

FEATURE ARTICLE

Gambling Advertising: Exploring the Youth Connection

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Today's youth is the first generation in Canada to be exposed to wide-scale, legal gambling. Research indicates that anywhere from 60-90% of youth engage in gambling (Jacobs, 2000) and that youth problem gambling prevalence rates are 2-4 times higher than those of the adult population (Shaffer & Hall, 2001).

This study represents the first of its kind in Canada to examine the possible impact of commercial

gambling advertising on the knowledge, attitudes, beliefs and behavioural intentions of youth. As a first stage of a two-stage agenda, this exploratory study provides a detailed inventory and content analysis of Ontario commercial gambling advertising for the years 2000-2003 and offers an introductory and descriptive account of youths' perspectives on gambling advertising. Specifically, this study will examine what youth see as the main issues and potential problems with gambling advertisements, and how they believe they will be affected.

Currently, regulations on gambling advertising do exist. However, the Gaming Control Act in Ontario (1992), as it relates to advertising, only applies to the casino type facilities that offer table games and slot machines. Lotteries and other legal forms of gambling are not currently regulated through legislation.

This exploratory study was carried out in two phases. First a content analysis was performed on over 450 commercial gambling advertisements, followed by focus group discussions with youth from across the Greater Toronto Area.

Content Analysis – In total, 479 commercial gambling advertisements (including print, radio, television and outdoor) were compiled, analyzed and categorized. Advertisements were de-constructed according to common themes and subsequently coded into categories for the purpose of identifying ads to be shown to youth during the focus groups.

The ads were analyzed according to three major criteria: Gaming Control Act guidelines, the advertisements' main message and the ad's tone and style utilized to present that message. In the end, a total of 29 ads were selected to be shown to the focus group participants. Ads were selected that were felt to potentially appeal to youth, as well as ones that were judged to be less appealing. In addition, the ad's media placement

Commercial gambling advertising is prevalent in our society today. The pervasiveness of this advertising effectively ensures that youth will be exposed to it in the course of their daily lives. Little is known however about the impact such advertising is having.

Research tells us that television, radio and print advertising has the ability to persuade people to buy. Specifically, studies show an increase in awareness, emotional response, recognition and desire to own or use the products being promoted (Strasburger, 2002).

In the area of tobacco and alcohol advertising, previous studies have lead to restrictions on both content and placement of such advertisements. However, unlike these products, few studies have examined the impact of gambling advertising on youth (Amev, 2001).

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(radio, TV, outdoor etc) was also taken into consideration.

Several key messages were identified in the commercial gambling ads:

- A belief that participating in gambling activities is fun and exciting;
- A sense that participating in gambling could lead to a big financial win;
- Participation in gambling as an escape from daily pressures of life;
- Gambling is seen as a normal and enjoyable form of entertainment;
- The chances of winning are unrealistically high, as well as “it can happen to you”;
- Many ads present an anti-establishment or anti-authoritarian attitude;
- A series of Casino-Rama ads imply that participation in casino entertainment is a possible way of reversing a person’s string of bad luck.

Focus Groups- Focus - In total, 63 participants, aged 13-17, attended eight focus groups (4 groups aged 13-14, and 4 groups aged 15-17). Focus groups were approximately 90 minutes in length and were held in a formal research facility in Toronto. Youth participants were evenly split by gender and came from diverse socio-economic, cultural, and geographic backgrounds. In addition, all participants had previously viewed gambling advertisements in their daily lives.

The following key themes and conclusions were generated from the participants during the focus groups:

- All youth acknowledged that gambling is woven into the fabric of their experience, practiced by their peers, families and people in their communities.
- Youth were familiar with gambling advertising taglines and slogans.
- Youth in the focus group discussions

reported that lottery advertisements were both familiar and engaging.

Youth reported their intention to continue to participate in informal gambling, as well as in lotteries. With respect to casinos and racetracks, youth cited age restrictions as a barrier to their participation.

- Almost all participants stated their intention to participate in gambling despite being aware of the age restriction and their understanding that a significant win was unlikely.
- Older youth (15-17) expressed the view that teens their own age could manage gambling risks. However, they expressed concern that younger people (under the age of 15) might not be able to manage those same risks.
- Male youth described that actively participating in sports betting generated an adrenaline rush as well as a vehicle to demonstrate support for their favorite teams.

As an exploratory study, this research represents basic groundwork and may not be representative of all Ontario youth. However, the findings support previous research suggesting that adolescents are engaging in legalized gambling activities, despite age restrictions, and that they intend to continue gambling in the foreseeable future. Lottery advertisements were identified as a concern, particularly the Pro-Line series and the holiday gift pak and promotions. These advertisements were the most appealing to youth. This phenomenon raises significant concerns about the marrying of youth culture with sports betting. Additionally, the authors are concerned about the normalization of gambling by peers, families and people in their communities.

Youth exposure to commercial gambling advertisements is ubiquitous and may affect early gambling experiences (Skinner et al,



2004). This important area of research warrants further exploration. The authors offer a number of recommendations in the areas of media literacy, the development of guiding principles encompassing all commercial gambling advertisements, as well as the creation of public health counter-force gambling strategies.

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Lottery Tickets as Gifts – Centre advocates for change

Carmen Messerlian, M.Sc.

International Centre for Youth Gambling Problems and High-Risk Behaviors

With the holiday season right around the corner, many parents are searching to find fun and exciting gift ideas to finish up their last minute shopping. Lottery products such as scratch tickets or bingo cards are often seen as a great item to slip into someone's Christmas card or an ideal stocking stuffer.

Lottery products are popular, generally affordable and easily available. Results from a recent study in Quebec show that 31% of high school students received one or several lottery products as a gift during the past 12 months. The sale of lottery products is reserved to those 18 years of age and older in Quebec and the legal age is higher in many parts of Canada and the United States. If it is prohibitive to sell lottery products to minors, then why is it acceptable for them to be receiving them as gifts? The same applies to alcohol and tobacco. It would seem unusual for a parent to stuff their children's stockings with beer or wine bottles, not to mention cartons of cigarettes!

Over the last three years, the Centre has partnered with Loto-Quebec to release a press communiqué just before Christmas asking parents to think twice before offering their child a lottery product as a gift. This communication strategy has been successful in garnering media attention to the issue. The press release has been a simple and effective method of raising public awareness on the problem of youth gambling in general, and offering lottery products to minors in particular.

Success with this approach in Quebec, coupled with the growing concern of adolescent problem gambling in many parts of the world, prompted the International Centre for Youth Gambling Problems and High-Risk Behaviors to reach out to Lottery corporations worldwide with the aim of encouraging them to increase public awareness regarding the inappropriateness of offering lottery products as gifts to minors. Earlier this year, the Centre sent out information packages to all Lottery corporations in Canada, United States, Europe, Asia, Australia, and South America. The packages contained a letter outlining the communication strategy as well as a sample press release that could be modified and tailored to fit individual corporations. The letters urged industries to be proactive in addressing the sale and offer of

lottery tickets to those under the legal age. The Centre further offered its support to corporations wishing to pursue this particular responsible gambling approach. Several Lottery corporations have since contacted us with interest in implementing such a strategy and we look forward to more collaborations in the future.

The Centre continues to urge parents and family members to adopt the same position they have towards alcohol and tobacco when it comes to gambling products and minors. This holiday season, if you choose to offer a lottery product as a present, make sure you keep the person's age in mind.

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Youth Gambling from a School Psychology Perspective

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International Centre for Youth Gambling Problems and High-Risk Behaviors

School psychology is a field dedicated to improving the well-being of children and adolescents academically, socially and emotionally. One of the many issues a practicing school psychologist will inevitably face in their career will be working with adolescents who engage in high-risk behaviours. Typical examples of such behaviours are drinking, smoking, gambling and the use of illicit drugs. Schools typically address these issues through health promotion and prevention programs as well as community resources (e.g. Copeland, 2002).

Youth gambling has become increasingly popular. Research has shown that approximately 80% of adolescents gamble, making youth gambling more prevalent than alcohol and cigarette consumption (Gupta & Derevensky, 1998). Among 12-17 year olds, approximately 4-6% exhibit gambling problems and another 10-15% are considered at-risk (Derevensky, Gupta & Winters, 2003). Often, gambling participation occurs at school, where games are incorporated into social events such as fundraising (Gupta & Derevensky, 1998). Increasing awareness about problematic youth gambling deserves special attention because this is where the school psychologist can play a key role. Shaffer, Forman, Scanlan & Smith, (2000) reported that only 9% of the high schools in their study were aware of youth gambling problems. Because the media and the industry portray gambling as a socially acceptable activity for adults and children alike, it is therefore important to disseminate awareness and prevention messages to schools, the community, and parents.

A major focus in the field of school psychology is prevention and intervention initiatives for the numerous challenges children and adolescents face in both their academic and non-academic environments. Typically there are

three levels of traditional prevention paradigms: primary, secondary and tertiary. Primary prevention aims to prevent the behaviour from ever occurring. Secondary prevention targets those who are at-risk for potential problems. Tertiary prevention provides treatment for those with severe problems. School psychologists play a vital role in increasing awareness, offering



education, as well as developing and evaluating prevention and intervention programs at all levels of prevention; working with schools, the community and individual families. In addition, their knowledge of child development is useful in order to integrate and address educational programs concerning gambling and other high risk behaviours for developmentally appropriate ages (Copeland, 2002).

There are multiple ways in which school psychologists can work at carrying out such prevention initiatives. First, working in teams to develop effective prevention programs is one method. Second, before implementing a prevention program, it is necessary to complete a thorough assessment of the school systems' available resources. For example, an understanding of the school's philosophy will help in deciding to what degree a value-neutral based prevention program

such as the Harm Reduction Model can be used (see Dickson, Derevensky & Gupta, 2004 for a description of Harm Reduction). Thirdly, school psychologists can assess the availability of gambling facilities within a given community and help students make informed decisions about this high-risk activity. A fourth action a school psychologist can take, one that is crucial to the success of a prevention plan, is an empirical evaluation of the prevention program. Successful programs are comprehensive, flexible, responsive, and evolve over time (Copeland, 2002). To maintain these standards, program evaluation should occur on a continual basis for optimal outcome results and effectiveness. Finally, a significant aspect of school psychologists' responsibilities is consultation with parents, teachers, social workers and other paraprofessionals. Therefore, school psychologists can directly provide education to others about the problem of youth gambling and initiate a widespread team effort to increase awareness and prevention around this issue.

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SPOTLIGHT ON RESEARCH CENTRES

Jeffrey Derevensky, Ph.D.

International Centre for Youth Gambling Problems and High-Risk Behaviors

In the coming issues we will highlight those research centres around the world engaged in gambling research, child and adolescent high-risk behaviours, and work in the area of addictive behaviours.

This issue highlights the **Institute for Research on Pathological Gambling and Related Disorders**.

Mission

The Institute for Research on Pathological Gambling and Related Disorders, a program of the Division on Addictions, Cambridge Health Alliance and affiliate of Harvard Medical School, has as its primary mission to alleviate the individual, social, medical and economic burdens caused by pathological gambling through support of rigorous scientific research. Advancing understanding of pathological gambling and related psychiatric disorders, such as substance abuse, will lead to improved methods of diagnosis, intervention, treatment and prevention. Modeled on the National Institutes of Health, and having a diverse international advisory board, the Institute for Research on Pathological Gambling and Related Disorders supports both internal core gambling research and competitively funded external research at educational, medical, and research institutions worldwide. As well, it hosts an annual meeting bringing together the treatment and research communities with industry representatives.

Intramural Research

Recent research conducted by the Harvard Medical School faculty and faculty at other Harvard schools and hospitals affiliated with Harvard Medical School include:

- College and Alcohol and Gambling Study (in cooperation with the Harvard School of Public Health)
- Alcohol and gambling policies at U.S. colleges and universities
- Development and assessment of a problem gambling self-change guide
- The Impact of Gambling Disorders in Missouri and Evaluation of Voluntary Self-Exclusion Program
- Exposure and Vulnerability Models of Risk for Addiction
- Motivation and Emotion Neuroscience Collaboration (in cooperation with Massachusetts General Hospital)
- Addiction Treatment Network
- Addiction as a Syndrome
- Prevalence of gambling disorders
- Studies of vulnerable populations, including casino employees

Extramural Research

The Institute, with funding from the National Centre for Responsible Gaming, awards grants on a competitive basis to institutions outside Harvard University. Research grants alternate between social-

behavioural science and neuroscience. The Program Advisory Board advises the Institute for Research on Pathological Gambling and Related Disorders on the development of research priorities and procedures for the extramural research grants program. An independent peer review committee of distinguished scientists in the addictions field selects projects for funding after a rigorous review of the proposals based on the NIH (National Institutes of Health) criteria for scientific merit. Since 2001, the Institute has awarded numerous social, behavioural and neuroscience grants.

More information on the Institute for Research on Pathological Gambling and Related Disorders can be found at www.divisiononaddictions.org/institute.



Cambridge Health Alliance



Worldwide 2005 online gambling revenues seen over 10 billion USD – Study

November 16, 2005.

WASHINGTON – Worldwide online gambling revenues will top 10 billion USD in 2005 for operators of virtual casinos and bookmaking, a market research firm said Tuesday.

The report by the firm eMarketer said the 10 billion USD represents only the house cut, which means there is likely well over 200 billion USD in play over the year.

‘Fueled by a poker craze, the growth of broadband, and television coverage, online gambling is quickly moving to the mainstream,’ says Ben Macklin, analyst at eMarketer.

Online gambling is considered by US authorities to be illegal, but that does not prevent many Americans from visiting Internet gaming sites, which are mainly based offshore.



The eMarketer report said various research shows 20-30 million US internet users visited gambling or sweepstakes sites in February 2005, representing 15-18 % of all US internet users.

‘US consumer spending on gambling is roughly 20 times the amount they spend on digital music downloads,’ the report noted.

In Europe, the report found 14 million Internet users visited gambling or sweepstake sites, with Germany having the largest number of users. As a percentage of Internet users, however, France and Sweden top the list.

Source: Forbes.com

Launch of new online gambling research institute – GREGRI

The launch of a new gambling research institute took place at the European I-Gaming Conference, November 8th 2005 in the Acropolis Palais de Congres, Nice, France.

The Global Remote and E-Gambling Research Institute (GREGRI), the first private, non-profit research organization focuses on:

- The historical, economical, mathematical, legal, social and psychological aspects of remote gambling and e-gambling.

- The development, execution and evaluation of the regulation of remote gambling and e-gambling.

- Ethical marketing and management of gambling opportunities.

GREGRI will provide funding to support remote gambling or e-gambling related research projects. The intent of the Research Grants is to provide new researchers or

new research ideas to be investigated. The grant can also be used to support or “top up” other research funding. A Youth Researcher Grant will be made available in addition to Annual Standard Grants.

Source: Global Remote & E-Gambling Research Institute



GLOBAL REMOTE AND E-GAMBLING RESEARCH INSTITUTE

NCRG 2005 Senior Scientist Award given to Dr. Ken Winters

Congratulations to Dr. Ken Winters, Professor of Psychiatry and Director of the Center for Adolescent Substance Abuse Research at the University of Minnesota, for being awarded the **2005 Senior Investigator Award from the National Center for Responsible Gambling.**

Dr. Winters has published numerous articles in the area of addictions and adolescent behavior. He is an Associate Editor for *Psychology of Addictive Behaviors* and the

Journal of Adolescent Substance Abuse, and is on the editorial board of a number of prestigious journals. He is a consultant to many organizations, including the Hazelden Foundation, National Institute on Drug Abuse, the National Institute on Alcohol Abuse and Alcoholism, and the World Health Organization and is a member of the International Centre for Youth Gambling Problems and High-Risk Behaviors' international advisory board.



Call for Papers

The International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University is pleased to offer the **2005-2006 Durand Jacobs Award** to the graduate student who submits an outstanding paper designed to increase our understanding of the psychology of addictive behaviors. This annual award is dedicated to Dr. Durand Jacobs' lifelong commitment to the mentoring of students. Published and/or publishable papers will be considered by an international panel of researchers who comprise the selection committee. The recipient will receive an award plaque and his/her work will be featured in the Youth Gambling International Newsletter. Graduate students from all related disciplines are encouraged to submit their papers by January 30th, 2006.

Please submit all entries electronically to: lane.pratt@mcgill.ca or if you have any questions or concerns, feel free to contact Dr. Lana Pratt at (514) 398-2470.

Watch out Las Vegas Get ready for Macau!

A small territory located on the southern coast of China, Macau's gambling revenues in 2004 for the first time exceeded those of Las Vegas – each about \$5 billion – currently making Macau the highest-volume gambling centre in the world.

Macau was the first European settlement in the Far East, dating back to the 16th century, when it was colonized and administered by Portugal. Today, Macau is known as the Macau Special Administrative Region (SAR). Sovereignty over Macau was transferred to the People's Republic of China in 1999.

Macau's well-to-do economy has remained one of the most open in the world since its sovereignty was transferred to the People's Republic of China in 1999. Tourism and

apparel exports are the two main pillars of its economy, but one of Macau's biggest attractions, no doubt, remains its gambling industry and casinos.

While it costs more than \$2 billion to build a quality hotel-casino resort in Las Vegas, it only costs about \$1 billion in Asia. And with a return on investment of more than 12% in Asia, compared with 8% in Las Vegas, due in large part to lower labour costs and taxes, no wonder casino operators want a piece of the pie.

Alan Feldman of MGM/Mirage remains bullish on the area, "we are very interested in Asia, especially in Singapore and Macau," Feldman has said, "Asia is a very dynamic market place."

With Asia estimating \$19 billion gross gaming revenue by 2006, up from an estimated \$13 billion this year, it only seems appropriate that an "Inaugural Asian Problem Gambling Conference" took place in Hong Kong last month. Dr. Jeff Derevensky, from our International Centre at McGill, along with Drs. Jan McMillen and Robert Ladouceur were keynote speakers.

The Inaugural Asian Problem Gambling Conference was held in Hong Kong from November 23-24. In an effort to share information concerning problem gambling over 250 participants representing 10 countries and three regions of China gathered at the conference to discuss a wide range of topics. This represented the first international meeting of researchers, treatment providers, clinicians and policy makers in the region.

Inaugural Asian Pacific Problem Gambling Conference 2005

Casinos, concerned about YOUR health?

On November 4th of this year, ABC News' journalist Jonathan Silverstein reported that a Connecticut Casino Resort set up a Flu and Pneumonia Clinic on designated days where both shots would be administered for a reasonable price, or for free, if you were a member of the casino's Player's Club and had accumulated enough points.

It remains open for debate whether or not this act should be seen as a public service or a very original and clever marketing scheme to lure people into the casino. What is for sure is that the Mohegan Tribal Health Department which hosts the clinic was indeed successful in getting the flu shot out to a large population, mainly the elderly, who are one of the main demographic groups the flu shot is intended for.



New Gambling Prevention Video

We are pleased to announce that the Centre will be releasing a new prevention resource, a video called CLEAN BREAK.

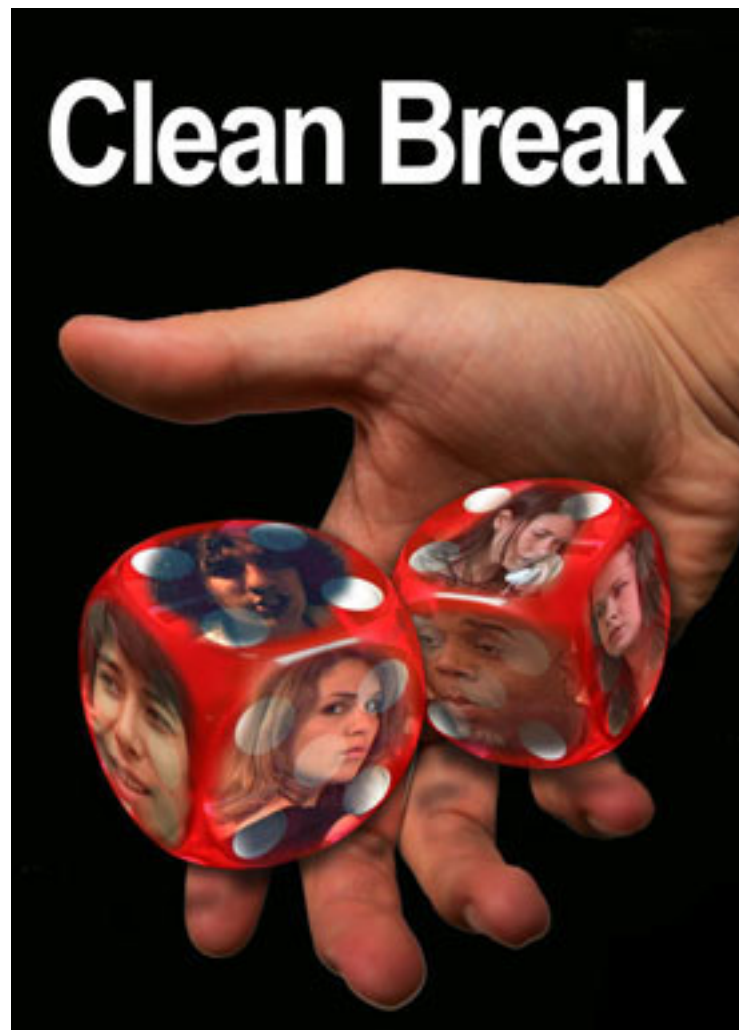
CLEAN BREAK is a docudrama that aims to increase awareness and understanding of the issue of problem gambling. By presenting the real life story of an individual who experienced a gambling problem and vignettes carried out by actors to highlight the themes and concepts raised by this person, the issue of problem gambling is portrayed in a unique and non-judgmental way. Adolescents can easily identify with the characters depicted in the video and because of this emotional connection with the material, a greater level of awareness and learning can be achieved around the topic of adolescent problem gambling. It is our belief that by sensitizing youth to the risks and consequences of problem gambling, they will be better equipped to make informed choices.

This video is developed specifically to capture the attention of high-risk teens. The rhythm and fast pace of the video, along with the realistic story lines true to adolescent experiences, are

bound to grab the attention and interest of adolescents. This video, however, can be used with any adolescent population. It can be used in regular high schools, alternative schools, inpatient treatment settings, organizations catering to school drop-outs, and youth detention centres.

This 25 minute video will be available in VHS and DVD formats, in both English and

French. It will be accompanied by a manual which will include follow-up questions that will be useful in reinforcing the lessons learned in the video. The questions do not lead to strict right or wrong answers, rather, are designed to stimulate discussion, reasoning, and brainstorming, as well as increase knowledge.



Current Publications

Schumann, A., Meyer, C., Rumpf, H-J., Hannover, W., Hapke, U., & John, U., (2005). State of Change Transitions and Process of Change, Decisional Balance, and Self-Efficacy in Smokers: A Transtheoretical Model Validation Using Longitudinal Data. *Psychology of Addictive Behaviors*, 19(1), 3-9

In this study, interactions were examined between stage of change transitions and intraindividual increases or decreases in the processes of change, pros and cons of smoking, and situational temptations longitudinally. A total of 786 current or past smokers were assessed 2 times, 6 months apart, with respect to the transtheoretical model (TTM) constructs. Two significant discriminant functions within initial precontemplators and 1 significant function within initial contemplators were found. Ten out of 15 TTM variables contributed to at least 1 function. The functions mainly distinguished between preabstinence (precontemplation, contemplation, or preparation) and abstinence (action or maintenance) stages of change, that is, between current and former

smokers. This is one of the few studies providing a longitudinal validation of the postulates of the TTM. (PsycINFO Database Record (c) 2005 APA, all rights reserved)

González-Ibáñez, A., Rosel, P. & Moreno, I. (2005). Evaluation and Treatment of Pathological Gambling. *Journal of Gambling Studies*, Vol. 21, No. 1, 35-42.

The aim of this article was to describe a model for evaluating and implementing cognitive-behavioral treatment for pathological gambling. The model takes into account the fact that pathological gamblers form

a heterogeneous group with varied biopsychosocial characteristics.

Potenza, M.N. (2005). Advancing Treatment Strategies for Pathological Gambling. *Journal of Gambling Studies*, Vol. 21, No. 1, 93-100

The aim of this article was to describe a model for evaluating and implementing cognitive-behavioral treatment for pathological gambling. The model takes into account the fact that pathological gamblers form a heterogeneous group with varied biopsychosocial characteristics.



News from the Centre ...

Dagher, A., Aulakh, H., Gupta, R., Sescousse, G., Aw, A., Farago, P., & Derevensky, J. (2005). Brain activity during gambling: A functional MRI study comparing pathological gamblers to normal controls. Preliminary results. Poster to be presented at the Institute for Research on Pathological Gambling and Related Disorders annual conference, Las Vegas, December.

Derevensky, J. (2005). From research to prevention: Working to prevent adolescent and adult pathological gambling. Invited address presented at the New York State Council on Problem Gambling Think tank, Albany, December.

Derevensky, J. (2005). Youth gambling and problem gambling: Myths, lessons learned and future challenges. Invited address presented at the Inaugural Asian Problem Gambling Conference. Hong Kong, November.

Derevensky, J. (2005). Treating adolescents with gambling problems: From research to practice. Invited address presented at the Inaugural Asian Problem Gambling Conference. Hong Kong, November.

Derevensky, J. (2005). All you wanted to know about gambling problems: Our current knowledge, psychological interventions, and future directions. Invited paper presented at the First Conference on Pathological Gambling and Other Impulse Control Disorders. Brazilian College of Surgery, Rio de Janeiro, Brazil, November.

Derevensky, J. (2005). Working with adolescent problem gamblers: Cognitive, behavioral and psychodynamic perspectives. Invited paper presented at the First Conference on Pathological Gambling and Other Impulse Control Disorders. Brazilian College of Surgery, Rio de Janeiro, Brazil, November.

Derevensky, J. (2005). Problem gamblers: Impulse control disorder? Invited paper presented at the First Conference on Pathological Gambling and Other Impulse Control Disorders. Brazilian College of Surgery, Rio de Janeiro, Brazil, November.

Derevensky, J. (2005). Pathological gambling among adolescents: Phenomena, risk factors and forensic issues. Invited paper presented at the American Academy of Psychiatry and the Law annual meeting, Montreal, October.

Derevensky, J. (2005). Internet gambling and adolescents: Should we be concerned? Invited paper presented at the Nova Scotia Responsible Gambling Conference, Halifax, October.



Martin, I. (2005). Les jeunes et les jeux d'argent : problématique et prévention. Invited address at the 33rd annual conference of Association des intervenants en toxicomanie du Québec, Trois-Rivières, Québec, November.

Gupta, R. (2005). Treatment of Pathological Gambling. Invited paper presented at the American Academy of Psychiatry and the Law, October, Montreal.

Gupta, R. (2005). Underage gambling: Reason for concern? Keynote address to New York Council for Problem Gambling Solutions 2005 conference, Buffalo, NY.

Season's Greetings



Our Centre would like to wish you a happy holiday season and all the best for the new year!

Upcoming Events

2nd Annual Mobile Gambling Summit Europe 2006

January 26-27, 2006

London, England

Eighth Annual Statewide Compulsive Gambling Awareness Conference

March 30-31, 2006

Waukesha, Wisconsin, USA

The Responsible Gambling Council's Discovery 2006 Conference

April 9-12, 2006

Toronto, Canada

13th International Conference on Gambling and Risk-Taking

May 22-26, 2006

Lake Tahoe, Nevada, USA

20th Annual Conference on Prevention, Research and Treatment of Problem Gambling

June 22-24, 2006

St. Paul, Minnesota, USA

International Conference on Gambling
Gambling and its impacts: Policy, Practice,
and Research Perspectives

September 13-15, 2006

Auckland, New Zealand



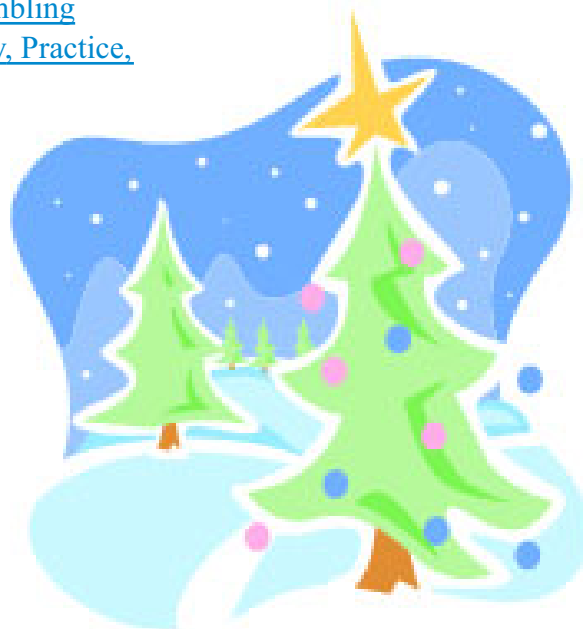
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