

The background features a dark field with numerous thin, overlapping curved lines in shades of purple, blue, and green. There are also larger, solid-colored shapes: a purple shape in the top-left corner and a light blue shape in the bottom-right corner. The text is centered in a white, serif font.

Gambling and the Gaming World for Youth

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Ice Breaker

Who has a child or adolescent who is obsessed with video games?

Who feels that video games are an issue?

Who, themselves, plays video games?

Who wishes video games were never invented?


History

Mohegan Sun Casino opened in the Wilkes-Barre/Scranton area November 14, 2006.

Previously, it was known as Pocono Downs where horseracing was very popular.

Funding for gaming/gambling prevention started and our Single County Authority(SCA) disbursed the money to treatment facilities for school and community programming.


Gaming/Gambling Prevention began and has continued yearly in our area.



What is the Number 1 Rule of Gambling

Do Not Bet Money You Cannot Afford to Lose

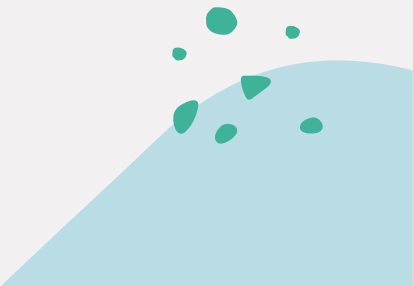




Gaming Vs. Gambling

Gaming is when you participate in legal, state sanctioned wagering.

Gambling is when you place bets or wager at locations or online platforms that are not permitted in the State, which remains a criminal activity.



What is problem gambling?

The Conceptual Framework of Harmful Gambling proposed that the definition of harmful gambling is, “any type of repetitive gambling that a person engages in that leads to (or aggravates) recurring negative consequences, such as significant financial problems, addiction, or physical and mental health issues.”(Jing Shi, Michelle Colder Carras, Marc N. Potenza, & Nigel E. Turner. (2021))

Definition of Terms Verses

Gambling is the betting or staking of something of value, with consciousness of risk and hope of gain, on the outcome of a game, a contest, or an uncertain event whose result may be determined by chance or accident or have an unexpected result by reason of the bettor's miscalculation.

VS.

Buying is to acquire the possession of, or the right to, by paying or promising to pay an equivalent, especially in money; purchase.

Selling is any transaction where money is exchanged for goods or services

VS.

Losses the act or fact of being unable to keep or maintain something or someone

Definition of Terms

Trade is the voluntary exchange of goods or services between economic actors.

VS.

Scam is the intentional use of deceit, a trick or some dishonest means to deprive another of his/her/its money, property or a legal right

VS.

Hustle is a fraud or swindle.

What may or may not be understood!

Gambling is betting something of value to gain or win something else of value

-not understanding that the value should be larger.

Trade is giving up one object for another

-not understanding that there is a value that is usually attached to the item that is being traded

Scam is losing an item in a manner that the youth does not take part in

-not understanding that they are a participant of the scam and they have lost the item due to their choices



Who Do We Consider Youth?

Ages up to 18

Ages from 18-24 are also considered youth gambling



Dangers of Youth Gambling

Drop in grades

Missed classes

Skipping school

Attitude towards parents, guardian, teachers, etc.

Loss of money

Loss of friends and family

Loss of interest in other opportunities

Addiction

What gambling used to look like!

Lottery

Casinos

Calling Las Vegas for sports betting

Game of poker with friends



What gambling looks like today!

Cell Phones

I-Pads

Gaming systems, which connect the user to the World

ESports



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Gaming Tournaments

Popular tournament sites

FACEIT

Battlefy

Toornament

Challengermode

and others.

Gaming Tournaments

Tournament requirements differ based on the tournament, but most tournaments require parent permission between the ages of 13-17.

A link get sent to the email provided and parental consent can be given along with setting parental controls.

Skillz tournaments are legal in many states.

Skillz tournaments are based on the players skill in the game and not by chance. This means Skillz tournaments are not considered gambling, but the idea of winning large amounts of money can be enticing and addictive, especially for young players.

Roblox Robux Stealing Game

<https://youtu.be/DAluY3UaXuU?si=LSvpKJauXoyrvTy0>

Key Words and Comments

"Donating" vs
"Stealing"

"Wager"

"Try hard not
to lose"

"Programmed
against me"

"\$100,000 on
the line"

"I don't want
to lose"

"Give me my
\$5 Robux"

Key Words and Comments Continued

"I have so much money and I don't want to give you any of it"

"I win, I win"

"Gambling is such a good way to make Money"

"There is no downside"

"Makes me want to go to a casino"

Gaming Terms

Loot boxes are typically an in-game container that masks the contents- which are random. Players spend real currency or in-game currency to receive one of these random items, which can make the player more powerful, competitive, or appealing.

Skins are virtual items that you can accumulate inside a video game to decorate weapons or characters. Skins sometimes give the player an advantage in the game, but most skins are just cosmetic items to customize the look of the character.

Loot Boxes and Skins

Each are gained by going through levels or paying to advance through levels.



Feelings of Wins and Losses for Youth

WINS

- jumping for joy
- screaming at the top of their lungs
- not understanding the value of what they won
- aggressiveness
- "chasing the wins"
- continued playing

Losses

- screaming
- cursing
- fighting
- throwing things
- breaking things (tv, phone, computer)
- crying
- loss of valuables
- double or nothing situations
- "chasing the losses"

Feelings of Wins and Losses for Adults

WINS

- Happiness
- Continued playing
- “Chasing the Wins”
- “Life is Made”

Losses

- dread
- sadness
- isolation
- “Chasing the losses”
- aggression
- addiction
- suicidal thoughts/completion

Where does the money come from?

PayPal

Credit Cards

Debit Cards

Robucks

Checking Accounts

Savings Accounts

Cash

Cash App Cards

Gift Cards



What happens when the money runs out?

Borrowing from friends and family

Selling of items

Stealing

Using credit and debit cards without permission

Fighting

Substance use



Stages of Gambling Use

Stage 1

Experimentation

1. First time use
2. No expectation of whether gambling will occur again
3. No change in relationships

Stage of Gambling Use

Stage 2

Use

1. Begin making rules when and where gambling will occur
2. Gambling increases despite wins and losses, especially losses
3. Still in control of amount using for gambling purposes
4. Borrowing and selling small items to cover losses
5. Losses become significant

Stages of Gambling Addiction

Stage 3

Abuse

1. Preoccupied with gambling and wins and losses
2. Less control of money being used
3. Less involved in family life, friends, and family
4. Begin stealing and selling to cover losses

Stages of Gambling Addiction

Stage 4

Dependency

1. Loss of control and loss of choice
2. Loss of large amounts of money
3. Chasing the losses to get out of the "hole"
4. Suicidal thoughts and ideation

Restrictions and Harm Reduction

Limiting access loot boxes and skins betting

Age restrictions

Raising minimum age requirements

Warning Labels

Gambling Education

References

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