

# *Assessing the Relationship Between Gambling Availability and Problem Gambling Prevalence*

Rachel A. Volberg  
Associate Professor  
Biostatistics & Epidemiology

1 June 2015

# 25 years of prevalence research

- What do we know?
  - Growth of prevalence research
  - Specific gambling activities & PG prevalence
  - Looking below the surface
- Where do we go?
  - Conceptualizing gambling problems
  - Improving prevalence research
  - Future directions

# What do we know?

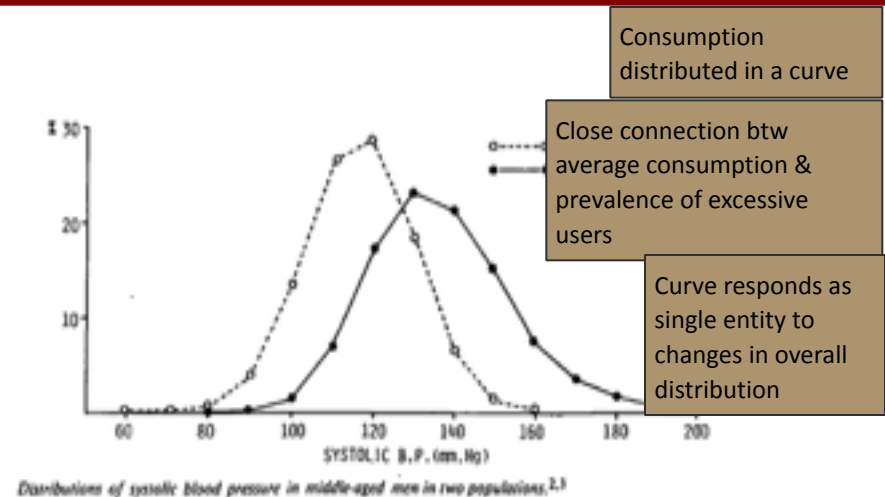
- A lot of prevalence research has been done around the world
- But relatively little use has been made of the research
  - Is this a problem with the research?
  - Or is it a translational issue?

# The utility of gambling research

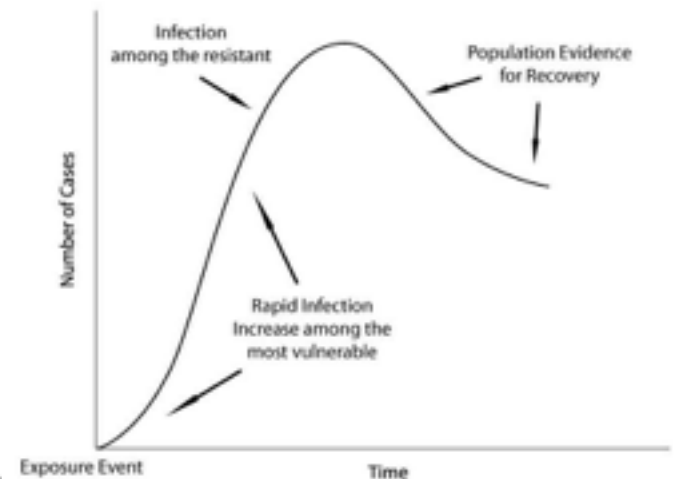
- Growth of legal, commercial gambling has been accompanied by an increase in interested stakeholders
  - Policy makers, planners, government agencies
  - Regulators & operators
  - Public health professionals & healthcare providers
  - Law enforcement
  - Banking, insurance & credit card industries
  - MH treatment professionals
  - Non-profit organizations

# Framing the issue: Exposure vs. adaptation

- Single distribution theory
- But is the relationship between exposure and harm a straightforward one?



- Ongoing debate about whether individuals and/or communities adapt to gambling availability over time



Orford, 2005; Shaffer, 2005

# Reviewing the research on availability

- Meta-analysis of 120 prevalence surveys
  - All cross-sectional
  - Identified link btw time & PG prevalence
  - Higher rates in more recent years
- Productivity Commission
  - Comprehensive survey across all Australian states & territories
  - Identified relationship btw PG prevalence & EGM numbers, EGM expenditures
- Researchers have challenged notion of linear relationship btw availability & prevalence
  - Argue for need to consider change over time within jurisdictions as well as across jurisdictions
  - Also argue for need to consider different types of exposure
- Separate challenge relates to focus on different types of gambling in different jurisdictions

Abbott, 2006; LaPlante & Shaffer, 2007;  
Shaffer, 2005; Storer, Abbott & Stubbs, 2009

# Occupational exposure

- Studies completed in U.S., Alberta, Ontario, Macau, Queensland
- Significantly higher rates of problem gambling among employees compared to general population in same jurisdictions
- Newer employees tend to have more problems compared with experienced employees
- Problem gamblers may be attracted to work in the industry
- Substantial proportion of problem casino employees report increasing their gambling after starting work in a gaming venue

Dangerfield, 2004; Guttentag, 2010; Hing & Gainsbury, 2011; Shaffer et al, 1999; Wu & Wong, 2008

# Spatial exposure (proximity)

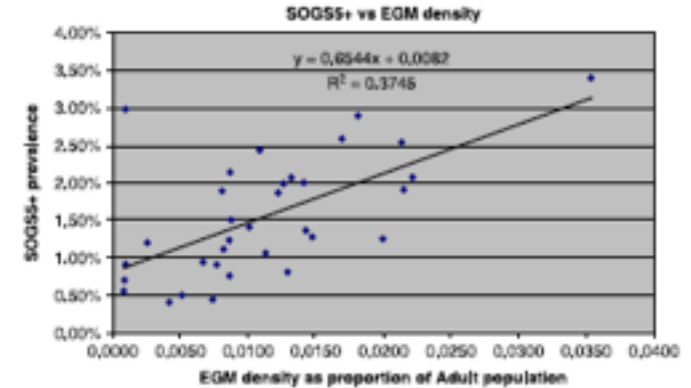
- Variability in PG rates in relation to distance from gambling venues
  - U.S. Gambling Impact Study (50 miles)
  - U.S. national survey (10 miles)
  - GIS “neighborhood” studies (AUS, NZ, CA)
- Investigative designs unable to detect causal relationships
  - Do casinos create problems?
  - Do casinos attract people who already have problems?
  - Are casinos located in areas where people already have problems?
  - Is casino location correlated with other factors (e.g. infrastructure, social capital)?
- Regional Impact of Gambling Exposure (RIGE)
  - “Standardized scale”
  - Dose = # of venues, # of venue employees
  - Potency = # of different types of gambling available
  - Duration = elapsed years of legal gambling

LaPlante & Shaffer, 2007; Shaffer et al, 2004



# Temporal exposure & adaptation

- Examined 34 AUS & NZ surveys
  - Identified relationship btw increasing EGM density & PG prev
  - Also found decreases in PG prev over time w/no change in EGM density



- Decreases in prevalence can occur due to reduction in incidence (new cases) or problem duration
  - Adaptation occurs at different levels
    - Individual (natural recovery, professional intervention)
    - Community (novelty wears off, increased awareness of risks)
    - Population (“natural selection” & removal of unsuccessful gamblers)
  - Different levels of adaptation suggest distinct policy approaches
- Storer, Abbott & Stubbs, 2009

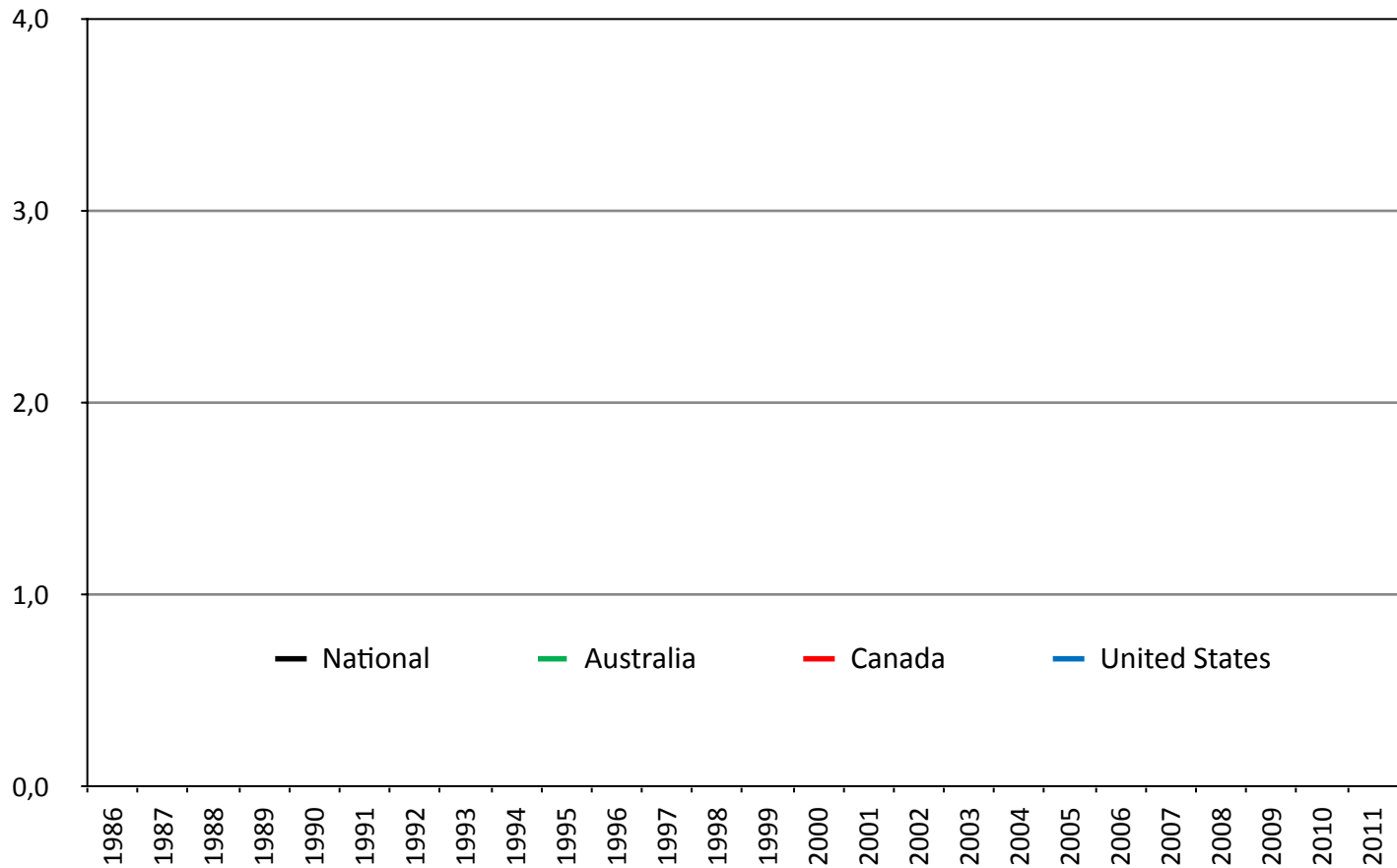
# Standardization Study: Approach

- Funded by OPGRC and Ontario Ministry of Health & Long Term Care
- Created a comprehensive compilation of all published & unpublished studies that have included a jurisdiction-wide adult prevalence survey
- Standardized prevalence rates to facilitate comparison of rates between jurisdictions & within same jurisdiction over time
- Analyzed changes in standardized PG prevalence rates over time

# Data & approach

- 202 studies extracted
  - 68 national
  - 27 Australian states/territories
  - 40 Canadian provinces
  - 67 U.S. states
- Five primary methodological variants
  - Differences in PG **assessment instrument** & differing thresholds to designate PG for the same instrument
  - Differences in **time frame** used to assess PG
  - Differences in method of **survey administration**
  - Differences in how survey is **described** to potential participants
  - Differences in the **threshold** for administering PG questions
- Weights developed for differences in instrument, time frame, administration format, survey description & response rates
- Did not correct for differences in sampling strategy, data weighting

# Changes w/in jurisdictions over time



Standardized PG Prevalence Rates Over Time (5 Year Smoothed)

# Conclusions

- Results support both exposure & adaptation
- Increased gambling availability is related to increased PG
- Populations appear to adapt over time
- Likely mechanisms include:
  - Increased population awareness of potential harms
  - Decreased population participation
  - Removal of PGs from pool due to severe adverse consequences (bankruptcy, imprisonment, suicide)
  - Increased industry and/or gov't efforts to provide gambling more safely, enact prevention programs, provide treatment
  - Increasing age of population

# Operationalizing the concept(s)

- Exposure/availability can be conceptualized in multiple ways
  - Legal status of different types of gambling
  - Time since gambling opportunities were legalized
  - Physical closeness of gambling opportunities
  - Driving distance from major gambling venues
  - Awareness of gambling opportunities w/in driving distance
  - Number of different gambling opportunities
  - Number of outlets for the same gambling opportunity
  - Expenditures on different gambling types
- Accessibility is also likely important (geo-temporal, social & personal)
- Ecological factors beyond gambling could be important
  - Local environment – contextual (social & physical)
  - Local environment – compositional (population subgroups)
  - Availability/visibility of PG services
  - Harm minimization measures

# Where do we go?

- Better measurement of gambling problems
- Improving data collection methods
- Directions for the future

# Measuring problem gambling

- Worldwide, many instruments exist to assess PG
  - SOGS
  - CPGI
  - DSM-IV
- A new problem gambling screen
  - Problem & Pathological Gambling Measure (PPGM)
- What makes a good PG measure?
  - Recognizes importance of loss of control
  - Includes a concept of harm to others as well as self
  - Acknowledges levels of severity among individuals with gambling problems



# How can prevalence research be improved?

- Larger sample sizes
- Multimodal approaches to data collection
  - Use of online, postal questionnaires, telephone
  - Dual-frame sampling
- Alternate research approaches
  - Prospective, longitudinal studies
  - Qualitative research
- Multidisciplinary teams
- Longer field times
- Cooperative efforts, bigger budgets & multi-year commitments

# Directions for the future

- Making research relevant
  - Need to understand the full range of gamblers to direct services efficiently
  - Target “at risk” groups with education, prevention and early intervention to prevent progression
  - Fit treatment to different subgroups of problem gamblers
  - Evaluate effectiveness of services
- Continue to improve our concepts and measures
  - Gambling participation, gambling problems, impacts
  - Availability, accessibility, acceptability, advertising
- Monitor impacts over time