

Game Over & Out of Luck: Asian American University Student Problem Gambling and Problem Gaming

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Game Over & Out of Luck: Asian Am. Univ. Student Problem Gambling and Gaming

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Presenters

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San Francisco State University Asian American Studies

Mission: Through teaching, community service, and research, we use interdisciplinary approaches to address the structural and ideological forces that shape the lives of Asian Americans. We support self-determination by developing the creative expressions, voices, critical pedagogies, and analyses of our communities.

Objectives

- Identify three differences among Asian American ethnic groups regarding problem gambling
- 2. Specify three key factors affecting Asian American problem gambling among university students
- 3. Specify three key factors affecting Asian American problem gaming among university students

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Addictive Disorders: Gambling & Gaming

NICOS Chinese Health Coalition

Mission: To Enhance the Health and Well-Being of San Francisco's Chinese Community.

- Founded in 1985
- Located in SF Chinatown
- Public-private-community partnership of 30+ groups





Gambling & Gaming Addiction

- Gambling Disorder (American Psychiatric Association) – DSM 5 (2013)
- Internet Gaming Addiction (American Psychiatric Association) – DSM 5, Section III (2013)
- Gaming Disorder (World Health Organization) – Inclusion in ICD-11 (2018)

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DSM 5 – Condition for Further Study (released 2013)

Internet Gaming Disorder

Repetitive use of Internet-based games, often with other players, that leads to significant issues with functioning. Five of the following criteria must be met within one year:

- 1. Preoccupation with playing
- 2. Withdrawal symptoms when not playing
- 3. Tolerance
- 4. Unsuccessful attempts to reduce or stop playing
- 5. Gives up other activities to play
- 6. Continues playing despite problems caused by it
- 7. Deceives or covers up playing
- 8. Plays to escape adverse moods

9. Risks or loses relationships or career opportunities because of excessive playing

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ICD-11 Beta Draft (WHO) – pending release in 2018

Gaming disorder is characterized by a pattern of persistent or recurrent gaming behaviour ('digital gaming' or 'video-gaming'), which may be online (i.e., over the internet) or offline, manifested by:

- 1) impaired control over gaming (e.g., onset, frequency, intensity, duration, termination, context);
- 2) increasing priority given to gaming to the extent that gaming takes precedence over other life interests and daily activities; and
- 3) continuation or escalation of gaming despite the occurrence of negative consequences.

The behaviour pattern is of sufficient severity to result in significant impairment in personal, family, social, educational, occupational or other important areas of functioning. The pattern of gaming behaviour may be continuous or episodic and recurrent. The gaming behaviour and other features are normally evident over a period of at least 12 months in order for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe.

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Convergence: Elements of Gambling in Games

 Elements of gambling have been part of gaming for years (betting on races in GTA; loot boxes)



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Convergence: "Gamifying" Gambling

- Casinos Look to Video Games as a Draw for Millennials (NY Times, July 2016)
- Slot machine developers turn to popular apps to attract millennials (KTNV, Sept. 2016)
- GameCo wants to bring Video Game Gambling Machines to Las Vegas (KTNV, Aug. 2017)
- 'First of its kind' esports arena opens on the Las Vegas Strip (Las Vegas Review-Journal, March 2018)
- Luxor bets on video gaming with new Esports Arena Las Vegas (Travel Weekly, April 2018)



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Existing Research – Gambling

- California Prevalence Study: 2.2% Problem Gambling; 1.5% Pathological Gambling (Volberg et al, 2006)
- Pathological Gambling Among University Students: 12.5% among Asian-American vs. 4-5% among African-American, whites, American Indians vs. 11% among Latinos (Lesieur et al, 1991)
- Problem gambling among San Francisco Youth: 11% among API youth vs. 2-6% national average (Chiu & Woo, 2012)
- Asian American Adolescents: AA showed higher levels of atrisk/ problem gambling (30.6%) vs. Caucasian adolescent (26.4%) (Kong et al, 2013)
- Research points to being foreign-born as a risk factor of problem gambling, particularly among Asian Americans

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Existing Research – Gaming

Accurate prevalence estimates of gaming disorder is confounded by these factors:

- Lack of standard assessment instrument
- Definition of the "problem" vary within individual studies
- Cultural factors may also influence tolerance/ acceptance of gaming

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Country	Author(s)	Age	Size	How IGD was classified Ra	
Germany	Schmidt et al.	14–60+	600	Scores \geq 42 on Video Game Dependency Scale (
Germany	Rehbein et al.	13-18	11,003	Endorse ≥5 of 10 on DSM-5 adapted Video Game Dependency Scale	
Netherlands	Haagsma et al.	14-81	902	Endorse 7 of 7 on Game Addiction Scale	
Netherlands	Van Rooij et al.	13-16	4559	Statistical analysis of responses to Compulsive 1.5 Internet Use Scale	
Germany	Rehbein et al.	Mostly 15	15,168	Scores \geq 42 on Video Game Dependency Scale	
Australia	King et al.	12–18	1287	Scores >5 on Pathological Technology Use 1.8 Checklist for Video Gaming	
Germany	Mößle	Mostly 12-13	806	≥42 on Video Game Dependency Scale	
Norway	Johansson et al.	12-18	3237	Endorse \geq 5 of 8 on Young Internet Addiction scale 2 revised for gaming	
Germany	Festl et al.	14-90	4382	Endorse \geq 4 of 7 on Game Addiction Scale	3.7
Hungary	Papay et al.	Mostly 16	5045	Latent class analysis of Problematic Online Gaming 4. Questionnaire	
Norway	Mentzoni et al.	15-40	816	Endorse \geq 4 of 7 on Game Addiction Scale	4.7
Australia	Thomas and Martin	Mostly 12- 24	2031	Endorse \geq 5 of 8 on Young Internet Addiction scale 4.8 revised for gaming	
USA	Desai et al.	14-18	4028	Endorse 3 of 3 on Impulse Control Disorder 4.9 revised for gaming scale	
Netherlands	Lemmens et al.	13-40	2444	Endorse ≥5 of 10 on DSM-5-adapted Internet 4. Gaming Disorder Scale	
Netherlands	Lemmens et al.	12-18	1217	Endorse \geq 4 of 7 on Game Addiction Scale	5.6
USA	Gentile	8-18	1178	Endorse ≥6 of 11 on Pathological Video Game Use 8.5 Scale	
Singapore	Choo et al.	8-15	2988	Endorse ≥5 of 10 on Pathological Video Game 8. Use Scale	
Spain	Salguero and Moreno	13-18	223	Endorse \geq 5 of 9 on Video Game Addiction Scale	9.9

Existing Research – Gaming

• College Internet and Gaming Addiction (Tang et al, 2017):

	US	Singapore	China
Internet Addiction (IAT)	4.5	4.9	7.0
Online Gaming Addiction	26.0	15.4	21.1
Social Networking Addiction (BFAS)	26.2	29.4	44.5

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Relationship between Problem Gambling and Problem Gaming?

 Social and problem gamblers, relative to nongamblers are significantly more likely to play video games. Similarly, significantly more video game players gambled, compared with non-players (McBride & Derevensky, 2016)

 Classification of either gambling or internet gaming addiction increased risk for the other (Fu & Yu, 2015)

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San Francisco State University – **Problem Gambling** & Gaming Study

Research Aim

This study is at a west coast California university examining the factors affecting

- Problem Gambling Among Asian Americans
- Problem Gaming Among Asian Americans

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The relationships between the two

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Literature Review

- Accessibility (Winter 1998; Hodgins) 2012; Lee 2014)
- Cultural Influences (Loo 2008; Fong 2009; Rinker 2015)
- Gender (Fong 2009; Hing 2015)

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Methodology

- 312 Asian American undergraduate students participated in this study
- The survey employed the South Oaks Gambling Screen (SOGS).
- If the participants scored 5 or more on the survey, they were classified to have a probable gambling or gaming disorder

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Study Sample

Study Sample: Ethnicity

Overall: Ethnicity



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Study Sample: Age



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Study Sample: Nativity

Overall: Generation



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Study Sample: Gender

Overall: Gender



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Gambling Activities – 1x week or more

Played the stock market Went to casinos Game of skills for money Bet on horses/ animals Played cards for money Played number/ lotteries Played dice games Played slot machines **Played Bingo** Played pull tabs



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Top Games Reported



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Top Gaming Types/ Categories

Online Computer Games Multiplatform - Shooter Games Cell Phone Games Multiplatform - RPG Multiplatform - Sports Games Multiplatform - Racing Games



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Problem Gambling

Gambling Disorders by Ethnicity



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Gambling Disorder by Gender



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Gambling Disorder by Generation



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Problem Gaming

Gaming Disorder by Ethnicity



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Gaming Disorder By Gender

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Gaming Disorder by Generation

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Problem Gambling vs. Problem Gaming

%'s of Problem Gamblers and Problem Gamers: Ethnicity

Gambling vs Gaming Ethnicity



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%'s of Problem Gamblers and Problem Gamers: Age





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%'s of Problem Gamblers and **Problem Gamers: Generation**



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Gambling vs Gaming: Gender



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Dual Disorder

Dual Disorder Findings: % of Problem Gamblers Who are Problem Gamers

28% 28% of all problem gamblers also have a dual gaming disorder.

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Dual Disorder Findings: % of Problem Gamers Who are Problem Gamblers

16%

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16% of all problem gamers also have a dual gambling disorder.

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Dual Disorder Findings: Ethnicity



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Dual Disorder Findings: Age



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Dual Disorder Findings: Gender



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Risk Factors

Analysis

- Risk Factors for Problem Gambling
 - Chinese
 - over 25 y.o.
 - Male
 - Foreign-born
- Risk Factors for Problem Gaming
 - Chinese
 - 21-25 y.o.
 - Male
 - Foreign-born

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Recommendations

- Prevention of Problem Gambling
 - Address cultural norms of gambling (with emphasis on Chinese)
 - Sensitivity to immigrant and international students
 - Issues of re-entry students
- Prevention of Problem Gaming
 - Address cultural norms of gaming (with emphasis on Chinese)
 - Sensitivity to immigrant and international students
 - Issues of transfer students
- Examining the relationship between Problem Gambling and Problem Gaming

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Q & A

Thank You For Joining Us Today

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