

#### The Intersections

**Substance Misuse and Problem Gambling Prevention** 

January 28, 2025 | 1:00 – 3:00 pm

**Emily Bhargava** | Technical Assistance Provider

**Shannon Cassidy** | Technical Assistance Provider

**Ben Spooner** | Assistant Director, MA Center of Excellence on Problem Gambling Prevention





### **Key Objectives**

#### **Substance Misuse and Problem Gambling Prevention**



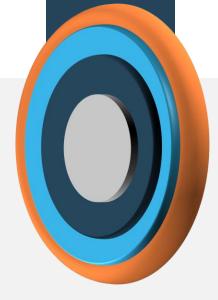
Understand the complex relationship between problem gambling and substance misuse.



Understand shared risk and protective factors between problem gambling and substance misuse



Describe collaboration strategies for substance misuse prevention and problem gambling prevention fields to improve public health and community conditions.



01

02

03

## **Introducing Today's Presenters**







**Ben Spooner** Assistant Project Director

**Shannon Cassidy**Technical Assistance Provider

**Emily Bhargava**Technical Assistance Provider



#### **Introduce Yourself**

1 VOUR

Insert your name & organization

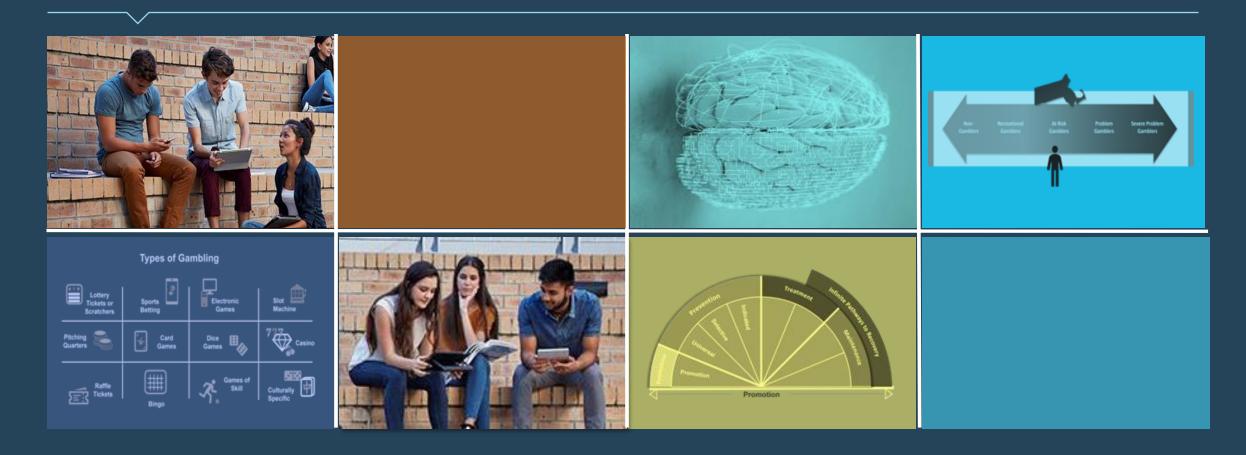


#### Add your response to these questions

2

- 1. How have you seen gambling or substance use represented in movies or other media?
- 2. In what decade?
- 3. Have you seen them depicted together?

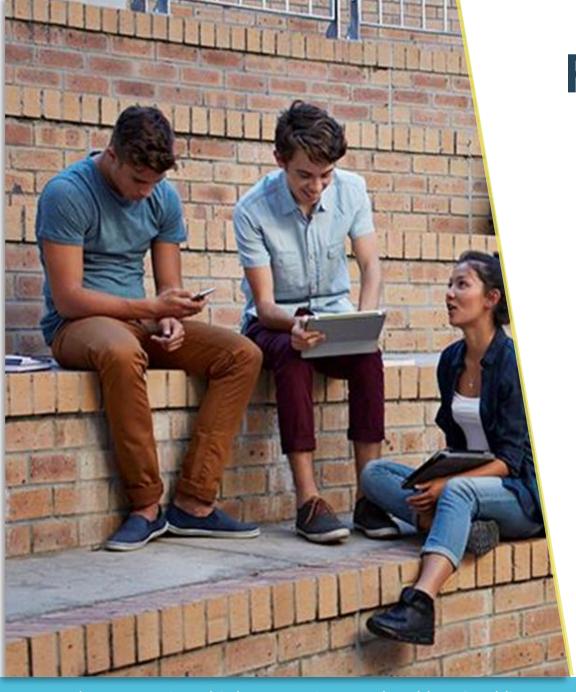
## **SECTION 1: SETTING THE STAGE**



## **Substance Use and** SUD (U.S.)

- Approximately 58% of the population used tobacco, alcohol, or an illicit drug in the past month
- Nearly 1 in 6 people aged 12 or older have a SUD
- 1 in 4 young adults (18-25) has a substance use disorder





## **Problem Gambling (U.S.)**

- Approximately 3% of the U.S.
   population engages in problem gambling
- Nearly 1 in 10 young people and young adults (6-9%) experience problems related to gambling

# **Brain Development: Problem Gambling and Substance Misuse**

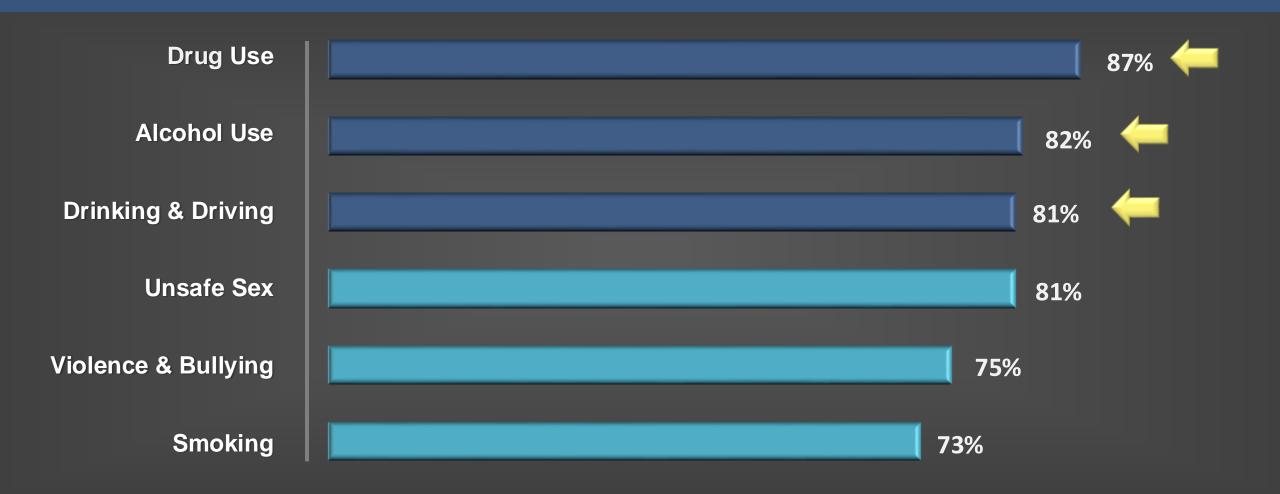
- Youth brain is not fully developed until age 25
- Youth who gamble early are more likely to develop problem gambling later in life



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

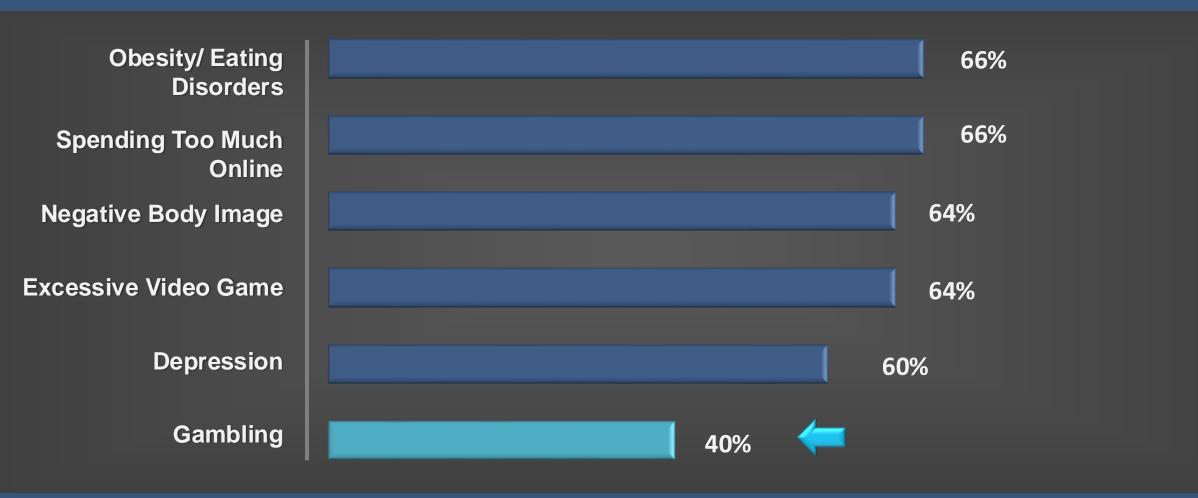
# Parental Perceptions of the Seriousness of Issues Youth May Encounter

(Percent of parents perception either serious or very serious)



# Parental Perceptions of the Seriousness of Issues Youth May Encounter

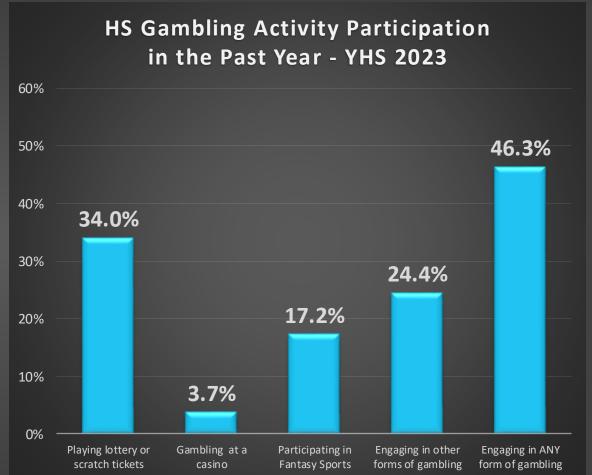
(Percent of parents either serious or very serious)



#### 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.





#### **Demographics and Substance Use**

Middle School (MS) and High School (HS) Students.



There was no significant relationship between grade level and gambling participation for MS or HS students.



Among HS students, females had 39% decreased odds of gambling in the last 12 months compared to males.



Among MS and HS students Black, Hispanic, and Asian individuals had decreased odds of gambling in the last 12 months compared to White individuals.



MS and HS students who reported any lifetime alcohol use had 133% and 109% increased odds of gambling in the last 12 months compared to never users.



MS and HS students who reported any lifetime drug use had 104% and 37% increased odds of gambling in the last 12 months compared to never users.



MS and HS students who reported any lifetime vape use had 80% and 46% increased odds of gambling in the last 12 months compared to never users.

#### **Understanding Our Language: Definitions**

#### **Gambling Related**

**Problem gambling**: All gambling behavior patterns that "compromise, disrupt or damage personal, family or vocational pursuits"

Gambling disorder: "Persistent and recurrent problematic gambling behavior leading to clinically significant impairment or distress" (DSM-5)



#### **Substance Misuse Related**

Substance misuse: Excessive alcohol or other drug use that is used in an unintended way and/or results in negative impacts in a person's life.

Substance use disorder: "involves patterns of symptoms caused by using a substance that an individual continues taking despite its negative effects." (DSM-5)

#### **Examples of Gambling**



# What are some other types of gambling?



#### **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

Non gamblers are people or groups who choose not to gamble.

Recreational gamblers are people or groups who gamble recreationally for enjoyment, recreation or socializing.

Non-Gamblers Recreational Gamblers

Most people who gamble do so recreationally.

Recreational At-Risk Problem Severe lers Gamblers **Gamblers** Gamblers Gai Betting more than planned When people or groups in Spending more time gambling this category gamble, they than planned may exhibit the following Borrowing money to gamble behaviors: Illusions of control

onal ers At-Risk Gamblers Problem Gamblers

Severe Problem Gamblers



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.

Problem Gamblers

Severe Problem Gamblers

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

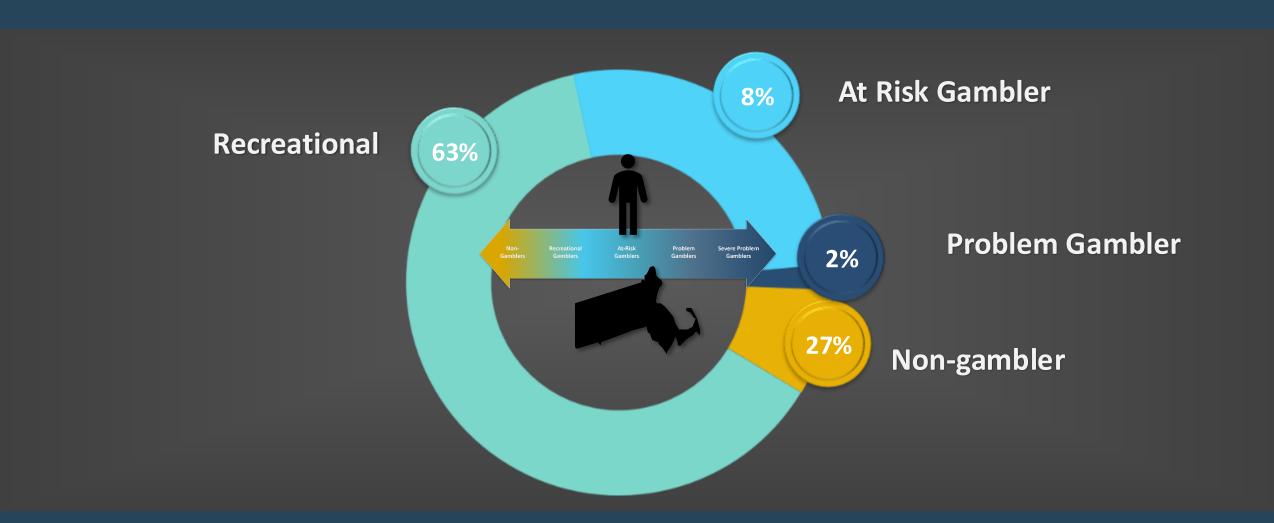
Compared to the number of people who gamble, very few people are diagnosed with severe problem gambling (2%).

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

# **Gambling Participation**What About Massachusetts

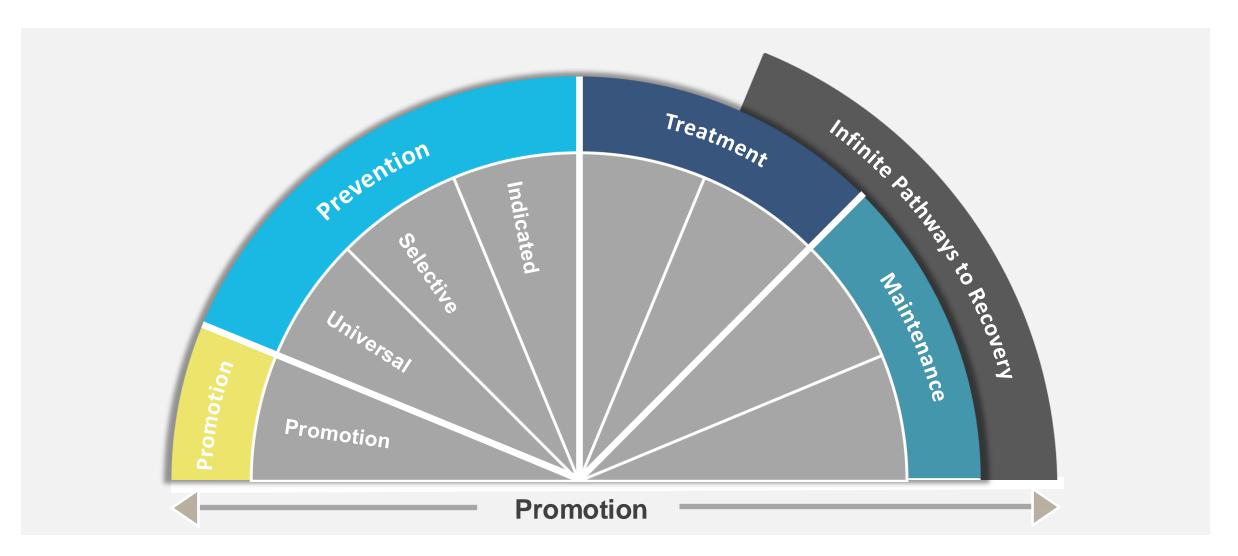


## Gambling Participation Massachusetts

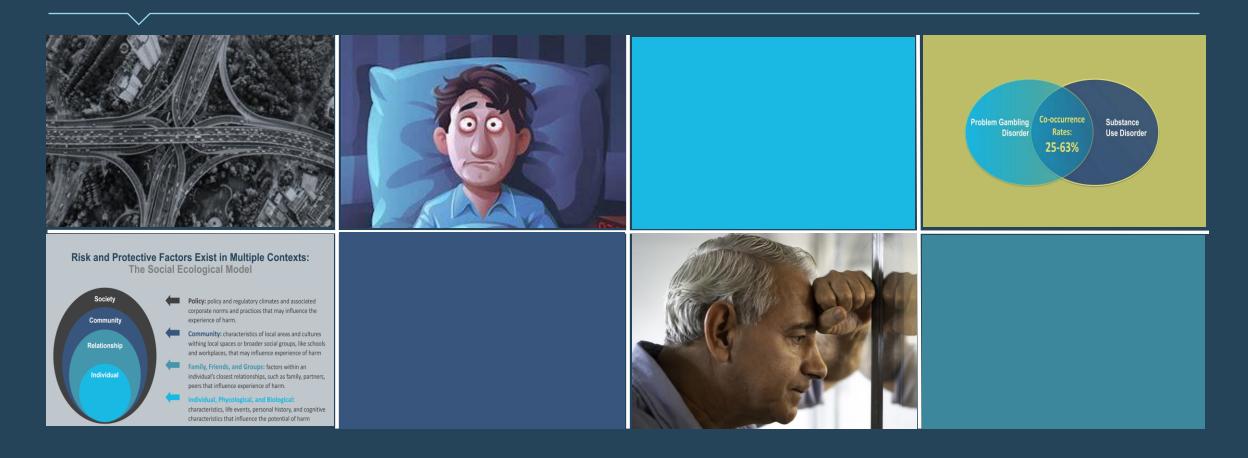


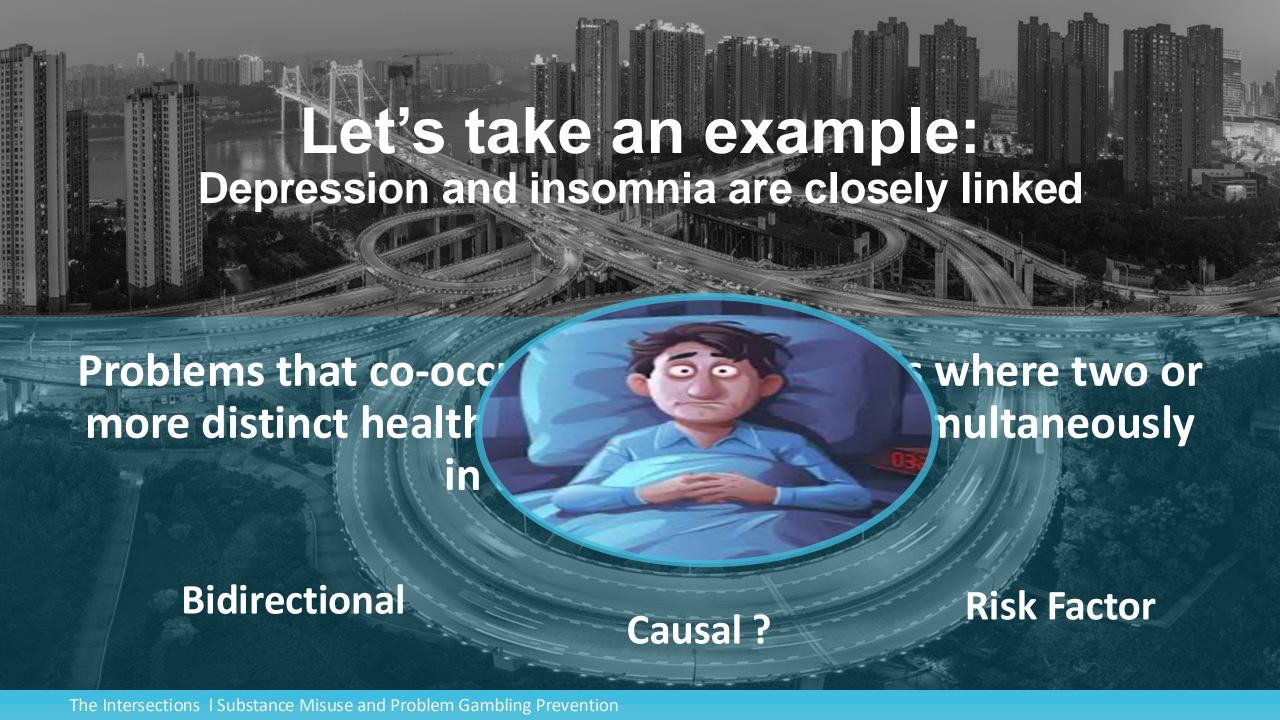
#### **Substance Misuse Prevention**

Populations and The Continuum of Care



## **SECTION 2: THE INTERSECTION**







#### **Understanding Our Language: Definitions**

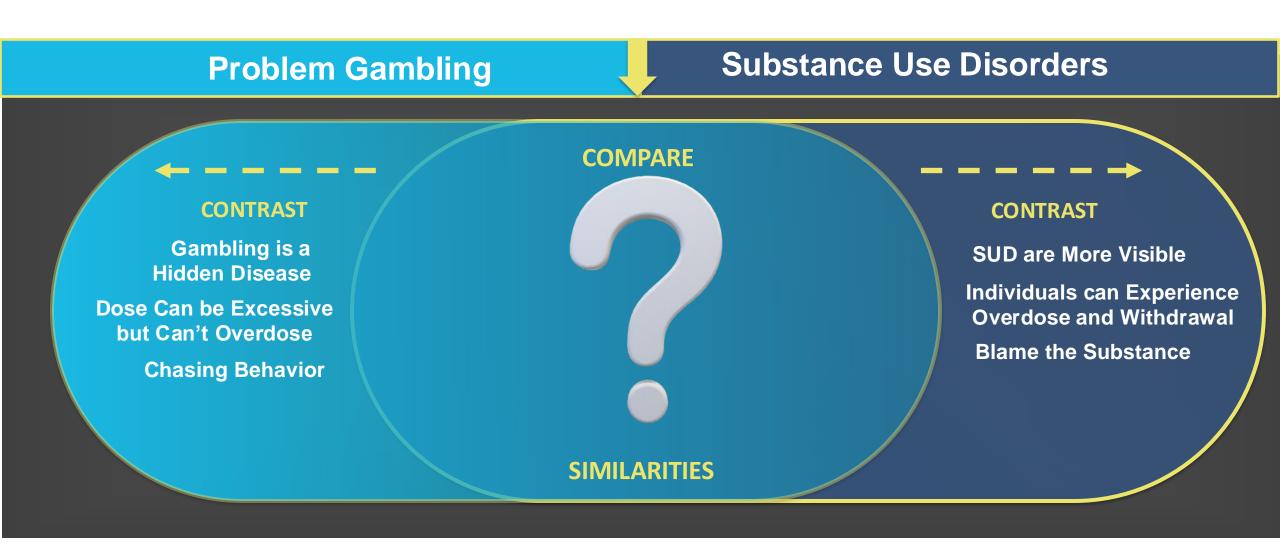
#### **Problem Gambling**

#### **Substance Use Disorders**

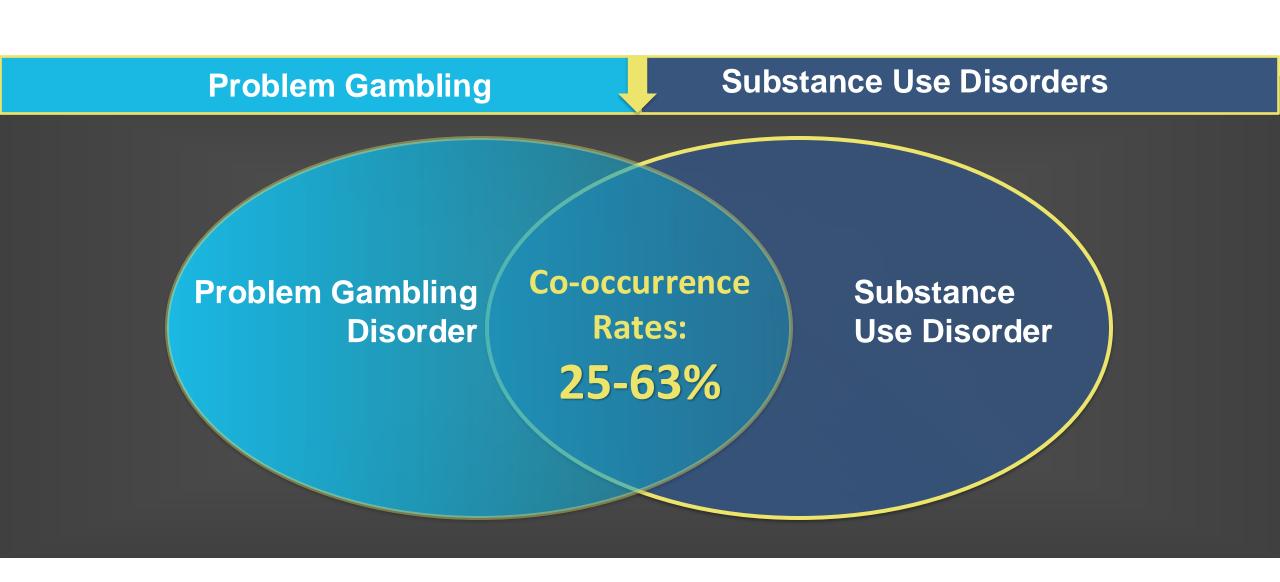
Understanding similarities and differences between gambling and substance use disorders can have implications for the prevention of these disorders and suggests they may have common underlying pathways in their development, onset, and course in the lives of those negatively impacted.

Specifically, understanding the similarities may provide insight about appropriate prevention approaches that may be applicable for both disorders. Conversely, understanding the differences may inform healthcare providers about issues they need to treat in unique ways for each disorder.

#### **Understanding Our Language: Definitions**



#### **Co-occurrence Rates**



#### **Additional Intersections**

#### **Problem Gambling**

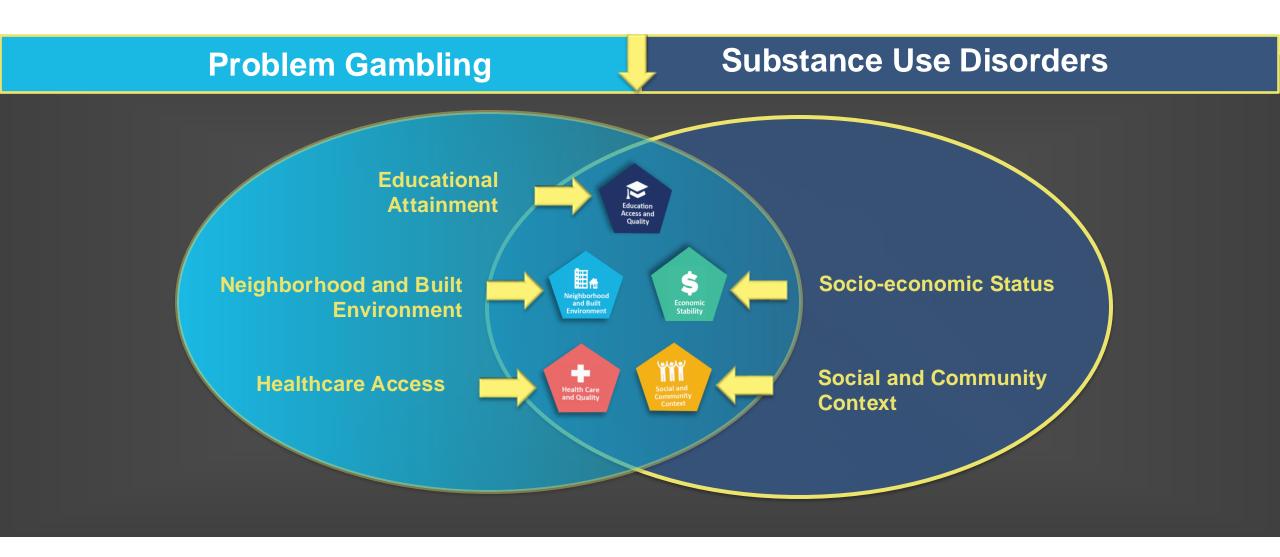
#### **Substance Use Disorders**

Gender, culture, and age often impact drugs of choice, gambling participation and substance use patterns.



Recreational gaombetyspes of vertambulostanase be misused peophlams vehibestatecleabearlier agith, substanted ikely to spatible de ilsopes of with miarchines by, and gamble more heavily.

#### Social and Structural Determinants of Health Impact Both



#### Social Determinants of Health (SDOH) Impacts Both

#### **Problem Gambling**

Educational attainment

High School degree or Less

Socio-economic status

Annual income less than 15,000

Neighborhood and built environment Gambling availability/access

Social and community context

Parental gambling/low family connectedness

Healthcare access and quality
Number of providers, knowledge of and access to
supports

#### **Substance Use Disorders**











Educational attainment

Low educational attainment

Socio-economic status

Low and high family income

Neighborhood and built environment
Alcohol and other drugs availability/access

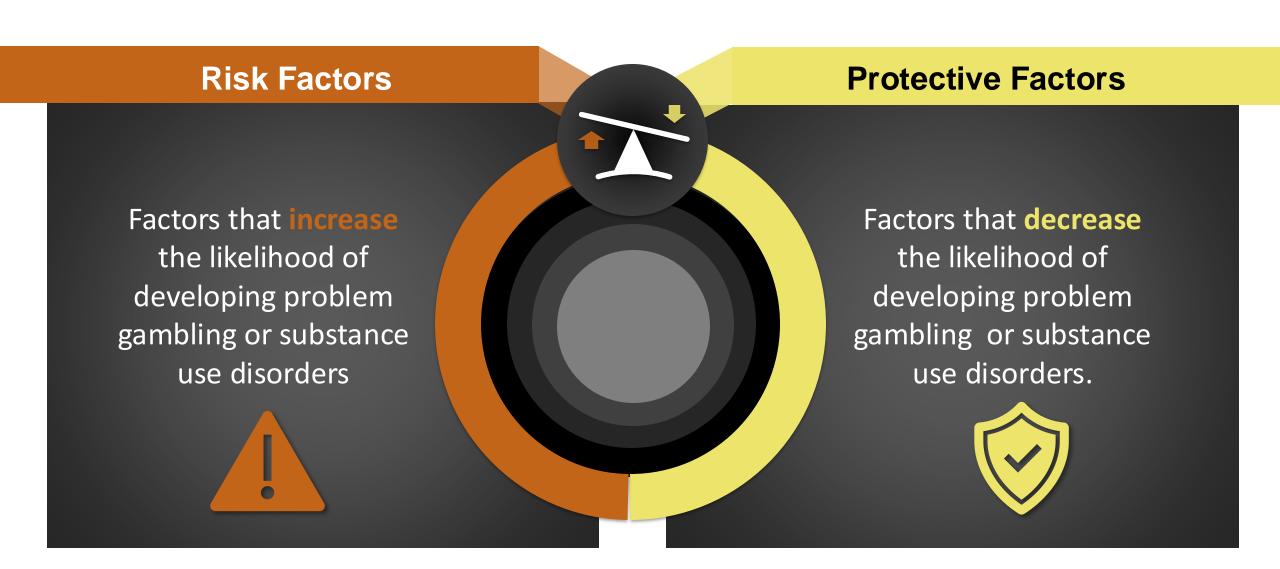
Social and community context domain

Parental substance use/community norms
favorable towards use, low neighborhood
attachment

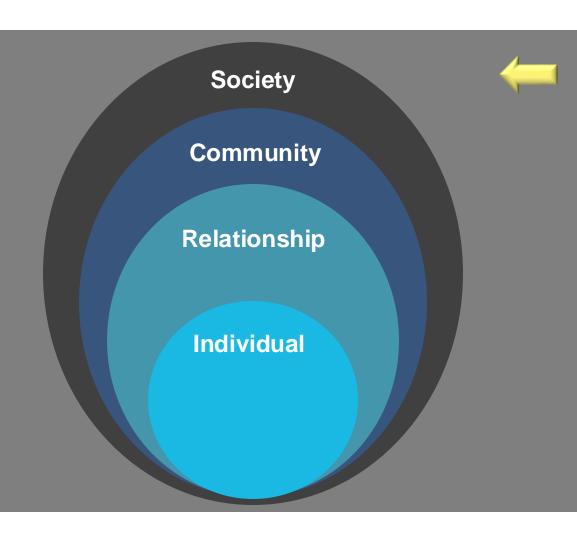
Healthcare access and quality
Knowledge of and access to supports



#### Risk and Protective Factors



# Risk and Protective Factors Exist in Multiple Contexts: The 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 and substance misuse or protect them from experiencing negative consequences of problem gambling and substance misuse

# Risk and Protective Factors Exist in Multiple Contexts: The Social Ecological Model



## **Risk Factors Exist in Multiple Contexts:**

**Problem Gambling Early experiences & behavior** Poor impulse control Community **Behavioral problems Sensation seeking** Relationship Attitude favorable to problem gambling Mental health problems Individual **Being male Traumatic live events Genetic predictors** 

**Substance Use Disorder** 

**Early initiation use** 

Early persistent problem behavior

Rebelliousness

Attitudes favorable to substance use

**Traumatic life events** 

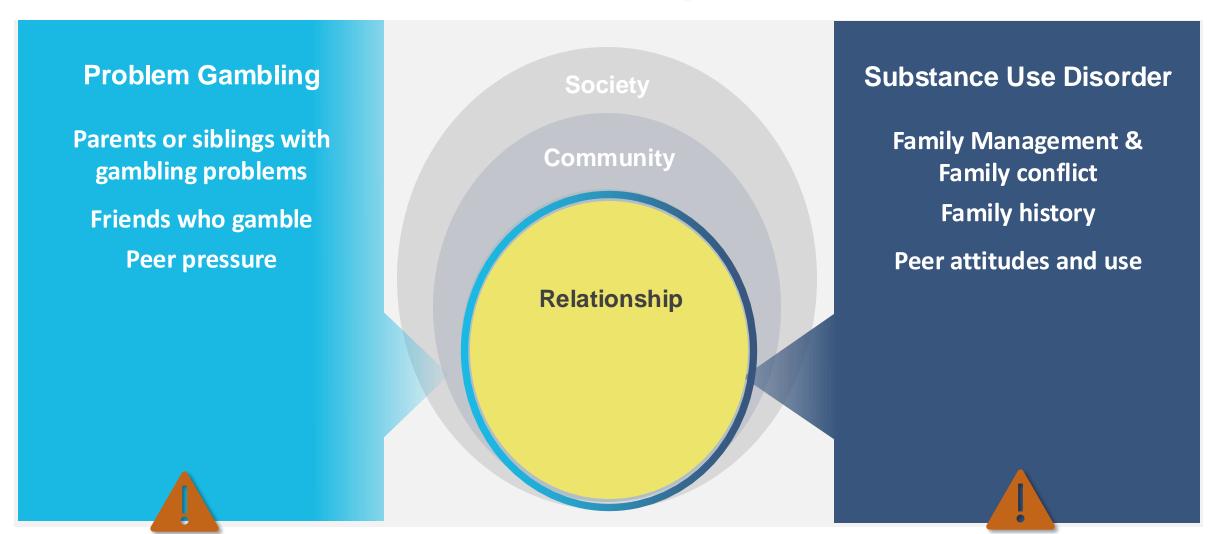
**Genetic predictors** 



## **Risk Factors Exist in Multiple Contexts:**

**Substance Use Disorder Problem Gambling Early experiences & behavior Early initiation use** Poor impulse control Community **Early persistent problem Behavioral problems** behavior **Sensation seeking** Relationship Rebelliousness Attitude favorable to **Attitudes favorable to** problem gambling substance use Mental health problems **Individual Traumatic life events Being male Traumatic life events Genetic predictors Genetic predictors** 

# Risk Factors Exist in Multiple Contexts: Relationship



# Risk Factors Exist in Multiple Contexts: Community

**Problem Gambling** 

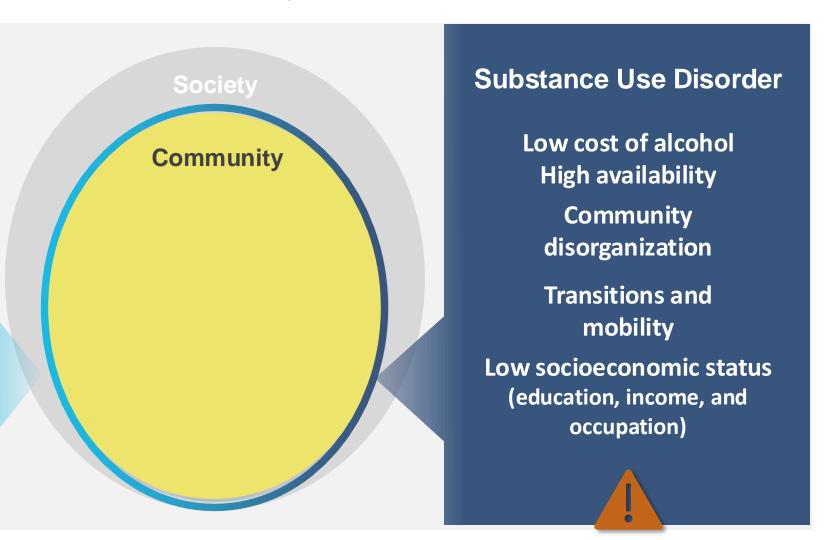
High availability and convenience

Low regulation

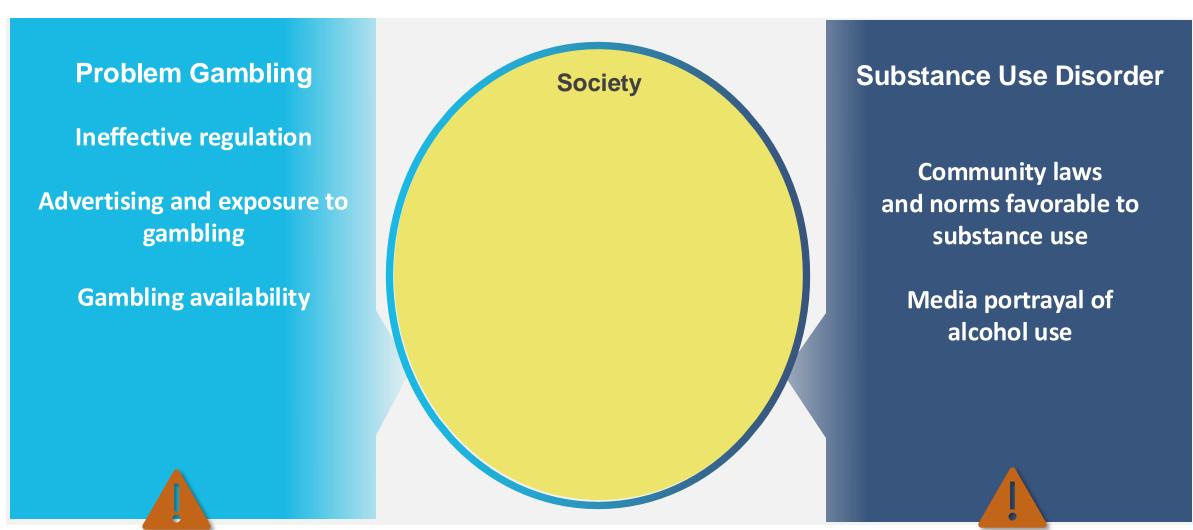
**Proximity to venue** 

Low socioeconomic status (education, income, and occupation)





# Risk Factors Exist in Multiple Contexts: Society



# Protective Factors Individual

**Problem Gambling** 

**Adaptive coping** 

**Emotional intelligence** 

Well-being

**Personal competence** 

Resilience



Society

Community

Relationship

Individual

**Substance Use Disorder** 

Competence

**Interpersonal Skills** 

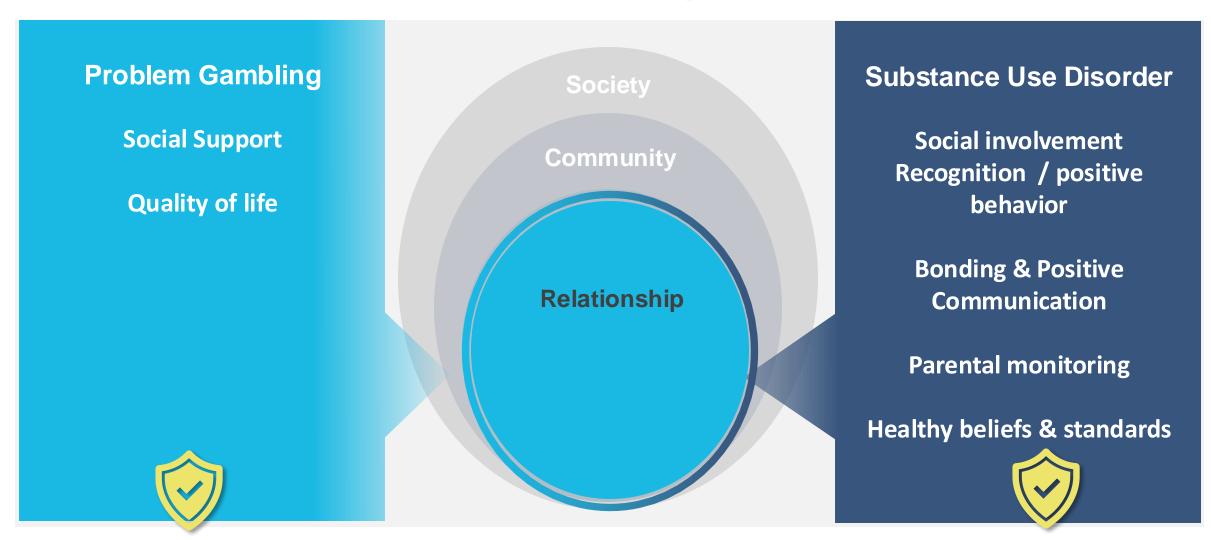
**Self efficacy** 

**Spirituality** 

Resiliency



# Protective Factors: Relationship



# Protective Factors: Community

**Problem Gambling** 

Regulations

Self efficacy programs across sectors

Health and policy involvement



**Substance Use Disorder** 

Opportunities to develop healthy beliefs (Family, school, and community)

Norms communicating clear and consistent expectations for non using.

Programs providing for prosocial involvement





# Protective Factors: Society

**Problem Gambling** 

**Supply reduction** 

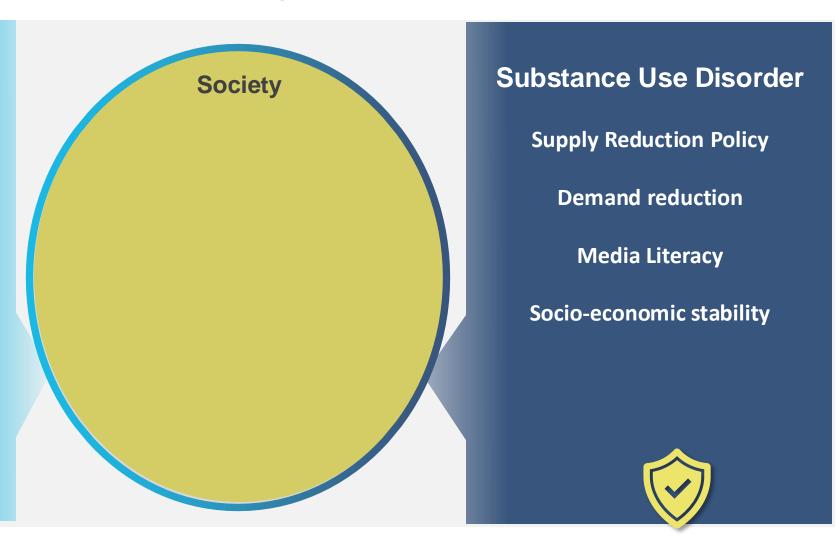
**Legal age restrictions** 

**Demand reduction** 

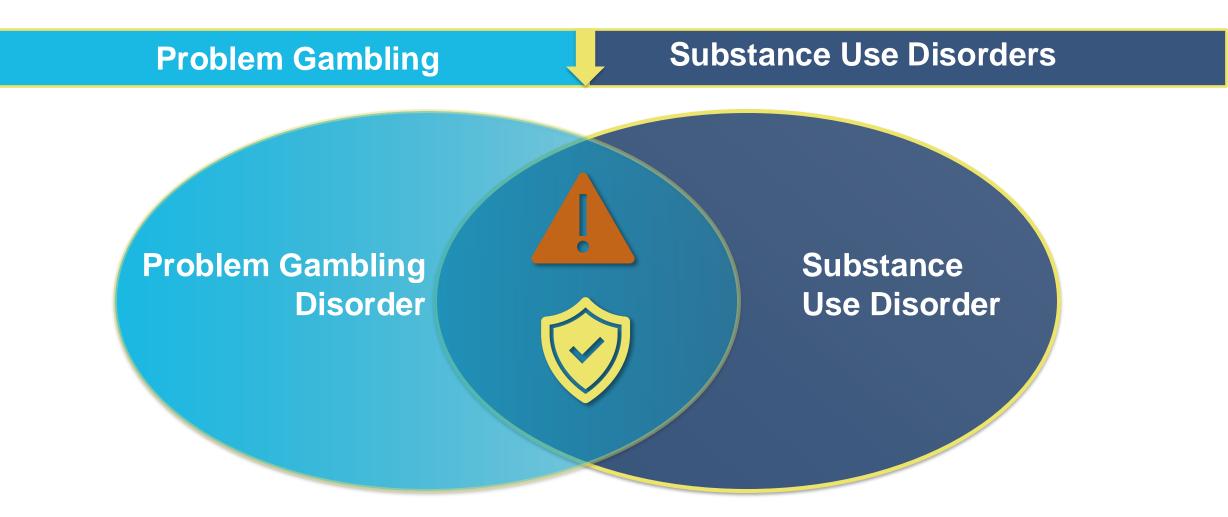
**Restrictions advertising** 

**Policies** 



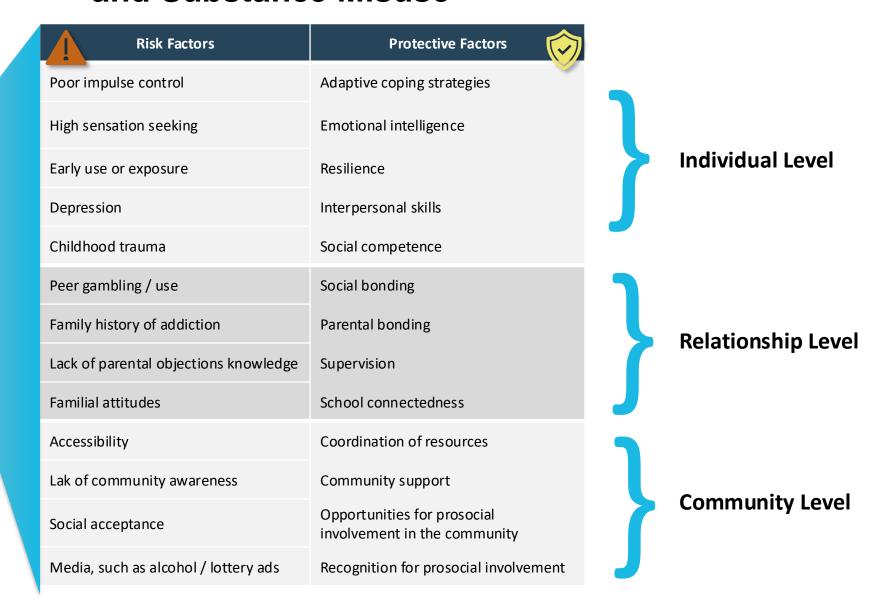


#### **Shared Risk and Protective Factors**



# Examples of Shared Risk and Protective Factors for Problem Gambling and Substance Misuse



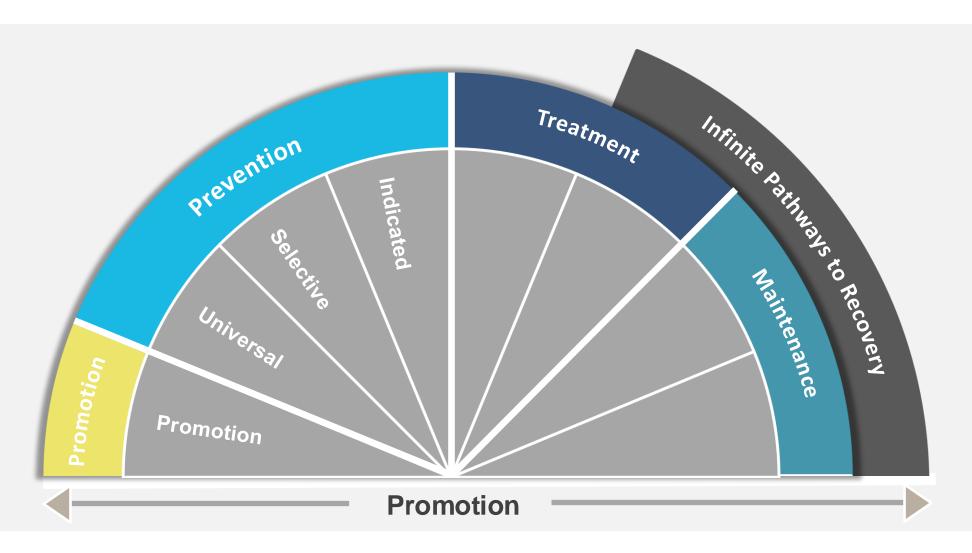


# **SECTION 3: IMPLICATIONS FOR PRACTICE**



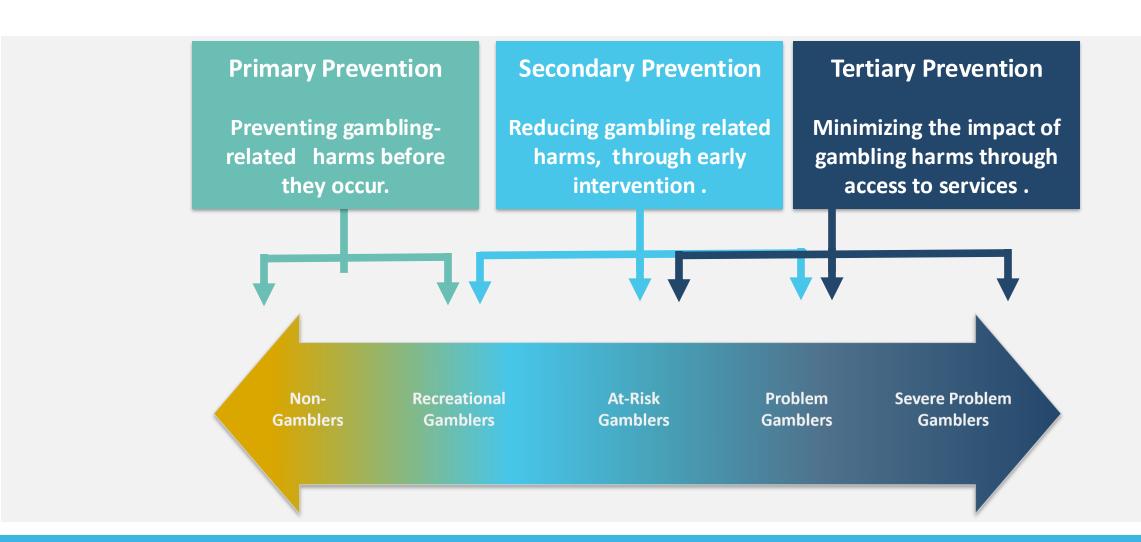
### **Substance Misuse Prevention interventions**

Populations and The Continuum of Care

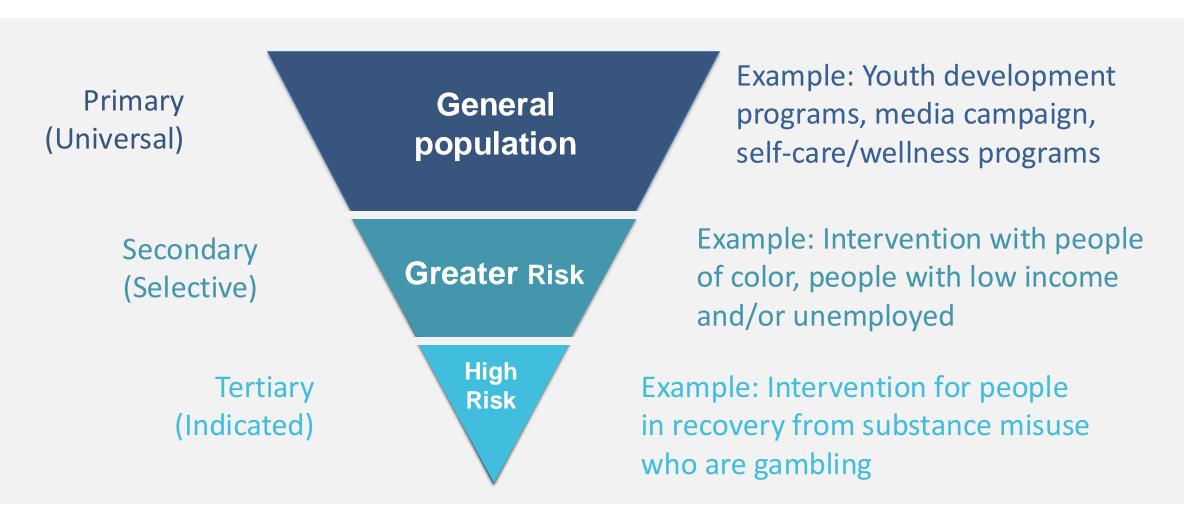


## Crosswalk with Substance Misuse U,S or I

Gambling Participation and the Medical Model

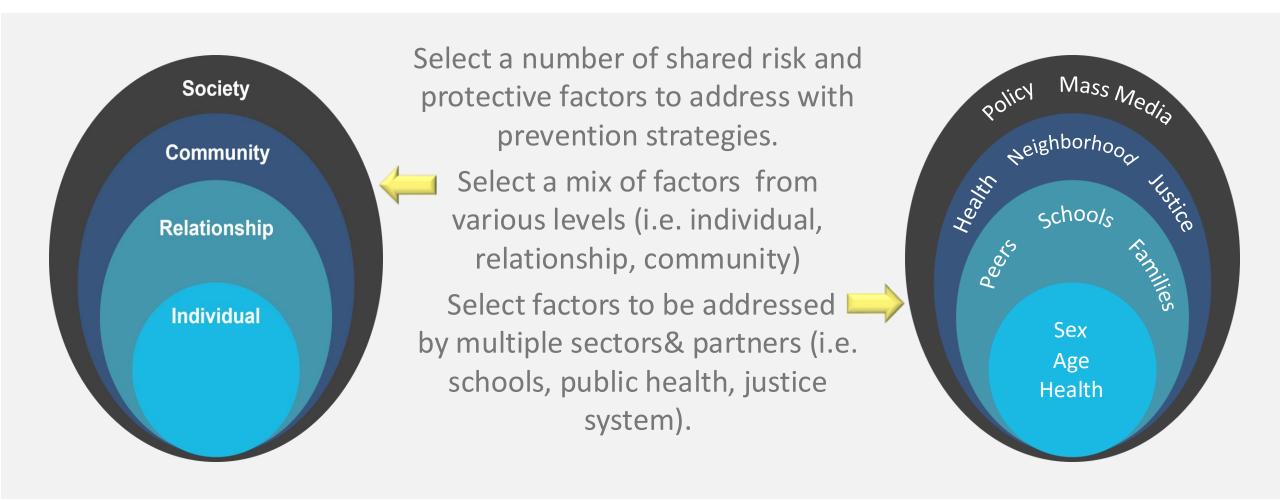


Interventions at Multiple Levels

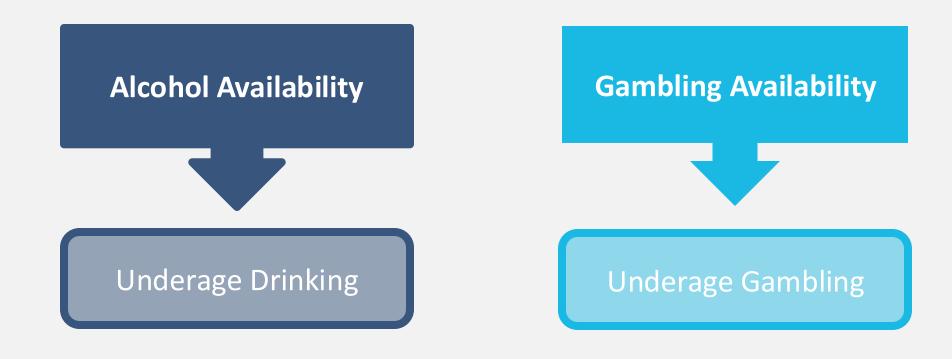


## **Selecting Strategies**

#### Intervene at levels and sectors



Apply lessons learned preventing other behavioral health problems



What are some other strategies/interventions from other public health fields that could be applied to problem gambling prevention?



# **Selecting Programs**

**Evidence-Based Continuum** 

Less evidence

More evidence

Programs and practices that have been less well-evaluated

Includes programs designed to meet the needs of specific communities

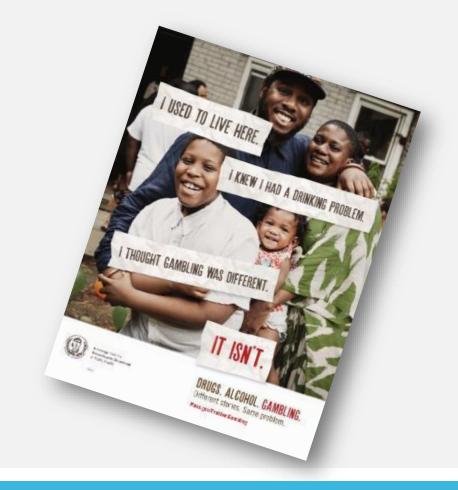
Programs and practices with ample research support

Well-designed, rigorous evaluations

Select promising strategies that make theoretical and practical sense (and that address underlying risk factors)







## Recommendations to Address the Intersection

Evaluate! Evaluate! Evaluate!

Document the "story" of your intervention.

What components did you add? Which did you omit? Why?

What were your expected outcomes?



Address Underlying Social Determinants of Health Impacting Populations
You Have in Common

Educate coalition members and other partners on the Importance of Health Equity

Discuss the populations that Substance Misuse and Problem Gambling share and the social determinants of health that impact them.

Work collaboratively to address the social determinants of health in your prevention efforts by sharing data, resources, and potential partners



Acknowledge Challenges

- Different funding sources
- Lack of PG prevention funding
- Lack of prevention research/EBP capacity (PG)
- Stigma
- Lack of knowledge and awareness and perception of harm about the nexus





#### **Promote Collaboration**

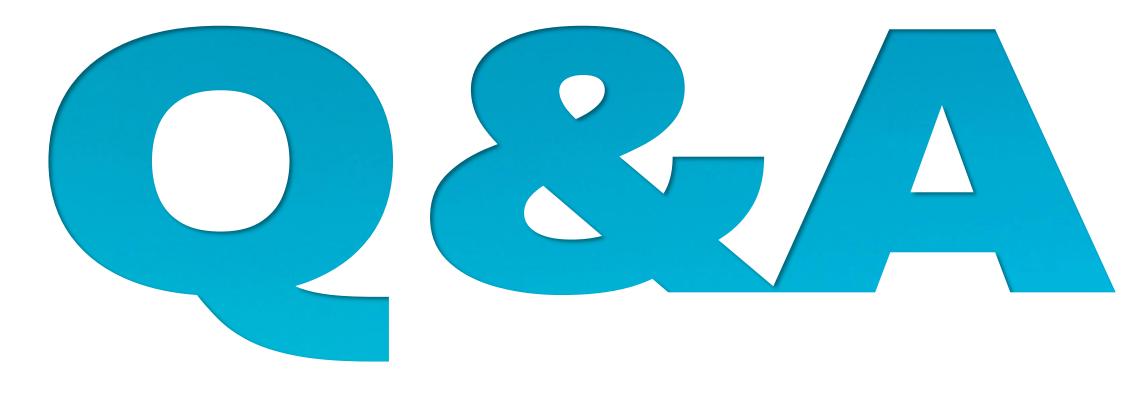
- Build awareness about the nexus: printed materials, social media, e-newsletters
- Develop uniform prevention messaging so multiple issues can be addressed at once
- Build program and organizational capacity to address nexus
- Identify and develop partners you can collaborate with

# Address the Intersection The Benefits

- Deliver an integrated approach
- Efficient and relevant
- Impact through multiple context
- Leverage resources and funding streams
- Collaborate with new partnerships







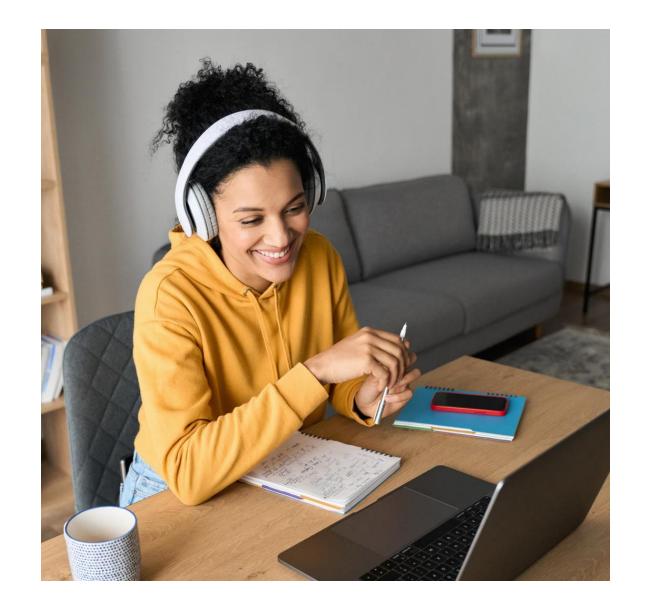


# **THANK YOU**

Emily Bhargava | Technical Assistance Provider
Shannon Cassidy | Technical Assistance Provider
Ben Spooner | Assistant Director, MA Center of
Excellence on Problem Gambling Prevention

# Upcoming MCOE PGP Health Equity Academy Trainings

- I Want to Play, Too! Developing
   Engaging Public Health Strategies for
   Sports Betting Prevention Webinar
   with Dr. Deborah Haskins February
   6, 2025 / 2-3:30 pm EST
- Applying Evidence-Based Models to Problem Gambling Prevention: Stages of Change, Motivational Interviewing, and Diffusion of Innovations – February 12, 2025 / 11 am – 1 pm EST



# We Are on Social Media!

Scan the QR codes below to follow our pages



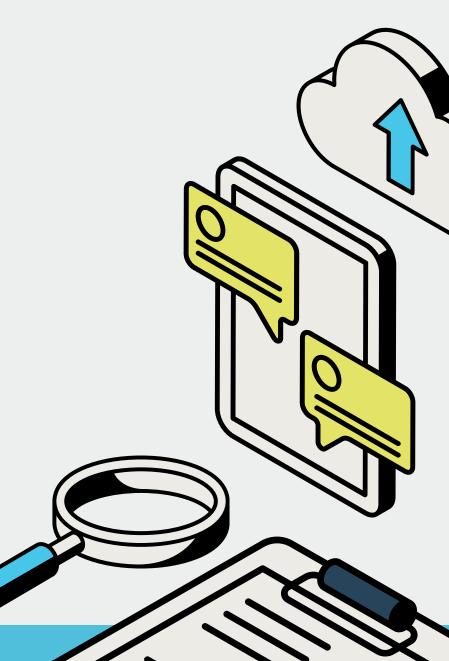
**Facebook** 



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