



EASG CONFERENCE

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AN EXAMINATION OF DEMOGRAPHICS GROUPS WHO ARE LESS
LIKELY TO ENGAGE IN POSITIVE PLAY WHILE GAMBLING.

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THE PROJECT

- Team: Nigel E. Turner (CAMH), Darren R. Christensen (U. of Lethbridge)
- Funding: Gambling Research Exchange
- RFP from Ontario Lottery Gaming through Gambling Research Exchange
- Goal to define a demographic profile of people who score low on positive play

POSITIVE PLAY

- Based on work by Tabri, et al., (2020), Wood & Griffiths, (2015), Wood et al., (2017) and various others.
- It view healthy gambling as engaging in gambling as a recreational activity only
- Encouraging healthy positive play among all gamblers
- Rather than criticism of unhealthy gambling.

POSITIVE PLAY SCALE

- emotional regulation
- setting limits on gambling behaviours of both time and money
- using other harm minimization strategies
- having fewer erroneous beliefs
- taking responsibility for one's gambling

PURPOSE & METHOD OF PROJECT

- To identify the demographics where interventions are most needed.
- A secondary analysis of general population data, collected online by AskingCanadians collected August 2019 to May 2020.
- People were selected from a panel of 6000 members from Ontario weighted to be representative of the Ontario general population
- Only people who had gambled in past year were included in the sample

METHOD AND DATA

- Overall sample was $N = 3,820$:
 - Lotteries ($n = 1,885$)
 - Casino ($n = 1,317$)
 - Online ($n = 312$)
 - Bingo ($n = 306$)
- Included data on positive play, harm reduction, awareness of responsible gambling resources, gambling participation, and demographics.

POSITIVE PLAY SCALES

Subscales	Example items
Honesty and Control	I was honest with my family and/or friends about the amount of MONEY I spent gambling.
Pre-Commitment	I considered the amount of MONEY I was willing to lose BEFORE I gambled.
Personal Responsibility	It's my responsibility to spend only money that I can afford to lose.
Gambling Literacy	My chances of winning get better after I have lost. (r)

VARIABLES INCLUDED IN THE ANALYSIS

- Type of gambling
- Gender
- Age
- Marital status
- Education
- Income (\$)
- Community size
- Length of time in Canada
- Born in Canada
- Ethnic Group

Univariate analysis found significant effects for each variable

POSITIVE PLAY SUB SCALES SCORED AS AVERAGE PER ITEM (RANGE 1 TO 7).

Subscale	Mean	SD	Alpha
Honesty and Control	6.42	1.12	0.87
Pre-Commitment	6.22	1.10	0.87
Personal Responsibility	6.66	0.79	0.86
Gambling Literacy	6.16	1.18	0.68
Full scale	6.38	0.81	0.87

ANALYSIS

- Identified people who have low score profiles; those who are less likely to endorse positive play
- Defined as people who scored less than 6.0 out of 7.0 on all 4 subscales (alternative)
- Logistic regression analysis on low profiles as the dependent variable

LOGISTIC REGRESSION

- All variables entered simultaneously
- Thus all variables control for each other
 - E.g., Age differences in lottery vs. online gambling are control for simultaneous entry
- The dependent variable is low profile (1) compared to the rest of the sample (0)
- All independent variables were categorical

LOW PROFILES PER TYPE OF GAMBLING

Game group	n	Low profiles	OR
Lotteries	1860	4.30%	Ref
Casinos	1343	12.60%	3
Online	310	19.60%	3.7
Bingo	306	18.30%	4.7
Overall Sample	3820	9.60%	

LOW PROFILE EFFECTS BY AGE

Age	n	%	OR
18-24	71	27.00%	4.21***
25-34	499	17.80%	2.78***
35-44	555	11.40%	1.85**
45-54	773	10.70%	1.98***
55-64	912	5.80%	1.16
65+	891	5.50%	R

Age effects were consistent across game types, but not significant for lotteries or online

LOW PROFILE BY GENDER AND MARITAL STATUS

Gender	N	%	OR
Male	1814	12.30%	1.88***
Females	1887	7.00%	R
Marital status			
Single	762	12.80%	0.84
Married/divorced/widowed	2939	8.80%	R

Single was significant until age or education were entered into the analysis

LOW PROFILES AND EDUCATION

Education	N	%	OR
High-school or less	391	8.50%	1.05
College	1123	6.70%	0.68*
University	2187	11.20%	R

University educated were more likely to have a low score profile. This was a small effect, but consistent across game types though only significant for online games.

FAMILY INCOME

Income (\$)	N	%	OR
Prefer not to answer	664	7.10%	1.44
< 20K	83	11.60%	2.96*
\$20K to < \$35K	197	7.00%	1.89
\$35 to < \$50K	298	12.10%	2.41***
\$50K to < \$75K	571	11.90%	2.37***
\$75K to < \$100K	619	10.70%	1.95**
\$100K to < \$150	660	11.40%	1.86**
\$150K or more	609	6.50%	R

COMMUNITY SIZE AND LENGTH OF TIME IN CANADA

Community size	N	%	OR
Less than 100,000	1126	6.90%	0.8
City over 100,000	2575	10.60%	R
Length of time in Canada			
Less than 10 years	95	35.70%	3.11***
More than 10 years	662	16.20%	2.17***
Born in Canada	2944	7.10%	R

ETHNIC GROUP

Canadian	2593	7.3%	R
Caribbean and Black	120	19.3%	1.69
European	859	5.6%	0.66*
East Asian and Southeast Asian	347	25.6%	1.85**
South Asian and Middle Eastern	162	18.5%	0.93
Other, Mixed, / Prefer not to say	119	11.8%	0.94

Small effects, but generally consistent across games types but only significant for the overall analysis.

ADDITIONAL ANALYSES: REMOVING LOTTERY

- Overall analysis Results are largely the same
- Asian/ South East Asian, drops to marginal ($p = .09$).
- European Effect, drops to non-significant ($p = .68$).
- Income effect is less consistent: the $<20K$ group also non-significant

ADDITIONAL ANALYSES: DROPPING BINGO AND ONLINE

- Results largely the same.
- College effect drops to marginal (.06).
- \$100K to < \$150 non-significant

ADDITIONAL ANALYSES: ALTERNATIVE DEFINITION OF A LOW PROFILE

- 1.5 STD below the average of the total score
- 9.2% of sample
- Results largely the same.
- \$20K to < \$35K significant
- < 20K dropped to non-significance

SUMMARY OF FINDINGS

- Awareness efforts for Positive Play should be directed at:
 - Younger players
 - Males
 - People who earn less than 150,000
 - Recent immigrants
 - Surprisingly, people with a University education

ADDITIONAL FINDINGS

- Lottery players are the most likely to endorse positive play
- Online gamblers and Charity Bingo gamblers have the lowest scores on positive play
- Awareness of positive play is practically needed for Online gamblers and Charity gamblers need

CONCLUSION

- The Positive Play Scale appears to be a useful means of determining where interventions are needed.
- Can be used to identify people who may develop problems.

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