

# Just GAMBLING 2017

Ethical Challenges Pertaining  
to Gambling Provision,  
Policy and Research



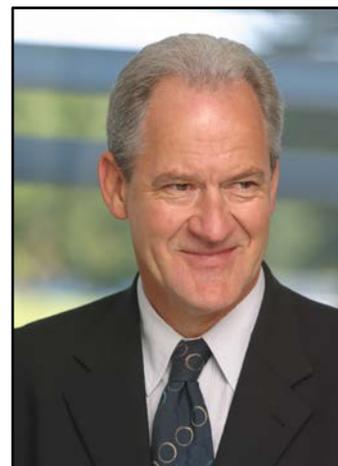
## Conference Presenters

April 6 – 8, 2017  
The Banff Centre, Banff, Alberta

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### Max Abbott

Max Abbott is Pro Vice-Chancellor and Dean, Faculty of Health and Environmental Sciences, at Auckland University of Technology, where he is also Professor of Psychology and Public Health and Co-director of the National Institute for Public Health and Mental Health Research. He directs the Institute's Gambling and Addictions Research Centre and Centre for Migrant and Refugee Research. Professor Abbott was previously the founding National Director (CEO) of the Mental Health Foundation of New Zealand (1981-1991). He was President of the World Federation for Mental Health (1991-1993) and remains the Federation's senior consultant. He chairs and serves on a variety governmental and NGO boards, committees, and advisory groups. Recent areas of research include gambling and addictions, psychiatric epidemiology, and indigenous and migrant health. Professor Abbott was made Companion of the New Zealand Order of Merit in 2016 for services to Health, Science, and Education.



Presentation Topic: *EGMs – Can they be operated and regulated in ethical and less harmful ways?*

Electronic Gambling Machines (EGMs) have been referred to as the 'crack cocaine of gambling.' In jurisdictions where they are widely distributed the majority of people with gambling disorders report having problems related to EGM participation. Typically around one in five regular EGM gamblers are problem gamblers and the aggregate harm and costs to individuals, families, communities and wider society is considerable. There are also benefits in terms of government revenue, funding for community organisations and player recreation. Generally, around a third to a half of EGM revenue comes from people with gambling problems. The introduction of EGMs has contributed to changes in the epidemiology of gambling-related harm, including the feminisation of problem gambling. This presentation, drawing from research by the presenter and others, considers why EGMs should be operated and regulated in ethical and less harmful ways. This includes assessment of EGM costs and benefits and examination of related ethical matters. The presentation then considers whether, and to what extent, EGMs can be made available in ways that are more ethical and less harmful.

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## James Banks

Dr. James Banks is a Senior Lecturer in Criminology at Sheffield Hallam University. His research interests centre on crime, gambling and technology. He has written two books exploring the relationships between gambling and crime. He is currently engaged in a research project exploring the socially injurious harms that have resulted from the proliferation of gambling products and services in the UK as a consequence of the Gambling Act 2005. He is also involved in research examining problem gambling and families, and the relationship between problem gambling and family violence.



Presentation Topic: *Online Gambling and Crime: Myths and Realities*

This presentation explores the manifold actual, possible and probable interconnections between online gambling and crime. It gives consideration to the dimensions and mechanics of remote gambling related crime, demonstrating how online gambling can lead to criminal activity, act as a conduit for crime or support other forms of criminal enterprise. The legal, technological and educational frameworks that have developed in response to the specific crime problems are assessed and avenues for further research detailed.

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## Yale Belanger

Dr. Yale Belanger (Ph.D.) is professor, political science, University of Lethbridge. He has written or edited numerous books and articles about First Nation casino development and the gaming industry, Aboriginal self-government, housing and homelessness, and Indigenous activism.

Presentation Topic: *Gambling and Problem Gambling among Canadian Urban Aboriginals*



Historic and reciprocity-grounded gaming and gambling systems were features of all prairie Aboriginal communities. While allowing for significant wagering that ensured localized wealth distribution, spiritual renewal, and diplomacy with neighbouring communities, the introduction of Canadian legislation in 1876 banned these historic practices. Forced underground and hidden from all but the most fearless, by the 1970s Aboriginal people relocating to urban centres began playing modern and more socially acceptable gambling games. This included plugging the slots, frequenting casinos to play table games, and purchasing pull-tabs and lottery tickets. This was also a resurgent period of traditional gaming and wagering techniques. Yet the degree to which these relationships are culturally bound in an urban setting is unknown. Nor do we know whether historic wagering practices and gaming philosophies inform contemporary gambling behaviours; or if they influence beliefs about gambling's ongoing cultural utility. This demands we turn our attention to how location (i.e., city vs. reserves), increased accessibility, and modern gambling games (i.e., video lottery terminals vs. traditional hand games) may influence urban Aboriginal gambling behaviours and practices. This presentation will shed light on these issues by: (1) exploring the current meaning of gambling to urban Aboriginals (i.e., motivations and context for gambling, perceived relationship to traditional forms); and, (2) determining whether the various groups participating in this study (i.e., Niitsitapi, Siksika, Stoney, Tsuu T'ina, Kainai, Nehiyawak, Dene, Métis, Anishinaabe, Nakota, Dakota) demonstrate culturally distinctive approaches to wagering.

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## Dan Brown

Dr. Dan Brown is Professor of Computer Science at the University of Waterloo, where he has been a faculty member since 2000. Dr. Brown earned his Bachelor's degree in math at MIT and his PhD in computer science from Cornell, and was a post-doctoral researcher on the Human and Mouse Genome Projects at the MIT Center for Genome Research.

In his time at Waterloo, Dr. Brown has had a strikingly broad research agenda, from creating algorithms for analysis of DNA data to analyzing evolutionary trees to studying patterns in rap music rhymes, to using lyrics to predict hit pop songs, to teaching computers to create poetry. In 2013, Dr. Brown affiliated with the Gambling Research Lab at Waterloo, with an interest in analyzing and minimizing the harms of legalized gambling on vulnerable populations. He has collaborated with colleagues at Waterloo and at the Ontario Lottery and Gaming Corporation in support of those projects.



Presentation Topic (with Kevin Harrigan): *EGMs: Hazards, Potency and Harm Reduction*

Electronic gaming machines (EGMs), which include slot machines and other similar gambling devices, offer extremely fast, continuous play to players. They include a number of features (near misses, losses designed as wins, bonus rounds, illusion of control, fake currency, and others) that encourage players to lose track of how fast they are losing money. In Ontario casinos, expected player losses range from \$60 per hour in ordinary slot machines to as much as \$6000 per hour in the high-stakes rooms; players who gamble one night per week for three hours lose, on average, over \$9000 per year. Given that the median Ontario income is approximately \$30,000, it is not at all surprising that some EGM players experience severe harms as a result of their play. We will describe several aspects of these machines that contribute to problems, and discuss what can be done to make them less addictively potent. Lessons learned from a recent research study with OLG to inform players will be presented as an example of the types of initiatives that can be implemented in casinos in an attempt to reduce problems.

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## Rebecca Cassidy

Rebecca Cassidy is a social anthropologist who has worked for many years on horse racing, horse breeding and gambling. Her early work focused on kinship, class and gender in the horse racing cultures of Newmarket and Kentucky. Her recent work, including a European Research Council project which took place between 2010 and 2015, used ethnographic fieldwork to explore gambling across conceptual and territorial borders. She is also interested in the ethics of gambling research. She is co-author, with Claire Loussouarn and Andrea Pisac, of *Fair Game*, an open access report published in 2014, which used interviews with 109 executives, researchers, policy makers and treatment providers to argue for a more transparent and vibrant gambling research culture. She is currently Head of Department of the Anthropology Department at Goldsmiths, University of London.



Presentation Topic: *Beyond the Code: The Ordinary Ethics of Good Gambling*

This talk uses recent anthropological thinking about ethics and morality to better understand disagreements in gambling research. Exploring codes and comparing them to the embodied, ordinary ethics encountered in fieldwork with gamblers and non-gamblers, it shows how ideas about the good life, good gambling and indeed, good research, reflect more than abstract moral values. Clashes between approaches to gambling research are partly political: much is at stake, in every sense. But they are also about personhood, and about contrasting ideas of how we believe people and society to be constituted. Thinking about the ethical as intrinsic – located in speech and thought – as opposed to extrinsic – located in codes – may provide a starting point for a more radical, and at the same time more inclusive, ethical framework for research.

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### **Darren Christensen**

Darren R. Christensen received his PhD in psychology from the University of Canterbury, New Zealand. He has previously worked at the University of Arkansas for Medical Sciences (USA) and the University of Melbourne (Australia) examining the efficacy of contingency management as a treatment for substance dependence and problem gambling. He contributed to the design of a pre-commitment system for the Australian federal government, and provides training on contingency management to the CRISM Prairie Node. He is currently the chair in gambling sponsored by the Alberta Gambling Research Institute in the Faculty of Health Sciences at the University of Lethbridge.



Presentation Topic: *The effect of regular naltrexone dosing on disordered gamblers: An examination of neural activation, gambling urges, and gambling behaviour*

Although pharmacological treatments for gambling disorder have shown some promise, questions remain regarding the neurological regions implicated and the functional changes from potential drug therapeutics. We present our methodology for examining regular dosing of Naltrexone for the treatment of gambling disorder. In addition, we report our first cases investigating gambling behaviour, urge, and the neurological reactions of gamblers to tasks related to behavioural inhibition, impulsivity, and gambling stimuli. Further, we discuss our initial thoughts based on our data on dosing schedules and drug safety.

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### **Linda Hancock**

Prof. Linda Hancock holds a Personal Chair in Public Policy at Deakin University in Melbourne, Australia and teaches and researches on public policy analysis, applied social policy, regulatory theory and global governance of dangerous consumptions, CSR and the social implications of new technology.

She has been a CI on seven national Australian Research Council research grants and is currently working on two: Ethics, Public Policy and Engagement; ARC Centre of Excellence for Electromaterials Science (ACES); and Corporate Political Activity of Tobacco, Alcohol and Gambling Companies in Australia; Australian Research Council Linkage Grant.

Relevant Monographs include: *Regulatory Failure: The Case of Crown Casino* (Australian Scholarly Publishing), and *Public Policy Analysis: Power, Partnerships, Participation and Networks* (forthcoming).

Prof. Hancock has held two Australian Ministerial appointments as: Law Reform Commissioner (Government of Victoria) and Presiding Member, Social Security Appeals Tribunal (Government of Australia), along with other positions worldwide.

Presentation Topic: *The importance of “Framing” - Gamble Responsibly! Interrogating a decade of Reno Model framing of “Responsible Gambling” through use of corporate political activity (CPA) analysis*

In over a decade of “the Reno Model,” constructions of “Responsible Gambling” have impacted RG discourses with themes that incrementally promote individual responsibility, framed as individual autonomy and informed choice. Within this master narrative, patron education and awareness, informed choice, and treatment for those experiencing harm are advocated as diversions from structural reform of a deregulated harmful industry.

Applied examples of Corporate Political Analysis (CPA) highlight this framing of key concepts, which amount to “core beliefs” promulgated by a policy advocacy coalition, using information strategies and tactics including shaping the evidence base and policy substitution to maintain the dominance of the dominant Reno policy network coalition.

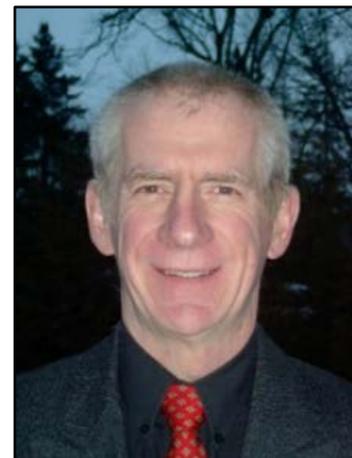
Against the background of a decade of international Reno Model promulgation, the presentation draws on gambling industry submissions to the Australian Parliamentary inquiry into gambling advertising during sports telecasts; UK regulation enabling proliferation of bookmakers shops in deprived areas; and 90 industry and interviews of stakeholders in Macau, Las Vegas and Melbourne, to show how transnational casino corporations frame and articulate limited self-serving notions of responsible gambling, supporting ineffective national regulation that overlooks operator due diligence on consumer protection and probity to prevent money laundering.

Where should this all go? Should we keep or ditch “responsible gambling” when contemporary precepts of “responsibility” have been reformulated in ways which suit both industry and governments, precluding effective alternatives that pose a threat to business as usual?

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## Kevin Harrigan

Professor Kevin Harrigan (PhD) teaches courses in computer science and computer game design at the University of Waterloo where he is a founding member of the Gambling Research Lab. Kevin’s research focuses on the computer algorithms and math used in the design of slot machine games, and identifying how these game design elements may contribute to problem gambling. He has published research and presented on topics including: near misses, unbalanced reels, random number generators, PAR Sheets, reinforcement schedules, losses disguised as wins, and more. He has also created interactive tutorials, movies, and animations to explain how slot machines work. Harrigan works cooperatively on research initiatives with the community, the media, the Ontario Lottery and Gaming Corp., the Centre for Addiction and Mental Health, bankruptcy trustees, and the legal community.



Presentation Topic (with Dan Brown): *EGMs: Hazards, Potency and Harm Reduction*

Electronic gaming machines (EGMs), which include slot machines and other similar gambling devices, offer extremely fast, continuous play to players. They include a number of features (near misses, losses designed as wins, bonus rounds, illusion of control, fake currency, and others) that encourage players to lose track of how fast they are losing money. In Ontario casinos, expected player losses range from \$60 per hour in ordinary slot machines to as much as \$6000 per hour in the high-stakes rooms; players who gamble one night per week for three hours lose, on average, over \$9000 per year. Given that the median Ontario income is approximately \$30,000, it is not at all surprising that some EGM players experience severe harms as a result of their play. We will describe several aspects of these machines that contribute to problems, and discuss what can be done to make them less addictively potent. Lessons learned from a recent research study with OLG to inform players will be presented as an example of the types of initiatives that can be implemented in casinos in an attempt to reduce problems.

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## Mark Johnson

Dr. Mark R. Johnson is a postdoctoral fellow in the Digital Creativity Labs at the University of York. His work focuses on unpicking complex emerging sociotechnical digital gameplay practices and cultures, ranging from professional video game competition ("eSports") to the ontological politics of cheating disputes in casino games, and from the semiotics of online poker advertising to the political economy of live broadcasting video game play over the internet. He is also a retired professional game player, a multiple video game world record holder, an independent game developer, and a freelance writer for major gaming publications including Rock Paper Shotgun and Vice Gaming. He is currently particularly interested in fantasy sports and eSports betting, and how such practices are complicating the relationships between gambling, video games, and sports fandom, and he is working on his first monograph, "The Unpredictability of Gameplay," to be published by Bloomsbury Academic.



Presentation Topic: *The Contemporary Challenges of Gambling in Digital Play*

This talk examines the ongoing blurring of boundaries between video games and gambling. It focuses on two case studies: fantasy sports betting and betting on "eSports" (professional video gaming). In the first case, the paper will focus on the ongoing FBI and Department of Justice investigations - caused by the deliberate blurring of whether such a practice is a game or a gamble - and the ontological implications such rulings have. In the case of eSports gambling, the talk will explore the sudden and rapid growth of this phenomenon, the unregulated and unmeasured "black market" eSports betting takes place in, and attempts to capture and regulate this market. In doing so the paper will propose a bold research agenda for gambling studies that would engage fully with these highly distinctive and ethically/legally contested digital phenomena, and the importance of immediately addressing their growing impacts in gambling and real-money gameplay.

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## Anna Lund

Anna Lund joined the Faculty of Law at the University of Alberta as an Assistant Professor in July 2016. She researches in the areas of bankruptcy and insolvency and debtor creditor law. In 2015, she was awarded a postdoctoral fellowship by the Alberta Gambling Research Institute to study the intersection of gambling and bankruptcy law. A member of the Law Society of Alberta, she continues to practice on a *pro bono* basis through the Edmonton Community Legal Centre and Pro Bono Law Alberta.



Presentation Topic: *La Plus Ça Change? Canada's 100-Year-Old Law on Bankrupt Gamblers*

In 1919, Canada passed a bankruptcy law. The law enabled individuals to seek relief from their debts, as long as they had not engaged in a list of proscribed activities. Gambling was included on the list. Almost a hundred years later, gambling is still included on the list. And yet, the context in which the law is being applied has changed drastically. In 1919, most forms of gambling were criminalized. In 2017, gambling is decriminalized and governments promote it as a legitimate form of entertainment. In 1919, gambling was viewed as a vice. In 2017, problem gambling is listed in the DSM V as a behavioral addiction. Anna Lund's talk will examine how judges and insolvency trustees (the professionals who administer bankruptcies) are applying bankruptcy law to individual gamblers given these changes in the broader social context.

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## Francis Markham

Francis Markham is concluding his doctoral research at The Australian National University. His research has used geographic methods to investigate the local impacts of electronic gaming machines and the relationship between gambling expenditure and gambling-related harm. He has undertaken gambling research in the ANU School of Sociology, where he contributed to estimates of problem gambling expenditure shares. In 2011-12, he was a research associate at the Menzies School of Health Research, where he worked on an ARC Linkage project entitled "Gambling-related harm in Northern Australia: A GIS-based spatiotemporal analysis of venue catchments." His doctoral supervisors are Dr. Bruce Doran and Associate Professor Martin Young.



Presentation Topic: *Electronic gaming machine expenditure and problem gambling: Investigating the relationships for individuals, gambling venues, and jurisdictions*

The relationship between money lost gambling and the risk of gambling-related harm is a crucial one for policy. If, as is sometimes assumed in the gambling literature, gambling losses display a 'J-shaped' dose-response association with harms, then low levels of gambling consumption should be considered safe or even beneficial. Alternatively, if a linear relationship exists, then an increase in gambling expenditure will lead to an increase gambling harms.

This presentation provides a summary of results from three studies designed to explore this question. The first study describes the shape of the dose-response association between gambling expenditure and problem gambling symptoms for individuals, finding a linear or 'r-shaped' relationship. The second and third studies examine the associations between expenditure and harms in gambling venues and for jurisdictions, corroborating this finding at the population level. The paper concludes with a discussion of implications for gambling policy.

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## Daniel McGrath

Dr. Daniel McGrath is an Assistant Professor in the Department of Psychology at the University of Calgary and holds the Alberta Gambling Research Institute (AGRI) Chair in Gambling Research. His research is primarily focused on the co-morbid relationship between commonly used substances (e.g., tobacco, alcohol) and gambling behaviour as well as exploring attentional biases in gambling disorder. Most of this work involves conducting experiments in a controlled laboratory environment using drug-challenge designs and video lottery terminals. The goal of this work is to help researchers and clinicians better understand the interaction between use of addictive substances and gambling disorder. Dr. McGrath has been the recipient of numerous grants to support his research and has published over twenty peer-reviewed journal articles.



Presentation Topic: *The Influence of Image Content, Colour, and Type of Gambling Activity on Attentional Bias toward Gambling Stimuli*

A growing body of research indicates that gamblers can develop an attentional bias toward gambling-related stimuli. This is a process in which stimuli become conditioned through repeated exposure resulting in preferential attention to gambling cues compared to other stimuli. However, compared to research on substance use, comparatively few studies have examined attentional biases in gambling using eye-gaze tracking; a direct measure of attentional allocation. Moreover, no known research has examined the roles of image characteristics among gamblers; yet these topics have been explored in other addictive behaviours such as alcohol use. In this presentation, the results of two eye-gaze tracking studies will be discussed. The first examined the influence of colour (vs. greyscale) and image content (gambling vs. neutral) on attentional allocation among young adult slot machine gamblers and non-gambling controls. In the second study, the specificity of attentional bias toward individual gambling activities was examined. Primarily video lottery terminal/slot machine gamblers, poker players and non-gambling were compared on indices of attentional allocation toward slots, poker, bingo, and neutral imagery. It is anticipated that the results of both studies will serve to inform the design of future experiments investigating attentional biases in individuals with gambling disorder.

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## Seema Multi-Packer

Dr. Seema Mutti-Packer is a postdoctoral fellow in the Department of Psychology at the University of Calgary. She received her Ph.D. from the University of Waterloo in the School of Public Health & Health Systems, with a focus on population-level interventions for tobacco control. She is currently involved in the Leisure, Lifestyle, & Lifecycle Project (LLLP), a five-wave longitudinal study of gambling and problem gambling in Alberta, Canada. Her research focuses on examining psychosocial factors influencing change in gambling and problem gambling behavior overtime, as well as co-morbidity with other problem behaviors, including alcohol, tobacco, and illicit-drug use.



Presentation Topic: *Problem gambling symptomatology and alcohol misuse among adolescents: A parallel-process latent growth curve model*

Much of the literature in the domain of problem gambling and related problem behaviors among adolescents is primarily descriptive and cross-sectional in nature. Longitudinal data are needed to address the issues of temporality and change over time. We examined the possible temporal associations between alcohol misuse and problem gambling symptomatology from adolescence through to young adulthood using parallel-process latent growth curve modeling. Data were from a sample of adolescents recruited for the Leisure, Lifestyle, & Lifecycle Project in Alberta, Canada, which included four assessments over five years. This presentation will address whether problem gambling symptomatology and alcohol misuse mutually influence each other overtime. Implications for prevention strategies and avenues for future research will also be discussed.

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## Fiona Nicoll

Associate Professor Dr. Fiona Nicoll is AGRI Research Chair in Gambling Policy in the Department of Political Science at the University of Alberta. She is currently completing a book titled “Gambling in Everyday Life: Governing Spaces, Moments and Products of Enjoyment” to be published with Routledge later this year.

Presentation Topic: *Academic Disciplinarity and the Ethics of Gambling Research*



The first part of this paper presents preliminary findings of a meta-analysis of academic literature on gambling in Australia, North America, New Zealand and the UK. The meta-analysis focuses on disciplinary affiliations of academic literature published from the early 1990s to the present. This period has been marked by rapid liberalisation of gambling across many of these jurisdictions, together with unprecedented innovation in the design and cultural iconography of electronic gambling machines (EGMs). As problem gambling (and, more recently, ‘responsible gambling’) have come to occupy the centre of academic research activity and policy engagement, research on gambling within humanities and social science disciplines (excluding psychology) has been steadily pushed to the margins of institutionalised disciplinary knowledge. What are some of the ethical implications of this skewing of academic research on gambling - a human activity that is almost universally enjoyed and manifests diverse cultural expressions, social meanings and forms of governance over time and space - towards the methods and theoretical frameworks of the psy-sciences?

How have topics in gambling studies been defined and shaped by these methods and theories? To what extent can we map shifts in this research field onto technological innovations affecting the market for gambling products and the interests of corporate and political actors? What do the preliminary findings of my meta-analysis suggest about broader trends of research funding and dissemination in the psychosciences and humanities and social sciences? I address these questions with reference to discussions of academic disciplines within social epistemology research and science and technology studies (Bourdieu 1988; Fuller 2002; D'Agostino 2012; Haraway 2016). My conclusion showcases examples of excellent and innovative research on gambling by scholars within humanities and social sciences and proposes ways to promote and sustain this work, including through the formation of a new journal of Critical Gambling Studies.

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### **Matthew Rockloff**

Professor Matthew Rockloff completed a PhD in psychology from Florida Atlantic University in 1999, and is the current Head of the Experimental Gambling Research Laboratory at CQUniversity. Prof. Rockloff was named in the Top 10 Unijobs Lecturer of the Year Awards in 2012, 2013, and 2014.



Presentation Topic: *The Utility of Gambling for Entertainment*

It has been difficult to define how much spending on gambling is "too much" when people may rationally decide to gamble for their entertainment. A new methodology, based on tools originally developed for the Burden of Diseases framework, was used to estimate the positive utility gained from gambling for people with different levels of gambling problems; including players with few and many problems. Online survey data (N = 1479) was collected to assess if gambling represents a net positive recreational activity for some people; whereby the benefits outweigh the harms and costs incurred by players.

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### **Melissa Rorie**

Dr. Melissa Rorie is an Assistant Professor of Criminal Justice at the University of Nevada-Las Vegas (UNLV). She received her Ph.D. in Criminology and Criminal Justice from the University of Maryland-College Park. Her research predominantly examines the impact of formal and informal controls on corporate and white-collar offending. She is currently involved in a variety of projects that examine regulation and corporate compliance in the gaming industry, theoretical explanations for elite white-collar and corporate crime, and the validity of factorial survey instruments. Her research has been published in Oxford Handbooks and Edgar Elgar readers as well as a variety of peer-reviewed journals, including: *Crime, Law and Social Change*; *Criminology & Public Policy*; and *The International Journal of Law, Crime, and Social Justice*. She recently received one of the inaugural research fellowships from the UNLV International Gaming Institute's International Center for Gaming Regulation. This fellowship is funding her current empirical work comparing regulatory responses to gaming violations in Nevada and New Jersey.



Presentation Topic: *Policing the Pits: Studying Corporate Gaming Violations from a Criminological Perspective*

The Deepwater Horizon oil spill, automobile makers' emissions cheating scandals, Wells Fargo's fake accounts, and the Westray mining disaster — these cases of corporate greed are highly recognizable, with most people acknowledging their tremendous financial, environmental, and/or physical consequences. However, the media generally fails to report on cases of "corporate crime" in the gambling industry, and such crimes receive little scholarly attention. In this presentation, I describe the field of corporate crime research generally and then detail what is known about corporate malfeasance in the gambling industry. I will discuss the gaming licensee behaviors that can be classified as corporate crime, specific examples of such behaviors, how such crimes are sanctioned (or not) by law enforcement and/or regulatory agencies, and how such crimes *should* be sanctioned. In doing so, I hope to make obvious the benefits of a criminological approach for studying socially injurious behaviors in the gambling industry.

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**James Sanders**

Dr. James Sanders is a Registered Psychologist and Assistant Professor in the Faculty of Health Sciences at the University of Lethbridge. His research explores the assessment and diagnosis of addictive disorders and problematic video game play, including the intersection between problem gambling and problematic video gaming. His current research explores the diagnostic utility of emerging classification systems and risk factors associated with behavioural addiction.



Presentation Topic: *Common and distinguishing mental health and addictive features between Problem Gambling, Problem Video Game Playing, and Dual Problem Gambling/Problem Video Game Playing*

Previous research has explored the relationship between video gaming and gambling, including problematic levels of each, on various factors including personality, ADHD, and impulsivity. Research has shown concurrent problematic involvement in both activities to be less common. There is a gap in research, however, on the relationship between these two activities on mental disorders and problematic involvement in other activities described as behavioural addictions. Additionally, concurrent problem gambling (PG) and problem video gaming (PVG) has not been explored.

Comprehensive data on 3,942 adults was collected from a Canada-wide online panel who reported regular involvement in gambling and/or video games. Respondents were surveyed on gambling/video game involvement, DSM-5 criteria for various disorders, involvement in related behavioural addictions, and impulsivity. 10.6% were classified PG (n = 417), 3.9% were PVG (n = 154), and 1.2% were concurrent problem gamblers and problem video game players (PG/PVG) (n = 49).

Compared to PG, PVG had higher rates of depression, social anxiety, and other behavioural addictions, whereas PG had higher rates of substance use disorder and impulsivity. Dual PG/PVG had higher antisocial characteristics than both groups, and higher impulsivity and substance use disorder than PVG. Thus, while both PG and PVG are associated with DSM symptomology, characteristics distinguish the two. This appears to be the first study where co-morbid PG and PVG were evaluated, which showed higher antisocial and impulsive characteristics. Implications for research in behavioural addictions are discussed.

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## Barry Scholnick

Barry Scholnick is the Alex Hamilton Professor of Business and a Winspear Senior Faculty Fellow at the University of Alberta, School of Business. He received his PhD in Economics at the University of Cambridge. His research interests include Household Finance and International Business. His research has been published in journals such as the Review of Economics and Statistics, Journal of International Business Studies, the Journal of Business, and the Journal of Money, Credit and Banking. He was formerly on the editorial board of the Journal of Banking and Finance. He is a multiple winner of teaching awards at the MBA, EMBA, and B.Com levels. He is currently the Director of the MBA Specialization in International Business at the University of Alberta, School of Business.



Presentation Topic: *The Negative Impact of Large Lottery Wins on Neighbors: New Evidence of Keeping Up with the Joneses*

We provide new causal evidence that keeping up with the Joneses behavior causes financial distress by examining whether lottery prizes of random dollar magnitudes increase bankruptcy filings of very close neighbors of the winner. We find that a 1% increase in the lottery prize causes a 0.04% rise in subsequent bankruptcies among the winners' close neighbors. We also provide evidence on conspicuous consumption as a mechanism for this causal relationship. The size of lottery prizes increases the value of visible assets (houses, cars) but not invisible assets (cash, financial assets), appearing on the bankruptcy balance sheets of neighboring bankruptcy filers.

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## Rob Simpson

Rob Simpson was CEO of the Ontario Problem Gambling Research Centre from its inception in 2000 until retiring in 2010. Since that time, his gambling-related activities have included engagement as an expert witness in five liability actions launched by addicted gamblers, and writing on policy-based approaches to the prevention and reduction of gambling harm. In addition, he has conducted independent investigations into the impact on economic and social well-being of proposed gambling expansion in Ontario, and has assisted local groups concerned about gambling expansion in their communities. He was principal author of Ontario's original server training program and, in 2001, his testimony at trial was cited by the court in establishing the associated standard of care. Since then, he has served as an expert in numerous alcohol-related duty of care cases. He is currently the Principal at Sagewood Resources Inc.



Presentation Topic: *Toward a Duty of Care for Commercial Casinos*

A common law duty of care has applied to the commercial providers of alcohol in Ontario since 1973 and, in 2001, a court added recognition of the associated standard of care. It has long been argued that casinos should owe a similar duty to their patrons. In response, gambling interests contest the parallels with alcohol, and argue that responsibility for avoiding harm lies exclusively with individual gamblers.

This presentation will argue why casinos should owe a duty of care to patrons who are loyalty program members, demonstrate why the need for such a duty is greater than for alcohol licensees, and posit three key strategies for a precedent-setting lawsuit. The three key strategies involve reframing the parallel between casinos and alcohol licensees, incorporating lessons learned from liability actions to date, and deconstructing road maps embedded in recent court rulings. With provincial governments immobilized by conflicts of interest, a court-imposed duty of care may be the only way to curb the contribution of casinos to foreseeable and profound harm.

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### **André Wilsenach**

André Wilsenach is the Executive Director of International Center for Gaming Regulation. He is a graduate of the University of Pretoria and worked for the Africa Institute of South Africa, the Development Bank of Southern Africa, Ernst & Young and acted as economic advisor to the Mandela Government.

In 1995, he was appointed to the Commission which investigated the legalisation of gambling in South Africa. During the period 1995 to 2000, he was the CEO of one of South Africa's leading provincial gaming boards whilst serving on the National Gambling Board of South Africa. In 2002 he was appointed as the Executive Director of the Alderney Gambling Control Commission, a position he held until January of 2016.

Wilsenach is a former President of the International Association of Gaming Regulators and an active member of the International Masters of Gaming Law and the International Association of Gaming Advisors.



Presentation Topic: *Gaming regulation around the world: Best practices for ethical and socially responsible regulation*

The presentation sets out major trends and tendencies in gaming regulation around the world with a view to identify best practices. The gaming industry has come a long way from being regarded as a vice that was legally permitted in only a few jurisdictions. Today, gaming is considered part of the services sector, competing with other leisure and entertainment industries.

The regulation of gaming is very much sequestered in separate jurisdictions, leading to differing and often conflicting responses to the regulatory challenges. There is no “gold standard” for regulating gaming and very little prospect for “passporting” regulatory decisions between jurisdictions. Although the functions of regulatory bodies around the world may broadly be similar, they are applied differently depending on the public policy of each jurisdiction.

Notwithstanding these differences, inconsistencies and unnecessary duplication, academe can play an important role in identifying pitfalls and lessons learned with a view to promote excellence in gaming regulation.

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## Michael Wohl

Dr. Michael Wohl is a Professor of Psychology at Carleton University. The majority of his work has focused on factors that predict problematic gambling behaviour (e.g., persistent play in the face of continued loss). His current focus includes, among other things, factors that facilitate responsible gambling (e.g., monetary limit setting and adherence), social casino gaming, and barriers to treatment seeking among disordered gamblers. This research is conducted, in part, in the Carleton University Gambling Laboratory (a state-of-the-art casino lab).

Dr. Wohl has published over 90 peer-reviewed papers and is the recipient of Carleton's Research Achievement Award as well as the Carleton University Teaching Excellence Award. To facilitate his gambling research, Wohl has received funding from the Canadian Foundation for Innovation, Ontario Problem Gambling Researcher Centre (now Gambling Research Exchange Ontario), National Center for Responsible Gambling, Ministry of Health and Long-Term Care, and Manitoba Gambling Research Program.



Presentation Topic: *Loyalty Programs: The Good, the Bad, and the Ugly Consequences for Responsible Gambling*

Most gambling corporations operate a loyalty program and try to entice their players to join. From the corporation's perspective, players that become members tend to spend more money. Among other reasons, spend increases because status as a member is often segmented on the basis of consumption and gambling activities. In this way, loyalty programs are often viewed as being in direct opposition to responsible gambling initiatives. Increasingly, however, loyalty programs and the player data they provide are being used to develop tools to facilitate responsible gambling and intervene when a player's gambling has become problematic. In this presentation, I will discuss theory and research that speaks to both the antecedents and varied consequences of loyalty program membership. I will also discuss the politics of using loyalty programs to reward responsible play.