Deal Me In: Issues of Gambling Among College Students

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Overview of Session

- Define games vs gambling
- Examine prevalence of college student gambling
- Discuss how to identify a gambling problem
- Review available resources
Games vs. Gambling

- Games are activities that involve one or more people, have a goal that is trying to be reached and rules to establish what can and cannot be done. They are played primarily for enjoyment, but can have an educational role.

- Gambling is any behavior that involves risking something of value. It can be a game or contest that the outcome is dependent upon chance or the ability to do something.
  - http://en.wikipedia.org/wiki/Games
Prevalence of Gambling Among College Students

- 12.5% of Males and 2.2% of female college students played cards weekly in 2004.
- The rate for those not in school was 6.6% for males and 2.0% for females.
- Students in the Midwest and South played at higher rates than those in the Northeast or West.
- In 2003, 25.9% of youth under 18 bet on cards weekly, in 2004 it was up to 43.2%.
  - The Annenberg Policy Center, March 14, 2005
Gaming and Betting Behavior
Indiana Ages 12-17 and 18-20
Activities at Universities around the Country

- Poker tournaments in Residence Halls, Fraternities and Student Unions
- School and Student Organization Sponsored events
- Tournaments at local bars
- On-line Contests
- Internet Gambling by Students
- Courses on Gambling
- Sports Betting
IU and Gambling

- Internet Poker
- Local Poker Games
- According to the Indiana Dept. of Revenue, playing for money is illegal (felony) unless at a casino or at a registered not for profit
- Increasing concern
- Students losing savings
- Increasing credit card debt
- IU does not currently have a written policy regarding gambling on campus—state and local laws prevail
Potential Problems

- Debt
- Missed Classes
- Alcohol often involved
- Alienation from friends and families
- Depression
- Addiction
Signs of Gambling Problem

- Frequency of Gambling Increasing
- Increasing amounts of time spent gambling
- Increasing amounts of money
- Increasing negative consequences (losses, poor grades) - no decrease in gambling activity
- Gambling to deal with stress, depression or loneliness

- Gambling Among College Students, Minnesota Institute of Public Health
Problem Gambling Phases

• Winning Phase
  – Fun, Excitement
  – Big Wins
  – Feeling on top of the world
  – Gambling is everything

• Losing Phase
  – Large loses
  – Using Credit to bet
  – Borrowing Money
  – Selling Possessions
  – Arguing
  – Missing school or work

• Desperation Phase
  – Obsessed with Next Win/next game
  – Lying
  – Depressed

Source: Wanna Bet, North American Training Institute
What can you do?

• Talk to the student
• Use a screening tool
• Talk to the GA for your neighborhood, they will refer you to the ADIC
• Call the Problem Gambling Help Line 1-800-346-3077
Screening Tool
Services

Please contact the IPRC for any of these free services:

- Local-level data collection and reporting drug use trends
- PREV-STAT™ community analysis reports
- Grant-writing workshops and services
- Consultations
- Library services
- Publications and information
  - Prevention Newsline
  - Monographs
  - Factlines

- Public Service Announcements (PSAs)
Contact us

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