Underage Gambde

Underage Gambling Perspectives & Behavior Study

January 2016

By: Felicia Grondin, MPA
Associate Director
Lloyd D. Levenson Institute of Gaming, Hospitality & Tourism at Stockton University

Commissioned by: Northstar New Jersey Lottery, LLC

Table of Contents

Page

Overview & Supporting Literature ..... 1 - 3

Project Description & Methodology ..... 3 - 5

Participation & Demographics ..... 5 - 8

Survey Response Data

x

excessively, making them vulnerable to the development of a more serious gambling problem.[10] While some researchers have argued that these prevalence rates may be overestimated,[11] there is ample evidence that gambling among adolescents has increased over the past two decades.[12]

The Project

Northstar New Jersey State Lottery, LLC

Responsible Gaming Initiative

As part of Northstar New Jersey State Lottery, LLC's (NSNJL) responsible gaming initiative, the Lloyd D. Levenson Institute of Gaming, Hospitality & Tourism (LIGHT) at Stockton University was approached in March 2015 to initiate a pilot study, focusing on underage gambling perspectives and behavior. The Stacked Deck program (a program to prevent problem gambling), which was successfully administered in Canadian schools, was used as a model for the pilot initiative, although the survey instrument was tailored to address the intentions of this study

The goal of administering the survey was to identify the current incidence of underage gambling and whether the popularity of social media and the availability and frequency of video and/or Internet game play contributes to underage gambling.

Essentially, the study sought to identify how middle and high school students view gambling and whether they, or their friends, participate in gambling activity and whether the frequency of video/Internet game play contributes to underage gambling. The study was supported by the Council on Compulsive Gambling of New Jersey and 1-800-GAMBLER. Contact information was included in related materials.

Stockton Institutional Review Board Application & Approval

All active human studies at Stockton University must be reviewed by the Institutional Review Board (IRB) at intervals appropriate to the degree of risk. All Human Subjects Research conducted by Stockton Faculty, Administrators, Staff, and Students on its campus must be in accordance with Federal Regulations and the Multiple Project Assurance filed with the Office for the Protection for Research Risks (OPRR). Accordingly, LIGHT applied to the IRB to review the methodology of and process by which the study would be executed. The study was subject to a “full review” by the IRB since subjects were underage and due to potential related illegal activity of underage gambling. In accordance with the aforementioned, the principal investigator was certified to conduct research involving human subjects and an application was made to and approved by the IRB detailing the study’s intent, supporting literature, survey instrum(i)-3.3.2(i)-3.6ka t8iaihm(i3(a)7.6(d)-0.7(e.6ka)6)-9.a2.3(re)]TJ -0.01 Tc 0.mu0.8(s)6-9.

The Survey Instrument

LIGHT, in cooperation with the NSN, created a survey instrument (Appendix A) consisting of 22 questions, including:

- General demographic information (i.e., age, gender, attending school, etc.)
- Social media/internet sites frequented
- Frequency, type and means of video game play and related game purchases
-

3. LIGHT supplied Galloway Township, Egg Harbor Township and Mainland Regional school districts with Informed Consent forms (ICF) which were distributed to parents/guardians (Appendix D). Parents were

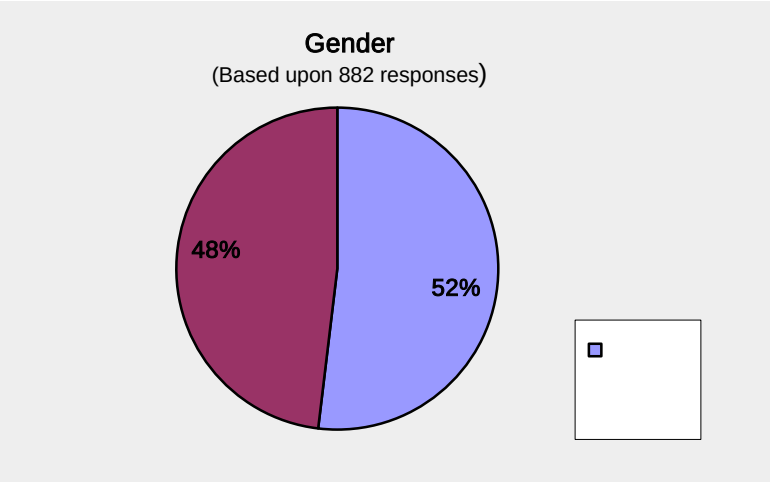
Survey Results

Thesurvey resulted in a total of 883 completes. The following is a summary of survey questions and responses:

Question #1 – Please Identify the grade you are currently in:

Grade

Question #3 – What is your gender?



Respondents' gender was nearly a 50/50 split with 48% male respondents and 52% female.

Question #4 –

School	Response Percent	Response Count
Galloway Township Middle	18%	159
Egg Harbor Township High (EHT)*	8%	68
Fernwood Middle School (EHT)*	3%	30
Alder Middle School (EHT)*	2%	15
Absegami High School (GEHR)*	8%	69
Cedar Creek High School (GEHR)*	27%	239
Oakcrest High School (GEHR)*	23%	203
Mainland Regional High School	11%	99
answered question		882
skipped question		1

*Acronym following school indicates school district.

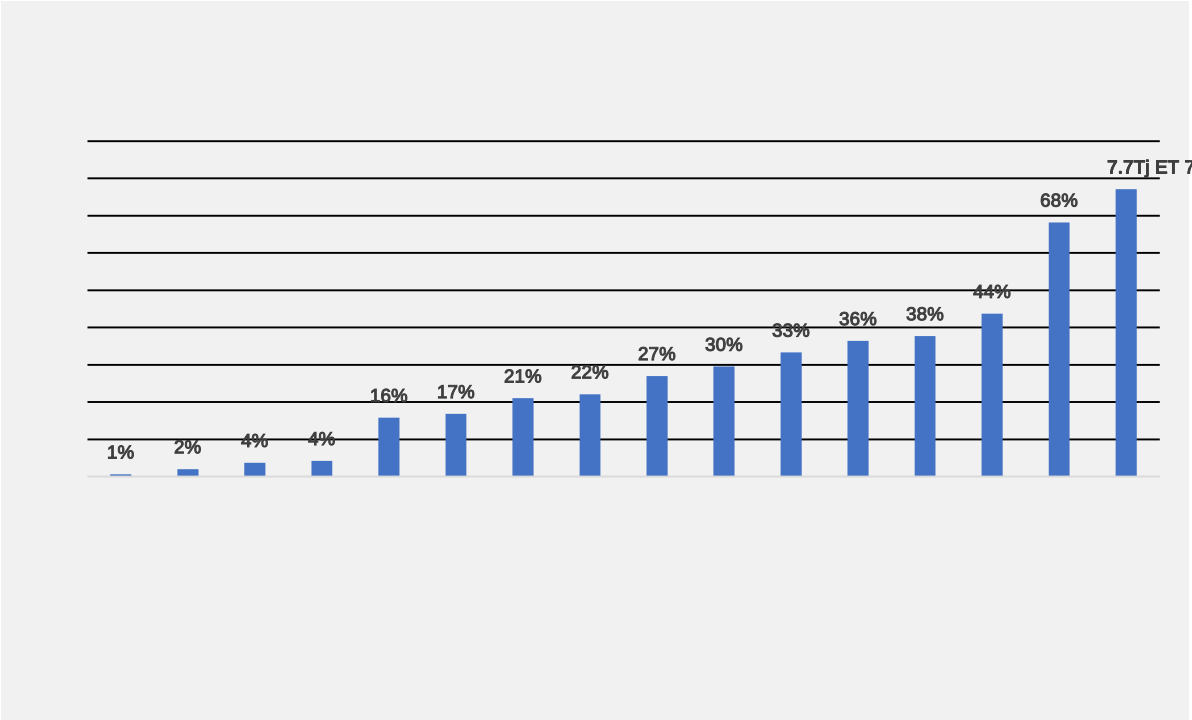
What school do you attend?

The Greater Egg Harbor Regional School District, consisting of Absegami, Cedar Creek and Oakcrest high schools, returned the greatest number of responses totaling 511 or 58% of the total responses, followed by Galloway Township Middle School with 159 responses or a total of 18%

Total Respondents 18 Years Old by School

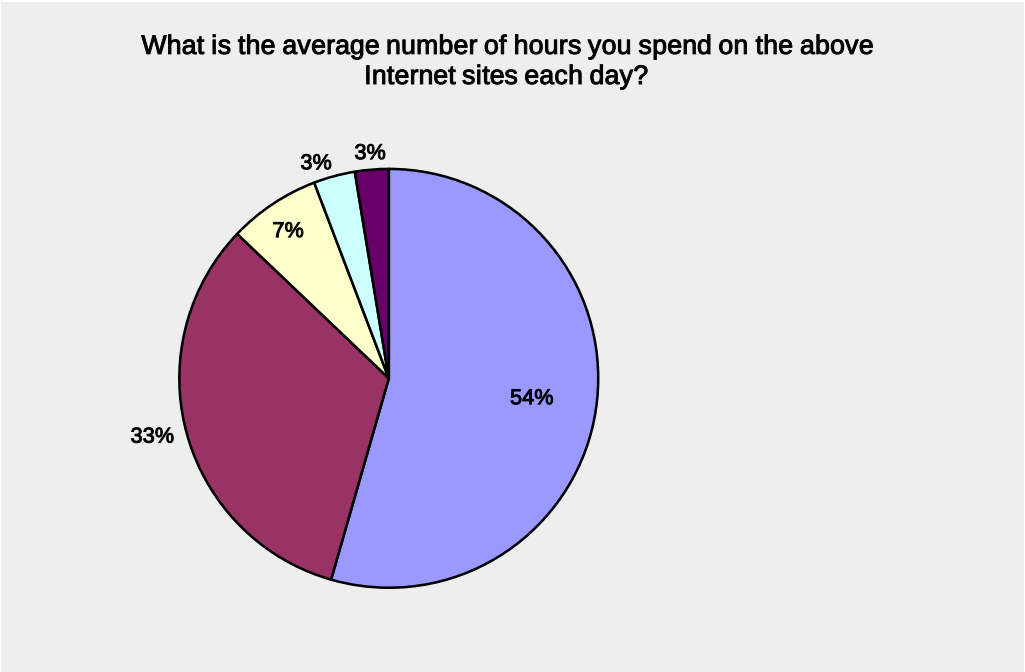
School	Responses 18 Years Old
Egg Harbor Township High School	1
Absegami High School (GEHR)	1
Cedar Creek High School (GEHR)	7
Oakcrest High School (GEHR)	9
Mainland Regional High School	5
Total Respondents 18 Years Old	23

Question #5 Internet Sites Visited



The top three Internet sites visited by respondents included: Instagram (77%), Snapchat (68%) and Twitter (43%).“Other” responses to Internet sites visited included: YouTube & WattPad

Question #6 – Average number of hours spent on the Internet



54% of respondents spend 1 to 3 hours on the Internet, followed by just under 33% spending 4 to 7 hours online. 7% of respondents spend 8 to 12 hours online, while 3% spend thirteen hours or more.

By Gender

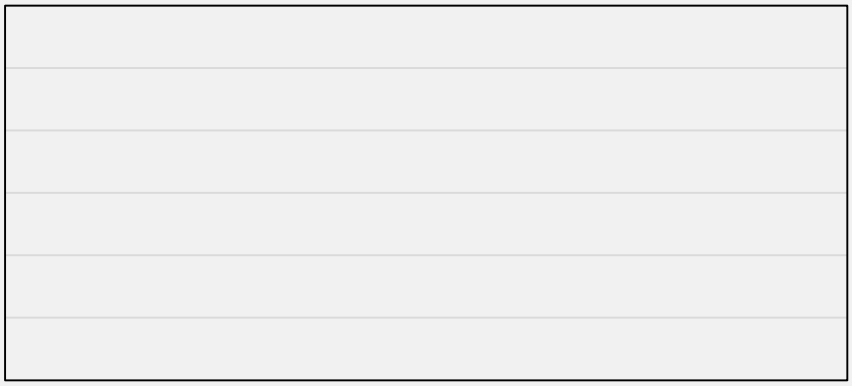
Separating the data by gender, females make up a larger proportion of the high user (4 hours) respondents than males.

Question #7 – Game Play

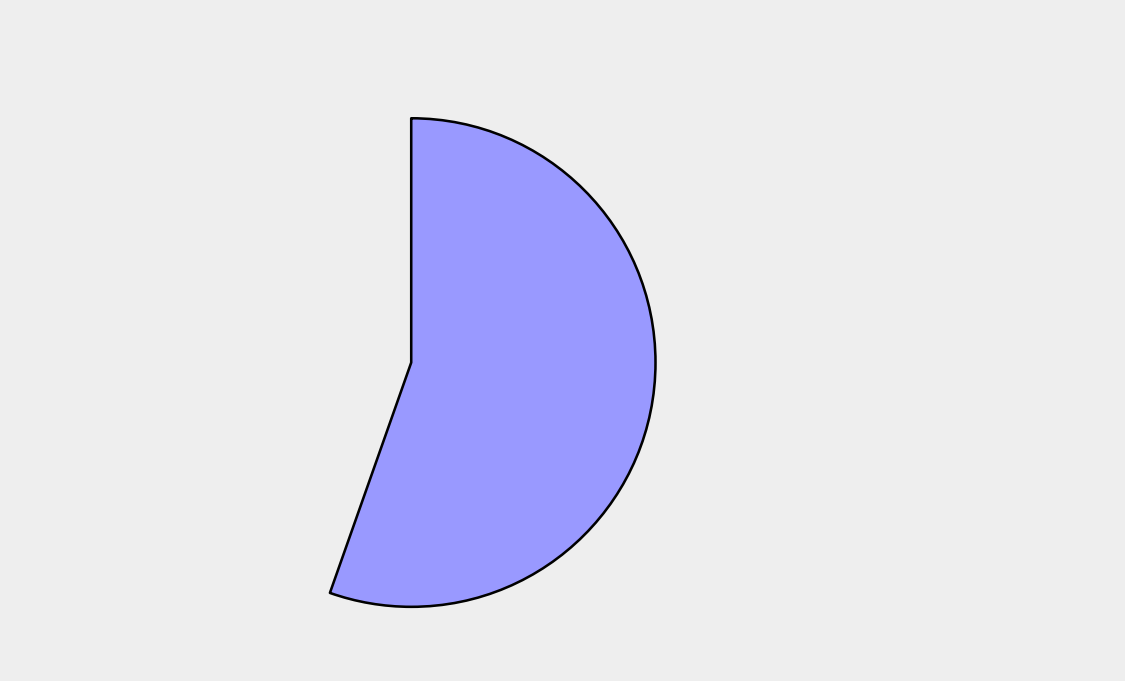
The top two games played on internet or video games included Call of Duty (32%) and Minecraft (23%). 27% of those responding played games that were not listed; included:

- x Assassin's Creed
- x Clash of Clans
- x Counter Strike
- x Crossy Road
- x Dragon Ball
- x Dying Light
- x Fallout 4
- x Fifa
- x Flappy Bird
- x Fun Run
- x Games
- x Garry's Mod
- x Geometry Dash
- x GTA V – GTA 5 –

By Age



Question #8 – Hours spent playing video games



55% of respondents who play video games do so for 1 to 3 hours per day, followed by 20% who play for 4 to 7 hours. 4% play for 8 to 12 hours, followed by 2% who play for 13 or more hours per day. 8% identified “Other” including:

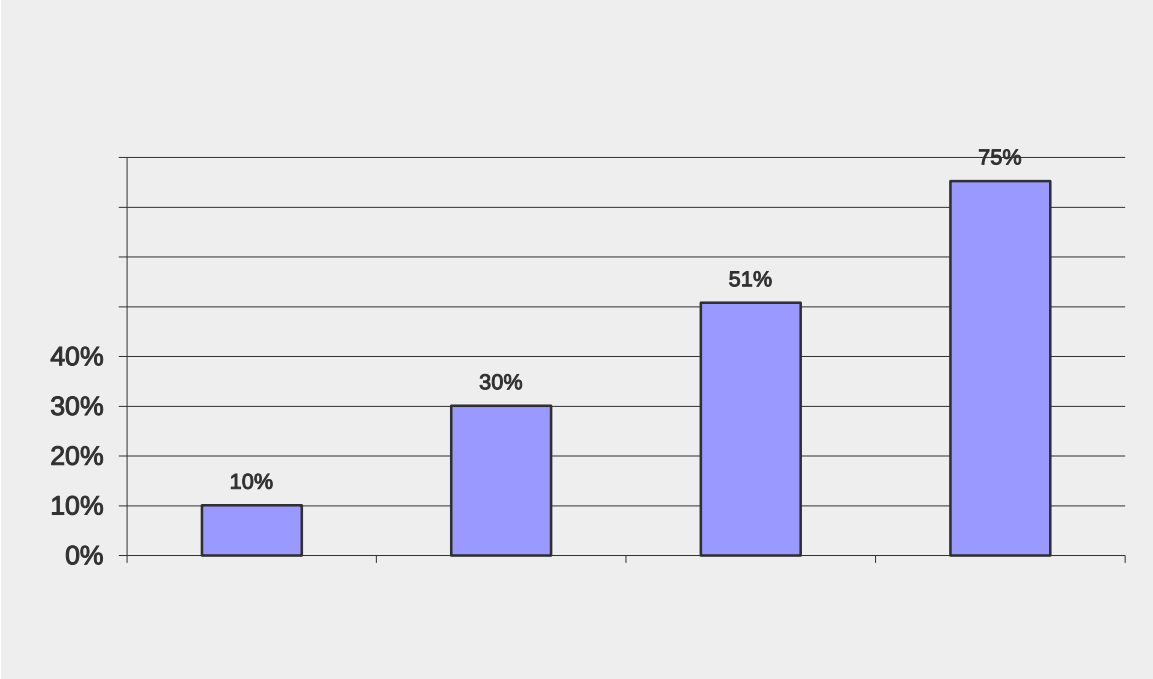
- Less than 1 hour
- 30 minutes
- 15 minutes

11% responded that they do not play video games.

By Gender

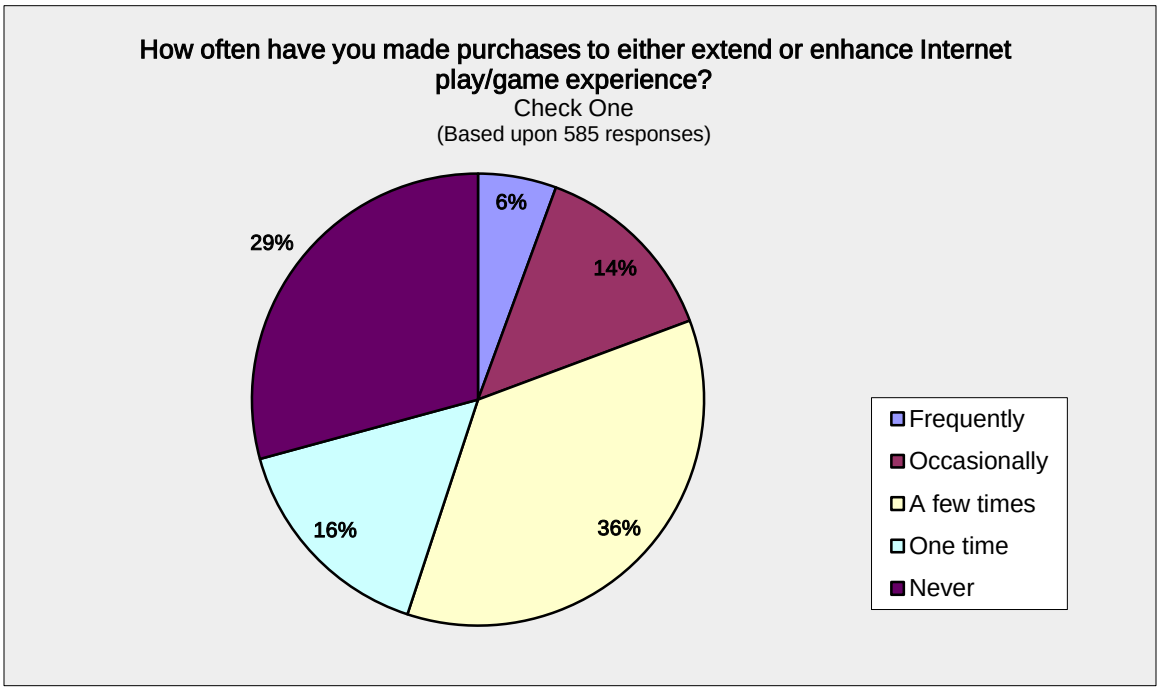
While survey responses reveal an almost 50/50 split between males and females for those spending 1 to 3 hours playing video games,

Question #10 – Preferred Device



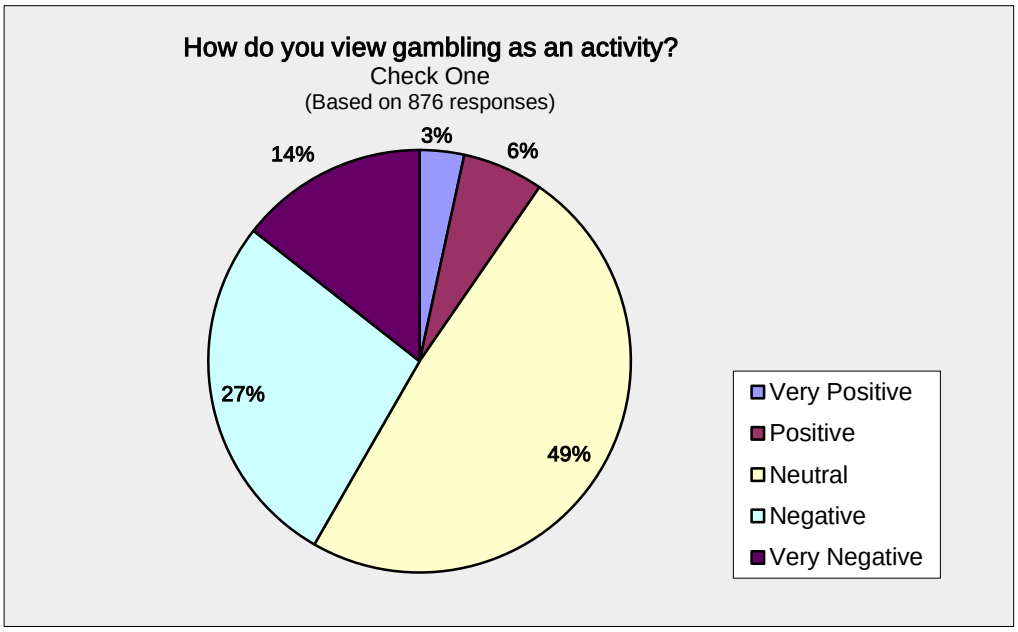
Of those who play online games, Smartphones were the preferred device by 75%, followed by nearly 51% using a Computer and 30% preferring a tablet. 28% indicated the following "Other" devices to play online games: PC, phone, Ipad, None and Iphone (not reflected in the above chart).

Question #11 – Frequency of Internet Game Purchases



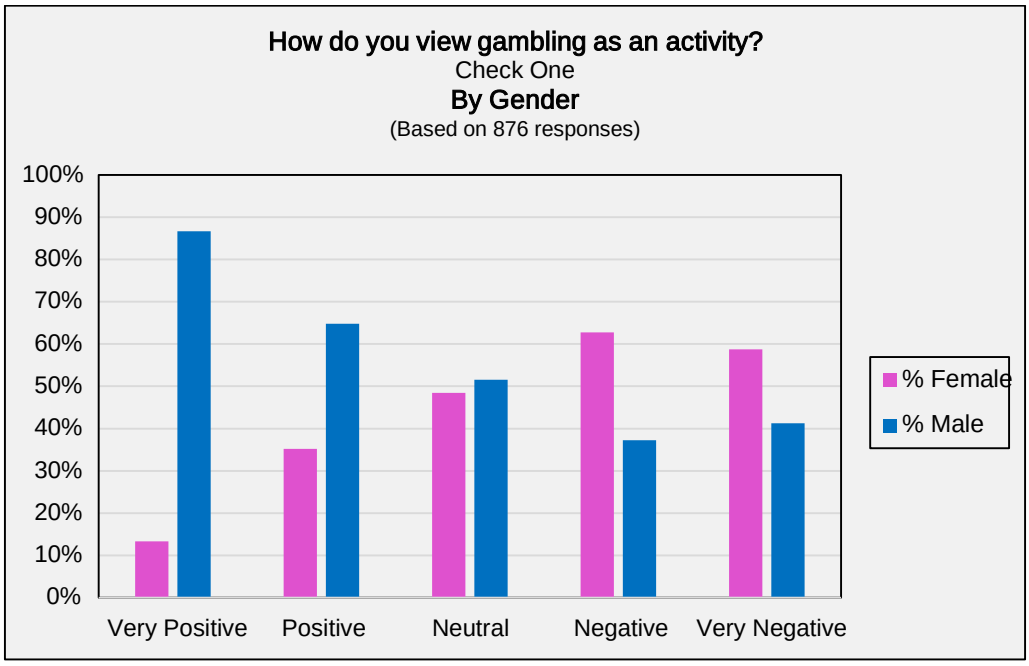
6% of respondents frequently made purchases to extend or enhance their Internet play/game experience, followed by almost 14% who did so occasionally and 36% who made purchases a few times. 16% indicated that they made a one-time purchase. 29% claimed they never made Internet game purchases.

Question #12 – View of Gambling Activity



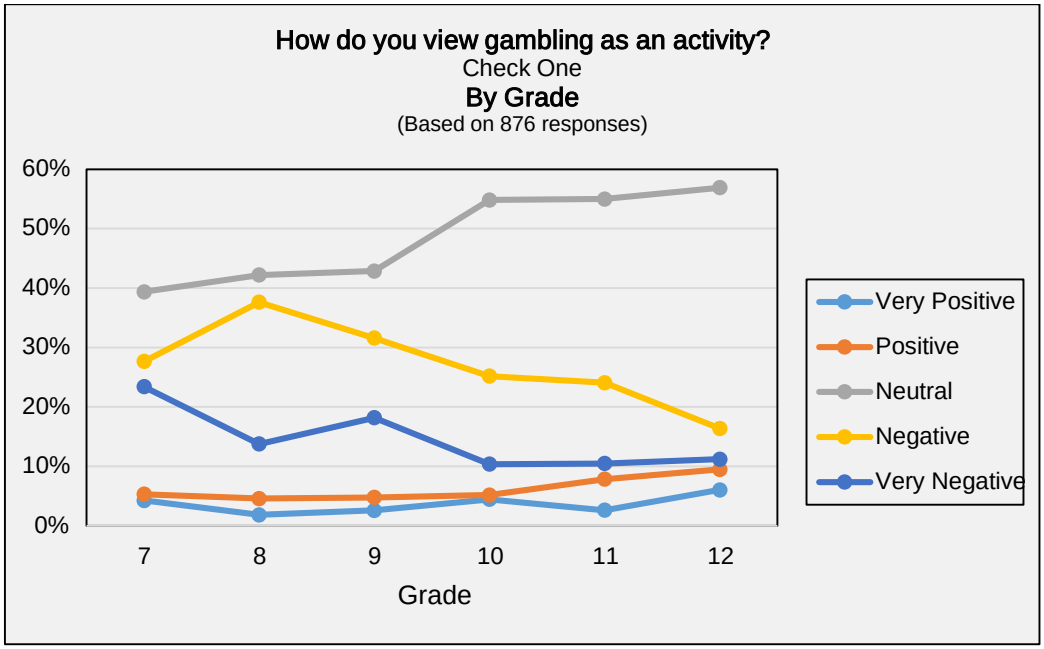
Student responses indicated that 14% thought very negatively of gambling, while 27% thought it to be negative. A total of 41% of those surveyed viewed gambling as a negative activity. 6% believed the activity was "positive" and 3% thought it to be "very positive". While a total of 9% had a positive view of gambling (i.e., the sum of "positive" and "very positive" percentage responses), 49% had a neutral opinion; this could be a cause for concern due to being in their developmental years and have yet to identify perspective(s). As a result, students' potential to cultivate a "positive" view of gambling in which they could potentially engage, could total 58% of those surveyed.

By Gender



Males make up much higher proportions of the groups with very positive/positive view of gambling, the neutral group is almost evenly balanced between the genders, and females make up larger proportions of the negative/very negative groups.

By Grade



Respondents who identified a neutral opinion of gambling increased with the progression of each grade, while those with a negative perspective declined respectively. Those with a positive opinion increased slightly.

Question #13 – Age of First Gambling Experience

12% of those responding indicated they did not remember the age when they first gambled. 10% responded that their first gambling experience

Underage Gambde