

Issue Panel

Adolescent Gambling

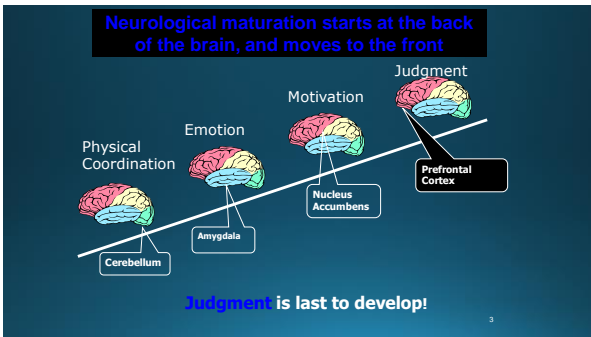
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On Problem Gambling

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Motivation and Reward



- Dopamine system stronger impact in adolescence
- Novel stimuli rewarded by burst of dopamine
- Dopamine release - maximal when reward is most uncertain, suggesting it plays a central role in guiding behavior during risk-taking situations
- Compared to adults, the robust dopamine system of adolescence will contribute to a more **heightened reward experience** in the face of novel stimuli



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Starting the engines without a skilled driver

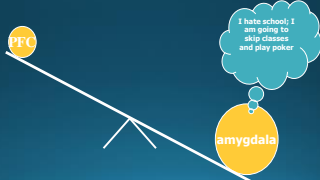


- Earlier timing of puberty results in several years with a heightened reward system ("igniting passions")
- Yet with *relatively immature neurobehavioral systems necessary for self-control and affect regulation*
- Predict: **increased risk for disorders of self-control; difficulties navigating complex social-emotional situations**



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In the presence of stress...



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Use It or Lose It



- If a teen is doing music or sports or academics, those are the cells and connections that will be hardwired. If they're lying on the couch or playing video games [or online poker], those are the cells and connections that are going to survive



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Carl Robertson, M.R.E, M.Div
Prevention Manager

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- Internet Gambling
- Gambling and Social Media
- 50 State Survey

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Convergence of Social Media & Gambling

- *Poker/card games*
- *Casino games*
- *Sports wagering*
- Reality shows
- Celebrity adoptions, arrests, etc.
- Any form of contest/Political race

Casino type games have become the most popular social gaming genre

- In 2010, 338 applications that allowed wagering using virtual credits were found on Facebook (Korn et al., 2010)
- Top 5 Facebook casino games attract almost 50 million active monthly users
- Zynga Poker alone attracts 34.8 million monthly players; 6.8 million daily players
- Of the top ten grossing iPhone apps in the US, three are currently casino games - Slotomania, Zynga Poker, and Texas Hold'em Poker
- Social media games are the new darling; their corporations are the most sought after by gaming companies



Tech Industry Sets Its Sights on Gambling



Social Policy Implications

- Need to continue to monitor changes in gambling behaviors as new technologies develop
- Need to help protect vulnerable populations
- Need to help educate youth about the warning signs associated with problem gambling
- Greater need for prevention/education initiatives
- Greater public and parental awareness
- Greater funding for research, prevention and treatment programs
- Greater need for collaboration between policy makers, regulators, the industry and researchers

Susan D. McLaughlin, M.P.A., C.P.P. Prevention Services Coordinator



Youth Gambling Awareness in Ct Youth Behaviors & Attitudes from Parents, Communities & Youth

CT Qualitative Data Gathering Project Fall 2013-Summer 2014

- 1. Focus Groups: Participants throughout State w/special populations;
- 2. Parent Surveys.
- 3. Youth-to-Youth Interviews.

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Jaime D. Costello Prevention Specialist/Special Programs Manager



- Parent Outreach and Education Project
- Youth Media Literacy Project
- Looking Ahead

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Gerry King, LMSW, MPA Addiction Program Specialist



- Problem Gambling Awareness Presentations
- *Stacked Deck*
- *Teen Intervene*

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