

Substance Use Differences between Problem- and Casual- Gamblers and Video Game Players

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BACKGROUND & RATIONALE

- Gambling and substance misuse commonly co-occur¹
- Use of alcohol, nicotine, and cannabis predict problem video gaming²
- Online access to both video gaming and gambling has led to increased rates of problem gaming and gambling³

OBJECTIVES



To compare substance use rates between Canadian problem gamblers (PG), problem video gamers (PVG), and those with no problem (NP)



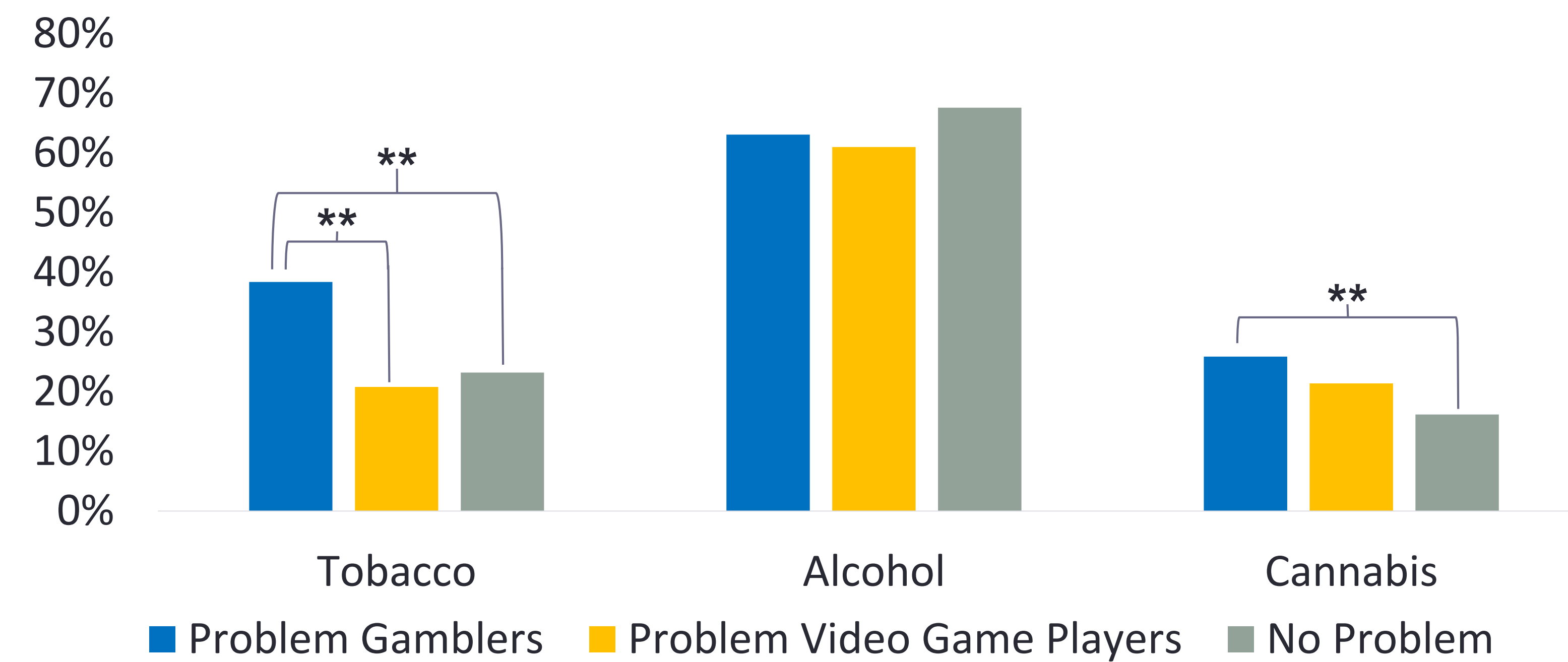
To identify differences in substance use rates between Canadian PG and PVG

METHODS

- **Dataset:** Secondary data from the Leger Survey offered to Canadians who play video games or gamble were used in the analysis
- **Analyses:**
 - χ^2 analyses to examine different associations with substance use between PG, PVG, and non-problem groups
 - odds ratios calculated to determine differences in risk between problem and non-problem groups

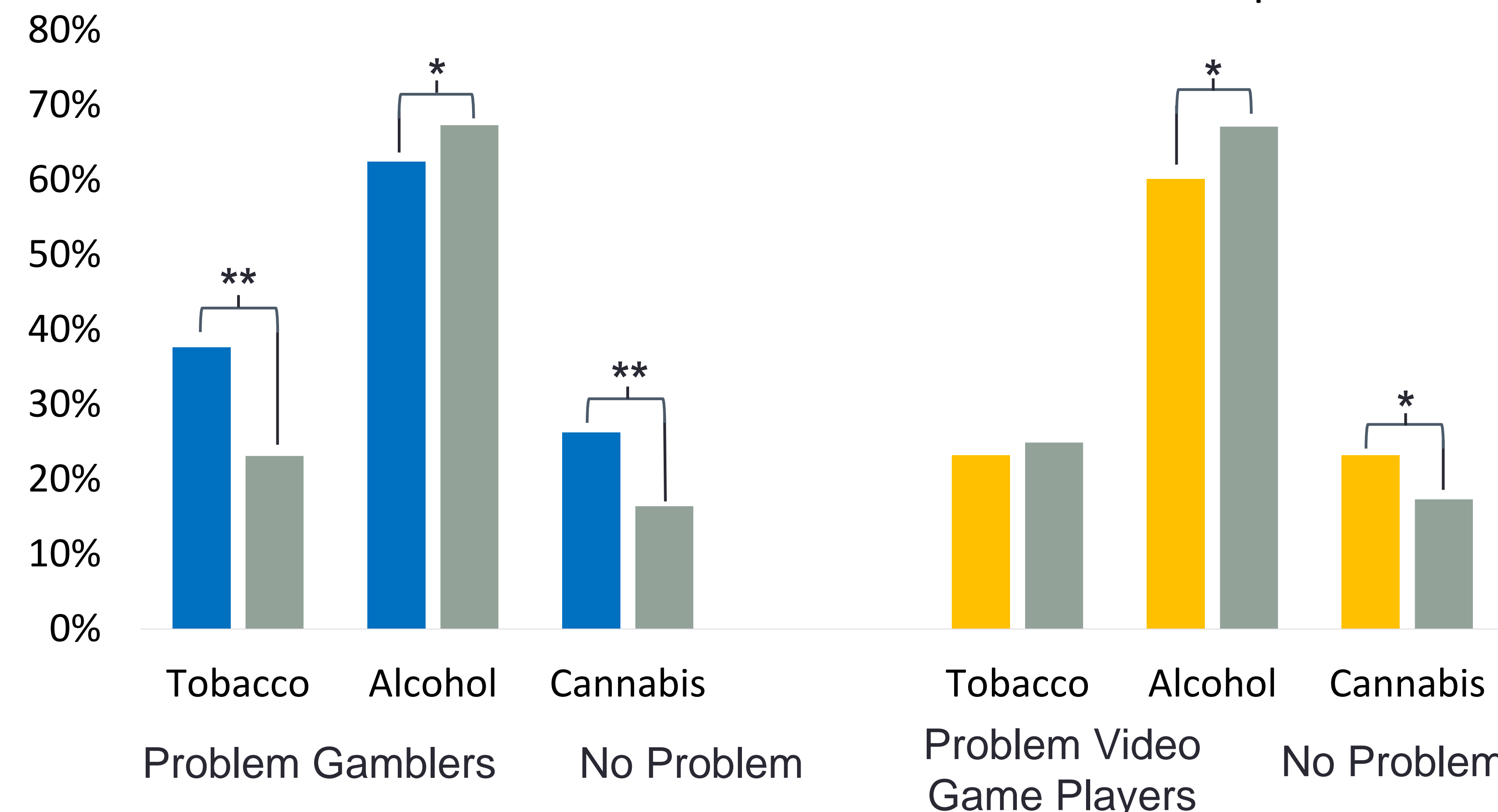
RESULTS

Substance Use by Group



	PG	PVG	NP	χ^2	df	sig
Tobacco	38.4% _a	20.8% _b	23.2% _b	47	2	p=0.000
Alcohol	63.1% _a	61.0% _a	67.6% _a	6	2	p=0.054
Cannabis	25.9% _b	21.4% _{a,b}	16.2% _a	26	2	p=0.000

Substance Use in Problem vs. Non-Problem Groups



	PG	Non-PG	χ^2	df	OR (95% CI)	sig
Tobacco	37.6% _a	23.1% _b	45.795	1	1.999 (1.631 - 2.449)	p=0.000
Alcohol	62.4% _a	67.3% _b	4.341	1	0.808 (0.662 - 0.988)	p=0.037
Cannabis	26.2% _a	16.4% _b	26.978	1	1.804 (1.441 - 2.260)	p=0.000

	PVG	Non-PVG	χ^2	df	OR (95% CI)	sig
Tobacco	23.2% _a	24.9% _a	0.325	1	0.907 (0.649 - 1.268)	p=0.569
Alcohol	60.1% _a	67.1% _b	4.223	1	0.739 (0.554 - 0.987)	p=0.040
Cannabis	23.2% _a	17.3% _b	4.587	1	1.443 (1.030 - 2.021)	p=0.032

CONCLUSIONS



- Problem gamblers are more likely to use tobacco than problem video gamers and the no-problem group
- Problem gamblers are ~2x more likely to use tobacco than non-problem gamblers



- Problem gamblers are 17% less likely to consume alcohol than their non-problem gamblers
- Problem video gamers are 26% less likely to consume alcohol than non-problem video gamers



- Problem gamblers are ~1.8x more likely to use cannabis than non-problem gamblers and non-problem video gamers
- Problem video gamers are ~1.5x more likely to use cannabis than non-problem video gamers

REFERENCES

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- 2 Van Rooij, A.J., Kuss, D.J., Griffiths, M.D., Shorter, G.W., Schoenmakers, T.M., & Van De Mheen, D. (2014). The (co-)occurrence of problematic video gaming, substance use, and psychosocial problems in adolescents. *Journal of Behavioral Addictions*, 3(3), pp. 157-165.
- 3 Philander, K.S., & MacKay, T. (2014). Online gambling participation and problem gambling severity: is there a causal relationship? *International Gambling Studies*, 14(2), pp. 214-227.