

Faculty of Education and Rehabilitation Sciences University of Zagreb, Croatia

X.

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YOUTH PROBLEM GAMBLING: A COMPARISON BETWEEN CROATIA AND BOSNIA AND HERZEGOVINA

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ABOUT THE RESEARCH



NATIONAL RESEARCH

"Gambling of high-school students in Croatia"

NATIONAL RESEARCH
"Gambling of high-school
students in Bosnia and
Herzegovina"

- Parallel study within Croatian project
- N=1,036
- 2 cities/towns included





University of Zagreb

University of Tuzla



PROJECT TEAM



- Faculty of Education and Rehabilitation Sciences
 - Project holder
 - Leader:
 - Neven Ricijas, asst.prof.
 - Associates:
 - Dora Dodig Hundric, PhD.
 - Valentina Kranzelic, assoc.prof.

- Faculty of Humanities and Social Sciences
 - Associate:
 - Aleksandra Huic, PhD.
- Faculty of Education and Rehabilitation Sciences
 - Leader:





- Meliha Bijedic,asst.prof.Associates:
- Ranko Kovacevic, assoc.prof.
 - Elvis Vardo, asst.prof.
 - Lejla Kuralic-Cisic, PhD.

 Funded by national lotteries



WHY THE COMPARISON?



DIFFERENCES

- Croatia
 - EU Member State
 - Predominantely Chatolics (87%)
- Bosnia & Herzegovina
 - Predominantely Muslim by religion (51%)

SIMILARITIES

- Both were part of Socialist Federal Republic of Yugoslavia
- Geographic proximity
- Almost identical language
- Political, geopolitical & socioeconomic similarities and connections



GAMBLING RELATED SIMILARITIES



- Uncontrolled expansion in gambling venues especially sports betting (in residential areas, close to schools etc.)
- No adequate regulation (especially accessibility and availability)
- No adequate legal rules and/or guidelines for advertising



Loose understanding of legal rules (<18 etc.) **■ Lack of specific prevention and/or treatment interventions** for young people



SAMPLE



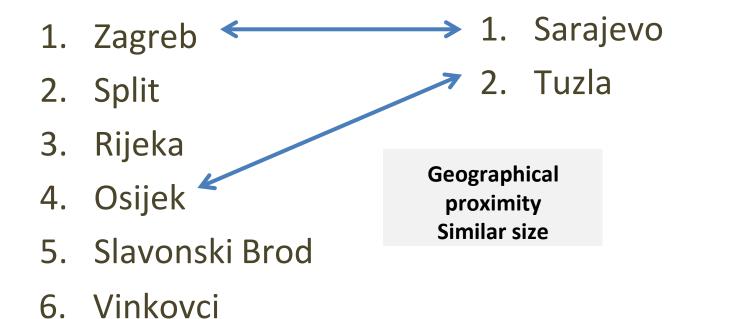
Pairing samples

CROATIA (n=2,702)

BOSNIA&HERZEGOVINA (n=1,036)

National capitals





M=454 (47,5%)

7. Koprivnica



M=515 (49,7%)



SAMPLE



CROATIA

BOSNIA & HERZEGOVINA

N=956

F=502 (52,5%)

N=1,036

F=521 (50,3%)

Mage = 16.63 (SD = 1.2)

Mage = 16.60 (SD = 1.023)

Equal in number, gender & age

TYPE OF SCHOOL

3y vocational 217 (22.7%)

4y vocational 377 (39.4%)

TYPE OF SCHOOL

3y vocational 21 (2.0%)

4y vocational 651 (62.9%)





General

education 362 (37.9%)

high-school

General

education 363 (35.1%)

high-school



MEASURES

- 1. GENERAL SOCIO-DEMOGRAPHIC VARIABLES
- 2. GAMBLING ACTIVITIES QUESTIONNAIRE
- 3. CANADIAN ADOLESCENT GAMBLING INVENTORY (CAGI)

(TREMBLAY ET AL., 2010.)

- 4. MOTIVATION FOR GAMBLING CHECK-LIST
- 5. RISK AND DELINQUENT BEHAVIOR SCALE

(ATLANTA ET AL., 2005.)

- 6. COGNITIVE DISTORTIONS RELATED TO GAMBLING
- 7A. INTERNATIONAL PERSONALITY ITEM POOL 50 (IPIP-50)

(MLAČIĆ & GOLDBERG, 2007.)

7B. ZIMBARDO TIME-PERSPECTIVE INVENTORY (ZTPI)

(ZIMBARDO & BOYD, 1999.)

8. GAMBLING EXPERIENCE AND GAMBLING BEHAVIOR QUESTIONS

I. GAMBLING ACTIVITIES

Type of game	NO	YES	Once a year or less	Once a month	Once a week	Several times a week	Every day
VLTs	X						
Sports betting		Х		X			
Lottery		Х			X		
Never		Occassionally		Regularlly			

Frequency of REGULAR gambling

>= 1x per week

	CRO	B&H (N=1,036)
	(N=956)	
Sports betting	21,0%	13,7%
Lottery	2,7%	4,2%
Scratch cards	2,6%	4,4%
VLTs	7,5%	1,5%
Roulette	3,8%	1,2%
Betting on virtual races	7,3%	3,3%

Game of chance	Effect size (r)		
Sports betting	0,1		
Lottery	0,06		
VLTs	0,28		
Roulette	0,16		
Virutal races	0,22		







Country differences regarding gambling intensity













Game of chance

Scratch cards

Small to medium effect sizes





II. GAMBLING RELATED PROBLEMS

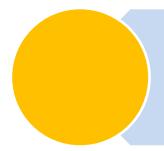
Canadian Adolescent Gambling Inventory (CAGI)

Gambling Problem Severity Subscale (GPSS)

"RED LIGHT"

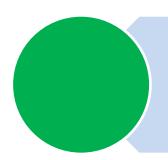
High severity (6+ points)





"YELLOW LIGHT"

Low-to-moderate severity (2-5 points)



"GREEN LIGHT"

No problem (0-1 points)





THE WHOLE SAMPLE







THE SUBSAMPLE OF HIGH-SCHOOL BOYS





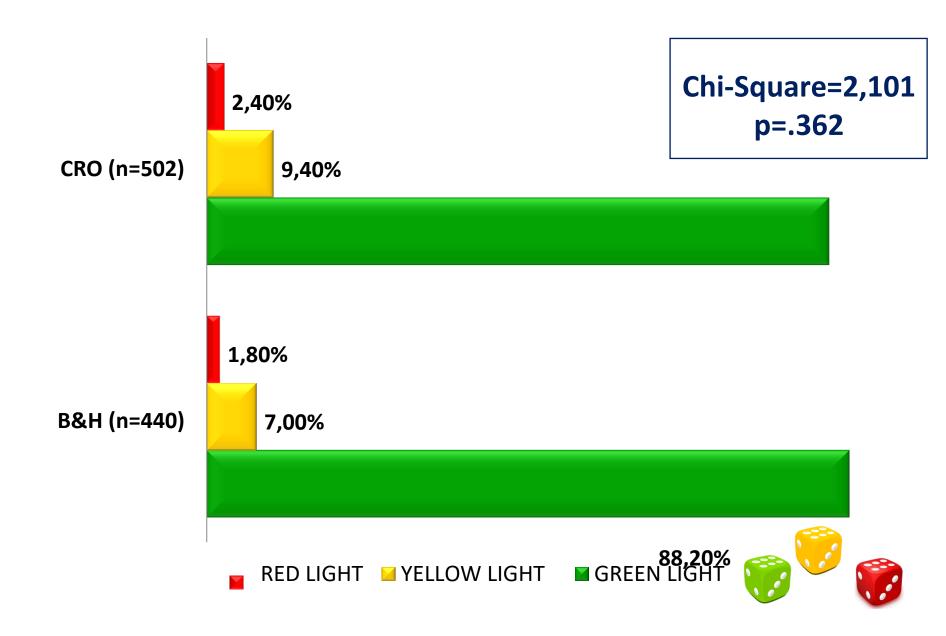






THE SUBSAMPLE OF HIGH-SCHOOL GIRLS









III. PARENTS' AWARENESS OF GAMBLING

(STUDENTS' PERCPETION)

Do your parents know that you sometimes gamble?

(yes / no / I don't gamble)

"Yes, they do."









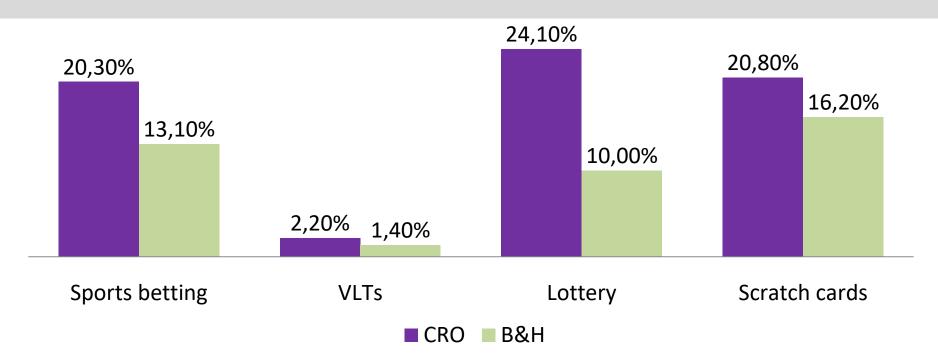
35,3%

29,5%





IV. GAMBLING WITH PARENTS



- Expansion of empirical research and knowledge
- Parents' perception
- Student gambling

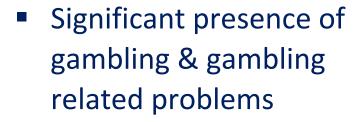
Youth gambling prevention program "Who really wins?"





CONCLUSION











The neccessity of implementing Croatian good practice examples





Thank you for your attention!



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