



# PARENTS KNOWLEDGE ABOUT YOUTH GAMBLING IN CROATIA

## preliminary study results

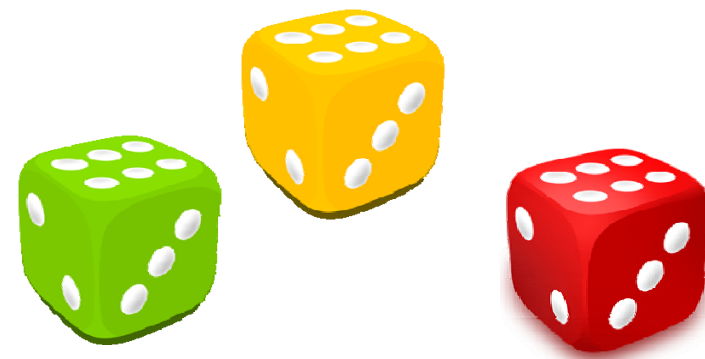
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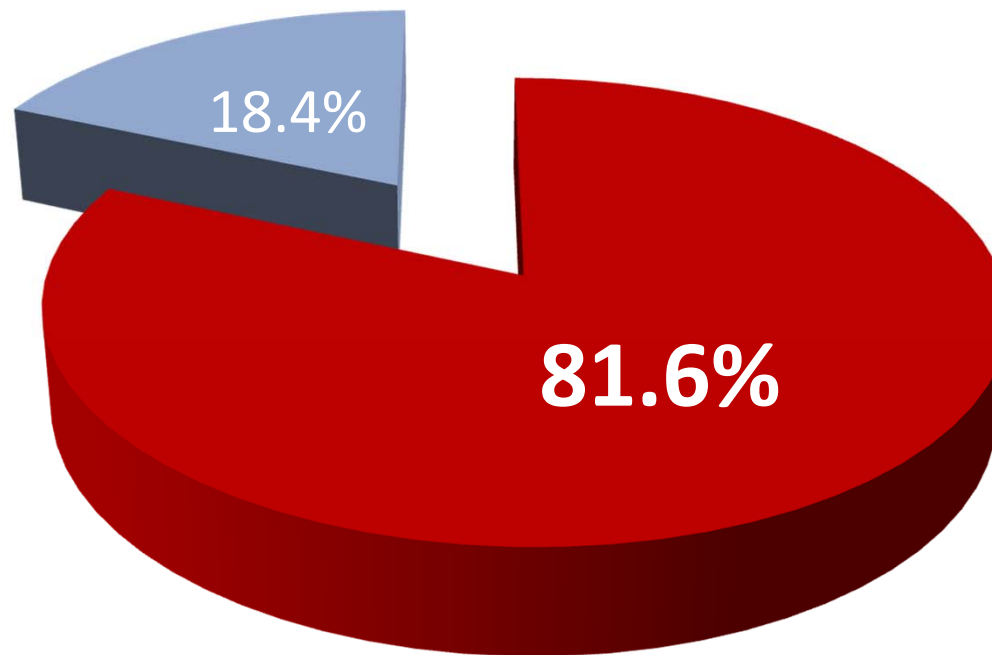
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- Project **“Youth gambling in Croatia”**
  - 2010: Pilot research- Gambling of Zagreb high-school students (N=261)
  - 2011-2013: National Research: Gambling of high-school students in Croatia (N=2.702)
  - 2015: Parents perception of youth gambling



**National Research (2011-2013): Gambling of high-school students in Croatia**  
(N=2.702; Representative Sample)

<b>CITY / TOWN</b>	<b>ZAGREB</b> N=447 16.5%	<b>SPLIT</b> N=537 19.9%	<b>RIJEKA</b> N=455 16.8%	<b>OSIJEK</b> N=509 18.5%	<b>SL.BROD</b> N=264 9.8%	<b>VINKOVCI</b> N=240 8.9%	<b>KOPRIV.</b> N=250 9.3%
<b>GENDER</b>	<b>MALES</b> N=1.330 49.2%				<b>FEMALES</b> N=1.372 50.8%		
<b>TYPE OF SCHOOL</b>	<b>3 YEAR VOCATIONAL SCHOOL</b> N=671 24.8%		<b>4 YEAR VOCATIONAL SCHOOL</b> N=1.017 37.6%		<b>GIMNASIUM SCHOOL PROGRAM</b> N=1.014 37.5%		
<b>CLASS</b>	<b>1st YEAR</b> N=765 28.4%	<b>2nd YEAR</b> N=710 26.4%		<b>3rd YEAR</b> N=716 26.6%		<b>4th YEAR</b> N=502 18.6%	
<b>AGE</b>	Min = 14 - Max = 21 M = 16.51; SD = 1.17						

**Life-time prevalence  
Gambled at least once in their lives  
(N=2.702)**



■ Gambled at least once in lifetime    ■ Never gambled



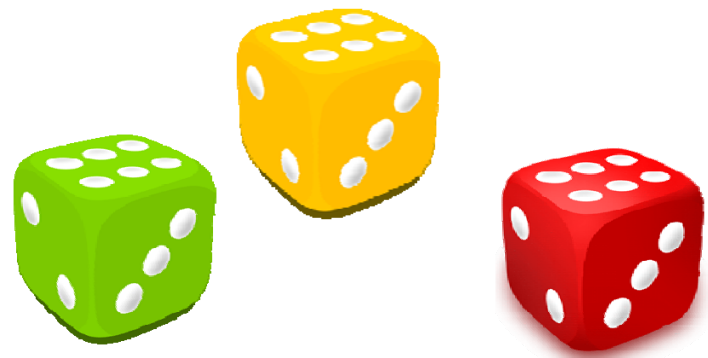
# Frequency of REGULAR gambling >= 1x per week

	Whole sample (N=2.702)	Sample <=17 years (N=2.068)	Boys in sample (N=1.330)	Boys <=17 years (N=993)
Sports betting	19.4%	18.5%	36.6%	35.6%
Slot machines	7.0%	6.6%	12.6%	12.1%
via Internet/Mobile	5.8%	5.1%	11.1%	9.9%

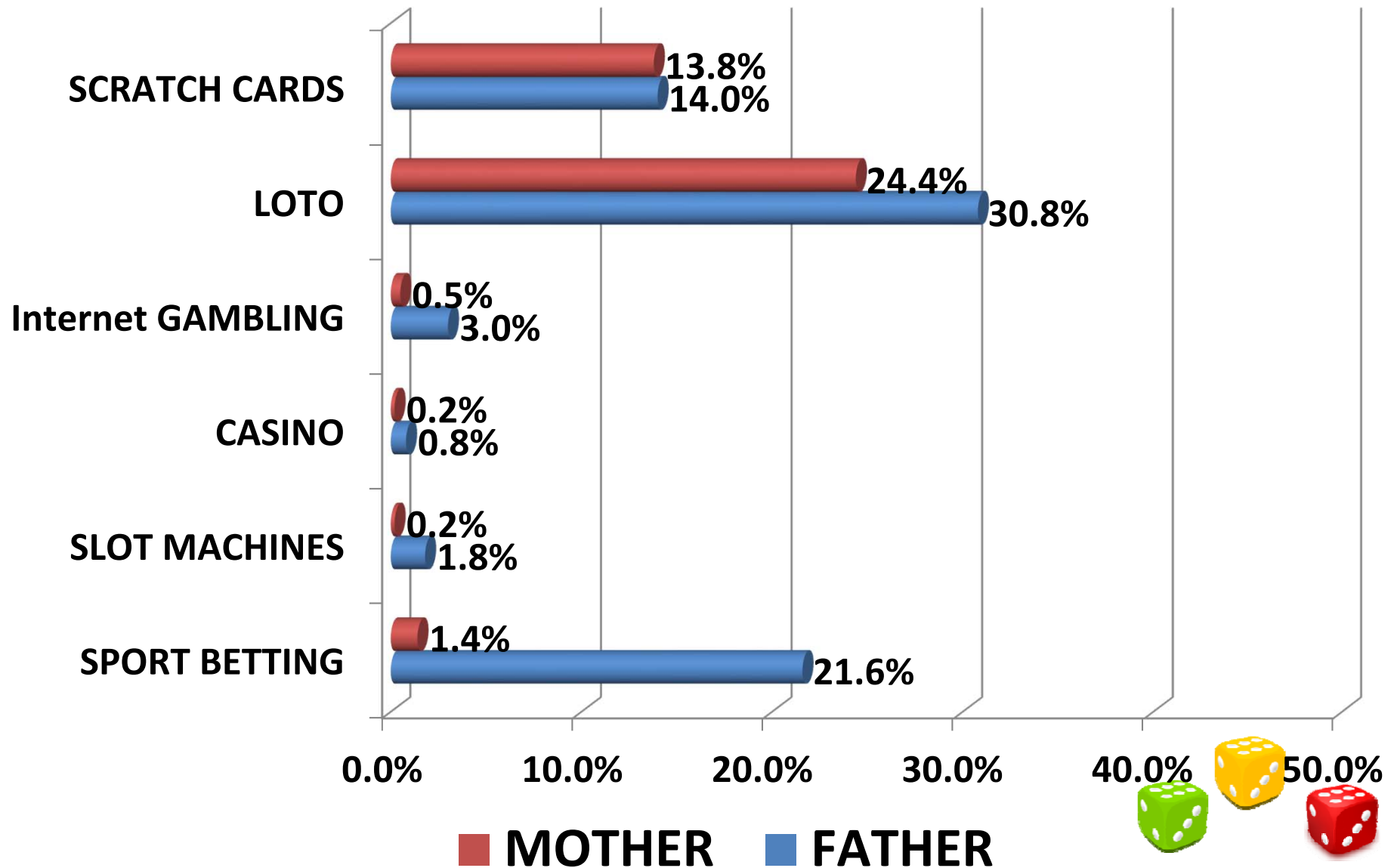


# Youth Gambling and Family Members

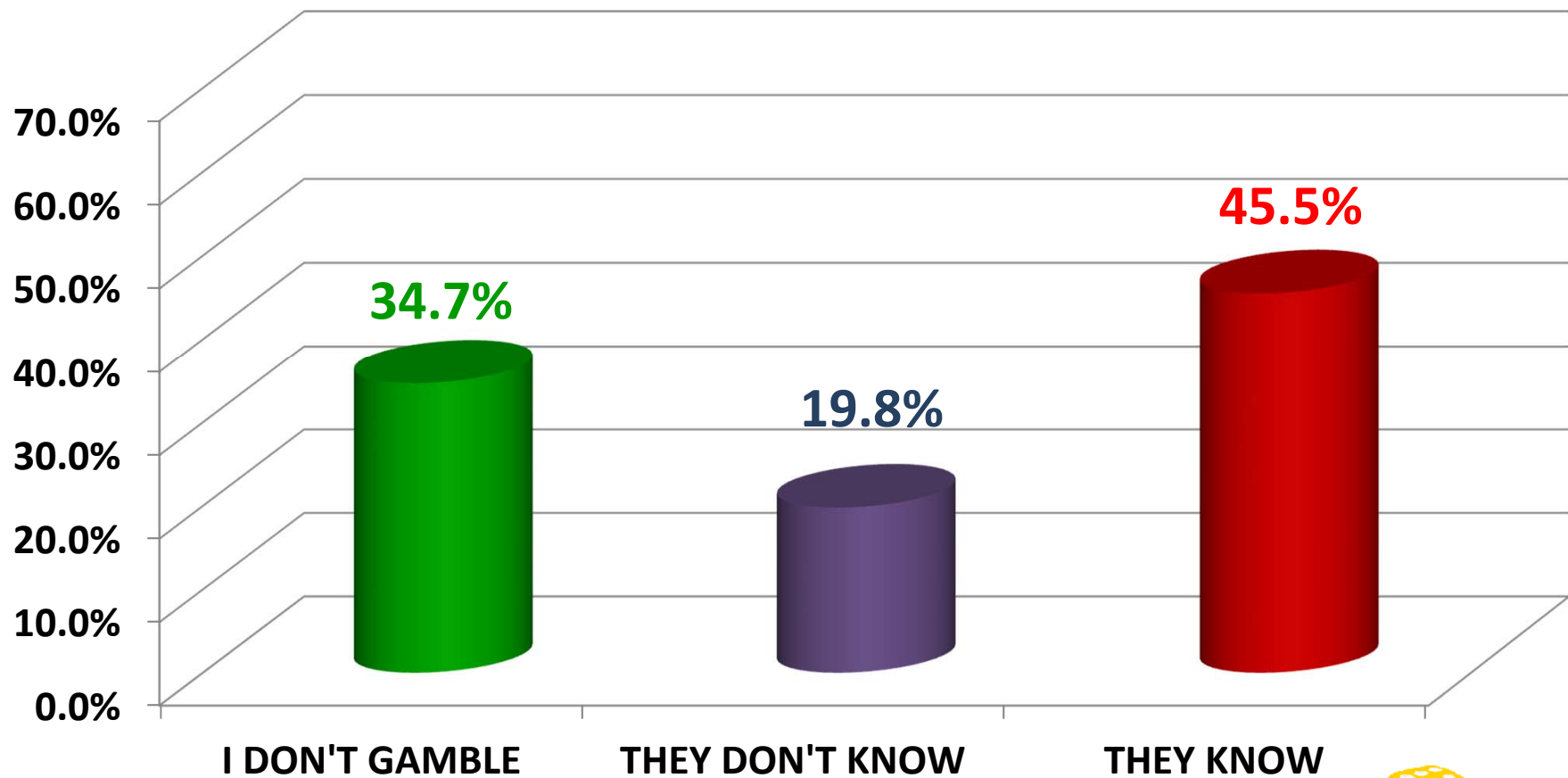
- youth perspective -



# Father/mother gambling $\leq 1x$ month



# Do your parents know that you gamble/bet from time to time?

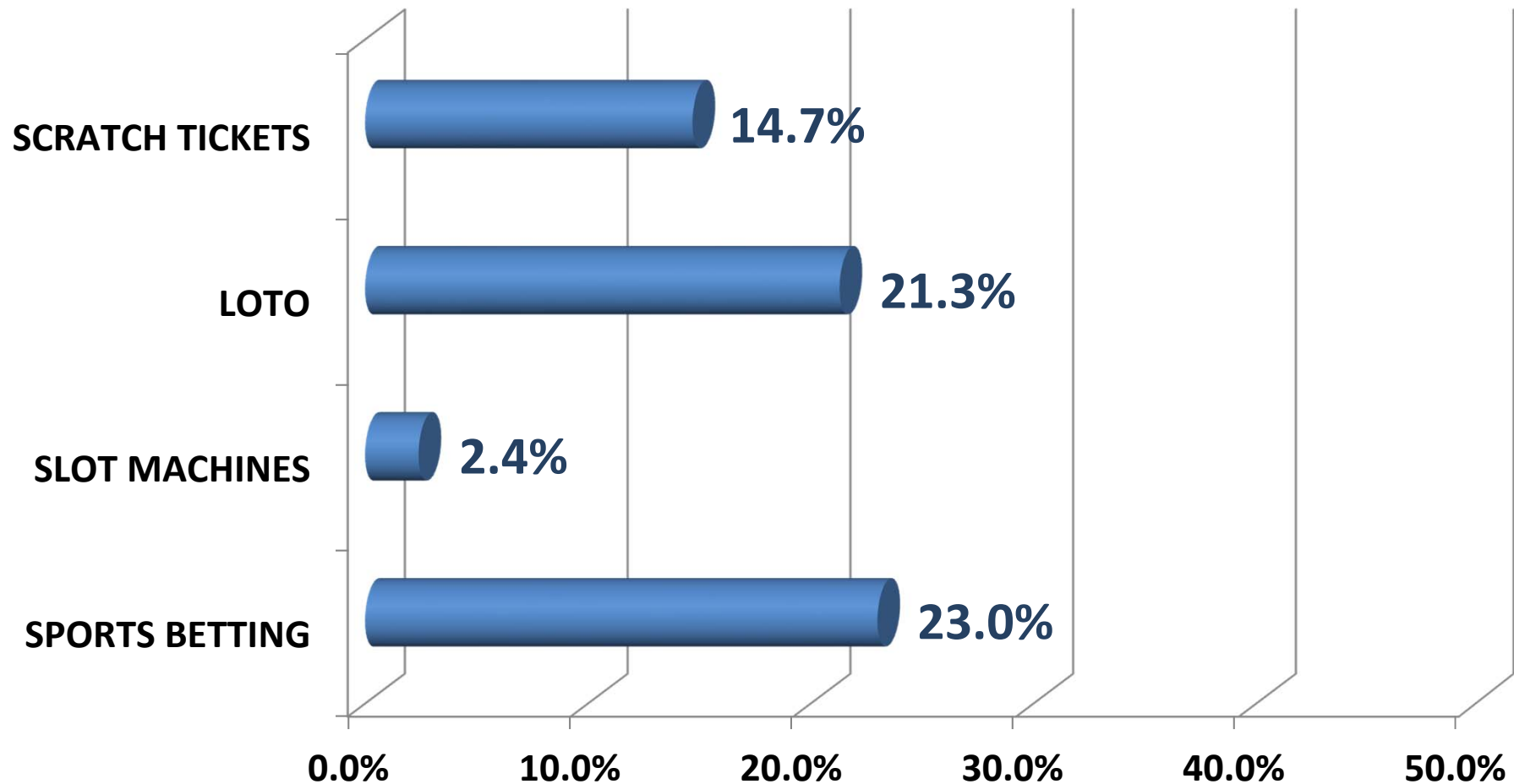


**Only boys (n=1.330)**





# Do you/did you ever play any game of chance with your parents?



**Only boys (n=1.330)**



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# Theoretical and empirical background

- Empirical data's are showing high prevalence of gambling among boys in Croatia
- Theoretical knowledge about impact of parenting on developmental outcomes of the child
- Empirical research findings about specific parental behaviors that are related to gambling of their children
- Considerable number of parents know that their children are gambling, and they gamble together (results from children self-report)
- Lack of researches about characteristics of parenthood as predictors of gambling of youth in Croatia.



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# Pilot research

- Project “Parents perception of youth gambling”
- May and June 2015
- Ivanic Grad, Croatia
- High-school students and their parents
- Parallel questionnaire (exploring gambling activities, knowledge about gambling, attitudes toward gambling and industry etc.)
- Original questionnaire prof. Derevenksy, McGill University, Canada
- Studies in Finland, Romania, Israel



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## For this paper:

- 1) Parents' knowledge about their children gambling
- 2) Symptoms of adverse psychosocial consequences
  - Comparing parents' perception with youth self-report-



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# Sample

- N=174 children; N=107 parents
- N=132
- N=66 children; N=66 parents (parent-child pairs)

	CHILDREN	PARENTS
FEMALE	N=36 (54.5%)	N=32 (48.5%)
MALE	N=30 (45.5%)	N=34 (51.5%)
AGE	M=16.06 (SD=.782)	M=45.91 (SD=4.764)



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# Life standard

	CHILDREN	PARENTS
Below average	N=1 (1.5%)	N=3 (4.5%)
Average	N=59 (89.4%)	N=59 (89.4%)
Above average	N=6 (9.1%)	N=4 (6.1%)



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# Instrument

Parallel questionnaire (battery of tests)

- (Self)Report about child gambling activities
- General Problem Severity Subscale (GPSS) as a part of Canadian Adolescent Gambling Inventory- CAGI (Wiebe, Tremblay, Whyne and Stinchfield, 2010)



## Results- (Self)Report about child gambling activities

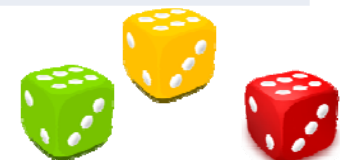
GAMBLING ACTIVITY	CHILD	PARENT	$\chi^2$	p
<b>Lottery tickets</b>	N=25 (37.9%)	N=5 (7.6%)	17.255	< .001
<b>Scratches</b>	N=31 (47%)	N=4 (6.2%)	27.864	< .001
<b>Sports betting</b>	N=18 (27.7%)	N=8 (12.3%)	4.808	< .050
<b>Slot machines</b>	N=13 (19.7%)	N=3 (4.6%)	6.947	< .050
<b>Casino roulette</b>	N=0	N=0	-	-
<b>Playing cards for money (at home, with friends)</b>	N=12 (18.2%)	N=1 (1.5%)	10.148	< .010

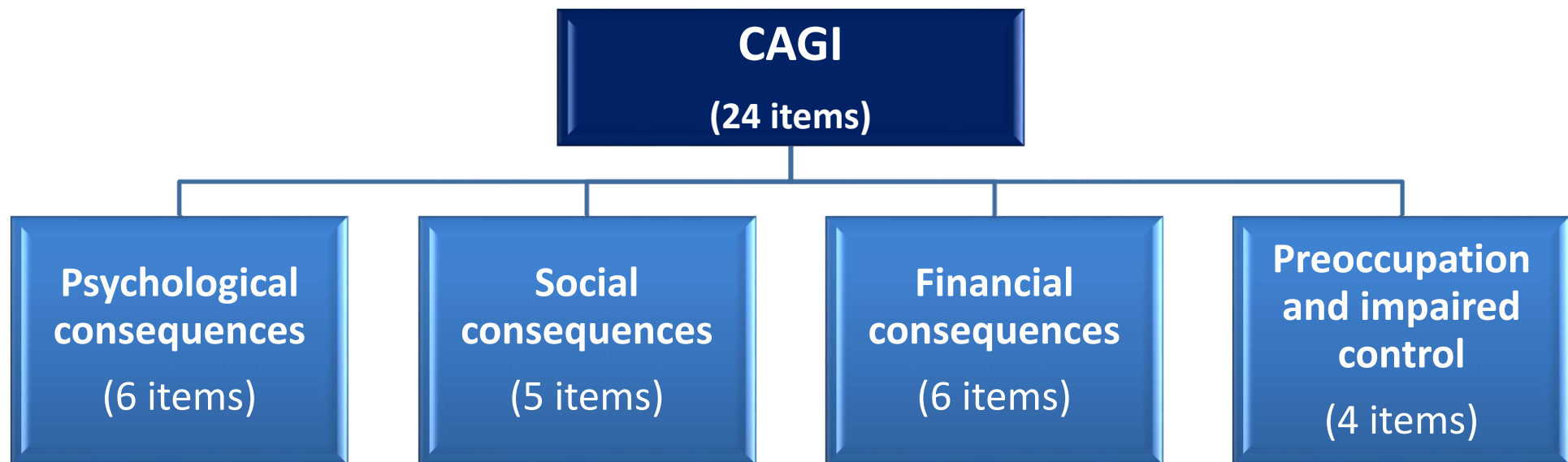


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## Age of first play: child self-report

	6- 10 years old	11-13 years old	14-17 years old
<b>Lottery tickets</b>	N=4 (6.4%)	N=5 (7.9%)	N=13 (20.4%)
<b>Scratches</b>	N=8 (12.1%)	N=11 (16.6%)	N=14 (21.1)
<b>Sports betting</b>	N=2 (3%)	N=3 (4.5%)	N=13 (19.7%)
<b>Slot machines</b>	N=0	N=1 (1.5%)	N=12 (18.1%)





### Gambling Problem Severity Subscale (GPSS) (9 items)

1. **Bed feeling** about the gambling
2. **Feel that have a problem** with gambling
3. **Skipping free time activities** because of gambling
4. **Avoiding friends** who don't gamble
5. **Hide gambling** from family and friends
6. **Spendig pocket money** on gambling or for paying off gambling debts
7. **Stealing money** for gambling or for paying off gambling debts
8. **Planning** activities for gambling
9. **Going back another day** to try to win back the money they lost while gambling

#### SCORING on items:

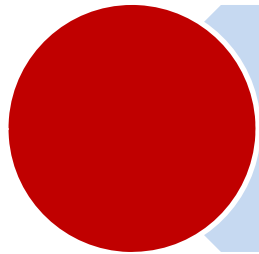
**0 = never**

**1 = sometimes**

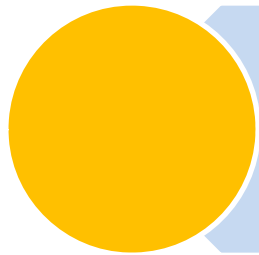
**2 = most of the time**

**3 = almost always**

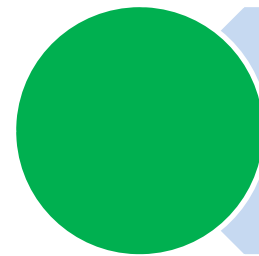
# Canadian Adolescent Gambling Inventory (CAGI) Gambling Problem Severity Subscale (GPSS)



**“RED LIGHT”**  
High severity  
(6+ points)



**“YELLOW LIGHT”**  
Low-to-moderate severity  
(2-5 points)



**“GREEN LIGHT”**  
No problem  
(0-1 points)



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**N=4**  
**(6.1%)**

**“RED LIGHT”**  
High severity  
(6+ points)

**N=8**  
**(12.1%)**

**“YELLOW LIGHT”**  
Low-to-moderate severity  
(2-5 points)

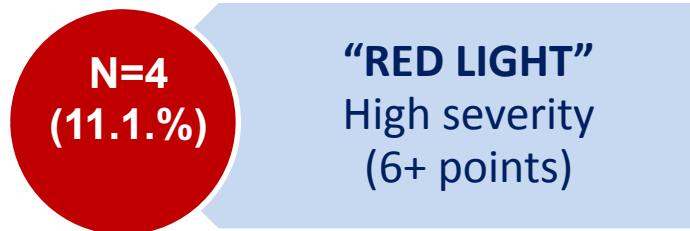
**N=54**  
**(81.8%)**

**“GREEN LIGHT”**  
No problem  
(0-1 points)



# Gender differences in GPSS

## BOYS



## GIRLS



## (Self)Report of GPSS: parent- child differences

Items on CAGI for GPSS	MW U	p	r
1. How often have you <b>skipped practice or dropped out of activities</b> due to your gambling?	2017.00	>.050	0.065
2. How often have you <b>skipped hanging out with friends</b> who do not gamble to hang out with friends who do gamble	2044.00	>.050	0.005
3. How often have you <b>planned</b> your gambling activities?	<b>1830.50</b>	<b>&lt;.050</b>	<b>0.286</b>
4. How often have you <b>felt bad</b> about the way you gamble or what happens when you gamble?	<b>1828.50</b>	<b>&lt;.050</b>	<b>0.288</b>
5. How often have you <b>gone back another day</b> to try to win back the money you lost while gambling?	<b>1798.00</b>	<b>&lt;.010</b>	<b>0.347</b>
6. How often have you <b>skipped hanging out with friends</b> who do not gamble to hang out with friends who do gamble?	<b>1829.00</b>	<b>&lt;.010</b>	<b>0.323</b>
7. In the past 3 months, how often have you <b>felt that you might have a problem</b> with gambling?	<b>1922.00</b>	<b>&lt;.050</b>	<b>0.241</b>
8. How often have you <b>taken money that you were supposed to spend</b> on lunch, clothing, movies, etc., and used it for gambling or for paying off gambling debts?	<b>1922.00</b>	<b>&lt;.050</b>	<b>0.241</b>
9. How often have you <b>stolen money or other things of value</b> in order to gamble or to pay off your gambling debts	2015.00	>.050	0.119

# Parent-child differences in GPSS

$\chi^2=7.798; p<.050$

## CHILD

**N=4**  
**(6.1%)**  
**“RED LIGHT”**  
High severity  
(6+ points)

**N=8**  
**(12.1%)**  
**“YELLOW LIGHT”**  
Low-to-moderate  
severity  
(2-5 points)

**N=54**  
**(81.8%)**  
**“GREEN LIGHT”**  
No problem  
(0-1 points)

## PARENT

**N=0**  
**“RED LIGHT”**  
High severity  
(6+ points)

**N=2**  
**(3.2%)**  
**“YELLOW LIGHT”**  
Low-to-moderate  
severity  
(2-5 points)

**N=60**  
**(96.8%)**  
**“GREEN LIGHT”**  
No problem  
(0-1 points)



## Perception of gambling venues presence in Croatia: differences between parent-child

	Low presence	Middle presence	Very presence	Extremely presence
CHILD	N=1 (1.5%)	N=15 (23.1%)	N=35 (53.8%)	14 (21.5%)
PARENT	N=0	N=9 (13.6%)	N=35 (53%)	N=22 (33.3%)

$\chi^2=4.270$ ;  $p>.050$





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## How do you value situation in our country regarding children accessibility to gambling?

	No access	Just on rare places	Most of the places	Almost on all places
CHILD	N=1 (1.5%)	N=9 (13.6%)	N=42 (63.6%)	N=14 (21.2%)
PARENT	N=9 (13.6%)	N=16 (24.2%)	N=28 (42.4%)	N=13 (19.7%)

$\chi^2=11.197$ ;  $p<.050$



# Conclusions from Pilot-research

## Comparison of children's self-report and parents' reports

- **PREVALENCE OF GAMBLING:**
  - Children > Parents
- **GAMBLING PROBLEM SEVERITY (GPSS):**
  - Children > Parents
- **PERCEPTION OF GAMBLING VENUES PRESENCE:**
  - Children = Parents
- **PERCEPTION OF GAMBLING ACCESSIBILITY:**
  - Children > Parents



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- This pilot-study confirmed our hypothesis about differences between parents and children
  - It points out necessity to include parents in interventions
  - Need for larger and more comprehensive research study



**Thank you for your attention!**

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