



North Carolina Problem Gambling Program

1-877-718-5543

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Problem Gambling, Teens and College-Age Students

The prevalence rate for problem gambling is higher for teenagers and college-age students than it is for adults.

Gambling, Teens and College-Age Students

- Monthly use of online gambling shifted between 2008 and 2010 for teens and college-age students. College-age males who used internet gambling increased from 4.4 percent to 16 percent; high school-age males went from 2.7 percent to 6.2 percent; and high school-age females went from 9.5 percent to 22 percent (Romer, 2010).
- Twenty percent of college-age students play online poker at least once a month (Romer, 2010).
- College-age students games of choice are: games for money; scratch-offs and lottery games; games of skill such as bowling or basketball; and poker and sports pools with friends or co-workers (Valentine, 2007).
- Student athletes and sports fans gamble more than other students (Gambling on College Campuses, n.d.).

Gambling Addiction, Teens and College-Age Students

- Six percent of college-age students have a gambling problem (College Gambling Facts and Statistics, 2018).
- Students with gambling problems are more likely to use tobacco, drink heavily, use illegal drugs, drive under the influence and have a low grade point average (College Gambling Facts and Statistics, 2018).
- Teens make up half the 16 million people in the U.S. with gambling addictions (Internet Gambling Among Teens and College Students, 2018).
- When youth begin gambling at an early age, their perception of gambling is altered into believing they have a higher than 50 percent chance of winning (Internet Gambling Among Teens and College Students, 2018).
- Parents who gamble and encourage children to gamble are also key factors in children developing a gambling addiction (Internet Gambling Among Teens and College Students, 2018).
- African-Americans and other minority groups have problem and pathological gambling rates of two to three times higher than Caucasian gamblers (Cunningham-Williams, 207).
- Military personnel are predominantly, young, male and heavily represented by ethnic minorities - all commonly associated with problem gambling (Timothy A. Steenbergh, 2008).

Problem Gambling Signs and Barriers to Treatment

- Many students exhibiting gambling problems will: show declining grades; withdraw from friends, family and social activities; engage in illegal activity; steal, lie and sell personal belongings; have a large amount of debt and possess a large amount of cash; have strangers calling more frequently; appear distracted and moody; have unexplained absences from work or school; break curfew; or spend hours online (Le, Liao, Lee, & Woo).
- Only 22 percent of U.S. colleges and universities have policies on gambling (College Gambling Facts and Statistics, 2018).
- There is little to no awareness of problem gambling as an addiction, treatment services or as a possible harmful activity for youth. (Youth Gambling Addiction, 2018)
- Global online gambling is now worth an estimated \$30 billion (Internet Gambling Among Teens and College Students, 2018). It is vital for parents and mentors to talk to teenagers and college-age students about online gambling (Youth Gambling Addiction, 2018).

For more information on problem gambling, free screening and treatment options, training for clinicians and youth prevention grant opportunities, please visit morethanagamenc.com.



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