Gambling: Current and Future Trends

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

March 20, 2019
**ZOOM Interface, CEU's & Handouts**

- **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

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

Please click on "Chat" to ask questions.

Joining by phone, please type in your Participant ID.
Welcome!

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
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
• 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.
E-Sports Arena
Luxor Casino
Gambling on Fortnite
E-Sports are worldwide and growing and your children are doing it!

E-Sports – Isn’t Just a “Vegas” gambling decision
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)
• 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
What does E-Sports have to do with college?

E-Sports is good for your children’s education?
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.

<table>
<thead>
<tr>
<th>Event</th>
<th>Number of 2018 Viewers (in millions)</th>
</tr>
</thead>
<tbody>
<tr>
<td>NCAA Final Four</td>
<td>50M</td>
</tr>
<tr>
<td>Super Bowl</td>
<td>100M</td>
</tr>
<tr>
<td>League of Legends World Champ</td>
<td>200M</td>
</tr>
</tbody>
</table>

Source: Interpret
Does E-Sports cause physical pain? YES!
Most common injuries reported by college esports players

- Eye Fatigue: 45%
- Back and Neck Pain: 34%
- Wrist and Hand Injuries: 27%

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.
• If science is definitive that youth are vulnerable to gambling, 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!
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.

Addiction experts say time lag is being exploited to circumvent bank limits.
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.
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. Gaming addicts also show increased risk-taking choices, and an impaired ability to control their impulses. Further, gaming addiction is association with dopamine deficiency, which studies have found impacts your desire and willingness to work.
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
• 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
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

@camerondare | +1 720 903 5032
• “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)
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?
April 2015

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

Source: NY times Dec 18 2015
“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)
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).
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),
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)

- FanDuel: 43%
- DraftKings: 50.6%
- Other: 6.4%

Research completed by Eilers Research, as reported in DFS Report July 14, 2015,
My average entry fees / $ at risk on a weekly basis:

<table>
<thead>
<tr>
<th>Bracket</th>
<th>%</th>
</tr>
</thead>
<tbody>
<tr>
<td>Under $100</td>
<td>42</td>
</tr>
<tr>
<td>$100-$500</td>
<td>33</td>
</tr>
<tr>
<td>$500-$2,000</td>
<td>14</td>
</tr>
<tr>
<td>$2,000-$10,000</td>
<td>6.50</td>
</tr>
<tr>
<td>Over $10,000</td>
<td>2.90</td>
</tr>
</tbody>
</table>

Research completed by Eilers Research, as reported in DFS Report July 14, 2015,
College age students were studied in 2016/2017.
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.
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 forth.
• 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.
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
Statistically, there is no difference in percentages of daily fantasy players in urban vs rural areas.

18.4% urban vs 18.6% rural
Participants who play daily fantasy sports and have at least one symptom of DSM 5: 38.5%
Legalized sports wagering is coming to a state near you!

Well we aren’t done yet!
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.

*United States could dominate global legalized sports betting market*
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
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 it should not
- Opposition to sports gambling is highest 58% among religious groups

Lifeway Research January 2016
What are similarities and differences between sports gamblers and non sports gamblers?

Let's 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

- Male: 98%
- Female: 2%
Gender (non-sport gamblers)

- Male: 59%
- Female: 41%
First Gambled by Age Group (sport gamblers vs. non-sport gamblers)

<table>
<thead>
<tr>
<th>AGE GROUP</th>
<th>Sport Gambler</th>
<th>Non-Sport Gambler</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;=10</td>
<td>14%</td>
<td>12%</td>
</tr>
<tr>
<td>11-15</td>
<td>31%</td>
<td>16%</td>
</tr>
<tr>
<td>16-20</td>
<td>45%</td>
<td>26%</td>
</tr>
<tr>
<td>21-25</td>
<td>7%</td>
<td>22%</td>
</tr>
<tr>
<td>26-35</td>
<td>12%</td>
<td>2%</td>
</tr>
<tr>
<td>36-45</td>
<td>8%</td>
<td>0%</td>
</tr>
<tr>
<td>&gt;45</td>
<td>4%</td>
<td>0%</td>
</tr>
</tbody>
</table>

90% of sport gamblers started gambling at age 20 or younger.
DSM – Diagnostic criteria Combination of DSM IV thru V
<table>
<thead>
<tr>
<th>Employment (sport gamblers)</th>
</tr>
</thead>
<tbody>
<tr>
<td>EMPLOYED FULL TIME (35+)</td>
</tr>
<tr>
<td>UNEMPLOYED (LAID...)</td>
</tr>
<tr>
<td>SUPPORTED EMPLOYMENT</td>
</tr>
<tr>
<td>SHELTERED WORKSHOP</td>
</tr>
<tr>
<td>UNEMPLOYED/ NOT SEEKING</td>
</tr>
<tr>
<td>DISABLED</td>
</tr>
<tr>
<td>EMPLOYED PART TIME...</td>
</tr>
<tr>
<td>STUDENT</td>
</tr>
<tr>
<td>HOMEMAKER</td>
</tr>
</tbody>
</table>
## Employment (non-sport gamblers)

<table>
<thead>
<tr>
<th>Employment Status</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Employed Full Time (35+)</td>
<td>55.2%</td>
</tr>
<tr>
<td>Unemployed (Laid Off)</td>
<td>11.4%</td>
</tr>
<tr>
<td>Supported Employment</td>
<td>9.8%</td>
</tr>
<tr>
<td>Sheltered Workshop</td>
<td>8.0%</td>
</tr>
<tr>
<td>Disabled</td>
<td>5.9%</td>
</tr>
<tr>
<td>Unemployed/ Not Seeking</td>
<td>4.1%</td>
</tr>
<tr>
<td>Retired</td>
<td>2.3%</td>
</tr>
<tr>
<td>Employed Part Time</td>
<td>1.5%</td>
</tr>
<tr>
<td>Other</td>
<td>0.9%</td>
</tr>
<tr>
<td>Homemaker</td>
<td>0.5%</td>
</tr>
<tr>
<td>Student</td>
<td>0.4%</td>
</tr>
</tbody>
</table>
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**

<table>
<thead>
<tr>
<th>Discharge Status</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>Choose to decline additional treatment</td>
<td>29.6%</td>
</tr>
<tr>
<td>Client seen for assessment only/one time contact</td>
<td>16.8%</td>
</tr>
<tr>
<td>Other</td>
<td>11.2%</td>
</tr>
<tr>
<td>Treatment completed</td>
<td>10.4%</td>
</tr>
<tr>
<td>Left against professional advice (drop out)</td>
<td>9.6%</td>
</tr>
<tr>
<td>Unknown</td>
<td>6.4%</td>
</tr>
<tr>
<td>Terminated by facility</td>
<td>5.6%</td>
</tr>
<tr>
<td>Incarcerated</td>
<td>4.0%</td>
</tr>
<tr>
<td>Transferred to another service</td>
<td>4.0%</td>
</tr>
<tr>
<td>Transferred to other Sa TX program</td>
<td>2.4%</td>
</tr>
</tbody>
</table>
### Discharge Status - Non-sport gamblers

<table>
<thead>
<tr>
<th>Discharge Status</th>
<th>Percentage</th>
</tr>
</thead>
<tbody>
<tr>
<td>CHOOSE TO DECLINE</td>
<td>25.2%</td>
</tr>
<tr>
<td>TREATMENT COMPLETED</td>
<td>18.5%</td>
</tr>
<tr>
<td>CLIENT SEEN FOR ASSESSMENT</td>
<td>14.7%</td>
</tr>
<tr>
<td>LEFT AGAINST PROFESSION</td>
<td>12.7%</td>
</tr>
<tr>
<td>OTHER</td>
<td>9.3%</td>
</tr>
<tr>
<td>TRANSFERRED TO ANOTHER</td>
<td>5.2%</td>
</tr>
<tr>
<td>INCARCERATED</td>
<td>5.2%</td>
</tr>
<tr>
<td>UNKNOWN</td>
<td>4.6%</td>
</tr>
<tr>
<td>TERMINATED BY FACILITY</td>
<td>2.9%</td>
</tr>
<tr>
<td>TRANSFERRED TO OTHER SA TX</td>
<td>1.2%</td>
</tr>
<tr>
<td>DEATH, NOT SUICIDE</td>
<td>0.3%</td>
</tr>
<tr>
<td>DEATH, SUICIDE COMPLETED</td>
<td>0.1%</td>
</tr>
</tbody>
</table>

**How do sport gamblers fare in treatment?**
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 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
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