

# TRENDS AND PATTERNS IN GAMBLING BEHAVIOUR

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# OVERVIEW

- General Population Trends
- Trends and Patterns from the Gordon Moody data
- Implications of these findings

# GENERAL POPULATION PATTERNS

# GAMBLING PARTICIPATION OVER TIME

- Based on adults aged over 16 years of age, in the past 12 months:

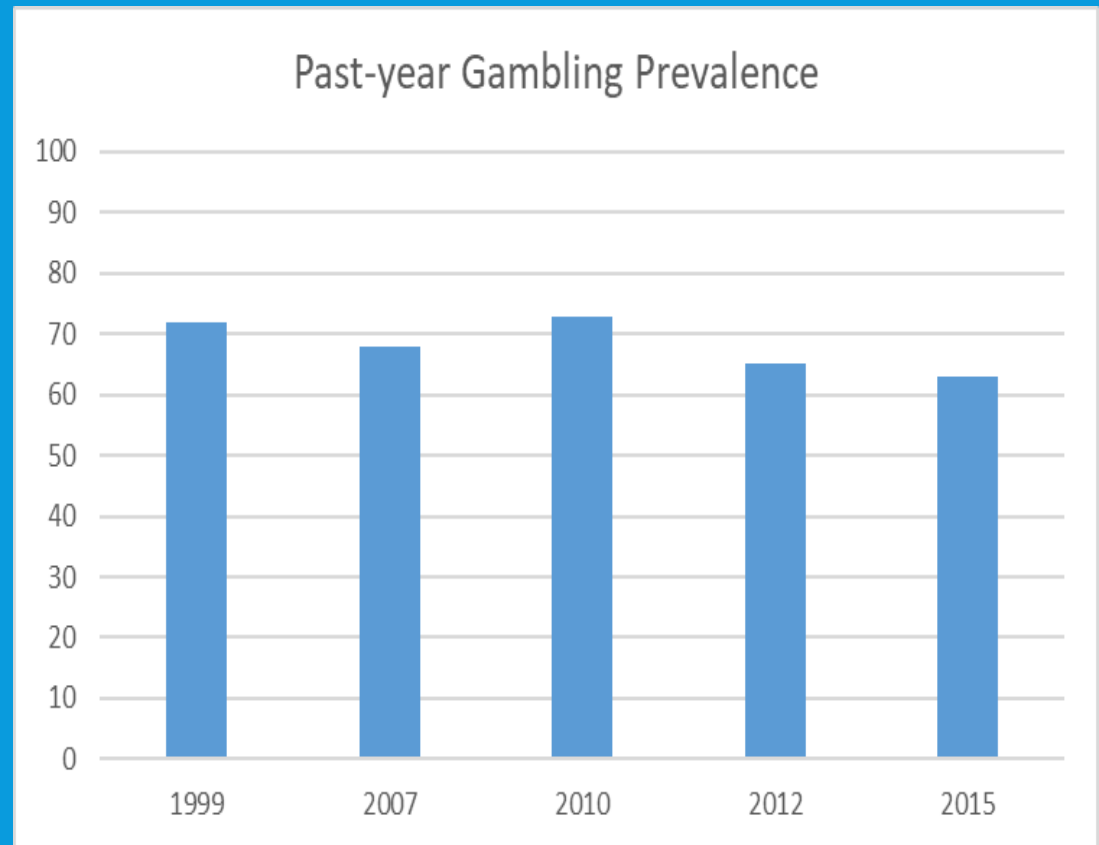
- 1999 – 72% (BGPS)

- 2007 – 68% (BGPS)

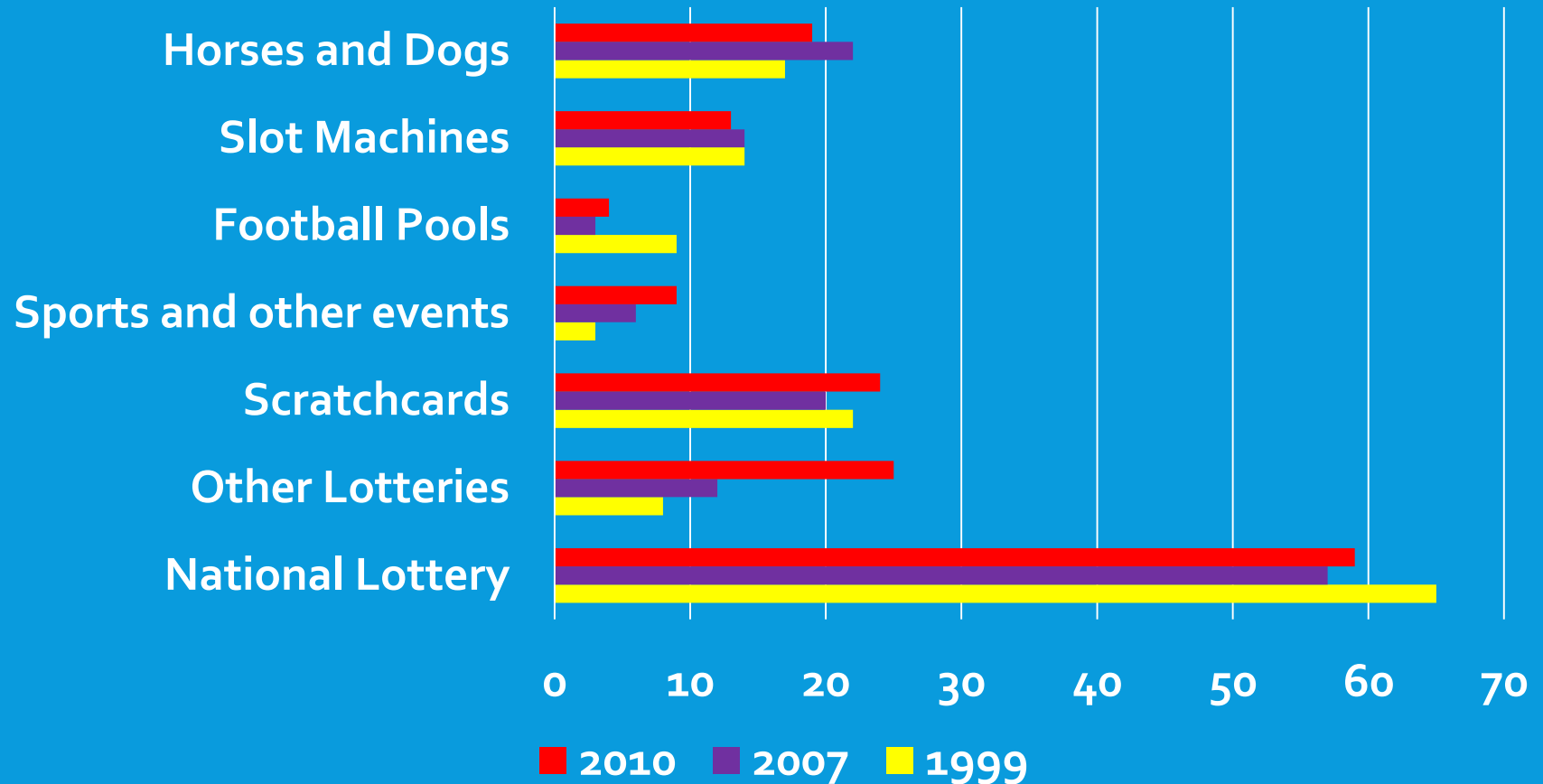
- 2010 – 73% (BGPS)

- 2012 – 65% (HSE)

- 2015 – 63% (HSE)



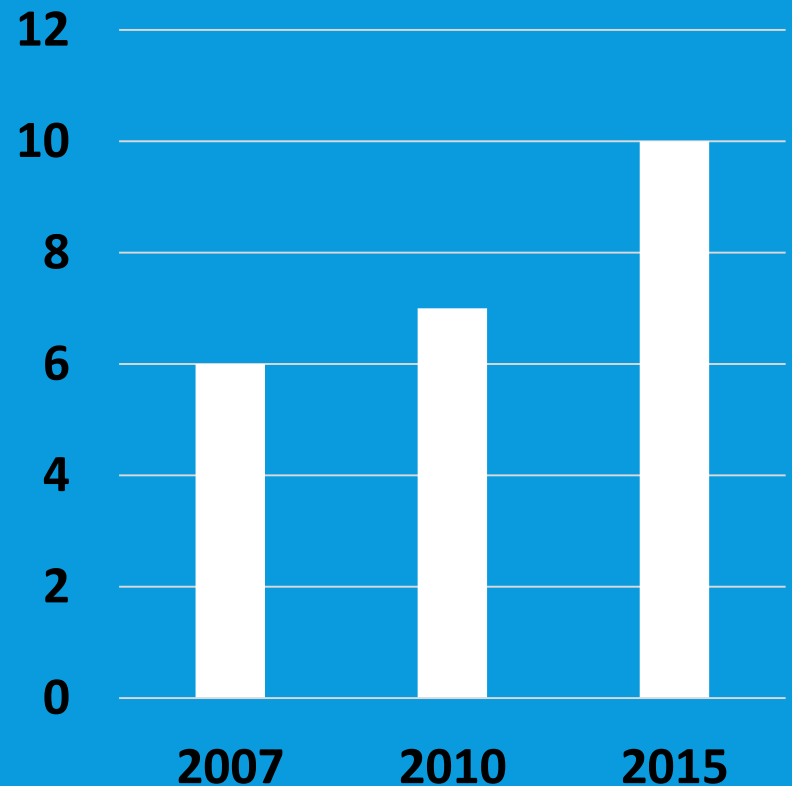
# GAMBLING FORMS OVER TIME



# ONLINE GAMBLING

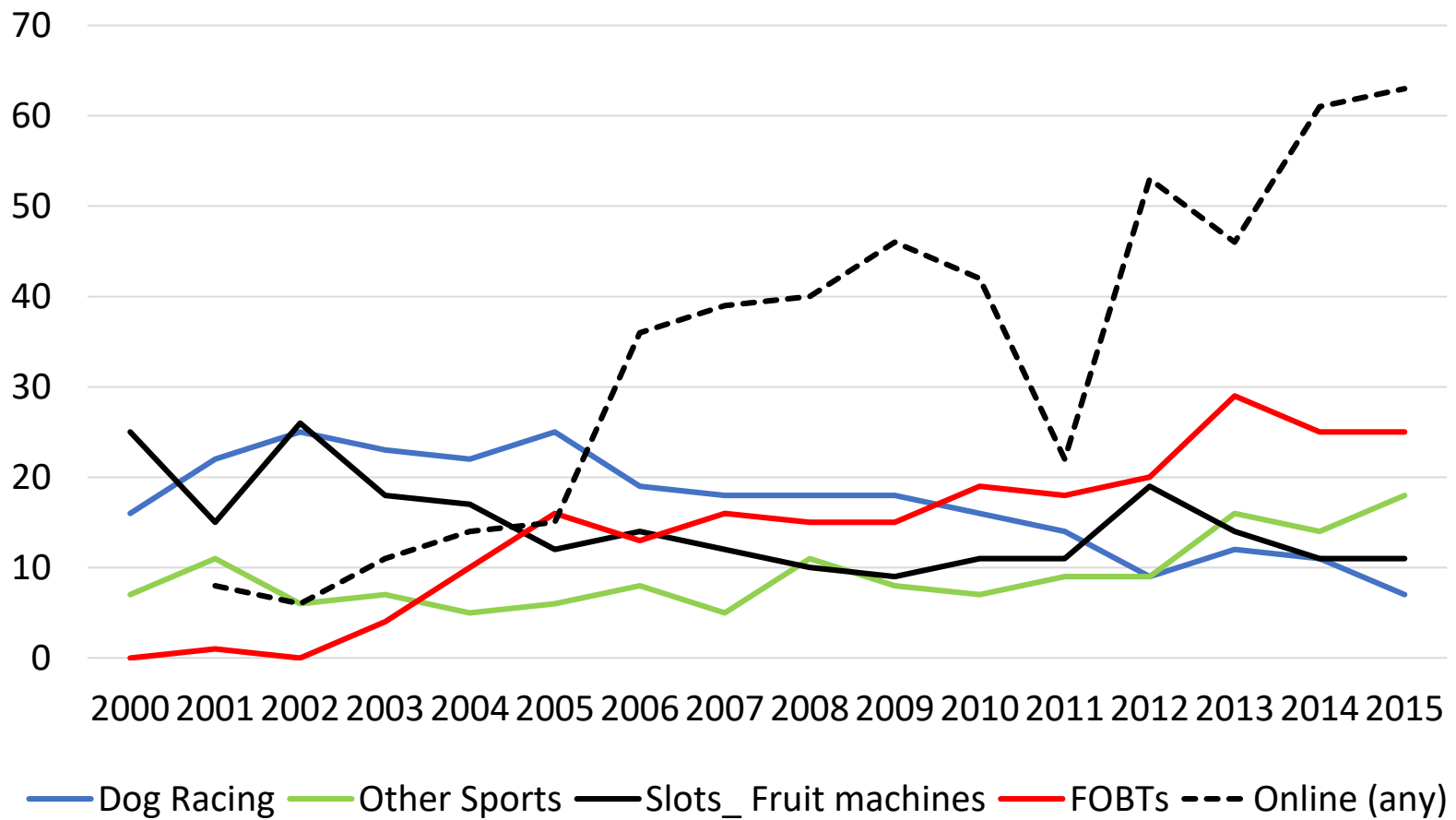
- Figure for 1999 >0.5%
- HSE 2012, no overall figure
- These overall figures are deceptive when broken down by age and gender.
- These figures represent a 'narrow' definition (no lottery products)

Prevalence of Online Gambling



# PATTERNS FROM GORDON MOODY DATA

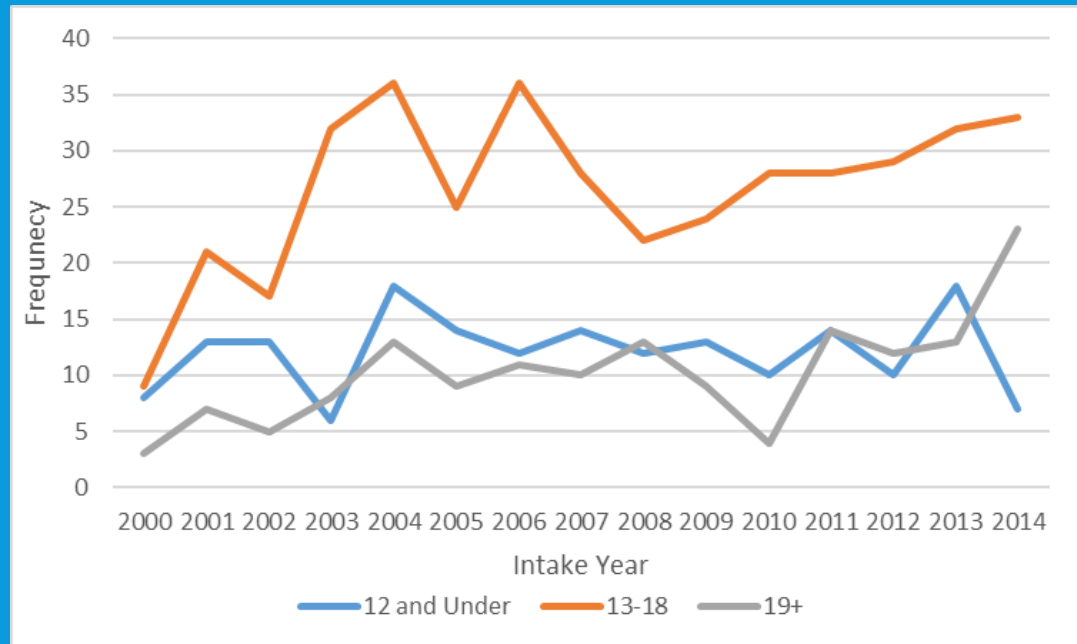
# GAMBLING FORMS





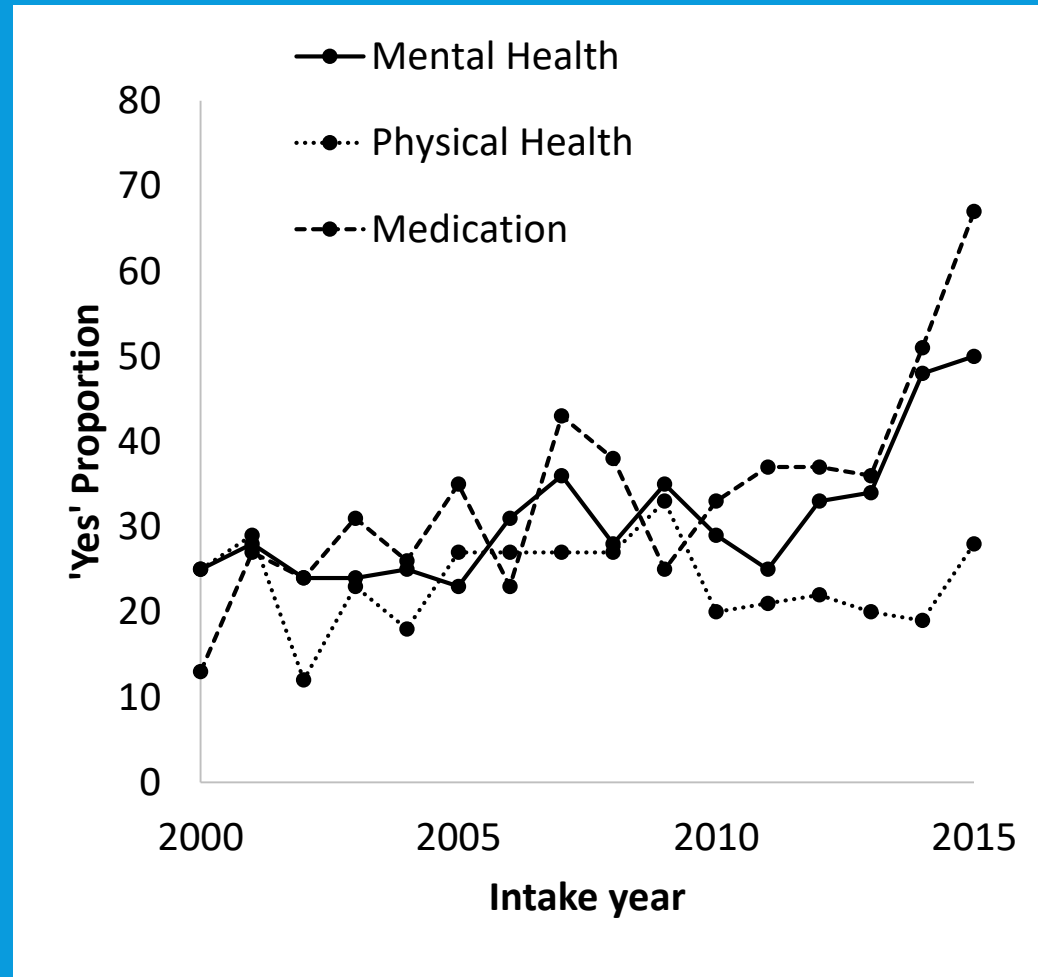
# GAMBLING AND AGE

- Age at individuals started gambling varied significantly across years ( $d = .13, p < .001$ ).
- Age categories 13-18 ( $\chi^2 (15) = 42.28, p < .001$ ) and 19+ ( $\chi^2 (15) = 33.34, p < .01$ ) show an increase in frequency.
- Category 12 and under showed no significant discernible pattern ( $\chi^2 (15) = 21.62, p > .05$ ).
- Age at treatment start did not vary across treatment year ( $n = 761; M = 34.83, s.d. = 9.98; (F (15,745) = 1.28, p > .05)$ ).
- Individuals reporting any underage gambling also did not vary significantly by year of intake ( $\chi^2 (15) = 20.79, p > .05$ ).



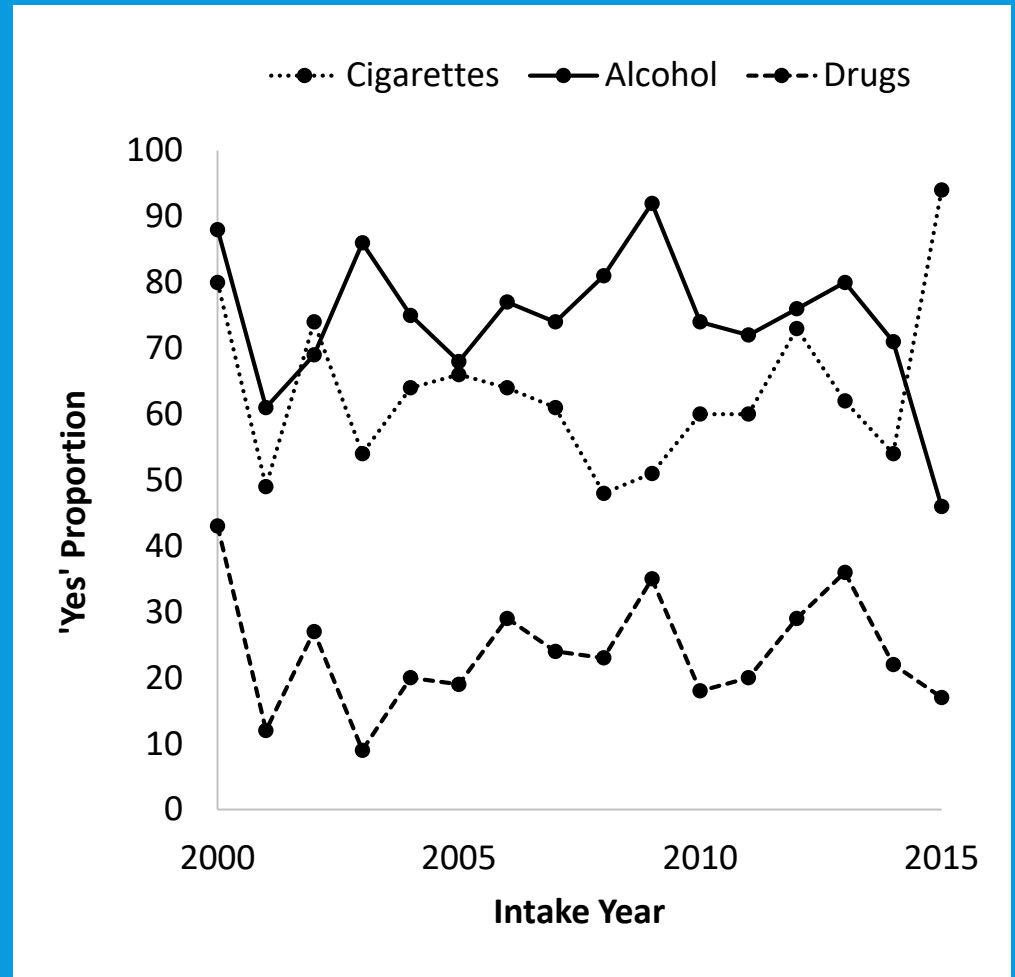
# PHYSICAL AND MENTAL HEALTH

- Any mental health disorder ( $\chi^2(15) = 31.99, p < .01$ )
- Prescribed medication ( $\chi^2(15) = 69.27, p < .001$ )
- Any physical health disorders ( $\chi^2(15) = 17.26, p > .05$ ).



# SUBSTANCE USE

- Smoking tobacco ( $\chi^2(15) = 35.18, p < .01$ )
- Using drugs ( $\chi^2(15) = 50.17, p < .001$ ).
- Drinking alcohol did not vary significantly ( $\chi^2(15) = 24.04, p < .05$ ) (Fig.2).



# SUICIDE

- The proportion of individuals who reported attempting suicide varied significantly by intake year ( $\chi^2 (14) = 38.44, p < .001$ ).
- Instances of suicidal thoughts did not vary by intake year ( $\chi^2 (15) = 16.5, p > .05$ ).

# IMPLICATIONS

# IMPLICATIONS: FORMS

- INCREASES
- **FOBTS: Increased accessibility? Clustering of shops? All bookies maximising their allowance of 4 per shop?**
- **Sports: Increased exposure through advertising / sponsorship? Normalisation into mainstream culture?**
- **Online Gambling: Increased accessibility? Market variety? Marketing / advertising?**

# IMPLICATIONS: HEALTH

- SUICIDE

- Gamblers are increasingly more likely to have attempted suicide before seeking treatment
- This despite those experiencing suicidal thoughts remaining relatively constant.

- MENTAL HEALTH

- Gamblers increasingly more likely to report a co-morbid mental health disorder
- More likely to already be taking prescribed medication

# SUMMARY

- Forms of gambling varied by intake year: Increase in FOBT use and a recent increase in other sports gambling; decrease in dog racing and slot / fruit machines.
- Use of the internet to access of gambling increased significantly
- Gamblers reporting mental health disorders and taking prescribed medication both increased significantly over time.
- Smoking tobacco and drug use varied significantly by intake year, however there did not seem to be a consistent pattern
- Suicide attempts increased significantly by intake year.



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