

The Experience and Findings of Educating Youths on Gambling Addiction

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17 August 2009

Youth Gambling Prevention Roadshow (YGPR)

- Educating youths on problem gambling first mooted by Bishop Dr Robert Solomon of the Methodist Church in Singapore in 2006.
- MCYC took the challenge of designing a roadshow to educate youths on problem gambling.

Youth Gambling Prevention Roadshow (YGPR)



- Supported and partially funded by National Council on Problem Gambling (NCPG)
- Also received funding from the Women's Society for Christian Services (WSCS) and other donors.

Youth Gambling Prevention Roadshow (YGPR)

- Roadshow conducted in English
- Multi-sensory approach
- Roadshow comprises:
 - Locally produced docudrama
 - Talk; Powerpoint slides
 - On-site interactive games
 - Computer games from McGill University
 - Freebies; Reminder on roadshow
- Flexibly designed to cater for primary and secondary school students.

Youth Gambling Prevention Roadshow (YGPR)

- To raise the awareness of participants on the ills of gambling and possible addiction
- Piloted in 2 schools before official launch of roadshow
- Roadshow visited 20 schools in 2007 and 2008, benefiting 15,000 students
- 2007, high percentage of mission/government-aided schools
- Pre- and post-programme surveys

(Slideshow)

Experiences and Observations Whilst Promoting and Conducting YGPR

- Problem gambling not a high priority, because
 - Not a “visible” problem
 - Co-exist, hidden behind other juvenile issues like school refusal, poor academic performance, gang-related activities, etc.
 - Becomes apparent when surface as excessive borrowing, theft, shoplifting, etc.

Experiences and Observations Whilst Promoting and Conducting YGPR

- Lack of understanding in the general population on
 - Signs and symptoms
 - Impact on person, peers and family
 - Long-term implication of youth gambling
- Undetected activities
- Not fully aware of prevalence and accessibility to gambling activities
- Viewed as fun, entertaining and platform for peer interaction
- Presence of gambling activity at home



Pre- and Post-Programme Surveys

- To determine the efficacy of the programme
- Looking at changes in levels of awareness, understanding and attitude on various aspects of gambling and addiction to gambling
- Survey outcomes are analysed to provide plausible and indicative levels



Pre- and Post-Programme Surveys

- Not with statistical rigour and accuracies
- Pre-programme survey offers glimpses of youth's untainted impressions on gambling and addiction to gambling
- Comparing with post-programme survey offers an indication of how much one-time education can achieve in terms of awareness and understanding



Pre- and Post-Programme Surveys

- Survey questions designed to test understanding of gambling
- Snapshot; not a longitudinal picture
- 2007 survey
 - Global analysis
- 2008 survey; analysis by
 - Gender (Male / Female)
 - Age group (Lower Secondary / Upper Secondary)

Population Background

- Students – Express, Normal Academic and Normal Technical
- Mainly from 12 to 17 years old
- Population ratio applies – Chinese (75.2%), Malay (13.6), Indian (8.8%) and Others (2.4%)
- Predominance of Chinese

Population Background

- Good fortune, good luck and blessings are part of Chinese culture
- Social gambling with friends and family members as past times, or during Chinese festivities, celebrations or other significant events
- Presence of legalised gambling activities and impending completion of 2 casinos

Evaluation of YGPR Based on Pre and Post-Programme Survey

Any activity where I use money or other valuable things to bet so that I can win more money is gambling.

Agree		Pre-	Post-
Overall (2007)		82.9%	89.9%
2008	Upper Sec	53.2%	65.8%
	Lower Sec	53.4%	67.7%
	Female	53.8%	66.9%
	Male	53.4%	66.7%

Evaluation of YGPR Based on Pre and Post-Programme Survey

Teenagers are too young to become addicted to gambling.

Agree		Pre-	Post-
Overall (2007)		70.2%	55.1%
2008	Upper Sec	66.8%	58.3%
	Lower Sec	70.7%	72.7%
	Female	73.3%	70.0%
	Male	65.7%	65.6%

Evaluation of YGPR Based on Pre and Post-Programme Survey

If I am addicted to gambling, the problem also affects my family.

Agree		Pre-	Post-
Overall (2007)		78.7%	76.3%
2008	Upper Sec	81.3%	87.9%
	Lower Sec	85.1%	89.7%
	Female	87.8%	91.6%
	Male	81.6%	86.4%

Evaluation of YGPR Based on Pre and Post-Programme Survey

I can predict the result of a game if I know how good the team is.

Agree		Pre-	Post-
Overall (2007)		28.5%	19.2%
2008	Upper Sec	43.3%	30.1%
	Lower Sec	36.4%	30.2%
	Female	33.0%	24.8%
	Male	41.2%	36.2%

Evaluation of YGPR Based on Pre and Post-Programme Survey

Gambling only becomes a problem if I lose a lot of money every time I gamble.

Agree		Pre-	Post-
Overall (2007)		33.2%	30.6%
2008	Upper Sec	57.2%	45.4%
	Lower Sec	57.3%	52.6%
	Female	55.6%	49.8%
	Male	58.0%	50.2%

Evaluation of YGPR Based on Pre and Post-Programme Survey

It is very difficult to stop gambling when I am addicted.

Agree		Pre-	Post-
Overall (2007)		82.0%	82.6%
2008	Upper Sec	72.7%	78.9%
	Lower Sec	78.8%	83.2%
	Female	81.1%	83.1%
	Male	74.6%	80.3%

Evaluation of YGPR Based on Pre and Post-Programme Survey

If I have problems due to gambling, I will keep it to myself.

Agree		Pre-	Post-
Overall (2007)		16.7%	11.6%
2008	Upper Sec	32.4%	31.9%
	Lower Sec	27.0%	25.8%
	Female	25.6%	23.0%
	Male	30.6%	33.6%

Evaluation of YGPR Based on Pre and Post-Programme Survey

I know of at least one organisation where I can go to for help for gambling addiction.

Agree		Pre-	Post-
Overall (2007)		23.3%	67.0%
2008	Upper Sec	23.7%	60.2%
	Lower Sec	23.0%	71.5%
	Female	19.7%	71.8%
	Male	26.0%	62.8%

Evaluation of YGPR Based on Pre and Post-Programme Survey

I know of at least one helpline number that I can call for help for gambling addiction.

Agree		Pre-	Post-
Overall (2007)		14.1%	45.4%
2008	Upper Sec	19.3%	58.0%
	Lower Sec	16.8%	68.9%
	Female	15.0%	68.8%
	Male	18.9%	60.0%

Evaluation of YGPR Based on Post-Programme Survey

I have a better understanding of the harms of problem gambling

Overall (2007)		90.9%
2008	Upper Sec	90.1%
	Lower Sec	92.4%
	Female	95.5%
	Male	88.0%

Evaluation of YGPR Based on Post-Programme Survey

I know the help services available to treat gambling addictions

Overall (2007)		84.3%
2008	Upper Sec	85.1%
	Lower Sec	88.7%
	Female	92.0%
	Male	83.0%

Evaluation of YGPR Based on Post-Programme Survey

I can recognise the signs of problem gambling

Overall (2007)		88.2%
2008	Upper Sec	89.9%
	Lower Sec	92.9%
	Female	95.3%
	Male	82.2%

Evaluation of YGPR Based on Post-Programme Survey

I want to share the skills and knowledge I have gained from this programme

Overall (2007)		82.3%
2008	Upper Sec	84.4%
	Lower Sec	87.3%
	Female	90.1%
	Male	82.2%

Evaluation of YGPR Based on Post-Programme Survey

Overall, I find this programme useful

Overall (2007)		86.0%
2008	Upper Sec	85.5%
	Lower Sec	88.5%
	Female	91.4%
	Male	83.8%

Evaluation of YGPR Based on Post-Programme Survey

- Generally well received
- Able to connect with youths at the appropriate level.
- Reasonably achieved its objective of educating youths on problem gambling
- Able to improve level of awareness, understanding and attitude amongst participants on gambling and addiction to gambling



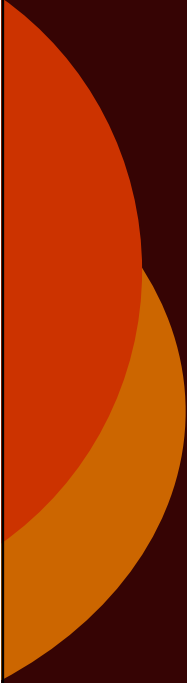
Evaluation of YGPR Based on Post-Programme Survey

- Need to be sensitive in the use of the English language to reach students with different language abilities
 - Presentation
 - Survey
- Greater openness to learning by younger participants
- Greater openness to learning by female participants



Evaluation of YGPR Based on Post-Programme Survey

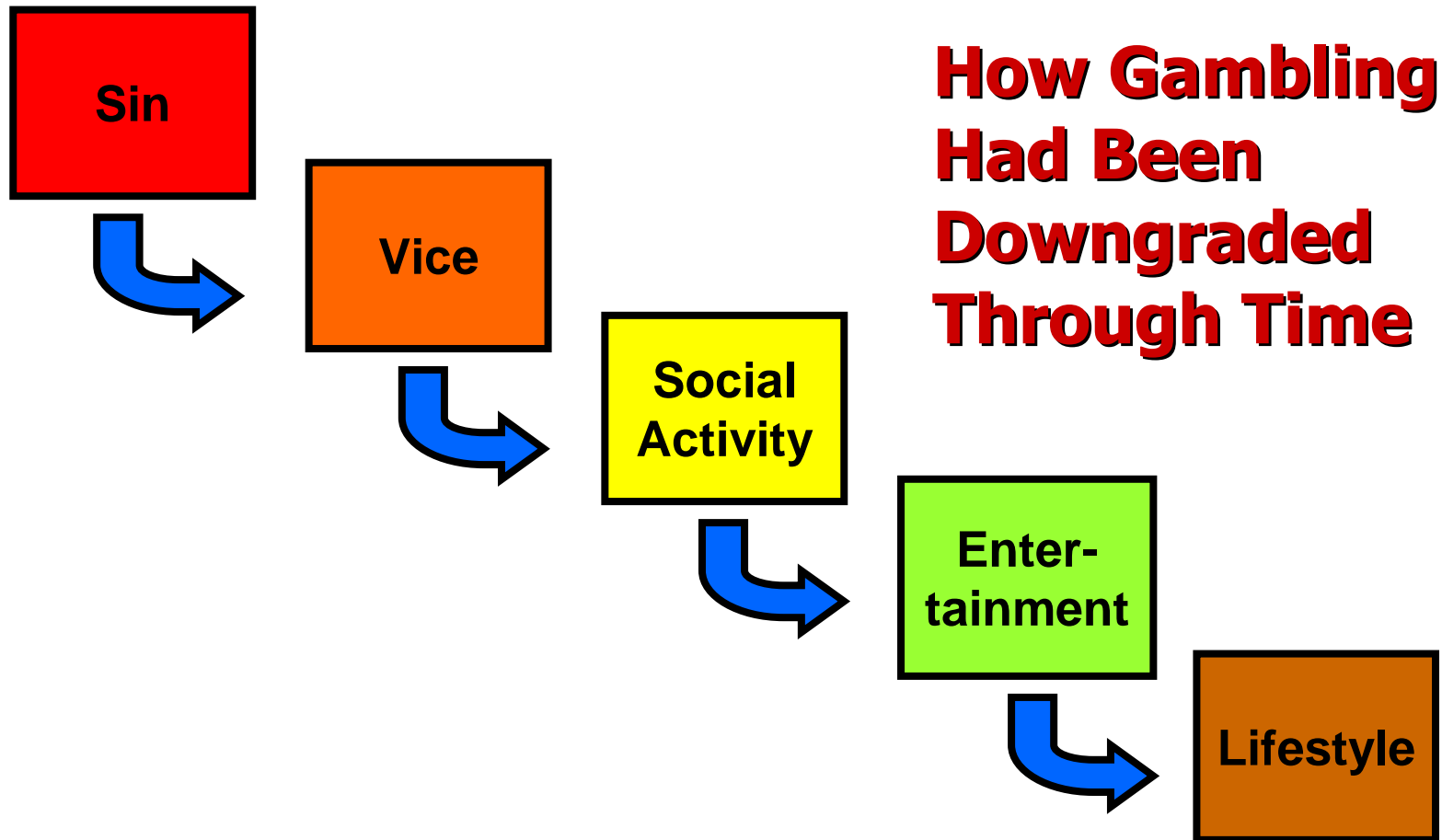
- There appears to be some contrasting attitudes towards gambling amongst mission-school students
- Higher level of resistance to learn about problem gambling amongst male and older youths consistent with
 - Adolescent development
 - Predisposition amongst male towards thrill of winning
 - Possibility of existing involvement in gambling activities



Other Evaluation of YGPR Based on Experience and Observation

- High level of manpower and time commitment (By staff and volunteers)
- Limited coverage per year
- More needs to be done in a shorter time
- Ownership of responsibility to educate youths on problem gambling
- Legalisation versus morality of gambling

Other Evaluation of YGPR Based on Experience and Observation





Lessons and Implications

- Programme on educating youths on problem gambling has to be
 - Age appropriate
 - Fun
 - Multi-sensory learning
 - Youth-for-youth messaging
 - Using appropriate level of English language
 - Using appropriate media of communication



Lessons and Implications

- Need for greater awareness and understanding on the long-term impact of early gambling amongst youths
- Need to incorporate in teaching curriculum issues related to problem gambling amongst youths
- Balance between need of the economy and moral fabric of society



Lessons and Implications

- Strong moral and religious teachings needed
- Family involvement and exemplary role modelling
- Capitalise on receptivity at early adolescence stage to educate youths on problem gambling



Lessons and Implications

- Intensify and compulsory education amongst youths on problem gambling
- Ability of educators / allied educators to identify problem gambling issues amongst youths for early treatment



THANK YOU!
