

## **Dr Gracemary Leung**

### **Awareness Training on the Risks and Randomness of Gambling for Young People – Using a Board Game**

Primary prevention has been used to describe measures to prevent the onset of a condition (using educational initiatives). This approach appears to be more effective than the secondary prevention which identify and treat asymptomatic person (i.e. restriction initiatives), or tertiary prevention (treatment services) which target the individual developed with the problem and to restore him to his previous condition (Force 1996)

The aims of this workshop is

- i) To bring about awareness to gambling to the public at large, the parents, teachers and the youths with responsibility/control
- ii) How to gamble by knowing his own choices and limits (via a simulated Board game)
- ii) Alleviation of harm by finding out his own early warning signs (via a checklist)
- iii) Teaching randomness and probabilities using CD/internet (Mcfield.com.hk)

In this hands-on workshop Dr. Gracemary Leung will introduce the concepts on the internet/ CD and then the attendees will play the newly invented Board Game, in order to illustrate the randomness and probability principles and how children can learn about gambling probabilities.

Suitable for teachers, parents and counselors to use/teach the awareness programme in the workshop, but its to be used for children (7 upwards) as the benefactors.

### **Causes, Consequences and Management of Young Internet Problem Users**

Many parents have come across this problem when their children constantly stayed on the internet and forgot about homework. This presentation will look at causes and consequences, with some suggestions on their management. Also the author has completed a new Internet Addiction scale (with the NGO, Federation of Youth Hong Kong) for the latest project. The scale can be used free for workers who wish to assess whether the young person is addicted to internet, or just a moderate user.

### **Gambling & Investment**

Investment used to be a non-participatory (if not benign) means of generating financial gains in the long run. However, as a result of changes in financial practices, investment has become more like a participatory sport in speculation. It is not uncommon to find people characterizing investment as gambling. Is it justified to do so? Why has 'investment' acquired a negative connotation? As a first attempt to answer these questions, it helps to ascertain the similarities and differences between investors and gamblers by asking the following two empirical questions:

- (1) Are investors necessarily gamblers?
- (2) Are there subcategories of investors as there are sub-categories of gamblers?