

Gambling: Current and Future Trends

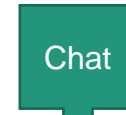
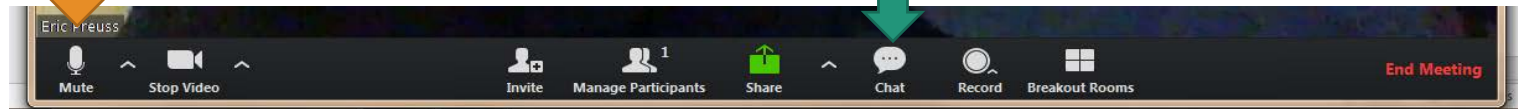
IDPH Integrated Provider Network (IPN)
Problem Gambling Treatment Webinar Series

March 20, 2019

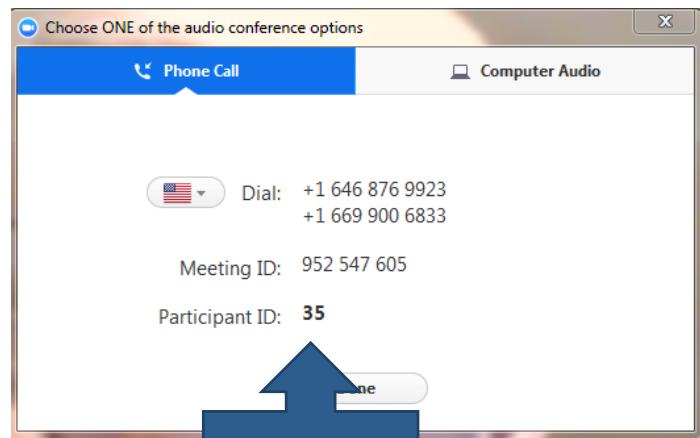


ZOOM Interface, CEU's & Handouts

Please click on "Mute" to minimize background noise. If joining by phone, *6 to mute/unmute

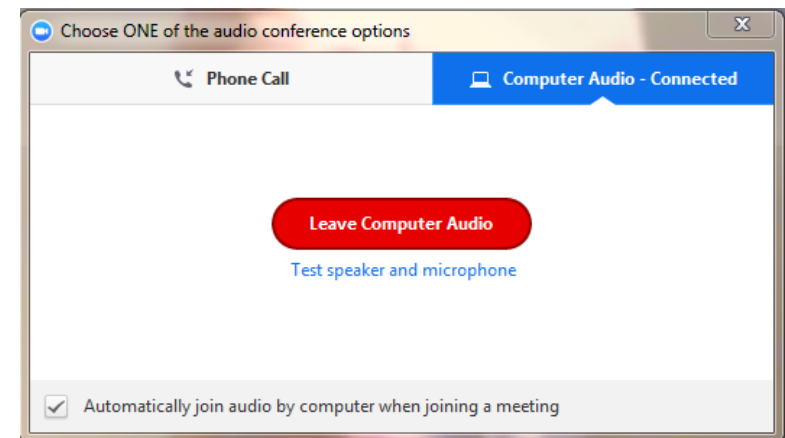


Please click on "Chat" to ask questions



Participant ID

Joining by phone, please type in your Participant ID.



- CEU's
 - Registration was required to enter the Webinar
 - Poll at the end of the webinar to confirm desire for CEU's

- Handouts
 - Shared via "chat" feature
 - PowerPoint Note Slides



W e l c o m e !

IPN Problem Gambling Treatment Webinar Series

- Number 6 of 6
 - Gambling Trends (Jerry Bauerkemper)
 - Wednesday, March 20, 2019 (12-1:30 PM)
- Previous Webinars
 - Scroll down to **Treatment** section



Jerry Bauerkemper
Executive Director
Nebraska Council on
Problem Gambling



Mr. Bauerkemper was the first director of problem gambling (1992 to 1996) for the state of Nebraska where he created the Gamblers Assistance program and pioneered the treatment of gambling counseling in Nebraska. In addition he was appointed and served on the Nebraska's Commission on Problem Gambling. He served on the Board of Directors for the National Council on Problem Gambling from 2001-2008 and from 2012 to 2016. He recently served on the National Councils' Legislative committee where he helps raise awareness of problem gambling in Washington DC. Mr. Bauerkemper has been providing counseling to gambling families since 1986. He has published research on the prevalence of problem gambling in the Nebraska Probation Department. He received the "First Step" award in 1999 and the Wisconsin Leadership award in 2016 for his work with problem gamblers. Mr. Bauerkemper is an internationally recognized expert on problem gambling and has provided training throughout the United States and Southeast Asia.

Exnccgjb@aol.com



E-Sports? What is that?

- How many of you are familiar with E-Sports?
- How many of you are involved with E-Sports?



E-Sports and “Vegas”

AND HERE YOU THOUGHT
THE FUTURE OF LAS VEGAS
WAS GOING TO BE ALL ABOUT
FOOTBALL AND HOCKEY



ESPORTS ARENA
LAS VEGAS

ESPORTS ARENA
LAS VEGAS

ESPORTSARENAVEGAS.COM - #ESALASVEGAS



E-Sports Arena Luxor Casino



Gambling on Fortnite



**E-Sports –
Isn't Just a
“Vegas” gambling
decision**

**E-Sports are
worldwide and
growing and your
children are doing it!**



Are our Children playing games?

Alarming Trends

- **13% of students grades 7-12 report symptoms of a video game problem, up 4% since 2007**
- 10% of students report gaming at least 5 hours/day (CAMH, 2015)
- National College Health Assessment (US) found 20% of college students are battling mental health issues, including 13% who seriously considered suicide in the past year (up 3.5% from 2013)
- 9% of students bring gaming problems to college in their first year. (Gentile, 2011)



Demographics (GQ)

- 90% Male, 18-24 years old, college students
- 48% met criteria for Moderate or more severe Depression
- Started gaming at 9 years old
- Play an average of 25 hours/week, with over 25 hours/week of other online activities (porn, youtube, and mindless browsing)
- Digital addiction
- Disenfranchised Male



E-Sports is
good for your
children's
education?

What does E-Sports
have to do with
college?



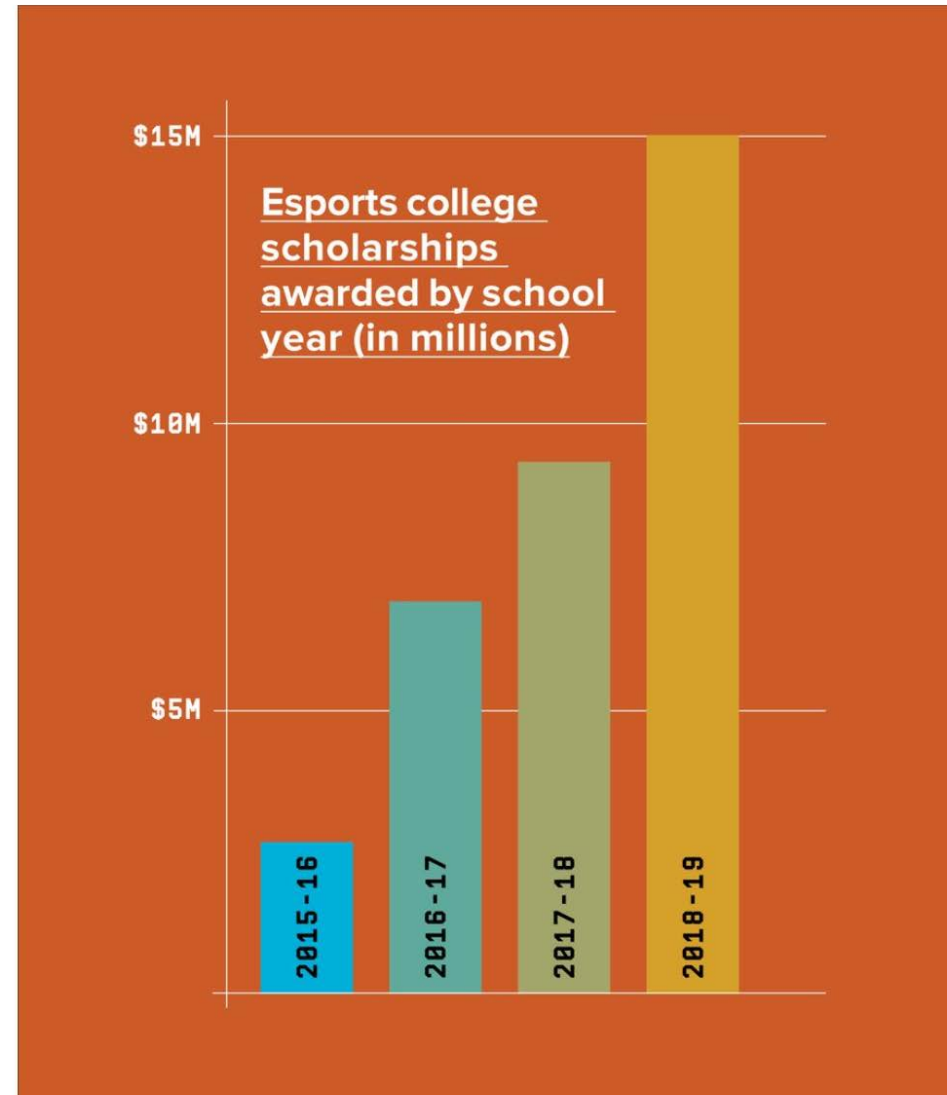
Can you get
college
scholarships for
E-sports?

- Robert Morris University was first school to make E-sports part of varsity athletics
- There are over 30 Universities offering scholarships for E-sports
- University of Utah is one of them!
Gambling not allowed in Utah
- Teams are co-ed
- Scholarships.com 2017



1. Pay for Play

The average esports scholarship student receives \$4,800 in tuition awards a year, according to the National Association of Collegiate Esports—but some can receive up to half off tuition.

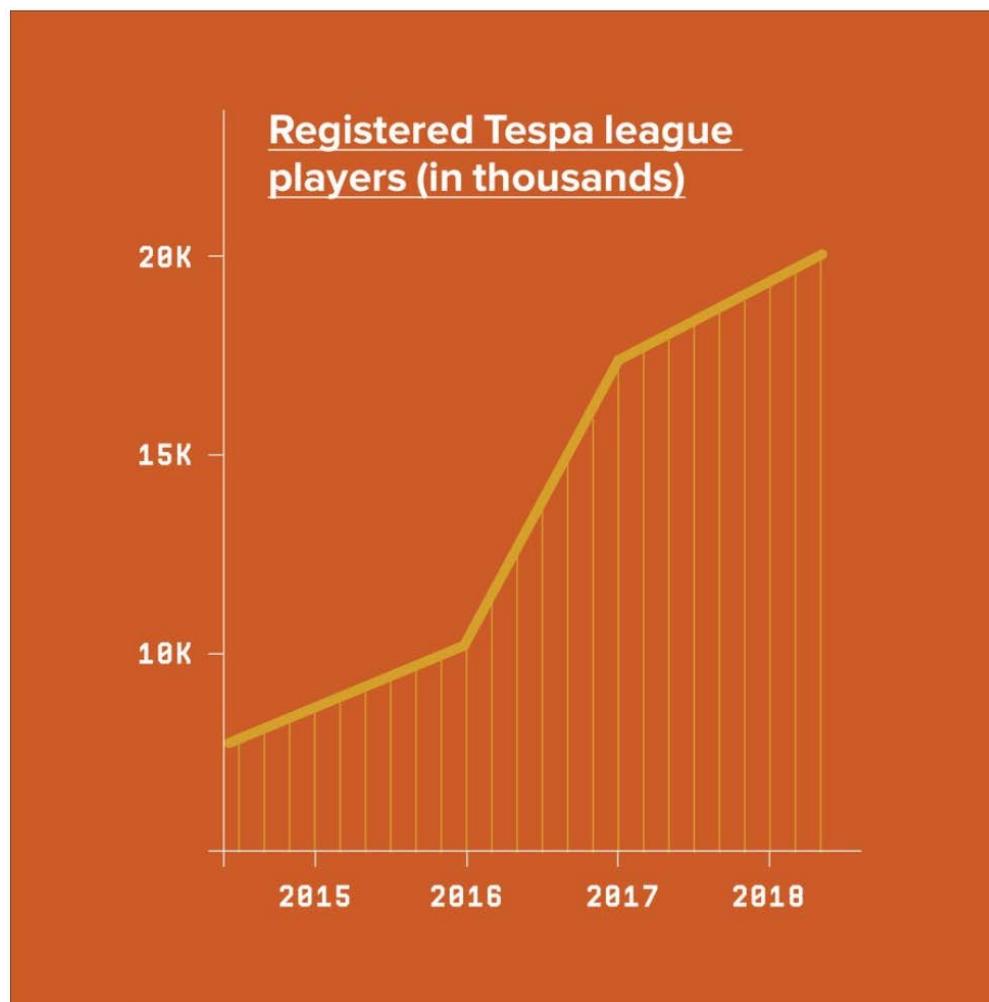


Source: National Association of Collegiate Esports



2. The Esports Explosion

In 2013, videogame developer Blizzard Entertainment partnered with Tespa, an official collegiate league for titles including *Overwatch*, *Hearthstone*, and *StarCraft*. Tespa has since grown to around 850 schools (nearly 20,000 players) and has awarded students more than \$3 million in tournament winnings.

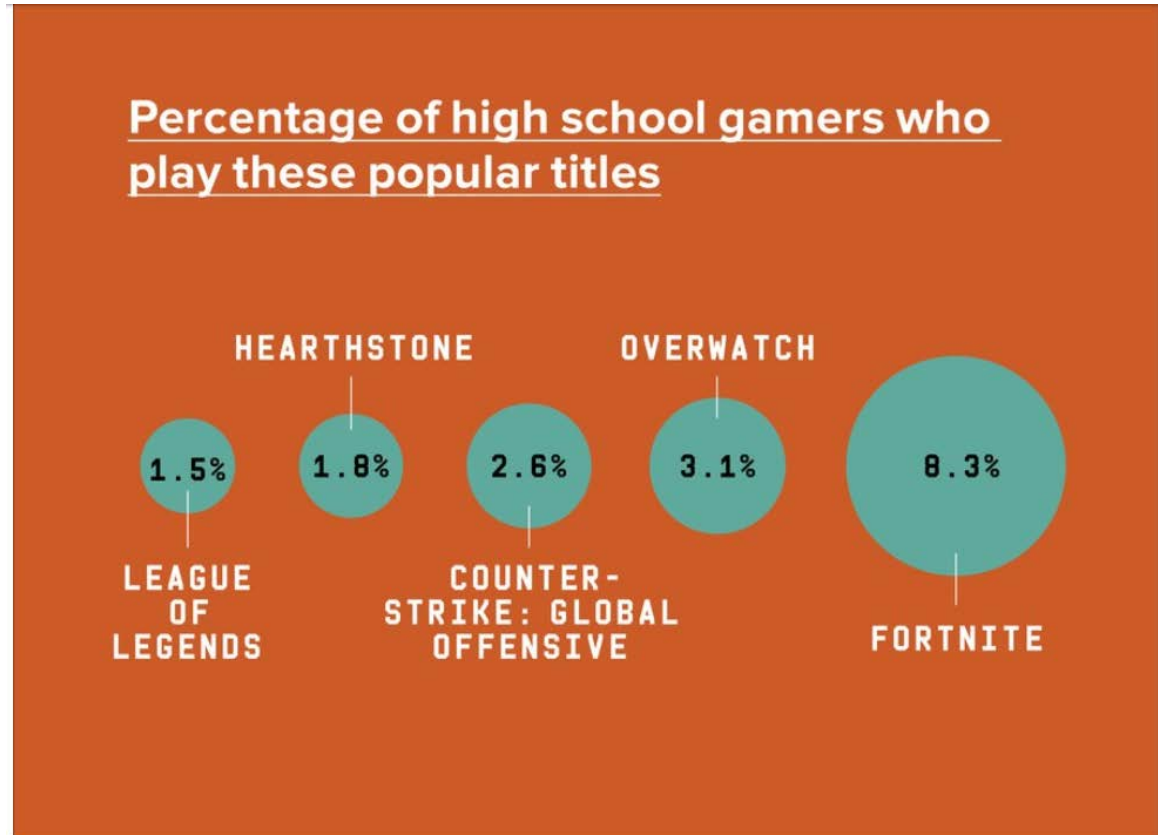


Source: Tespa



3. New Recruits

Though *Fortnite* is the most played game among high schoolers by far, *League of Legends* and *Overwatch* are the most popular titles for collegiate esports teams. Both *LoL* and *Overwatch* have official college leagues sanctioned by the videogames' publishers.

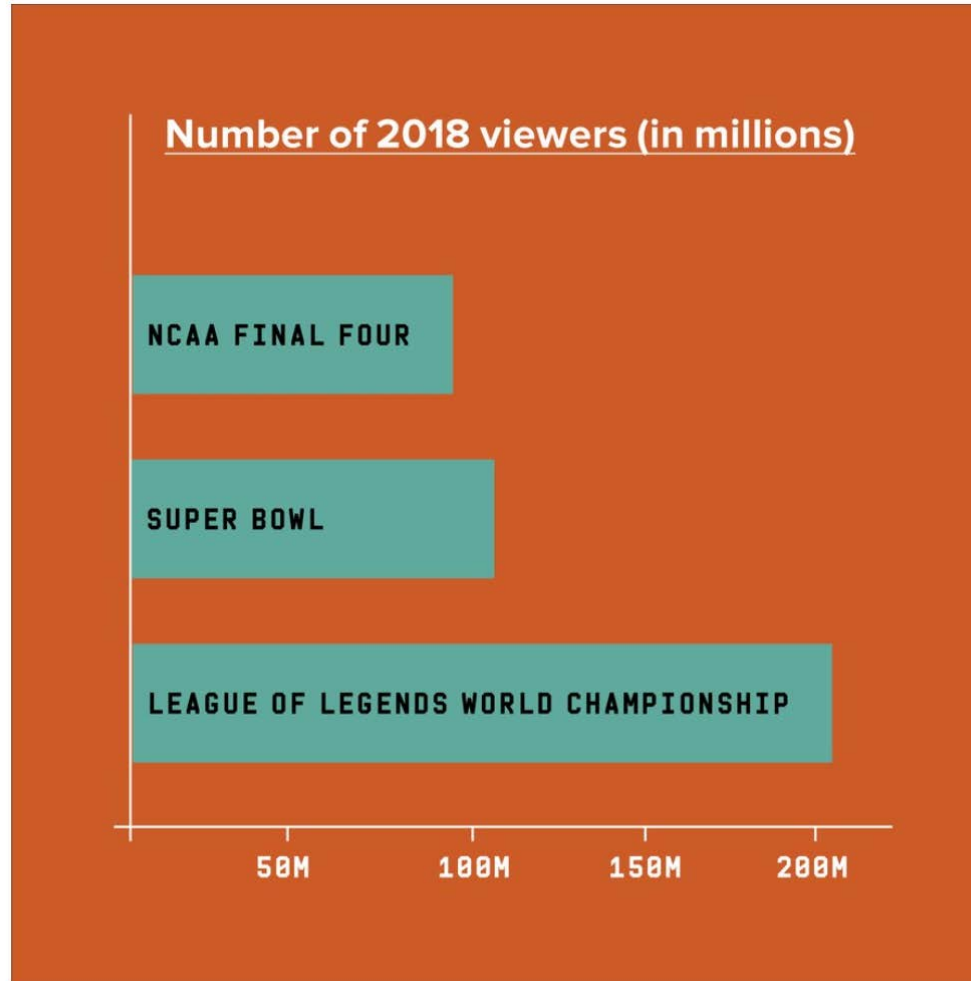


Source: Interpret survey of 895 gamers



4. Go Long

Among college students, 51 percent think being an esports athlete is a viable career option. They may be onto something: The 2018 *League of Legends* World Championship attracted more viewers than the Super Bowl and the NCAA Final Four combined.



Source: Interpret

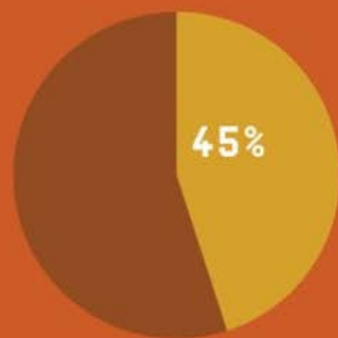


E-Sports and
medical issues

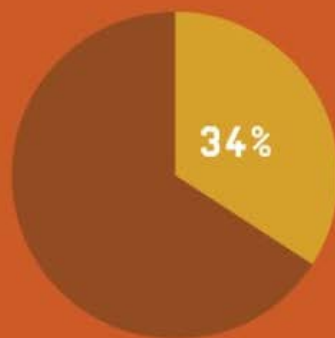
Does E-Sports
cause physical pain?
YES!



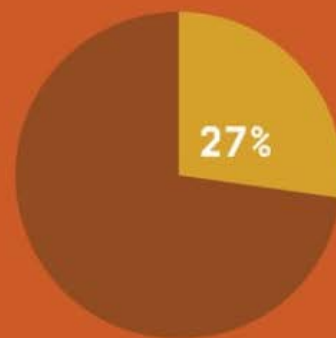
Most common injuries reported by college esports players



 EYE
FATIGUE



 BACK AND
NECK PAIN



 WRIST
AND HAND
INJURIES



Source: Current Sports Medicine Reports

And What are loot boxes



A month ago, a woman known online as CadenceLikesVGs realized she had a gambling problem. She wasn't playing blackjack or pulling slot machine levers; she was opening video game loot boxes.

HOW GAMBLING WORKS in VIDEO GAME LOOT SYSTEMS

Let's say I'm playing a racing game and I want my car to be orange...
...but (in this hypothetical game) I can't just buy orange paint, I have to go through their pay-to-loot system:

I buy a 'Loot Crate'
(or Prize Box, Treasure Chest, etc...they have a truckload of names)

I get stuff I don't want

CONGRATS!
Here are the paints you didn't ask for.
Spend more money and try again!

So maybe I try a Gold one this time. Only \$10... Great, now I also have



Are Loot boxes predatory ?

- If science is definitive that youth are vulnerable to gambling ⁸ , and games are now clearly designed with these features, why do game developers continue to pursue this path with reckless abandon?
- The answer is unfortunately simple: It is extremely profitable. In 2017, Activision, which owns Blizzard—one of the most popular game companies—reported earnings of over \$4 billion dollars from in-game purchases alone, equivalent to more than half of their total earnings!
- Why Take Advantage of Youth? It's Profitable!





Gambling

Problem gamblers are using PayPal to spend up to £150,000 a day

Addiction experts say time lag is being exploited to circumvent bank limits

PayPal has been accused of letting problem gamblers spend up to £150,000 a day, prompting concerns that addicts are using the online payment system to circumvent bank limits.

MPs and gambling experts called for the company to be more responsible to stop people racking up huge debts that could force them into bankruptcy.



Gaming and Employment

TLDR;

Unemployment rates are rising for young men in their early 20s without bachelor degrees.

75% of the time they used to spend working is now spent gaming.

Overexposure to gaming can cause structural brain changes that warp your perception of effort and reward. These changes can hurt your capacity to obtain employment.



Video Games Change your Brain

Gaming Changes the Brain

Video games are intentionally designed to keep you hooked using state-of-the-art behavioral psychology. Overexposure to this type of game design and hyper-stimulation can cause structural changes to your brain, including numbed pleasure response—every day activities no longer satisfy you, hyper-reactivity to gaming—gaming is really exciting and everything else is boring, and willpower erosion—even if you wanted to quit you would struggle to have the willpower anyways.

Imaging studies show an impact to brain regions involved in decision-making, behavioral inhibition, and emotional regulation **5** . Gaming addicts also show increased risk-taking choices, and an impaired ability to control their impulses. Further, gaming addiction is associated with dopamine deficiency, which studies have found impacts your desire and willingness to work **6** .



Screening Tool

- The Internet Gaming Disorder Scale (Lemmens & Gentile, 2015)
- Psychological Assessment, empirically supported
- Published by the APA • DSM-5: 5 criteria met in last 12 months
- Quiz for Gamers and Loved Ones on gamequitters.com



Recovery Impacts

- Identify the pathway (escape, social, achievement)
- Commit to a detox or reducing gaming to 2 hours or less per day
- Dopamine expectations, break attachments, create a contrast, build new habits
- If limiting: Use “game-free days” as a way to earn “game days.”
- Require exercise and homework to be complete first



Recovery Impacts

- Mix it up: not every day, be aware of bingeing cycles
- • Remove gaming devices from bedroom (centralize)
- • Shift to less risky game types: single-player, games that pause/end
gamequitters.com camerondare.com |
- @camerondare | +1 720 903 5032



Recovery Impacts

- “Fill the void” with three types of activities: Mentally Engaging (new skill), Resting (at home), Social (new friends)
- Find New Hobbies Tool:
www.gamequitters.com/hobby-tool
- Set appropriate expectations re: passion
- Find an alternative to YouTube/gaming after school before homework
- Turn autoplay off on YouTube (and Netflix)



But that's not
all there is
more to worry
about as we
move to the
future

Fantasy Sports are a
big part of college
life!

So what are Fantasy
Sports?



Fantasy Sports: Why are they legal?

September 30, 2006. 12:32am (last bill before long recess

- Congress passed a bill intended to make it more difficult to gamble on the internet:
 - The bill prohibited online payments for online bets.
 - President signed the bill

What does that mean?

- Banks etc.. were prohibited from transferring funds to online gambling bank accounts.
- If you couldn't send or receive money to gamble online the sites would go away!

Exemption: Participation in any fantasy or simulation sports game or educational game or contest



What games are played

- Fantasy football, baseball, basketball, soccer,
- Daily “skill” based wagering games
- Others?



So who are
major players in
Fantasy Sports?



So what else do
we know?

April 2015

- NFL signed a deal with Sportradar.
 - Who is Sportradar: provides statistics to NFL
 - Oops! And to Fan Duel
 - Then Sportsradar signed agreement with the NHL opps! and again Fan Duel
 - Sportsradar website gambling site “BETRADAR” reports it “services” 450 bookmaker clients” many of which are in the United States

Source: NY times Dec 18 2015



More WE know!

- “most every NFL team has a partnership deal with the “fantasy sites” They are funding partners” CNN Sept 11, 2015
- “For all it’s opposition to gambling the NFL is already “deeply enmeshed with the daily fantasy sights.” (**28 of 32 NFL teams have a deal with fantasy sports companies**)



**Daily Fantasy
Sports: A
prevalence survey
with college age
students**

A substantial number of college students engage in fantasy sports and a smaller but still significant percentage of college students engage in daily fantasy sports. This population may show a greater risk for problem gambling. This research project will assess the percentage of those engaging in daily fantasy sports and the extent of a self-reported gambling problem by asking questions from the DSM 5 symptom list for Disordered Gambling (312.31)



What is Fantasy and Daily Fantasy Sports?

The fantasy game, in its traditional form, is quite simple. Common statistics in a sport are given a point value, and a player earns points based on his statistical output. An owner tries to put together a team of players he or she believes will have the best statistical performance, and the owner with the most points wins. Using football as an example, as it is the most popular fantasy sport (Hee, 2010),



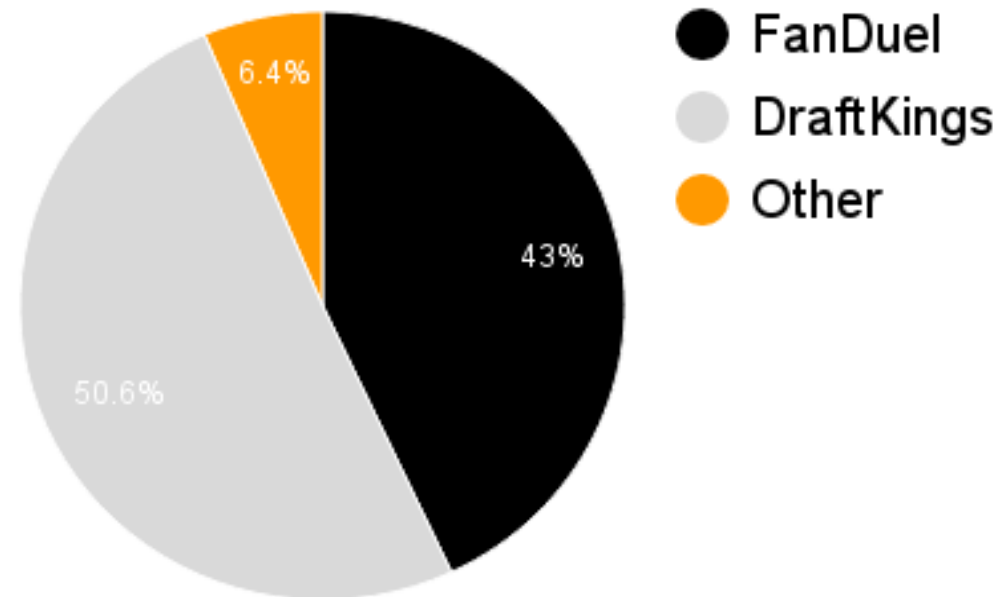
What is Fantasy and Daily Fantasy Sports?

An owner drafts around 16 real players to be on his or her fantasy team. Based on situational variables such as injury status and severity of injury, an owner makes the decision to start certain players he believes will get him the most points. While there is an element of luck involved, owners who succeed are likely the ones best able to predict how a player will perform and adjust accordingly by releasing and adding players, not starting certain players, and trading players with other owners to build a more complete team (Boswell, 2008).



Daily Fantasy sports spenders:

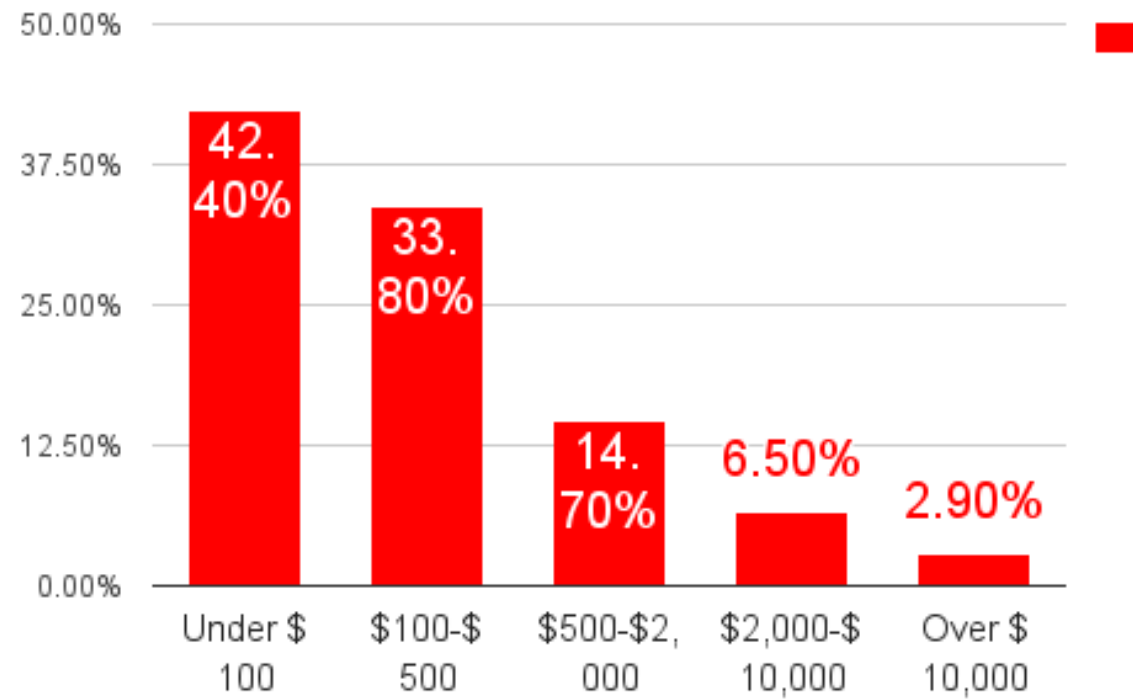
My favorite DFS site (where I spend most of my money)



Research completed by Eilers Research, as reported in DFS Report July 14, 2015,



My average entry fees / \$ at risk on a weekly basis:



Research completed by Eilers Research, as reported in DFS Report July 14, 2015,



Research has
been done

College age students
were studied in
2016/2017



Purpose of the research:

- The research goal was to survey a minimum of 300-500, and maximum of 1,000, college-aged students on their activity concerning daily fantasy sports.
- The objectives are:
- Present a 22-question survey to students attending private Nebraska secondary schools.
- Time period: Between November 1, 2016, to December 15, 2016.
- Execution: Position the survey table in various college student unions. Hand out surveys to general population students.



Results:

The primary form of gambling for this population, according to the survey, was casino gambling. This, despite no legal casinos within the Nebraska border. The second most popular form of gambling for this population was lottery, in either powerball/mega or scratch-off type games. Sports betting was third (again, not legal in Nebraska), and Keno was fourth.



Results continued:

- **151, or 29.4% of the respondents, admitted to having previously played fantasy sports of any kind for money or not.**
- 9.5%, or 49 participants, initially admitted to playing daily fantasy sports (DFS) according to the self-report survey. The survey instrument asked again later in the survey, and 228 participants admitted to playing at least once in their lives. **39% admitted to playing in the last 30 days.**
- Overall, 27.5% of respondents admitted to playing daily fantasy sports for money or possessions in their lifetime, with 18.8% having wagered on DFS within the last 12 months. **Of those who admitted playing DFS, 38% admitted playing 1-3 times per week, while 17% admitted to playing DFS just a few days per year.**



Results continued:

Gamblers who also play DFS:

- **Males:**
 - 5% played DFS in the last 30 days
 - **30% of all male gamblers admitted one or more symptom of Disordered Gambling**
 - **33 % of those who both gamble and play DFS reported one or more DSM symptoms**
- **Females:**
 - 1% played DFS in the last 30 days
 - **10% of all female gamblers admitted to one or more symptom of Disordered Gambling**
 - **7% of those who gamble and play DFS reported to one or more DSM symptoms**



**Rural vs Urban
DFS players:**

Statistically, there is no difference in percentages of daily fantasy players in urban vs rural areas.

18.4% urban vs 18.6% rural



Males and Females
with one or more
symptoms of
Disordered
Gambling

Participants who play
daily fantasy sports and
have at least one
symptom of DSM 5:

38.5%



Well we aren't
done yet!

Legalized sports
wagering is coming
to a state near you!



United States
could dominate
global legalized
sports betting
market

- A fully developed legal sports betting market- where bets are placed at casinos, online and at retail bookmaking shops- would produce **\$12.4 Billion** in annual revenue (after payouts)
- Five times bigger than the United Kingdom's regulated current market
- Eleven times greater than Italy's gambling revenue



**The Influence of
Marketing on
the sports
betting and
consumption
behaviors of
young men**

- **Marketing plays a strong role in normalization of gambling in sports and in encouraging gambling consumption intention and behaviors**
- There is problematic as there is absence of overarching cultural and organizational structures to restrict sports gambling promotions

Deans, Thomas, Derevensky Daube, 2017



Is Sports Gambling Moral?

- You bet. . . Americans say:
 - **64% believe it is morally ok to bet on sports**
 - 49% think sports betting should not be legal while 40% think it should
 - **47% believe Fantasy sports should be legal while 46% believe is should not**
 - **Opposition to sports gambling is highest 58% among religious groups**

Lifeway Research January 2016



Treating Sports Gamblers

What are similarities and differences between sports gamblers and non sports gamblers?

Lets look!

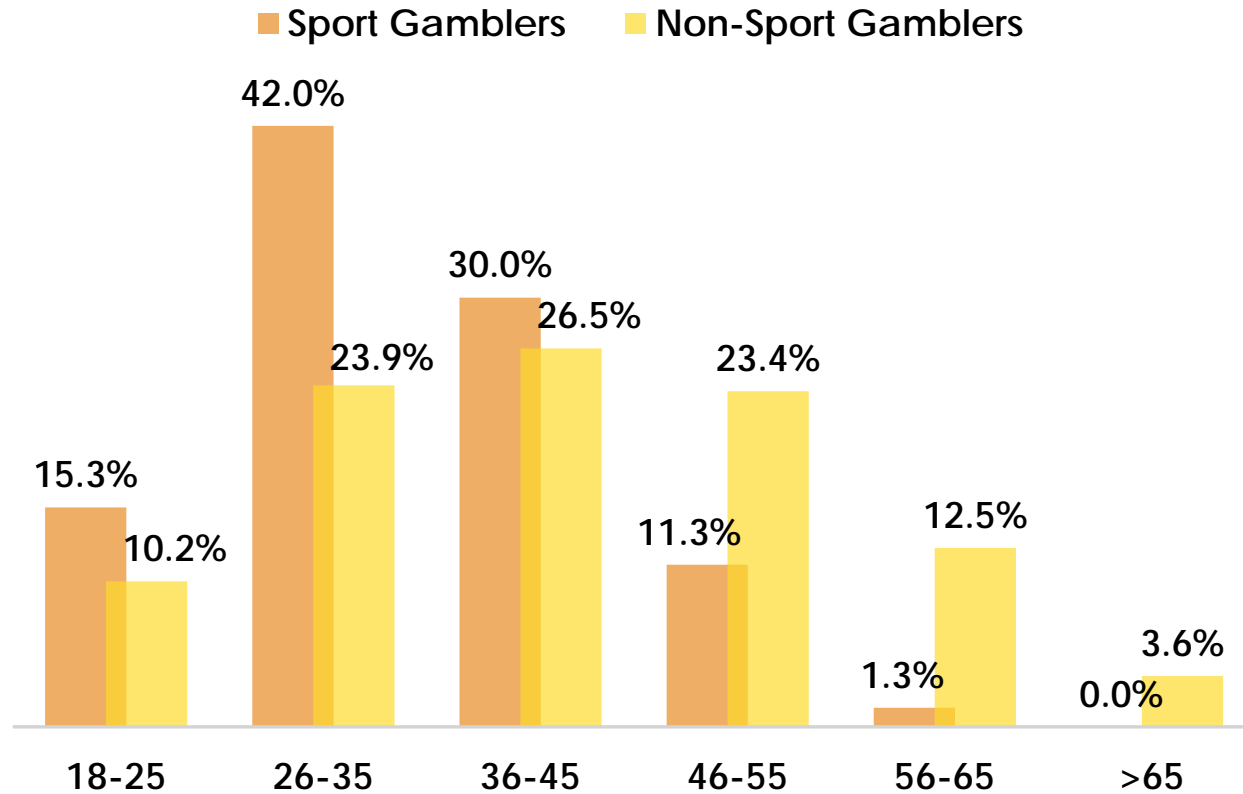


Comparing Dr.
Custer's
Gamblers with
today's gamblers

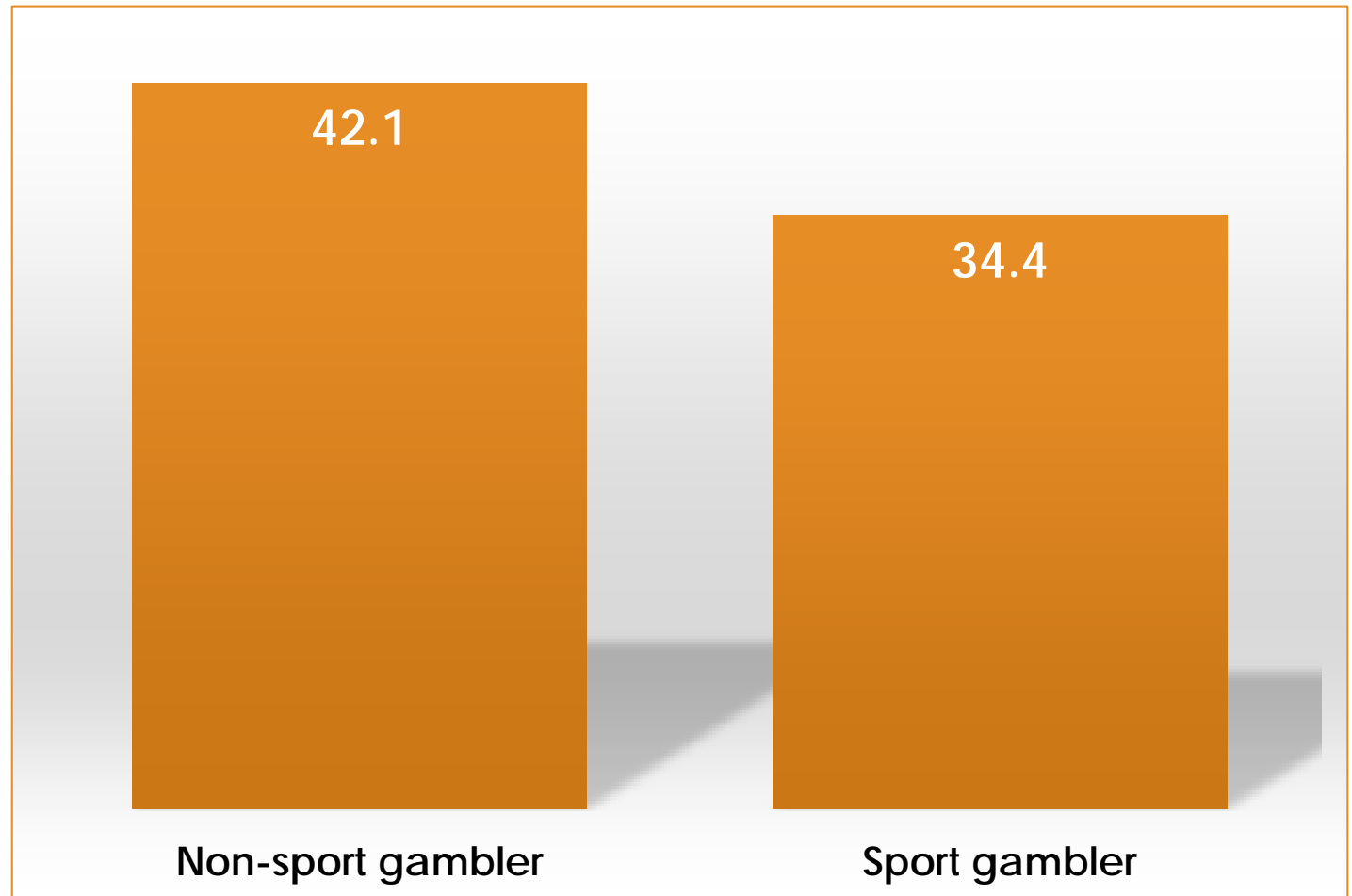
- This research study compares sport gamblers with non sport gamblers
- We will project the future and how sport gambling will change and how sport gamblers will look when entering treatment in the next 10 years



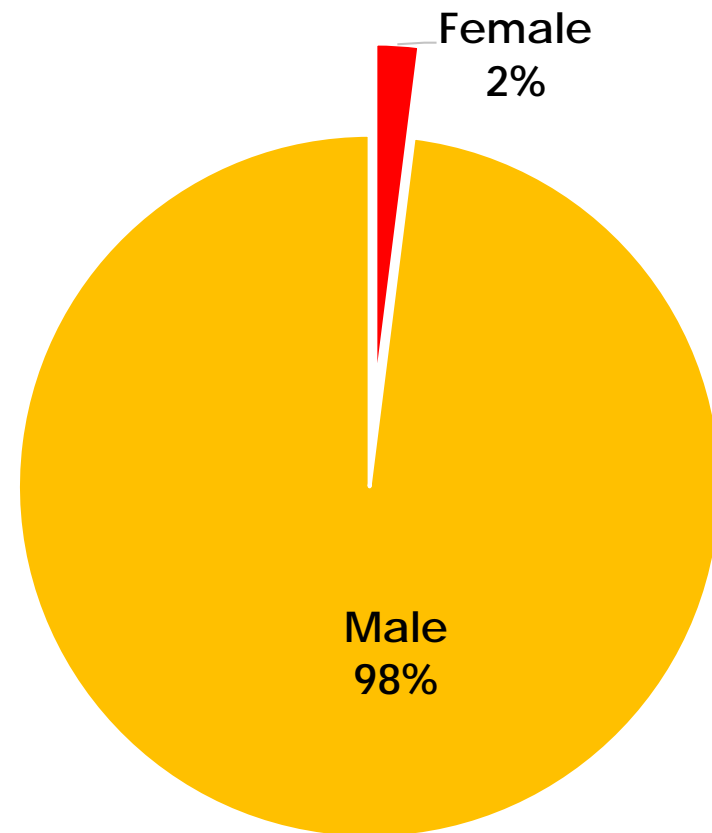
Admission by age group (sport gamblers vs. non-sport gamblers)



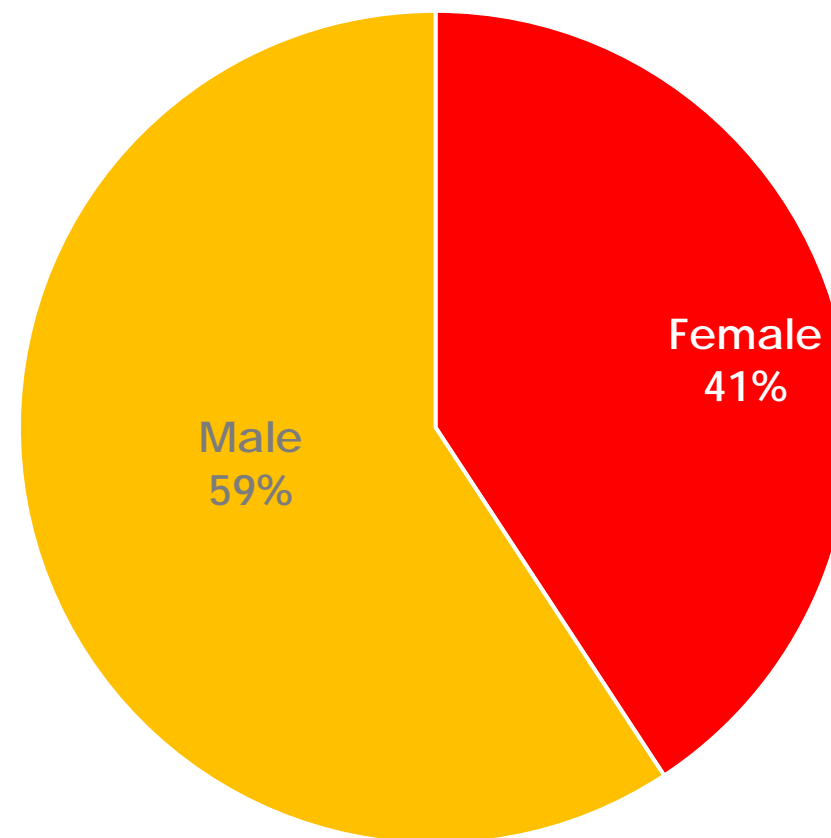
Admission by age
group (sport
gamblers vs.
non-sport
gamblers)



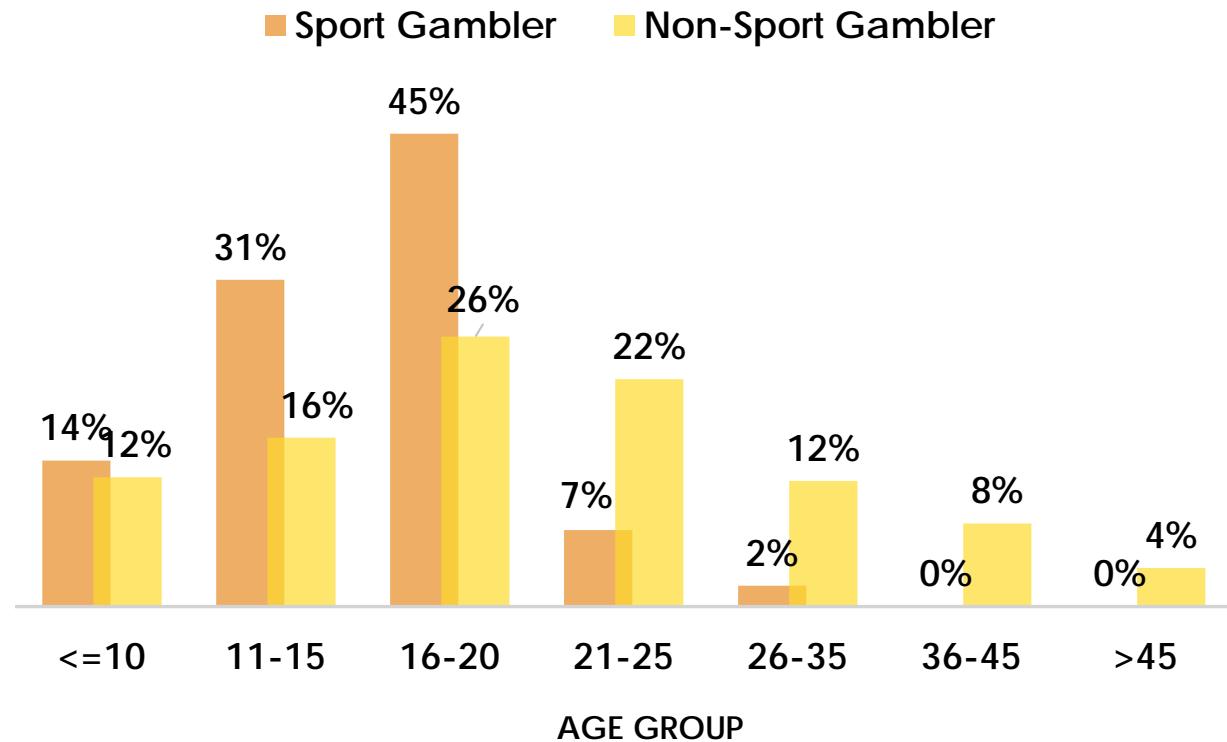
Gender Sports Gamblers



Gender (non- sport gamblers)



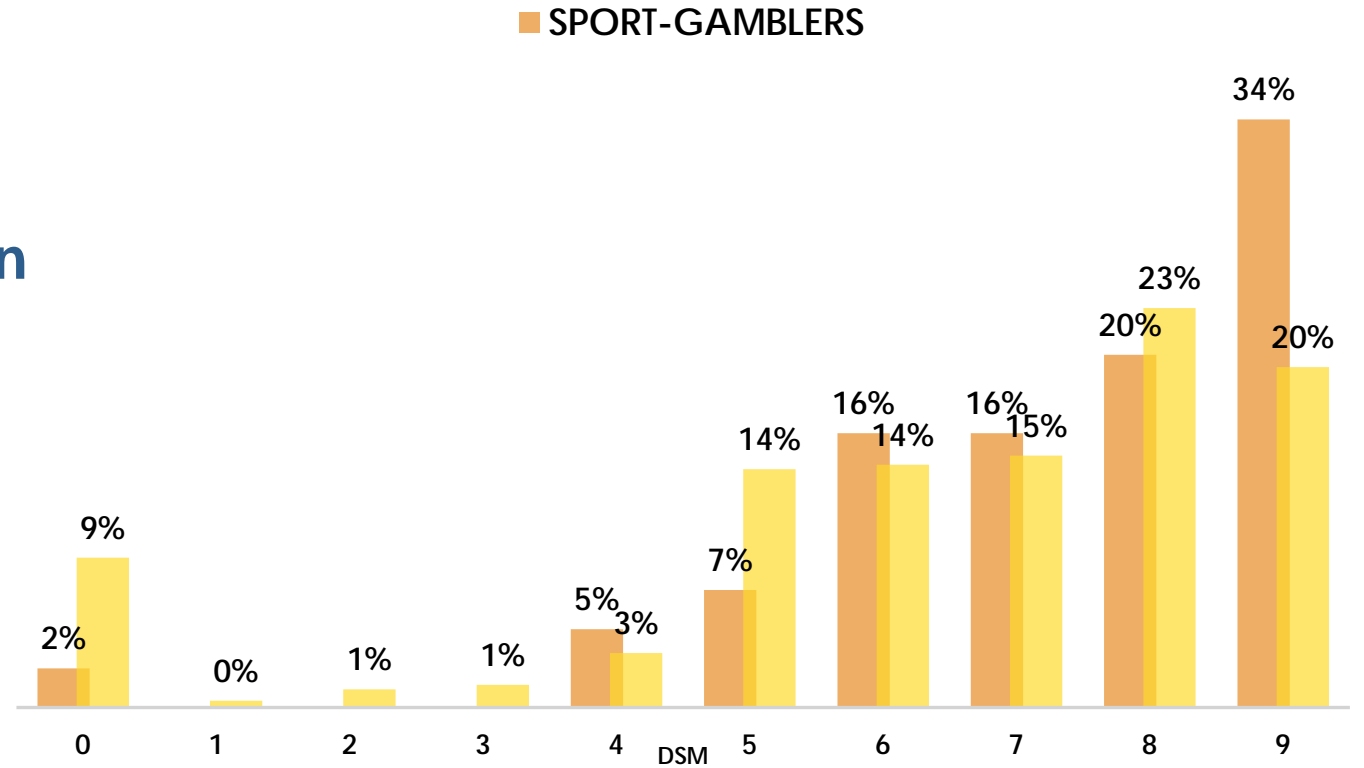
First Gambled by Age Group (sport gamblers vs. non-sport gamblers)



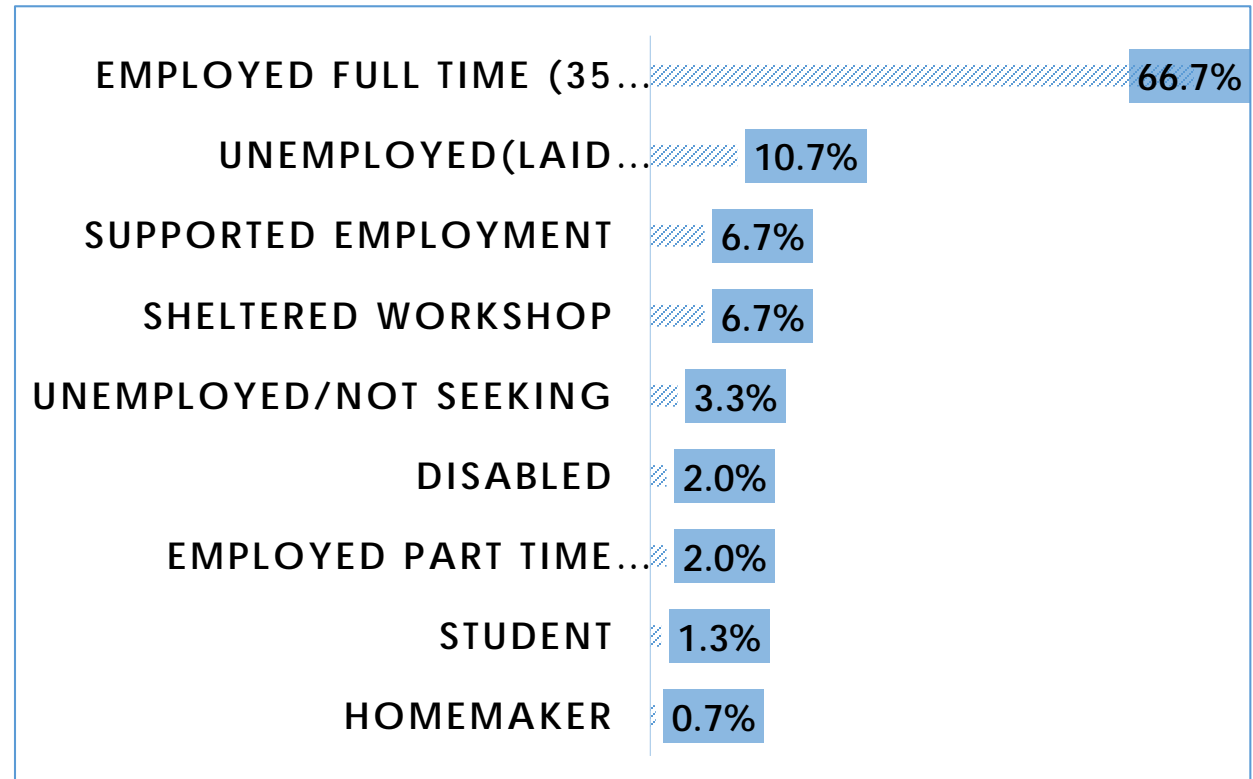
90% of sport gamblers started gambling at age 20 or younger.



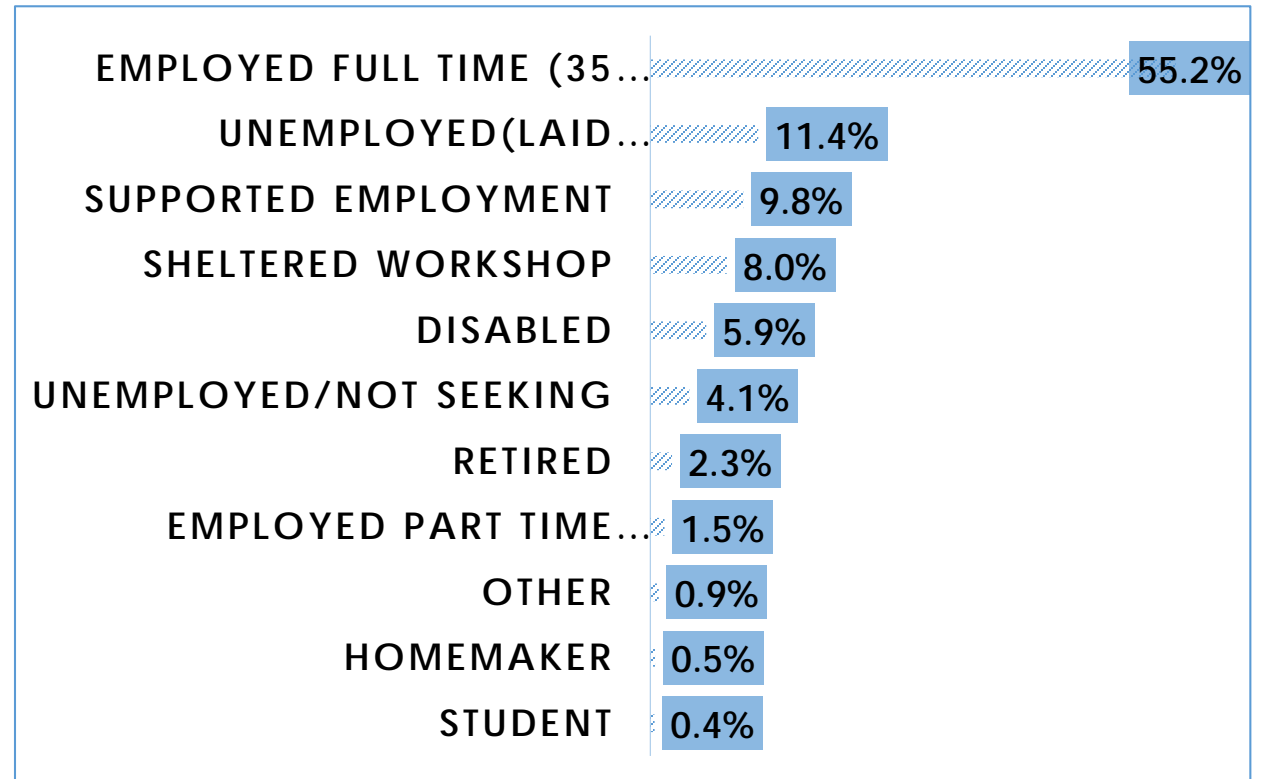
DSM – Diagnostic criteria Combination of DSM IV thru V



Employment (sport gamblers)



Employment (non-sport gamblers)



Average gambling
debt at intake
sport gamblers

\$19,568



Average gambling
debt at intake non-
sport gamblers



\$24,008

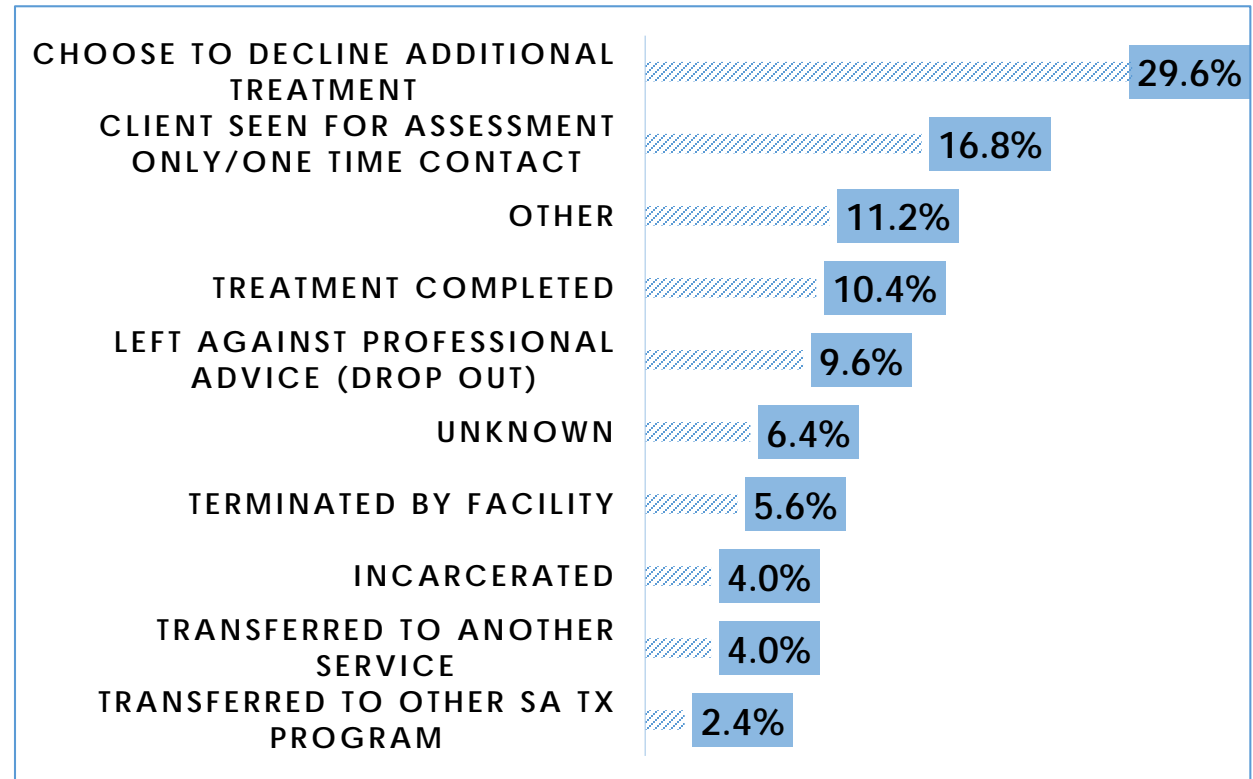


How do Sports
Gamblers fare in
treatment?



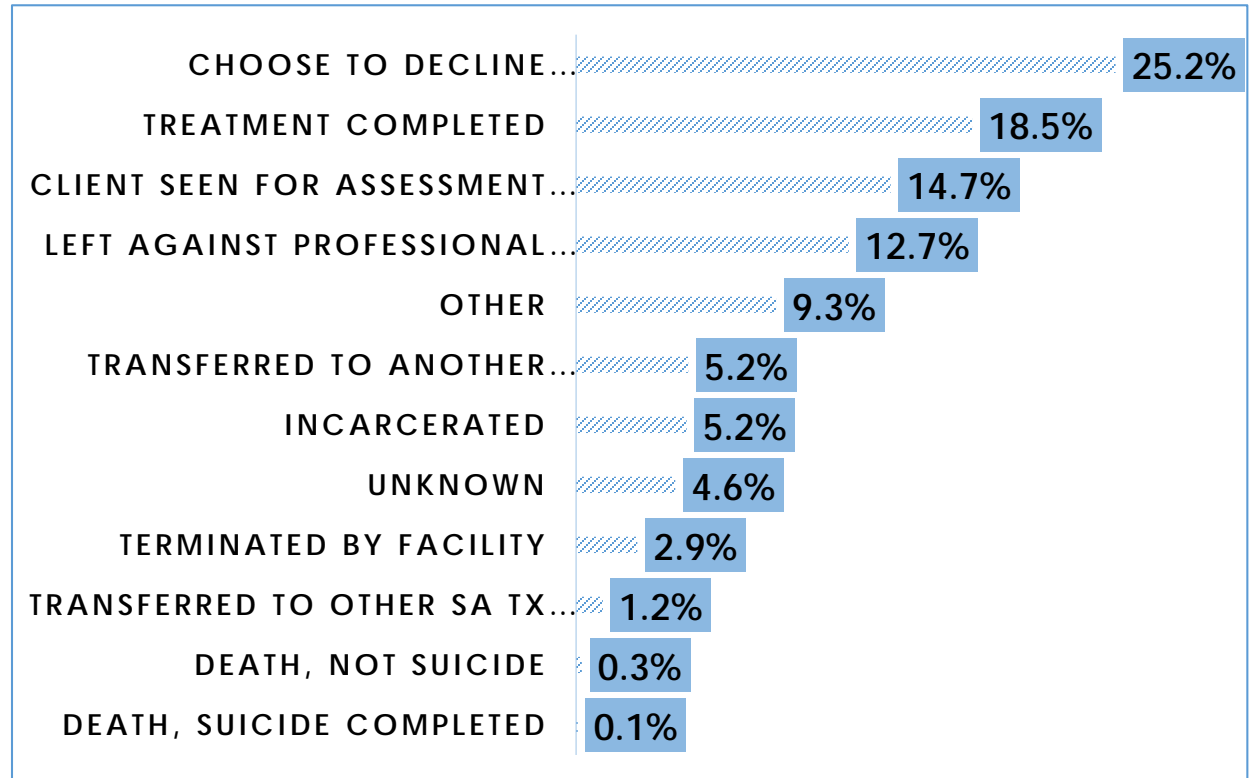
How do sport gamblers fare in treatment?

Discharge Status - Sports Gamblers



How do sport gamblers fare in treatment?

Discharge Status - Non-sport gamblers



There are many forms of gambling and many faces of addiction

It is imperative to screen for the “New” forms of gambling as well as the ones known.



Questions?



CEU's!

- CEU Polling Question
- Certificates will be sent out to the email provided within 30 days.



Even on a cloudy
day joy can be
experienced.



*Thank you for your time and for your
willingness to work with gamblers with
gambling issues*



Jerry Bauerkemper

**Problem Gambling Recovery Services/ Nebraska
Council on Problem Gambling**

www.NEproblemgambling.com

Exnccgjb@aol.com

402-699-6810

