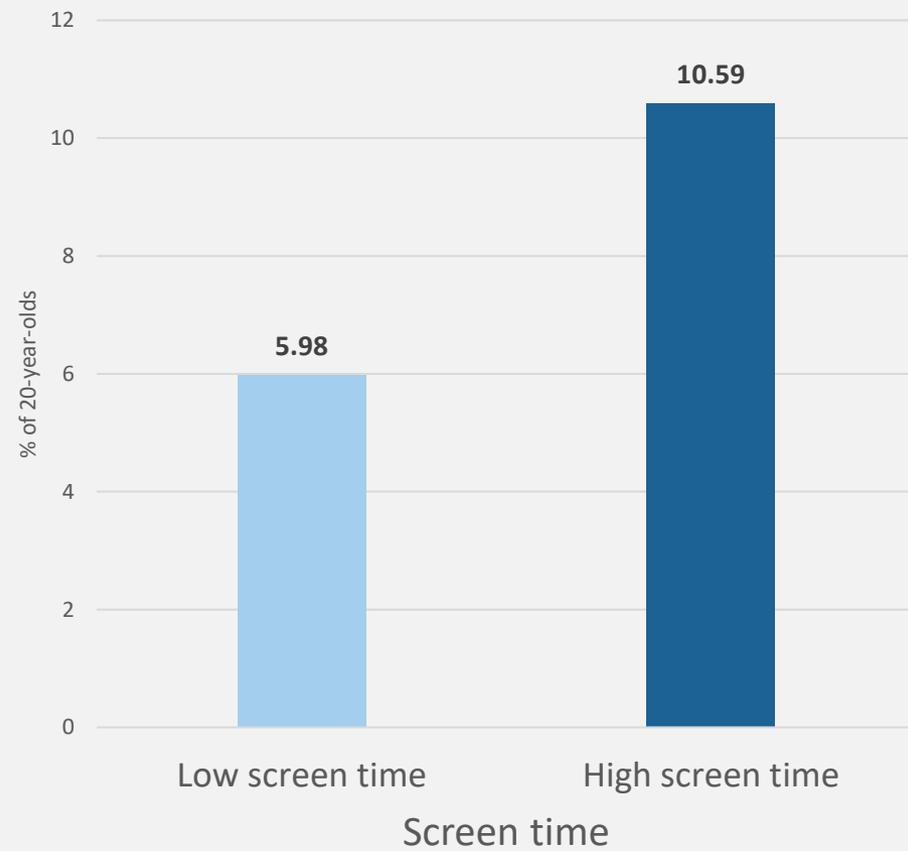


Results -Descriptive

20-year-olds online gambling by smoker type



20-year-olds online gambling by Screen time



Results -Multivariate

Variable	Category	M1 (OR): Socio-demographic	M2 (OR): W4 behaviours	M3 (OR): W3 risk factors
Pseudo R²		11.24%	12.20%	13.51%
Sex	Male	8.89***	8.33***	7.78***
SES	NonM/Skilled	0.87	0.87	0.86
<i>(ref: Prof/man)</i>	Semi/Unskilled	1.29	1.29	1.21
	Lower/Other	0.79	0.80	0.79
Household type	Two parent	1.23	1.28	1.35
PCG Highest education	Upper 2nd	0.88	0.91	0.96
<i>(ref: Lower 2nd)</i>	Diploma/Cert	0.78	0.79	0.82
	Degree	0.67	0.67	0.71
Self-rated health	Excellent/VGood	1.01	1.11	1.14
<i>(ref: Good)</i>	Fair/Poor	0.95	0.88	0.89
Smoking type	Daily or Occasionally		1.59***	1.52***
Screen time	High screentime		1.35*	1.38**
Financial difficulty	Difficult		0.89	0.92
W3: Online gambling	Yes			3.20***
W3: Stress event	Yes			1.43*
W3: Hyperactivity	Borderline/abnormal			1.18

*** p<0.001; **p<0.01; p<0.05

Conclusion

- Males in this cohort far outweigh females in engagement in online gambling, adjusted and unadjusted
- Little evidence that online gambling has a social gradient
- Smoking and high screentime predictors of engagement in online gambling at 20 years of age
- Antecedent risk factors include online gambling at 17/18 years, and having reported a stressful event at the prior wave

What next

- Accessing further gambling data at Wave 4
 - Profile of higher frequency gamblers of who also engage in range of gambling activity
 - Relationship of higher frequency gambling to problem gambling
 - How do gamblers who use online differ from gamblers who do not
- Longitudinal analysis: Risk / protective factors and trajectory of high frequency gamblers
- Wave 5 (25 years of age): as the cohort moves to the age range of peak gambling activity, tracking patterns of gambling and relationship to problem gambling

More young people addicted to online gam



WORRIED: Professor Colin O'Gara, head of addiction services at St John of God Hospital in Dublin. Photo: Gerry Mooney

Rodney Edwards

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Gambling: a sure bet? The global facing young people

The global growth of gambling has led to tensions should play in our societies. In Kenya, the rise of broader social issues - with disillusioned youth venting themselves through university and through life.

parentzone

The experts in digital family life

Home / 'One in ten UK children aged 13-18 is gambling online'

'One in ten UK children aged 13-18 is gambling online'

Parent Zone's latest report, *Skin gambling: teenage Britain's secret habit*, reveals that one in ten 13-18s is gambling online



'This report has uncovered a phenomenon that is only going to grow. We have an opportunity to step in before this problem spins out of control.'

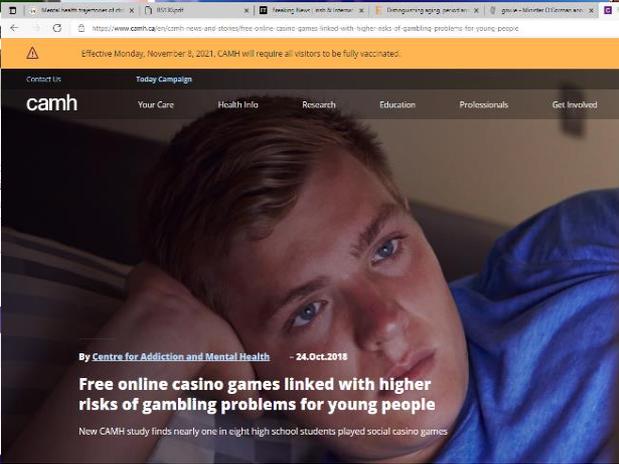
Vicki Sheehy, Parent Zone CEO

Following an investigation into the growth of skin gambling in young people, Parent Zone has published a report, *Skin gambling: teenage Britain's secret habit*, revealing that 1 in 10 UK children aged 13-18 is betting online in casino and bookmaker-style sites.

Skin gambling is a relatively new phenomenon, where gamers are able to bet with virtual items called 'skins'. Since 2015, gamers have been able to win or trade skins and gamble their collections on competitive video gaming

Gambling addiction on the rise during pandemic lockdowns

Updated / Tuesday, 16 Mar 2021 21:09



Free online casino games linked with higher risks of gambling problems for young people

New CAMH study finds nearly one in eight high school students played social casino games

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Experts fear a new wave of online gambling harm as UK industry awaits crucial review

PUBLISHED TUE, MAY 18 2021 3:03 AM EDT

Elliot Smith

- ### KEY POINTS
- The closure of commercial and social venues and the prolonged cancellation of major sporting events fundamentally shifted the gambling landscape around the world.
 - With isolation, boredom, stress or financial worries heightened for many people during the pandemic, concerns have also been raised about a potential spike in addiction and harmful gambling.



Children as young as 15 losing 'vast amounts of money' to online gambling

Michael Staines
06.31.13 OCT 2020

addiction expert is warning that children as young as 15-years-old are losing "vast amounts of money" through online gambling in Ireland.

Professor Colin O'Gara from St John Of Gods Hospital is warning that the pandemic has led to a rise in people seeking support for

psychiatrist said online gamblers, next to people that present at

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