OCTOBER 2020
PUBLISHED RESEARCH SNAPSHOTS

The following is a list of research and report summaries that GREO published in September 2020 in the Research Snapshot programme supporting the Gambling Commission's National Strategy to Reduce Gambling Harms. Snapshots are organised below according to topics in the National Strategy, and other priorities indicated by the Gambling Commission.

CONTENTS

GAMBLING-RELATED HARM: PSYCHOLOGICAL DISTRESS AND SUICIDE

A review of the link between gambling and self-harm

July 2020
United States, Canada, Australia

- **Purpose:** To review studies that tested for a link between gambling and self-harm.

- **Methodology:** The researchers analysed 190 relevant studies that were peer-reviewed, written in English, involved human participants, and measured both gambling and self-harm.

- **What you need to know:** Many of these studies showed a link between problem gambling and suicide attempts. One study that followed participants over several years found that people with gambling disorder were at a higher risk of committing suicide. Few studies looked at the relationship between gambling and non-suicidal self-harm.

- **How you can use this research:** Researchers could use the findings of this review to investigate a potential causal relationship between gambling and self-harm. Clinicians could also use this review to better serve people with problem gambling and/or self-harm.

TREATMENT AND SUPPORT

Mental health clinicians' responses to problem gambling

July 2020
Australia

- **Purpose:** To examine the knowledge and attitudes of mental health clinicians toward problem gambling.

- **Methodology:** The researchers surveyed 281 mental health clinicians from Victoria, Australia. They were asked about their knowledge and attitudes toward problem gambling, including screening and treatment. From a list of mental health conditions, the clinicians stated which conditions most commonly co-occur with problem gambling. The survey also asked the clinicians what they do when a client presents with problem gambling.

- **What you need to know:** Most clinicians reported that their caseload included someone experiencing problem gambling. The clinicians had good knowledge about the relationship between problem gambling and mental health. However, they had limited knowledge of screening tools for problem gambling. Most clinicians (77%) reported screening for problem gambling, but only a few did so often. Only 12.5% of clinicians reported having

received training in problem gambling. Clinicians who had training had more positive attitudes and confidence in screening for problem gambling.

- **How you can use this research:** Managers of mental health treatment centres could use these findings to train clinicians about problem gambling. Funding agencies could use this research to help integrate treatment services for mental health and gambling.

YOUNG PEOPLE

[Exploring online sports betting as a public health issue for young adult men in the United Kingdom](#)

July 2020
United Kingdom

- **Purpose:** To explore how mobile gambling apps have affected young men's attitudes and experiences with sports betting.

- **Methodology:** The researchers analysed data from 32 participants. They were 18 to 35 years old and regularly engaged in online sports betting, having made at least one bet per week. The researchers explored participants' experiences, attitudes, and thoughts about sports betting in focus groups and interviews. Some participants also kept a 30-day diary to reflect on their gambling behaviour.

- **What you need to know:** The researchers identified four themes. The first was that gambling has become a normal part of sports leagues and events which affects young men's enjoyment of sports. The second was that mobile apps increase young men's access to sports betting and entice them to gamble. The third theme involved gambling promotions possibly encouraging young men to make risky choices when they gamble. The fourth theme was that online sports betting may lead to harms.

- **How you can use this research:** Policy makers could use these findings to demonstrate a need for stronger regulations of gambling advertising and sponsorship in sports. For example, policy makers could develop regulations to restrict the number of promotions gambling companies can offer. Policy makers could also work with public health professionals and the public to create educational materials that teach young adults about the harms of online gambling.

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Framing may affect the decisions people with gambling disorder make about money and health

November 2020
Japan

- **Purpose:** To investigate whether men with gambling disorder (GD) make risky decisions regarding health and money; and, to explore how likely men with GD are to make risky decisions when their choices are framed in a positive or negative way.

- **Methodology:** The researchers recruited 62 men with GD from a treatment facility in Japan and 74 men without GD from a local community. The men completed a computer task. They chose solutions to 12 difficult situations. The solutions were either risky or safe.

- **What you need to know:** The results demonstrated that men with GD made riskier decisions about money when their choices were framed in a positive way, but not when their choices were framed in a negative way. Both groups made similar choices regarding health.

- **How you can use this research:** These findings could be used by treatment service providers to help men with GD to make safe gambling decisions when their choices are framed positively. Researchers could also use these results to inform studies about whether the framing effect also influences the choices women make about gambling.

GAMBLING REGULATION, RESEARCH, AND POLICY

An optimal approach to taxing gaming machines

July 2020
United Kingdom

- **Purpose:** To propose a theoretical model to estimate the effects of shifting from per-machine license fees to gross profits tax; and, to use the model to estimate if the number of gambling machines is higher under a gross profits tax system.

- **Methodology:** The researchers applied their model to the UK where there was a recent shift to a gross profits tax system. They analysed revenue data from Her Majesty's Revenue and Customs (HMRC) department, and data on the number of gambling machines from the Gambling Commission.

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- **What you need to know:** The results showed that the shift to gross profits tax led to an increase in the number of gambling machines. This was associated with an increase in tax revenue.

- **How you can use this research:** These findings could be used to inform gambling policy and the debate on gambling taxation.

ETHNIC MINORITIES

Gambling-related harms among migrants in the UK

July 2020
United Kingdom

- **Purpose:** To explore the reasons why migrants might be more vulnerable to gambling-related harms, the impacts they experience from gambling, and ways to support them.

- **Methodology:** The researchers recruited 32 migrants and front-line immigration-related workers to participate in two focus groups.

- **What you need to know:** Participants mentioned that migrants experience similar gambling-related harms to the general population. However, migrants might be more vulnerable because of their socio-economic situations (e.g., low income, social isolation). Participants identified many barriers to treatment-seeking including language barriers, shame, or not knowing where to turn. There might also be stigma associated with problem gambling, making migrants less likely to seek help.

- **How you can use this research:** Policy makers could use these findings to develop regulations to help prevent or reduce gambling-related harms experienced by migrants. Service providers could create intervention and prevention programmes specifically for supporting migrants experiencing gambling harms.

GAMBLING-RELATED HARM: DEFINING, MEASURING, AND MONITORING GAMBLING-RELATED HARM

The Conceptual Framework of Harmful Gambling

June 2020
Canada, New Zealand, Sweden, United States

- **Purpose:** To present eight major factors that contribute to harmful gambling.

- **Methodology:** The Conceptual Framework of Harmful Gambling was developed by a team of international experts and facilitated by Gambling Research Exchange (GREO). It considers the pre-existing and current conditions that may contribute to harmful gambling at the individual, family, and community levels. It was first developed in 2013 and is regularly updated to reflect changes in the gambling landscape, current issues, and new understandings.

- **What you need to know:** Four factors are gambling-specific including gambling environment, exposure, gambling types, and gambling resources. The other four are general factors including cultural, social, psychological, and biological factors.

- **How you can use this research:** The Framework could be used by stakeholders to better understand the complex issue of harmful gambling and to inform their decision making. It could also be used by researchers to identify the areas outlined in the Framework that need further study.

GAMBLING-RELATED HARMS: WORK AND EMPLOYMENT

A review of gambling problems among active duty military personnel

May 2020
Australia

- **Purpose:** To systematically identify and describe all available research about gambling among active duty defence personnel.

- **Methodology:** The authors conducted a scoping review. To be eligible for inclusion, studies had to focus on gambling prevalence among active duty military personnel from English-speaking countries (Australia, Canada, New Zealand, the U.K., and the U.S.). This resulted in a total of 11 articles, all of which were written in the United States.

- **What you need to know:** Results revealed that while gambling is a popular pastime among military personnel, there may be high prevalence of gambling disorders among them. Unfortunately, military culture may act as a barrier to seeking help for problem gambling. As a result, many personnel may conceal their issues and not seek treatment. This review also showed that people most at risk for problem gambling include men, minority groups, and younger age groups. Finally, gambling disorders often co-occur with other issues, such as depression, substance use problems, suicidal ideas and attempts, and other risky health behaviours.

- **How you can use this research:** This review could help bring more awareness within the U.S. military about gambling disorders. For example, the U.S. military could use this study to evaluate their screening methods. This information could also be used to develop better gambling services for active duty soldiers.

GAMBLING-RELATED HARMS: PARTNERS, FAMILIES, AND FRIENDS

How problem gambling impacts the partners and families of gamblers

April 2020
Finland

- **Purpose:** To explore the help-seeking experiences of the partners of people with problem gambling.

- **Methodology:** The researcher analysed 97 messages from an anonymous online discussion forum created by Finland's National Gambling Helpline specifically for people with problem gambling and their partners. These messages were posted to the forum between 2007 and 2016 and included information about family life, gambling harms, and help seeking behaviour.

- **What you need to know:** Most partners said the forum was the first place they went to for help. Many said they did not seek help elsewhere due to the stigma around problem gambling. Many partners said that gambling hurt their relationship and caused financial issues for their family. Overall, the affected partners worried about how the problem gambling had affected their children. Some chose to stay in the relationship to keep the family together, while others chose to divorce.

- **How you can use this research:** These findings could be used by public health agencies to raise awareness about problem gambling and try to reduce the stigma around it. Public health agencies could also use this information to create more programmes aimed at the partners of people with problem gambling.

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Online guidelines to help someone experiencing gambling problems

May 2020
Australia

- **Purpose:** To examine the usefulness of online guidelines to help the loved ones of people with problem gambling.

- **Methodology:** The researchers created the online guidelines in 2016 by using the Delphi expert consensus method with experts. The researchers surveyed 143 people who had downloaded the guidelines. A total of 43 participants completed a follow-up survey.

- **What you need to know:** Almost all participants who completed the follow-up survey found the guidelines useful. They reported that the guidelines provided helpful tips and could reduce the stigma of problem gambling. In total, 15 participants reported having tried to help someone with problem gambling. Most of these participants (82%) reported success in doing so. Of the people who tried to help, half said they encouraged the other person to seek treatment. About half of those participants reported that the other person did seek help.

- **How you can use this research:** People could use the guidelines to help someone they know who is experiencing problem gambling.

PREVENTION AND EDUCATION

A review on preventing Internet addiction harm in Europe

May 2020
Europe

- **Purpose:** To identify the main concerns surrounding Internet addiction, characteristics of people with such problems, and interventions.

- **Methodology:** The researchers reviewed 19 relevant studies that collected data from participants in a community or clinical setting and were written in a language known by the researchers (English, Spanish, French, German, Polish, Italian, or Portuguese).

- **What you need to know:** The researchers found that people with problematic Internet use were usually adolescent men. Those with online gambling addiction were usually adults. People with an Internet addiction often had other mental health problems (e.g., social anxiety, depression). Cognitive behavioural therapy was shown to be effective in

treating Internet addiction. Based on this review, the researchers developed four policy options including: no action, supporting professionals, education for vulnerable populations, and supporting families and communities.

- **How you can use this research:** This information could be used by policy makers to help prevent Internet addiction problems. For example, schools could introduce prevention programmes specifically for problematic Internet use.

Examining the prevention paradox among people who gamble in Finland

May 2020
Finland

- **Purpose:** To test whether the 'prevention paradox' applies to gambling in Finland using a population-representative survey of people who gamble.

- **Methodology:** The 'prevention paradox' refers to when people at lower risk of harm contribute more to the 'burden of harm' at a population level than those at high risk. This is simply because of the greater number of people at lower risk. The researchers analysed data from the Finnish Gambling Harms survey. Statistics Finland administered the survey in 2017 to adults from three regions of Finland: Uusimaa, Pirkanmaa, and Kymenlaakso.

- **What you need to know:** The researchers found that the prevention paradox was supported for financial, emotional/psychological, and work/study harms. The least severe harms in these domains occurred even in people who reported that they did not have any control issues with gambling. The prevention paradox was not supported for health, relationship, and social deviance harms. These harms tended to occur among people at high risk and less so among people at lower risk.

- **How you can use this research:** These results support a public health approach to viewing gambling harms as occurring along a continuum of gambling involvement. Policy makers and service providers could use this study to inform the creation of prevention and harm reduction programmes for people at varying levels of risk.

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Development of a shorter version of the Online Poker Tilt Scale

May 2020
France, Canada

- **Purpose:** To shorten the Online Poker Tilt Scale (OPTS) and examine how it relates to online poker problem gambling.

- **Methodology:** The OPTS measures various 'tilt episode' characteristics. These include dissociation, loss of control, attempt at self-control, frustration, focus alteration, irritability, anger, sadness, risk-taking, desire to win, and aggressive acting out. The researchers recruited 291 French-speaking online poker players (93% men) from France and Québec, Canada to complete the OPTS questions.

- **What you need to know:** The results showed that the shorter scale, OPTS-9, is valid and reliable even with nine items instead of 17. Participants who scored higher on the Problem Gambling Severity Index (PGSI) also scored higher on the OPTS-9 and reported more tilt experiences.

- **How you can use this research:** This information could be used by clinicians to identify tilt among poker players since people who report more tilt experiences could be at higher risk of problem gambling. The OPTS-9 could also be used in risk prevention programmes for online poker players to help players become more aware of their loss of control (tilt) experiences. Researchers could attempt to validate this scale with other populations, particularly with women and non-French speaking poker players.

Exploring the gambling behaviours of children and teenagers in Wales, United Kingdom

June 2020
United Kingdom

- **Purpose:** To investigate the gambling behaviours of 11 to16-year-old youth in Wales and their experiences of socioemotional harm from gambling.

- **Methodology:** The researchers analysed a subset of data from the 2017 School Health Research Network Student Health and Wellbeing (SHW) survey. Specifically, they looked at responses from 37,363 students who answered questions about gambling. Students

who were 11 to 16 years old completed the SHW survey and were from 193 secondary schools in Wales.

- **What you need to know:** About 2 in 5 students had gambled in the past year. Male students gambled more and felt worse about their gambling behaviour than female students. Students from wealthier families, those who identified as non-White British, and those who felt disconnected from their school also tended to gamble more and feel worse about their gambling behaviour. Students from wealthier families were less likely to report gambling in the past year.

- **How you can use this research:** These findings could be used by policy makers working with schools to create resources for parents and students that describe the negative consequences of gambling. Policy makers could also give funding to schools to run programmes that encourage students to participate in their school community.

Understanding the complexity of place and gender in young men's sports betting behaviour

May 2020
Australia

- **Purpose:** To explore how young men's sports betting behaviour is influenced by the places they go to gamble, their social environments, and gender expectations regarding roles and identities.

- **Methodology:** The researchers interviewed 13 young men regarding their feelings about using smartphones to bet on sports. Participants were 19 to 28 years old and lived in Wollongong, New South Wales, Australia.

- **What you need to know:** The researchers showed how the participant's feelings and emotions, their social environments, and material objects (e.g., the smartphone betting apps) worked together to create a sense of whether certain places were gambling sites or not.

- **How you can use this research:** This information could be used by gambling prevention programmes to encourage people who gamble to do other social activities that evoke similar emotions that gambling does but are less risky.

A dopamine-increasing drug may increase risky decision-making in gambling disorder

June 2020
United States

- **Purpose:** To test whether taking tolcapone reduces risky decision-making in people who gamble.

- **Methodology:** The researchers recruited adult participants aged 18 to 50 years old. Fourteen participants met all of the study criteria. Participants completed two sessions of decision-making trials. In each trial they had to choose between a smaller but guaranteed reward, or a larger but riskier reward. For one session they took a 200mg tolcapone pill, and for the other session they took a placebo pill which had no drug effect. The participants did not know whether they were taking tolcapone or the placebo.

- **What you need to know:** Overall, participants made slightly riskier decisions when taking tolcapone than when taking the placebo. However, not all participants reacted to the drug in the same way.

- **How you can use this research:** This information could be used by researchers to focus on understanding the differences between individuals with GD. For example, future studies building upon these findings could help researchers understand why drugs may affect people with GD differently.

Age can affect impulsivity and erroneous gambling beliefs in men with gambling disorder

June 2020
Spain

- **Purpose:** To investigate how men's age affects the relationships between impulsivity and cognitive biases with gambling disorder (GD) and gambling game preferences.

- **Methodology:** The researchers analysed data from 209 men who were assessed for GD and were about to begin treatment. The researchers identified three age groups: younger men (18 to 35 years old); middle age men (36 to 45 years old); and older men (46 to 77 years old).

- **What you need to know:** Overall, older men had more cognitive biases than younger men. Age did not seem to affect impulsivity levels among men with GD. Preference for strategic games decreased with older age. Age influenced the relationship between mental

health disorders and GD. Older men were more likely to have depression and anxiety, which worsened their GD symptoms.

- **How you can use this research:** Clinicians and treatment providers could use these findings to create treatment plans that address cognitive biases and impulsivity levels among different age groups. Additionally, treatment service providers could assess all GD patients for impulsive personality traits, regardless of their age.

Safe gambling behaviour affects the relationship between problem gambling and gambling harm

June 2020
Australia

- **Purpose:** To investigate how safe gambling behaviour affects the relationship between problem gambling (PG) and gambling harm.

- **Methodology:** The researchers analysed survey data from 554 participants who gambled at least once a month. Specifically, the Positive Play Scale (PPS) assessed participants for safe gambling behaviours and attitudes.

- **What you need to know:** The results suggested that people with PG had less safe gambling behaviours and suffered more harm than people without PG. People with PG also felt more responsible for their gambling. Thus, feeling more responsible was not associated with safer gambling behaviours. Unexpectedly, people with PG reported more benefits from gambling than people without PG.

- **How you can use this research:** These findings could be used by prevention service providers to create programmes that support people who gamble in changing their gambling behaviours. For example, programmes could teach people who gamble the skills they need to control their own gambling behaviours.

Evaluating GamTest in people with low-risk gambling

May 2020
Sweden

- **Purpose:** To test the reliability and validity of GamTest which measures gambling habits and negative consequences from online gambling.

- **Methodology:** The researchers recruited 2,234 participants from Sweden to complete an online survey as well as GamTest. GamTest is a scale with 15 items plus a question regarding whether the person who gambles has experienced problem gambling during the

past 3 months. It assesses five factors: overconsumption of time and money, as well as negative consequences in financial, social, and emotional domains.

- **What you need to know:** The results showed that GamTest appears to be reliable and valid. Participants who scored higher on GamTest had more severe problem gambling as measured by the Problem Gambling Severity Index (PGSI). They had also spent more money on gambling in the past 12 months. It appears that GamTest is a good tool to use with higher-risk people who gamble but is questionable for use with low-risk gambling populations.

- **How you can use this research:** Responsible gambling programmes and clinicians could use the GamTest tool because it works best for people who may be gambling online in excess. Future studies could build upon these findings by seeking to validate the GamTest scale with other populations and in different countries.

GAMBLING REGULATION, RESEARCH, AND POLICY

[Re-approaching interviews with Internet gamblers: A case for qualitative secondary analysis](#)

May 2020
United Kingdom

- **Purpose:** To advance understanding of qualitative secondary analysis.

- **Methodology:** The researchers presented a qualitative secondary analysis of interview data with people who gamble on the Internet and significant others that were collected over 12 years ago.

- **What you need to know:** The researchers demonstrated how a greater 'distance' from the original research context can afford further insights, as well as opportunities to bring in new evidence, and sociocultural developments.

- **How you can use this research:** The information could be used by researchers or policy makers interested in understanding historical or cultural conditions that have contributed to perceptions of harmful gambling. The study also demonstrates to researchers how qualitative secondary analysis can be an effective research method in revealing new insights about gambling attitudes and experiences.

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[Development and evaluation of the Problematic Social Casino Gaming Scale](#)

June 2020
United States

- **Purpose:** To create and test a measure to examine problematic social casino gaming; and, to investigate whether there are different groups of social casino gamers based on their scores on the measure.

- **Methodology:** The researchers created the Problematic Social Casino Gaming Scale (PSCGS). The PSCGS adapted items from the DSM-5 criteria for Internet Gaming Disorder and two items from the Problem Gambling Severity Index (PGSI). The items were rephrased to be about social casino gaming rather than gambling or video gaming and contained a total of 12 items. A total of 436 social casino gamers aged 18 and older were recruited online to participate in the study.

- **What you need to know:** The PSCGS was found to be a reliable measure. Based on the PSCGS, the researchers identified three different groups of social casino gamers. The first group was characterised by low severity on the PSCGS, which included the majority of participants. The second group had moderate severity, and the third group had high severity. Women and older participants reported higher scores on the PSCGS. Problematic social casino gaming was associated with more severe symptoms of Internet gaming disorder and problem gambling.

- **How you can use this research:** This information could be used by researchers to further examine the relationship between social casino gaming, video gaming, and gambling. The PSCGS could also be used to identify characteristics of social casino games that may lead to problematic engagement.

Certain environments that offer video lottery terminals (VLTs) may increase risk of harm

January 2020
Canada

- **Purpose:** To investigate the environmental characteristics of businesses with one or more video lottery terminal (VLT) licenses.

- **Methodology:** The researchers compared the environmental characteristics (e.g., gambling advertisements, isolation of gambling area, etc.) of businesses with one or more video lottery terminal (VLT) licenses. The researchers trained 14 undergraduate students who went into 124 businesses in Québec, Canada that had one or more VLT licenses. The students recorded the business' environmental characteristics.

- **What you need to know:** Businesses with multiple VLT licenses were more likely to post non-regulated gambling advertisements and to operate their VLTs for longer hours. These environmental characteristics could potentially encourage people to gamble and increase their risk of problem gambling.

- **How you can use this research:** These findings could be used by gambling regulators. For example, regulators could regularly visit businesses with VLT licenses to make sure they are following gambling regulations.

UPCOMING RESEARCH SNAPSHOTS

GAMBLING-RELATED HARMS

DEFINING, MEASURING, AND MONITORING GAMBLING-RELATED HARM

- Gambling harm as a global public health concern: A mixed method investigation of trends in Wales (2020)
- The nature of gambling-related harm for adults with health and social care needs: An exploratory study of the views of key informants (2020)

MONEY AND DEBT

- The frantic seeking of credit during poker machine problem gambling: A public health perspective (2020)

MENTAL HEALTH

- Schizophrenia symptom severity and motivations for gambling in individuals with schizophrenia or schizoaffective disorder (2020)

TREATMENT AND SUPPORT

- A randomised clinical trial exploring gambling attitudes, barriers to treatment, and efficacy of a brief motivational intervention among ex-offenders with disordered gambling (2020)
- Exploring the associations between gambling cravings, self-efficacy, and gambling episodes: An Ecological Momentary Assessment study (2020)
- Non-invasive brain stimulation for gambling disorder: A systematic review (2020)
- Response trajectories of gambling severity after cognitive behavioural therapy in young-adult pathological gamblers (2020)

PREVENTION AND EDUCATION

- Moving on from responsible gambling: A new discourse is needed to prevent and minimise harm from gambling (2020)

INDUSTRY-BASED HARM MINIMISATION

- Gambling industry employees' experiences with an onsite responsible gambling programme (2020)

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MARKETING AND MESSAGING

- Direct marketing experiences among individuals with current and lifetime gambling disorder (2020)
- Embedded gambling promotion in football: An explorative study of cue-exposure and urge to gamble (2020)
- Gambling advertising during live televised male sporting events in Ireland: A descriptive study (2020)

CHANGES IN GAMBLING OVER TIME

- Examining change in self-reported gambling measures over time as related to socially desirable responding bias (2020)

YOUNG PEOPLE

- An exploratory study of individual and parental techniques for limiting loot box consumption (2020)
- Emotion regulation interacts with gambling motives to predict problem gambling among emerging adults (2020)
- Family history of substance use disorders: Significance for mental health in young adults who gamble (2020)
- Gamblers' attitudes towards money and their relationship to gambling disorder among young men (2020)
- Gambling and attachment: The mediating role of alexithymia in adolescents and young adults (2020)
- Gambling in adolescence: A narrative review of the last 20 years (2020)
- Parental gambling as a moderator of the child delinquency–gambling relationship: Does having a role model in the home make a difference? (2020)
- Risk factors of problem gaming and gambling in US emerging adult non-students: The role of loot boxes, microtransactions, and risk-taking (2020)

UNDERSTANDING PROBLEM GAMBLING

- Associations between recalled use of legal UK youth gambling products and adult disordered gambling (2020)
- Defining the key issues discussed by problematic gamblers on web-based forums: A data-driven approach (2020)
- Development and psychometric evaluation of the Recovery Index for Gambling Disorder (RIGD) (2020)

- Forms of gambling, gambling involvement and problem gambling: Evidence from a Swedish population survey (2017)
- Neural correlates of cue-induced changes in decision-making distinguish subjects with gambling disorder from healthy controls (2020)
- Screening for gambling disorder in VA primary care behavioural health: A pilot study (2020)

GAMBLING REGULATION, RESEARCH, AND POLICY

- The development and implementation of electronic gambling machine policy: A qualitative study of local government policy makers (2020)
- Understanding the overlap between cannabis use and gambling behaviour: A systematic review of empirical findings and consideration of policy implications (2020)

ETHNIC MINORITIES

- Gambling problems, risk factors, community knowledge, and impact in a US Lao immigrant and refugee community sample (2020)

GAMBLING TYPES

- Beyond loot boxes: A variety of gambling-like practices in video games are linked to both problem gambling and disordered gaming (2020)
- The convergence of play: Interrelations of social casino gaming, gambling, and digital gaming in Finland (2020)
- Who uses custom sports betting products? (2020)

GAMBLING SETTING

- Spatial distribution of gambling exposure and vulnerability: An ecological tool to support health inequality reduction (2020)

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