

conceptual framework project

Judith Glynn, Ontario Problem Gambling Research Centre
Rachel Volberg, Gemini Research
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project

- Purpose: develop a clear, comprehensive, internationally relevant conceptual framework of harmful gambling that addresses a broad set of factors related to population risk and resilience beyond the symptoms-based view that affects individuals.
- As the project sponsor, OPGRC is collaborating with an expert panel to facilitate the development of two key documents:
 - An illustration of a Conceptual Framework for Harmful Gambling; and
 - An accompanying publication that describes the framework and how the factors captured within it impact harmful gambling.

four key outcomes

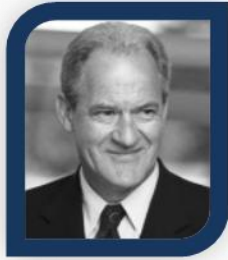
The framework is expected to facilitate **four key outcomes**:

1. Living document - reflect, at a point in time, the state of knowledge (across disciplines and existing models) on factors impacting harmful gambling and the associations among those factors.
2. Strategic research map – to identify areas where future research is most needed and to guide the development of future research programs.
3. Consensus on a common language – across disciplines to facilitate research and discourse.
4. Public map – for service providers, policy makers, regulators, the public and others to better understand the factors contributing to and the dynamics involved in harmful gambling.

harm as central concept

- Unique feature of the framework
- Symptoms-based view of problem gambling is primarily focused on the gambler alone.
- Harms-based view provides a broader perspective of gambling related problems and consequences
 - ❑ Includes negative impact of gambling on individuals, close others, and society as a whole.
 - ❑ Harmful gambling is independent of an individual's gambling status as well as the severity, frequency, and intensity of gambling.

expert panel



Charlotte Beck,
Divisional Director
Gambling Safeguards
Division, Ministry of
Community Development,
Youth and Sports, Singapore

Max Abbott, Ph.D.
Dean, Faculty of Health
Studies, Auckland
University of Technology,
Auckland, New Zealand

Per Binde, Ph.D.
Associate Professor, Social
Anthropology, School of
Global Studies, University
of Gothenburg, Sweden

Alex Blaszczynski, Ph.D.
School of Psychology,
University of Sydney,
Sydney, Australia

David Chan, Ph.D.
Professor, Psychology,
Behavioural Sciences
Institute Singapore
Management University,
Singapore

Alexius A. Pereira (Dr.)
Senior Assistant Director,
Gambling Safeguards
Division, Ministry of
Community Development,
Youth and Sports, Singapore



Neurobiological expertise

David Hodgins, Ph.D.
Professor, Department of
Psychology, University of
Calgary, Calgary, Alberta

David Korn, MD
CAS, DTPH, Public Health
Physician, University of
Toronto, Toronto, Ontario

Rachel A. Volberg, Ph.D.
President, Gemini
Research, Northampton,
MA, USA

Robert Williams, Ph.D.
Professor, Faculty of
Health Sciences &
Coordinator, AGRI,
University of Lethbridge,
Lethbridge, Alberta

To be added imminently

framework development process

- The framework and publication are developed through a number of facilitated working sessions.
- First meeting of the group in September 2011 to develop a preliminary framework and project plan.
- Since then, the OPGRC collaborated on the framework and publication with the expert panel via teleconferences, an online collaborative portal and email.

draft framework

Six domains:

two individual – biological, psychological

four external – interpersonal, social, environmental, cultural

- ❑ Each domain represents a cluster of factors directly or indirectly related to development of harmful gambling.
- ❑ Factors interact within and across domains, and have an impact on multiple pathways to and away from harmful gambling.

Four overlying dimensions:

gambling exposure, gambling types, problem-solving resources, dynamic change

- ❑ Dimensions reflect groupings of factors that are relevant across all the domains, also represent major themes in gambling studies.
- ❑ Cluster of factors associated with each dimension.

CONCEPTUAL FRAMEWORK FOR FACTORS INFLUENCING HARMFUL GAMBLING – DRAFT 5

DOMAINS

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CONCEPTUAL FRAMEWORK FOR FACTORS INFLUENCING HARMFUL GAMBLING – DRAFT 5

DOMAINS

**Biological
(Individual)**

**Psychological
(Individual)**

Interpersonal

Social

Environmental

Cultural

CONCEPTUAL FRAMEWORK FOR FACTORS INFLUENCING HARMFUL GAMBLING – DRAFT 5

DOMAINS

Biological (Individual)	Psychological (Individual)	Interpersonal	Social	Environmental	Cultural
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FACTORS

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FACTORS

Genetic Inheritance	Motivation	Lifespan development	Support Systems	Self Perceptions	Family & Peer Gambling Involvement	Education System	Gambling Environment	Macro Economics	Ethnicity and traditions	Representations and symbolism
Neurobiology	Personality & Temperament	Judgement & Decision Making	Social Learning	Interpersonal Processes	Neighbourhood	Social Demographics	Availability of Leisure Options	Micro Economics	Sociocultural perceptions	Attitudes Towards Gambling
Gender	Co-morbid Disorders	Coping Styles	Gambling in a Social Setting	Who You Gamble With	Upbringing	Political/Economic Systems	Corporate Environment	Socio-political environment	Religion and other belief systems	Luck and fate
	Subjective Well-Being				Deviance	Stigmatization	Local Geography	Culture of Social Responsibility	Gambling Sub-cultures	
					Gambling Venue		Politics			

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OVERLAYING DIMENSIONS

Gambling Exposure

Gambling Types

Problem Solving Resources

Dynamic Change

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OVERLAYING DIMENSIONS

Gambling Exposure

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Problem Solving Resources

Dynamic Change

FACTORS

Adaptation	Accessibility	Gambling Setting	Sociability	Event Frequency & Arousal	Skill & Perceived Skill	Prevention	Harm Reduction / Protection	Treatment	Transitions	Gambling Careers	Societal Changes (temporal changes)
Context						Self-Help	Mutual Help	Perceptions of Problem Solving	Development of the Individual	Governmental Changes	Methodological Changes

dimension - gambling exposure

- Take one overlying dimension to demonstrate utility of framework to posit existing evidence & identify new research questions
- To help us understand **availability** (Volberg; 1st presentation)
- Cluster of factors underneath dimension of **gambling exposure** make up aspects of gambling **availability**
- Push this dimension through all six domains

Gambling Exposure

Adaptation

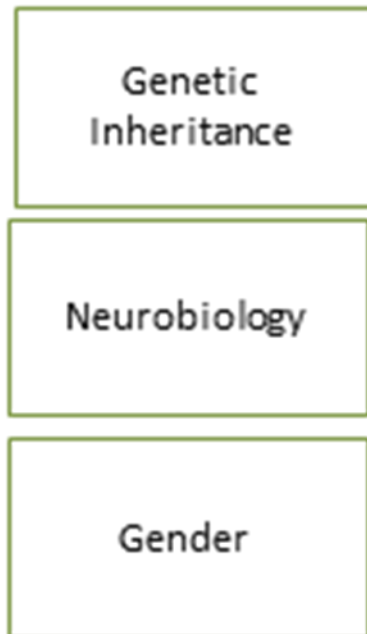
Accessibility

Gambling
Setting

Context

gambling exposure - availability

Biological (Individual)



- Evidence (Slutske) suggests contribution of **genetic inheritance** to gambling initiation is not strong
- However, **gender** does interact with availability

gambling exposure - availability

Psychological (Individual)

Motivation	Lifespan development
Personality & Temperament	Judgement & Decision Making
Co-morbid Disorders	Coping Styles
Subjective Well-Being	

- Timing of availability in relation to **lifespan**
- Evidence on how **personality and temperament** (Slutske) interact with availability.
- Does availability increase likelihood someone with **comorbid conditions** will develop gambling harm – opportunistic?
- How do **coping styles** (Stewart) interact with availability?

gambling exposure - availability

Interpersonal

Support Systems	Self Perceptions
Social Learning	Interpersonal Processes
Gambling in a Social Setting	Who You Gamble With

- Findings from SA (Ross) on gambling in a social setting (Shabeens) provide both evidence and new research questions on **social learning** when all forms are illegal but tolerated, and on **who you gamble with**

gambling exposure - availability

Social

Family & Peer Gambling Involvement	Education System
Neighbourhood	Social Demographics
Upbringing	Political/Economic Systems
Deviance	Stigmatization
Gambling Venue	

- **Neighbourhood** – evidence on physical proximity
- **Gambling venue** – type of gambling available
- **Social demographics** – location/availability in certain SES areas
- Research gap - blunt instruments (e.g., Regional Index of Gambling Exposure) assess limited types of availability

gambling exposure - availability

Environmental



- Everything here is about availability
- Posit existing evidence and identify powerful questions that need to be asked next

gambling exposure - availability

Cultural

Ethnicity and traditions

Representations and symbolism

Sociocultural perceptions

Attitudes Towards Gambling

Religion and other belief systems

Luck and fate

Gambling Sub-cultures

- **Ethnicity and traditions**
– directly affect availability (e.g., Islamic countries)
- **Sociocultural perceptions** - closer to home Massachusetts
Puritan mores led to long drawn out debate (delay) to legalize casino gambling

next steps

- Addition of neurobiological expertise
- Refinement of framework and publication
- Target launch Fall 2012
- Living document – dedicated resources to regularly incorporate new evidence, forums on groups of domains (e.g., individual vs. external)
- Contribution
 - Reflect the state of knowledge across scientific discipline, geographic region and cultural groups on the factors impacting harmful gambling and the associations among those factors
 - Guide the research field and external audiences

contact judith@opgrc.org