



September 16, 2019

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Links  
[www.ipgap.indiana.edu](http://www.ipgap.indiana.edu)

Contact Us  
 Mary A. Lay, MPH, MCHES  
 812-856-4885  
[maholtsc@indiana.edu](mailto:maholtsc@indiana.edu)  
 Desiree Reynolds, MPH, MCHES  
 812-855-7872  
[desiree@indiana.edu](mailto:desiree@indiana.edu)

Indiana Problem Gambling Awareness Program  
 , Ste110  
 Bloomington, IN 47404  
 Ph: 812-855-1237  
 Fax: 812-855-4940

Brief Biosocial Gambling Screen

During the past 12 months, have you become restless, irritable, or anxious when trying to stop / cut down on gambling?

During the past 12 months, have you tried to keep your family or friends from knowing how much you gambled?

During the past 12 months did you have such financial trouble as a result of your gambling that you had to get help with living expenses from family, friends, or welfare?

An answer "yes" to any of the questions may indicate a problem with gambling.

Selkowitz, L., Laitinen, R., & Shaffer, H.J. (2019). Optimizing DSM-IV TR classification accuracy: a brief biosocial screen for detecting current gambling disorders among gamblers in the general household population. *Canadian Journal of Psychiatry*. Review *Canadian Journal of Psychiatry*, 121, 82-90.

FOR A CONFIDENTIAL REFERRAL CALL  
 1-800-994-8448

The Indiana Problem Gambling Awareness Program (IPGAP) is funded by a contract with the Indiana Family and Social Services Administration Division of Mental Health and Addiction with funds through the Indiana Problem Gamblers' Assistance Fund.

## The Indiana Council on Problem Gambling presents the Mid-Central Problem Gambling Fall Conference

This training event is designed for those involved in disordered gambling treatment, prevention, or advocacy.

**Thursday October 24**

|                  |   |
|------------------|---|
| 8:00 – 8:30 AM   | Registration/Sign-In  |
| 8:30 – 10:00 AM  | Making of a Law – Your Voice can be Heard   |
| 10:00 – 10:15 AM | Break   |
| 10:15 -11:45 AM  | Matt Bell and Angie Bunton – New Gaming Law 2019  |
| 12:00 – 1:30 PM  | Lunch/Keynote Speaker – Lori Rugle, History of Problem Gambling Treatment                   |
| 1:30 - 3:00 PM   | Lori Rugle – “Gaming Disorder is Different from the Substance Use Disorders and It Matters” |
| 3:00 – 3:15 PM   | Break   |
| 3:15 – 4:45 PM   | Lori Rugle – “The Intersection of RG, Public Health and Ethical Gambling”                   |

**Friday October 25**

|                  |  |
|------------------|--|
| 8:00-8:30 AM     | Registration/Sign-In   |
| 8:30 – 10:00 AM  | Heather Chapman – “Cultural Formulation in a Gambling Society” |
| 10:00 – 10:20 AM | Break  |
| 10:20 – 11:50 AM | Heather Chapman - “Trauma Informed Gambling Treatment”         |
| 12:00 – 1:00 PM  | Lunch (Speaker TBA)  |
| 1:00 – 2:30 PM   | Lou W – “What Motivates Me-Fear or Love”                       |
| 2:30 – 2:45 PM   | Final Comments   |

**Dates:** Thursday, October 24<sup>th</sup> & Friday October 25<sup>th</sup>

**Cost:** This training is sponsored by the Indiana Council on Problem Gambling and is provided at NO COST to you. Lunch will be provided each day. Please contact us regarding any food allergies.

Register at: <http://www.ipgap.indiana.edu/training>

**Location:** Drury Plaza Hotel  
 9625 North Meridian Street  
 Indianapolis, IN 46290

To book your hotel room at the reduced rate [Click Here](#) Or call 1-800-325-0720 and refer to group number 2389198.

Attendees will receive 11.5 CEUs approved by the National Council on Problem Gambling. These education hours will also count for Indiana Contracted Problem Gambling Provider counselor hours.

## NCRG CONFERENCE ON GAMBLING AND ADDICTION

October 13-14, 2019



[Conference Venue and Hotel Reservations](#)

- [Schedule](#)
- [CE Hours](#)
- [Scholarships](#)
- [Call for Posters](#)
- [Registration](#)

### CONFERENCE VENUE AND HOTEL RESERVATIONS

#### VENUE

The NCRG Conference is co-located with Global Gaming Expo (G2E) in the Las Vegas Sands Convention Center. For more information about G2E, visit [www.globalgamingexpo.com](http://www.globalgamingexpo.com).

Tuesday, September 10, 2019

## The WAGER, Vol. 24(10)

### The Facebook of gambling: Whom do online gambling communities attract?

People often cite the need to belong and self-presentation as primary **motivators to use Facebook**. But what about for potentially harmful, niche social networks like online gambling communities? Are the motivators the same? Do these communities attract excessive gamblers, providing a conduit for unhealthy behavior? This week, as part of our **Special Series on Addiction and Social Media**, The WAGER reviews a **study by Anu Sirola and her colleagues** uncovering the relationship between daily participation in online gambling communities and problem gambling and whether the level of loneliness affects this association.

#### What was the research question?

Is excessive gambling associated with daily participation in online gambling communities in emerging adults and does loneliness moderate this association?

#### What did the researchers do?

The participants included: (1) a representative sample of Finnish participants aged 15 to 25 (N=1,200) and (2) a representative sample of U.S. participants aged 15-25 (N = 1,212).<sup>1</sup> Using a **self-report** survey, the researchers determined if the respondents participated in online gambling communities either daily or less frequently; this was the primary study outcome. Participants reported on excessive gambling by answering the **South Oaks Gambling Screen**. Researchers assessed loneliness using a **three-item loneliness scale**. To examine the association between these measured variables, the researchers used a **multivariate logistic regression analysis**.

#### What did they find?

The daily participation in online gambling communities was relatively small, with 4% of participants partaking in the Finnish sample and 7% in the U.S. sample. Among both samples, excessive gambling was **positively associated** with daily participation in online gambling communities. Interestingly, loneliness only **moderated** this association among the Finnish sample. In other words, in the Finnish sample, the link between excessive gambling and daily participation in online gambling communities was especially strong among highly lonely respondents (see Figure).



Figure: A hypothetical presentation of the association between excessive gambling and likelihood of daily online gambling community participation. Though we did not have access to the underlying data, we created this figure to help readers understand what the moderating role of loneliness might have looked like. Click figure to enlarge.

#### Why do these findings matter?

Now we know that people who gamble excessively are more likely to participate daily in online gambling communities. Those who visit these communities frequently might want to **take stock of their gambling**. On the positive side, researchers and clinicians might use these findings to reach people who are struggling with their gambling. Additionally, the results suggest that motivation to participate in online gambling communities may be different across cultures, with loneliness playing an especially strong role in Finland. We need more research with multi-national/cultural samples to understand this more.

#### Every study has limitations. What are the limitations in this study?

This study was **cross-sectional**, and thus could not determine **causality**. It remains unclear which came first, problem gambling or daily participation in online gambling-communities. **Longitudinal studies** are necessary to determine this, which will ultimately provide insight into whether these online communities are helpful or detrimental for people struggling with either gambling disorder or loneliness.

#### For more information:

Do you think you or someone you know has a gambling problem? Visit The BASIS [Addiction Resources page](#) for gambling screens and self-help tools.

-- Alex LaRaja

## Loot boxes in games are gambling and should be banned for kids, say UK MPs

**Natasha Lomas@riptari** / 5:48 am EDT • September 12, 2019

Comment



UK MPs have called for the government to regulate the games industry's use of loot boxes under current gambling legislation — urging a blanket ban on the sale of loot boxes to players who are children.

Kids should be able to earn in-game credits to unlock loot boxes. MPs have suggested in a recommendation that won't be music to the games industry's ears.

Loot boxes refer to virtual items in games that can be bought with real-world money and do not reveal their contents in advance. The MPs argue the mechanic should be considered games of chance played for money's worth and regulated by the UK Gambling Act.

The Department for Digital, Culture, Media and Sport's (DCMS) parliamentary committee makes the recommendations in a [report](#) published today following an enquiry into immersive and addictive technologies that saw it take evidence from a number of tech companies including Fortnite maker Epic Games, Facebook-owned Instagram, and Snapchat.

The committee said it found representatives from the games industry to be "wiffully obtuse" in answering questions about typical patterns of play — data the experience serious consequences for them and their loved ones. At present, the games industry has not sufficiently accepted responsibility for either understanding or preventing this harm. Moreover, both policy-making and potential industry interventions are being hindered by a lack of robust evidence, which in part stems from companies' unwillingness to share data about patterns of play.

The report recommends the government require games makers share — including into **Gaming disorder**, an addictive condition formally designated by the World Health Organization — and to ensure that "the relevant data is made available from the industry to enable it to be effective".

"Social media platforms and online games makers are locked in a relentless battle to capture ever more of people's attention, time and money. Their business models are built on this, but it's time for them to be more responsible in dealing with the harms these technologies can cause for some users," said DCMS committee chair, **Damian Collins**, in a statement.

"Loot boxes are particularly lucrative for a games company but come at a high cost, particularly for problem gamblers, while exposing children to potential harm. Buying a loot box is playing a game of chance and it is high time the gambling laws caught up. We challenge the Government to explain why loot boxes should be exempt from the Gambling Act.

"Gaming contributes to a global industry that generates billions in revenue. It is unacceptable that some companies with millions of users and children among them should be so ill-equipped to talk to us about the potential harm of their products. Gaming disorder based on excessive and addictive game play has been recognised by the World Health Organisation. It's time for games companies to use the huge quantities of data they gather about their players, to do more to proactively identify vulnerable gamers."

The committee wants independent research to inform the development of a behavioural design code of practice for online services. "This should be developed within an adequate timeframe to inform the future online harms regulator's work around 'designed addiction' and 'excessive screen time,'" it writes, citing the [government's plan](#) for a new Internet regulator for online harms.

MPs are also concerned about the lack of robust age verification to keep children off age-restricted platforms and games.

The report identifies inconsistencies in the games industry's 'age-ratings' stemming from self-regulation around the distribution of games (such as online games not being subject to a legally enforceable age-rating system, meaning voluntary ratings are used instead).

"Games companies should not assume that the responsibility to enforce age-ratings applies exclusively to the main delivery platforms: All companies and platforms that are making games available online should uphold the highest standards of enforcing age-ratings," the committee writes on that.

"Both games companies and the social media platforms need to establish effective age verification tools. They currently do not exist on any of the major platforms which rely on self-certification from children and adults," Collins adds.

During the enquiry it emerged that the UK government is working with tech companies including Snap to try to devise [a centralized system for age verification](#) for online platforms.

A section of the report on [Effective Age Verification](#) cites testimony from deputy information commissioner Steve Wood raising concerns about any move towards "wide-spread age verification [by] collecting hard identifiers from people, like scans of passports".

Wood instead pointed the committee towards technological alternatives, such as age estimation, which he said uses "algorithms running behind the scenes using different types of data linked to the self-declaration of the age to work out whether this person is the age they say they are when they are on the platform".

Snapchat's Will Scougal also told the committee that its platform is able to monitor user signals to ensure users are the appropriate age — by tracking behavior and activity; location; and connections between users to flag a user as potentially underage.

The report also makes a recommendation on deepfake content, with the committee saying that malicious creation and distribution of deepfake videos should be regarded as harmful content.

"The release of content like this could try to influence the outcome of elections and undermine people's public reputation," it warns. "Social media platforms should have clear policies in place for the removal of deepfakes. In the UK, the Government should include action against deepfakes as part of the duty of care social media companies should exercise in the interests of their users, as set out in the Online Harms White Paper."

"Social media firms need to take action against known deepfake films, particularly when they have been designed to distort the appearance of people in an attempt to maliciously damage their public reputation, as was seen with the recent film of the Speaker of the US House of Representatives, **Nancy Pelosi**," adds Collins.

Image Credits: Epic Games