

Internet Problem Gambler

Internet gambling is the placing, receipt, or other transmission of a bet or wager which involves the use of the Internet. This type of gambling is available 24-hours a day. The internet problem gambler can be more capable of concealing harmful activity from friends and loved ones.

Problem gambling on the internet: implications for internet gambling policy in North America

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The proportion of North American gamblers who choose to gamble on the internet is increasing at a dramatic rate. Unfortunately, however, relatively little is known about the characteristics of these individuals or their propensity for problem gambling. Past studies predict that internet gamblers are especially at risk for developing gambling problems and that a substantial proportion of them already can be properly classified as problem gamblers. This article investigates this issue using data collected from an internet-based survey administered to 1920 American, Canadian and international internet gamblers. Confirming predictions of a relationship between internet gambling and problem gambling, it finds that 42.7 percent of the internet gamblers in the sample can be classified as problem gamblers. In light of the findings, and bearing in mind the recommendations made by other gambling researchers, it concludes with a discussion of issues and cautions for governments to heed when crafting internet gambling policies.

"The rite of passage has gone from being starting drinking to starting gambling"
(M. Steinberg)

"This is the first generation of youth to be exposed to relatively easy access to a variety of gambling venues, widespread gambling advertising, and to pervasive social approval for an inherently risky activity. Only 20 years ago, gambling in the U.S. was primarily limited Las Vegas and Atlantic City." (Winters, 2006)

What is gambling?

Any act that involves the risking of money or valuables on the outcome of a game, contest, or any other risk-taking event.

Motives for adolescent gambling: Relaxation - Enjoyment, excitement, entertainment – Adventure – Attention – Opportunity - Escape Negative feelings

Teens commonly:

- Live in the moment and enjoy games that keep them attentive and engaged. The teen lives in the moment with cell phone/ internet/ blackberry immediacy. Remote gambling is especially unique in this manner.
- Are technologically literate and can navigate the internet at the speed of light compared to older generations
- Are high risk takers developmentally. This is a normal part of the teenage experience to challenge the norm and take risks, both physically and emotionally
- Have poor control over impulsive behaviors
- Are able to dominate web sites without physical presence, beauty, strength, or acceptance. Skill is all important.