

GAMBLING PARTICIPATION AND GAMBLING-RELATED HARM IN FINLAND

GAMBLING HARMS SURVEY 2016

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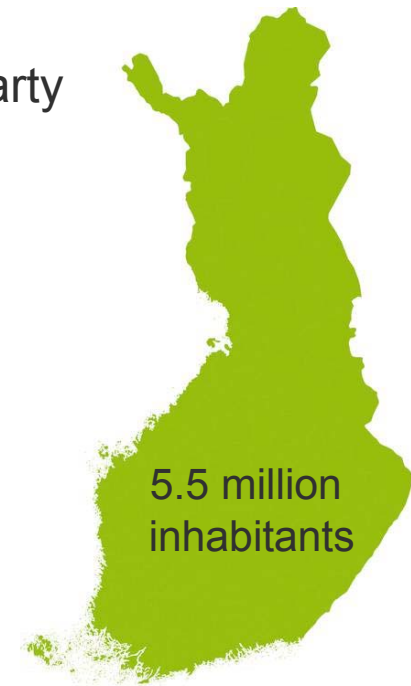


DISCLOSURE OF INTERESTS

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 - Funded by the Ministry of Social Affairs and Health, Finland (section 52 of the Appropriation of the Lotteries Act)
- Adjunct Professor, University of Eastern Finland, Finland
- Member of the assessment group for the preliminary assessment and monitoring of the harms and risks associated with gambling services (project STM063:00/2016), Ministry of Social Affairs and Health, Finland
- Member of the Low-Risk Gambling Guidelines Scientific Working Group, the Canadian Centre on Substance Abuse (CCSA), Canada

ABOUT GAMBLING IN FINLAND

- Finnish gambling policy was based on a licensed three-party monopoly, in 01/2017, these operators were merged
- 18 503 EGMs scattered around the country
- Past-year prevalence: 80% gamblers / 3.3% problem gamblers (SOGS=3+)
- Gambling expenditure
 - Highest in Europe
 - 5.2% spend 50% of the total gambling expenditure
 - 23% of the money comes from the problem gamblers



PROBLEM GAMBLING PREVALENCE - FINLAND ON WORLD MAP

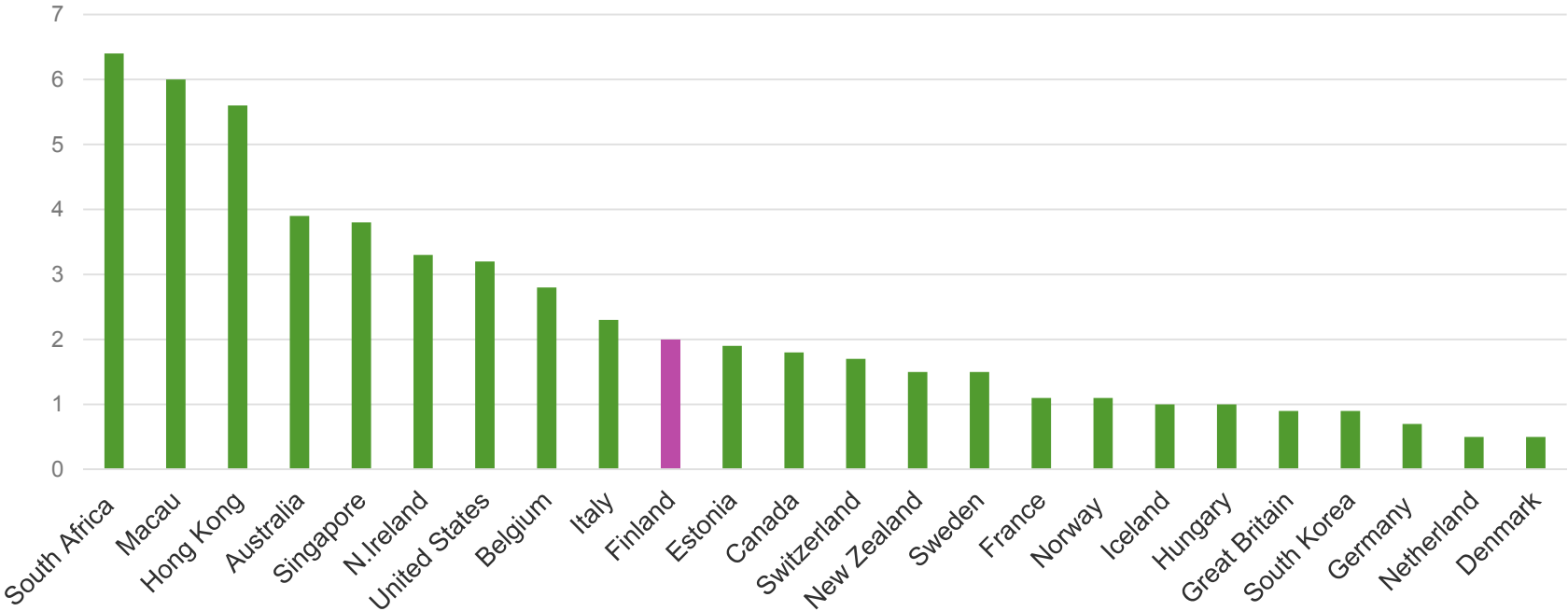


Fig 1. Standardized Problem Gambling Prevalence Rates¹ (%)

BACKGROUND OF THE STUDY

- Merger of three Finnish gambling operators
- Evaluation of the consequences of the merger
 - Gambling
 - Gambling-related harm
 - Opinions on gambling marketing
- Evaluation of gambling-related harm by game type
- Collaboration: THL, Statistics Finland, University of Helsinki, Gambling Clinic
- Funded by the Ministry of Social Affairs and Health, Finland



METHODS: POPULATION SURVEY²

- Statistics Finland: 1st 01/17–03/17 & 2nd 01/18–03/18 waves
- Random sample (N = 20 000)
 - Uusimaa, Pirkanmaa and Kymenlaakso
 - ≥ 18-year-old
 - Finnish and Swedish
- 1st wave: Participants 7183, response rate 36%
- Web & postal survey, longitudinal, weighted data, register data
- Further analyses 2018– (Available at: <http://www.fsd.uta.fi/en/>)

METHODS: CLINICAL SURVEY³

- Gambling Clinic & Statistics Finland: 01/17-04/17 & 01/18– 04/18
- Inclusion criteria
 - is aware of purpose of the study and his/her rights, and participates voluntarily
 - seeks help for his/her own gambling problem
 - ≥ 18-year-old
 - able to participate in Finnish or Swedish
- Web survey, anonymous, cross-sectional, 119 participants

GAMBLING IN 2016 (1/2)

- **Population survey:** 83% of the respondents had gambled at least one game type
 - gambling was most common in age groups 35-49 and 50-64 (Fig. 2)
 - 34% gambled weekly (Fig. 3)
 - 32% gambled at least four game types
 - men gambled more often, more different game types, online and spent more money on gambling than women
 - women played scratch cards more often than men

GAMBLING WAS MOST COMMON IN AGE GROUPS 35-49 AND 50-64

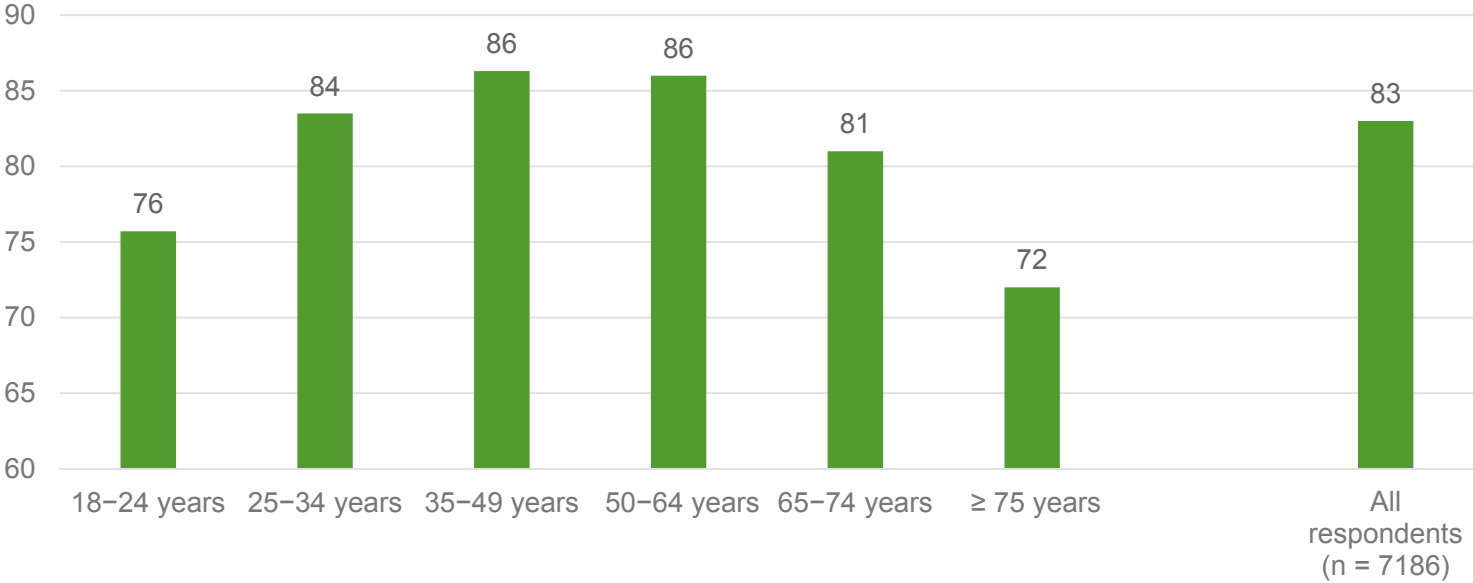


Fig 2. Past-year gambling participation by age group in 2016 (%), population sample



GAMBLING IN 2016 (2/2)

- 85% the respondents of **the clinical survey** had gambled on a weekly basis
 - typically respondent gambled daily or almost daily (Fig. 3)
 - EGMs were most popular game type (84%)
 - males reported more often than women that they had gambled betting games, casino games operated outside the casino and private betting
 - women played scratch cards more often than men
 - gambling frequency, the amount of game types gambled and gambling expenditure did not differ between genders



GENDER DIFFERENCES WERE PRESENT ONLY IN THE POPULATION SURVEY

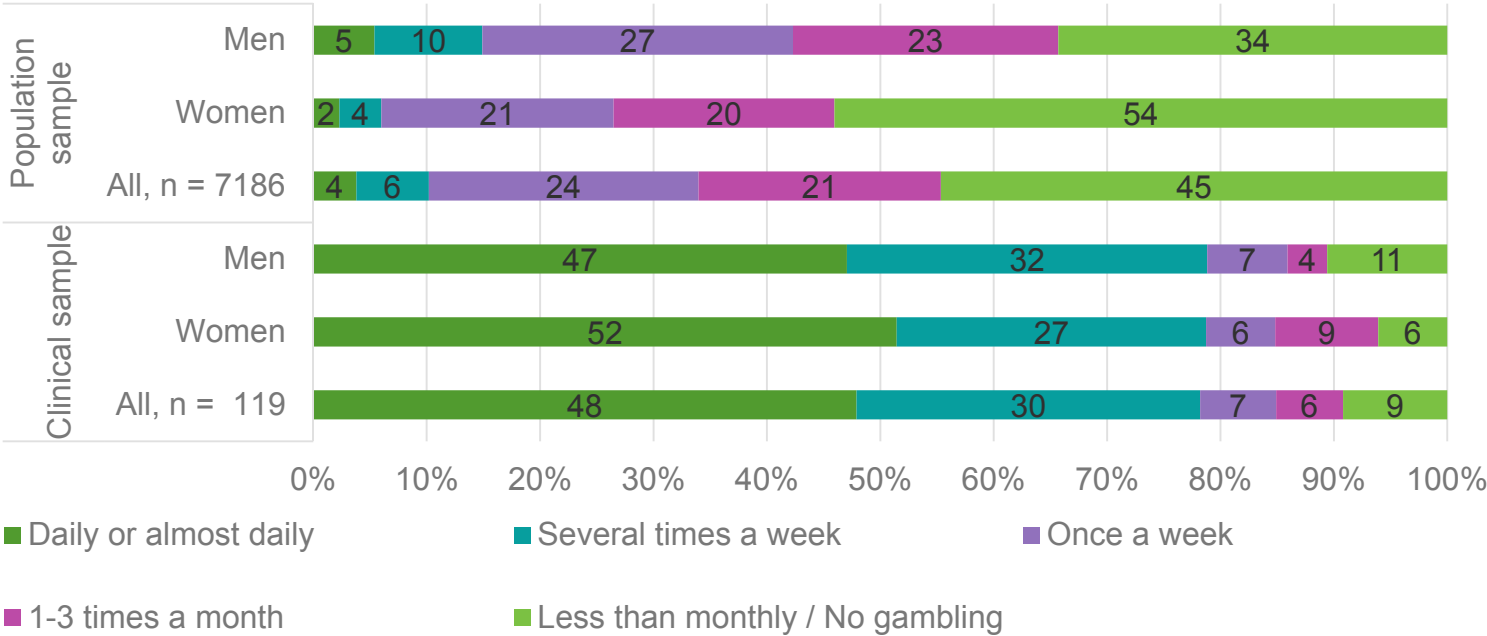


Fig 3. Past-year gambling frequency in 2016 by gender (%)



WINNING MONEY WAS MOST COMMON REASON FOR GAMBLING

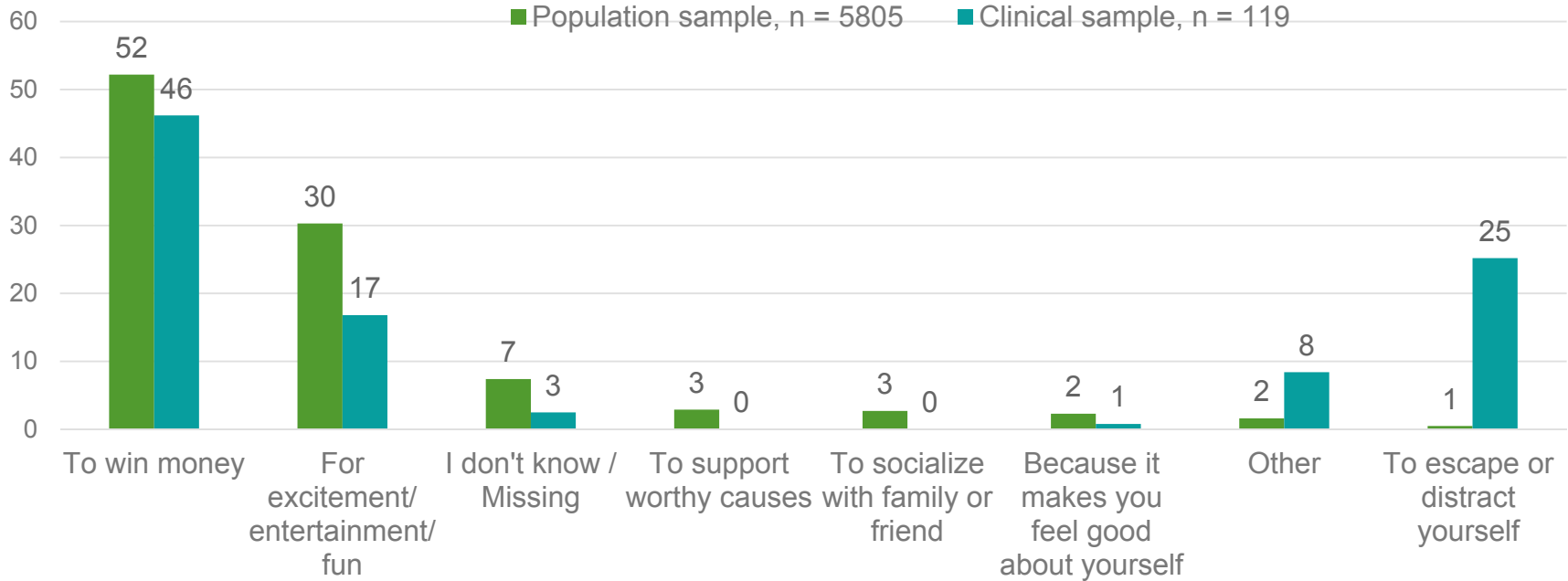


Fig 4. Primary motivation factor⁴ for gambling, among gamblers in 2016 (%)

MOTIVATION⁴ FOR GAMBLING

- **Population survey**

- men gambled more often than women for excitement, entertainment and for fun
- women gambled more often than men to win money

- **Clinical survey**

- 25% gambled to escape or to distract themselves
- escape as a motive was more common for women than for men

THE RESPONDENTS MOST TYPICALLY GAMBLLED ALONE

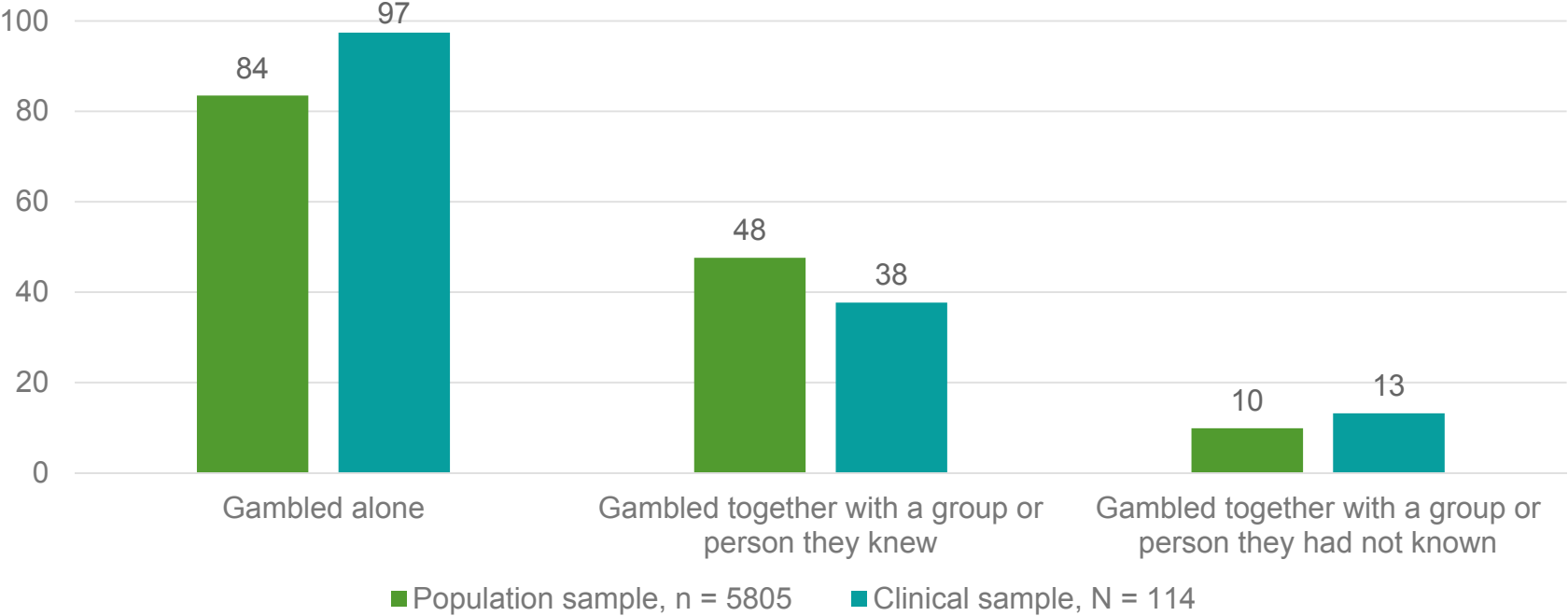


Fig 5. Social context of gambling among gamblers in 2016 (%)

RAREST GAMBLING MODE WAS ONLINE ONLY

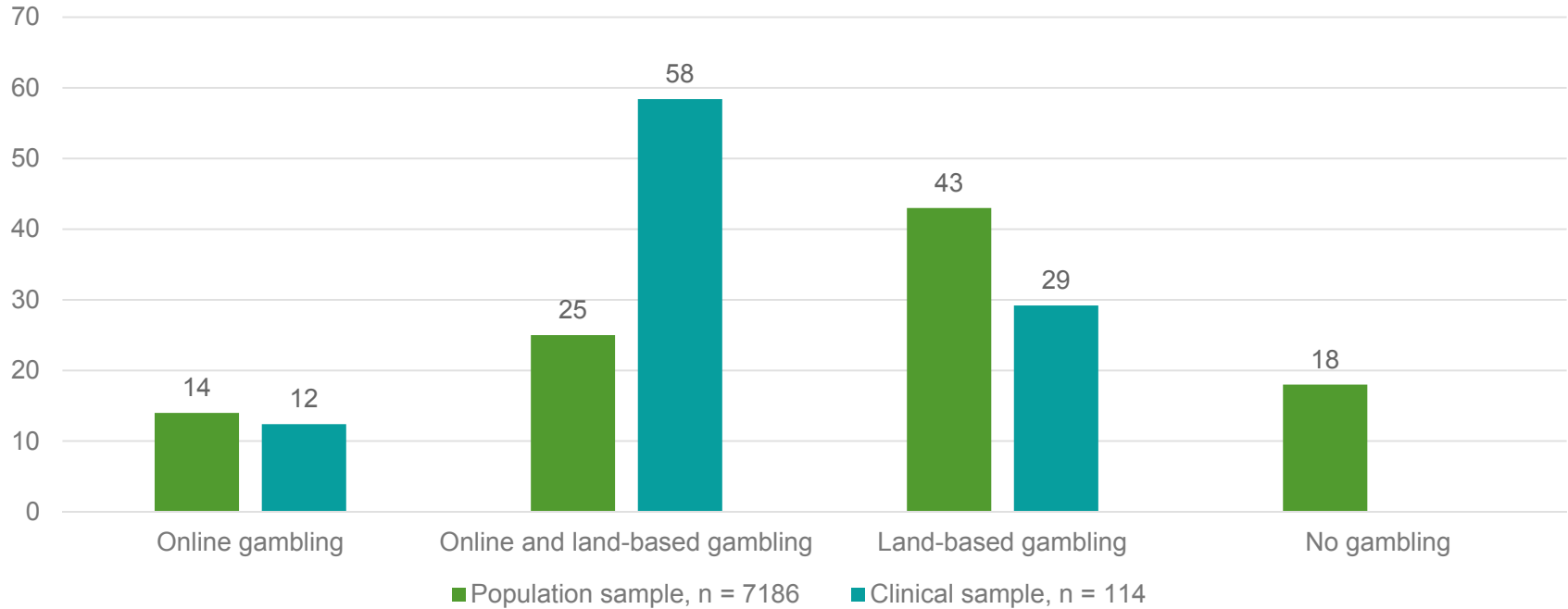


Fig 6. Gambling mode in 2016 (%)

MOST COMMON GAMBLING ENVIRONMENTS WERE KIOSKS, GROCERY STORES / SUPERMARKETS & HOME



Fig 7. Gambling environments in 2016 among past-year gamblers (%)

YOUNG ADULTS AND MEN DIFFERED BASED ON THEIR GAMBLING HABITS

■ **Population survey**

- gambling together with people one knew was more common than gambling alone only in the youngest age group
- youngest age group gambled more often than other age groups at petrol stations, at restaurants/diners, in Casino Helsinki and in RAY's game arcades
- men gambled more often than women alone, but also with a person or group they did not know
- men gambled more often than women especially at petrol stations, in cafes, at restaurants and in RAY's game arcades

RESPONDENTS IN THE CLINICAL SAMPLE EXPERIENCED A NOTEWORTHY AMOUNT OF HARM

THE PROBLEM AND PATHOLOGICAL GAMBLING MEASURE⁵
(PPGM, 14 ITEMS)

THE HARMS CHECKLIST⁶
(72 ITEMS)



GAMBLING-RELATED HARM FOR THE GAMBLER

- **Population survey**

- 12% were defined as at-risk and problem gamblers (Fig. 8)
- 11% had experienced gambling-related harm (Fig. 9)
- As a population estimate, 11% figure corresponds to 190,928 residents living in Uusimaa, Pirkanmaa and Kymenlaakso

- **Clinical survey**

- 34% experienced 0–19, 26% 20–29 and 40% ≥ 30 harms
- The amount of harms was associated with extensive and multi-modal gambling

PROBLEM AND AT-RISK GAMBLING RATES

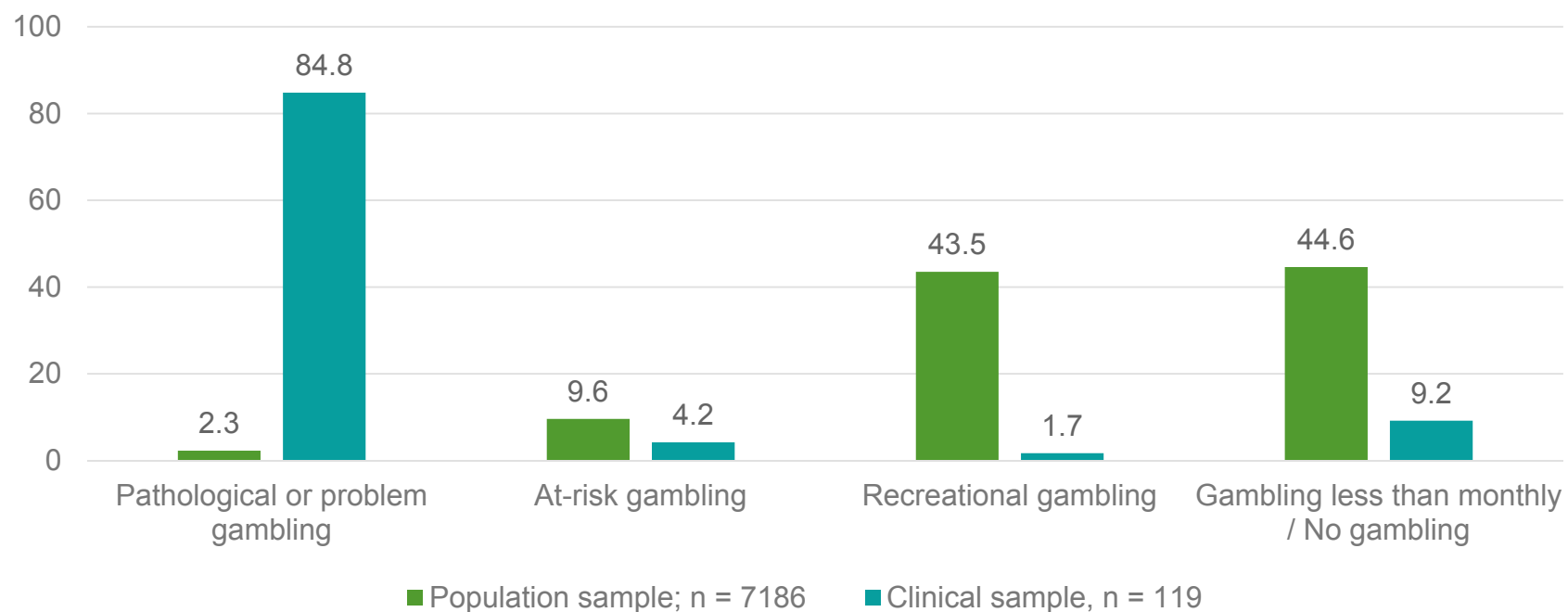


Fig 8. Past-year pathological and problem gambling prevalence rates (PPGM⁵) in 2016 (%)

FINANCIAL OR EMOTIONAL HARMS MOST PREVALENT

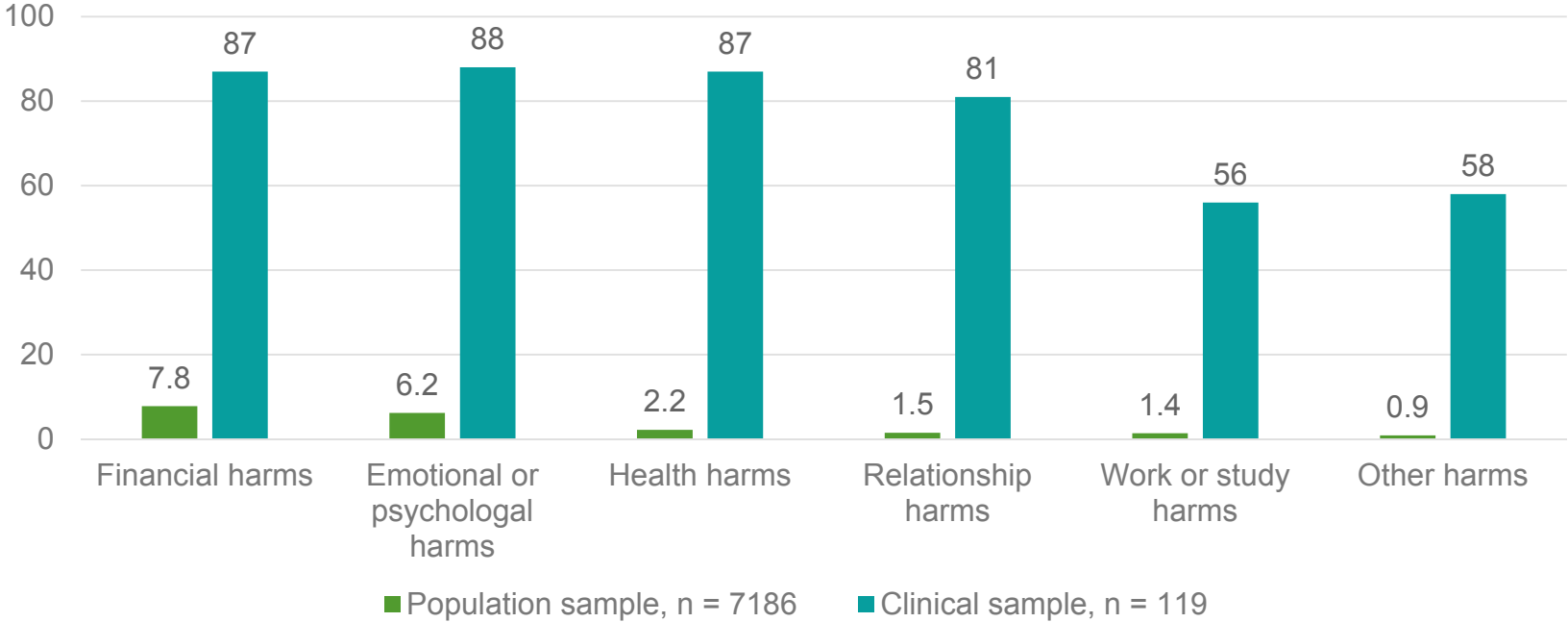


Fig 9. Experienced at least one gambling-related harm (Harms Checklist⁶) in 2016 (%)



GAMBLING-RELATED HARM FOR CSOS

- **In the population sample**, 13% of the respondents were identified as CSOs⁴ in 2016 (women 14%, men 12%)
 - as a population estimate, this corresponds to 223,178 residents in Uusimaa, Pirkanmaa and Kymenlaakso
 - 6% (women 7%, men 4%) of the respondents reported at least one gambling-related harm⁷ caused by someone else
- **In the clinical sample**, 48% of the respondents were identified as CSOs in 2016 (women 27%, men 57%)
 - 28% of the respondents (women 15%, men 33%) reported at least one gambling-related harm caused by someone else

PERSON WITH GAMBLING PROBLEM⁴ WAS MOST TYPICALLY A FRIEND

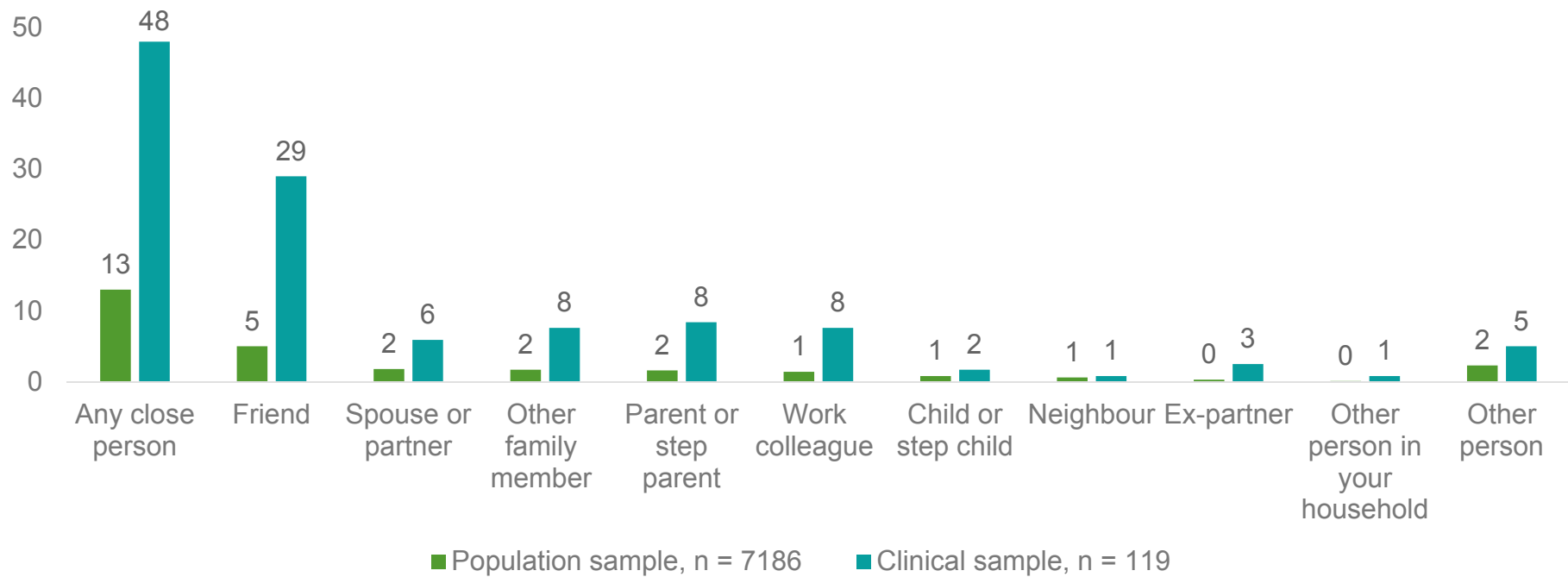


Fig 10. The proportion of concerned significant others (CSOs) and their relationship to the gambler in 2016 (%)



GAMBLING-RELATED HARM FOR CSOS⁷

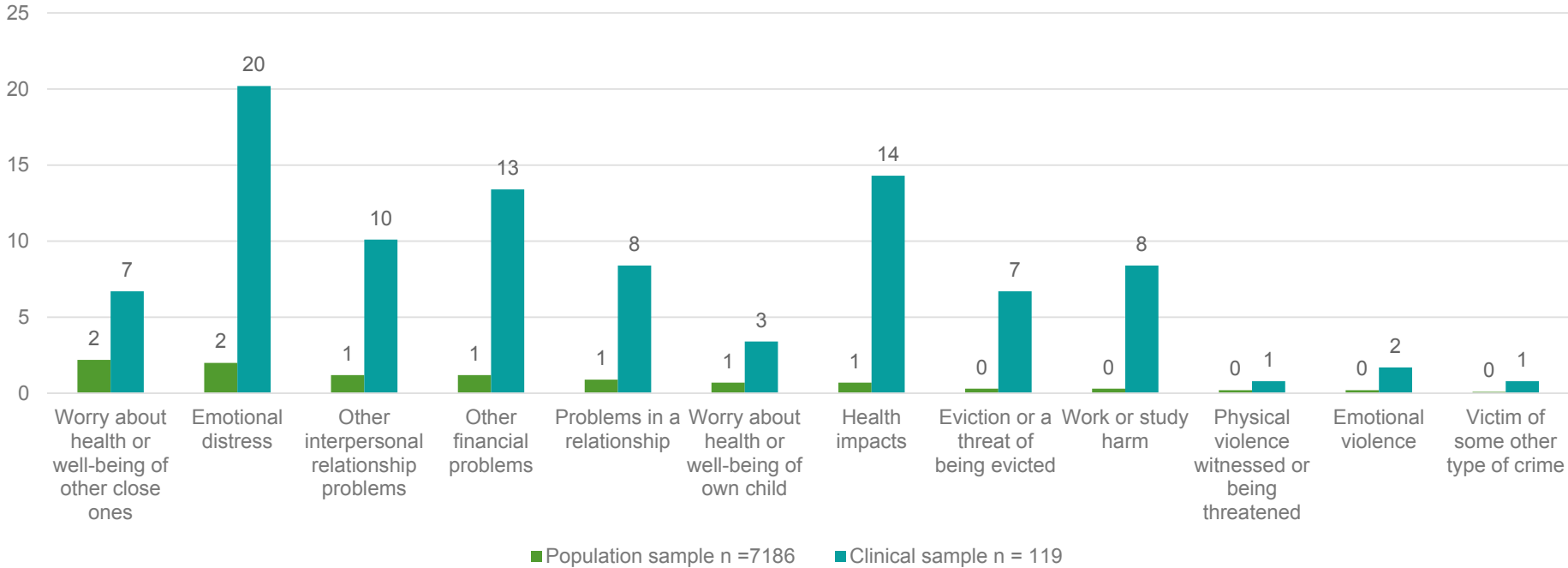


Fig 11. The type of gambling-related harm experienced by the CSOs in 2016 (%)

OPINIONS ON GAMBLING ADVERTISING

- **Population survey**

- 59 % of the respondents were satisfied with advertising by the Finnish gambling operators (Fig. 12)
- 60 % felt that advertising had not had any effect on their gambling (Fig. 13)

- **Clinical survey**

- 68 % of the respondents felt there had been too much advertising by the Finnish gambling operators
- 49 % of the respondents reported that the advertising had made them gamble more



RESPONDENTS OF THE CLINICAL SURVEY WERE EXPOSED TOO OFTEN TO GAMBLING ADVERTISING

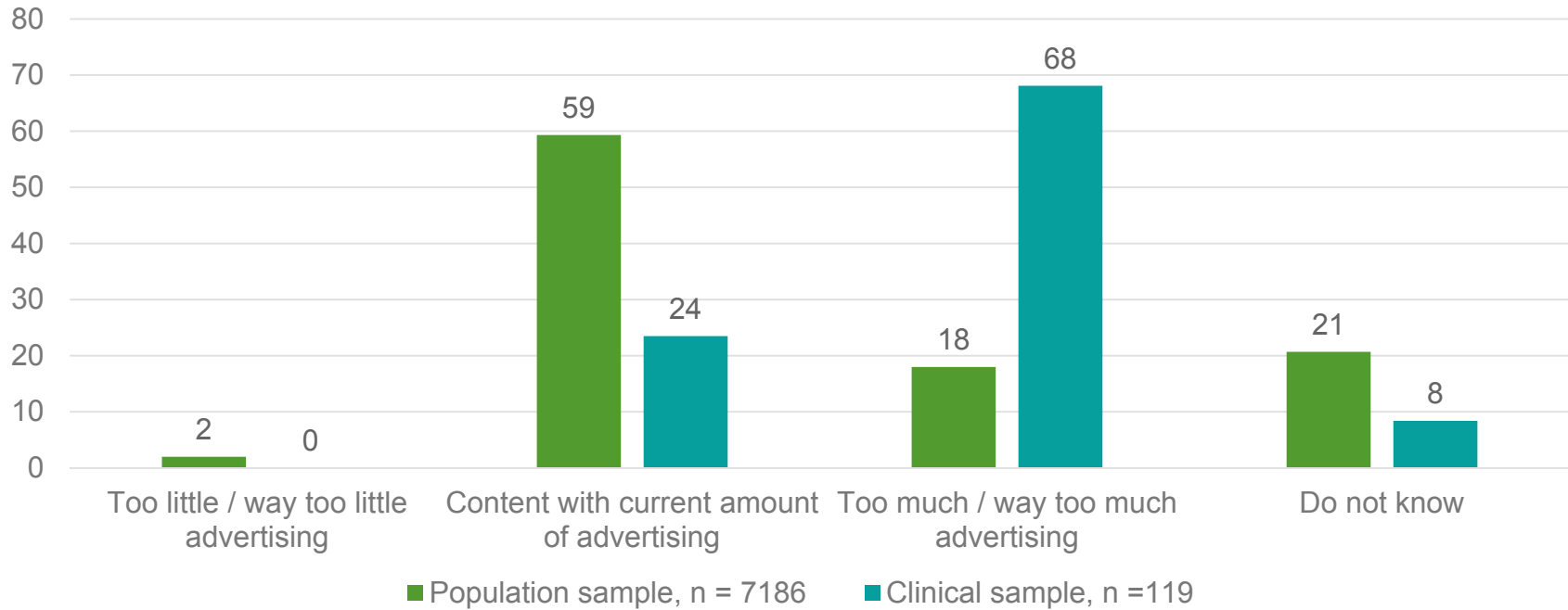


Fig 12. Respondents' experiences about the gambling advertising by Finnish monopoly companies in 2016 (%)

RESPONDENTS OF THE CLINICAL SURVEY FELT THAT GAMBLING ADVERTISING INCREASED THEIR GAMBLING

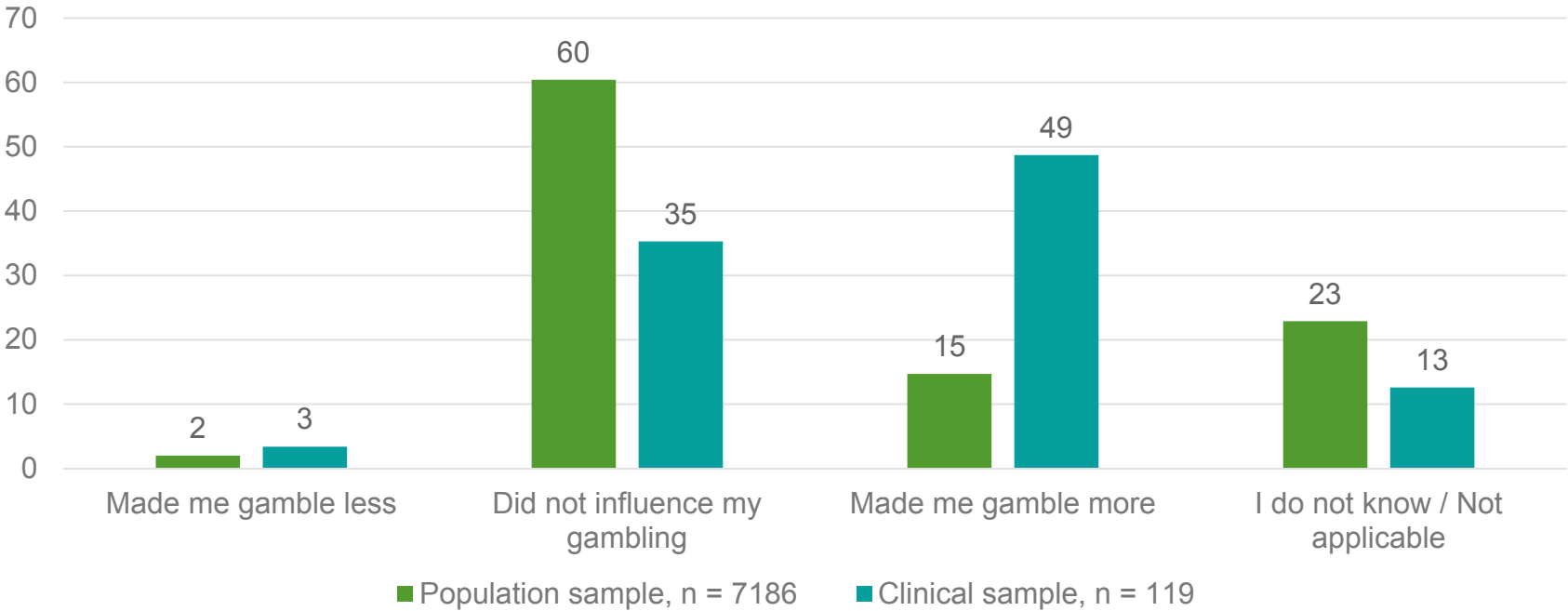


Fig 13. Respondents’ opinions about the impact of gambling advertising by Finnish monopoly companies in 2016 (%)

CONCLUSIONS: POPULATION SURVEY

- young adults and men differed based on their gambling habits and environments
- men gambled more often than women for excitement, entertainment and for fun
- women gambled more often than men to win money
- financial or emotional harms were most prevalent
- CSOs were more often women, and women experienced more gambling-related harm caused by someone else
- a majority were satisfied with gambling advertising



CONCLUSIONS: CLINICAL SURVEY

- respondents were heavy consumers without clear gender differences
- every fourth respondent gambled to escape
- escape as a motive was more common for women
- a noteworthy amount of harm was experienced
- almost half of the respondents were identified as CSOs
- CSOs were more often men, and men experienced more gambling-related harm caused by someone else
- respondents were exposed too often to gambling advertising, and felt that it greatly increased their gambling



THANK YOU!

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