



In This Issue

- Growing App’etites: The Blurring Lines of Gambling and Gaming
- Introduction to Motivational Interviewing
- Article: Bill Would End Payments to Other Casino Cities
- Article: Loot Boxes in Video Games

Links

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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.

Belanger, L., Lefebvre, R., & Shaffer, H.J. (2010). Optimizing DSM-IV TR classification accuracy: a brief biosocial screen for detecting current gambling disorders among gambling in the general household population. Canadian Journal of Psychiatry, Review Canadianne Psychiatric, (1), 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.

Growing App’etites: The Blurring Lines of Gambling & Gaming

New apps and types of gambling come about almost continuously. Keeping up with digital gaming/ gambling trends can be overwhelming and exhausting for many in problem gambling and addictions professions. In this workshop, we look at an overview and key concerns of some of the latest trends in the online gaming world, and how the lines often are blurry between what is gaming and what is gambling.

This webinar will increase your knowledge regarding recent and emerging trends in gambling; explain relationships with gaming, gambling, and at-risk youth, and provide at least 3 tools you can use.

Date: Tuesday, January 28th 9:30am to 11:30am

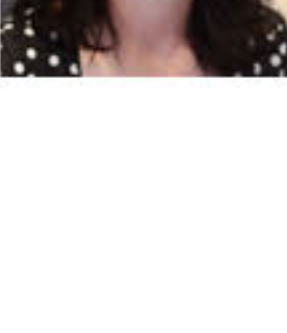
Cost: This webinar is sponsored by IPGAP and is provided at **NO COST** to you.

Register at: <https://ipgap.indiana.edu/training/training.php>

Location: Online – Webinar

Attendees will receive 2 CEUs approved by the National Council on Problem Gambling. These education hours will also count for Indiana Problem Gambling Provider counselor hours.

Trainer: Julie Hynes



Julie Hynes is the Executive Director of the Oregon Council on Problem Gambling. She has focused her work on addictions & problem gambling prevention since 2002, with roles as the Director of Responsible Gambling with the Massachusetts Council on Compulsive Gambling, coordinator of the PreventionLane problem gambling prevention program in Oregon, instructor at the University of Oregon, co-investigator of the largest survey of publicly funded problem gambling services in the United States, and problem gambling consultant providing training and technical assistance across the U.S. In 2012, Julie was honored with the NCPG Wuelfing Prevention Award for her work in helping advance the field of problem gambling prevention and awareness. She is a current member of the Board of Directors of the National Council on Problem Gambling and a Certified Prevention Specialist.

Introduction to Motivational Interviewing

Learn about ways to connect with clients, co-workers and even friends and family members. Practice techniques to strengthen your effectiveness at supporting change.

What to Expect:
This training will be highly interactive. Participants will experience group activities, role-play, videos, lecture and skills practice.

Training Details:
Date: February 28, 2020
Time: 9:00am-4:30pm (Doors open at 8:30am)
Location: Greenwood, Indiana
Continuing Education: 6.0 hours
Cost: \$100.00 (Lunch on your own)

Registration Link:
<https://www.indiana.gov/indiana-family-social-services-administration/division-of-mental-health-addiction/indiana-problem-gamblers-assistance-fund>

“Mallori was engaging and fun!”
-Counselor, Indianapolis

“She adapted the training effortlessly and seamlessly to meet our needs.”
-Manager, Southern Indiana

Questions?: Contact Heather Dolne, hdolne@iu.edu

Mallori DeSalle
MA, LMHC, CCMHC, ACC, CPL, MATS
Member of IMHNT
20 years of experience in mental health treatment, prevention, and public health training.

Sign Up Today! Click Here to Register

Bill would end payments to other casino cities

Morrison, Pfaff say 'hold harmless' provisions unfair, counterproductive

By Alex Modesitt Tribune-Star

Jan 10, 2020

A pair of Wabash Valley legislators have introduced legislation that could save a prospective casino owner millions in its first years of operation. Alan Morrison, R-42, authored and Tonya Pfaff, D-43, co-authored House Bill 1144, legislation that would prohibit and make unenforceable the hold harmless provisions of last year’s House Enrolled Act 1015.

In the sweeping gaming legislation passed last year it was determined a prospective Vigo casino owner would pay Evansville \$2.7 million in its first three years of operation. Commonly called “hold harmless” provisions, the payments are supposed to cover losses in business due to the competition from Vigo’s casino. Morrison said one business paying another for the right to exist is nonsense, so far as he is concerned. “It’s something that’s not set well with me since last year, to be honest,” Morrison said. “Gaming was started in the state to help communities that needed it most. Terre Haute was successful in getting a casino last year because we fought for it, sure, but it’s also because the legislature recognized that West Central Indiana needed a spark. “With that in mind, I find hold harmless provisions counterproductive. Why would you send money from the communities that need it most?”

Pfaff said much the same, offering that it doesn’t seem right that a business trying to get off the ground would have to pay an established one three hours away. “Terre Haute is just getting started,” Pfaff said. “Evansville has been in business for almost 25 years. Why should a business just starting out have to pay a company that’s been successful for years?” The proposed legislation would also undo hold supplemental payments from a new inland Gary casino to the cities of Hammond, East Chicago and Michigan City. Filed Wednesday, Morrison said he’s already gotten push-back from state representatives in Evansville and Northwest Indiana. “I get it — we’re all elected to represent the people of our districts,” Morrison said. “But, to me, fair is fair. And paying money to a community you have little to no impact on is not fair.” The bill would also repeal the annual \$2.5 million historic hotel district community support fee paid by the racinos in Shelbyville and Anderson for the upkeep of the hotel and casino in French Lick.

The Indiana Economic Development Corporation annually receives \$660,000 from the fee with the rest, \$1.84 million, distributed to the South Central Indiana Regional Economic Development Corporation and Radius Indiana. According to a fiscal note filed with the bill, repealing the fee would annually cost:

- Orange County - \$697,500
- Orleans - \$158,750
- Paoli - \$158,750
- French Lick - \$280,000
- West Baden - \$280,000
- Dubois County - \$132,500
- Crawford County - \$132,500

Morrison said it’s outrageous that racinos half the state away have to pay French Lick/ West Baden for the right to do business. “Anderson and Shelbyville are nowhere near French Lick or West Baden,” Morrison said. “I think it’s outrageous. Those two operations have zero impact on an operation half the state away. “And I think you’d be hard pressed to find hard working people in Shelbyville or Anderson that wouldn’t rather have that money staying in their community.” The bill has been referred to the House Public Policy Committee; a hearing has yet to be scheduled.

Vigo County voters in the November general election overwhelmingly gave their okay to a land-based casino, and Spectacle Jack LLC has filed the lone license application now before the Indiana Gaming Commission, which is to hold a meeting in Terre Haute on Feb. 7. Spectacle Jack, working with Hard Rock International, plans a 1,200-game casino in Terre Haute complete with four restaurants, four bars, an enclosed, temperature-controlled walkway to the adjacent Home2Suites hotel and a provision for a future on-site hotel.

The new casino, called the Rocksino, would be built on more than 25 acres at the southwest side of the intersection of Bill Farr Drive and Joe Fox Street immediately south of the Walmart super center along U.S. 40/Indiana 46 on the city’s east side.

Reporter Alex Modesitt can be reached at 812-231-4232 or at alex.modesitt@tribstar.com. Follow him on Twitter @TribStarAlex.

Monday, December 30, 2019

The WAGER, Vol. 24(14) –

Loot boxes in video games: A new level of gambling

Problem gambling and video gaming [might be related to each other](#) because of the similarities between activities. However, [loot boxes](#) bring this relationship to an entirely new level. Loot boxes are items that players purchase with real currency for a chance to win in-game rewards. Like slot machines, loot boxes often offer valuable content but do not disclose the chances of winning, and even [manipulate their payouts](#) based on player activity. This week, The WAGER reviews a [study by Wen Li, Devin Mills, and Lia Nower](#) that investigated whether loot box purchasing is associated with problematic video gaming and gambling.

What was the research question?

Are loot box purchases related to problem gambling and problem video gaming?

What did the researchers do?

The researchers recruited a [convenience sample](#) of 618 adult video game players from online gaming forums, online research panels, and gaming clubs at a university in the United States. Participants took an online survey that asked about how much they played video games, gambled online, and spent on loot boxes in the past 12 months. The researchers considered these patterns to be independent variables. The survey also assessed for [problem video gaming behavior](#) and [problem gambling behavior](#) in the past 12 months; the researchers considered these to be dependent variables. Li and colleagues used [chi-square tests](#), [t-tests](#), and [path analysis](#) to examine how loot box purchasing relates to problem gambling, and problem video gaming.¹

What did they find?

Out of all participants, 44% purchased loot boxes in the past 12 months. Those who purchased loot boxes reported [significantly](#) higher levels of internet gaming disorder and gambling disorder severity than those who did not. The researchers tested a model to clarify how loot box purchasing relates to problem gambling and found multiple significant correlations among different variables. Notably, loot box purchasing was most strongly associated with frequency and extended session length of online gambling and video gaming, and symptoms of problematic online gambling were strongly linked to problem gambling (see figure).

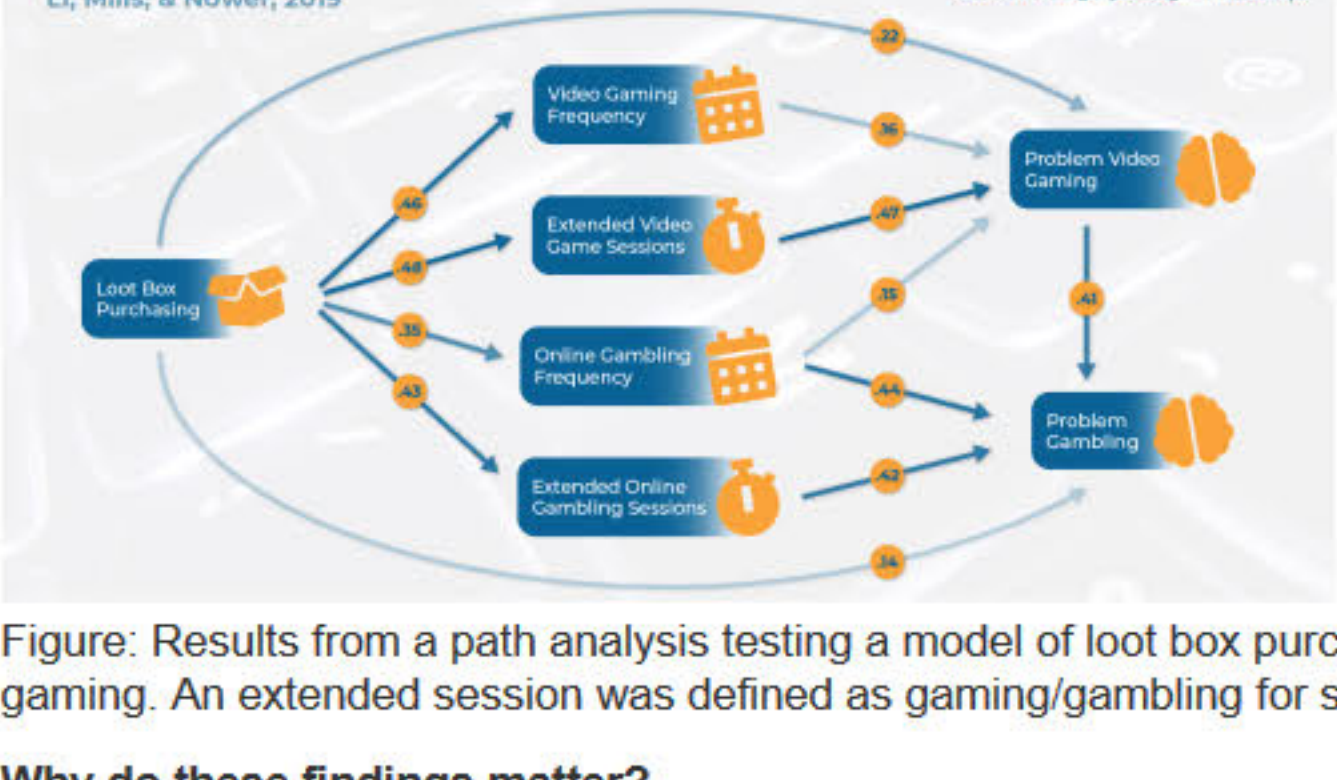


Figure: Results from a path analysis testing a model of loot box purchasing relating to symptoms of problem gambling and video gaming. An extended session was defined as gaming/gambling for seven hours or more in a single session.

Why do these findings matter?

These findings highlight a problematic relationship between loot boxes and harmful patterns of gambling and gaming. Loot boxes have cemented gambling into mainstream video gaming, exposing vulnerable populations to a potential object of addiction. Maybe most importantly, [adolescents](#) can purchase loot boxes before they are capable of making responsible monetary decisions. A few countries have [taken steps](#) to limit the effect of loot boxes on children, but loot boxes remain largely unregulated and a [major source of revenue](#) for the gaming industry.

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

The researchers used a convenience sample consisting primarily of forum users and university students, which limits [external validity](#). Though path analysis tests the plausibility of a [causal model](#), [cross sectional](#) methods cannot prove which variables cause others for certain. Future research can clarify whether gaming/gambling problems motivate players to purchase loot boxes or whether loot boxes initiate and/or worsen these problems.

For more information:

Are you or someone you know experiencing problems with gambling? Visit the [National Council on Problem Gambling](#) for screening tools and resources. For additional resources, including gambling and self-help tools, visit The [BASIS Addiction Resources](#) page.

We also recognize that the holidays can be difficult for many people. Visit our [Addiction Resources](#) page for screening information or call [SAMHSA's National Addiction Helpline](#) at 1-800-662-HELP (4357) to learn about treatment and referral opportunities.

— Jamie Juviler

What do you think? Please use the comment link below to provide feedback on this article.

1. Li and colleagues controlled for participants’ age and gender in all analyses.

Posted at 11:06 AM in [The Worldwide Addiction Gambling Education Report \(The WAGER\)](#) | [Permalink](#)