Gambling among Minnesota Asian American Public School Students

Randy Stinchfield, Ph.D.

Department of Psychiatry
University of Minnesota Medical School
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Commercial Gambling in Minnesota

- More than 3,000 lottery retail outlets
- More than 3,000 charitable gambling sites
- 18 tribal casinos
- Two racetracks with card rooms
- Advertising on television, radio, newspaper, billboards, and at sporting events
Rationale for the study

1. Prior research on the MSS has shown differences in gambling rates between race groups.
2. This prior research only showed differences between race groups without examining rates within each race group in detail.
3. There is interest in communities of color as to the extent of gambling by youth.
Three Specific Aims

1. Compare Asian American (AA) alone, AA mixed race and White students on 2010 rates of any gambling, frequent gambling and underage gambling.

2. Compare AA alone, AA mixed race and White students on gambling trends over time, from 1998 to 2010, specifically comparing rates of any gambling, frequent gambling, and underage gambling.

3. Compare AA alone, AA mixed race and White students on two problem gambling items, last administered in 2004; and compare rates of endorsement of these two items from 1998 to 2004 for AA alone students.
Research Questions

- How many Asian American youth gamble and how many gamble frequently?
- What games do Asian American youth play most frequently?
- Are Asian American youth more involved in gambling now than in the past?
- Are Asian American youth more involved in gambling than their White peers?
- What percentage of underage Asian American youth gamble on the lottery and in casinos?
- Are Asian American youth more involved in underage gambling than their White peers?
- Do more Asian American youth report gambling problems than their White peers?
MSS Gambling Frequency Items

- During the last 12 months, how often have you done these activities?
- Played cards for money
- Bet money on games of personal skill like pool, golf, or bowling
- Bet money on sports teams
- Bought lottery tickets or scratch offs
- Gambled in a casino (added in 1998)
- Gambled for money online (added in 2007)
- Five point response options are:
  - Not at all; less than once a month; about once a month; about once a week; daily
MSS Two Gambling Problem

Items from SOGS-RA

(last administered in 2004)

- During the last 12 months:
  - 1. Have you ever felt bad about the amount you bet, or about what happens when you bet money?
  - 2. Have you ever felt that you would like to stop betting money but didn’t think you could?
- Response options: Yes; No; I don’t bet for money
First Specific Aim

Compare Asian American (AA) alone, AA mixed race and White students on 2010 rates of any gambling, frequent gambling and underage gambling
Comparison of AA alone, AA mixed race, and White Boys on any Gambling for each game (2010)

- AA alone boys had lower rates of gambling than AA mixed and White boys; and AA mixed and White boys had similar rates.
AA alone girls had lower rates of gambling than AA mixed and White girls; and AA mixed race girls had higher rates than White girls for cards, games, and sports but lower rates for lottery and casino.
Comparison of AA alone, AA mixed race and White Boys on Frequent (weekly/daily) Gambling for each game (2010)

AA alone boys had lower rates of frequent gambling than AA mixed and similar rates to White boys; and AA mixed had higher rates than White boys.
AA alone girls had similar or lower rates of frequent gambling than AA mixed girls and higher or similar rates as compared to White girls; AA mixed girls had higher rates than White girls.
Comparison of AA alone, AA mixed race and White Boys on Underage Gambling (2010)

- AA alone boys had lower rates than AA mixed, but similar rates to White boys; AA mixed boys had higher rates than White students.
AA alone girls had lower rates than AA mixed and similar rates to White girls; AA mixed race girls had higher rates than White girls
Second Specific Aim

- Compare AA alone, AA mixed race and White students on trends from 1992 to 2010 of any gambling, frequent gambling and underage gambling
Comparison of AA alone, AA mixed race and White Students on Any Gambling from 1992 to 2010

- AA alone students have lower rates of gambling than AA mixed race and White students and all three groups show downward trajectories of gambling participation from 1992 to 2010.
Comparison of AA alone, AA mixed race and White Students on Frequent Gambling from 1992 to 2010

- AA alone has lower rates than AA mixed race and White students and all three groups have nearly identical relatively stable trajectories of frequent gambling rates from 1992 to 2010.
AA alone had lower rates of underage lottery gambling than AA mixed and White students; all three groups had similar trajectories over time of declines.
Third Specific Aim:
Problem Gambling Items

- Compare AA alone, AA mixed race and White students on two problem gambling items, last administered in 2004; and compare rates of endorsement of these two items from 1998 to 2004 by AA alone students

- AA alone and AA mixed boys have higher rates than White boys on all four problem gambling measures.
AA alone girls had higher rates than AA mixed followed by White girls
AA alone boys rate of endorsing “felt bad” and “can’t stop” items were stable over time
AA alone girls rate of endorsing “felt bad” and “can’t stop” rates were stable over time.
Research Questions Revisited with Answers

- Q1: How many Asian American youth gamble and how many gamble frequently?
  - Answer: 45.8% of AA alone boys and 25.5% of AA alone girls gambled; 11.5% of AA alone boys and 3.5% of AA alone girls gambled frequently.

- Q2: What games do Asian American youth play most frequently?
  - Answer: Boys bet on cards, games of personal skill, and sports; Girls play cards, lottery, and games of personal skill.

- Q3: Are Asian American youth more involved in gambling now than in the past?
  - Answer: No, there are fewer gambling now than in the past; in terms of frequent gambling, about the same number are gambling now than in the past.

- Q4: Are Asian American youth more involved in gambling than their White peers?
  - Answer: No, Asian American youth are less involved in gambling than their White peers; Asian American youth gamble frequently at about the same rate as their White peers.
Q5: What percentage of underage Asian American youth gamble on the lottery and in casinos?
Answer: 8.5% play lottery games and 2.9% report gambling in a casino.

Q6: Do more Asian American youth gamble underage now than in the past?
Answer: No, fewer gamble underage now than in the past.

Q7: Are Asian American youth more involved in underage gambling than their White peers?
Answer: No, Asian American youth gamble underage at about the same rate as their White peers.

Q8: Do more Asian American youth report gambling problems than their White peers?
Answer: Yes; 9.1% report feeling bad about what happens when they gamble compared to 7% of White youth; 5.2% report that they would like to stop gambling but do not think they can compared to 2.7% of White youth.
Future Research Directions

- Explore validity of underage casino gambling, that is, are underage youth gambling in casinos as they report?
- Explore why AA mixed race students (10.5%) have higher rates of frequent gambling than their AA alone (7.3%) and White (7.8%) peers
- Explore why fewer Asian American youth are gambling now than in the past
- Identify variables that may serve as risk and protective factors that will have implications for public awareness and prevention
Concerns Identified in this Study

- First, there is a small but substantial segment of the AA youth population that are frequent gamblers and this rate has remained relatively stable from 1992 to 2010.
- Second, a significant proportion of underage AA youth report playing the lottery, gambling in casinos, and gambling online.
Recommendations

- AA youth gamble, so we need to teach them that if they choose to gamble, they need to follow guidelines about time and money in order to avoid negative consequences of gambling.
- We also need to teach them, as well as parents and teachers, about the warning signs of adolescent problem gambling.
- Some AA youth only need information to assist them in making informed and healthy decisions about gambling.
- Some AA youth are already over-involved in gambling and require more intensive prevention and intervention efforts.
- Develop and evaluate AA youth gambling awareness and prevention programs.
Final Thoughts

- For most AA adolescents, informal gambling is an infrequent and harmless pastime. However, the risk exists that informal gambling may develop into problem gambling, and therefore, AA youths require accurate information about the inherent risks of gambling.

- The goal is that within the context of easy access to gambling, we will provide resources to youth to assist them in making healthy and informed decisions about their own gambling behavior.
For more information

Contact Randy Stinchfield, Ph.D.: stinc001@umn.edu

References:


