

# Applying a Public Health Approach to Problem Gambling Prevention

October 1, 2025 | 9:00 am - 1:00 pm

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#### Introductions

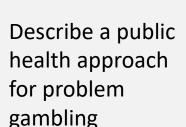
Name, organization, position

Icebreaker question:
What's your first memory of gambling?

#### **Key Objectives**

Applying a Public Health Approach to Problem Gambling







Describe the gambling continuum and associated risks



Identify risk and protective factors for problem gambling



Identify groups at- Understand risk for developing connections problem gambling between problem

gambling and other health issues



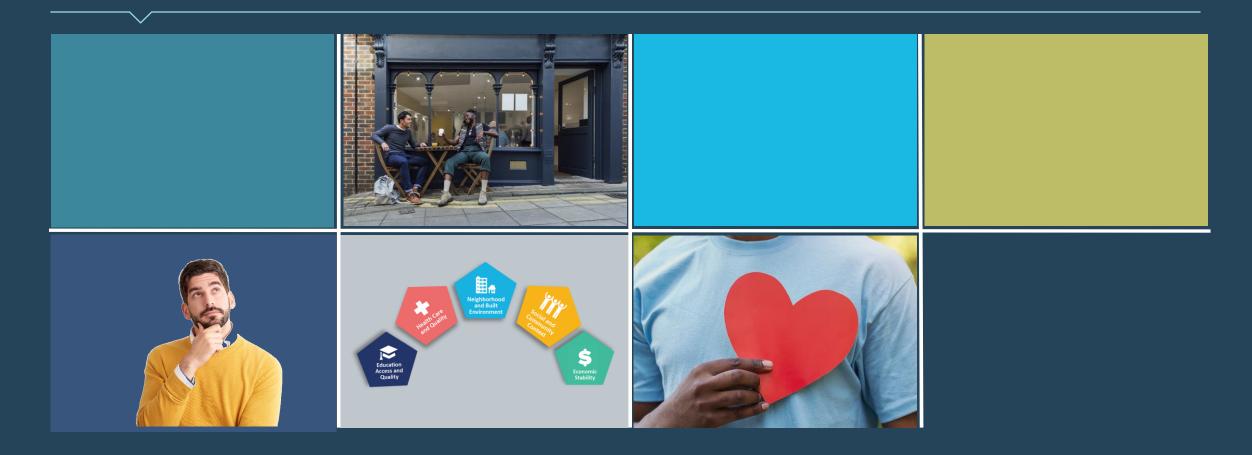
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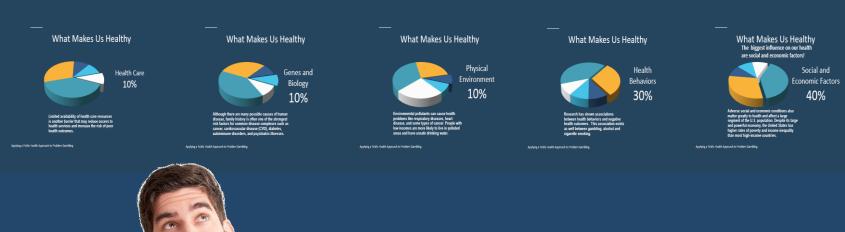
### **SECTION 1: PUBLIC HEALTH APPROACH**



# Small Group Discussion: What are the biggest drivers of health?

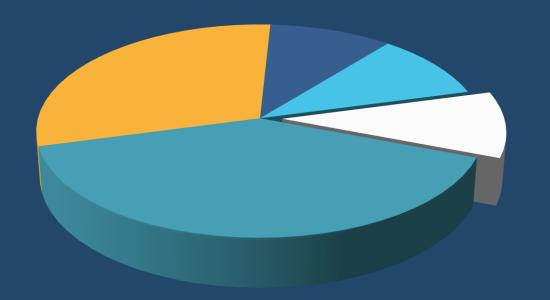
- Genes and Biology
- Physical Environment
- Healthcare
- Social and Economic Factors
- Health Behaviors

In your groups: Discuss and rank these 5 categories based on what you think are the biggest drivers of health from 1-5.



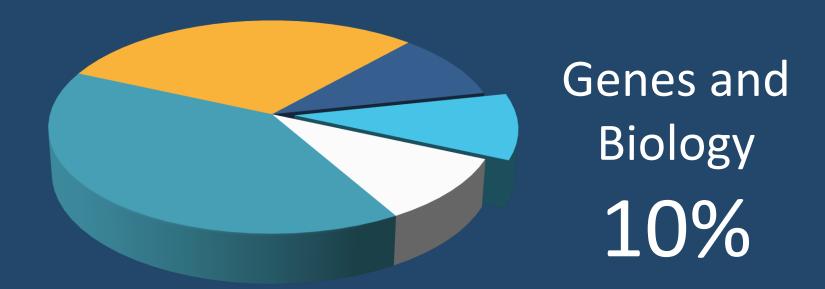


# So What's the Answer?

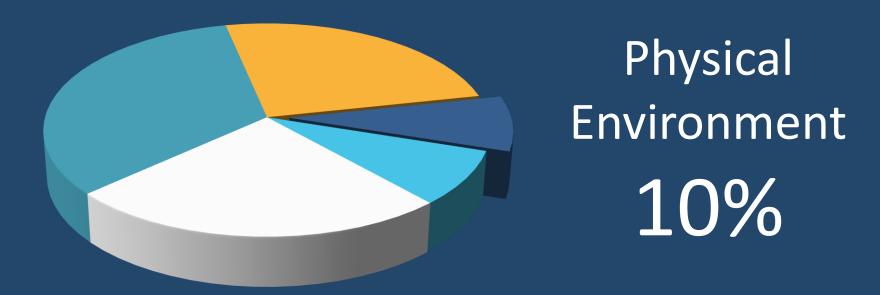


Health Care 10%

Limited availability of health care resources is another barrier that may reduce access to health services and increase the risk of poor health outcomes.



Although there are many possible causes of human disease, family history is often one of the strongest risk factors for common disease complexes such as cancer, cardiovascular disease (CVD), diabetes, autoimmune disorders, and psychiatric illnesses.



Environmental pollutants can cause health problems like respiratory diseases, heart disease, and some types of cancer. People with low incomes are more likely to live in polluted areas and have unsafe drinking water.

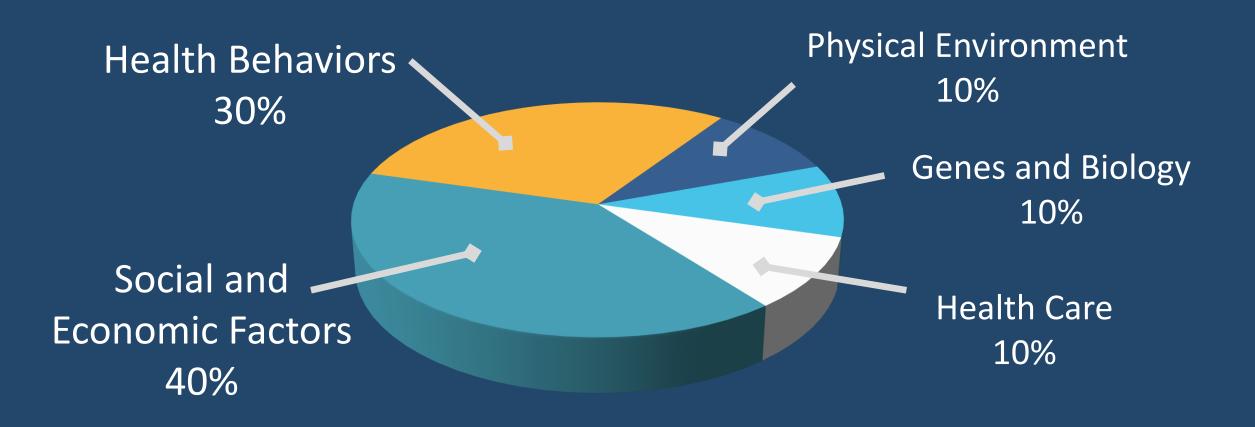


Research has shown associations between health behaviors and negative health outcomes. This association exists as well between gambling, alcohol and cigarette smoking.

The biggest influence on our health are social and economic factors!



Adverse social and economic conditions also matter greatly to health and affect a large segment of the U.S. population. Despite its large and powerful economy, the United States has higher rates of poverty and income inequality than most high-income countries.



#### **Social & Structural Determinants of Health**

Social and Structural Determinants of Health (SDOH) are the nonmedical factors that influence health outcomes. They are the conditions in which people are born, grow, work, live, and age, and the wider set of forces and systems shaping the conditions of daily life.



#### Education

Educational attainment of a community as well as its access to quality, affordable educational opportunities



#### **Economic Stability**

Economic environment in which people function



#### **Social and Community Context**

Interactions between individuals and groups in a community



#### **Neighborhood and Built Environment**

Layout, safety, & physical conditions of the environment in which people exist

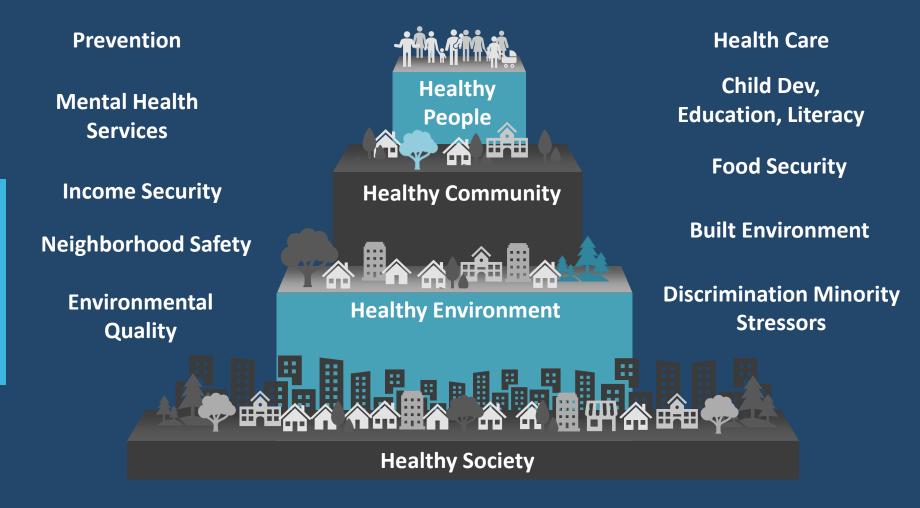


#### **Healthcare and Quality**

Presence, quality, and affordability of healthcare.

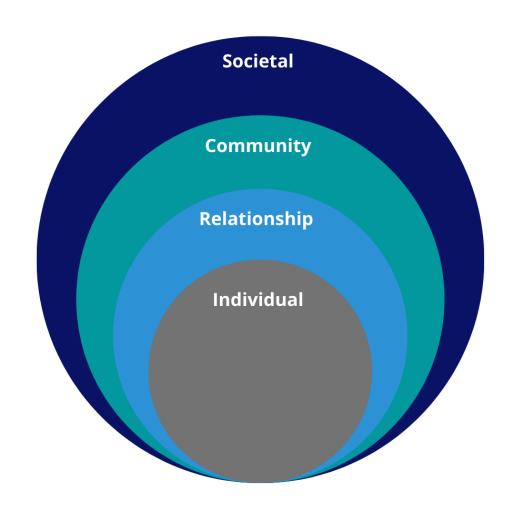


#### **Health at Varied Levels**



Source: Let's Get Healthy California

#### SOCIAL ECOLOGICAL MODEL



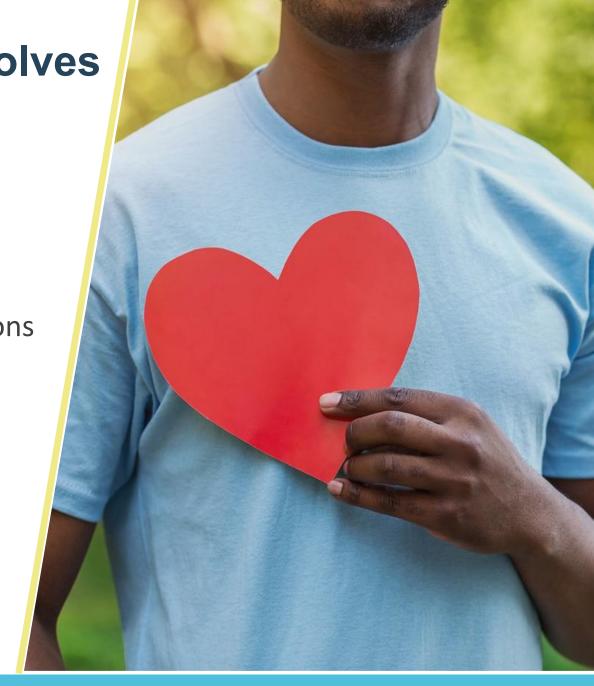
- This model considers the complex interplay between individual, relationship, community, and societal factors.
- Helps us understand the range of factors that put people at risk for problem gambling or protect them from experiencing negative consequences of problem gambling.



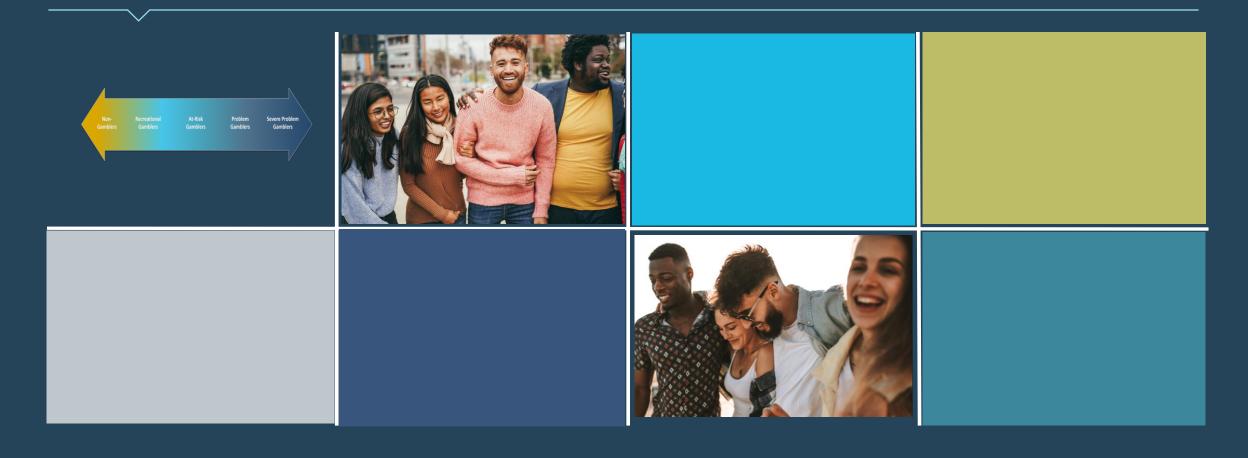
The Public Health Approach Involves

#### **Section 1: Public Health Approach**

- 1. Defining and measuring health challenges
- Identifying the sources and risk factors for health challenges
- 3. Establishing true partnerships and collaborations with communities to guide the work
- 4. Understanding the Social and Structural Determinants of Health (SDOH)
- 5. Identifying and understanding the resiliency, strengths, and protective factors in individuals and communities



### **SECTION 2: GAMBLING SPECTRUM**





## **Traditional Definition** of Gambling

"Risking something of value on the outcome of an event when the probability of winning is less than certain."

# **Definition of Gambling for Groups at Higher Risk**

"Any betting or wagering for self or others, whether for money or not, no matter how slight or insignificant, where the outcome is uncertain or depends upon chance or 'skill,' constitutes gambling."

Source: Gambler's Anonymous



#### **Types of Gambling**



#### **AGREE OR DISAGREE**

If you flip a penny and it comes up "heads" four times in a row, the next flip is more likely to come up "tails" than "heads."



If you flip a penny and it comes up "heads" four times in a row, the next flip is more likely to come up "tails" than "heads."

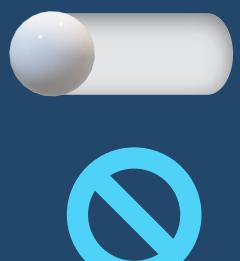




**Disagree.** There is no relationship between the previous outcomes and the next flip of the penny. They are unrelated events. The penny is just as likely to come up "heads" as it is to come up "tails."

#### AGREE OR DISAGREE

You must be 18 or older to legally gamble.



# 2

# You must be 18 or older to legally gamble.

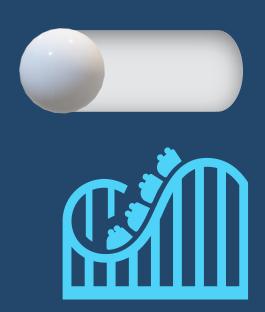




**Disagree.** The legal gambling age differs by state. In Massachusetts, the legal gambling age for the lottery is 18. To play at a gaming establishment, such as a casino, a person must be 21. In other states, it differs.

#### AGREE OR DISAGREE

3 People gamble strictly because it's fun.



# 3

#### People gamble strictly because it's fun.





**Disagree.** While "entertainment or fun" is the number-one reason mentioned for gambling, the other two major reasons are "excitement and challenge" and "to win money." Other reasons are "escape" and "glamour."

#### **Defining Our Language: The Gambling Continuum**



This is the gambling continuum, referred to as a spectrum as participation can range from not gambling to problem and severe problem gambling.

People can move back and forth across this continuum

#### **Gambling Continuum**

No gambling is when people or groups choose not to gamble.

Recreational gambling is when people or groups who gamble do so recreationally for enjoyment, recreation or socializing.

No Gambling

Recreational Gambling

Most people who gamble do so recreationally.

#### **Gambling Continuum**

No Gambling

Recreational Gambling

Some Gambling Problems

Severe G Probl

When people or groups are engaged in risky gambling, they may exhibit the following behaviors:

- ✓ Betting more than planned
- ✓ Spending more time gambling than planned
- ✓ Borrowing money to gamble
- ✓ Illusions of control

#### **Gambling Continuum**

Recreational Gambling

Some Gambling Problems

Severe Gambling Problems

Problem gambling refers to any kind of gambling that results in negative impact(s) on the person's or group's life or on the lives of their family, friends, and/or co-workers.

The negative impact can occur occasionally, or it can be ongoing and serious situation.

#### **Gambling Continuum**

ling

# Severe Gambling Problems

Severe Problem Gambling is when people or groups have been diagnosed as having a gambling problem found in the Diagnostic and Statistical Manual of Mental Disorders (DSM)

Compared to the number of people who gamble, very few people are diagnosed with severe problem gambling (2%).

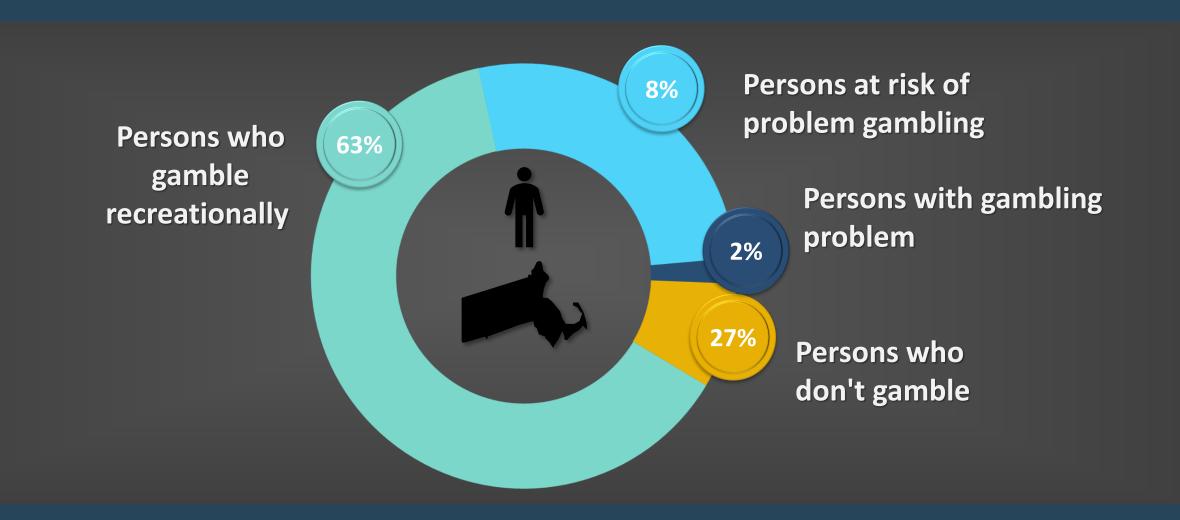
The DSM-5 categorizes severe problem gambling as: "persistent and recurrent problematic gambling behavior leading to clinically significant impairment or distress."

# Gambling Continuum What About Massachusetts



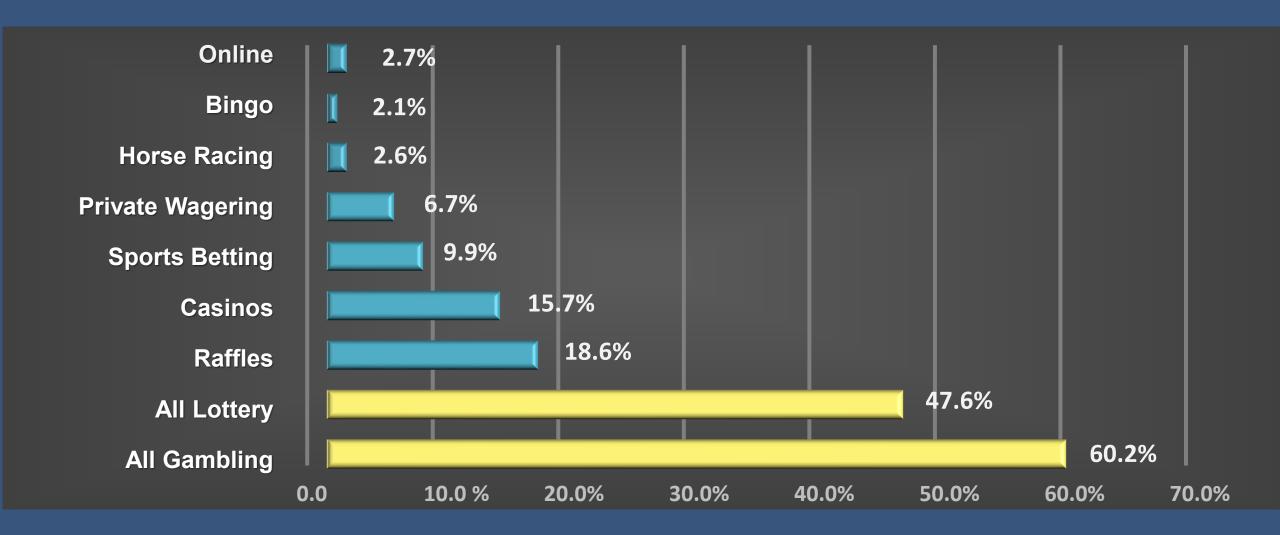
## **Gambling Participation**

Massachusetts



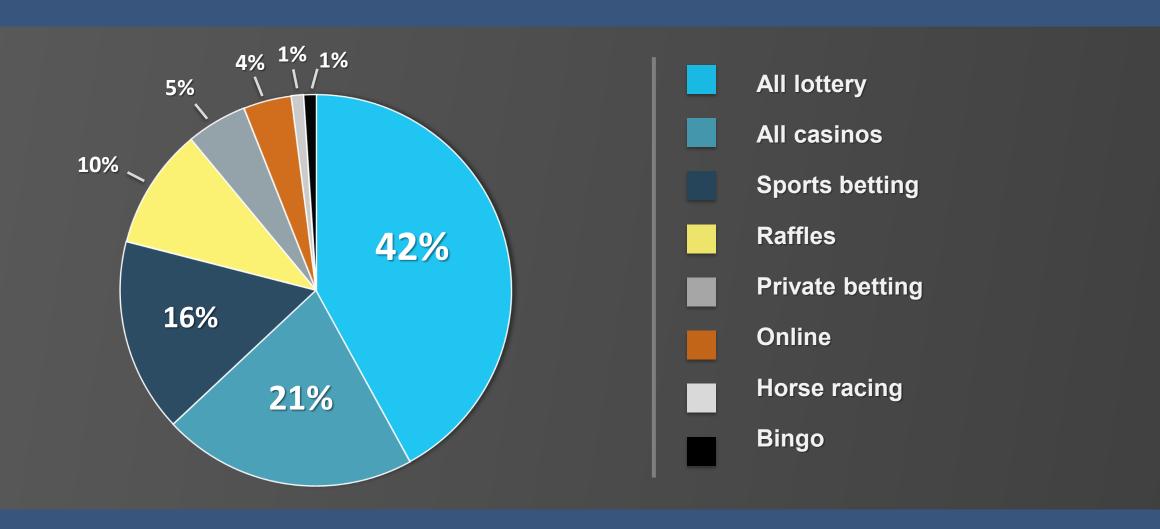
#### **Gambling Participation**

(Percent of surveyed participants responded when asked about the ways they gamble)



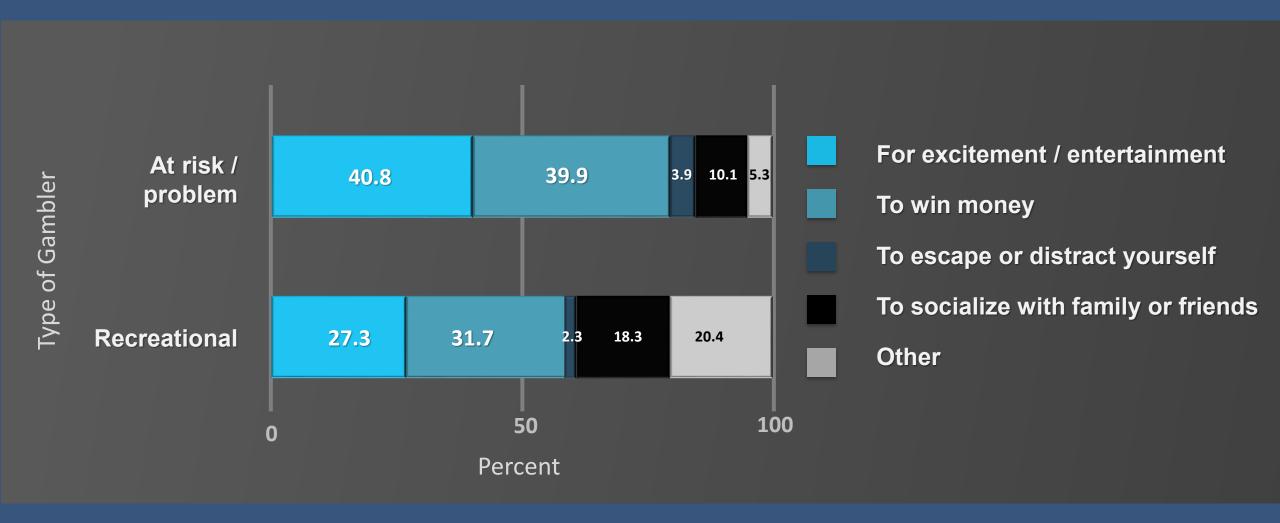
## Gambling Spending

(Percent of surveyed participants responded where they spend their money)

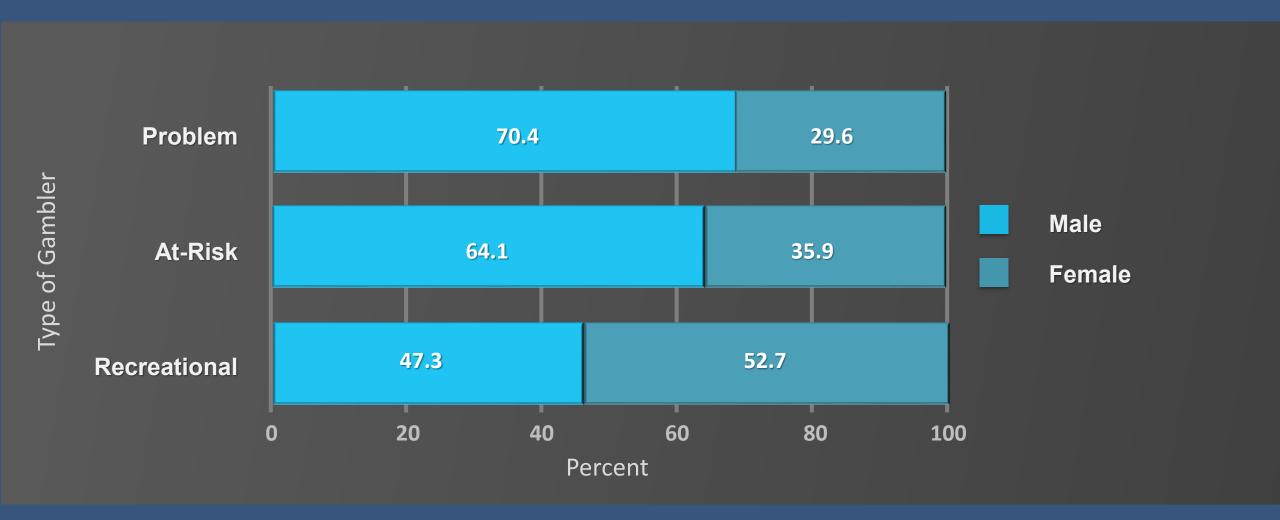


#### **Reasons for Gambling**

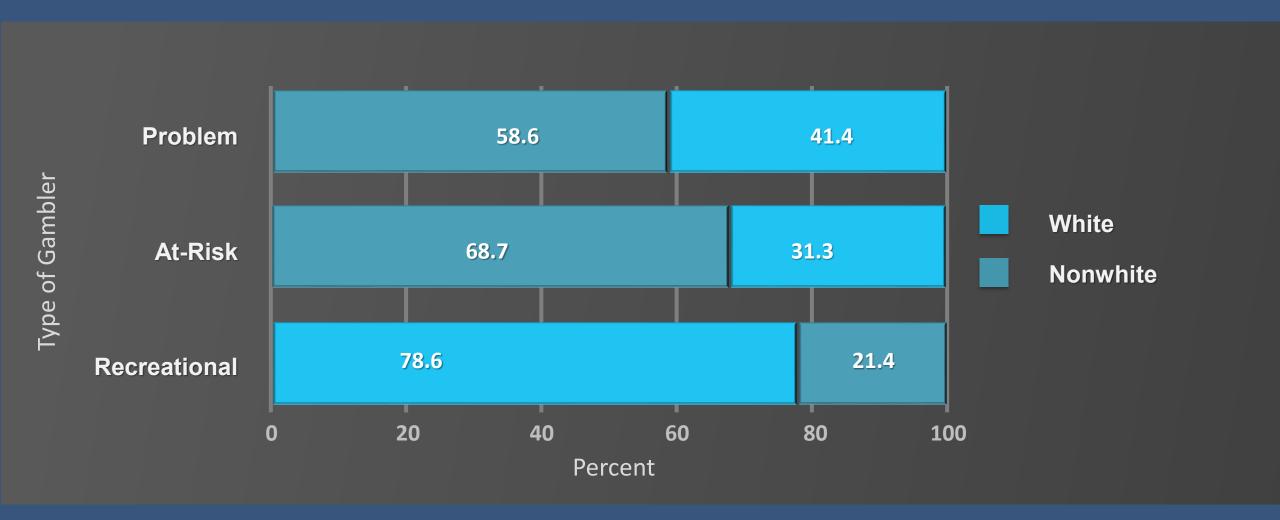
(Percent of surveyed participants responded with reasons for gambling)



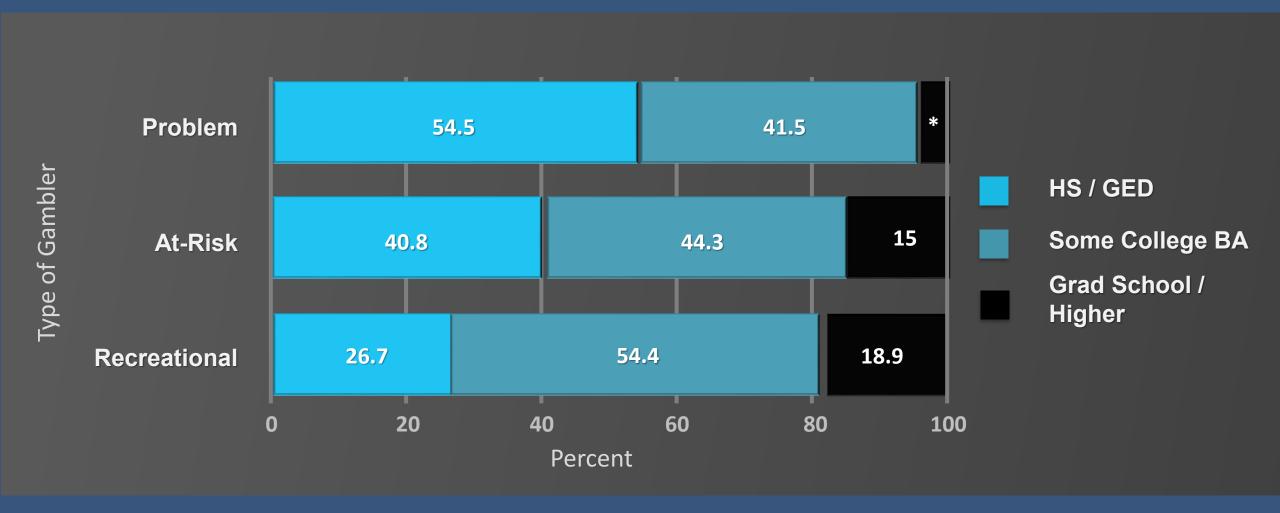
# Demographics of Recreational, At-risk, and Problem Gamblers (Gender)



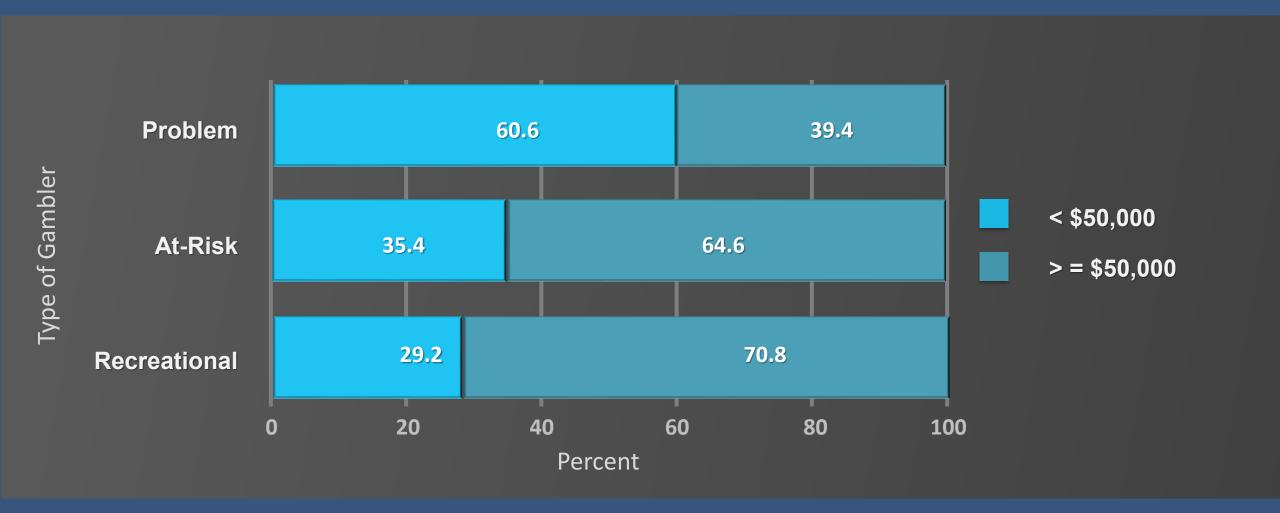
# Demographics of Recreational, At-risk, and Problem Gamblers (Ethnicity)



# **Demographics of Recreational, At-risk, and Problem Gamblers** (Education)



# **Demographics of Recreational, At-risk, and Problem Gamblers** (Income)



#### **Risk and Protective Factors**



Factors that increase the likelihood of developing problem gambling

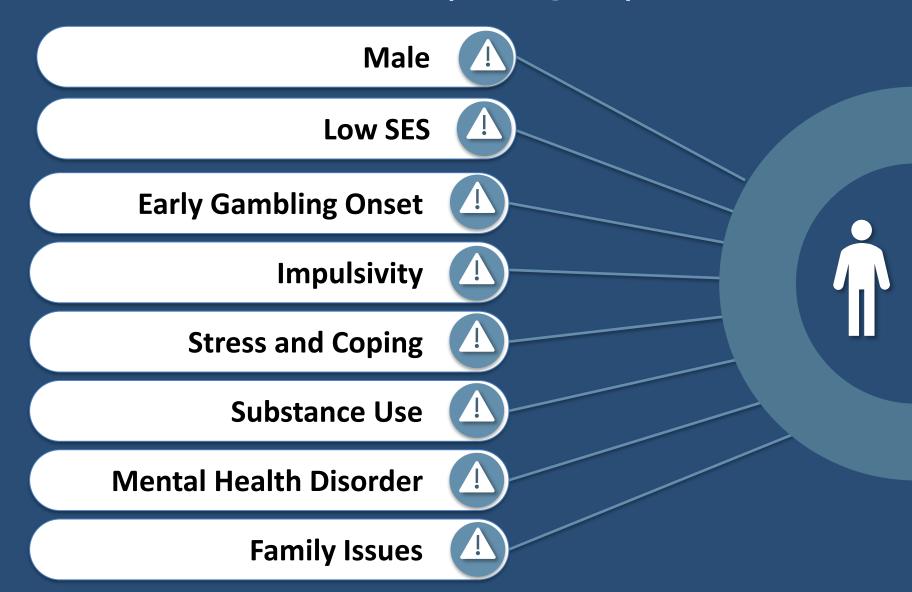




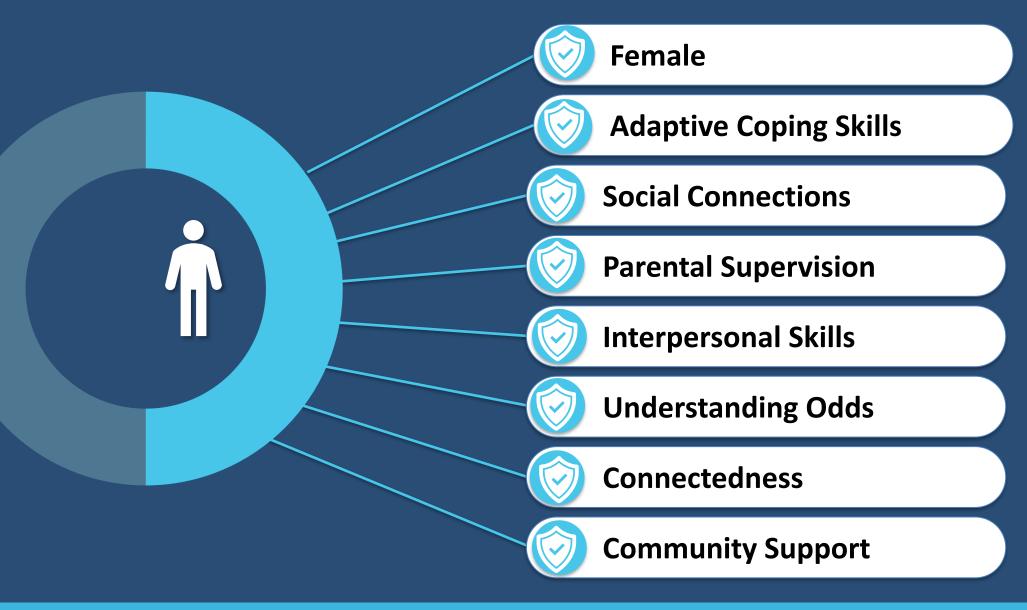
Protective Factors

Factors that
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likelihood of
developing
problem
gambling

#### Risk Factors (examples)



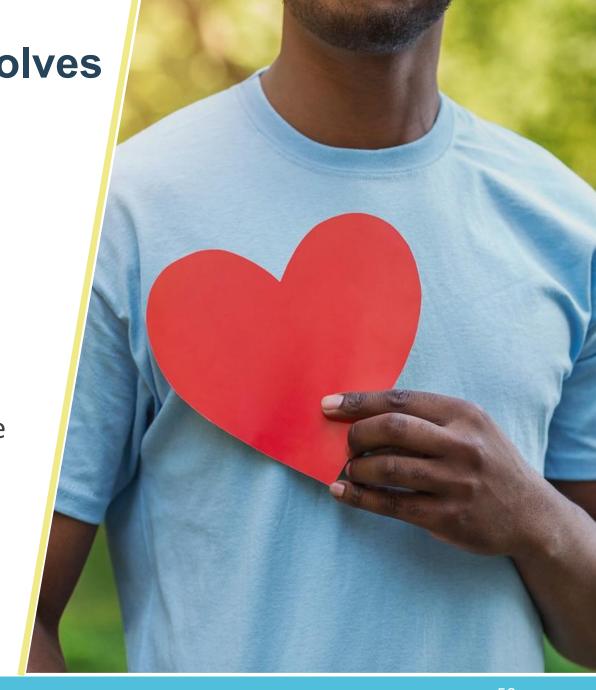
## **Protective Factors (Examples)**



The Public Health Approach Involves

**Section 2: Gambling Spectrum** 

- 1. Gambling definitions and types
- The gambling continuum and risk and protective factors
- 3. The identification and utilization of effective data that drives the strategies on a larger scale and evaluating the impacts
- 4. The identification and piloting of equitable prevention strategies



# **SECTION 3: GROUPS AT-RISK**



#### People at Higher Risk for Problem Gambling



- Youth
- Male
- People of Color
- People Who Are Unemployed
- Casino Workers
- People Who Experience
   Incarceration
- People Who MisuseSubstances
- People With High School
   Diploma or Less
- Low Income
- Older Adults
- Active Military and Veterans
- People with Disabilities



# Youth Are Exposed to Gambling

Early in life

By family and friends

Exposure connected to tradition and nostalgic memories

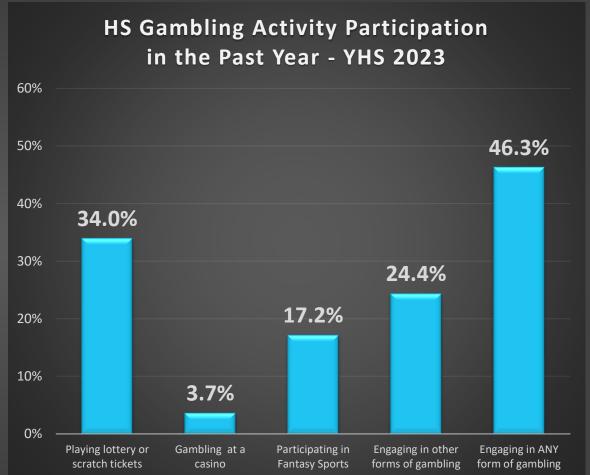
Exposure can be legal or illegal

Exposure is normalized in families & communities

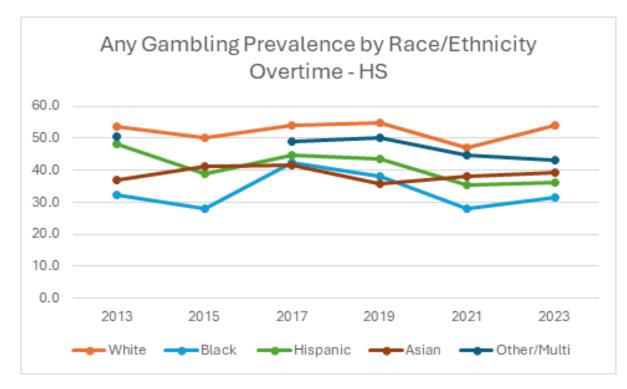
#### 2023: MA Gambling Activity Participation Prevalence in Youth

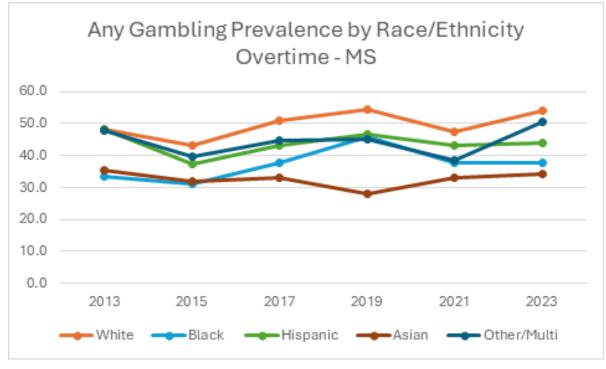
Percent of middle school (MS) and high school (HS) students reported engaging in some form of gambling in the last year.



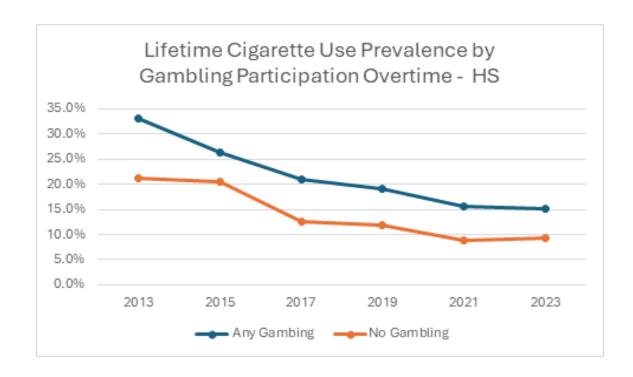


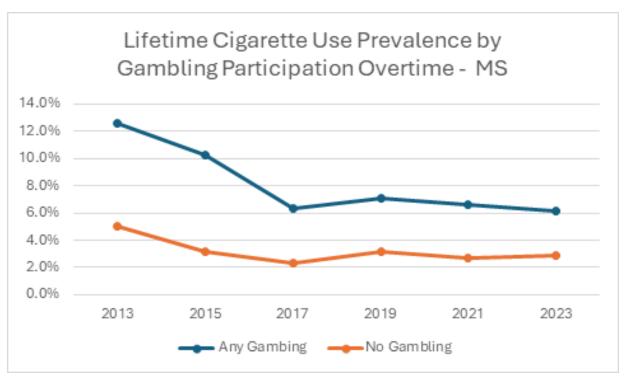
# Race/Ethnicity and Gambling Prevalence



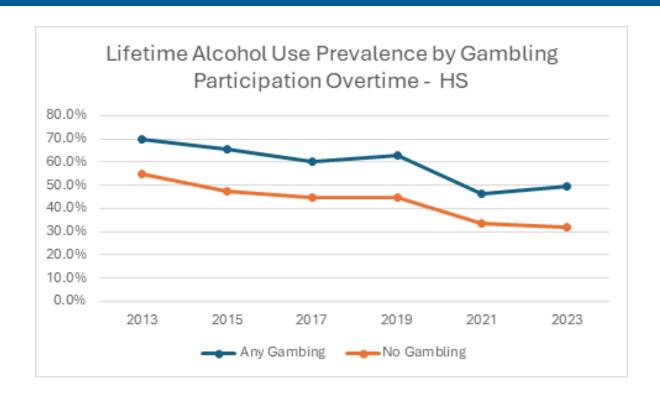


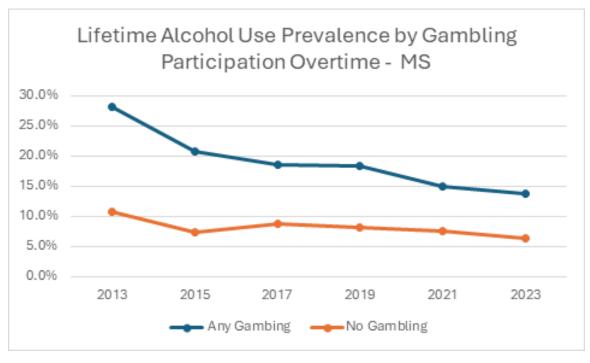
# Tobacco Use and Gambling Prevalence



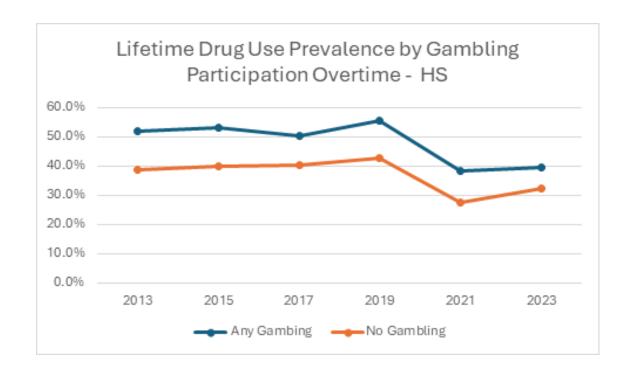


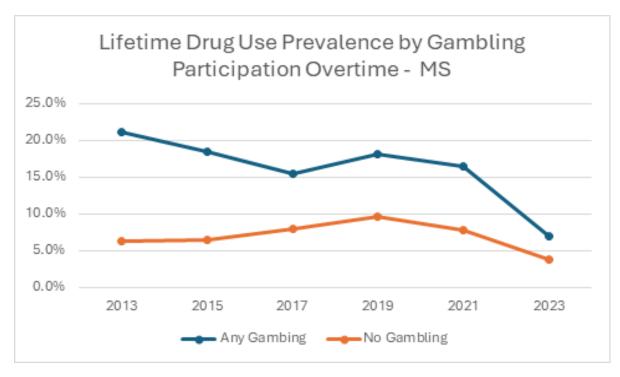
# Alcohol Use and Gambling Prevalence



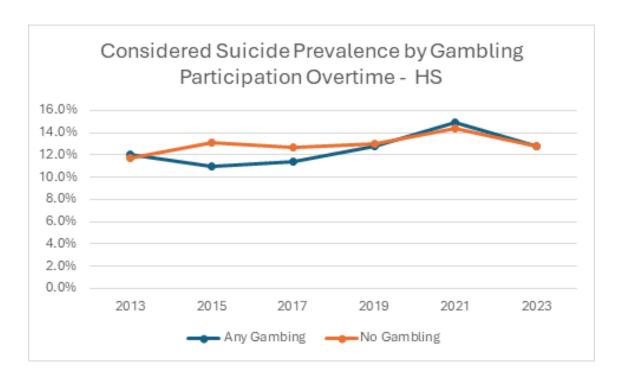


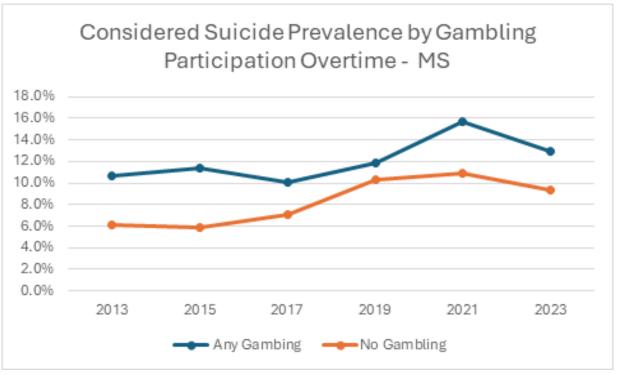
# Drug Use and Gambling Prevalence





# Considered Suicide and Gambling Prevalence





## PERCEPTION CONCERNS







Teens view gambling as a socially acceptable Enjoyable form of entertainment Significantly less harmful than alcohol, drugs or cigarettes

In a study about parental perceptions, gambling consistently scored the lowest of 12 serious youth issues

In a comparison of parent and teacher perceptions concerning adolescent risk behaviors, gambling was perceived to be a less serious issue among both parents and teachers

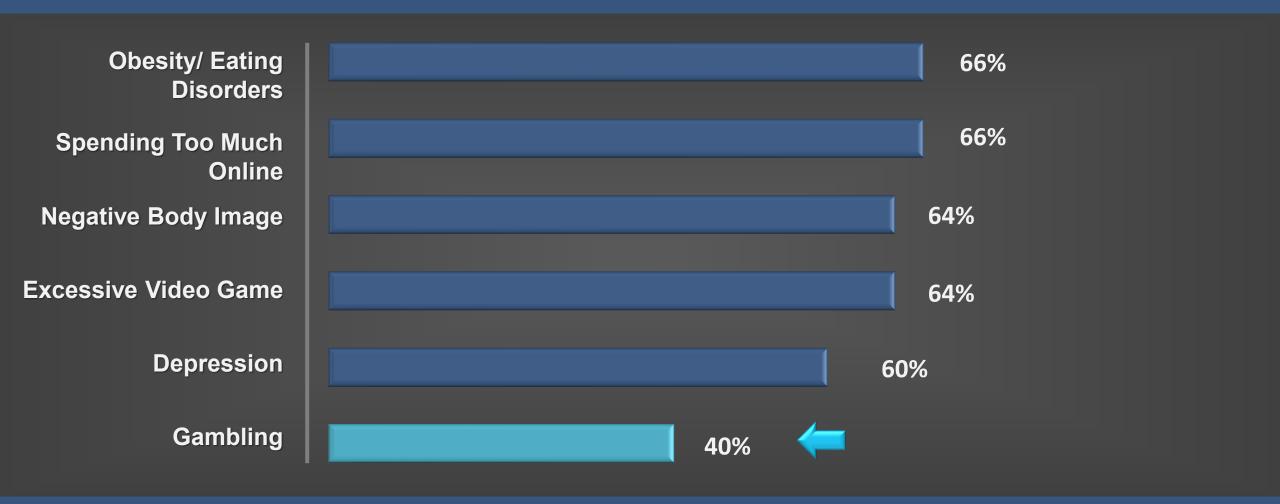
# Parental Perceptions of the Seriousness of Issues Youth May Encounter

(Percent of parents perception either serious or very serious)



# Parental Perceptions of the Seriousness of Issues Youth May Encounter

(Percent of parents either serious or very serious)

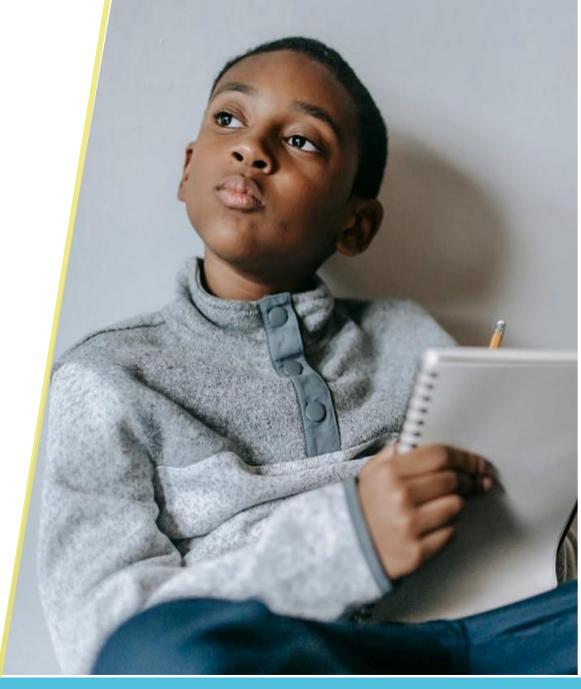


# **Brain Development**

"Because the youth brain is not fully developed until age 25, gambling can be dangerous

A 2001 study at MGH found that gambling has a drug-like effect on the brain (2001)

"The brains of people anticipating a win at the roulette table appear to react much like those taking euphoria-inducing drugs."



#### **AGREEE OR DISAGREE**

Problem gambling isn't a serious problem like drug or alcohol addiction. If people really want to stop, they will.





1

Problem gambling isn't a serious problem like drug or alcohol addiction. If people really want to stop, they will.





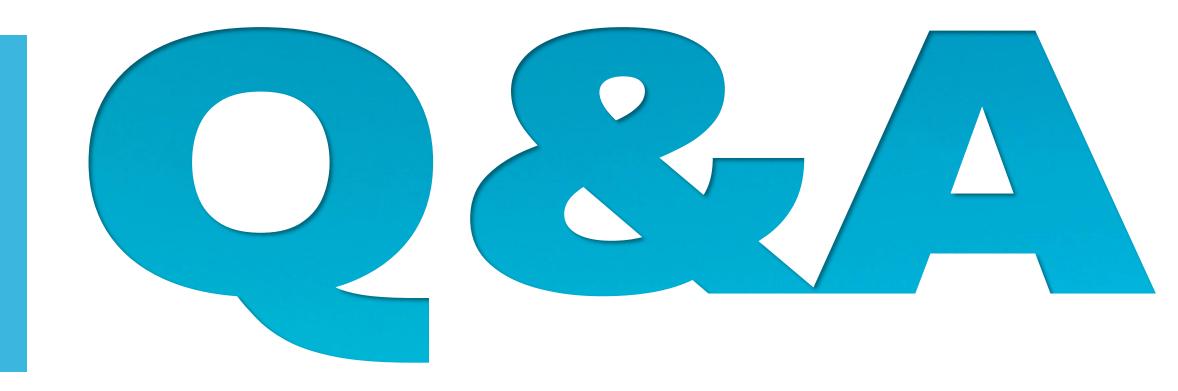
Disagree. For most people, gambling is a social activity or form of entertainment. But for people with a problem gambling addiction, it's much more. Gambling becomes a compulsion and something they can't just stop. They're driven to gamble, just like a person who is addicted to drugs or alcohol.

## The Public Health Approach Involves

- 1. Identifying the sources and risk factors for health challenges
- Understanding the Social and Structural Determinants of Health (SDOH)
- 3. Establishing true partnerships and collaborations with communities to guide the work
- 4. Discussing gambling definitions and types
- 5. Identifying and understanding the resiliency, strengths, and protective factors in individuals and communities
- Identifying and piloting equitable prevention strategies
- 7. Implementing effective strategies on a larger scale and evaluating the impacts







#### **Evaluation and CEUs**





## **Upcoming MCOE PGP Health Equity Academy Trainings**

- Intersections of Substance Misuse and Problem Gambling Prevention (Virtual)
   October 8, 2025: 10:00 – 12:00 PM
- Intersections of Suicide and Problem Gambling Prevention (\*In-Person) – UMass Lowell/UTECH Building
   October 22, 2025: 10:00 – 2:00 PM
- What's Equity Got To Do With It? Centering Equity into Problem Gambling Prevention (Virtual) November 6, 2025: 1:00 – 3:00
- Engaging the Community and Partners to Build Capacity to Prevent Problem Gambling (Virtual) November 19, 2025: 1:00 – 3:00



# We Are on Social Media!

Scan the QR codes below to follow our pages



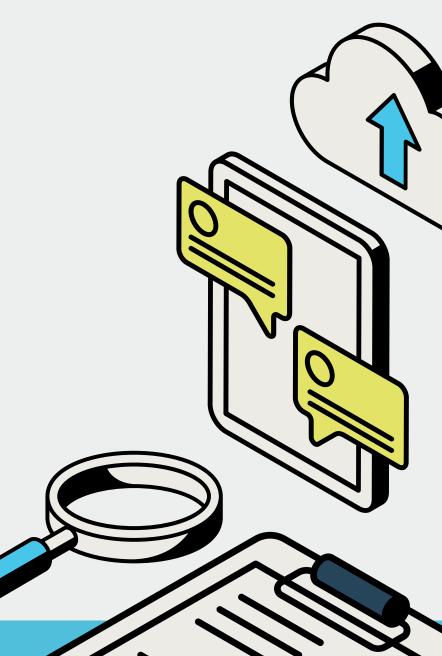
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# THANK YOU

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