



2012

Department of Applied Social Sciences
The Hong Kong Polytechnic University

The Study on Hong Kong People's Participation in Gambling Activities

Commissioned by
The Secretary for Home Affairs Incorporated

March 2012



THE HONG KONG
POLYTECHNIC UNIVERSITY
香港理工大學

**Department of Applied Social Sciences
The Hong Kong Polytechnic University**

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Participation in Gambling Activities*

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¹ The Secretary for Home Affairs Incorporated commissioned the PolyU Technology and Consultancy Company Limited to conduct this study. The above staff members of the Hong Kong Polytechnic University carried out the research work.

Acknowledgements

The research team would like to take this opportunity to thank everyone who helped in this study as we have received full support from various parties concerned, and in particular, only with the co-operation of staff members of the four Counselling and Treatment Centres supported by the Ping Wo Fund could this study be possible. On top of their already heavy work duties, the staff members of the four Counselling and Treatment Centres have assisted in coordinating their clients to take part in the study, and have provided us with all relevant information. For these, we owe them our greatest appreciation.

We highly appreciate the help of those who have participated in the individual and in-depth and focus group interviews. Special thanks also go to the Headmasters, teachers and administrative staff of secondary schools and Vocational Training Council staff members who have helped in the youth survey, and also thanks to The Computer Assisted Survey Team in Centre of Social Policy Studies of The Hong Kong Polytechnic University to conduct the telephone survey. Finally, the research team is most grateful for all the support given by the Ping Wo Fund Advisory Committee and the Home Affairs Bureau.

Table of Contents

Research Team Members...pg.iii

Acknowledgements...pg.iv

Table of Contents...pg.v

Executive Summary...pg.xv

- 1) Quantitative Study: Summary of results from the Telephone interview for the general public aged 15 to 64...**pg.xv**
- 2) Quantitative Study: Summary of results from the youth survey of concurrent Form I to Form VI students, and those studying in Vocational Training Colleges...**pg.xvi**
- 3) Qualitative study: Summary of results from the focus groups interviews with the general public and individual interviews with problem and pathological (PP) gamblers...**pg.xviii**

Main Report

INTRODUCTION...pg.1

The Ping Wo Fund and its Anti-Gambling Efforts...**pg.1**

OBJECTIVES...pg.2

RESEARCH DESIGN...pg.3

- 1) Quantitative Study: Telephone interviews for the general public aged 15-64, and a self-administrated and structured questionnaire for the youth aged 12-18 (Appendix I and II) ...**pg.3**
- 2) Qualitative Study: Focus group and individual interviews (Appendix III and IV) ...**pg.4**

Chapter 1 --- Telephone Survey on the General Public...pg.5

1.1 Introduction...**pg.5**

1.2 Background information of respondents...**pg.6**

1.2.1 Respondents' sex...**pg.6**

1.2.2 Respondents' age...**pg.6**

1.2.3 Respondents' education...**pg.7**

1.2.4 Respondents' marital status...**pg.7**

1.2.5 Respondents' housing type...**pg.7**

1.2.6 Respondents' total monthly family income...**pg.8**

1.2.7 Respondents' work status...**pg.9**

1.2.8 Respondents' occupation...**pg.9**

1.2.9 Respondents' average monthly personal income...**pg.10**

1.3 Situation of Hong Kong people's participation in gambling activities...**pg.10**

1.3.1 Age of Hong Kong people first take part in gambling activities...**pg.10**

1.3.2 Percentage of Hong Kong people involved in gambling...**pg.11**

1.3.3 Participation in gambling activities...**pg.11**

1.3.4 Analysis of the backgrounds of respondents who participated in gambling activities in the past year...**pg.11**

- 1.3.5 Monthly spending on gambling activities...**pg.12**
- 1.4 Situation of Hong Kong people's participation in illegal gambling activities...**pg.13**
 - 1.4.1 Participation in illegal gambling activities and channels of placing bets...**pg.13**
 - 1.4.2 Participation and spending involved in illegal gambling activities...**pg.14**
- 1.5 Problem and pathological gambling and its prevalence...**pg.14**
 - 1.5.1 Conditions of respondents showing pathological behavioural characteristics...**pg.14**
 - 1.5.2 Possible problem / pathological gambler...**pg.15**
 - 1.5.3 Gambling activities and pathological behavioural characteristics...**pg.16**
 - 1.5.4 Background characteristics of possible problem / pathological gamblers...**pg.18**
- 1.6 The knowledge of, utilization of or participation in services or programs for the prevention of or solution for gambling problems in the community...**pg.21**
 - 1.6.1 Gambling Counselling Hotline 1834633...**pg.21**
 - 1.6.2 Counselling and Treatment Centres...**pg.22**
 - 1.6.3 Usage of gambling treatment services...**pg.23**
 - 1.6.4 The "Ping Wo Fund" ...**pg.24**
 - 1.6.5 Promotions concerning the prevention and easing of gambling-related problems...**pg.24**
- 1.7 Impact of advertisements promoting gambling...**pg.27**
- 1.8 Public attitude towards legal gambling age...**pg.28**
- 1.9 Summary...**pg.29**

Chapter 2 --- Questionnaire Survey on youth...pg.30

Findings of Youth Survey...pg.30

- 2.1 Profile of respondents...**pg.31**
- 2.2 Participation in legal and illegal gambling activities...**pg.32**
- 2.3 Media influence on gambling...**pg.36**
- 2.4 Reasons of gambling...**pg.37**
- 2.5 Respondents participated in gambling activities for the first time in one's lifetime...**pg.37**
- 2.6 Details of participation in illegal gambling among the underage...**pg.39**
- 2.7 Possible problem and pathological gambling among the underage...**pg.42**
- 2.8 Family members' participation in legal and illegal gambling activities...**pg.45**
- 2.9 Respondents' views on gambling...**pg.45**
- 2.10 Risk factors of problem and pathological gambling...**pg.48**
- 2.11 Knowledge of Counselling and Treatment Centres/ anti-gambling services...**pg.51**
- 2.12 Knowledge of the "Ping Wo Fund" ...**pg.55**
- 2.13 Summary...**pg.57**

Chapter 3 --- Qualitative Study - Part 1: the Needs and the Perception of Gambling of PP Gamblers, and their Perception and Knowledge of the Ping Wo Fund...pg.59

- 3.1 Introduction...**pg.59**

- 3.2 Qualitative results...**pg.60**
- 3.3 Perception, beliefs and knowledge of gambling...**pg.61**
 - 3.3.1 Gambling expectancy...**pg.61**
 - 3.3.2 Lack of awareness of one's gambling addiction...**pg.61**
 - 3.3.3 Perception of gambling...**pg.62**
 - 3.3.4 Interpretive bias and the illusion of locus of control...**pg.62**
 - 3.3.5 Lack of self-control and the inability to stop gambling...**pg.63**
- 3.4 Personality characteristics...**pg.64**
 - 3.4.1 Sensation seeking...**pg.64**
 - 3.4.2 Strong affiliation needs...**pg.64**
 - 3.4.3 Being influenced easily...**pg.65**
- 3.5 Behavioural factors contributing to gambling behaviour...**pg.65**
 - 3.5.1 Chasing...**pg.65**
 - 3.5.2 Early win...**pg.66**
- 3.6 Social factors...**pg.66**
 - 3.6.1 Influenced by friends and relatives...**pg.66**
 - 3.6.2 Influence in the work setting...**pg.66**
 - 3.6.3 Recognition from peers...**pg.67**
- 3.7 Familial factors...**pg.67**
 - 3.7.1 Lack of parental guidance...**pg.67**
 - 3.7.2 Disharmony in the home environment...**pg.68**
- 3.8 Environmental factors...**pg.68**
 - 3.8.1 Work stress...**pg.68**
 - 3.8.2 Easiness and availability of getting loans...**pg.69**
 - 3.8.3 Increased accessibility to gambling...**pg.69**
 - 3.8.4 Increased availability of gambling activities...**pg.69**
 - 3.8.5 Media and advertisement influence...**pg.70**
- 3.9 Summary...**pg.70**

Chapter 4 --- Qualitative Study – Part II: the Ping Wo Fund and the Four Counselling and Treatment Centres and Suggestions to Alleviate or Prevent Problems Associated with Gambling...pg.72

- 4.1 Level of awareness of four Counselling and Treatment Centres and the Gambling Counselling Hotline...**pg.73**
- 4.2 The impression and comments on the effectiveness of the Ping Wo Fund...**pg.74**
 - 4.2.2.1 Success factors: The perceived importance of the Ping Wo Fund...**pg.74**
 - 4.2.2.2 Success factors: The professional treatment of the Centres...**pg.74**
 - 4.2.2.3 Success factors: A place to bond, to express and to learn in the Centres...**pg.75**
 - 4.2.2.4 Success factors: Effective treatments provided by the Centres...**pg.76**
 - 4.2.2.5 Weakness: Inadequate funding support to the Centres...**pg.76**
 - 4.2.2.6 Weaknesses: Inadequate Publicity...**pg.77**
 - 4.2.3 Impression and comments on the TV adverts, posters, and TV shows...**pg.77**
 - 4.2.3.1 Targets...**pg.78**
 - 4.2.3.2 Information to be included...**pg.78**

- 4.2.3.3 Attractiveness and impact of TV adverts: Don't gamble your family away 賭到眾叛親離, Don't gamble to excess 倒錢落海...**pg.78**
- 4.2.3.4 Effectiveness of TV show "Lose and Win 賭海迷徒"...**pg.79**
- 4.2.3.5 Effectiveness of the anti-gambling activities and services provided by schools and non-profit organizations that are sponsored by the Ping Wo Fund...**pg.80**
- 4.3 Recommendations suggested by the respondents...**pg.80**
 - 4.3.1 To enhance the effectiveness of TV shows, adverts, and posters...**pg.80**
 - 4.3.2 To increase publicity of the Gambling Counselling Hotline and the Centres...**pg. 81**
 - 4.3.3 To formulate effective policy and regulations...**pg.82**
 - 4.3.4 Early education...**pg.83**
 - 4.3.5 Measures taken by the Centres...**pg.83**
- 4.4 Summary...**pg.85**

Chapter 5 --- Conclusions and Recommendations...pg.86

- 5.1 Conclusions...**pg.86**
 - 5.1.1 Prevalence of gambling...**pg.86**
 - 5.1.2 Participation of underage in gambling...**pg.86**
 - 5.1.3 Participation of general public in gambling activities...**pg.86**
 - 5.1.4 Influence from family members, friends and media...**pg.86**
 - 5.1.5 Amount of money involved...**pg.87**
 - 5.1.6 Reasons for gambling...**pg.87**
 - 5.1.7 Reasons for illegal gambling...**pg.87**
 - 5.1.8 Reasons for not gambling...**pg.87**
 - 5.1.9 Percentage of possible PP gamblers...**pg.87**
 - 5.1.10 Views on gambling...**pg.88**
 - 5.1.11 Factors for participation in gambling and becoming problem/pathological gamblers ...**pg.88**
 - 5.1.12 Legal age for gambling...**pg.89**
 - 5.1.13 Awareness of the Gambling Counselling Hotline and Counselling and Treatment services...**pg.89**
 - 5.1.14 Effectiveness of the Counselling and Treatment Centres...**pg.90**
 - 5.1.15 Awareness of anti-gambling information...**pg.90**
 - 5.1.16 Impact of gambling advertisements...**pg.90**
- 5.2 Recommendations...**pg.91**
 - 5.2.1 The need for early prevention...**pg.91**
 - i. Alter the distorted perceptions especially among the youth...**pg.91**
 - ii. Use TV adverts as an efficient means to educate the public...**pg.92**
 - iii. Use school as an important and good place for prevention and education...**pg.92**
 - iv. Use real-cases of problem/pathological gambler in educational and preventive measures...**pg.93**
 - v. Promote family education and wellness...**pg.93**

5.2.2 Holistic intervention...	pg.93
i. Attention and assistance to family members and friends of the addicted gambler...	pg.93
ii. Long term and sufficient funding for Counselling and Treatment Centres...	pg.94
5.2.3 Improve the publicity of preventive and remedial measures...	pg.94
i. Strengthening the publicity of the four Counselling and Treatment Centres...	pg.94
ii. Advertising channels and methods...	pg.94
5.2.4 Policy concern...	pg.94
i. The Hong Kong Government...	pg.94
ii. The Hong Kong Jockey Club...	pg.95
iii. Gaming operators in Macau...	pg.95
5.3 Final Remarks...	pg.95

References...pg.96

Appendix I: 香港人參與賭博活動情況研究問卷...pg.103

Appendix II: 香港青少年對賭博活動及其防治之意見調查...pg.119

Appendix III: 深入訪談大綱...pg.132

Appendix IV: 聚焦小組訪問大綱...pg.135

Tables

Chapter 1 --- Telephone Survey...pg.5

- Table 1.1: Breakdown of the dialed telephone numbers...**pg.5**
- Table 1.2.1: Respondents' sex...**pg.6**
- Table 1.2.2: Respondents' age...**pg.6**
- Table 1.2.3: Respondents' education...**pg.7**
- Table 1.2.4: Respondents' marital status...**pg.7**
- Table 1.2.5: Respondents' housing type...**pg.8**
- Table 1.2.6: Respondents' total monthly family income...**pg.8**
- Table 1.2.7: Respondents' work status...**pg.9**
- Table 1.2.8: Respondents' occupation...**pg.9**
- Table 1.2.9: Respondents' average personal income...**pg.10**
- Table 1.3.1: Age of HK people first taking part in gambling activities...**pg.10**
- Table 1.3.2: Percentage of HK people involved in gambling in the past year...**pg.11**
- Table 1.3.3: Percentage and monthly spending of HK People taking part in gambling in the past year...**pg.11**
- Table 1.3.4: Analysis of the backgrounds of respondents who participated in gambling activities in the past year...**pg.12**
- Table 1.3.5: Monthly spending on horse racing, football betting, Macau casinos, and Mark Six...**pg.13**
- Table 1.4.1: Participation in illegal gambling activities in the past year...**pg.13**
- Table 1.4.2: Channels for respondents to place bets on illegal gambling ... **pg.14**
- Table 1.4.3: Summary on respondents' participation in illegal gambling activities...**pg.14**
- Table 1.5.1: Respondents showing pathological behavioural characteristics in DSM-IV test...**pg.15**
- Table 1.5.2a: Comparison on the number of respondents showing pathological behavioural characteristics in DSM-IV test...**pg.16**
- Table 1.5.2b: Gambling activities in which possible PP gamblers participated ...**pg.16**
- Table 1.5.3a: Gambling activities when the behavioural characteristics occurred among those who had gambled in the past 12 months... **pg.17**
- Table 1.5.3b: Gambling activities when the behavioural characteristics occurred among the possible PP gamblers...**pg.18**
- Table 1.5.4a: Analysis of the backgrounds of respondents not taking part in gambling in the past year, non-problem/ pathological gambler and possible problem/ pathological gambler...**pg.19**
- Table 1.5.4b: Comparison of participation in gambling activities among respondents not taking part in gambling in the past year, non-problem/pathological gambler and possible problem/pathological gambler ...**pg.20**
- Table 1.5.4c: Logistic regression model for possible PP gambling among the general public...**pg.20**
- Table 1.6.1a: Knowledge of Gambling Counselling Hotline 1834633...**pg.21**
- Table 1.6.1b: Have respondents / respondents' family members ever called the hotline to seek help...**pg.21**
- Table 1.6.2a: Knowledge of Counselling and Treatment Centres...**pg.22**

- Table 1.6.2b: Knowledge of which centre/s...**pg.22**
- Table 1.6.2c: Have respondents / respondents' family members ever sought help from the above Centres...**pg.22**
- Table 1.6.2d: Analysis of the backgrounds of respondents who knew / did not know any Counselling and Treatment Centres designated for PP gamblers and their families...**pg.23**
- Table 1.6.3a: Whether respondents would seek help from the Hotline / Counselling and Treatment Centres designated for PP gamblers and their families if in need...**pg.23**
- Table 1.6.3b: Analysis of the backgrounds of respondents who would / would not seek help from the Hotline / Counselling and Treatment Centres designated for PP gamblers and their families if in need...**pg.24**
- Table 1.6.4: Knowledge of the "Ping Wo Fund"...**pg.24**
- Table 1.6.5a: Heard of government's slogan on excessive gambling or not...**pg.25**
- Table 1.6.5b: Watched TV programs related to excessive gambling or not...**pg.25**
- Table 1.6.5c: Analysis of the backgrounds of respondents who had watched / had never watched TV programs related to excessive gambling...**pg.25**
- Table 1.6.5d: Participated in activities related to the prevention of gambling-related problems or not...**pg.26**
- Table 1.6.5e: Organizer of the above activities...**pg.26**
- Table 1.6.5f: Analysis of the backgrounds of respondents who participated / had never participated in activities related to the prevention of gambling-related problems...**pg.27**
- Table 1.7.1a: Do advertisements promoting gambling induce more people to become gamblers...**pg.27**
- Table 1.7.1b: Analysis of the backgrounds of respondents who agreed/did not agree that advertisements promoting gambling would induce more people to become gamblers...**pg.28**
- Table 1.8.1: Agree to raise the legal gambling age in Hong Kong from 18 to 21 or not...**pg.28**
- Table 1.8.2: Analysis of the backgrounds of respondents who agreed/did not agree to raise the legal gambling age in Hong Kong from 18 to 21...**pg.29**

Chapter 2 --- Youth Survey...pg.30

- Table 2.1.1: Distribution of respondents by sex...**pg.31**
- Table 2.1.2: Distribution of respondents by age...**pg.31**
- Table 2.1.3: Distribution of respondents by educational level...**pg.31**
- Table 2.1.4: Distribution of respondents by amount of monthly disposable money...**pg.32**
- Table 2.1.5: Distribution of respondents by family income...**pg.32**
- Table 2.1.6: Distribution of respondents by religion...**pg.32**
- Table 2.2.1: Gambling participation rate of respondents in one's lifetime...**pg.33**
- Table 2.2.2: Gambling participation rate of respondents in the past 12 months...**pg.33**
- Table 2.2.3: Comparison of gambling participation rate in the past 12 months in 2001, 2005 and 2011 ...**pg.34**

Table 2.2.4:	Who participated in gambling activities with you in the past 12 months?... pg.34
Table 2.2.5:	Way of placing bet in the past 12 months... pg.35
Table 2.2.6:	Amount of money spent on gambling per month in the past 12 months... pg.35
Table 2.2.7:	Sources of betting money in the past 12 months... pg.36
Table 2.3.1:	Sources of obtaining gambling information... pg.36
Table 2.3.2:	Did gambling information entice your desire of participation in gambling? ... pg.36
Table 2.4:	Means for the reasons of participation in gambling among respondents who gambled in the past 12 months... pg.37
Table 2.5.1:	Distribution of respondents by age of gambling participation for the first time in one's lifetime... pg.38
Table 2.5.2:	Distribution of gambling activities for the first time in one's lifetime... pg.38
Table 2.5.3:	Distribution of betting way of gambling activities for the first time... pg.38
Table 2.5.4:	Proponent of participation in gambling for the first time in one's lifetime... pg.39
Table 2.5.5:	Companion in gambling activity for the first time in one's lifetime... pg.39
Table 2.6.1:	Distribution of respondents' participation in illegal gambling activities in the past 12 months... pg.39
Table 2.6.2:	Comparison of participation rate of illegal gambling activities in 2001, 2005 and 2011... pg.40
Table 2.6.3:	Distribution of respondents' way of placing bet in illegal gambling... pg.40
Table 2.6.4:	Reasons of participation in illegal gambling activities... pg.41
Table 2.6.5:	Weekly amount of money spent on illegal gambling in the past year... pg.41
Table 2.6.6:	Distribution of respondents' time on illegal online gambling per month in the past year... pg.41
Table 2.7.1:	No. of respondents showing PP behavioural characteristics in DSM-IV test... pg.42
Table 2.7.2:	Comparison of the number of respondents showing PP behavioural characteristics in DSM-IV test in 2011, 2005 and 2011... pg.43
Table 2.7.3:	Comparison of Means on reasons of participation in gambling between non-problem gamblers and possible PP gamblers... pg.44
Table 2.7.4:	Distribution of reasons of not participating in gambling activities among respondents who had never gambled... pg.44
Table 2.8:	Respondents of family members' participation in legal and illegal gambling activities... pg.45
Table 2.9.1:	Means on the views of gambling among all respondents... pg.46
Table 2.9.2:	Comparison of Means on the views of gambling between non-gamblers, non-problem gamblers, and possible PP gamblers... pg.47
Table 2.9.3:	Comparison on the views of suggested age of legal gambling between

	non-gamblers, non-problem gamblers and possible PP gamblers... pg.47
Table 2.10.1:	Comparison on Means of personality characteristics between non-gamblers, non-problem gamblers and possible PP gamblers... pg.48
Table 2.10.2:	Comparison on Means of parent-child relationship between non-gamblers, non-problem gamblers and possible PP gamblers... pg.48
Table 2.10.3:	Comparison of Means on deviant behaviours between non-gamblers, non-problem gamblers and possible PP gamblers... pg.49
Table 2.10.4:	Comparison of Means on level of satisfaction on school life between non-gamblers, non-problem gamblers and possible PP gamblers... pg.49
Table 2.10.5:	DASS 21: Comparison on the level of negative emotional states between non-gamblers, non-problem gamblers and possible PP gamblers... pg.50
Table 2.10.6:	Logistic regression model for underage possible PP gamblers... pg.51
Table 2.11.1:	Distribution of respondents' knowledge of Gambling Counselling Hotline 1834633... pg.51
Table 2.11.2:	Distribution of respondents' knowledge of Counselling and Treatment Centres ... pg.51
Table 2.11.3:	Distribution of respondents' knowledge of services in Counselling and Treatment Centres... pg.52
Table 2.11.4:	Distribution of respondents' way of knowing anti-gambling services... pg.52
Table 2.11.5:	Distribution of respondents who had sought help from Counselling and Treatment Centres or Gambling Counselling Hotline 1834633... pg.53
Table 2.11.6:	The extent of Counselling and Treatment Centres/ Gambling Counselling Hotline could solve the gambling-related problem (for those who had sought help from Centres)... pg.53
Table 2.11.7:	Family member sought help or not from Counselling and Treatment Centres/ Gambling Counselling Hotline... pg.53
Table 2.11.8:	The extent of Counselling and Treatment Centres/ Gambling Counselling Hotline had solved the gambling-related problem of family member... pg.53
Table 2.11.9:	Seeking help or not from others in case of gambling-related problem happens... pg.54
Table 2.11.10:	From whom respondents would seeking help in case gambling-related problem happens... pg.54
Table 2.11.11:	Recommendation to seek help from Counselling and Treatment Centres/ Gambling Counselling Hotline in case of gambling-related problem happens on family members/relatives... pg.54
Table 2.11.12:	Reasons of making or not making recommendations to family members to seek help from Counselling and Treatment Centres / Gambling Counselling Hotline... pg.55
Table 2.12.1:	Distribution of respondents' knowledge of the "Ping Wo Fund"... pg.55
Table 2.12.2:	Distribution of respondents' knowledge on the information of "Do not gamble" and its slogans... pg.56
Table 2.12.3:	Distribution of respondents' ways of knowing the Ping Wo Fund and

- the information of “Do not gamble” and its slogans...**pg.56**
- Table 2.12.4: Distribution of respondents’ participation in anti-gambling activities...
pg.56
- Table 2.12.5: Organizer of anti-gambling activities respondents participated in...
pg.57
- Table 2.12.6: Distribution of respondents’ ways of knowing anti-gambling activities
which they participated in...**pg.57**

**Chapter 3 --- Qualitative Study Part 1: the needs and perception of
Problem and Pathological (PP) Gamblers, and their
perception and knowledge of the Ping Wo Fund...pg. 59**

- Table 3.1: Profile of the respondents in the in-depth individual interviews...**pg.60**

**Chapter 4 --- Qualitative Study – the Ping Wo Fund and four Counselling and
Treatment Centres and suggestions to alleviate or prevent
problems associated with gambling. ...pg.72**

- Table 4.1: Profiles of the respondents in the focus group interviews...**pg.72**
- Table 4.2: Level of awareness of the Gambling Counselling Hotline and the four Centres
among the focus groups ...**pg.73**

The Study on Hong Kong People's Participation in Gambling Activities (2011)

Executive Summary

As a consecutive gambling study after the one commenced in 2008², the Secretary for Home Affairs Incorporated (SHAI)³ has again commissioned The Hong Kong Polytechnic University (PolyU)⁴ to conduct another study on the gambling behaviours of Hong Kong people, with an emphasis on exploring the risk factors of problem and pathological gambling, the public awareness and perceptions of the Ping Wo Fund, the Counselling and Treatment Centres and their related efforts, and the general prevalence and gambling trends of the general public in Hong Kong. This report is mainly divided into four parts: 1) telephone survey for the general public, 2) youth study, 3) focus groups and in-depth interviews with the general public and problem and pathological gamblers (PP gamblers), and 4) with conclusions and recommendations at the end. The descriptions and major findings of the chapters are as follows:

1) Quantitative Study: Summary of results from the telephone interview for the general public aged 15-64

The sample size of the quantitative study was N = 2,024 respondents of the general public, which was generated from a modified random digit dialing technique. Major findings include the following:

- Around 62% of the respondents took part in gambling activities in the past year, which showed a significant drop as compared to the 2008 Study.
- Mark Six lottery remained as the most popular gambling activity in Hong Kong, followed by social gambling, horse racing, betting in Macau casinos and football betting.
- The average monthly expenditure on horse racing, betting in Macau casinos and Mark Six lottery all increased as compared to the 2008 Study.
- There was a decrease in monthly expenditure on football betting.
- Only 0.3% of the respondents had participated in illegal gambling activities in the past year.
- The prevalence rates of possible problem and possible pathological gamblers were 1.9% and 1.4% respectively, which were lower than those in the 2008 Study.
- Gamblers who had taken part in horse racing, football betting and gambling

² In 2008, the Secretary for Home Affairs Incorporated commissioned the Department of Applied Social Sciences of the Hong Kong Polytechnic University to conduct an evaluation study on the impact of gambling liberalization in nearby cities on Hong Kong peoples' participation in gambling activities and the development of counselling and treatment services in Hong Kong for problem gamblers.

³ SHAI is the trustee of the Ping Wo Fund.

⁴ The SHAI has commissioned the PolyU Technology and Consultancy Company Limited to conduct this study. The academic staff members of PolyU carried out the research work.

activities in Macau casinos bore the highest chance of becoming problem or pathological gamblers.

- More than 60% of the respondents indicated that they would seek help from Counselling and Treatment Centres for themselves and their families if in need, while only around 36% of the possible PP gamblers were ready to do so if in need.
- Respondents were in general quite aware of the anti-gambling measures and resources provided by the Ping Wo Fund.
- Around 76% of the respondents had heard of the Gambling Counselling Hotline, and about half of the respondents had heard of the Counselling and Treatment Centres designated for PP gamblers and their families. 98% of the respondents had heard of the Government's slogans on anti-excessive gambling, but only 6.9% of the respondents had heard of the Ping Wo Fund and less than 5% of the respondents had participated in activities in relation to the prevention of gambling-related problems.

2) Quantitative Study: Summary of results from the youth survey on concurrent Form I to Form VI students, and those studying in Vocational Training Colleges

The sampling frame for this targeted population was all the secondary schools in Hong Kong and Vocational Training Colleges. Stratified cluster random sampling was adopted. 21 secondary schools were included in the sample (3 from Hong Kong Island, 9 from Kowloon and 9 from the New Territories) with a total of 3,991 returned and valid questionnaires, and with an additional 645 valid questionnaires from the Vocational Training Colleges. Since the main target of this study was the underage, respondents at or over 19 were excluded from the analysis and the sample size became 3,982. Major findings include the followings:

- The prevalence rates of possible problem and possible pathological gamblers among the youth were 1.4% and 1.8% respectively, both of which increased slightly as compared to those of the previous study.
- The most popular gambling activity was social gambling, which included poker and mahjong.
- 40.4% of the respondents had participated in gambling in their lifetime.
- Among the respondents who had participated in gambling in their life time, 37.5% of them first took part in gambling in the early ages between 10 and 13 years old, and another 27.9% of them first took part in gambling at an age below 10.
- Only an extremely small proportion of respondents took part in illegal gambling.
- Around 80% of the young respondents indicated that they participated in gambling for the first time under the influence of family members, friends or classmates.
- Comparing with non-gamblers and non-problem gamblers, possible PP gamblers tended to have negative emotional states, deviant behaviours, as well as lower level of satisfaction with their relationship with parents and teachers.
- Underage having characteristics including poor academic performance; higher

participation in football betting, poker, and illegal gambling; had higher personal monthly disposable money; had lower family income, and being male would have a higher probability of being a problem or pathological gambler.

- The most popular service was the Gambling Counselling Hotline since about 60% of the respondents had heard about it. 26% of them knew about the Counselling and Treatment Centres, but the majority did not know what kinds of services were provided by these centres.
- 6.8% of the respondents had sought help from the Gambling Counselling Hotline or Counselling and Treatment Centres, and about 41% of the respondents would use these services in case gambling problems happened.
- Among those who had used the services (either by themselves or their family members) provided by the Counselling and Treatment Centres or the Gambling Counselling Hotline, around 65% of them reported that the services could help them to solve the problem to a large extent or absolutely.
- Most of the underage would seek help from their family members (71.0%) and schoolmates (45.8%) if in need.
- 22.2% of the respondents had participated in different kinds of anti-gambling activities offered mostly by schools.
- In terms of media channels, the main channels of obtaining gambling information were from the Internet, printed media and TV.

3) Qualitative study: Summary of results from the focus groups with the general public and in-depth individual interviews with PP gamblers

10 individual and 6 focus group interviews were conducted in July and August, 2011. The in-depth individual interviews consisted of 4 problem gamblers and 6 pathological gamblers of ages ranging from 38 to 64, and the focus group interviews involving a total of 38 respondents from the general public were divided into 6 groups, with each group having 6-8 persons aging 13 or above. All the respondents were referred by the four Counselling and Treatment Centres supported by the Ping Wo Fund, namely: the Caritas Addicted Gamblers Counselling Centre, the Even Centre of the Tung Wah Group of Hospitals, the Yuk Lai Hin of the Zion Social Service, and the Sunshine Lutheran Centre.

Major findings of the in-depth individual interviews with PP gamblers on risk factors, gambling behaviours and perceptions of gambling include the followings:

- PP gamblers exhibited positive perceptions towards gambling, such as gambling expectancy, viewing it as a form of social activity, treating it as a career and a source of income.
- They also possessed erroneous gambling beliefs such as interpretive bias and the illusion of control, which caused them to be over confident, to believe in supernatural powers in governing the winning chance of the games, as well as other forms of control.
- The above led them carry out irrational gambling behaviours such as chasing.
- They were unaware of their addicted state which was accompanied by a sense of

losing self-control.

- The factor of an early win might provoke gambling behaviours and addiction later in life.
- The PP gamblers often exhibited a personality that sought sensation, engaging them in stimulating activities and having a low toleration in boredom.
- Some of them had strong affiliation needs; they liked to be accompanied by others.
- They tended to have no stand point and in the early stage of gambling, they held neutral views towards gambling and could be easily influenced by others to participate in gambling. These influences might stem from friends, relatives, colleagues from the work setting, or even from the family members.
- The need for social acceptance, recognition from peers and colleagues, and family bonding; the lack of parental guidance, and as an escape from the disharmony in the home environment were factors provoking the PP gamblers to gamble on a frequent basis.
- Environmental factors such as stress derived from work, the easiness of getting loans and credits from cards, the increased availability and accessibility of gambling activities were other factors provoking the PP gamblers to gamble on a frequent basis.

Major findings of the focus group interviews with the general public and in-depth individual interviews with the PP gamblers on the Ping Wo Fund and its preventive and remedial measures to tackle gambling include the following:

- The four Counselling and Treatment Centres served as a remedial platform for the PP gamblers; they viewed the Centres as an important asset to their well being.
- The Centres were also a place to bond for the PP gamblers.
- The PP gamblers felt a sense of belonging and were able to rip benefits through mutual learning such as insights on overcoming the addiction, factors that triggered them back to gambling, and other potential threats to give up treatment.
- A sense of satisfaction in the PP gamblers could be achieved as they helped others in overcoming gambling addiction.
- The importance of the Ping Wo Fund and the four Counselling and Treatment Centres were acknowledged by all the respondents.
- The treatments were effective in terms of changing the PP gambler's perceptions, beliefs, values, and ultimately the attitude of gambling, which was accompanied by personal growth and progressive resilience from gambling addiction.
- There was a lack of awareness of the Ping Wo Fund among the general public – only 2 out of 38 respondents of the focus group showed knowledge of the Fund.
- Most respondents in the focus group did not acknowledge the existence of the centres. Even among those who did, they had little knowledge of the services provided there.
- The majority of the respondents of the focus group had heard of the Gambling Counselling Hotline.
- The limited funding also led to a limited range of services available for the help-seeking gamblers at the centres.

- The respondents were more inclined to remember TV adverts that were interesting, funny, informative (of the negative gambling consequences) and thought stimulating, and “賭到眾叛親離” was a good example possessing these qualities.
- Ex-gamblers should be involved in anti-gambling efforts of the Government and the Ping Wo Fund for more impacting effects.

4) Conclusions and recommendations

Conclusions are drawn and recommendations are formulated in Chapter 6 accordingly to improve the preventive and remedial measures of the Ping Wo Fund and the efforts by the Government. Recommendations include: rectify the wrong perceptions on gambling among the general public, especially among the underage, through education and other preventive measures; impose stringent measures to tackle illegal gambling; conduct review on the gambling policy as and when necessary having regard to the changes in gambling situation in Hong Kong; monitor and evaluate the gambling prevalence rate and its impact; provide short-term funding for outreaching campaigns to the Counselling and Treatment Centres; and the Hong Kong Jockey Club should introduce more measures on responsible gambling to minimize the harm of gambling.

INTRODUCTION

“Pathological gambling” or “Problem gambling” are commonly identified in western countries as an addictive, chronic and progressive failure to resist impulses to gamble (Potenza et al., 2003) that leads to personal and psycho-social problems. The negative consequences of excessive gambling such as disrupts and damages in personal, family lives are widely known even among the laymen. However, the understanding of pathological gambling or problem gambling as a chronic addiction is still fairly weak among the public.

One fact is now certain: gambling is no longer a locally-bound phenomenon – with the increase in mobility, gambling policies enacted in the local setting will have to take in consideration of the regional, as well as global environment. Together with the invention of Internet gambling, gambling takes a much accessible form that transcends even into the younger age groups. Notwithstanding whether Hong Kong people gamble locally or in nearby regions, The 2008 Study on the prevalence of Hong Kong peoples’ participation in gambling activities revealed that 7 out of every 10 respondents took part in gambling in 2007 – of which 2.8% and 1.7% were “possible problem gambler” and “possible pathological gambler” respectively (HAB, 2008).

The Ping Wo Fund and its Anti-Gambling Efforts

Recognizing the potential harm to public health and social costs of gambling following the legalization of football betting in 2003, the Hong Kong Government established the Ping Wo Fund under the Home Affairs Bureau (HAB) in 2003. In the same year, HAB appointed a Ping Wo Fund Advisory Committee to advise on the use of the Fund. Since the establishment of the Ping Wo Fund, the Fund has engaged in research and studies on gambling, as well as public education, with the theme commonly known as “Say No to Gambling 屹立不賭” - to prevent or to alleviate social problems arising from gambling. The most prominent effort of the Ping Wo Fund was the two Counselling and Treatment Centres, namely the Caritas Addicted Gamblers Counselling Centre and the Even Centre of the Tung Wah Group of Hospitals that were established in 2003. These Centres provide remedial and supportive services to the gamblers and the afflicted family members (HAB, 2008). In 2007, two additional Counselling and Treatment Centres joined the party, namely the Yuk Lai Hin of the Zion Social Service and the Gambling Counselling Centre of the Hong Kong Federation of Youth Groups. The Gambling Counselling Centre of the Hong Kong Federation of Youth Groups ended its service contract with the Ping Wo Fund in December 2009 and the fourth centre is now under the operation of the Hong Kong Lutheran Social Service with effect from January 2010 (HAB, 2011).

In order to raise the public awareness on the consequences of gambling and the availability of the counselling and treatment services for gambling at the Centres, radio and television advertisements have been aired on a frequent basis since 2003. These included "Don't Gamble your Life Away 沉迷賭博，累己累人", and "Don't Gamble to Excess 沉迷賭博，賭錢落海", and most recently, “Don't gamble your family away

賭到眾叛親離”。 During the 2010 World Cup period, there was also a radio and TV advertisement on “Lead a Healthy Life, Do Not Gamble 睇波不賭波，健康齊踢波”。 Furthermore, Gambling Counselling Hotline (1834633) has also been established since 2003 (HAB, 2011). In spite of the Ping Wo Fund’s effort in raising the publicity of the four Counselling and Treatment Centres and the Gambling Counselling Hotline, the 2008 Study commissioned by HAB has revealed the severe lack of public awareness: 93.5% of those interviewed in the study indicated they had not heard of or could not recall the names of the Centres despite the Fund’s effort in promulgating them for five years. Fortunately, 68.6% of those interviewed revealed their willingness to approach the Counselling and Treatment Centres if they were to be perplexed by gambling problems (HAB, 2008). It was not so much the reluctance of the general public as compared to the lack of awareness in the availability of these remedial services that is preventing the utilization of such resources.

On the advice of the Ping Wo Fund Advisory Committee, the HAB considered that another study should be conducted to monitor the latest development in gambling participation and the prevalence of problem or pathological gambling in Hong Kong. As a consecutive gambling study after the one commenced in 2008, the Secretary for Home Affairs Incorporated (SHAI) as the Trustee of the Ping Wo Fund, has again commissioned The Hong Kong Polytechnic University (PolyU) to conduct another study on the gambling behaviours of Hong Kong people, with an emphasis on exploring the public awareness and perceptions on the Ping Wo Fund and the Centres and their related efforts, the risk factors of problem/pathological gambling, and the prevalence and gambling trends of the general public and underage in Hong Kong. The objectives are further addressed in the next section.

Objectives

There are several objectives of this study as follows:

- (1) To gauge the latest prevalence of gambling activities including legal and illegal gambling activities among the general public (aged 15 to 64) and youth population (aged 12 to 18) in particular;
- (2) To examine gambling behaviour and their perception towards legal and illegal gambling activities;
- (3) To evaluate the change of prevalence of problem and pathological (PP) gambling among the public and youth population;
- (4) To identify the characteristics and risk factors associated with PP gambling and the needs and problems of PP gamblers;
- (5) To gauge the knowledge and perception of counselling and treatment services for PP gamblers;

- (6) To examine the effectiveness of the Ping Wo Fund's publicity efforts;
- (7) To recommend the Government on formulation of responsible gambling policies, strategies and programs to alleviate or prevent gambling-related problems.

Research Design

In reference to the listed objectives in the previous section, the current study is separated into three major parts:

- i. A quantitative study on the level of gambling participation of the general public aged 15 to 64, and their knowledge on anti-gambling measures, utilization of such measures, and views towards legal age of gambling through a telephone interview with a structured questionnaire;
- ii. A quantitative study on the level of gambling participation, perception and reasons of gambling, knowledge on anti-gambling measures, utilization of such measures, personal and social characteristics, and views on legal age of gambling through a self-administered structured questionnaire for the secondary and Vocational Training College students aged 12 to 18 respectively; and
- iii. A qualitative study on the perception of gambling, needs and risk factors of PP gamblers, and the level of awareness of the Ping Wo Fund, the four Counselling and Treatment Centres for the PP gamblers and their families through individual and focus group interviews respectively. All the respondents were referred by the four Counselling and Treatment Centres, namely: the Caritas Addicted Gamblers Counselling Centre, the Even Centre of the Tung Wah Group of Hospitals, the Yuk Lai Hin of the Zion Social Service, and the Sunshine Lutheran Centre.

Pilot tests were conducted for the telephone and school survey from June to July 2011.

1) Quantitative Study: Telephone interview for the general public aged 15 to 64, and a self-administrated and structured questionnaire for the young aged 12 to 18

The sample size of the quantitative study was N = 2,024 respondents (Appendix I). The research adopted a modified random digit dialing technique to produce telephone samples. Telephone numbers were randomly sampled from the latest PCCW residential telephone number book, and in addition with some computerized technique. A sample was generated for the telephone interview and was conducted by properly trained interviewers. The data was collected from mid July to early August 2011.

The structured questionnaires used for aged 12 to 18 youth were self-administered (Appendix II). Telephone interview was not employed since the presence of parents at

the interview might adversely affect the reliability of the data obtained from the underage. As the vast majority was still in the secondary-level schooling, the concurrent Form I to Form VI students, and those studying in Vocational Training Colleges were selected as the target for this study. The sampling frame for this targeted population was all the secondary schools in Hong Kong and Vocational Training Colleges. Cluster and stratified randomly sampling were adopted. 21 secondary schools were included in the sample (3 from the Hong Kong Island, 9 from Kowloon and 9 from the New Territories) with a total of 3,991 returned questionnaires, and with an additional 645 questionnaires from the Vocational Training Council. The data were collected between end of June and early of September, 2011. It should be noted that in the analysis of youth gambling, only the underage will be analysed and the sample size becomes 3,982. It should also be noted that throughout the report, some results in this study will be compared with three other similar reports in 2001, 2005 and 2008 which are all commissioned by the HAB/ SHAI. For simplicity, they will be named as the 2001, 2005 and 2008 Study.

2) Qualitative study: Focus group and individual interviews

10 individual in-depth interviews and 6 focus groups were conducted in July and August 2011. The in-depth interviews consisted of 4 problem gamblers and 6 pathological gamblers of age ranging from 38 to 64, and the focus groups involved a total of 38 people separated into 6 groups of 6-8 people each, aging from 13 to 72. Since some of the contents of the interviews were personal and sensitive, individual interviews were conducted for the PP gamblers. Of the focus group interviews, 2 focus groups consisted of the underage, and 2 focus groups were made up of young adult and 2 focus groups of elder adults. All the respondents in the individual interviews and focus group discussion were referred by the four Counselling and Treatment Centres supported by the Ping Wo Fund and the parent organizations of the centres.

For the individual interviews composing of PP gamblers, foci were placed on identifying their characteristics, problems and needs, and the risk factors for PP gambling (Appendix III) ; while knowledge and perception towards the efforts of the Ping Wo Fund and the four Counselling and Treatment Centres for the gamblers; and suggestions to alleviate or prevent problems associated with gambling were the foci for both individual and focus group interviews (Appendix IV). All interviews, with the consent of interviewees, were tape-recorded for transcriptions.

Chapter 1: Telephone Survey on the General Public

1.1 Introduction

This Chapter aims at reporting the gambling situation of 2,024 random sampled members of the public aged 15 to 64 in the past year. Apart from assessing the problem or pathological gambling prevalence rate, this research study further examined in details the public's knowledge on the present prevention and treatment on problem gambling, as well as tapping into their perception and comments of the current legal gambling age. Before starting discussion on the above, below is a brief outline on the survey tool and sampling method undertaken by this research.

This research adopted the Kish Grid method to select one respondent from each randomly selected domestic household in Hong Kong to ensure representativeness of the sample. The Computer-Assisted Survey Team under the Centre of Social Policy Studies of The Hong Kong Polytechnic University was responsible for conducting telephone interviews using a colloquial Chinese structured questionnaire with respondents and a Computer Assisted Telephone Interviews system was used to collect the required information for analysis. In this survey, all the telephone numbers of the sample were selected by simple random sampling from the PCCW 2005 Residential Telephone Directory (Eng. Edition). The modified random digit dialing strategy was employed to supplement the sample with the telephone numbers that were not included in the Residential Telephone Directory. The enumerators attempted at least 3 times to contact each sampled respondent until the interview was successfully completed or could not be pursued any further.

The dialing results were as follows. 24,016 telephone numbers were dialed, and margin of error (sampling error) was $\leq \pm 2.2\%$. The breakdown of the above dialed telephone numbers are as follows:

Table 1.1: The breakdown of the dialed telephone numbers

Types	Frequency
Complete Interviews (I)	2024
Partial Interviews (P)	88
Refused Eligible Units (R)	2078
No Eligible Units (NE)	1814
Non-contacted but known eligible units (NC)	3248
Other Non-interviewed units (NI)	14764
Total number of telephone line dialed	24016

Contact Rate and Co-operation Rate are calculated by using Groves (1989)⁵ 8 equation and results are as follows:

Contact Rate	85.37%
Co-operation Rate	48.31%

The major results of the survey are appended below.

1.2 Background information of respondents

1.2.1 Respondents' sex

Among the 2,024 respondents, females formed the higher proportion representing 55.5% of the whole sample while 44.5% were the male counterparts. (Table 1.2.1)

Table 1.2.1: Respondents' sex

	Frequency	Valid Percent
Male	900	44.5
Female	1124	55.5
Total	2024	100.0

1.2.2 Respondents' age

In terms of age, the highest proportion of respondents fell into the age category of "50-59", which amounted to 26.1% of the whole sample. This was followed by "40-49" and "30-39", which amounted to 23.8% and 16.0% respectively. "15-17" and "18-21" shared the smallest proportions; they amounted to 5.7% and 7.4% respectively. (Table 1.2.2)

Table 1.2.2: Respondents' Age

	Frequency	Valid Percent
15-17	114	5.7
18-21	149	7.4
22-29	187	9.3
30-39	322	16.0
40-49	479	23.8
50-59	525	26.1
60-64	235	11.6
Total	2011	100.0

Remarks: 13 respondents refused to answer this question

⁵ Groves, R. (1989). *Survey Errors and Survey Costs*. John Wiley & Sons, p.144-145.
 Contact Rate = $(I+P+R+NI)/(I+P+R+NI+NC)$,
 Cooperation rate = $I / (I+P+R)$.

1.2.3 Respondents' education

A higher proportion (54.0%) of the respondents' educational attainment was of Secondary School level (Form 1 to 3, Form 4 to 5, Sixth form). Respondents with post-secondary school or above qualification amounted to 36.1%. A total of 9.8% of respondents' qualification was primary school or below. (Table 1.2.3)

Table 1.2.3: Respondents' education

	Frequency	Valid Percent
No formal education	21	1.0
Kindergarten / Primary School	177	8.8
Secondary School (Form 1 to 3)	285	14.2
Secondary School (Form 4 to 5)	613	30.4
Sixth Form (Form 6 to 7) / IVE / other vocational institutes	190	9.4
Post-secondary School (non-degree programme)	168	8.3
Bachelor's Degree or above	560	27.8
Total	2014	100.0

Remarks: 10 respondents refused to answer this question

1.2.4 Respondents' marital status

58.8% of the respondents were married/cohabit whereas 38.4% of them were single. As for separated/divorced or lost spouse, they accounted for a total of 2.8%. (Table 1.2.4)

Table 1.2.4: Respondents' Marital status

	Frequency	Valid Percent
Single	769	38.4
Married/cohabit	1177	58.8
Separated/divorced	36	1.8
Lost spouse	21	1.0
Total	2003	100.0

Remarks: 21 respondents refused to answer this question

1.2.5 Respondents' housing type

Concerning respondents' housing type, 42.5% of the respondents lived in Private Housing Estates, followed by Public Housing (23.5%). (Table 1.2.5)

Table 1.2.5: Respondents' housing type

	Frequency	Valid Percent
Public Housing (Rental or Self-owned)	468	23.5
Home Ownership Scheme	343	17.2
Private Housing Estates (Rental or Self-owned)	846	42.5
Apartments / Tenement Buildings (Rental or Self-owned)	217	10.9
Staff Quarters / Student Residence	21	1.1
Village houses (Rental or Self-owned)	94	4.7
Others	2	0.1
Total	1991	100.0

Remarks: 33 respondents refused to answer this question

1.2.6 Respondents' total monthly family income

In terms of respondents' total monthly family income, the highest proportion of respondents fell into the category of "\$50,000 or above" (18.2%), followed by "\$20,000-\$24,999" and "\$10,000-\$14,999", which amounted to 11.4% and 9.6% respectively. 17.1% of the respondents' response were "don't know / can't remember / not clear". (Table 1.2.6)

Table 1.2.6: Respondents' total monthly family income

	Frequency	Valid Percent
\$5,000 or below	76	4.3
\$5,000-\$9,999	96	5.4
\$10,000-\$14,999	169	9.6
\$15,000-\$19,999	122	6.9
\$20,000-\$24,999	201	11.4
\$25,000-\$29,999	95	5.4
\$30,000-\$34,999	167	9.4
\$35,000-\$39,999	65	3.7
\$40,000-\$44,999	109	6.2
\$45,000-\$49,999	45	2.5
\$50,000 or above	322	18.2
Don't know / Can't remember / Not clear	302	17.1
Total	1769	100.0

Remarks: 255 respondents refused to answer this question

1.2.7 Respondents' work status

About half (49.3%) of the respondents were "Employee", followed by "Home-maker" (15.5%), "Student" (12.5%), "Retiree" (8.9%), "Self-employed" (6.9%), "Job seeker" (3.9%) and "Employer" (2.9%). (Table 1.2.7)

Table 1.2.7: Respondents' Work Status

	Frequency	Valid Percent
Employer	58	2.9
Employee	987	49.3
Self-employed	139	6.9
Job seeker	79	3.9
Retiree	178	8.9
Home-maker	311	15.5
Student	251	12.5
Total	2003	100.0

Remarks: 21 respondents refused to answer this question

1.2.8 Respondents' occupation

Among the 1,205 working respondents, occupations of the highest proportions were "Clerks" and "Managers and administrators", which amounted to 24.6% and 23.0% respectively. These were followed by "Professionals" and "Service workers and shop sales workers", they represented 13.5% and 11.7% of the whole sample respectively. (Table 1.2.8)

Table 1.2.8: Respondents' Occupation

	Frequency	Valid Percent
Managers and administrators	263	23.0
Professionals	154	13.5
Associate professionals	129	11.3
Clerks	281	24.6
Service workers and shop sales	134	11.7
Farm workers, animal husbandry workers and fishermen	1	0.1
Craft and related workers	60	5.2
Plant and machine operators and assemblers	40	3.5
Elementary occupations	81	7.1
Total	1143	100.0

Remarks: 1205 respondents had to answer this question.
62 respondents refused to answer this question.

1.2.9 Respondents' average monthly personal income

In terms of respondents' average monthly income, the highest proportion of respondents fell into the category of "\$10,000-\$14,999" (21.7%), followed by "\$5,000-\$9,999" and "\$20,000-\$24,999", which amounted to 13.4% and 13.2% respectively. 4.6% of the respondents' response were "don't know / can't remember / not clear". (Table 1.2.9)

Table 1.2.9: Respondents' average monthly personal income

	Frequency	Valid Percent
\$5,000 or below	31	3.0
\$5,000-\$9,999	138	13.4
\$10,000-\$14,999	223	21.7
\$15,000-\$19,999	129	12.5
\$20,000-\$24,999	136	13.2
\$25,000-\$29,999	44	4.3
\$30,000-\$34,999	91	8.8
\$35,000-\$39,999	25	2.4
\$40,000-\$44,999	48	4.7
\$45,000-\$49,999	8	0.8
\$50,000 or above	110	10.7
Don't know / Can't remember / Not clear	47	4.6
Total	1030	100.0

Remarks: 1205 respondents had to answer this question.
175 respondents refused to answer this question.

1.3 Situation of Hong Kong people's participation in gambling activities

1.3.1 Age of Hong Kong people first take part in gambling activities

About 40% of the public being interviewed indicated their first participation in gambling activities took place at the age before 18 years old. The proportion of respondent first taking part in gambling activities before the age of 20 amounted to 63.6%. (Table 1.3.1)

Table 1.3.1: Age of HK people first taking part in gambling activities

	Frequency	Valid Percent
Below 18 years old	557	39.6
18 – 19 years	338	24.0
20 – 29 years	421	29.9
30 – 39 years	68	4.8
40 – 49 years	18	1.3
50 – 59 years	4	0.3
60 years or above	2	0.1
Total	1408	100

1.3.2 Percentage of Hong Kong people involved in gambling

In 2011, the percentage of Hong Kong people involved in gambling had significantly dropped as compared to the results in the 2001, 2005, and 2008 Studies. Yet, still 62.3% (1,261) of the respondents took part in gambling activities in the past year. (Table 1.3.2)

Table 1.3.2: Percentage of HK people involved in gambling in the past year

	Year			
	2001	2005	2008	2011
Total population percentage involved in gambling	77.8	80.4	71.3	62.3
Sample number	2,004	2,093	2,088	2024

1.3.3 Participation in gambling activities

Research data indicated Mark Six lottery was the most popular gambling activity among Hong Kong people (56.0%), followed by social gambling (33.0%), horse racing (12.9%), Macau casinos (11.9%) and football betting (6.6%) respectively. (Table 1.3.3)

Table 1.3.3: Percentage and monthly spending of HK people taking part in gambling in the past year

	Percentage of respondents	Monthly Spending (HKD)
Mark Six lottery	56.0	129.3
Horse racing	12.9	943.8
Football betting	6.6	618.0
Macau casinos	11.9	1409.0
Mahjong House	0.5	2654.1
Social gambling (e.g. playing mahjong or poker with friends or relatives)	33.0	298.6
Casino ships departing from Hong Kong	0.6	2253.0
Number of sample (n)	2024	

1.3.4 Analysis of the backgrounds of respondents who participated in gambling activities in the past year

Statistical analysis reflected that the differences in backgrounds of respondents would differentiate what kind of gambling activities they participated. For example, those who took part in horse racing mainly involved middle-aged males of 40 years old or above with Sixth Form or below qualification with an employment or were in-retirement. As for football betting, male participants who were 18 to 29 years old with an employment took up a larger percentage. Concerning those who visited Macau casinos, the highest percentage mainly involved respondents aged 22 to 29 (18.7%) or those who were employers (25.9%) (Table 1.3.4)

Table 1.3.4: Analysis of the backgrounds of respondents who participated in gambling activities in the past year

		Gambling activities taken part in the past year (total N =1261)							
		Mark 6 lottery		Horse racing		Football betting		Macau casinos	
Background characteristics		(%)	(N)	(%)	(N)	(%)	(N)	(%)	(N)
		89.8	1133	261	20.7	10.6	134	19.0	240
Sex	Male	62.8	565	21.8	196	13.7	123	12.9	116
	Female	50.5	568	5.8	65	1.0	11	11.0	124
Age	15-17	3.5	4	0.0	0	0.0	0	0.9	1
	18-21	45.0	67	2.0	3	11.4	17	11.4	17
	22-29	59.4	111	7.0	13	10.2	19	18.7	35
	30-39	57.8	186	9.6	31	7.5	24	14.0	45
	40-49	64.1	307	14.4	69	6.1	29	11.1	53
	50-59	60.8	319	17.0	89	5.3	28	11.6	61
	60-64	55.7	131	23.8	56	7.2	17	11.5	27
Education	F.3 or below	58.2#	281#	17.6	85	5.8#	28#	10.6#	51#
	F.4 to matric	54.3#	436#	14.8	119	7.1#	57#	10.8#	87#
	Tertiary/above	56.0#	408#	7.7	56	6.6#	48#	13.7#	100#
Work Status	Employer	60.3	35	19.0	11	8.6	5	25.9	15
	Employee	63.3	625	15.7	155	9.1	90	13.4	132
	Self-employed	65.5	91	18.7	26	6.5	9	11.5	16
	Job seeker	60.8	48	6.3	5	5.1	4	11.4	9
	retiree	57.9	103	18.5	33	3.9	7	9.0	16
	Home-maker	51.4	160	7.1	22	1.0	3	11.9	37
	Student	21.9	55	1.2	3	5.6	14	5.6	14

Remarks: Apart from those marked with #, all statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$). N refers to the actual number of persons in that category who had participated in a particular type of gambling activity in the past year, and the percentage is derived from N divided by the total number of respondents in that category.

1.3.5 Monthly spending on gambling activities

Respondents spent most money on Macau casinos which accounted for, in average, \$1,409.0 per month. Horse racing came second with a monthly average of \$943.8. The money spent on football betting or the Mark Six amounted to an average of \$618.0 and \$129.3 respectively. (Table 1.3.5)

As compared to the survey conducted in 2008, there was an increase in the amount spent on horse racing, Macau casinos and the Mark Six while there was a drop in the

amount spent on football betting. ⁶ For Macau casinos, the average monthly betting money increased from \$428.2 to \$1,409.0, which was triple of 2008.

Table 1.3.5: Monthly spending on horse racing, football betting, Macau casinos, and Mark Six

	Respondents percentage			
	Horse racing	Football betting	Macau casinos	Mark Six
\$50 or below	20.7	33.1	34.7	53.5
\$51 to \$100	12.6	14.9	23.5	22.7
\$101 to \$200	13.5	11.6	11.7	12.9
\$201 to \$500	20.7	18.2	11.7	7.4
\$501 to \$1,000	9.5	13.2	7.5	2.0
Over \$1,000	23.0	9.1	10.8	1.5
<i>Average betting money (\$)</i>	<i>943.8</i>	<i>618.0</i>	<i>1409.0</i>	<i>129.3</i>
Median betting money (\$)	300.0	150.0	100.0	50.0
Betting money (standard deviations)	2311.0	1942.8	8018.6	293.5
Number of sample (n)	261	134	240	1133

1.4 Situation of Hong Kong people's participation in illegal gambling activities

1.4.1 Participation in illegal gambling activities and channels of placing bets

Research data indicated that only 0.3% respondents participated in illegal gambling activities in the past year (Illegal gambling refers to bets which are not placed through the Hong Kong Jockey Club and gaming activities that are not authorized by the Commissioner for Television and Entertaining Licensing). (Table 1.4.1) Respondents mainly placed their bets through telephone (50.0%) or through friends (25.0%). (Table 1.4.2)

Table 1.4.1: Participation in illegal gambling activities in the past year

	Frequency	Valid Percent
Yes	4	0.3
No	1259	99.7
Total	1263	100.0

Remarks: 1263 respondents had to answer this question.

⁶ 2008 Study Result: Horse racing (\$732.7); football betting (\$699.5); Macau Casinos (\$428.2); Mark Six (\$89.8)

Table 1.4.2: Channels for respondents to place bets on illegal gambling

	Frequency	Valid Percent
Telephone	2	50.0
Through friends	1	25.0

Remarks: Respondents could select more than one answer. 4 respondents had to answer this question and 1 respondent refused to answer this question

1.4.2 Participation and spending involved in illegal gambling activities

With regard to respondents' participation in illegal gambling activities, "Gambling in public places" shared the highest proportion (2.4%) where respondents on average spent \$641.9 per month on such activity. This was followed by "Online Casino" (0.5%) with an average monthly spending of \$1072.0. Only a very small proportion of respondents participated in "Local illegal/underground casino", "Illegal Mark Six" and "Illegal football betting". The average monthly spending on these activities varied from \$250.0 to \$2,504.0. (Table 1.4.3)

Table 1.4.3: Summary on respondents' participation in illegal gambling activities

	Frequency	Percentage	Monthly Spending (HKD)
Illegal Mark Six	1	0.0	250.0
Illegal football betting	1	0.0	2504.0
Local illegal/underground casino	2	0.1	900.0
Online casino	11	0.5	1072.0
Gambling in public places	49	2.4	641.9
Number of sample (n)	2024		

1.5 Problem or pathological gambling and its prevalence

1.5.1 Conditions of respondents showing pathological behavioural characteristics

Research data revealed that "To undo a loss or series of losses, I need to keep gambling" was the most prevalent pathological behavioural characteristic, which amounted for 5.8% of the whole sample, followed by "I continue to gamble despite repeated efforts to control, cut back, or stop the behaviour" (4.2%), and then "I am preoccupied with gambling (e.g. reliving past gambling experiences, planning the next gambling venture, or thinking of ways to get money to gamble)." (4.0%), (Table 1.5.1)

Table 1.5.1: Respondent showing pathological behavioural characteristics in DSM-IV test

	Frequency	Valid Percent
I am preoccupied with gambling (e.g. reliving past gambling experiences, planning the next gambling venture, or thinking of ways to get money to gamble).	81	4.0%
I increase larger bets, or greater risks, to continue to produce the desired level of excitement.	51	2.5%
I continue to gamble despite repeated efforts to control, cut back, or stop the behaviour.	85	4.2%
I feel restless or irritated when I attempted to cut down or stop gambling.	26	1.3%
I gamble to escape from problems or to relieve a dysphoric mood (e.g. feelings of helplessness, guilt, anxiety, depression).	47	2.3%
To undo a loss or series of losses, I need to keep gambling.	117	5.8%
I lie to others to conceal the extent of involvement with gambling.	61	3.0%
I resort to antisocial behaviour (e.g. forgery, fraud, theft, or embezzlement) to obtain money.	1	0.0%
I have jeopardized or lost a significant relationship because of gambling.	23	1.1%
I have lost a job or career/educational opportunity or training opportunities because of gambling.	4	0.2%
I have engaged in “bailout” behaviour, turning to family or others for help with a desperate financial situation that was caused by gambling	22	1.1%
Sample Number (n)	2024	

1.5.2 Possible problem / pathological gambler

The research result showed that among the 244 respondents who had taken part in gambling activities in the past year and possessed at least one pathological gambling behavioural characteristics listed in the DSM-IV test⁷, 38 of them belonged to the “possible problem gamblers” category (i.e. 3 or 4 marks in DSM-IV test) and 28 of them belonged to “possible pathological gamblers” (i.e. 5 marks or above in DSM-IV test). In other words, the prevalence rate for “possible problem gambler” and “possible pathological gambler” obtained in this research were respectively 1.9% and 1.4%. Results in 2001, 2005, 2008 are also shown for comparison (Table 1.5.2 a)

⁷ In its Diagnostic and Statistics Manual Version IV, the American Psychiatric Associations had defined the pathological gambling and set up standards for diagnosis. The definitions included 10 standards representing 3 different areas of pathologic specifications, i.e. destruction or damage, lost control and tendency to rely. The phrases, choice of items of these standards and the “5 or more Yes” standard to define pathological gambling are based on clinical data.

Table 1.5.2 a: Comparison on number of respondents showing pathological behavioural characteristics in DSM-IV test

No. of specifications	Number of person			
	2001	2005	2008	2011
10	-		-	-
9	2		-	-
8	4		3	1
7	3		12	8
6	10		4	6
5	18		16	13
4	33		21	13
3	48		37	25
2	80		59	48
1	170		145	130
Sample Number (n)	368		297	244
Possible problem gambler	4.0%	3.1%	2.8%	1.9%
Possible pathological gambler	1.8%	2.2%	1.7%	1.4%

According to the research results, the most common gambling activity among “possible problem gambler” and “possible pathological gambler” was “Mark Six” (28.1% / 26.3%). Besides, “Social gambling” (21.5% / 21.1%) and “Local horse races with the Jockey Club” (19.8% / 18.9%) were common gambling activities among these respondents as well. Results in 2008 are also shown for comparison (Table 1.5.2 b)

Table 1.5.2 b: Gambling activities in which possible PP gamblers participated

	Possible problem gambler		Possible pathological gambler	
	Valid Percent			
	2008	2011	2008	2011
Mark Six with the Jockey Club	3.4	28.1	8.6	26.3
Horse races with the Jockey Club	32.8	19.8	51.4	18.9
Football matches with the Jockey Club	19.0	9.9	42.9	11.6
Macau casinos	10.3	11.6	8.6	12.6
Playing mahjong in Mahjong House	1.7	1.7	8.6	1.1
Social gambling	29.3	21.5	5.7	21.1
Casino ships departing from Hong Kong	/	1.7	/	2.1
Local illegal/underground casino	/	0.0	/	1.1
Online casino	/	2.5	/	0.0
Gambling in public places	/	3.3	/	5.3
Sample number (n)	58	38	35	28

1.5.3 Gambling activities and pathological behavioural characteristics

Among the 1,263 respondents who had participated in gambling activities over the past year, “Social gambling” and “Mark Six with the Jockey Club” were the two most common activities where pathological behavioural characteristics took place among respondents, and they amounted to 7.6% and 7.1% of the whole sample respectively. This was followed by “Local horse races with the Jockey Club” (5.2%), “Macau casinos” (3.5%) and “Football matches with the Jockey Club” (3.4%). (Table 1.5.3 a)

Table 1.5.3 a: Gambling activities when the behavioural characteristics occurred among those who had gambled in the past 12 months

	Frequency	Valid Percent
Social gambling with friends/family/relatives(mahjong, poker,)	96	7.6
Mark Six with the Jockey Club	90	7.1
Local horse races with the Jockey Club	66	5.2
Macau casinos	44	3.5
Football matches with the Jockey Club	43	3.4
Online casino	4	0.3
Gambling in public places (e.g. park, karaoke)	3	0.2
Illegal Mark Six	2	0.2
Casino ships departing from Hong Kong	2	0.2
Playing mahjong in Mahjong House	2	0.2
Illegal football matches	1	0.1
Illegalhorse races	1	0.1
Others: Casinos overseas	1	0.1
Macau horse races	0	0
Local illegal/underground casino	0	0

Remarks: Respondents could select more than one answer. 1263 respondents had to answer this question and 3 respondents refused

Further statistical analysis revealed that 34.2% of the “possible problem gamblers” indicated that pathological related behaviour usually occurred at the time they took part in “Local horse races with the Jockey Club”. This was followed by taking part in “Social gambling”; the proportion of such gambling activity was higher than 30% as well. As with “possible pathological gamblers”, data reflected such behaviour would more commonly occur at the time when they took part in “Local horse races with the Jockey Club”, “Social gambling” and “Macau casinos”, which all amounted more than 35%. (Table 1.5.3 b)

Table 1.5.3 b: Gambling activities when the behavioural characteristics occurred among the possible PP gamblers

	Possible problem gambler	Possible pathological gambler
	Valid Percent	
Local horse races with the Jockey Club	34.2	39.3
Social gambling	31.6	35.7
Macau casinos	26.3	35.7
Football matches with the Jockey Club	23.7	25.0
Mark Six with the Jockey Club	10.5	14.3
Gambling in public places	5.3	3.6
Casino ships departing from Hong Kong	2.6	0.0
Online casino	2.6	0.0
Illegal Mark Six	0.0	0.0
Illegal football matches	0.0	0.0
Illegal horse races	0.0	0.0
Macau horse races	0.0	0.0
Playing mahjong in Mahjong House	0.0	0.0
Local illegal/underground casino	0.0	0.0
Casinos overseas	0.0	0.0
Sample number (n)	38	28

1.5.4 Background characteristics of possible problem / pathological gamblers

When compared with respondents who had not taken part in gambling activities in the past year, or even if they did there was no problem or pathological behavioural characteristics surfacing, the “possible problem or pathological gambler” involved distinctively, in statistics, males aged between 40 and 59 years old, married with an employment (employee), attained Sixth form or below education and with family and personal income falling between \$10,000 and \$24,999. (Table 1.5.4)

Table 1.5.4 a: Analysis of the backgrounds of respondents not taking part in gambling in the past year, non-problem/pathological gambler and possible problem/pathological gambler

Background characteristics		Not taking part in gambling in the past year		Non-problem/pathological gambler		Possible problem/pathological gambler	
		(N)	(%)	(N)	(%)	(N)	(%)
Sex	Male	281	36.9	572	47.8	47	71.2
	Female	480	63.1	625	52.2	19	28.8
Age	15-17	94	12.4	18	1.5	2	3.0
	18-21	63	8.3	80	6.7	6	9.1
	22-29	64	8.5	116	9.8	7	10.6
	30-39	123	16.3	190	16.0	9	13.6
	40-49	146	19.3	316	26.6	17	25.8
	50-59	172	22.8	338	28.4	15	22.7
	60-64	94	12.4	131	11.0	10	15.2
Education	F.3 or below	178	23.5	283	23.8	22	33.3
	F.4 to matriculation	309	40.7	461	38.8	33	50.0
	Tertiary or above	272	35.8	445	37.4	11	16.7
Marital status	Single	355	47.3	389	32.7	25	39.1
	Married/cohabit	377	50.2	765	64.4	35	54.7
	Separated/divorced	11	1.5	22	1.9	3	4.7
	Lost spouse	8	1.1	12	1.0	1	1.6
Housing type	Public Housing (Rental or Self-owned)	177#	23.6#	271#	23.1#	20#	30.3#
	Home Ownership Scheme	140#	18.7#	188#	16.0#	15#	22.7#
	Private Housing Estates (Rental or Self-owned)	312#	41.6#	512#	43.6#	22#	33.3#
	Apartments / Tenement Buildings	73#	9.7#	137#	11.7#	7#	10.6#
	Staff Quarters / Student Residence	6#	0.8#	15#	1.3#	0#	0.0#
	Village houses (Rental or Self-owned)	40#	5.3#	52#	4.4#	2#	3.0#
	Others	2#	0.3#	0#	0.0#	0#	0.0#
Total monthly family income	\$10000 or below	72	14.3	93	10.2	7	14.3
	\$10000-\$24999	166	32.9	303	33.2	23	46.9
	\$25000-\$39999	115	22.8	201	22.0	11	22.4
	\$40000 or above	151	30.0	317	34.7	8	16.3
Work status	Employer	21	2.8	35	3.0	2	3.0
	Employee	310	41.0	641	54.3	36	54.5
	Self-employed	45	6.0	88	7.5	6	9.1
	Job seeker	27	3.6	49	4.1	3	4.5
	Retiree	69	9.1	104	8.8	5	7.6
	Home-maker	122	16.1	183	15.5	6	9.1
	Student	162	21.4	81	6.9	8	12.1
Total monthly personal income	\$10000 or below	69	22.3	89	14.0	11	28.2
	\$10000-\$24999	146	47.1	320	50.5	22	56.4
	\$25000-\$39999	40	12.9	116	18.3	4	10.3
	\$40000 or above	55	17.7	109	17.2	2	5.1

Remarks: Apart from those marked with #, all statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$)

Concerning participation in gambling activities taken part in the past year, statistical analysis revealed that as compared with “Non-problem/ pathological gambler”, “Possible problem/ pathological gambler” were more likely to participate in “Local horse races with the Jockey Club”, “Football matches with the Jockey Club”, “Macau casinos”, “Casino ships departing from Hong Kong”, “Online casino”, “Playing mahjong in Mahjong House”, “Local illegal/underground casino”, “Gambling in public places” and also “Social gambling”. (Table 1.5.4 b)

Table 1.5.4 b: Comparison of participation in gambling activities among respondents “Not taking part in gambling in the past year”, “Non-problem/ pathological gambler” and “Possible problem/ pathological gambler”

Gambling activities taken part in the past year	Non-problem/ pathological gambler		Possible problem/ pathological gambler			
	(N)	(%)	(N)	(%)		
Mark Six with the Jockey Club	-	-	1074#	89.7#	59#	89.4#
Local horse races with the Jockey club	-	-	219	18.3	42	63.6
Football matches with the Jockey Club	-	-	111	9.3	23	34.8
Macau casinos	-	-	214	17.9	26	39.4
Playing mahjong in Mahjong House	-	-	7	0.6	3	4.5
Social gambling	-	-	621	51.9	46	69.7
Casino ships departing from Hong Kong	-	-	8	0.7	4	6.1
Illegal Mark Six	-	-	1#	25.0#	0#	0.0#
Illegal horse races	-	-	0#	0.0#	0#	0.0#
Illegal football matches	-	-	2#	50.0#	0#	0.0#
Local illegal/underground casino	-	-	1	0.1	1	1.5
Online casino	-	-	8	0.7	3	4.5
Gambling in public places	-	-	40	3.3	9	13.6

Remarks: Apart from those marked with #, all statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$)

By using the backward stepwise logistic regression to make further analysis, it was revealed that the population characteristic variables and gambling participation pattern of some of the respondents bore, statistically, remarkable impact on the chance percentage of becoming a problem or pathological gambler (Table 1.5.4 c)

Table 1.5.4 c: Logistic regression model for possible PP gambling among the general public

Criterion variables	Predictor variables	B-coefficient	Odds ratio	(95% CI)	P-value	Nagelkerke R ²
Possible problem / pathological gambling	Not taking part in horse racing	-1.704	0.182	(0.103 ~ 0.321)	0.000	0.170
	Not taking part in football betting	-0.783	0.457	(0.249 ~ 0.841)	0.012	
	Not taking part in Macau casinos gambling	-0.778	0.459	(0.266 ~ 0.794)	0.005	

The predictor variables in the model could explain 17.0% variance of becoming a problem or pathological gambler. The model revealed the mode of participation in gambling activities drew different impact on becoming a problem or pathological gambler. If the remaining conditions were the same, the model indicated that the chance of gamblers who participated in horse racing in becoming a problem or pathological gambler was 5.49 times higher than those who did not participate (95% confidence interval is 3.12 to 9.71 times).

Besides, the chance of gamblers who participated in football betting in becoming a problem or pathological gambler was 2.18 times higher than those who did not participate (95% confidence interval is 1.19 to 4.02 times). As for respondents who went to Macau casinos in the past year, comparing with those who did not, their chance of becoming a problem or pathological gambler was 2.17 times higher (95% confidence interval is 1.25 to 3.75times).

In other words, if the other conditions remained the same, gamblers who had taken part in horse racing, football betting and gaming activities in Macau casinos bore the highest chance of becoming a problem or pathological gambler. It should be noted that in 2008, analysis showed that gender was also one of the predictor, but in this study, gender was found not to be a predictor variable any more.

1.6 The knowledge of, utilization of or participation in services or programs for the prevention of or solution for gambling problems in the community

1.6.1 Gambling Counselling Hotline 1834633

Research data indicated that more than 75% (75.8%) respondents had heard of Gambling Counselling Hotline 1834633. However, among those who had heard of the hotline, only 0.5% of them or their family members had ever called the hotline to seek help. (Table 1.6.1 a and 1.6.1 b)

Table 1.6.1 a: Knowledge of Gambling Counselling Hotline 1834633

	Frequency	Valid Percent
Yes	1534	75.8
No	489	24.2
Total	2023	100.0

Remarks: 1 respondent refused to answer this question

Table 1.6.1 b: Have respondents / respondents' family members ever called the hotline to seek help

	Frequency	Valid Percent
Yes	7	0.5
No	1522	99.5
Total	1529	100.0

Remarks: 1534 respondents had to answer this question, 5 respondents refused to answer.

1.6.2 Counselling and Treatment Centres

Research data indicated that about half of the respondents (50.6%) had heard of Counselling and Treatment Centres for PP gamblers and their families. Among various Counselling and Treatment Centres, Caritas Addicted Gamblers Counselling Centre was the most commonly known, as more than half of the respondents (53.5%) had heard of this Centre. Nevertheless, when asked about the experience of seeking help from these Centres, only 1.0% of the respondents or their family members had ever sought help from these Centres. (Table 1.6.2 a, Table 1.6.2 b and Table 1.6.2 c)

Table 1.6.2 a: Knowledge of Counselling and Treatment Centres

	Frequency	Valid Percent
Yes	1024	50.6
No	999	49.4
Total	2023	100.0

Remarks: 1 respondent refused to answer this question

Table 1.6.2 b: Knowledge of which centre/s

	Frequency	Valid Percent
Caritas Addicted Gamblers Counselling Centre	548	53.5
Sunshine Lutheran Centre	288	28.1
Tung Wah Group of Hospitals Even Centre	145	14.2
Zion Yuk Lai Hin	34	3.3
Others	4	0.4
Never heard of any of them	352	34.4

Remarks: Respondents could select more than one answer. 1024 respondents had to answer this question.

Table 1.6.2 c: Have respondents / respondents' family members ever sought help from the above Centres

	Frequency	Valid Percent
Yes	10	1.0
No	1011	99.0
Total	1021	100.0

Remarks: 1024 respondents had to answer this question
3 respondents refused to answer this question

For those who indicated they had not heard of any Counselling and Treatment Centre designated for PP gamblers and their families, it was found that male respondents and respondents aged 39 years old or below represented greater proportions. (Table 1.6.2 d)

Table 1.6.2 d: Analysis of the backgrounds of respondents who knew/ did not know any Counselling and Treatment Centres designated for PP gamblers and their families

Background characteristics		Heard of any gambling Counselling and Treatment Centres specially for gamblers and their families (%)		(N)
		Yes	No	
Sex	Male	46.3	53.7	900
	Female	54.1	45.9	1124
Age	15-17	46.5	53.5	114
	18-21	43.6	56.4	149
	22-29	44.4	55.6	187
	30-39	46.1	53.9	321
	40-49	52.0	48.0	479
	50-59	56.8	43.2	525
	60-64	51.5	48.5	235
Education	F.3 or below	53.0#	47.0#	483#
	F.4 to Matriculation	50.2#	49.8#	803#
	Tertiary or above	49.7#	50.3#	727#
“Possible problem/ pathological gambler” or not	No gambling in the past year	51.8#	48.2#	761#
	Not PP gambler	49.7#	50.3#	1196#
	Possible PP gambler	53.0#	47.0#	66#

Remarks: Apart from those marked with #, all statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$).

1.6.3 Usage of gambling treatment services

When asked about whether the respondents would seek help from the Hotline or the specially designed Counselling and Treatment Centres when they came across with gambling problems, the research revealed that though the majority of them (60.7%) indicated they would approach these Centres, close to 30% of them (27.2%) indicated they would not. (Table 1.6.3 a)

Table 1.6.3 a: Whether respondents would seek help from the Hotline / Counselling and Treatment Centres for PP gamblers and their families if in need

	Frequency	Valid Percent
Yes	1223	60.7
No	548	27.2
Not clear / hard to say	244	12.1
Total	2015	100.0

Remarks: 9 respondents refused to answer this question

A further statistical analysis revealed that the “would seek help” group mainly consisted of females, that age between 30 and 39, respondents with tertiary or above qualification and those who were not ‘possible problem or pathological gamblers’. On the contrary, the “would not seek help” group mainly consisted of males, age group between 60 and 64, respondents with lower education qualification and those who were ‘possible problem or pathological gamblers’. More than 60% of the respondents

(64.5%) who were ‘possible PP gamblers’ in particular indicated that they would not seek help from the Hotline or the Counselling and Treatment Centres if in need. (Table 1.6.3 b)

Table 1.6.3 b: Analysis of the backgrounds of respondents who would / would not seek help from the Hotline / Counselling and Treatment Centres for PP gamblers and their families if in need

Background characteristics		Would seek help or not (%)		(N)
		Yes	No	
Sex	Male	62.7	37.3	785
	Female	74.1	25.9	986
Age	15-17	69.1	30.9	110
	18-21	75.0	25.0	136
	22-29	73.3	26.7	176
	30-39	76.2	23.8	282
	40-49	72.9	27.1	410
	50-59	63.8	36.2	450
	60-64	55.6	44.4	198
Education	F.3 or below	61.6	38.4	406
	F.4 to Matriculation	67.9	32.1	713
	Tertiary or above	75.5	24.5	644
“Possible Problem/ pathological gambler” or not	No gambling in the past year	71.9	28.1	648
	Not PP gambler	69.3	30.7	1061
	Possible PP gambler	35.5	64.5	62

Remarks: All statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$)

1.6.4 The “Ping Wo Fund”

Only 6.9% respondents had heard of the “Ping Wo Fund”, a fund used to finance preventive and remedial measures to address the gambling-related problems. (Table 1.6.4)

Table 1.6.4: Knowledge of the “Ping Wo Fund”

	Frequency	Valid Percent
Yes	139	6.9
No	1884	93.1
Total	2023	100.0

Remarks: 1 respondent refused to answer this question

1.6.5 Promotions concerning the prevention and easing of gambling-related problems

This research revealed that 98.0% of the respondents had heard of governments’ slogan on excessive gambling, such as “Don't gamble your life away (沉迷賭博，累己累人)”, “Don't gamble your family away 賭到眾叛親離” and “Don't Gamble to Excess (沉迷賭博，賭錢落海)”. This showed that such promotion was very popular among the public. As for TV programs related to excessive gambling, such as “Lose and Win

賭海迷徒”，more than half of the respondents (54.3%) had watched this kind of TV programs in the past. (Table 1.6.5 a and 1.6.5 b)

Table 1.6.5 a: Heard of government’s slogan on excessive gambling, such as “Don’t gamble your life away”, “Don’t gamble your family away” and “Don’t Gamble to Excess” or not

	Frequency	Valid Percent
Yes	1982	98.0
No	38	1.9
Can’t remember / Not sure	3	0.1
Total	2023	100.0

Remarks: 1 respondent refused to answer this question

Table: 1.6.5 b: Watched TV programs related to excessive gambling or not

	Frequency	Valid Percent
Yes	1099	54.3
No	848	41.9
Can’t remember / Not sure	77	3.8
Total	2024	100.0

A further statistical analysis revealed that among those who “had ever watched TV programs related to excessive gambling”, females, age group 18-21, respondents with F.3 or below qualification and those who were possible problem or pathological gamblers represented greater proportions. (Table 1.6.5 c)

Table: 1.6.5 c: Analysis of the backgrounds of respondents who had watched / had never watched TV programs related to excessive gambling

Background characteristics		Ever watched TV programs related to excessive gambling (%)		(N)
		Yes	No	
Sex	Male	51.5	48.5	870
	Female	60.4	39.6	1077
Age	15-17	62.8	37.2	113
	18-21	66.4	33.6	146
	22-29	56.2	43.8	178
	30-39	49.2	50.8	309
	40-49	57.5	42.5	457
	50-59	54.8	45.2	507
	60-64	59.1	40.9	225
Education	F.3 or below	62.2	37.8	468
	F.4 to Matriculation	59.7	40.3	774
	Tertiary or above	49.3	50.7	696
“Possible Problem/ pathological gambler” or not	No gambling in the past year	52.3	47.7	734
	Not PP gambler	58.3	41.7	1149
	Possible PP gambler	70.3	29.7	64

Remarks: All statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$)

Besides, concerning activities related to the prevention of gambling-related problems (such as carnivals and seminars), the research revealed that only 4.4% of respondents had ever participated in these activities. These activities were mainly organized by school. (Table 1.6.5 d and Table 1.6.5 e)

Table: 1.6.5 d: Participated in activities related to the prevention of gambling-related problems or not

	Frequency	Valid Percent
Yes	88	4.4
No	1934	95.6
Total	2022	100.0

Remarks: 2 respondents refused to answer this question

Table: 1.6.5 e: Organizer of the above activities

	Frequency	Valid Percent
School	53	60.2
NGO	16	18.2
Church	7	8.0
Government	5	5.7
Political party	0	0.0
Others	2	2.3
Not clear / hard to say	11	12.5

Remarks: Respondents could select more than one answer
88 respondents had to answer this question

A further statistical analysis revealed that among those who “had ever participated in activities related to the prevention of gambling-related problems”, age group 15-21, respondents with F.4 to Matriculation qualification and those who had not taken part in gambling in the past year represented greater proportions. (Table 1.6.5f)

Table: 1.6.5 f: Analysis of the backgrounds of respondents who had participated / had never participated in activities related to the prevention of gambling-related problems

Background characteristics		Had participated in activities related to the prevention of gambling-related problems (%)		
		Yes	No	(N)
Sex	Male	4.2#	95.8#	899#
	Female	4.5#	95.5#	1123#
Age	15-17	33.3	66.7	114
	18-21	15.5	84.5	148
	22-29	5.3	94.7	187
	30-39	2.2	97.8	322
	40-49	0.4	99.6	478
	50-59	1.5	98.5	525
	60-64	0.0	100.0	235
Education	F.3 or below	2.7	97.3	483
	F.4 to Matriculation	6.4	93.6	802
	Tertiary or above	3.3	96.7	727
“Possible Problem/ pathological gambler” or not	No gambling in the past year	8.7	91.3	759
	Not PP gambler	1.6	98.4	1197
	Possible PP gambler	4.5	95.5	66

Remarks: Apart from those marked with #, all statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$)

1.7 Impact of advertisements promoting gambling

Research revealed respondents’ views on whether advertisements promoting gambling induce more people to become gamblers were diverse; 44.9% of respondents indicated such advertisements induce more people to become gamblers while 46.9% of them held opposite view. Analysis based on respondents’ backgrounds indicated the majority of respondents who “did not take part in gambling activities in the past year” held the view that such advertisements induce more people to become gamblers. (Table 1.7.1a and Table 1.7.1b)

Table 1.7.1 a: Do advertisements promoting gambling induce more people to become gamblers

	Frequency	Valid Percent
Yes	908	44.9
No	949	46.9
Don’t know / hard to say	166	8.2
Total	2023	100.0

Remarks: 1 respondent refused to answer this question

Table 1.7.1 b: Analysis of the backgrounds of respondents who agreed/did not agree that advertisements promoting gambling would induce more people to become gamblers

Background characteristics		Do promotional advertisements induce more people to become gambler (%)		
		Yes	No	(N)
Work Status	Employer	44.4#	55.6#	54#
	Employee	48.5#	51.5#	913#
	Self-employed	45.7#	54.3#	129#
	Job seeker	49.3#	50.7#	75#
	In retirement	47.8#	52.2#	157#
	Home-maker	52.6#	47.4#	272#
Age	Student	49.0#	51.0#	243#
	15-17	50.9#	49.1#	110#
	18-21	41.0#	59.0#	144#
	22-29	48.4#	51.6#	182#
	30-39	50.3#	49.7#	302#
	40-49	48.8#	51.2#	432#
	50-59	49.7#	50.3#	477#
Education	60-64	49.0#	51.0#	200#
	F.3 or below	49.9#	50.1#	405#
	F.4 to Matriculation	47.7#	52.3#	747#
“Possible Problem/pathological gambler” or not	Tertiary or above	49.8#	50.2#	697#
	Did not take part in gambling in the past year	54.6	45.4	689
	Not PP gambler	45.3	54.7	1106
	Possible PP gambler	50.0	50.0	62

Remarks: Apart from those marked with #, all statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$)

1.8 Public attitude towards legal gambling age

Research revealed the majority of respondents (68.6%) agreed to raise the legal gambling age of Hong Kong from 18 to 21. Further statistical analysis indicated female, age group 40-59 and those with F.4 to Matriculation or below qualification were more tended to find raising the legal gambling age agreeable whereas those aged 18 to 21 were more tended to hold opposite view. (Table 1.8.1 and 1.8.2)

Table 1.8.1: Agree to raise the legal gambling age in Hong Kong from 18 to 21 or not

	Frequency	Valid Percent
Agree	1386	68.6
Disagree	385	19.1
Not clear / hard to say / indifferent	249	12.3
Total	2020	100.0

Remarks: 4 respondents refused to answer this question

Table 1.8.2: Analysis of the backgrounds of respondents who agreed/did not agree to raise the legal gambling age in Hong Kong from 18 to 21

Background characteristics		Agree raising the legal gambling age of Hong Kong from 18 to 21 or not (%)		(N)
		Agree	Disagree	
Sex	Male	71.1	28.9	759
	Female	83.6	16.4	1012
Age	15-17	73.6	26.4	106
	18-21	62.9	37.1	132
	22-29	73.2	26.8	168
	30-39	77.8	22.2	297
	40-49	81.7	18.3	421
	50-59	83.1	16.9	449
Education	60-64	77.4	22.6	186
	F.3 or below	85.2	14.8	406
	F.4 to Matriculation	79.4	20.6	700
“Possible Problem/pathological gambler” or not	Tertiary or above	73.1	26.9	657
	No gambling in the past year	80.8#	19.2#	683#
	Not PP gambler	77.0#	23.0#	1030#
	Possible PP gambler	70.7#	29.3#	58#

Remarks: Apart from those marked with #, all statistical figures in the table were found significant by Pearson Chi-square Test ($p \leq 0.05$)

1.9 Summary

The study revealed a decreasing trend of taking part in gambling activities since 2005 though gambling was still a popular practice for Hong Kong people in the past year. Mark Six lottery had reached the top of the most popular gambling activities for many years. Social gambling came second as the most popular gambling activities, followed by horse racing, Macau casino and football betting respectively. The research showed that the average monthly expenditure on horse racing, Macau casinos and Mark Six all increased as compared to the 2008 Study. Yet there was a decrease in monthly expenditure on football betting. Besides, the statistics of the study indicated that only a very small proportion of respondents had participated in illegal gambling activities in the past year. More than 60% of the respondents indicated that they would seek help from the the Hotline / Counseling and Treatment Centres for themselves for their families if in need, while only around 36% of the possible PP gamblers were ready to do so. Concerning the provision of facilities and resources on the prevention of solution for gambling-related problems, respondents were in general quite aware of such provision. Around 76% of respondents had heard of the Gambling Counselling Hotline. About half of the respondents (50.6%) had heard of Counselling and Treatment Centres designated for PP gamblers and their families and most of the respondents had heard of the government’s slogan on excessive gambling. It should be noted that, however, only 6.9% of the respondents had heard of the “Ping Wo Fund” and less than 5% respondents had ever participated in activities in relation to the prevention of gambling-related problems. Finally, respondents’ views on whether advertisements promoting gambling induce more people to become gamblers tended to be diverse.

Chapter 2: Questionnaire Survey on Youth

Findings of Youth Survey

While some people may perceive gambling as a recreation and social activity, gambling is perceived by some other people as a negative, even as an ‘immoral’ activity which may have dire consequences to people’s lives once gambling addiction takes form. In order to prevent and minimize the harm of gambling, the Hong Kong Government has formulated its gambling policy as not to encourage gambling and allowed only limited channels of legal gambling opportunities. The Government has authorized the Hong Kong Jockey Club only to run the horse race betting, lotteries and football betting. Persons under the age of 18 are not allowed to participate in gambling. Nevertheless, with the common usage of the Internet and smart phones, online gambling has become widely accessible and gaining popularity around the world - it provides greater accessibility and availability for people to take part in gambling worldwide. Besides, the online platform offers a large variety of games and different kinds of sport matches. Although online gambling (except online betting offered by Hong Kong Jockey Club) is illegal in Hong Kong, gamblers can take part in any gambling activities by accessing international gambling websites.

With the technological advancements in the gambling technology, an increasing number of people have become concerned of the problem of youth gambling. Youth are the active users of Internet/ computer/ Smartphone in their daily lives such as doing school works, forming friendships and engaging in online games and forums, they are exposed to risks of encountering gambling websites. Although the age and identity verification and payment restriction are in place in the gambling websites, the youth still can lie about their age and take part in gambling activities illegally or placing bets through other adults. Youth are now easier to take part in gambling activities without getting caught. The youthful generation has become one of the main concerns of the general public in face of the rapidly developing online gambling platforms.

Given the greater acceptance of gambling among the public and the expansion of the gambling industry, it is necessary to raise awareness and increase the availability of prevention and remedial services in the community against or minimize the harm of gambling. In light of this, this chapter presents the latest prevalence of legal and illegal gambling among the underage, the prevalence of possible PP gambling among them, and their gambling behaviour and attitudes towards gambling would be examined. In addition, risk factors and protective factors associated with the underage’s PP gambling will be explored. The awareness, knowledge and views of the existing preventive and remedial services will be examined as well.

The survey was conducted between June and September, 2011. Random, clustered and stratified sampling was used and 21 secondary schools and four Vocational Training Colleges in different districts were invited to participate in this study. Self-administered and structured questionnaire with 57 questions were filled out by the respondents. As the main target group of this study was the underage, all those aged

19 or above were not included in the data analysis below. As a result, the sample had a total of 3,982 respondents aged 12 to 18.

2.1 Profile of respondents

The sex of respondents was evenly distributed and shown in table 2.1.1. Male respondents had a slightly higher proportion (50.8%) among the whole sample.

Table 2.1.1: Distribution of respondents by sex

	Frequency	Valid Percent
Male	2006	50.8
Female	1940	49.2
Total	3946	100.0

Remark: 3982 respondents had to answer this question, 36 of them did not answer this question

Table 2.1.2 and 2.1.3 show the age distribution and educational level of respondents. The majority of respondents were aged 17 to 18 (36.1%) and studying Form 5 (21.2%).

Table 2.1.2: Distribution of respondents by age

	Frequency	Valid Percent
12 or below	141	3.5
13-14	1102	27.7
15-16	1303	32.7
17-18	1436	36.1
Total	3982	100.0

Table 2.1.3: Distribution of respondents by educational level

	Frequency	Valid Percent
F.1	592	15.0
F.2	594	15.1
F.3	681	17.3
F.4	676	17.1
F.5	837	21.2
F.6	505	12.8
Total	3885	100.0

Remark: 3982 respondents had to answer this question, 97 of them did not answer this question

In terms of amount of monthly disposable money, most of the respondents (48.7%) had \$500 or above, followed by \$501 to \$1,000 (28.4%). Only 3.7% of them had amount of monthly disposable money above \$3,000. (Table 2.1.4) In terms of respondents' family income, about half of them (56.5%) were in median family income as shown in table 2.1.5, followed by low family income (39.6%).

Table 2.1.4: Distribution of respondents by amount of monthly disposable money

	Frequency	Valid Percent
\$500 below	1927	48.7
\$501-\$1000	1124	28.4
\$1001-\$2000	610	15.4
\$2001-\$3000	147	3.7
\$3001 or above	146	3.7
Total	3954	100.0

Remark: 3982 respondents had to answer this question, 28 of them did not answer this question

Table 2.1.5: Distribution of respondents by family income

	Frequency	Valid Percent
High family income	154	3.9
Middle family income	2210	56.5
Low family income	1547	39.6
Total	3911	100.0

Remark: 3982 respondents had to answer this question, 70 of them did not answer this question

The majority of respondents (64.6%) were atheists whereas 22.8% of respondents were Christians in terms of religion.

Table 2.1.6: Distribution of respondents by religion

	Frequency	Valid Percent
Buddhism	265	6.9
Taoism	47	1.2
Christianity	879	22.8
Catholicism	119	3.1
Muslim	9	0.2
Atheism	2490	64.6
Others	44	1.1
Total	3853	100.0

Remark: 3982 respondents had to answer this question, 129 of them did not answer this question

2.2 Participation in legal and illegal gambling activities

1,612 out of 3,982 respondents admitted that they had participated in gambling in their lifetime. The three most popular gambling activities respondents involved were mahjong (40.5%), poker (33.9%) and Mark Six (24.6%), followed by football betting (7.0%), horse racing (5.4%), and gambling in casinos (5.2%) respectively. 3.5% of respondents reported that they had participated in illegal gambling activities in their lifetime, with 1.9% of respondents participating in Internet gambling whereas 1.6% of respondents in illegal gambling (offshore) activities in their lifetime. (Table 2.2.1)

Table 2.2.1: Gambling participation rate of respondents in one's lifetime

N=3982	Never gamble	At least once
	Frequency (%)	
Football betting (HKJC)	2897 (93.0)	217 (7.0)
Horse racing (HKJC)	2943 (94.6)	168 (5.4)
Mark six (HKJC)	2345 (75.4)	764 (24.6)
Poker	2029 (66.1)	1042 (33.9)
Mahjong	1825 (59.5)	1241 (40.5)
Gambling in casinos	2935 (94.8)	161 (5.2)
Illegal Internet gambling	3039 (98.1)	58 (1.9)
Illegal gambling	3046 (98.4)	49 (1.6)
Total	3853	100.0

Remark: Among 3982 respondents, 954 did not answer the question

Table 2.2.2 shows that 1,334 respondents participated in gambling activities in the past 12 months. Similar to the results in Table 2.2.1, the most popular gambling activities among the underage was social gambling which included mahjong (76.0%) and poker (65.2%), followed by Mark Six (45.6%), football betting (14.0%), horse racing (10.5%) and gambling in casino (9.2%). Compared with the findings of 2001 and 2005, Table 2.2.3 shows that social gambling and Mark Six were still the most popular gambling activities among the underage. The participation rate of horse racing was gradually decreasing from 9.2% in 2001 to 3.5% in 2011.

Table 2.2.2: Gambling participation rate of respondents in the past 12 months

	Never gamble in the past 12 months	More than one month	Monthly	Weekly	Everyday
	Frequency (%)				
Football betting (HKJC)	950 (71.2)	134 (10.0)	32 (2.4)	18 (1.3)	4 (0.3)
Horse racing (HKJC)	984 (73.8)	96 (7.2)	29 (2.2)	14 (1.0)	2 (0.1)
Mark Six (HKJC)	589 (44.2)	483 (36.2)	101 (7.6)	21 (1.6)	3 (0.2)
Poker	391 (29.3)	640 (48.0)	180 (13.5)	44 (3.3)	5 (0.4)
Mahjong	257 (19.3)	788 (59.1)	175 (13.1)	46 (3.4)	5 (0.4)
Gambling in casinos	989 (74.1)	98 (7.3)	20 (1.5)	3 (0.2)	3 (0.2)
Illegal Internet gambling	1053 (78.9)	24 (1.8)	17 (1.3)	4 (0.3)	1 (0.1)
Illegal offshore gambling	1052 (79.9)	23 (1.7)	16 (1.2)	1 (0.1)	3 (0.2)
Total no. of respondents who claimed participation in gambling activities in the past 12 months, and it should be noted that missing data are not included and so the total percentage might not be 100%					1334
Comparison of participation rates in 2001 and 2005 (% in the past 12 months)			2001 (N=2000) 53.8%	2005 (N=1939) 32.3%	2011 (N=3982) 33.5%

Table 2.2.3: Comparison of gambling participation rate in the past 12 months in 2001, 2005 and 2011

	2001 (N=2000)	2005 (N=1939)	2011 (N=3982)
	Percent		
Social gambling	49.2	22.9	Poker: 21.8 Mahjong: 25.5
Mark Six (HKJC)	19.4	13.8	15.2
Football betting (HKJC)	No data for comparison	7.0	4.7
Horse racing (HKJC)	9.2	4.7	3.5

When the respondents were asked about who accompanied them to take part in gambling activities engaged in the past 12 months, friends / classmates (64.6%) were the main companions participating in gambling activities, followed by family members (54.6%) and relatives (29.2%). Only 8.9% of respondents gambled alone. (Table 2.2.4)

Table 2.2.4: Who participated in gambling activities with you in the past 12 months?

	Frequency	Valid Percent
Self	119	8.9
Friends/ classmates	862	64.6
Family members	728	54.6
Relatives	390	29.2
Others	15	1.1

Remark: 1334 respondents had to answer this question, 31 of them did not answer this question
More than one option could be selected

In terms of the channels of placing bets, most of those who place bets in person gambled in home residence (62.9%), followed by placing bets in HKJC's Off-course Betting Branches (20.2%) and then followed by gambled in the park (11.2%). For those who would place the bet through other persons, most of them would through family members (33.1%), followed by through friends or schoolmates (17.8%). (Table 2.2.5)

Table 2.2.5: Way of placing bet in the past 12 months

	Frequency	Valid Percent
a. Place bet in person and at gambling venue		
a1. Racecourse	39	2.9
a2. Off-course betting branches of HKJC	269	20.2
a3. Casinos	53	4.0
a4. Cruises	20	1.5
a5. Others	43	3.2
b. Off-course placing bet in person		
b1. By home phone (Off-course)	72	5.4
b2. By computer (Off-course)	121	9.1
b3. By mobile phone (Off-course)	54	4.0
b4. Off-course: others	37	2.8
c. Place bet in person but at other venues		
c1. Park	150	11.2
c2. Club house	127	9.5
c3. Home residence	839	62.9
c4. Workplace	41	3.1
c5. Restaurant	138	10.3
c6. Others	46	3.4
d. Place bet through other people		
d1. Through family members	441	33.1
d2. Through relatives	103	7.7
d3. Through friends/ schoolmates	238	17.8
d4. Through bookmakers	7	0.5
d5. Others	18	1.3

Remark: 1334 respondents had to answer this question, 122 of them did not answer this question
More than one option could be selected

Most of the respondents spent small amount of money, of which the majority placed \$1 to \$200 (91%) monthly, followed by \$201 to \$400 monthly (5.2%). Only 3.8% of respondents spent more than \$400 on gambling monthly. (Table 2.2.6)

Table 2.2.6: Amount of money spent on gambling per month in the past 12 months

	Frequency	Valid Percent
\$1-\$200	1130	91.0
\$201-\$400	65	5.2
\$401-\$600	20	1.6
\$601-\$800	7	0.6
\$801-\$1000	5	0.4
\$1001-\$1500	3	0.2
\$1501-\$2000	4	0.3
\$2001-\$3000	2	0.2
\$3001 or above	6	0.5
Total	1242	100.0

Remark: 1334 respondents had to answer this question, 92 of them did not answer this question

When the respondents were asked about how they had obtained the money for placing bets, family members (72.3%) were the main source of money for them to gamble, followed by wages (16.0%) such as part-time job. (Table 2.2.7)

Table 2.2.7: Sources of betting money in the past 12 months

	Frequency	Valid Percent
Family members	964	72.3
Relatives	100	7.5
Wages	213	16.0
Friends/ schoolmates	36	2.7
Investment	29	2.2
Gambling	62	4.6
Loans from banks/ credit companies	9	0.7
Others	82	6.1

Remark: 1334 respondents had to answer but 84 of them did not. More than one option could be selected

2.3 Media influence on gambling

Most of the respondents reported that they obtained gambling information from their social circle such as friends/classmates (40.9%) and family members (35.5%). In terms of media, the main channel of obtaining gambling information was the Internet (29.8%), followed by TV (25.8%) and print media including newspaper, magazine or promotional publication (28.3%). (Table 2.3.1)

Table 2.3.1: Sources of obtaining gambling information

	Frequency	Valid Percent
Newspaper/ magazine/ promotional publication	378	28.3
Off-course betting branches of HKJC	261	19.6
Radio	100	7.5
TV	344	25.8
Internet	397	29.8
Family members	473	35.5
Relatives	312	23.4
Friends/ schoolmates	546	40.9
Mobile phone (e.g.: SMS)	56	4.2
Others	31	2.3

Remark: 1334 respondents had to answer this question, 80 of them did not answer this question
More than one option could be selected

When the respondents were asked of what gambling information enticed their desire of participation of gambling, overwhelming majority (78.8%) reported that such information was not able to entice their desire of gambling. (Table 2.3.2)

Table 2.3.2: Did gambling information entice your desire of participating in gambling?

	Frequency	Valid Percent
Yes	205	21.2
No	764	78.8
Total	969	100.0

Remark: 1334 respondents had to answer this question, 365 of them did not answer this question

2.4 Reasons of Gambling

Concerning the reasons of participating in gambling activities among underage, Table 2.4 shows that entertainment and seeking of excitement were the main reasons of participating in gambling activities with a mean of 1.98 and 2.48 respectively. Most of them disagreed that they participated in gambling because of manifestation of maturity and escape from problem, with a mean of 3.38 and 3.39 respectively. (Table 2.4)

Table 2.4: Means for the reasons of participation in gambling among respondents who gambled in the past 12 months

	Mean	S.D.
Gambling is an entertainment	1.98	0.853
Betting for money is an exciting activity	2.48	0.899
For curiosity	2.70	0.873
Get money to purchase what I dream for	2.86	0.890
I got incredible joy from gambling	2.86	0.828
I feel satisfied when I am able to control win/ loss of gambling	2.91	0.885
Gambling is a way to reduce pressure	2.89	0.844
For charity	2.99	0.888
Gambling is a quick way of making money	3.08	0.864
Gambling is a good way of building up friendship with others	3.17	0.795
I feel I am capable man when I gamble	3.21	0.763
Gambling can wake up my mind	3.25	0.762
People admire me when I gamble	3.27	0.710
Gambling is a trendy gaming activity	3.29	0.772
I feel I am an important person during gambling	3.33	0.693
Gambling makes me believe that I have power in controlling my destiny	3.34	0.713
Gambling is a manifestation of maturity	3.38	0.690
Escape from problems	3.39	0.704

Remark: (1) Totally agree, (2) Agree, (3) Disagree, (4) Totally disagree. The higher the Mean, the greater was the disagreement.

2.5 Respondents participated in gambling activities for the first time in one's lifetime

When the respondents were asked on their age of initial participation in gambling activities, the majority revealed that they had participated in gambling activities for the first time in the age of 10 to 13 (37.5%). There were 5.6% of respondents who first experienced gambling activities at the age of 5 or below. Only 8.3% of respondents started to gamble when they were 18 years old. (Table 2.5.1)

Table 2.5.1: Distribution of respondents by age of gambling participation for the first time in one's lifetime

	Frequency	Valid Percent
5 or below	85	5.6
6 – 7	129	8.5
8 – 9	209	13.8
10 – 11	284	18.8
12 – 13	283	18.7
14 – 15	212	13.2
16 – 17	182	12.1
18	126	8.3
Total	1510	100.0

Remark: 1612 respondents had to answer this question, 102 of them did not answer this question.

Table 2.5.2 indicates that social gambling such as mahjong, poker, fish-prawn-crab dice (69.3%) were the most popular gambling activities of their first gambling experience among the underage.

Table 2.5.2: Distribution of gambling activities for the first time in one's lifetime

	Frequency	Percent
Horse Racing (HKJC)	24	1.6
Mark Six (HKJC)	340	23.0
Football betting (HKJC)	41	2.8
Internet (illegal) gambling	4	0.3
Gambling in casinos	11	0.7
Mahjong, poker, fish-prawn-crab dice, etc.	1025	69.3
Illegal gambling	7	0.5
Others	27	1.8
Total	1479	100.0

Remark: 1612 respondents had to answer this question, 133 of them did not answer this question

Most of the respondents placed bet in private or public places (61.4%) or through other person (21.9%) for the first time. (Table 2.5.3)

Table 2.5.3: Distribution of betting way of gambling activities for the first time

	Frequency	Percent
Betting in gambling places in person	126	8.6
Online betting	54	3.7
Phone betting	14	1.0
Place the bet through other person	321	21.9
Betting in private/public places	900	61.4
Others	51	3.5
Total	1466	100.0

Remark: 1612 respondents had to answer this question, 146 of them did not answer this question

Table 2.5.4 and 2.5.5 reveal that family members were the proponents (44.0%) and main companions (53.2%) of participation in gambling for the first time, followed by friends /classmates as the proponents (35.3%) and companions (41.3%) of participation in gambling activities for the first time.

Table 2.5.4: Proponent of participation in gambling for the first time in one's lifetime

	Frequency	Valid Percent
Self	397	24.6
Friends/ classmates	569	35.3
Family	710	44.0
Relatives	371	23.0
Others	24	1.5

Remark: 1612 respondents had to answer this question, 80 of them did not answer this question
More than one option could be selected

Table 2.5.5: Companion in gambling activity for the first time in one's lifetime

	Frequency	Valid Percent
Self	193	12.0
Friends/ classmates	665	41.3
Family	857	53.2
Relatives	456	28.3
Others	10	0.6

Remark: 1612 respondents had to answer this question, 78 of them did not answer this question
More than one option could be selected

2.6 Details of participation in illegal gambling among the underage

Table 2.6.1 shows the situation of participation in illegal gambling activities among the underage. Data indicated that small proportion of respondents (12.9%) had participated in illegal gambling activities in the past 12 months, and they mainly participated in illegal football betting (30.2%) and illegal gambling in private or public places (28.5%). 69.7% of respondents had participated in gambling activities in the past 12 months without taking part in any kind of illegal gambling activities.

Table 2.6.1: Distribution of respondents' participation in illegal gambling activities in the past 12 months

	Frequency	Valid Percent
Participated in illegal gambling activities in the past 12 months	172	12.9
Illegal Mark Six	46	26.7
Illegal football betting	52	30.2
Illegal horse racing	40	23.3
Gambling in private/ public places (e.g.: illegal underground casinos)	49	28.5
Sport betting except football betting (e.g.: basketball matches)	39	22.7
Illegal (offshore and online) betting	15	8.7
Others	7	4.1
Never participated in any illegal gambling activities for those who had gambled in the past 12 months	930	69.7

Remark: 1334 respondents had to answer this question, 232 of them did not answer this question which was 17.4% of those who had gambled in the last 12 months. More than one option could be selected.

Compared with the prevalence rate of illegal gambling in previous studies, there was a great drop on betting on other sport matches from 3.9% in 2001 to 1.0% in 2011, and online gambling from 4.6% in 2001 to 0.4% in 2011. It should be noticed that for the rest, there was a drop in 2005 but an increase in 2011, though the rate was still lower than that in 2001. (Table 2.6.2)

Table 2.6.2: Comparison of participation rate of illegal gambling activities in 2001, 2005 and 2011

	2001	2005	2011
	(N=2000)	(N=1939)	(N=3982)
	Percent		
Illegal Mark Six	1.3	0.7	1.2
Illegal horse racing	1.7	0.6	1.0
Illegal soccer betting	5.7	0.5	1.3
Betting on other sport matches (except football games)	3.9	3.1	1.0
Online gambling	4.6	1.9	0.4

Among those who had participated in illegal gambling, the main channel of placing bet was through other people (52.8%). Among them, majority placed the bet through friends/schoolmates (20.3%). Placing bet on illegal gambling through the Internet (35.5%) was also a popular channel for them. (Table 6.2.3)

Table 2.6.3: Distribution of respondents' way of placing bet in illegal gambling

	Frequency	Valid Percent
Through bookmaker	30	17.4
Online betting	61	35.5
By phone	25	14.5
Through other people (e.g.: family, relatives, friends/ schoolmates)	91	52.8
Family	30	17.4
Relatives	26	15.1
Friends/ schoolmates	35	20.3
Others	14	4.5

Remark: 172 respondents had to answer this question, 10 of them did not answer this question
More than one option could be selected

With regard to respondents' reasons of participation in illegal gambling, "Influenced by friends" (22.7%) was the primary reason of participating in such activity, followed by "More varieties of game and play" (19.8%) and perceived "Online betting is just a game" (18.6%). (Table 2.6.4)

Table 2.6.4: Reasons of participation in illegal gambling activities

	Frequency	Valid Percent
Online betting is just a 'game'	32	18.6
More varieties of game and play	34	19.8
Attractive betting discount	29	16.9
Influenced by family	17	9.9
Influenced by friends	39	22.7
Have not reach the legal age to gamble	29	16.9
Credit betting is allowed	6	3.5
Convenience	26	15.1
Others	12	7.0

Remark: 172 respondents had to answer this question, 14 of them did not answer this question
More than one option could be selected

Regarding the amount of involvement in terms of money and time on illegal gambling, large proportion of them spent \$1 to \$100 (62.5%) and 2 hours or below (53.7%) on illegal gambling. (Table 2.6.5 and 2.6.6)

Table 2.6.5: Weekly amount of money spent on illegal gambling in the past year

	Frequency	Valid Percent
\$1 - \$100	95	62.5
\$101 - \$200	24	15.8
\$201 - \$300	10	6.6
\$301 - \$400	4	2.6
\$401 - \$500	1	0.7
\$501 - \$600	3	2.0
\$601 - \$700	6	3.9
\$701 - \$800	3	2.0
\$801 or above	6	3.9
Total	152	100.0

Remark: 172 respondents had to answer this question, 20 of them did not answer this question

Table 2.6.6: Distribution of respondents' time on illegal online gambling per month in the past year

	Frequency	Valid Percent
2 hours or below	80	53.7
3 – 4 hours	31	20.8
5 – 6 hours	14	9.4
7 – 8 hours	5	3.4
9 – 10 hours	1	0.7
11 – 12 hours	3	2.0
13 – 14 hours	4	2.7
15 – 16 hours	3	2.0
17 – 18 hours	1	0.7
19 hours or above	7	4.7

Remark: 172 respondents had to answer this question, 23 of them did not answer this question

2.7 Possible problem and pathological gambling among the underage

According to the diagnostic criteria of DSM-IV, those who had exhibited three or four DSM-IV criteria would be termed as “possible problem gambler”. Those who had exhibited five DSM-IV criteria or more would be termed as “possible pathological gambler”. From among those who had gambled in the past 12 months, the result indicated that 1.4% and 1.8% of respondents were found to be possible problem gamblers and possible pathological gamblers respectively (Table 2.7.1). As compared with the overall prevalence rate of possible PP gamblers in 2001 and 2005, there was a downward trend from 4.5% of possible problem gamblers and 2.6% of possible pathological gamblers in 2001 to 1.4% of possible problem gamblers and 1.8% of possible pathological gamblers in 2011. Nevertheless, there was a slightly increase from 1.3% of both possible problem gamblers and possible pathological gamblers in 2005 to 1.4% of possible problem gamblers and 1.8% of possible pathological gamblers in 2011 (Table 2.7.2). It is worth to note that the possible pathological gamblers (1.8%) were even more than possible problem gamblers (1.4%) in 2011, indicating that pathological gamblers among youth might be increasing at a far higher rate than problem gamblers.

Table 2.7.1: No. of respondents showing PP behavioural characteristics in DSM-IV test

DSM-IV Criteria Exhibited	Frequency	Valid Percent
10	12	1.0
9	5	0.4
8	8	0.6
7	11	0.9
6	18	1.4
5	19	1.5
4	22	1.8
3	34	2.7
2	97	7.8
1	253	20.3
0	767	61.6
Possible problem gamblers	1.4%	
Possible pathological gamblers	1.8%	

Remark: If the respondents did not exhibit any symptom, the DSM-IV is set to zero
1334 had to answer this question, 88 of them did not answer this question (N=3982)

Table 2.7.2: Comparison of the number of respondents showing PP behavioural characteristics in DSM-IV test in 2011, 2005 and 2011

DSM-IV Criteria Exhibited	2001 % among all respondents (N=2000)	2005 % among all secondary school student respondents (N=1496)	2011 % among all respondents (N=3982)
10	0.5	0.1	0.3
9	0.2	0.1	0.1
8	0.1	0.1	0.2
7	0.4	0.1	0.3
6	0.5	0.5	0.5
5	1.1	0.5	0.5
4	1.9	0.4	0.6
3	2.7	0.9	0.9
2	4.2	1.4	2.4
1	8.8	3.7	6.4
Possible problem gamblers	4.5%	1.3%	1.4%
Possible pathological gamblers	2.6%	1.3%	1.8%

Further comparison on the reasons of participation in gambling between non-problem gamblers and possible problem or pathological gamblers, which are grouped together as possible PP gamblers as shown in Table 2.7.3, results showed that in general, the non-problem gamblers tended less to agree on all items than the possible PP gamblers, as the possible PP gamblers had lower means in all items. Among all the items, the only item that the non-problem gamblers tended to agree was “Gambling is an entertainment”, since they got a Mean of 2.00. For the possible PP gamblers, they tended to agree not only on the item just mentioned (with a Mean 1.79), but also “Betting for money is an exciting activity”, with a Mean 1.78. The item that the non-problem gamblers mostly disagreed was “Escape from problems” (Mean 3.49), while the possible PP gamblers mostly disagreed on “Gambling is a manifestation of maturity” (Mean 2.67).

Table 2.7.3: Comparison of Means on reasons of participation in gambling between non-problem gamblers and possible PP gamblers

	Non-problem gambler (N=1117)	Possible PP gambler (N=129)	F	Sig.
Gambling is an entertainment*	2.00	1.79	7.009	.000
Betting for money is an exciting activity*	2.56	1.78	95.644	.000
For curiosity*	2.76	2.20	49.137	.000
Get money to purchase what I dream for*	2.96	2.04	137.149	.000
I got incredible joy from gambling*	2.94	2.19	100.146	.000
I feel satisfied when I am able to control win/ loss of gambling*	2.99	2.20	98.236	.000
Gambling is a way to reduce pressure*	2.97	2.17	112.093	.000
For charity*	3.04	2.55	34.157	.000
Gambling is a quick way of making money*	3.15	2.51	65.527	.000
Gambling is a good way of building up friendship with others*	3.26	2.42	145.998	.000
I feel I am a capable man when I gamble*	3.30	2.44	166.570	.000
Gambling can wake up my mind*	3.34	2.50	154.381	.000
People admire me when I gamble*	3.36	2.50	194.598	.000
Gambling is a trendy gaming activity*	3.39	2.50	201.776	.000
I feel I am an important person during gambling*	3.43	2.50	247.939	.000
Gambling makes me believe that I have power in controlling my destiny*	3.43	2.55	204.573	.000
Gambling is a manifestation of maturity*	3.46	2.67	170.138	.000
Escape from problems*	3.49	2.53	253.852	.000

Remark: Non-problem gamblers: those participated in gambling in the past 12 months but with DSM4 score below 3; possible PP gamblers: possible problem and pathological gamblers with score at or above 3 in DSM 4; (1) Totally agree, (2) Agree, (3) Disagree, (4) Totally disagree. The lower the Mean, the more agreement

*All Means between the two groups were statistically significantly different ($p < .05$)

Among those who had never participated in gambling, the mostly chosen reason for never gambling was “Not interested in gambling” (61.7%), followed by “Wasting of money” (60.6%), and “Underage” (51.7%). Prohibition from religion was the least reason for never gambling (8.1%). (Table 2.7.4)

Table 2.7.4: Distribution of reasons of not participating in gambling activities among respondents who had never gambled

	Frequency	Valid Percent
Underage	732	51.7
Not interested in gambling	873	61.7
Don't know what is gambling	377	26.6
Wasting of time	531	37.5
Wasting of money	858	60.6
Gambling is a bad thing	659	46.5
Prohibition from family	300	21.2
Prohibition from school	188	13.3
Prohibition from religion	115	8.1
Nobody in my social network participated in gambling	185	13.1
Others	26	1.8

Remark: 1416 respondents had to answer this question, 109 of them did not answer this question
More than one option could be selected

2.8 Family members' participation in legal and illegal gambling activities

Among all respondents, overwhelming majority of their family members had taken part in gambling activities. Fathers of respondents shared the highest proportion of participation in legal gambling (58.3%), followed by mothers' participation in legal gambling (44.3%). In terms of illegal gambling, mothers of respondents shared a relatively highly proportion of participation in illegal gambling (2.1%), followed by father respondents' participation in illegal gambling (1.6%). (Table 2.8)

Table 2.8: Respondents of family members' participation in legal and illegal gambling activities

	Frequency	Valid Percent
Father participated in legal gambling	2316	58.3
Father participated in illegal gambling activities	62	1.6
Don't know (Father)	714	17.9
I have no father	101	2.5
Mother participated in legal gambling activities	1766	44.3
Mother participated in illegal gambling activities	85	2.1
Don't know (Mother)	962	24.2
I have no mother	47	1.2
Sibling participated in legal gambling activities	635	15.9
Sibling participated in illegal gambling activities	55	1.4
Don't know (Sibling)	1204	30.2
I have no sibling	628	15.8
Grandparent participated in legal gambling activities	762	19.1
Grandparent participated in illegal gambling activities	45	1.1
Don't know (Grandparent)	1434	36.0
I have no grandparent	473	11.9

Remark: 3982 respondents had to answer this question, 708 of them did not answer this question

2.9 Respondents' views on gambling

With regard to the perception towards gambling among the underage, data showed that overall respondents held negative views on gambling. Among all respondents, most of them strongly agreed that "Gambling is a waste of money" (Mean 1.72), followed by "Gambling is not a healthy activity for teenagers (Mean 1.79) and "Gambling will end up in a lot of troubles" (Mean 1.98). The most disagreed views were "Gambling is a better way to earn money than working" and "Always gamble is acceptable" (both with a Mean 3.23), followed by "I follow my friends to participate in gambling" (Mean 3.10), and "Gambling is a way of building up friendships with others" (Mean 2.98). (Table 2.9.1)

Table 2.9.1 Means on the views of gambling among all respondents

	Mean	S.D.
Gambling is a better way to earn money than working	3.23	0.813
Always gamble is acceptable	3.23	0.799
I follow my friends to participate in gambling	3.10	0.788
Gambling is a way of building up friendships with others	2.98	0.851
The more varieties of game, the better	2.97	0.829
Gambling is a kind of amusement	2.47	0.855
No one should gamble	2.43	0.870
People feel guilty on participation in gambling	2.38	0.886
Betting with spare money is not a problem	2.38	0.870
Gamblers will end up in a lot of troubles	1.98	0.870
Gambling is not a healthy activity for teenagers	1.79	0.754
Gambling is a waste of money	1.72	0.172

Remark: The lower the Mean, the more agreement

When comparing the views of gambling between non-gamblers, non-problem gamblers and possible problem/ pathological gamblers, data revealed that all gamblers tended to disagree on all items, implying that they had a much more positive attitude towards gambling. For negative views towards gambling (the top five items in Table 2.9.2), the non-gamblers had lower means than gamblers, implying that they tended to agree on them, but for item 4 and 5, they tended to disagree (Mean 2.19 and 2.23). For the positive views towards gambling (items 6-12), the non-gamblers had higher means than gamblers, implying that they tended to disagree on them. For the non-problem gamblers, they tended less to disagree on the first three positive views of gambling than the possible PP gamblers, as they scored lower means; but it was interesting to find that the possible PP gamblers tended less to disagree on “People feel guilty on participation in gambling” and “No one should gamble” than the non-problem gamblers. For the positive views on gambling (items 6-12), the non-gamblers and non-problem gamblers tended to disagree more than the possible PP gamblers, as the possible PP gamblers got lower means.

Table 2.9.2: Comparison of Means on the views of gambling between non-gamblers, non-problem gamblers, and possible PP gamblers

Item	Non-gambler	Non-problem gambler	Possible PP gambler	F	Sig
1 Gambling is waste of money	1.52	2.02	2.12	192.732	.000
2 Gambling is not a healthy activity for teenagers	1.57	2.15	2.26	229.256	.000
3 Gambler will end up in a lot of troubles	1.91	2.11	2.18	19.941	.000
4 People feel guilty on participation in gambling	2.19	2.67	2.59	101.096	.000
5 No one should gamble	2.23	2.76	2.73	136.555	.000
6 Betting with spare money is not a problem	2.52	2.17	2.11	61.043	.000
7 Gambling is kind of amusement	2.65	2.24	2.05	90.252	.000
8 The more variety of game, the better	3.06	2.87	2.29	58.253	.000
9 Gambling is a way of building up friendship with others	3.10	2.80	2.45	62.741	.000
10 I follow my friends to participate in gambling	3.23	2.95	2.41	96.365	.000
11 Always gambling is acceptable	3.28	3.22	2.54	52.253	.000
12 Gambling is a better way to earn money than working	3.29	3.26	2.62	40.327	.000

Remarks: (1) Totally agree, (2) Agree, (3) Disagree, (4) Totally disagree. The higher the Mean, the more was the disagreement. All Means in the table were significantly different between groups ($p < .05$)

In terms of suggested age of legal gambling, the highest percentage of the respondents (38%) regarded that age of 18 were the most appropriate legal age of gambling. However, when 21 or above and no gambling at any age were combined, it became the one mostly chosen by all the respondents (45.2%). When comparing views among three groups, the first choice of the non-gamblers was “No gambling at any age” (34.2%). The non-problem gamblers and possible PP gamblers preferred to stick to the age of 18 as the appropriate legal age of gambling (52.1% and 34.7% respectively). For the possible PP gamblers, their second choice was 18 or below (26.6%) while for the non-problem gamblers, their second choice is 21 or above (18.0%) (Table 2.9.3)

Table 2.9.3: Comparison on the views of suggested age of legal gambling between non-gamblers, non-problem gamblers and possible PP gamblers

	Frequency (%)			
	All respondents	Non-gambler	Non-problem gambler	Possible PP Gambler
18 below	190 (7.3)	39 (2.8)	118 (10.7)	33 (26.6)
18	993 (38.0)	377 (27.1)	573 (52.1)	43 (34.7)
19	56 (2.1)	22 (1.6)	26 (2.4)	8 (6.5)
20	194 (7.4)	96 (6.9)	80 (7.3)	18 (14.5)
21 or above	592 (22.6)	383 (27.5)	198 (18.0)	11 (8.5)
No gambling at any age	591 (22.6)	476 (34.2)	104 (9.5)	11 (8.5)
Total	2616 (100.0)	1393 (100.0)	1099 (100.0)	124 (100.0)

2.10 Risk factors of problem and pathological gambling

Table 2.10.1 shows the results on further analysis on the differences in personality characteristics between non-gamblers, non-problem gamblers and possible PP gamblers. General speaking, the non-gamblers and non-problem gamblers did not agree on all items, while the possible PP gamblers tended to agree on ‘stimulus seeking’ (1.68), ‘ambitious’ (1.80) and ‘adventuresome’ (1.83). It should also be noted that the non-problem gamblers had less disagreement than the non-gamblers on the rest personality characteristics except ‘luxurious’ (2.89 and 2.93 respectively).

Table 2.10.1: Comparison on Means of personality characteristics between non-gamblers, non-problem gamblers and possible PP gamblers

	Non-gambler	Non-problem Gambler	Possible PP Gambler	F	Sig.
Stimulus seeking	2.42	2.37	1.68	49.850	.000
Ambitious	2.37	2.35	1.80	29.282	.000
Adventuresome	2.40	2.39	1.83	29.759	.000
Greedy	2.83	2.85	2.20	25.804	.000
Careless	2.19	2.35	2.08	13.805	.000
Inferior	2.77	2.88	2.37	24.877	.000
Impulsive	2.50	2.53	2.15	12.544	.000
Rebellious	2.79	2.85	2.22	39.393	.000
Luxurious	2.93	2.89	2.28	39.941	.000

Remark: (1) Totally agree, (2) Agree, (3) Disagree, (4) Totally disagree. The lower the Mean, the more inclination towards the personality characteristic

All Means statistically were significantly different between groups ($p < .05$)

In terms of family relationship, all respondents had the best relationship with mother, as all had a mean lower than 2, followed by relationship with father (1.90, 1.98 and 2.07 respectively). As shown in the following table, non-gamblers and non-problem gamblers in general, had better relationship with parents when compared with the possible PP gamblers. (Table 2.10.2)

Table 2.10.2 Comparison on Means of parent-child relationship between non-gamblers, non-problem gamblers and possible PP gamblers

	Non-gambler	Non-problem gambler	Possible PP gambler	F	Sig.
Relationship with father	1.90	1.98	2.07	3.496	0.030
Relationship with mother	1.65	1.71	1.99	14.081	0.000

Remark: the lower the Mean, the better the relationship

In terms of deviant behaviour, data indicated that possible PP gamblers inclined to have more deviant behaviours than non-gamblers and non-problem gamblers. (Table 2.10.3)

Table 2.10.3: Comparison of Means on deviant behaviours between non-gamblers, non-problem gamblers and possible PP gamblers

	Non-gambler	Non-problem gambler	Possible PP gambler	F	Sig.
Smoking	3.95	3.80	2.82	260.982	.000
Truancy	3.92	3.81	3.05	173.649	.000
Drug abuse	3.97	3.96	3.36	186.925	.000
Involving in triad activities	3.97	3.96	3.31	204.624	.000
Run away from home	3.95	3.92	3.16	234.688	.000
Trafficking of illegal drugs	3.97	3.97	3.43	170.764	.000
Compensated dating	3.97	3.96	3.36	178.025	.000
Fighting	3.89	3.85	3.09	156.393	.000
Shoplifting	3.97	3.96	3.36	203.054	.000
Bullying	3.91	3.81	3.00	192.357	.000
Suicide	3.94	3.91	3.41	93.860	.000

Remarks: (1) Always do it, (2) sometimes do it, (3) Seldom do it, (4) Never do it. The higher the Mean, the higher the frequency of the behaviour would be. All Means were significantly different between groups ($p < .05$)

In terms of level of satisfaction about school and personal life, there were only significant differences between three groups in school life in terms of relationships with teachers and academic performance. It should be noted that the non-gamblers and non-problem gamblers had better relationship with teachers than the possible PP gamblers, but the possible PP gamblers had better level of satisfaction on academic results than the other two groups. (Table 2.10.4)

Table 2.10.4: Comparison of Means on level of satisfaction on school life between non-gamblers, non-problem gamblers and possible PP gamblers

	Non- Gambler	Non-Problem Gambler	Possible PP Gambler	F	Sig.
Relationship with teachers	1.86	1.89	1.99	4.143	.016
Academic performance	2.13	2.16	1.98	5.260	.005

Remarks: (1) very satisfied, (2) Satisfied, (3) Not satisfied, (4) Very dissatisfied. The lower the Mean, the higher satisfaction would be.

DASS 21⁸ self-analysis was used in the study to measure the occurrence of negative emotional states of depression, anxiety and stress of respondents. Results revealed that possible PP gamblers were prone to the occurrence of negative emotional states of depression, anxiety and stress than non-gamblers and non-problem gamblers. In terms of depression, non-gamblers and non-problem gamblers were normal with Mean 6.72 and Mean 6.84 respectively whereas possible PP gamblers were moderately depressed (Mean 19.52). In terms of anxiety, non-gamblers and non-problem

⁸ DASS 21 is a set of three self-report scales which is designed to measure the negative emotion in terms of depression, anxiety and stress, each sub-scale contains 7 items. Depression scale assesses dysphoria, hopelessness, devaluation of life, self-deprecation, lack of interest, anhedonia and inertia. Anxiety scale assesses autonomic arousal, skeletal muscle effects, situational anxiety, and subjective experience of anxious effect. Stress scale assesses difficulty relaxing, nervous arousal, being easily agitated, irritable, over-reactive and impatient. Each item was rated by respondents using a 4-point severity scales to rate the extent to which they had experienced each state over the past week. The scores of DASS 21 was calculated by summing the scores for the relevant items multiplied by 2. Severity of DASS in each scale (normal, mild, moderate, severe, extremely severe) were generated according to the scores of each subscale.

gamblers were normal with Mean 6.79 and Mean 6.66 respectively. Possible PP gamblers were severely anxious (Mean 16.04). In terms of stress, non-gamblers and non-problem gamblers were normal with Mean 9.03 and 9.20 respectively while possible PP gamblers had mild degree of stress (Mean 16.82). (Table 2.10.5)

Table 2.10.5: DASS 21: Comparison on the level of negative emotional states between non-gamblers, non-problem gamblers and possible PP gamblers

	Depression	F 4.234	Sig. 0.000
	Non-Gambler (N=1416)	Non-problem Gambler (N=1123)	Possible PP Gambler (N=129)
Normal	992 (70.1)	784 (70.0)	32 (24.8)
Mild	109 (7.7)	85 (7.6)	8 (6.2)
Moderate	180 (12.7)	132 (11.8)	26 (20.2)
Severe	51 (3.6)	46 (4.1)	25 (19.4)
Extremely severe	58 (4.1)	66 (5.9)	22 (17.1)
Mean Score [SD]	6.72* [8.287]	6.84* [8.641]	19.52* [10.874]
	Anxiety	F 4.901	Sig. 0.000
	Non-Gambler (N=1416)	Normal Gambler (N=1123)	Possible PP Gambler (N=129)
Normal	889 (62.8)	723 (64.4)	29 (22.5)
Mild	95 (6.7)	72 (6.4)	5 (3.9)
Moderate	220 (15.5)	139 (12.4)	19 (14.7)
Severe	68 (4.8)	71 (6.3)	14 (10.9)
Extremely severe	107 (7.6)	95 (8.5)	53 (41.1)
Mean Score [SD]	6.79* [7.826]	6.66* [7.994]	16.04* [11.119]
	Stress	F 3.123	Sig.0.000
	Non-Gambler (N=1416)	Normal Gambler (N=1123)	Possible PP Gambler (N=129)
Normal	1040 (73.4)	840 (74.8)	50 (38.8)
Mild	104 (7.3)	100 (9.0)	12 (9.3)
Moderate	118 (8.3)	88 (7.8)	22 (17.1)
Severe	62 (4.4)	61 (5.4)	23 (17.8)
Extremely severe	18 (1.3)	18 (1.6)	10 (7.8)
Mean Score [SD]	9.03* [8.828]	9.20* [8.994]	16.82* [11.347]

Remark:

Level of depression score: Normal: 0-9; Mild: 10-13; Moderate: 14-20; Severe: 21-27; Extremely Severe: 28+

Level of anxiety score: Normal: 0-7; Mild: 8-9; Moderate: 10-14; Severe: 15-19; Extremely Severe: 20+

Level of stress score: Normal: 0-14; Mild: 15-18; Moderate: 19-25; Severe: 26-33; Extremely Severe: 37+

* Means were statistically significant different between groups (p<.05)

By using logistic regression with backward stepwise to make further analysis on the causes of PP gambling, it produced Nagelkerke's R-square of 0.189, which was significant at $p < 0.05$. The variables had explained 18.9% of variance of becoming problem or pathological gambler, with participation in football betting (HKJC), poker, illegal gambling, poor academic performance, sex (male), amount of monthly expense (increasing with amount of monthly expense), and family income (decreasing with family income) being predictive of the risk of being problem or pathological gamblers. Among them, taking part in football betting had the higher predictive value (7.937), followed by taking part in illegal gambling (7.896). (Table 2.10.6)

Table 2.10.6: Logistic regression model for underage possible PP gamblers

Criterion variables	Predictor variables	B-Coefficient	Odds ratio	P-value	Exp(B)	Nagelkerke R ²
Possible PP gamblers	Poor academic performance	0.447	6.624	0.019	1.564	0.189
	Taking part in football betting (HKJC)	0.916	7.937	0.005	2.499	
	Taking part in poker	0.766	4.078	0.043	2.151	
	Taking part in illegal gambling	1.633	7.896	0.005	5.117	
	Sex	-0.606	4.070	0.044	0.546	
	Amount of monthly expense	0.306	6.619	0.010	1.358	
	Family income	-0.460	3.738	0.053	0.631	
	Constant	-6.375	25.797	0.000	0.002	

2.11 Knowledge of Counselling and Treatment Centres/ anti-gambling services

Concerning the knowledge of services for the prevention and treatment of problem gambling among the underage, over half of the respondents (60.7%) reported they had heard about the Gambling Counselling Hotline 1834633 (Table 2.11.1) but only small proportion of them knew about the Counselling and Treatment Centres (26.1%). (Table 2.11.2) In term of the knowledge of services provided by Counselling and Treatment Centres, most of them (63.5%) expressed they did not know the services provided by the Counselling and Treatment Centres. The mostly known service of the Counselling and Treatment Centres among the underage was individual counselling (19.5%), followed by seminar (16.9%), volunteer service (15.0%) and therapeutic group (14.0%). (Table 2.11.3)

Table 2.11.1: Distribution of respondents' knowledge of Gambling Counselling Hotline 1834633

	Frequency	Valid Percent
Yes	2410	60.7
No	1562	39.3
Total	3972	100.0

Remark: 3982 respondents had to answer this question, 10 of them did not answer this question

Table 2.11.2: Distribution of respondents' knowledge of Counselling and Treatment Centres

	Frequency	Valid Percent
Yes	1029	26.1
No	2913	73.9
Total	3942	100.0

Remark: 3982 respondents had to answer this question, 40 of them did not answer this question

Table 2.11.3: Distribution of respondents' knowledge of services in Counselling and Treatment Centres

	Frequency	Valid Percent
Individual counselling	775	19.5
Mutual help group	321	8.1
Therapeutic group	559	14.0
Seminar	671	16.9
Community educational programme	509	12.8
Volunteer service	599	15.0
Don't know	2528	63.5
Others	12	0.3

Remark: 3982 respondents had to answer this question, 57 of them did not answer this question
More than one option can be selected

Among the 2,935 respondents who knew services such as the Gambling Counselling Hotline and Counselling and Treatment Centres, TV was the main channel of knowing these services (43%), followed by print media such as newspaper/ magazine/ promotional publication (18.5%), Internet (17.8%) and radio (16.7%). (Table 2.11.4)

Table 2.11.4: Distribution of respondents' way of knowing anti-gambling services

	Frequency	Valid Percent
TV	1262	43.0
Radio	490	16.7
Newspaper/ magazine/ promotional publication	543	18.5
Advertisement on public transportation	295	10.1
Internet	523	17.8
Off-course betting branch (HKJC)	180	6.1
Family members	111	3.8
Friends/ schoolmates	80	2.7
Relatives	46	1.6
Others	23	0.8
Don't know	60	2.0

Remark: 2935 respondents had to answer but 1412 of them did not answer. More than one option could be selected

Concerning about the utilization of services, 6.8% of respondents had sought help from Counselling and Treatment Centres or dialed the Gambling Counselling Hotline (Table 2.11.5). Among those who had sought help, 63.4% of them believed that it could assist them to solve gambling problem absolutely or to a large extent (Table 2.11.6). When being asked about the utilization of the services among the family members of respondents, most of their family members (74.6%) did not use these services. Only 3.8% of them said their family members had used such services (Table 2.11.7). Among those family members who had used such services, 68.6% of respondents (Table 2.11.8) believed that the services could absolutely or largely help their family members solve their gambling problems.

Table 2.11.5: Distribution of respondents who had sought help from Counselling and Treatment Centres or Gambling Counselling Hotline 1834633

	Frequency	Valid Percent
Yes	268	6.8
No	3662	92.0
Total	3930	98.7

Remark: 3982 respondents had to answer this question, 52 of them did not answer this question

Table 2.11.6: The extent of Counselling and Treatment Centres/Gambling Counselling Hotline could solve the gambling-related problem (for those who had sought help from Centres)

	Frequency	Valid Percent
(1) Absolutely, it can assist to solve the problem	30	12.6
(2) To large extent, it can assist to solve the problem	121	50.8
(3) To some extent, it can assist to solve the problem only	58	24.4
(4) Unable to solve the problem at all	29	10.8
Total	238	100.0
Mean [S.D.]		2.36 [0.854]

Remark: 268 respondents had to answer this question, 30 of them did not answer this question

Table 2.11.7: Family member sought help or not from Counselling and Treatment Centres/ Gambling Counselling Hotline

	Frequency	Valid Percent
Yes	149	3.8
No	2927	74.6
Don't know	846	21.6
Total	3922	100.0

Remark: 3982 respondents had to answer this question, 60 of them did not answer this question

Table 2.11.8: The extent of Counselling and Treatment Centres /Gambling Counselling Hotline had solved the gambling-related problem of family member

	Frequency	Valid Percent
(1) Absolutely, it can assist to solve the problem	26	21.0
(2) To large extent, it can assist to solve the problem	59	47.6
(3) To some extent, it can assist to solve the problem only	38	30.6
(4) Not able to solve the problem at all	1	0.8
Total	124	100.0
Mean [S.D.]		2.12 [0.86]

Remark: 149 respondents had to answer this question, 25 of them did not answer this question

When asked whether respondents would seek help from others in case they were having gambling-related problems, majority (71.5%) would look for help from others. (Table 2.11.9) In terms of those who would seek for help from others, most of them would choose to seek help from family members (71.0%), followed by friends/classmates (45.8%) and social worker (27.6%). 22.4% of respondents would seek

help from Counselling and Treatment services and 18.5% of respondents would choose the Gambling Counselling Hotline. (Table 2.11.10)

Table 2.11.9: Seeking help or not from others in case of gambling-related problem happens

	Frequency	Valid Percent
Yes, I will	2794	71.5
No, I won't	1112	28.5
Total	3906	100.0

Remark: 3982 respondents had to answer this question, 76 of them did not answer this question

Table 2.11.10: From whom respondents would seeking help in case gambling-related problem happens

	Frequency	Valid Percent
Family	1984	71.0
Friend/ schoolmate	1280	45.8
Teacher	589	21.1
Social worker	771	27.6
Gambling Counselling Hotline 1834633	516	18.5
Counselling and Treatment Centres	625	22.4
Communion	358	12.8
Others	34	1.2

When asked whether they would recommend counselling and treatment services to their family members when their family members were having gambling-related problems, 69.4% of the respondents would do it, while 30.6% of them indicated they would not do it. (Table 2.11.11)

Table 2.11.11: Recommendation to seek help from Counselling and Treatment Centres / Gambling Counselling Hotline in case of gambling-related problems happens on family members/relatives

	Frequency	Valid Percent
Yes	2732	69.4
No	1207	30.6
Total	3939	100.0

Remark: 3982 respondents had to answer this question, 43 of them did not answer this question

When asked about the reasons of making recommendation of such services for those family members who were suffered from gambling-related problems, 46.0% of respondents believed that these services were able to provide professional opinions and knowledge to them, while 47.2% of respondents believed that they were capable of solving gambling-related problems. Whereas those respondents who would not make recommendation of such services to the family members who suffered from gambling-related problem, majority of them believed that the problem gamblers would not listen to them (20.3%). 19.3% of respondents perceived that the effectiveness of the treatment effects services was very little, and 19.0% of them believed that it was hard for the gamblers to quit from gambling addiction. (Table 2.11.12)

Table 2.11.12: Reasons of making or not making recommendations to family members to seek help from Counselling and Treatment Centres/ Gambling Counselling Hotline

Reasons of making recommendation	Frequency (%)	Reasons of not making recommendations	Frequency (%)
Provide professional opinions and knowledge	1833 (46.0)	Gambler will not listen to any advice	810 (20.3)
Able to solve gambling-related problem	1879 (47.2)	It is hard to quit from gambling addiction	755 (19.0)
Better than nothing	1410 (35.4)	Lack of knowledge of the services	475 (11.9)
Others	90 (2.3)	Inconvenience	359 (9.0)
		Feel embarrassed to seek help	638 (16.0)
		Gambling addiction is simply a personal decision	548 (13.8)
		Gamblers are not really aware of their gambling-related problem	719 (18.1)
		Treatment effect is just very little	768 (19.3)
		Others	167 (4.2)

Remark: 3982 respondents had to answer this question 1508 of them did not answer this question
More than one option could be selected

2.12 Knowledge of the “Ping Wo Fund”

In regard to the knowledge of the “Ping Wo Fund” which provides funding for preventive and remedial measures to solve gambling-related problems among the public, Table 2.12.1 shows that only 6.3% of respondents had heard of the “Ping Wo Fund” whereas more respondents had heard about the information of “Do not gamble” and its slogans such as “Don’t gamble your family”(賭到眾叛親離) and “Don’t gamble your life away”(沉迷賭博, 累己累人) (62.6%) (Table 2.12.2). Most of them obtained these messages through TV advertisement (76.3%), radio (20.8%) and the Internet (18.2%) (Table 2.11.3).

Table 2.12.1: Distribution of respondents’ knowledge of the “Ping Wo Fund”

	Frequency	Valid Percent
Yes	247	6.3
No	3699	93.7
Total	3946	100.0

Remark: 3982 respondents had to answer this question, 129 of them did not answer this question

Table 2.12.2: Distribution of respondents' knowledge on the information of "Do not gamble" and its slogans

	Frequency	Valid Percent
Yes	1321	62.6
No	788	19.8
Total	2109	100.0

Remark: 3982 respondent had to answer this question, 1873 of them did not answer this question

Table 2.12.3: Distribution of respondents' ways of knowing the Ping Wo Fund and the information of "Do not gamble" and its slogans

	Frequency	Valid Percent
TV	1044	76.3
Radio	285	20.8
Newspaper/ Magazine/ Promotional publication	218	15.9
Advertisement of public transportation	148	10.8
Internet	249	18.2
Off-course betting branches (HKJC)	66	4.8
Activities sponsored by the Ping Wo Fund	23	1.7
Friend	56	4.1
Family	36	2.6
Relative	13	1.0
School	67	4.9
Others	9	0.7

Remark: 1568 respondents had to answer this question, 200 of them did not answer this question
More than one option could be selected

Concerning about the popularity and usage of anti-gambling activities sponsored by the Ping Wo Fund, data indicated that only 22.2% of respondents had participated in such activities. (Table 2.12.4) Among 860 respondents who had participated in such activities, 692 respondents reported they participated in anti-gambling activities provided by schools. (Table 2.12.5) When asked the way of knowing such activities they participated in, half of them knew about it from TV promotion (55.9%) and school (40.0%). (Table 2.12.6)

Table 2.12.4: Distribution of respondents' participation in anti-gambling activities

	Frequency	Valid Percent
Yes	860	22.2
No	3019	75.8
Total	3879	100.0

Remark: 3982 respondents had to answer this question, 103 of them did not answer this question

Table 2.12.5: Organizer of anti-gambling activities respondents participated in

	Frequency	Valid Percent
School	692	80.5
Communion	41	4.8
NGO	84	9.8
Others	14	1.6
Total	860	100.0

Remark: 860 respondents had to answer this question, 25 of them did not answer this question

Table 2.12.6: Distribution of respondents' ways of knowing anti-gambling activities which they participated in

	Frequency	Valid Percent
TV	481	55.9
Radio	236	27.4
Internet	213	24.8
Newspaper/ Magazine/ Promotional publication	229	26.6
Advertisement on public transportation	121	14.1
Off-course betting branch (HKJC)	90	10.5
Friend	83	9.7
Family	52	6.0
Relative	35	4.1
School	344	40.0
Others	26	3.0

Remark: 860 respondents had to answer this question, 14 of them did not answer this question
More than one option could be selected

2.13 Summary

This study revealed the increasing tendency of participation in social gambling and Mark Six among the underage while decreasing in football betting and horse racing. Both the prevalence rates of possible problem gamblers and possible pathological gamblers increased slightly as compared to the previous study, and the prevalence rate of possible pathological gamblers was higher than that of possible problem gamblers. The most popular gambling activity was social gambling, which included poker and mahjong. In addition, most of respondents received gambling information from and took part in it with family members as well as friends or schoolmates. This suggested that these respondents regarded gambling as a social activity or entertainment involving family members and friends. This survey also indicated that 40.4% of the respondents had participated in gambling in their lifetime. Among those underage who had participated in gambling in their life time, 37.5% of them first took part in gambling in the early ages between 10 and 13 years old, and another 27.9% of them first took part in gambling at an age below 10. This showed that the majority of them participated in gambling activities well before they were legally permitted to gamble, but only a small proportion of respondents took part in illegal gambling. Football betting was the most popular illegal gambling activity among the youth. Again, friends or classmates and family members were the frequent persons accompanying

them to participate in gambling activities (64.6% and 54.6% respectively) in the past 12 months, and they were also the persons who provided gambling information to the youth (40.9% and 35.5% respectively).

When compared with non-gamblers and non-problem gamblers, possible PP gamblers tended to have negative emotional states, deviant behaviour, as well as lower level of satisfaction on relationship with parents, teachers and schoolmates. This showed the importance of strengthening protective factors like familial relationship, teacher and student relationship for the prevention of underage problem or pathological gambling. Although the reasons for deviant behaviours and negative emotional states were not covered in this study, the identification of these could lead to gambling prevention or early intervention, and any measures to prevent deviant behaviour. In addition, the improvement of the emotional states of the underage could probably be a preventive measure for later problem or pathological gambling.

From the regression analysis, it indicated that poor academic performance, higher participation in football betting, poker, and illegal gambling, as well as higher personal monthly disposable money, lower family income, being male, would lead to a higher probability of being a problem or pathological gambler among the underage. Measures should be taken to prevent the underage to participate in gambling activities according to these predictive factors.

Given the relatively high level of acceptance in gambling among the community, it is necessary to focus on harm minimization or preventive measures among the underage to reduce or prevent problem or pathological gambling later in their lives. This survey indicated that the most popular service was the Gambling Counselling Hotline, about 60% of the respondents had heard about it and around 26% of them knew about the Counselling and Treatment Centres, but the majority (63.5%) did not know what kinds of services were provided by these Centres. 6.8% of them had used the hotline or Counselling and Treatment Centres, and about 40% of them would use such services (hotline and services provided by Counselling and Treatment Centres) in case problem gambling happened. Among those who had used the services (either by themselves or their family members), around 65% of them believed that such services could help to solve the gambling-related problems to a large extent or absolutely. As most of the underage would seek help from their family members (71.0%) and schoolmates (45.8%) if in need, enhancing promotion of such services to both family members and the underage are both essential. 22.2% of the respondents had participated in different kinds of anti-gambling activities offered mostly by schools. Even though most of them had not heard of the name of Ping Wo Fund, their participation in anti-gambling activities carried out by the schools already served the purpose.

Finally, it should be noted that in terms of media channels, the main channels of obtaining gambling information were the Internet, printed media and TV. The Government should make better use of these media to strengthen the promotion of anti-gambling information.

Chapter 3: Qualitative Study – Part 1: the Needs and the Perception of Gambling of PP Gamblers, and their Perception and Knowledge of the Ping Wo Fund

3.1 Introduction

In spite the devastating effects of gambling problem on one's familial, social, psychological and even physical wellbeing, little research in this regard has been done in Hong Kong; as we touch further upon on the behavioural analysis of PP gamblers, this issue becomes even rarer in the field of gambling studies. This phenomenon is not uncommon: in the United States, only as little as a handful of articles on behavioural gambling research can be found. Yet the behavioural approach stands influentially significant in explaining the maintenance of gambling behaviour that is attributed to contingency-driven factors – e.g. stimuli and/or results generated by the game of chance (Weatherly & Dixon, 2007). In this study, we explore further into explaining one's gambling behaviour, the underlying perceptions, cognitive beliefs and knowledge of gambling, the common 'risky' personalities shared among problem/pathological gamblers, and along with the social, familial and environmental factors can come into shaping one's problem gambling habits. It is through gaining a deeper understanding in these aspects will service providers be able to formulate strategies in the early prevention of gambling in the general public, and tackle future reoccurrence of gambling behaviours in gamblers already admitted to treatment.

In light of revealing and enhancing the effectiveness of the practices adopted by the four Counselling and Treatment Centres supported by the Ping Wo Fund, it is essential to understand the perceptions of these treatments at the receiving end; the strengths, opportunities and the weaknesses of the current practices adopted by the Centres will be explored from ex-gamblers and gamblers who have received or are still undergoing treatments.

Despite the ongoing efforts of strengthening the publicity of these centres in catering remedial services to problem and pathological gamblers in Hong Kong, the 2008 Study indicated that 93.5% of the 2,088 interviewed (N = 1,953) had not heard of or could not tell exactly the names of these Counselling and Treatment Centres (HAB, 2008). Since TV adverts on anti-gambling messages and the hotline are ongoing efforts of the Ping Wo Fund, it is crucial to investigate whether its resources are well placed in effective measures.

In view of the above, the current chapter provides a detailed qualitative analysis on the comments and suggestions derived from the focus group interviews with the general public, and individual interviews with PP gamblers. 10 individual in-depth interviews and 6 focus group interviews were conducted from July to August 2011. The in-depth interviews consisted of 4 problem gamblers and 6 pathological gamblers of ages ranging from 38–64. The focus group interviews involved a total of 38 people separated into 6 groups of 6-8 persons each, all aged 13 or above. Further details are provided in Table 3.1 below for the in-depth interviews and Table 4.1 for the focus group interviews in chapter 4.

Table 3.1: Profiles of the respondents in the in-depth individual interviews

Ref.	Status	Gender	Age	Education Level	Religious Background	Marital Status	Employment Status
1	Problem	M	63	Form 4-5	None	Married	Employee
2	Pathological	F	43	Form 4-5	Buddhism	Single	Unemployed
3	Problem	F	61	Form 4-5	Christianity	Married	Employee
4	Problem	M	64	Form 4-5	None	Married	Retired
5	Pathological	M	48	Form 1-3	N/A	Married	Self-Employed
6	Pathological	M	38	Form 1-3	None	Single	Part-time
7	Problem	M	38	University	None	Married	Employee
8	Pathological	M	47	Primary	None	Married	Employee
9	Pathological	M	40	Form 4-5	N/A	Married	Employee
10	Pathological	M	41	Form 6-7	None	Married	Employee

The interview guides for the respective modes (i.e. in-depth and focus group) are listed in **appendix III** and are constructed in regard to the following objectives in mind:

1. To explore the social and personal characteristics and traits that are considered as 'risk factors' of which PP gamblers have in common,
2. To explore the perception of the interviewees on the efforts and effectiveness of the Ping Wo Fund and the services provided by the four Counselling and Treatment Centres, and
3. To inquire into the level of awareness of the interviewees towards the existence of the Ping Wo Fund, the four Counselling and Treatment Centres and their publicity efforts.

Through gaining insights to the above, recommendations will be made for alleviating and preventing gambling related problems, and to promote the publicity and general awareness of the Ping Wo Fund, the four Counselling and Treatment Centres and their services, so as to increase the potency of anti-gambling efforts in a more cost-effective manner.

3.2 Qualitative Results

Studies in the past have distinguished problem/pathological gamblers into subcategories, namely social, professional, antisocial, serious-social, relief and escape, and addictive and compulsive gamblers (Custer & Milt, 1985). More recently literature explained problem/pathological gambling behaviours through a biopsychosocial approach (Clarke, 2006; Griffiths & Delfabbro, 2001), shedding light on the contributive factors in terms of personal, i.e self-determinant theory (Alexandris, Tsorbatzoudis, & Grouios, 2002; Ryan & Deci, 2000), social (Aasved, 2003), economic (Blaszczynski & Nower, 2002), and psychological motives (Clarke, 2004; Rayl & Oei, 2002) leading to problem/pathological gambling. With this foundation and a focus on gambling cognitions, this chapter aims to reveal the common beliefs, perceptions and knowledge, as well as other factors that may contribute to the problem/pathological gambling behaviours in the Hong Kong setting.

3.3 Perception, Beliefs and Knowledge of Gambling

3.3.1 Gambling expectancy

Closely related to psychological motives, gambling expectancy is one of the many gambling cognitions that the gambler gambles for the sake of improving one's psychological state (Lu, 2007). The provocation factors to gambling may include boredom, anxiety, or stress derived from unpleasant circumstances, e.g. pressure from work, family, etc.. As it turned out, 5 out of 10 problem/pathological gamblers revealed their psychological benefits deriving from gambling and some quotes are listed below:

"Whenever I was in distress I would go to gamble for entertainment...Whenever I was unhappy I'd go off to gambling...Whenever differences occurred between my boy friend and me, I would gamble to get relief" - 2

"My debts from VISA cards had caused me great stress. Macau was a way for me to relieve stress. I was not trying to persuade others to do this (to relieve stress through gambling), but during that time I gambled with this attitude." - 3

"My company did not treat its workers well and we had a lot of stress. We needed to vent and relieve, therefore we thought of going to Macau to vent it out – we couldn't think of other ways and gambled excessively." - 6

Be it for the sake of stress alleviation from financial debts (Interviewee 3), work (Interviewee 6), or as an escape from relationship problems (Interviewee 2), these problem/pathological gamblers had one thing in common: they perceived gambling as the answer to alleviating psychological distress, notwithstanding the effects might only be temporary and the consequences of excessive gambling were ignored.

3.3.2 Lack of awareness of one's gambling addiction

Gambling behaviours can be aggravated in the absence of one's knowledge and awareness of gambling addiction, if known otherwise, may enforce a help-seeking behaviour in gambling-addicted individuals before their financial debts mount up.

"I was not aware that I am inclined to gambling until my wife's step mum pointed this out to her and told her not to marry me". - 1

"At first (at the peak of my gambling behaviour) I did not know I was addicted..... My friends tried to find me but I did not want to waste my valuable gambling time on them... I changed my phone number as a result." - 2

It is essential to note that it requires those around the gambling-addicted individuals to reveal their addiction to them (Interviewee 1). As revealed, gambling addiction may be disguised as a form of *harmless* entertainment or social activity, as further outlined in the next section.

3.3.3 Perception of gambling

As a Social Activity

“It is a form of social networking for me. At that time I thought there was no problem of it (gambling)” - 10

“I was not against gambling... to me it was a social activity; to bond with my colleagues and with my family (husband and son)...to me it was a social and entertaining activity; to bond with others. - 3

It is not surprising to find that those addicted to gambling ‘justified’ their frequent gambling behaviour as a means to social-bonding, sometimes even involving their family members.

As a career

“I thought of gambling as a way out; one of many sources of income – I wanted to be a professional gambler” - 7

As a means to earn money by using little capital

“I wanted to win big using little capital”- 3

I was greedy and wanted to win money”-4

Although perceiving gambling as a career was seldom among the ten interviewees (N = 1), it is not uncommon to explain gambling behaviours as provoked by economic motives, since in the end, gambling involves money and greed plays a large part in it.

3.3.4 Interpretive bias and the illusion of locus of control

The interpretive bias and illusion of control are erroneous gambling beliefs that account for irrational gambling behaviours and are the ‘factors’ for one’s gambling outcomes (Griffiths, 1990) - the former cognitive theory explains one’s belief in gambling outcomes based on luck and skill (Langer, 1975), and the latter account gambling outcomes as being ungoverned by chance but by supernatural gifts, pre-gambling rituals (Zangeneh, Blaszczyński, & Turner, 2007), or even the person standing next to the gambler (Davis, Sundahl & Lesbo, 2000).

“In the past, I used to be over-confident – I’d think that I would win money every time I went to gamble. If I lost I’d only blame my lack of luck as an individual event... I felt that my 6th sense was very accurate – I could predict the outcome” - 3

“I believed there was a pattern to it, and felt that I could calculate the probability: I could buy the house, the player; it was totally in my control –I felt that I were in control of the gambling outcome. - 7

As sounding as interviewee 3 has indicated, she was over-confident even in face of losing gambling outcomes and attributing it to the lack of luck. The optimism is also addressed by a previous study indicating that gamblers often recall their wins better than their losses, thus inducing a biased optimism towards future gambling outcomes (Gibson & Sanbonmatsu, 2004). As a result, these erroneous beliefs and ‘false’ confidence may lead to irrational gambling behaviours (Griffiths, 1990), suggesting

one's skill, luck and gambling system, thus motivating further gambling engagement. As clearly outlined in the following insight, most gamblers tend to exhibit an overconfident attitude (Gilovich, 1983):

"I thought, 'why would I lose to you?' - all gamblers are over-estimating themselves." - 10

3.3.5 Lack of self-control and the inability to stop gambling

As Raylu & Oei (2004b) emphasize, the inability to stop gambling describes most problem/pathological gamblers' helplessness from perceiving one's lack of self-control. In such dire state of the mind, the gambler exhibits a gambling habit that is maintained as a self-fulfilling cycle as a result from his/her routine gambling behaviour.

"I was controlled by the thought (the lure of casinos; to gamble), which was like an addiction to cocaine... I couldn't stop myself from gambling...there was another self that was calling out to me to stop me from gambling, but I couldn't hold myself back...I did not have good control over myself, therefore I was easily addicted to gambling" - 2

"Normally those who travel to Macau do not tell their families. In addition you don't tell your friends either. When you are alone your self-control becomes problematic – you realize that you can't control yourself at all. The main point was my lack of self-control – I was not willing to let go after losing and I gambled away everything" - 6

"I couldn't control myself, but other gamblers have this control" - 8

As portrayed by Interviewee 2, the inability to control oneself from gambling is expressed through losing to one's inner self – a few interviewees revealed their failed attempts to quit gambling, but the addiction is always manifested to a level where it is already too late for the problem/pathological one to find an inner strength to oppose. On the other hand, the lack of self-control in problem/pathological gamblers (Interviewee 6 and 8) is further emphasized in their acknowledgement of their differences in self-control when they were alone, or when compared with other gamblers.

3.4 Personality Characteristics

The intrinsic motivational factors that stimulate gambling activities are risky personality characteristics that many problem/pathological gamblers share – in this study we have found sensation-seeking, the strong need for affiliation, and being influenced easily due to having no viewpoints as the common risky personality characteristics.

3.4.1 Sensation seeking

Sensation seeking is a personality characteristic that is commonly shared among pathological gamblers. They are prone to engage themselves in highly stimulating activities, have low toleration for boredom, etc. (Peck, 1986; Mazza, 1997). In addition, excitement adventure seeking is another component of sensation seeking.

“I thought playing cards was not exciting enough, therefore I went full-in into horse betting” – 4

“I thought gambling was very amusing and exciting. When I heard my horse touched the finishing line on the radio, I was extremely excited. I got excited whenever I saw the senior colleagues betting on horses...at first winning was not as important as the excitement of gambling itself.” – 5

As revealed, Interviewee 4 indicated the inadequate excitement from gambling cards and had proceeded to horse betting that was perceived as much more exciting than the former gambling activity. More significant was the remark that Interviewee 5 stressed - in the beginning of his gambling experience, the excitement during the gambling process surpassed the need to win money from the gambling activity; regardless of the outcome. Note that the gambling outcome was less significant to the gambler only at the beginning of the gambling experience, before the mountain of financial debts began to have major financial and psychological consequences to the gambler.

Bearing in mind that a high sensation-seeking personality does not alone contribute to one's problem/pathological gambling, but a combination and interaction of this personality characteristic with other factors puts an individual at greater risk of becoming a problem/pathological gambler.

3.4.2 Strong affiliation needs

As outlined earlier, gambling is sometimes perceived as a social activity that is harmless and ‘normal’, where colleagues, friends and family members are sometimes involved in this form of social-bonding. Regardless of the problem/pathological gambler's benign view towards ‘social gambling’ (sometimes to an extent of ‘serious social gambling’), the problem/pathological gambler is prone to be an extrovert, exposing oneself to higher chances of engaging in social gambling activities.

“I am sociable; I like to socialize with others in anything – I am willing to engage myself into any sorts of entertainment – as a way to bond with them. More and more people asked me to play mah jong and I did not know how to refuse them.” – 4

“I went there with her the second time I gambled, and I would accompany her every time she asks me to go there. I learnt how to gamble the third time round, and I would ask friends to accompany me every time I go to Macau.” - 2

According to Mazza (1997), for extroverts, it takes a higher level of stimulation as compared with the average individual, to reach the optimum level of arousal. Consistent with this finding, Interviewee 4 stressed his sociable personality as the reason for his engagement in gambling activities. Whether it is a coincidence or a pattern consistent to the above claim (that extroverts require a higher level of stimulation to reach an optimum level of arousal), Interviewee 4 addressed his progression to horse betting from betting cards since the latter was viewed as less exciting. It is an interesting observation to take note of.

3.4.3 Being influenced easily

“In fact I was very easily influenced by anyone. Whoever asked me to gamble – whether it was cards, mah jong, or going to casinos – I was willing.” -1

“I was neutral towards everything.” - 4

When one holds a neutral attitude towards many aspects in life, this may suggest a personality that is prone to be easily influenced by peers. In such a sense, those with such personality can hold no objection or act in the absence of resistance towards gambling when one is being asked by his/her peers to engage in gambling activities.

3.5 Behavioural Factors Contributing to Gambling Behaviour

With the listed cognitive beliefs and risky behaviours provided by the insights from the interviewees, it could be assumed that their gambling behaviours were largely dependent upon them. The following behaviours are common phenomena exhibited by the problem/pathological gamblers.

3.5.1 Chasing

Chasing losses is reported in numerous gambling studies in the past (e.g. Beaudoin & Cox, 1999), which is one of the fundamental factors in contributing to one's compulsive gambling.

“I was not willing to bow down to failure. I felt that if I lost on day one I would have to win on day two... I was not willing to let go and wanted to win back the money I had lost” – 5

“I had lost so much money to gambling. I felt that it was my obligation to win my money back” – 3

“I thought I had to repay the debt through gambling. If I won enough to cover my debts then that would be alright but instead it accumulated.” -7

“At that time I called it chasing – you gambled again. I couldn't hold myself back when I was chasing.” - 9

As shown, chasing after losses marks a gambling habitual cycle that is already at its middle to mature phase of compulsive gambling – in face of mounted debts due to excessive loss, the gambler is motivated in chasing losses due to reasons such as ‘can’t let go’ (Interviewee 5), being obligated to win back (Interviewee 3), winning back to cover debts and the lack of self-control (Interviewee 9).

3.5.2 Early win

Another factor that initiated a cycle of gambling habit could be attributed to an early win in one’s gambling experience.

“I started off possessing greed in my heart. When I was about 11-12, I had an early win from gambling with my lunch money.... This has resulted greed in me and I started to gamble on a daily basis.” - 1

“I started gambling when I was 18 and I was engaged in gambling activities. The first few times were wins; therefore I thought that gambling was very easy (to make money).” - 5

Early wins can create an illusion to the gambler, suggesting that betting could easily become an alternative source of income; as perceived, ‘gambling was very easy’ (Interviewee 5). The effects of winning can result in greed – the essence to maintaining further gambling behaviours.

3.6 Social Factors

3.6.1 Influenced by friends and relatives

Since the initial engagement into gambling can be exciting to somebody, the uncertainty of exposing one to a whole new form of entertainment may be compelling to somebody as it involves the spending of money.

“When it began it was with friends and relatives in 1998. Whenever I went to Macau I was with one or two friends, but mostly in fours and fives.” – 7

“I played cards with my school mates in Form 1 and gambled with my pocket money. This was how I was tainted with gambling...I later gambled with my colleagues when I was 18, after dropping out of senior high school and having an apprenticeship”-1

3.6.2 Influence in the work setting

Interviewees revealed their early encounter of gambling in their work settings – similar gambling interests (i.e. in mahjong, going to casinos, horse betting) were shared among their colleagues and they ‘bonded well’ (Interviewee 4) in the gambling settings.

“The region that I was assigned to for work consisted of people with the same interest: gambling. Everyone liked Mahjong there and we bonded well since we liked the same thing (gambling). First it was Mahjong, and then it was horse racing.” – 4

“There were all sorts of people when I was working in the security industry.

I was led by my colleagues to Macau and competed with one another to see who gambled the most.” – 6

Two important observations must be addressed here: 1) the progression of gambling activities from Mahjong to horse betting (Interviewee 4) the unhealthy competitiveness among the colleagues, i.e. ‘to see who gambled the most’ (Interviewee 6). The engagement of gambling activities within social circles as portrayed can induce peer pressure and influence into provoking heightened levels of gambling behaviours.

3.6.3 Recognition from peers

Two of the interviewees revealed the derived satisfaction of treating others extravagant meals after winning horse bets. They stressed that the satisfaction from sharing with others how they had achieved their success in gambling was even greater than winning money itself, which attributed towards a sustained gambling behaviour:

“Yes, bragging to others was very satisfying. I had this tendency indeed... felt a sense of heroism, greed” – 4

“It was very honorable when I treated my friends to meals! It was glamorous!” -6

3.7 Familial Factors

3.7.1 Lack of parental guidance

Early prevention of gambling behaviours and youth education on the consequences of gambling are essential factors of discouraging gambling behaviours in youth. On the contrary, if one grows up in a family where parents are inclined to gamble, it exposes the young ones to gambling activities and initiates gambling habits, thus causing significant gambling problems in youth (Felsher, Derevensky & Gupta, 2003).

“My parents were working when I was studying at a half-day government primary school. Basically no one cared whether I studied or not since they were busy working...that’s when I started to engage in gambling activities (e.g. horse betting)” – 6

“My father worked in Hong Kong and my mum in Macau taking care of my 2 other brothers, my sister and me. Our education environment was not that good and we played Mah Jong and other gambling activities. We nurtured our gambling behaviours since we were young.” - 10

“My father did not care about me as usual...my mum only knew how to worry but never tried to stop me. On the other hand I never told her anything even when she asked. Might be this was why she didn’t know where to begin nor how to guide me.”- 7

Two interviewees reported their initiation in gambling behaviours at their early ages, in relation to the absence of parental knowledge and guidance (Interviewee 6 and 10). Due to the unavailability of their parents and with the combination of the lack of education on the adverse effect of gambling, they ended up ‘nurturing’ their gambling behaviours through frequent engagement in these activities. Interviewee 7 reported

an absence in parental knowledge and guidance in his gambling behaviours later in age, until his debts mounted to a point where it was forced to be ‘exposed’ to his family members. He addressed the usual lack of fatherly concern in his upbringing and his mother’s lack of guidance that could have brought him to greater light in managing his gambling behaviours. It should be noted that concern and communication between family members is the key to discovering gambling matters, and even when gambling debts have been taken care of, parental/family care and guidance has to be continued to ‘follow-up’ one’s gambling behaviours.

3.7.2 Disharmony in the home environment

As mentioned earlier, stress can be a major factor in promoting gambling behaviours. Stress can easily be created in the home environment albeit family care as one of the keys to the early prevention of problem gambling.

“Because we had communication problems and our child was small, we started to have differences and this had caused me distress. There were lots of sources/triggers to one’s gambling behaviours – mine was stress from my family” - 2

“If I stayed at home on a Saturday, where my husband would be, we would argue over little matters – I’d rather spend less time at home and go to play Mahjong or gamble in Macau.” – 3

As illustrated from above, stress stemming from the family can take the form of communication problems, arguments even over little matters, and so on. Although familial stress might not be the trigger to one’s gambling behaviours, according to the interviewees, disharmony in the home environment could provoke them to engage more in gambling activities.

3.8 Environmental Factors

Having knowledge of the personal traits and qualities that problem/pathological gamblers share and the listed social factors that can result in gambling tendencies, it is logical to review the environmental factors that cause one to become susceptible to gambling.

3.8.1 Work stress

Stress stemming from the work environment is common in the Hong Kong working-culture: over-times, interpersonal conflicts, the sudden surge of tasks, work incapability (Scand, 1992). As reviewed from our interviewees, stress from this source can also provoke gambling behaviours.

“I switched jobs to work at another company, and the stress was very intense as compared to my previous job in Sham Shui Po. I would want to play Mahjong at my previous job whenever I encountered stressful situations, but at this new job I would go to the casinos in Macau because the stress was much more intense.” - 3

Interviewee 3 stated the positive correlation between stress intensity and the level of gambling activity; the more stress there was, the more intensive his gambling

activities were. The switching of jobs to a new environment can result in a heightened level of stress as one has to cope with new supervisors, colleagues, and the general work setting (Gore, 1978).

3.8.2 Easiness and availability of getting loans

One would expect gamblers to stop gambling once their money is depleted, or that some would still avoid borrowing from dangerous loan sharks of exceedingly high interest rates, but the availability of regulated loans from major banks enabled them to have the capital to gamble at a lower cost than loan sharks. Furthermore, the alternative card products, other than taking out loans from major banks, provide an extremely convenient way of instant cash.

“After losing my bets, I applied for loans from HSBC. First it was only ten thousand dollars, and then my second time increased to thirty thousand. Most of it was used for further gambling. Later I moved onto borrowing money from my credit cards, which was much more convenient and flexible as compared to getting loans.” - 4

Easy loans and access to extra credits is extremely dangerous for problem/pathological gamblers as it fuels the gambling addiction pattern and worsens the financial situation in chasing losses, which becomes an inevitable vicious cycle for those with such mentality and the lack of self-control.

3.8.3 Increased accessibility to gambling

According to the Macau Statistics and Census Bureau, the number of Hong Kong gamblers travelling to Macau to gamble increased from 1 million to 7 million in 2006 after the new opening of major casinos in Macau (Macau Statistics and Census Bureau, 2006). Macau is quite close to Hong Kong and transportation is convenient and sufficient. Easy enter and exit further facilitates Hong Kong people to go there.

“I can enter and exit Macau freely, therefore I do not mind spending time to travel to Macau” - 7

3.8.4 Increased availability of gambling activities

The availability of gambling activities is increased if gambling activities are legalized. One of the example was the legalization of football betting under the Betting Duty Ordinance in 2003.

“After soccer was legalized I learnt how to bet in soccer. It was fun watching. There were other ways to bet soccer illegally but when soccer was legalized I thought it was right to bet in soccer. Then I started to bet more and more... I only gambled excessively after soccer was legalized.” - 6

Despite the Government's effort to combat the proliferation of illegal soccer gambling through legalizing soccer gambling, this has further provided an alternate means to gamble for those who have not betted in soccer in the first place. By legalizing soccer betting, this makes people perceived that it is 'right' to bet in soccer (Interviewee 6). Further it raises the level of trust in the regulated betting activity such as soccer betting as it was legalized (Interviewee 7).

3.8.5 Media and advertisement influence

According to Carlson & Moore (1998), youth are more inclined to bet in lottery when they are aware of lottery advertisements. Recent studies have indicated that mass media and its exposure can impact gambling attitudes and behavioural intentions (Lee, 2008).

“The news informed me about legalizing soccer betting at the off-course betting branches. Once I knew of it, I started to bet. - 6

“The Hong Kong Jockey Club always labels itself as fair. It seduced me to gamble. They say you can become rich in one day.” - 10

As according to Interviewee 6, he was compelled to bet on soccer matches once he was informed by the news that soccer betting became legal, while according to Interviewee 10, the media had played a large part in seducing him to gamble by providing him with the hope of becoming rich. It is important to note that the content of gambling commercials should be strictly governed as gambling commercials can post a major risk to those undergoing anti-gambling treatments, i.e. it may lure these people back into gambling.

3.9 Summary

It is revealed that PP gamblers exhibit positive perception towards gambling, such as gambling expectancy (gambling for the sake of improving one’s psychological state), viewing it as a form of social activity, treating it as a career and a source of income. They also possess erroneous gambling beliefs such as interpretive bias and the illusion of control, which causes one to be over confident, to believe in supernatural powers in governing the game of chance, as well as other forms of control (e.g. sixth sense), and ultimately resulting in irrational gambling behaviours. They are unaware of one’s addicted state accompanied by a sense of losing self-control - later finding oneself in a vicious cycle of losses, accumulating debts and an irrevocable addiction; one that is hard to resist and which lures one to engage in gambling on a frequent basis. The factor of an early win, which is common in many PP gamblers in this study, may provoke gambling behaviours and addiction later in life.

The PP gamblers often exhibit a personality that seeks sensation, engaging in stimulating activities and have a low toleration in boredom. Some of them have strong affiliation needs; they like to be accompanied by others since they do not like loneliness. Furthermore, they tend to have no stand point and hold neutral views towards gambling, and could also be easily influenced by others. In light of this ‘neutral’ personality and with an easily-accepting attitude, this opens them up to influences from others into engaging gambling activities – these influences may stem from friends, relatives, colleagues from the work setting, or even from the immediate family member. The interpersonal factors involving in the provocation of gambling behaviours may include the need for social acceptance, recognition from peers and colleagues, family bonding, the lack of parental guidance, and as an escape from the disharmony in the home environment. In addition, environmental factors such as stress derived from work, the easiness of getting loans, credits from cards, the increased availability and accessibility of gambling as a result of the liberalization of gambling in Macau. Moreover, the influence of the mass media contributes to fueling one’s lure for gambling. These behaviours are repetitive, ongoing, and

marked by accumulating debts, deteriorating psychological health and relationships among friends and family members. Most remarkably, the act of gambling excessively for the sake of 'chasing' money they have lost even in face of losing streaks further aggravated their gambling problems.

Chapter 4: Qualitative Study - Part II: the Ping Wo Fund and Four Counselling and Treatment Centres and Suggestions to Alleviate or Prevent Problems Associated with Gambling

In recent decades, data collection using focus group interviews have gained wider attention because of a number of beneficial reasons. In particular, since there is a clearly-stated purpose and the willingness-to-commit of the participants, they tend to provide valuable responses in a proactive manner (Lundgren, 1994; Morgan, 1998). In addition, weak and minority voices are given the setting for expressing concerns. 6 focus group meetings were held in July 2011, consisting of 2 groups of youth of ages ranging from 13-17, 2 groups of younger adults of ages between 18 and 35, and 1 group of older adults of ages 42 – 60, and 1 group of elderly of ages 62 – 72, as outlined in table 4.1. In this chapter, besides data from the focus groups, data from individual interviews will also be used since the respondents were also asked in this respect. Table 4.1 is the profile of the respondents in the focus group.

Table 4.1 : Profiles of the respondents in the focus group interviews

Ref.	Group	Gender	Age	Education Level	Religious Background	Occupation
1	D (Younger Adult)	F	34	Postgraduate	None	Student
2		F	34	Postgraduate	Christianity	Student
3		F	30	Postgraduate	None	Social welfare
4		M	18	Form 6-7	Christianity	Student
5		M	30	Postgraduate	Christianity	Social worker
6		F	19	Form 6-7	Christianity	Student
7	C (Elderly)	F	72	None	Buddhism	Retiree
8		F	71	Primary	None	Retiree
9		F	72	Primary	None	Retiree
10		F	72	Form 1-3	Buddhism	Retiree
11		F	69	None	Buddhism	Retiree
12		F	70	Form 4-5	Taoism	Retiree
13		M	64	Form 1-3	Catholic	Retiree
14		F	62	Form 1-3	None	Retiree
15	B (Older Adult)	F	42	Form 4-5	Buddhism	Domestic helper (Temp)
16		F	60	Form 1-3	Catholic	Freelancer
17		F	49	Primary	None	Freelancer
18		F	56	Primary	None	School assistant (Temp)
19		F	51	Form 6-7	None	Job-seeking
20	F	57	Missing	Buddhism	Housewife	
21	A (Youth)	F	13	Form 1-3	Christianity	Student
22		F	13	Form 1-3	Christianity	Student
23		M	17	Form 4-5	None	Student
24		M	19	Form 4-5	None	Student
25		F	14	Form 1-3	Others	Student
26		F	14	Form 1-3	None	Student
27	E (Youth)	F	15	Form 4-5	None	Student
28		F	15	Form 4-5	Buddhism	Student
29		F	14	Form 1-3	None	Student
30		M	16	Form 4-5	None	Student
31		F	17	Form 4-5	None	Student
32		M	14	Form 1-3	Christianity	Student
33		M	14	Form 1-3	None	Student
34		F (Young Adult)	F	25	Form 4-5	Christianity
35	M		35	Form 4-5	Christianity	
36	M		19	Assoc High Dip	Christianity	Student
37	M		26	Form 4-5	None	Program worker
38	M		22	Form 4-5	None	Program worker

4.1 Level of Awareness of Four Counselling and Treatment Centres and the hotline

The majority of the interviewees from all groups acknowledged the hotline but less of the Centres. The following table outlines the general level of awareness of the hotline and the 4 Counselling and Treatment Centres:

Table 4.2: Level of awareness of the Gambling Counselling Hotline and the four Centres among the focus groups

Focus Group	Level of Awareness of the hotline	Level of Awareness of the four centres
A (Youth)	The majority of group A had not heard of the hotline, but those who had could not recall the actual number.	Had never heard of the four Centres.
B (Older Adult)	A few showed knowledge of the hotline	They had never heard of the Centres.
C (Elderly)	No one from group C had heard of the hotline, despite expecting there to be one.	One of the interviewees had heard of the Centres but did not know what services they provide.
D (Younger Adult)	The hotline was acknowledged by all the interviewees from group D	Most interviewees had heard of the Centres and can recall three out of the four Centres.
E (Youth)	6 out of 7 interviewees from group E have heard of the hotline.	Only 1 out of the 7 interviewees from group E has heard of the Centres.
F (Younger Adult)	Half of group F (N = 3) never heard of the hotline and those who had (N = 3) could not remember the number.	A few interviewees from group F showed knowledge of the Centres but did not know what services they provide.

From the table above, it is noted that while the hotline was better acknowledged by the interviewees (especially from group D-young adults, group E-youths and half of group F-young adults), the level of awareness of the four Centres, except for group D, was very low among the interviewees. Furthermore, among those who knew of the Centres, they did not know the sort of services that the four Centres provided.

As reviewed, the ways in which the interviewees had gained knowledge of the hotline and the four Centres were from school posters, TV adverts and street posters. The reasons for not noticing the hotline and the four Counselling and Treatment Centres stemmed from the absence in addressing such information even at anti-gambling talks at schools, and mostly from the lack of concern or attention for this aspect since the interviewees did not engage in gambling activities.

4.2 The Impression and Comments on the Effectiveness of the Ping Wo Fund

4.2.2.1 Success factors: Perceived importance of the Ping Wo Fund

In spite of the general lack of awareness of the Ping Wo Fund, individual interviews with problem/pathological gamblers indicated their support for the existence of the Ping Wo Fund.

“In fact it is pretty important – without the financial support these treatment centres cannot operate” – 4

“It is a good thing to have the Ping Wo Fund...of course it is very important... If the Ping Wo Fund and the staff do not exist, and if the financial support ends later, many (gamblers and workers alike) will suffer” – 5

“Important. Without these centres, I don’t know what will happen to us in the future” – 3

Acknowledging that the financial support of the centres was derived from the Ping Wo Fund, the interviewees considered the fund as an inextricable link to the operations of the existing centres. As interviewees 3 and 5 stressed, help-seeking gamblers would ‘suffer’ and an unimaginable consequence would happen to them if the Fund and the Centres did not exist; they perceived the Centres as a refuge.

4.2.2.2 Success factors: Professional treatment of the Centres

There are always failed cases in which the help-seeking gambler returns to gambling when one leaves in the middle of an ongoing treatment. Yet successful cases of treated ex-gamblers from the Centres are always good models that help to motivate help-seeking gamblers to continue in treatments. On top of professional counselling, cognitive therapies and the group sharing provided by these Centres, it is the element of hope in curing gambling addiction that brings them to these Centres:

“There must be successful outcomes; at least for the time being those in need of help are helped. Many out there wish to get rid of their gambling addiction..... I have failed twice in the past when I tried to get rid of my addiction myself, and I have realized that you can not do it alone; you must get help from organizations where there is professional counselling and where they will provide you with a way. Not only can they help the gambler, they can also help his/her family.” – 4

Interviewee 4 has made an extremely valuable point here: the problem/pathological gambler will not be able to pull him/her out of the addiction, but requires professional help.

“At least there was a place for us (gamblers) to get help. If there wasn’t such a place, we wouldn’t be able to find social workers, be cared for, visited, consulted, and to be able to share within a group...etc.” – 3

Consultations, visitations and the general assistance provided by social workers are crucial to the help-seeking gambler undergoing treatment as suggested by Interviewee 3. Since the treatments for gambling addictions are not a one-time act, a long-term follow-up is essential to the effectiveness of gambling-treatment outcomes:

“The centres are useful (in combating gambling). I mean, how effective would a phone call be to those help-seeking gamblers? Having a centre for them to ‘walk-in’ is much more professional and a long term follow-up is available for them”. – F

As commented by group F, these Centres are professional institutions set up to monitor the progress of the help-seeking gamblers.

4.2.2.3 Success Factors: A place to bond, to express and to learn in the centres

The experience of the problem/pathological gambler is one that is hard to relate to unless one has similar interests and experience in the field of gambling. Owing to this complexity, many help-seeking gamblers will find it hard to relate to others and will question the understanding of those who try to care for them. In this case, the social worker has to be well-informed, trained and has ample experience in this field of knowledge before one is effective in treating the help-seeking gambler. The Centres provide a supportive group setting for the gathering of these help-seeking gamblers, allowing them to realize that they are not alone on this path:

“In a small group we can support each other. It is a relief knowing that we are not alone in this fight..... We shared our experiences with each other – how much we’ve lost, what gambling activities we had involved in, where we gambled...etc, I feel that we are helping each other.” - 2

“Lessons after lessons, the people will question more and more and to ease you slowly. You will then stand out from your corner. Now I participate in group sharing, allowing me to express myself and I feel relieved from it.” - 6

“What I gained was a bunch of new friends. We took care of each other in the small group, which was very pleasant.” – 9

“The social workers and the people here really accepted me.” - 10

The sense of belonging among the help-seeking gamblers is created by acceptance (Interviewee 10), mutual care (Interviewee 9), soothing questions (Interviewee 6) and knowing that experiences can relate to each other (Interviewee 2). These are the motivational factors that keep the help-seekers at the Centres.

“I get to understand different attitudes and perspectives of people like me,, what triggered them to gamble, and what caused them to return to gambling after beginning therapy. Although I could not help them, I was able to learn from others.” – 3

“We could share our difficulties and understand each other. Although we began as strangers, we were all traveling on the same path, towards a common goal.” – 4

The benefits of group sharing are clearly outlined by Interviewee 3, where one could learn of the triggers that could lead one back to gambling during the process of therapy. In this sense, one learns to avoid temptation to gambling again in future. They also learned from each others’ difficulties, thus facilitating them to find ways to overcome these and rebuild their lives.

4.2.2.4 Success factors: Effective treatments provided by the Centres

Treatments for help-seeking gamblers ultimately target a healthy behavioural change in them, thus their perceptions, beliefs, values and attitudes of gambling must be altered. The following comments highlight the effectiveness of the treatments employed in shaping their perceptions and understanding of their behaviours and the consequences of gambling

“The main factor is that my perceptions have changed. Firstly the Centre has guided me, secondly I am willing to change – the most valuable asset is to be able to communicate...In addition I have also learnt why I went to gambling, why I would lose so much money, and why I would end up where I am right now – a way to learn more of myself and to grow.” - 7

The Centre had provided guidance for him through effective guidance – an element that the interviewee valued.

“I can feel a sense of satisfaction from helping new comers, which is similar to the feeling I get from winning my horse bets: I can help others by talking through their difficulties. I end up consulting and caring for them... I no longer feel anxiety or the load from debts ever since I have gotten rid of my addiction. I am now consciously clear of what I am doing.” - 4

To be able to assist new help-seekers have become a satisfying endeavor to the help-seeker who succeeds in quitting gambling. Not only is he/she able to provide valuable advice to gamblers, he/she is able to attain a sense of satisfaction, a healthy substitute for the emotional stimulation that they used to get from gambling.

“You can try telling others (at the Centre) that you have just returned to gambling – they will tie you down and stop you” - 6

When one faces difficulties during an ongoing treatment, he/she is bound to be supported by his peers from his group. It is indeed a beneficial peer support that restrains the reoccurrence of gambling lure.

4.2.2.5 Weakness: Inadequate funding support to the Centres

As the help-seeking gamblers were required to remain at the Centre for a lengthy period of time in order to be fully-treated of one's gambling addiction, they were able to observe difficulties, weaknesses and changes around the Centres.

“The Government has to pay more attention to pathological gamblers. I don't think the Government has provided enough financial support to the related organizations....the members (gamblers undergoing treatment) still have to pay for some of the program fees. I see that the offices are very small and they lack social workers. Because of the limited budget, the Centres also have to limit their ways of providing support to anti-gambling efforts.” - 6

The inadequate financial support for the Centres was revealed through the limited functions, space and manpower available at the Centres.

“A lot of social workers were worried about their jobs and some even left last year. I saw their anxieties. I hope the Government will not provide funding

to these Centres on a contractual basis, but continuously. I have developed a bonding with Miss C (social worker at the Centre), but she left. There is an actual need of these Centres and I think the gambling scene in Hong Kong (i.e. gambling problems) is worsening” - 3

The anxiety of social workers in losing one’s job was obvious to an extent that it was observable in the eyes of the help-seeking gambler. In this regard, a long-term Government funding is suggested in oppose to short-term contractual basis as the turnover rate is currently high due to the lack of job security.

“The factor of trust is very important to most gamblers. Whether or not they listen to the advice given by the counselor, trust is the key. Without trust, nothing they say will be heeded – a waste of time indeed..... The turnover rate of counselors is really high and there is also a lack of experienced one... I hope the Government can provide more resources in this regard.” - 7

Trust is a social element that requires time to develop between the social worker and the help-seeking gambler; it is also a crucial factor in bridging communication and understanding. If the turnover rate of the counselors at these Centres is high, trust and experience of the social workers can hardly develop, resulting in adverse effect on treatment outcomes.

4.2.2.6 Weaknesses: Inadequate publicity

As indicated earlier in Section 4.1.2, the awareness of the four Counselling and Treatment Centres was very low among the interviewees. In addition, the information of the services that these treatment centres provide is obscure in the eyes of the laymen.

“If the help-seeking gamblers are told of the ways that the Centres will help them, they will go there.” -A

“I really didn’t see it on newspapers! I don’t think I have seen it before even when I read the papers everyday!” – C

“The Centres should advertise in different regions of their locations, so then it will be more convenient to people” - F

4.2.3 Impression and comments on the TV adverts, posters, and TV shows

In order for the public to know of the anti-gambling services and treatments available in Hong Kong, the Ping Wo Fund has produced a number of TV advertisements and a TV show in recent years. The TV advertisements include “Don’t gamble your family away 賭到眾叛親離” and ‘Don’t gamble to excess 倒錢落海’, and the TV show was called “Lose and Win 賭海迷徒”. These anti-gambling endeavors addressed the negative consequences of gambling and the hotline in relation to the four treatment centres. In order to know if these methods are successful, the interviewees from the focus group interviews were questioned on their general impression on these TV adverts and TV show.

4.2.3.1 Targets

“Will only be effective towards those who haven’t gambled yet, while ineffective towards those who have already been gambling.” – A

“I think the TV adverts are there to affect those who have not yet gambled or haven’t been influenced by their peers to gamble. An alert will be created for them, allowing them to know of the consequences of gambling such as a broken family. It would be hard to affect those have already addicted this way.” - D

Interestingly, the interviewees from group A and D suggested that the TV adverts might only be effective towards those who had not gambled but ineffective to those who had already been addicted to gambling. In light of this, the TV adverts should place emphasis into alerting the former while providing information (e.g. signs of gambling addictions to look out for, hotline, the location of the Centres, and other ways to help the gambler...etc) for the family and friends of the gamblers.

“At least we will learn of the hotline from the TV adverts – some of us will actually use the hotline after gaining knowledge of it from the TV adverts. If I have friends who are addicted and needing help, at least I will know there is a hotline from remembering the adverts. Although it is not useful to me, it is useful to others!” – F

The interviewees from group F have indicated the usefulness of the TV adverts in providing the information on the hotline not for the gambler, but for those around him/her.

4.2.3.2 Information to be included

Yet further information regarding the processes and treatments involved after using the hotline is missing:

“There might be a lack of such information – how the Centres will help you, what they will arrange for you, etc.” - D

4.2.3.3 Attractiveness and impact of TV adverts: Don’t gamble your family away 賭到眾叛親離, Don’t gamble to excess 倒錢落海

The TV adverts, especially ‘Don’t gamble your family away 賭到眾叛親離’, is well received by the majority of interviewees. Most agreed that ‘Don’t gamble your family away 賭到眾叛親離’ is very ‘creative’, ‘funny’, and ‘special’, and the consequences of gambling are well portrayed.

“The consequences of gambling as portrayed by “Don’t gamble your family away 賭到眾叛親離” has a deep impact on me...I am drawn to the advert!” – F

“The main character turned the soccer players into his sons. I think this method is very special...I was attracted to this type of presentation...I could then remember the slogan.”-A

What sparked the interest in the interviewees was the method in delivery – it was

animated, sardonically spoken through a real example of an ex-gambler's gambling experience and with easy-to-remember slogans.

"Some ex-gamblers may emerge from public and openly tell people of their experiences, but their voices would be filtered and distorted and their names anonymous...those are boring. The way of changing it into an animation makes it interesting and gave me a deep impression." - A

"The way the animation expresses its points: how the character betted on his son; how his son is disobedient...etc, is very funny and sardonic"-E

Slogans are also easy to remember, as illustrated by the following quotes:

"Yes, the slogans are imprinted in our brains effectively"- D

"又唔生性，紅牌出場. Yes I can remember this slogan" - E

TV advert is capable in producing a preventive effect against gambling.

"It is good as a preventive measure – it provides an alert to the consequences of gambling since you feel a strong sense of guilt after watching the advertisements)" - F

"Don't gamble your family away 賭到眾叛親離" is very fitting to today's social problems caused by gambling.

"At first he (the character) says he cares for his son a lot, as if he takes responsibility in his academics...it relates directly and significantly to the heart of the matter; reflective to today's situation. I have frequently seen similar things in reality, and I feel very upset"-F

Although some interviewees stressed that *"Don't gamble your family away 賭到眾叛親離"* could be a little bit hard to comprehend, it should still pose as a benchmark for other anti-gambling adverts on TV.

4.2.3.4 Effectiveness of TV show: Lose and Win 賭海迷徒

'Lose and Win 賭海迷徒' has a total of 8 episodes and was aired on Saturday nights from Feb to April, 2006. It featured John who accumulated insurmountable debts from losing excessively from gambling and was not able to repay the debts. His family and girl friend became his only motivation and solution to overcome his gambling problems and to a life that John had to find strength to begin anew.

"Sometimes I don't understand the meaning even after watching all the episodes"- C

"I knew of the show, but did not pay attention to it" - F

The above comments of the show has pointed out that lengthy episodes on gambling may not be an ideal way to promote anti-gambling messages. In addition to this, as opposed to short and to-the-point TV adverts, it is difficult for TV shows to sustain the audience's attention for a long time.

4.2.3.5 Effectiveness of the anti-gambling activities and services provided by the schools and non-profit organizations that are sponsored by the Ping Wo Fund

Interviewees from Group D mentioned of talks on gambling and stressed that they did not have a deep impression of the talk.

“We hear this everyday: why we shouldn’t gamble, what would be the consequences...we are already numbed. Since we don’t gamble, the talks are not relevant to us.” – D

Interviewees from group E used terms such as ‘very boring’, ‘not interesting’, and ‘unattractive’ to describe the anti-gambling talks delivered at schools. As revealed, these talks were not delivered by ex-gamblers; for a more impacting talk in schools, it calls for the need for ex-gamblers to frequently deliver talks on the consequences of gambling:

“At least there were real cases and the consequences of gambling showed at the talk” - E

“I’d like to listen to the life experiences of the ex-gambler.” - D

4.3 Recommendations Suggested by the Respondents

4.3.1 To enhance the effectiveness of TV shows, adverts, and posters

As prevention is always better than cure, the effectiveness of gambling prevention measures is the key to minimizing future social problems derived from gambling. The following recommendations provided by the focus group interviews have given insights to improving the effectiveness of future anti-gambling advertisements:

“Similar to anti-drug commercials, the consequences of gambling should be shown in order to ‘scare-off’ the little ones. The effects of the commercials should be scarier, and if you want to attract the little ones then you should produce cartoons and animations on gambling – the Government should produce anti-gambling commercials/shows/posters as according to the age/group of target audience (i.e. teenagers)” –A

More effective and informative advertisements are needed. The advice above has focused on producing TV adverts, shows or posters with the effect to ‘scaring-off’ the younger population as a preventive measure against gambling. One of the most valuable points that the interviewee has pointed out is the need to focus on the specific target audience (i.e. according to age) when these adverts are trying to effectively deliver anti-gambling messages.

“More realistic is better. Since soccer better involves more younger people, the type of anti-gambling adverts should be produced as according to different age groups” - F

Secondly, the type of the gambling activity also has to be taken into account. Therefore it questions whether the adverts should be focused on specific gambling activities. In addition, for an effective approach one should produce the adverts using real-life cases depicting the consequences of excessive gambling.

“I think the TV is a good media for this – it should play more real-life cases related to the consequences of gambling, then more people will know of this” – C

“Real-life successful cases of treated gamblers must be shown to promote the effective treatments of the Centres” - C

“Produce shows such as those similar to drug-prevention episodes to show real-life cases. Having more and more of this type of shows will cause a deeper impact on people’s impression – but the number of shows related to gambling is very limited” – A

Not only are real-life cases of ex-gamblers an effective means to capture the attention of the audience, they also serve the informative role in addressing the effectiveness of the treatments available at the Centres. So far the only TV show on anti-gambling was aired in 2006 – since then there has not been a production of similar shows. For future references, similar to the suggestions provided for enhancing the effectiveness of TV adverts, the interviewees have suggested that the TV shows on anti-gambling should include popular actors and actresses to capture the attention of the younger generation and real-life cases of ex-gamblers to create a deeper impact on the viewers.

“As for TV shows on gambling, I think they should find more popular actors and actresses to be in the show. In this way, at least the younger generation will go and watch it.” – D

Some have suggested to produce TV shows not in the form of lengthy episodes but by presenting real-life cases or by reenacting the experiences of ex-gamblers - similar to the format displayed by ‘Hong Kong Connection’ (鏗鏘集)

“Produce TV shows, especially those similar to ‘Hong Kong Connection’ (鏗鏘集). -D

“Ask them (TVB) to produce a TV series about anti-gambling messages and play them at around 8:00 pm.” - C

The production cost of TV shows might limit the number of productions of such kind. Instead of shows in series, short real-cases of ex-gamblers pose great opportunities to inform the public on the consequences of excessive gambling in a most impacting manner.

4.3.2 To increase publicity of the Gambling Counselling Hotline and the Centres

More publicity of the hotline is required not only on TV adverts, but also on posters placed around in the public areas.

“Should place posters at the off-course betting branches” - E

“Advertise less on Marks Six, but more on the hotline” - C

The general need to enhance the publicity of the hotline is highlighted as interviewees feel that the amount of advertisements on gambling prevails over adverts that raise the awareness of the hotline. Although posters of the hotline do exist at the off-course betting branches, the interviewees from group E were not aware of it.

“Setting the hotline as one of the defaulted numbers in mobile phones” - E

This is an innovative idea, but this requires regulations to enforce mobile phone companies to include the hotline.

“Should advertise in different regions – the adverts should tell people which regions the Centres are located in. This will probably be more convenient for the people.” - F

Since getting treated for gambling addictions require a lengthy period of time and frequent visits at the Centres, the convenience and accessibility to the centres are keys to encouraging the help-seeking behaviours of the addicted gambler. It is because of this that there should be careful planning in the distribution of the advertisements in order to raise a desired level of awareness among different regions. In addition, the information on the locations of the Counselling and Treatment Centres should also be published on these advertisements to facilitate the help-seeking individual to access the service.

4.3.3 To formulate effective policy and regulations

One of the most effective means to minimize social problems derived from gambling is stringent regulatory controls imposed by the Government. Taking Singapore as an example, the Singaporean Government has enacted a number of effective regulations to control the negative social consequences of gambling since 2005. These measures target the local population:

- i) Singaporean citizens have to pay PRs: \$100 a day and \$2,000 a year for entry to casino;
- ii) The family members of the problem gambler can request casinos to refuse the problem gambler from entering;
- iii) Singaporean citizens are restricted from using credit cards, post-dated cheque or house credits from casinos;
- iv) Advertisements on gambling are restricted in the local media; and
- v) The Casino Regulatory Authority of Singapore (CRA) to be set up as a statutory board of the Singaporean Government in 2008, regulating the operations of the casinos to be free from criminal influence and ensuring no harm is caused to minors and vulnerable people in the society (e.g. problem/pathological gamblers). (Hussin, 2004)

Similar to the above measures, the interviewees from focus group interviews have suggested the following measures, some in reference to Singapore.

“An entrance fee for casinos should be imposed to discourage people from going to gamble” – A

“Singapore is good in this aspect, as they do not allow their citizens to enter casinos; only foreigners are allowed to go in with their passports” - B

A few interviewees felt that an entrance fee would be an effective measure discouraging gambling in the casinos in Macau - although this would mean that the Hong Kong Government will have to negotiate with the Macau Government in this regard. While this could raise political issues among the special administrative regions, as suggested, the Hong Kong Government could consider limiting the amount of credits being spent on gambling in Macau:

“Should limit the amount of money that can be carried to Macau” – A

Interviewees also have suggested to limit the number of casinos in Macau.

“Should place stricter controls in Macau to limit the number of casinos” - A

4.3.4 Early education

While legislative measures in placing stricter controls on gambling is considered a ‘top-down’ approach, education for gambling prevention can begin early at schools and colleges.

“Gambling prevention, to my knowledge, is already happening in primary and high schools. Likewise, when at first I thought gambling was a social activity, we have to tell the students that this concept is false. On the other hand, since the Jockey Club claims that it is a form of charity, this is misleading. The value is wrong in the first place.” -10

“Education is the key..... If you are well-educated in this respect, even if the doors are opened to you for gambling, you will not enter.” – B

“It is best if you include it as part of general education” – C

The interviewees from both focus groups and in-depth interviews perceive early education on gambling as part of an inextricable link to one’s healthy upbringing against gambling. It was stressed that even if the opportunities for gambling is present, one would still refuse gambling or to gamble excessively (Interviewees of Group B). As according to interviewees of Group C, it is suggested to include anti-gambling messages as part of general education. Also, Interviewee 10 has stressed the misguided perception of gambling. Apparently, it is not uncommon to find this mentality in Hong Kong.

4.3.5 Measures taken by the Centres

“Since most gamblers do not feel that they are problematic, we should think of ways to make them go to the counselling centres. Most gamblers will not initiate their help-seeking behaviour themselves, but mostly due to family pressure.” - 10

“Relatively, they (the Centres) do not have enough resources to do outreach; they can only be passive (i.e. treat PP gamblers only when they seek help); they only treat the developed addiction at the Centres.” - 4

What drives most gamblers to the Counselling and Treatment Centres are usually when one becomes overwhelmed by the accumulated debts and is beyond his/her ability to repay, and/or when the family members of the gambler become severely affected and pressure the gambler to find help. What the Government and the Ping Wo Fund should strive for is an early intervention to initiate the gamblers' help-seeking behaviour before the mentioned consequences of gambling take place. As the gamblers most often lack the awareness of realizing one's addicted state, it is needed to address this fact and to remedy it through raising the awareness of the close ones to the problem/pathological gamblers. Also, Interviewee 4 has highlighted the limited resources of the Counselling and Treatment Centres that restrict their outreaching endeavors in helping those in need of treatment.

“The social workers can play a part in advertising and informing the public”- E

If the Centres receive an adequate amount of financial support, social workers can take up advertisement roles to inform and alert the public of the potential consequences of gambling and the clues to spotting the problem/pathological gambler among their social and/or familial circles.

“Should do more advertising in the elderly centres since they (the elderly people) always gather there” – C

In addition, advertisements were suggested to be tailored for specific groups of people of different age groups. To achieve this, for example, advertisements could be placed at elderly centres if the anti-gambling advertisements are targeted at the elderly .

From reviewing the above, not only can the experiences of ex-gamblers be impacting elements in anti-gambling advertisements and school talks, they are extremely valuable personnel among gamblers when they are undergoing treatments – a source of mutual understanding, learning and support for gambling addictions. It is because of this that a platform should be established to support their sharing:

“Through different life-experiences told by different gamblers, you could spot the similarities and see if you can find ways to use it as a reference” – 9

Finally, the publicity of the Counselling and Treatment Centres are recommended to be enhanced in the following means:

- Television
- Radio
- Metro Advert Display
- Road Show
- Advertising on Streets
- Newspaper
- Internet

4.4 Summary

The four Counselling and Treatment Centres serve as a remedial platform for the help-seeking gamblers; they view the Centres as an important asset to their wellbeing; a beacon of hope to curing their gambling addiction that they have failed to dismiss in the past. The Centres are also a place to bond with those who share similar gambling-related experiences, in which they are able to feel a sense of belonging and to reap benefits through mutual learning – such as insights to overcoming the addiction, factors that trigger them back to gambling, and other potential threats to give up on treatment. Conversely, a sense of satisfaction in the help-seeking gamblers can be achieved as they help others in overcoming gambling addiction – a mutual benefiting effect that is sustained by the Centres. At times of weakness, the help-seeking gamblers will provide support to one another when the lure of gambling becomes too great a temptation. The importance of the Ping Wo Fund and the four Counselling and Treatment Centres are acknowledged by the respondents, as the respondents portrayed themselves as addicted, helpless individuals in need of professional treatment. The treatments are effective in terms of changing the gambler's perceptions, beliefs, values, and ultimately the attitude of gambling, which is accompanied by growth and progressive resilience.

In spite of the success achieved by the Ping Wo Fund and the four Counselling and Treatment Centres, the respondents have revealed weaknesses that hinder the effectiveness of their anti-gambling efforts. Most respondents did not acknowledge the existence of the Centres. Even among those who did, they had no knowledge of the services available there. The majority of the respondents agreed that more publicity efforts have to be in place in order to raise the public awareness of the available resources for gambling addiction. Fortunately, the majority of the respondents had heard of the Gambling Counselling Hotline.

It is crucial to note that problem/pathological gamblers tend only to bond with those who they can relate to, whereby the element of trust towards the social worker plays an important role in forming this relationship. Therefore the social worker's knowledge and experience are crucial factors that the gambler can find their reliance on; they require the social worker to be someone whose understanding in gambling addiction surpasses textbook knowledge.

The majority of the respondents agreed that the TV adverts, but less of the TV show on anti-gambling, are effective in delivering anti-gambling messages and raising a cautious conscience towards the dangers of gambling among the laymen. The respondents were more inclined to remember TV adverts that were interesting, funny, informative (of the negative gambling consequences) and thought provoking ones, which “Don't gamble your family away 賭到眾叛親離” was a good example possessing these qualities.

The target audience should also be considered too as many viewed that anti-gambling adverts were only effective towards those who had not gambled. Because of this, as suggested, more information on the availability of treatments, duration, effectiveness etc., should also be addressed in these anti-gambling adverts.

Finally, the majority of the respondents felt that any sort of anti-gambling efforts - be it school talks, TV adverts or posters – should all involve ex-gamblers in them. In doing so, it increases the potency and impact of anti-gambling messages.

Chapter 5: Conclusion and Recommendations

5.1 Conclusions

5.1.1 Prevalence of Gambling

The youth survey conducted in this study showed that 33.5% of underage took part in gambling activities, and data from the telephone survey conducted in this study indicated that 39.6% of respondents first took part in gambling under 18 years of age. The results from these two surveys were quite similar - both concluded that around 1/3 of Hong Kong people first took part in gambling before the age of 18.

5.1.2 Participation of Underage in Gambling

In this study, the underage's participation in gambling activities in the past 12 months was 33.5%, which represented a 20.3% decrease as compared with the results from the study conducted in 2001, and a 1.2% increase as compared with that in the 2005 study. Among respondents who participated in gambling in their life time, 40.5% of the underage reported playing mahjong, 33.9% of them played poker (24.5% of respondents reported having social gambling in 2005), and 24.6% played Mark Six lottery (it was only 15.0% in 2005). Furthermore, 1.9% reported their engagement in illegal internet gambling (it was 2.0% in 2005) and 1.6% in illegal gambling (offshore) activities (it was 0.6% for illegal Mark Six, 0.5% for illegal horse racing, 0.5% for illegal football betting, and 2.8% for illegal sporting event other than football in 2005). In sum, though there was only a slight increase in the percentage of participation in gambling activities in 2011 as compared with 2005, the popularity of social gambling activities in terms of mahjong and Mark Six had increased significantly.

5.1.3 Participation of General Public in Gambling Activities

For the general public, the participation in the type of gambling activity was 56.0% for Mark Six, 33.0% for social gambling, 12.9% for horse racing, 11.9% for Macau casino, and 6.6% for football betting in 2011. Compared with the research data obtained from the 2008 Study, it indicated that Mark Six was the most popular at 61.8%, followed by social gambling at 34.2%, horse racing at 17.1%, football betting at 7.7% and Macau casinos, at 10.8%. There was a decrease in participation of all sorts of gambling activities except Macau casinos, which should be put to greater attention as the amount of monthly betting money in Macau casinos became triple.

5.1.4 Influence from Family Members, Friends and Media

Friends/classmates (64.6%) and family members (54.6%) were the major companions in the underage's gambling activities. Actually, family members (44.0%) and friends/classmates (35.3%) were the proponents in their first gambling, and 72.3% of the underage had the betting money coming from their family members. Data in 2005 also showed that family members and friends were the main proponents in the first participation in gambling. In the youth survey, 40.9% of the respondents received gambling information from friends/classmates, and 35.5% from family members, 29.8% from the Internet. The qualitative study in this year also showed that usually friends were the main companions in gambling.

Regarding the influence from media, 46.9% of the respondents in the general public believed that gambling advertisement could not induce more people to become gamblers, while 78.8% of the underage was of the view that gambling information could not enhance their desire to gamble. Friends/classmates, family members and advertising were all factors influencing gambling behaviour. For the underage, internet information/advertising was also influential.

5.1.5 Amount of Money Involved

As for the amount of money involved in gambling for the underage, the monthly spending on gambling below \$200 was 91.0% and on illegal gambling below \$200 was 78.3%. Regarding the amount of money involved in gambling by the general public, though the majority of the respondents in both surveys (2008 and 2011) spent less than \$200 per month, it should be noted that the spending on Macau casino had increased from HK\$428.2 in the 2008 report to HK\$1409.0 in this report, which was more than triple. On the other hand, an increase in spending was also observed in horse racing and Mark Six lottery.

5.1.6 Reasons for Gambling

Regarding the reasons for gambling, the only item which has a mean below 2 is 'gambling is an entertainment', implying that for the majority of the underage respondents have agreed to this statement. The mean score for all the remaining reasons for gambling have scored above 2, implying that for most of the underage respondents, they tended not to agree to them. The mostly disagreed item was "Escape from problem", with a mean score of 3.49, implying that the majority of the respondents did not use gambling as an escape to their problems. However, from the qualitative study, escaping from problem was one of the main reasons to gamble among the problem/pathological gamblers. In the 2005 study, most of the underage respondents (45.3%) reported that killing time was the main reason for the participation of gambling. When the underage were split into those who gambled but without problems and those who gambled and with problem or pathological behaviours (the PP gamblers), the possible PP gamblers had a lower mean on all items, implying that they tended to agree more to the listed reasons for gambling.

5.1.7 Reasons for Illegal Gambling

The reasons for illegal gambling were different. Most of the respondents (22.7%) in the youth study were influenced by friends, 19.8% of them thought that there were more varieties of game and play, 18.6% regarded online betting was just a game. Not allowing them to gamble legally (16.9%) and attractive betting discount (16.9%) were other reasons for them to participate in illegal gambling.

5.1.8 Reasons for Not Gambling

For those who never gambled, the reasons for not gambling were "not interested" (61.7%); "Wasting money" (60.6%); and "underage" (51.7%). The results showed that more than half of them did not gamble due to underage, implying if the legal age is raised, a group of young people will not involved in gambling as they have not reached the legal age of gambling.

5.1.9 Percentage of Possible PP Gamblers

In this study, the prevalence rates of possible problem gamblers and possible pathological gamblers among the underage were 1.4% and 1.8% respectively. This figure was lower than the results obtained from the 2001 study (possible problem

gambler was 4.5% and possible pathological gambler was 2.6%), but slightly higher than the one in 2005 (both rates of possible problem gambler and possible pathological gambler were 1.3%). Furthermore, it should be noted that the percentage of possible pathological gamblers was lower than the possible problem gambler in 2001 but it was the reverse in 2011. This study suggests that the percentage of possible pathological gamblers (1.8%) was higher than the percentage of possible problem gamblers (1.4%) in 2011. Special attention should be paid to this unsettling trend. Similar trend seems to happen in some western countries as they also decreased within ten years, but it increased when the recent five years were counted. For examples, in Australia, the percentage for possible problem gambler (grade 7-12) increased within five years from 4.4% in 2005 to 5% in 2010 (GRA, 2011). In Canada (grade 7-12), within ten years it decreased from 7% in 1999 to 3% in 2009 for possible problem gambler (OSDUHS, 2009). In UK (aged 12-15), within nine years, it decreased from 4.9% in 2000 to 2% for possible problem gambler in 2009 (Ipsos MORI Social Research Institute UK, 2009). America varied in different states (aged 14-21) and it was 1.6% for possible problem gamblers in 2002 and 1.7% for possible problem gamblers in 2008 in Louisiana (Welte et al., 2008). Nearby city of Hong Kong - Macau (aged 13-18), it was 3.4% for possible problem gambler and 3.0% for possible pathological gambler (Macao Public Reh. Centre for PP Gamblers, 2007), and it was generally higher than those in Hong Kong no matter it was compared with data in 2001 or 2005.

For the general public, the percentage decreased along the years, though there was a slight increase for possible pathological gamblers in 2005. For possible problem gamblers, it decreased from 4.0% (2001) to 1.9% (2011). For possible pathological gamblers, it decreased from 1.8% (2001) to 1.4% (2011). It should be noted that, as different from the underage, the percentage of possible pathological gamblers was lower than the possible problem gamblers.

5.1.10 Views on Gambling

Findings of youth survey showed that the possible PP gamblers tended to have more positive views on gambling than the non-problem gamblers and non-gamblers. The item that the possible PP gamblers mostly disagreed to was “no one should gamble”; but contrastingly the second one was “gambling is a better way to earn money than working”, implying that they also realized gambling should not be the mean or to replace making money by having a job in light of their indulgence in gambling. The third item that they mostly agreed to was “people feel guilty on participation in gambling”, implying that most of them disagreed that people would feel guilty in gambling. From the qualitative interviews, it was also revealed that possible PP gamblers exhibited positive perception towards gambling, such as gambling for the sake of improving one’s psychological state, viewing it as a form of social activity, and treating it as a source of income. The factor of an early win, which is common in many possible PP gamblers in this study, may provoke gambling behaviours and addiction later in life.

5.1.11 Factors for Participation in Gambling and Becoming Problem/ Pathological Gamblers

From the regression analysis in the findings of youth study, it indicated that the poorer academic performance, the higher participation in football betting, poker, and illegal gambling, as well as higher personal monthly disposable amount of money. However, with lower family income, and being male, there would be a higher

probability of being a problem or pathological gambler for the underage. Regression analysis of the general public showed that the more participation in horse racing, football betting and Macau casino, the higher probability of becoming a problem or pathological gamblers. It should be noted that in the general public, being male no long is a predictive factor for possible PP gamblers which was one of common predictive factors in all the previous studies (2001, 2005, and 2008, both in youth and general public study). Along these years, football betting and horse racing were concluded as predictive factors, while Macau casino emerged since 2008. For the underage, it should be noted that in 2005, social gambling was also one of the predictor, while in this study, poker, which is regarded as a social gambling, was also concluded as one of the predictive factor. It is worthy to note that poker was concluded as one of the predictive factor even though the percentage of respondents participating in illegal gambling was not significantly high.

Besides the above mentioned predictive factors, qualitative findings showed environmental factors such as increased accessibility of gambling venues, availability of gambling activities, availability and easiness of getting loan could also motivate gambling behaviour.

5.1.12 Legal Age for Gambling

For the underage, 38% of the respondents agreed that the age of 18 was the most appropriate legal age of gambling. 22.6% of the respondents agreed to raise the legal gambling age to 21, and the same percentage of respondents agreed that there should be no gambling for all age. For the general public, 68.6% of the respondents agreed to raise the legal gambling age from 18 to 21 while 19.1% of them disagreed. From both samples, the majority tended to agree to raise the legal age of gambling.

5.1.13 Awareness of the Gambling Counselling Hotline and Counselling and Treatment Services

The youth survey indicated that the most popular service was the Gambling Counselling Hotline, about 60% of the respondents had heard about it. For the general public, 75.8% of them had heard about it, implying its high popularity among the public. Around 26% of the youth knew about the Counselling and Treatment Centres, while 50.6% of the general public knew about it, but the majority of the youth did not know what kinds of services were provided by these Centres.

6.8% of the youth had used the Counselling Hotline or Counselling and Treatment Centres, while only 0.5% of the general public had used the hotline and 1.0% of them had used the Counselling and Treatment Centres. About 20% of the youth would use such services (Counselling Hotline and Counselling and Treatment Centres) in case problem gambling happened to them, and 69.4% of youth would recommend such services to family members in case they were facing gambling-related problems, while 60.7% of the general public would do so when they came across such problems. From among those youth who had used the services either themselves, or their family members, around 65.0% of them believed the services could help to solve the problem to a large extent or absolutely. As mentioned in the findings, most of the underage would seek help from their family (71.0%) and schoolmates (45.8%) if in need, it is essential to promote such services to both family members and the underage. Similar results were found on popularity of the Gambling Counselling Hotline and awareness of Counselling and Treatment Centres, and their services from the general public, through focus group interviews.

5.1.14 Effectiveness of the Counselling and Treatment Centres

Regarding the effectiveness of the Centres, according to the respondents in the qualitative study, the Counselling and Treatment Centres served as an effective platform for the help-seeking gamblers; they viewed the Centres as an important asset to their wellbeing; a beacon of hope to curing their gambling addiction. The Centres were also viewed as a place to bond with those who shared similar gambling-related experiences, in which they were able to have a sense of belonging and satisfaction through mutual learning. The treatments were effective in terms of changing the gambler's perceptions, beliefs, values, and ultimately the attitude of gambling, which was accompanied by personal growth and progressive resilience from gambling addiction. However, the respondents were aware that the Centres so far encountered many difficulties, leading to high turn over rate of social workers and limited types of service provided.

5.1.15 Awareness of Anti-gambling Information

62.6% of the youth reported that they heard about the anti-gambling information and its related slogans while 98.0% of the general public heard about them, among which 54.3% of them had watched anti-gambling TV programs. Respondents from the qualitative study also showed high awareness on these anti-gambling information and programs.

22.2% of the respondents in the youth study had participated in different kinds of anti-gambling activities offered mostly by schools, while 4.4% of the general public had participated in these kinds of activities, again, mostly organized by schools. Even though most of the respondents had not heard of the Ping Wo Fund, their participation in anti-gambling activities carried out by the schools already served the purpose.

It should be noted that the main channels of obtaining both gambling information and anti-gambling information were family members, friends/classmates and schools, TV and the Internet. The effect of TV was influential as most of the respondents in the youth study claimed they knew about the anti-gambling information from it. The majority of the respondents from the qualitative study also agreed that the TV adverts were effective in delivering anti-gambling messages and raising a cautious conscience towards the dangers of gambling among the general public. They were more inclined to remember TV adverts that were interesting, funny, informative (of the negative gambling consequences) and thought provoking ones, and “Don't gamble your family away 賭到眾叛親離” was a good example possessing these qualities.

5.1.16 Impact of Gambling Advertisements

As respondents were highly exposed to gambling advertisements from various channels, the effects of gambling advertising was explored. 78.8% of the youth reported that gambling information could not entice their desire to gamble, while 46.9% of the general public claimed promotional advertisements on gambling could not induce them to gamble. In the 2008 Study, similar finding was found that only 5.2% of the respondents from the general public claimed they were influenced to gamble more. In the 2005 Study, less than 10% of the youth believed that advertisements could entice their gambling desire. Two respondents out of ten respondents from the qualitative interviews with PP gamblers confirmed the impact of advertising on their gambling behaviour.

5.2 Recommendations

5.2.1 The need for early prevention

As a common saying, prevention is always better than cure, and this cannot be truer for the PP gambler: once they are hooked onto gambling, the addiction can hardly be denied – He/she will then require professional help on a long term basis, implicating an expensive treatment that including regular counselling, treatment or focus groups/support groups and medication to treat psychological stress. Not only the treatment costs incurred at the expense of personal and public resources, problem gambling is also associated with a wide range of negative consequences such as relationship breakdown, suicide ideation and attempt, potential risk for multiple addictions and risky behaviours. In addition, since data in the present study have suggested that the early participation of gambling activities is positively and significantly correlated to gambling behaviours later in life, the implication of early intervention is immense; in particularly the implementation of gambling preventive measures should be given more emphasis to the younger age groups. In sake of the costs and overall wellbeing of the society, the Government has the responsibility to educate the general public of the risks and consequences of gambling.

i. Alter the distorted perceptions especially among the youth

Gambling preventive measures are most crucial and effective at an early stage in life. PP gamblers have revealed the lack of parental guidance in their early stages in life have contributed to their lack of understanding of the adverse consequences of gambling. Friends and family members/relatives play a crucial role in affecting ones gambling behaviours. The seductive lure of early wins, the experience of the stimulating gambling processes, the innate sensation/excitement-seeking and easily influenced personality, as well as the strong need of affiliation of the victim place one at a high risk position to become addicted to gambling.

Educating the younger generation of the negative dire consequences of gambling should be an utmost priority, but the delivery of such anti-gambling messages should give focus on tweaking a few perceptions of gambling. Firstly, the view of gambling as a form of acceptable social activity should be altered – not only does the undesirable dire consequences of gambling masquerade behind a healthy and enjoyable social bonding should be unveiled, but also the social gambler may resist oneself to unhealthy peer pressure to gamble due to a great need for social recognition and friendship, and the progressive search for alternative forms of gambling activities to increase sensational arousal and satisfaction.

Secondly, the respondents from the focus group outlined the false perception of viewing gambling as a form of charity that should be rectified. In light of the social costs and problems arising from gambling, claiming this activity as a form of charity is indeed a distorted justification.

Thirdly, the false perception that gambling can be a way to make money should be altered. Gamblers tended to view this as possible, and early win gave them great confidence in future winning. When they lost in gambling, the uncontrollable urge to chase back money further made them bear greater financial liability.

Indeed, the listed risks associated to gambling and the opportunity costs of social gambling (such as lesser participation in healthy activities like sports, extracurricular

activities, family and social activities etc.) have to be addressed, particularly to the younger age groups. The youthful generation should be given sufficient information on the negative consequences and social costs/problems of gambling. Greater efforts on educating the general public the adverse impact of gambling, such as producing leaflets and posters, organizing seminars and talks, as well as publicity on TV and social media like the Internet are options that the Government can consider.

ii. Use TV adverts as an efficient means to educate the public

TV advert is an efficient mean to deliver messages, yet its effectiveness hinges on the content – whether it is for raising awareness of the Gambling Counselling Hotline, the four Counselling and Treatment Centres or the Ping Wo Fund, the adverts have to be strategically planned for specific audience. From the qualitative chapter respondents have indicated that existing anti-gambling adverts are ineffective for the addicted gamblers but contrary, it is effective in creating an impact to the minds of the younger age groups or those who have not gambled. Among the TV adverts, ‘Don’t gamble your family away 賭到眾叛親離’ was the most well received, which should be treated as a benchmark for future productions among the respondents. The elements that allow this success include producing the advert as an animation and delivering the anti-gambling messages in an entertaining and sardonic tone, which is eye-catching and thought-provoking. Towards the end of the advert it is revealed that the animated story is in fact a real-life case of a problem/pathological gambler – a crucial element that many respondents have recommended to have in order to enhance the impact of anti-gambling efforts.

In addition, the adverts should have a specific target audience. For example, the serious problems brought by excessive gambling should be emphasized in the anti-gambling adverts targeted at children in kindergarten and primary schools, while adverts targeted at junior and senior high schools should be more informative.

iii. Use school as an important and good place for prevention and education

As revealed in this study, most respondents knew about and joined the anti-gambling activities in schools. The Ping Wo Fund is strategically right in choosing schools to provide anti-gambling activities, but schools have to design interesting programs to catch the attention of the underage. Generally, schools would carry out the promotional efforts in a traditional way such as seminar, which is relatively passive and the communication is one-way. Teenagers are interested in something funny and trail-blazing. In addition, older teenagers are generally more rebellious than younger teenagers and hence it is suggested that schools should tailor-made the program in an innovative way according to the age of the audience. For example, slogan or art competition on anti-gambling messages and experience sharing by ex-gamblers in seminars are suitable for younger teenagers; while for older teenagers, educating them the chance of lose/win by statistical description, drama, video/musical production campaigns, as well as inviting their participation in voluntary work at Counselling and Treatment Centres with ex-gamblers are suitable.

Schools are also a good venue to provide interesting, stimulating and challenging activities to fulfill students’ needs for achievement, sensation and exploration. It is also crucial to develop good relationships among teachers and students such that supportive and happy learning environment could be achieved and students can be free from excessive stress, which are found to be one of the protective factors of problem gambling. As deviant behaviours are found to have high correlation with

problem gambling in this study, the prevention, early identification and early intervention of deviant behaviours in school might also be one method to prevent problem gambling.

iv. Use real-cases of problem/pathological gambler in educational and preventive measures

Sharing of real-cases should also be included in school talks. In light of this, the Government should provide more opportunities and establish platforms for the ex-problem/pathological gamblers, as well as those who are undergoing treatment, to share with the public of their personal experiences. As revealed by the in-depth interviews, the problem/pathological gamblers, when they shared their experience with others, especially those who are seeking help for the same reason, could feel a sense of satisfaction in helping others to overcoming gambling addiction. A mutual benefiting experience, a sense of duty, identity and the rise in self-esteem, as well as understanding and support among gamblers could be achieved.

v. Promote family education and wellness

Parents are the models for the underage. It is important that parents realize the impact of their own gambling attitudes and behaviours on their children. The results in this study clearly show that the underage are mostly influenced by their family members and the latter are also the persons who provide gambling information to the youth. Further, social gambling is prevalent among the underage and the public. Parents should be educated to have lesser social gambling at home and carry out other healthy family activities instead. Developing good family relationship does not only help shape a positive, strong and confident character of the underage, but also help the children to shape a proper perception of gambling.

5.2.2 Holistic intervention

As already mentioned, it is usually the overwhelming debts that drive most gamblers to the Counselling and Treatment Centres. By that time their friends and family might have already suffered from the negative consequences of their gambling addiction. The Government and the Ping Wo Fund should strive for a strategy that aims to encourage the gamblers to seek professional help before they encounter grave problems (e.g. mounting debts, broken families, psychological distress, suicidal tendency etc.). The gamblers often lack the awareness of realizing one's addicted state, therefore their family members and friends have to play a role in noticing their addicted gambling behaviours and persuading the gamblers to approach the Counselling and Treatment Centres for help.

i. Attention and assistances to family members and friends of addicted gambler

As mentioned in the previous section, gambling prevention can be in the form of effective TV adverts that should have specific messages and target audience. The TV adverts can be directed to the friends and family members of the addicted individual so that the former could encourage addicted gamblers to seek professional help in a timely manner. The content of the anti-gambling adverts could include the Gambling Counselling Hotline and information about services provided by the four Counselling and Treatment Centres. Respondents in the qualitative study call for a further promotion of the effectiveness of the treatment centres through TV adverts, as the respondents believed that this could motivate addicted individuals and their family members or friends to seek help from the Centres.

ii. Long term and sufficient funding for Counselling and Treatment Centres

a) To adopt a holistic and comprehensive outreaching approach

Both the qualitative and quantitative study showed that the addicted gamblers would not recognize their own problems, and when they sought help, it was already too late. In order to have early intervention, the Counselling and Treatment Centres should enhance their outreaching efforts in reaching out to those in need of treatment, and to their family members who are in need of assistance. These include staging local campaigns and school functions, distribution of posters and leaflets, as well as publicity on Roadshows, TV adverts, and radio etc. Sufficient and long term funding should be given to the Counselling and Treatment Centres to enable them to have a sustainable development in their services provided to gamblers.

b) To retain experienced social workers

The interviews revealed that social workers frequently faced psychological anxiety from short-term contracts. The help-seeking gamblers from the in-depth interviews felt that the Counselling and Treatment Centres lacked financial resources in providing different forms of treatments and services for them. It is therefore crucial to establish a long-term funding system for the four Counselling and Treatment Centres. Other short-term project funding for outreaching campaigns could also be made available for the treatment centres. With more support to the treatment centres, turn over rate of social workers could then be lowered, allowing them to accumulate skills, knowledge and experience and to provide more quality services to the gamblers.

5.2.3 Improve the publicity of preventive and remedial measures

i. Strengthening the publicity of the four Counselling and Treatment Centres

The findings in this study revealed the low public awareness of the Ping Wo Fund and the four Counselling and Treatment Centres. It is important to enhance the promotion of the anti-gambling efforts of the Ping Wo Fund, including the Gambling Counselling Hotline and the services provided by the Counselling and Treatment Centres so that gamblers and their family members would know where to seek help in case of need.

ii. Advertising channels and methods

TV adverts have so far created recallable anti-gambling messages in the minds of many audiences and TV is considered an effective promotional channel. Social media is a popular communication tool among the underage and the Government should consider making use of this new platform in promoting anti-gambling messages. In addition, more advertising should be made in public places, particularly at gambling venues.

5.2.4 Policy Concern

i. The Hong Kong Government

The Hong Kong Government has adopted a policy of restricting gambling opportunities to a limited number of authorized and regulated outlets. The rationale is not to encourage gambling, but to contain social problems arising from illegal gambling by diverting demand into authorized and regulated outlets. According to the findings of this study, most of the respondents agreed to raise the legal gambling

age from 18 to 21. In June 2011, the Macau Government has decided to raise the legal gambling age from 18 to 21. Singapore and Malaysia also adopt aged 21 as the dividing line. In US, it varies in different states, but in most of the states, 18 is the legal age for lottery and charity Bingo, while aged 21 for casinos and slots machines. Reference to Canada and South Korea, it also varies by jurisdiction, ranging legal gambling age from 18 to 19. The legal gambling age in Australia and England is 18. The Hong Kong Government could consider reviewing the legal gambling age having regard to the local circumstances and making reference to the legal gambling age of other jurisdictions. The Hong Kong Government could also make reference to anti-gambling measures adopted in the nearby regions and strive to improve its existing efforts.

The Government should also impose strict enforcement action against illegal gambling. For instance, the enforcement authority should conduct surprise checking to combat illegal gambling in private or public places. To combat illegal online gambling (e.g. online casino), the enforcement authority should conduct more cyber patrol and maintain close liaison with counterparts in other jurisdictions to gather intelligence through different channels.

The Government has to review the gambling policy as and when necessary so as to ensure proper and timely action would be taken having regard to the changes in gambling situation in Hong Kong.

ii. The Hong Kong Jockey Club

The Hong Kong Jockey Club should also take an active role to promote responsible gambling and minimize gambling-related problems. For example, conspicuous warning messages and information of the Counselling and Treatment services for gamblers (e.g. the Gambling Counselling Hotline) should be displayed clearly in the Club's betting outlets, Club's advertisements on newspapers and website

iii. Gaming operators in Macau

Since a significant number of people from Hong Kong travel to Macau to gamble in casinos, the gaming operators in Macau should enhance promotion on responsible gambling practices in the casinos and carry it out thoroughly. For example, ATM machines should not be placed in close proximity or even in casinos.

5.3 Final Remarks

Based on the findings and suggestions provided by our respondents, this study urges the Government and the Ping Wo Fund to carefully consider the listed recommendations in the sake of preventing, minimizing and alleviating the current social costs and problems arising from gambling.

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香港理工大學
應用社會科學系
社會政策研究中心

「香港人參與賭博活動情況研究問卷」

2011 年 7 月

程序 A: 自我介紹

「喂，你好，請問哩度係未住宅電話呢？（如果不是，訪問員請有禮地回應『對唔住，我哋打錯咗電話，拜拜。』，然後請再重試。）我哋係香港理工大學社會政策研究中心打嚟嘅，民政事務局委託我哋進行一項有關香港人參與賭博活動情況嘅意見調查。呢個電話訪問大概只需要幾分鐘，訪問嘅內容係絕對保密嘅，請您放心。呢個調查嘅訪問對象係 15 至 64 歲嘅香港居民，請問府上有幾多位呢類家庭成員呢？」

→ 如接聽電話人士合資格：先生／小姐介唔介意幫我哋完成呢份問卷呢？

→ 如接聽電話人士不合資格：請問府上有冇上述呢類人士呢？」

程序 B: 選出合適受訪者

(Official Use)

[v1] Telephone#

[v2] 呢個調查嘅訪問對象係 15 至 64 歲嘅香港居民，請問府上有幾多位呢類家庭成員呢？

【如果多過一個以上，訪問員請用 Random Generator 根據 Kish Grid 方法抽出一位合資格嘅最終受訪者。】

[v3] 根據抽樣結果，按年齡排列由大到小，唔該請年齡排第___位嘅家庭成員嚟聽電話。

程序 C: 問卷開始

如果最終受訪者不是接聽電話人士，請向最終受訪者讀出：「喂，先生 / 小姐你好，我哋係香港理工大學社會政策研究中心打嚟嘅，而家進行緊一項有關香港人參與賭博活動情況嘅意見調查，探討下香港人參與賭博活動嘅情況。閣下所提供嘅意見，我哋係會絕對保密嘅，請您放心。」

[v4] [由訪問員自行填寫]

受訪者性別: 1. 男 2. 女 (以下稱受訪者為“先生”或“小姐”)。

A 部分：參與合法賭博活動情況

[v5] 請問（先生／小姐）第一次參與賭博活動（例如係同朋友打麻雀/打啤牌而有金錢上嘅得益或損失）嘅年齡大概係幾多歲？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「88」，而拒絕回答則輸入「99」。】

大概年齡：_____

88 唔記得

99 拒絕回答

111 從未參與賭博活動（跳至 v47）

[v6] 請問（先生／小姐）你係過去一年內，有冇參與過任何賭博活動(包括去馬會投注、去賭場賭博或同朋友打麻雀/打啤牌而有金錢上嘅得益或損失等)？

1 有

2 無 (跳至 v47)

3 唔記得

4 拒絕回答 (跳至 v47)

[v7] 係過去一年內，請問（先生／小姐）你有無向香港賽馬會投注過六合彩？

1 有

2 無 (跳至 v9)

3 唔記得 (跳至 v9)

4 拒絕回答 (跳至 v9)

[v8] 係過去一年內，請問你平均每個月用咗幾多錢嘅哩種活動上呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

1 唔清楚 / 唔記得

2 拒絕回答

[v9] 係過去一年內，請問你有無試過向香港賽馬會投注賽馬呢？

1 有

2 無 (跳至 v11)

3 唔記得 (跳至 v11)

4 拒絕回答 (跳至 v11)

[v10] 係過去一年內，請問你平均每個月用咗幾多錢喺哩種活動上呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v11] 係過去一年內，請問你有無試過向香港賽馬會投注足球賽事呢？

- 1 有
- 2 無 (跳至 v13)
- 3 唔記得 (跳至 v13)
- 4 拒絕回答 (跳至 v13)

[v12] 係過去一年內，請問你平均每個月用咗幾多錢喺哩種活動上呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v13] 係過去一年內，請問你有無試過喺澳門賭場落注呢？

- 1 有
- 2 無 (跳至 v15)
- 3 唔記得 (跳至 v15)
- 4 拒絕回答 (跳至 v15)

[v14] 係過去一年內，請問你平均每個月用咗幾多錢喺哩種賭博上呢，唔包括賭博以外嘅消費？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v15] 係過去一年內，請問你有無試過喺香港嘅麻雀館打麻雀呢？

- 1 有
- 2 無 (跳至 v17)
- 3 唔記得 (跳至 v17)
- 4 拒絕回答 (跳至 v17)

[v16] 係過去一年內，請問你平均每個月用咗幾多錢係哩種賭博上呢，唔包括賭博以外嘅消費？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v17] 係過去一年內，請問你有無試過同親戚朋友賭博（例如打麻雀、賭啤牌而有金錢嘅得益或損失）呢？

- 1 有
- 2 無 (跳至 v19)
- 3 唔記得 (跳至 v19)
- 4 拒絕回答 (跳至 v19)

[v18] 係過去一年內，請問（先生／小姐）你平均每個月用咗幾多錢係哩種活動呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v19] 係過去一年內，請問你有冇試過上嚟香港開出嘅賭船落注呢？

- 1 有
- 2 無 (跳至 v21)
- 3 唔記得 (跳至 v21)
- 4 拒絕回答 (跳至 v21)

[v20] 係過去一年內，請問（先生／小姐）你平均每個月用咗幾多錢係哩種活動呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

B 部分：參與非法賭博活動情況

[v21] 係過去一年內，請問（先生／小姐）你有無參加過外圍投注？（註：外圍投注即非經馬會投注）

- 1 有
- 2 無 (跳至 v29)
- 3 唔記得 (跳至 v29)
- 4 拒絕回答 (跳至 v29)

[v22] 係過去一年內，請問（先生／小姐）你有無買過外圍六合彩呢？

- 1 有
- 2 無 (跳至 v24)
- 3 唔記得 (跳至 v24)
- 4 拒絕回答 (跳至 v24)

[v23] 係過去一年內，請問你平均每個月用咗幾多錢喺哩種活動上呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v24] 係過去一年內，請問你有無試過投注外圍賽馬呢？

- 1 有
- 2 無 (跳至 v26)
- 3 唔記得 (跳至 v26)
- 4 拒絕回答 (跳至 v26)

[v25] 係過去一年內，請問你平均每個月用咗幾多錢喺哩種活動上呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v26] 喺過去一年內，請問你有無試過投注外圍足球賽事呢？

- 1 有
- 2 無 (跳至 v28)
- 3 唔記得 (跳至 v28)
- 4 拒絕回答 (跳至 v28)

[v27] 喺過去一年內，請問你平均每個月用咗幾多錢喺哩種活動上呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v28] 請問（先生／小姐）剛才所講嘅投注活動，即係外圍六合彩/外圍賽馬/外圍足球賽果，通常透過乜嘢途徑投注呢？ **【訪問員不必讀出任何選項，受訪者可選多項。**】

- 1 喺酒吧落注
- 2 電話落注
- 3 互聯網落注
- 4 喺娛樂或飲食場所落注
- 5 透過相熟朋友落注
- 6 其他（請註明）：_____
- 7 唔清楚／好難講
- 8 拒絕回答

[v29] 喺過去一年內，請問你有無試過喺本地非法賭場落注呢？

- 1 有
- 2 無 (跳至 v31)
- 3 唔記得 (跳至 v31)
- 4 拒絕回答 (跳至 v31)

[v30] 喺過去一年內，請問你平均每個月用咗幾多錢喺哩種活動呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v31] 喺過去一年內，請問你有無試過喺網上賭場落注呢？

- 1 有
- 2 無 (跳至 v33)
- 3 唔記得 (跳至 v33)
- 4 拒絕回答 (跳至 v33)

[v32] 喺過去一年內，請問你平均每個月用咗幾多錢喺哩種活動呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

[v33] 喺過去一年內，請問你有冇試過喺一啲公共地方或者係公眾場所 (例如公園、卡拉 ok)賭博？

- 1 有
- 2 無 (跳至 v35)
- 3 唔記得 (跳至 v35)
- 4 拒絕回答 (跳至 v35)

[v34] 喺過去一年內，請問你平均每個月用咗幾多錢喺哩種活動呢？

【訪問員請直接輸入答案，如受訪者唔清楚或唔記得，請輸入「1」，而拒絕回答則輸入「2」。】

平均每個月嘅花費：_____

- 1 唔清楚 / 唔記得
- 2 拒絕回答

C 部分：病態賭博情況 DSM- IV

[v35] **【留意：v35 至 v46 不適用於 v5 至 v34 全部都答「無」或「唔記得」或「拒絕回答」之受訪者，只適合有參與過任何一種賭博活動之受訪者。如受訪者從不參與賭博活動，請輸入「5」及跳至 v47】**

喺過去一年內，下列各項情形有無發生喺閣下身上呢？閣下只須回答有定係無。

試過個腦成日都唸住賭博嘅嘢，例如唸番以前賭嘅情形、計劃下次嘅賭博、或點樣去搵賭本嘅問題

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答
- 5 不適用- 受訪者從來沒有參與過任何一種賭博活動/或全部作答「唔記得」/「拒絕回答」 (跳至 v47)

[v36] 試過為咗想要嘅刺激，需要不斷加大賭注

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v37] 試過想賭少啲、或者停止賭博但都唔成功

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v38] 當嘗試賭少啲或停止賭博嘅時候會覺得煩躁不安

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v39] 試過用賭嚟逃避個人煩惱或者舒解不快嘅情緒，例如內咎、無助、焦慮或沮喪

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v40] 試過輸咗錢後，好快又再賭過以求翻本

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v41] 試過向其他人隱瞞自己賭得幾大或自己賭博嘅行爲

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v42] 試過爲咗搵錢去賭而做過唔合法嘅嘢，例如偷嘢、私用公款、詐騙或偽造文件

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v43] 試過因賭而傷害甚至失去你珍惜嘅人際關係

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v44] 試過因賭而損害或者失去受教育、工作或者晉升嘅機會

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v45] 試過因賭而陷入財政困難而要靠其他人提供金錢援助

- 1 有
- 2 無
- 3 唔記得
- 4 拒絕回答

[v46] 請問（先生／小姐）以上曾經出現嘅情況，通常係你參與以上提到嘅邊一種賭博活動時發生嘅呢？

【留意：此題不適用於全部都無試過上述情況之受訪者，受訪者可選多項。訪問員不必讀出任何選項。】

- 1 向香港賽馬會投注六合彩
- 2 投注外圍六合彩
- 3 向香港賽馬會投注足球賽事
- 4 投注外圍足球賽果
- 5 向香港賽馬會投注賽馬
- 6 投注外圍賽馬
- 7 投注澳門賽馬
- 8 喺澳門賭場落注
- 9 喺香港開出嘅賭船上落注
- 10 去麻雀館打麻雀
- 11 本地非法/地下 賭場落注
- 12 網上賭場落注
- 13 同親戚朋友賭博（例如打麻雀、賭啤牌或者賭波）
- 14 在公共地方（例如公園、卡拉 ok)賭博
- 15 其他（請註明）：_____
- 16 唔清楚／好難講
- 17 拒絕回答
- 18 不適用（全部都無試過上述情況）

D 部分：對預防病態賭博措施之認知

[v47] 你有冇聽過戒賭熱線 1834 633?

- 1 有
- 2 冇 (跳至 v 49)
- 3 拒絕回答(跳至 v 49)

[v48] 你或者你嘅家人有冇試過致電呢條熱線求助?

- 1 有
- 2 冇
- 3 拒絕回答

[v49] 你有冇聽過一啲專為賭徒及其家人而設嘅戒賭中心?

- 1 有
- 2 冇 (跳至 v 52)
- 3 拒絕回答 (跳至 v 52)

[v50] 請問你聽過以下邊幾間戒賭服務中心? (訪問員須讀出 1-4 項, 可選多項)

1. 有(東華三院平和坊)
2. 有(明愛展晴中心)
3. 有(錫安勗勵軒)(勗- 音“旭”)
4. 有(香港路德會社會服務處青亮中心)
5. 有, 其他(請註明: _____)
6. 全部也沒有聽過
7. 拒絕回答

[v51] 你或者你嘅家人有冇試過向呢啲中心求助?

- 1 有
- 2 冇
- 3 拒絕回答

[v52] 如果你發現自己或家人有賭博問題時, 你會唔會向頭先提到嘅戒賭熱線/輔導服務中心求助?

- 1 會
- 2 唔會
- 3 唔清楚/好難講
- 4 拒絕回答

- [v53] 你有冇聽過「平和基金」?
- 1 有
 - 2 冇
 - 3 拒絕回答
- [v54] 你有冇聽過政府有關沉迷賭博嘅宣傳口號? 例如「沉迷賭博，倒錢落海」、「賭到眾叛親離，你輸唔輸得起」、「沉迷賭博，累人累己」同「睇波·不賭波，健康·齊踢波」。
- 1 有
 - 2 冇
 - 3 唔記得 / 唔肯定
 - 4 拒絕回答
- [v55] 你有冇睇過有關沉迷賭嘅電視節目，例如「賭海迷途」呢?
- 1 有
 - 2 冇
 - 3 唔記得 / 唔肯定
 - 4 拒絕回答
- [v56] 請問你過去有冇參與過任何有關預防賭博問題嘅活動（例如係嘉年華、講座等)?
- 1 有
 - 2 冇 (跳至 v58)
 - 3 拒絕回答 (跳至 v 58)
- [v57] 請問以上你參與嘅活動係由邊個舉辦呢?【訪問員不用讀出答案，可選多項】
- 1 政府
 - 2 志願福利機構 / 非牟利機構 / NGOs / 社福機構轄下之戒賭中心
 - 3 學校
 - 4 教會
 - 5 政黨
 - 6 其他，請註明: _____
 - 7 唔清楚／好難講
 - 8 拒絕回答

[v58] 你同唔同意將香港既合法賭博年齡由而家既 18 歲提高到 21 歲?

- 1 同意
- 2 唔同意
- 3 唔清楚 / 好難講 / 無所謂
- 4 拒絕回答

[v59] 你認為傳媒中有關賭博嘅宣傳及廣告，會否令更多人成為賭徒?

- 1 會
- 2 唔會
- 3 唔知道 / 好難講
- 4 拒絕回答

E 部分：受訪者之個人資料

[v60] 請問你嘅年齡係：

- 1 15-17
- 2 18-21
- 3 22-29
- 4 30-39
- 5 40-49
- 6 50-59
- 7 60-64
- 8 拒絕回答

[v61] 請問（先生／小姐）你嘅教育程度去到邊度呢？

- 1 無受過正規教育
- 2 幼稚園 / 小學
- 3 初中（中一至中三）
- 4 高中（中四至中五）
- 5 預科程度（中六至中七 / (IVE)香港專業教育學院 / 其他職業訓練機構）
- 6 大專：非學士學位
- 7 大專：學士學位或以上（包括碩士 / 博士等）
- 8 拒絕回答

[v62] 請問（先生／小姐）你嘅婚姻狀況係乜呢？

- 1 未婚
- 2 已婚
- 3 分居／離婚
- 4 鰥寡
- 5 同居
- 6 拒絕回答

[v63] 請問（先生／小姐）你嘅住屋類型係乜呢？

- 1 公屋（無論是租或自置）
- 2 居屋或夾屋
- 3 私人屋苑（無論是租或自置）
- 4 私人單棟式住宅大廈 / 唐樓（無論是租或自置）
- 5 員工宿舍 / 學生宿舍
- 6 村屋（無論是租或自置）
- 7 其他（請註明）：_____
- 8 拒絕回答

[v64] 請問（先生／小姐）你屋企依家每月嘅總收入大概有幾多呢？【訪
問員不必讀出答案】

- 1 5,000 元以下
- 2 5,000-9,999 元
- 3 10,000-14,999 元
- 4 15,000-19,999 元
- 5 20,000-24,999 元
- 6 25,000-29,999 元
- 7 30,000-34,999 元
- 8 35,000-39,999 元
- 9 40,000-44,999 元
- 10 45,000-49,999 元
- 11 50,000 或以上
- 12 唔記得／唔知道／唔定
- 13 拒絕回答

[v65] 請問（先生／小姐）你嘅工作狀況係乜呢？

- 1 僱主
- 2 僱員
- 3 自僱人士
- 4 失業／待業（問卷完成）
- 5 退休人士（問卷完成）
- 6 家庭主婦（問卷完成）
- 7 學生（問卷完成）
- 8 拒絕回答

[v66] 請問（先生／小姐）你嘅職業或者職位係邊類呢？【訪問員不必讀出答案】

- 1 經理及行政人員
- 2 專業人員
- 3 輔助專業人員
- 4 文員
- 5 服務工作及商店銷售人員
- 6 漁農業熟練工人
- 7 工藝及有關人員
- 8 機台及機器操作員及裝配員
- 9 非技術工人
- 10 公務員（必須追問，再重新按 1 至 9 分類）
- 11 其他（請註明）：_____
- 12 拒絕回答

[v67] 請問（先生／小姐）你個人依家平均每月嘅收入大概有幾多呢？【訪問員不必讀出答案】

- 1 5,000 元以下
- 2 5,000-9,999 元
- 3 10,000-14,999 元
- 4 15,000-19,999 元
- 5 20,000-24,999 元
- 6 25,000-29,999 元
- 7 30,000-34,999 元
- 8 35,000-39,999 元
- 9 40,000-44,999 元
- 10 45,000-49,999 元
- 11 50,000 或以上
- 12 唔記得／唔知道／唔定
- 13 拒絕回答

問卷調查已經完成，多謝閣下為我哋提供寶貴嘅資訊。

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問卷編號：

香港理工大學
應用社會科學系

《香港青少年對賭博活動及其防治之意見調查》

2011 年

民政事務局委託香港理工大學應用社會科學系進行有關《香港青少年對賭博活動及其防治之意見調查》，是次調查將以不記名方式進行，請你作答時，在適當的方格內打“✓”。

你的意見和個人資料均絕對保密。研究完成後，所有填寫的問卷都會被銷毀。你的坦誠分享及合作，對今次研究有很大幫助。謹此多謝你參與是次調查。

請注意:

在此問卷內所提及的「賭博」是指透過活動或行爲，用金錢或有價值之物品（如：名牌手袋、手錶等）作賭注，以獲得一個贏得更多金錢或有價值之物品的機會。

第一部分：個人參與合法及非法賭博的情況及動機

1) 請表示你在一生中及過去十二個月內曾否參與以下的活動？請在適當的方格內打“√”
如果你一生中從未試過賭博活動，請跳去題目(20)繼續回答餘下問題。如果你曾試過賭博活動，請繼續答以下題目。

賭博活動	一生中		過去十二個月					
	從未試過	一次最少	試過沒有	每個月少於	每個月	每星期	每天	
投注馬會舉辦的足球博彩								
投注馬會舉辦的賽馬								
投注馬會舉辦的六合彩								
賭啤牌								
打麻雀								
賭場的賭博活動								
網上的賭博活動(非法)								
參與外圍賭博活動(非法)								
其他(請 明: _____)								

2) 請問你與那些人一起賭錢?【可選多項】

- 1 自己一個人去賭 2 朋友或同學 3 家人
 4 親戚 5 其他(請註明:_____)

3) 請問你用什麼途徑參與賭博活動?【可選多項】

3A) 親身到賭博場所投注 馬場 <input type="checkbox"/> 馬會投注站 <input type="checkbox"/> 賭場 <input type="checkbox"/> 賭船 <input type="checkbox"/> 其他 <input type="checkbox"/> (請列明:_____)	3B) 親自場外投注 使用家中電話投注 <input type="checkbox"/> 使用電腦投注 <input type="checkbox"/> 使用手機投注 <input type="checkbox"/> 其他 <input type="checkbox"/> (請列明:_____)	3C) 透過別人投注 家人 <input type="checkbox"/> 親戚 <input type="checkbox"/> 朋友/同學 <input type="checkbox"/> 外圍賭博營業員 (艇仔) <input type="checkbox"/> 其他 <input type="checkbox"/> (請列明:_____)	3D) 在其他私人 / 公眾地方玩 公園 <input type="checkbox"/> 私人會所 <input type="checkbox"/> 住宅 <input type="checkbox"/> 工作場所 <input type="checkbox"/> 餐廳/酒樓 <input type="checkbox"/> 其他地方 <input type="checkbox"/> (請列明:_____)
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4) 請問你每月平均用多少錢或相等價值之物品來參與以上賭博活動？

- 1 1 200 2 201 400 3 401 00 4 01 00
5 01 1,000 1 001 1,500 7 1,501 2,000 2,001 3,000
 3,001 或以上

5) 請問你過去一年的賭本從何而來？【可選多項】

- 1 家人 2 親戚 3 工資(如： 職) 4 朋友
或同學
5 投資 參與賭博 7 向 行/其他公
 其他 (請註明：_____)

) 請問你從那 獲得賭博的資 ？ 可選多項

- 1 報 / /宣傳單 等 物 2 馬會投注站 3 電台
4 電視 5 家人 6 互聯網
7 親戚 8 同學/朋友 9 手機
10 其他 (請註明：_____)

7) 些賭博資 有沒有令你 加參與賭博活動的動機？ 1 有 2 沒有

9) 你賭博是為 什麼？請在適當的方格內打“✓”

	非常同意	同意	不同意	非常不同意
為錢賭博是刺激的活動				
賭博使我覺得自己 是一個重要的人				
賭博令我覺得自己有				
買自己一直 想的				
賭博 我無 樂				
賭博是我 的方式				
來別人的 目				
用賭博來清 頭腦				
當我 賭博 我 到 足				
為 足好 心				
賭博是致 的一個快 和容 的途徑				
參與賭博是我與朋友相 的最好方法				
賭博使我 到我				
賭博幫我逃避問題				
賭博是成熟的表現				
參與賭博是新 時 的現意				
當做				
小賭可 情/娛樂				

10) 請問你第一次參與賭博活動時大概是幾多歲？

- 1 5 歲或以下 2 7 歲 3 歲 4 10 11 歲
 5 12 13 歲 14 15 歲 7 1 17 歲 1 歲
 1 歲以上

10) 請問你第一次參與賭博的活動是什麼？

- 1 馬會舉辦的賽馬 2 馬會舉辦的六合彩 3 馬會舉辦的足球博彩
 4 網上(非法)賭博活動 5 賭場的賭博活動 麻雀、啤牌、 等
 7 外圍(非法)賭博活動 8 其他 (請註明：_____)

11) 請問你第一次參與賭博的途徑是什麼？

- 1 親身到賭博場所投注 2 親自網上投注 3 親自電話投注
 4 透過別人投注 5 在其他私人/公眾地方玩 其他 (請註明：_____)

12) 當時是 提 你參與賭博活動? 可選多項

- 1 自己 2 朋友/同學 3 家人 4 親戚
5 其他 (請註明: _____)

13) 當時你與 一起參與賭博活動? 可選多項

- 1 自己 2 朋友/同學 3 家人 4 親戚
5 其他 (請註明: _____)

14) 你有參與非法(外圍及網上)賭博活動, 請問你參與什麼活動? 可選多項 ?

- 1 外圍六合彩 2 外圍足球博彩 3 外圍賽馬
4 在私人/公眾地方賭博, 例如地下賭場、 _____、公園等
5 外圍 動博彩項目, 如 球、網球等, 足球博彩 外
 網上賭博活動(請註明賭博種類: _____)
7 其他 (請註明: _____) 沒有參與非法賭博活動 (請跳答題1)

15) 你有參與非法(外圍及網上)賭博活動, 你通常用那種途徑投注? 可選多項

- 1 直接向外圍 家/中介人(艇仔)投注 2 網上投注 3 電話投注
4 透過別人投注, 是那位? 4 家人 4 親戚 4 朋友/同學
5 其他 (請註明: _____)

1) 為何參與非法(外圍及網上)賭博活動? 可選多項

- 1 認為網上賭博活動只是 _____ 2 投注種類 多 3 投注 回
4 受家人 _____ 5 受朋 _____ 未到合法賭博年齡參與合法賭博活動
7 無需即時 現金, 接受 投注
 方 _____ 其他 (請註明: _____)

17) 在過去一年, 請問你平均每 用幾多錢來投注網上賭博活動(非法)呢?

- 1 1 100 2 101 200 3 201 300 4 301 400
5 401 500 501 00 7 01 700 701 00
 ,01 或以上

1) 在過去一年, 請問你平均每個月用幾多時 參與網上賭博活動(非法)呢?

- 1 2小時或以下 2 3 4小時 3 5 小時 4 7 小時
5 10小時 11 12小時 7 13 14小時 15 1 小時
 17 1 小時 10 1 小時或以上

1) 請問你是否 請在適當的方格內打“√”

	是	否
因賭博而對你重視的人		
有 賭 大的需要		
腦 都 關於賭博的事情		
曾嘗試 、 少或停止自己的賭博，但不成功		
以賭博來逃避問題或舒解一些不快的情緒(例如:當 到無助、內 、焦慮或沮喪)		
輸錢後，有 的 追回輸 的金錢		
嘗試 少或停止賭博時，會 到煩躁不安		
為 集賭本，會不惜 甚至以非法的途徑來 金錢		
為 賭博，傷害 家人/朋友		
為 賭博，令學業/ 業的機會受損		
依 別人提供金錢來 生活或應 務		

20) 如你從來沒有參與賭博活動，請表示你不參與賭博活動的 因：[可選多項 如你曾參與過賭博活動，無需填寫此，請跳答題 21。

- 1 未 十 歲 2 沒有 3 對賭博沒有認
4 費時 5 費金錢 認為賭博不好
7 家人不 學校不 教不容
10 同學或朋友中沒有人賭博 11 其他(請註明：_____)

第二部分：對家人及親友參與賭博情況及意見

21) 請問你的家人有沒有參與賭博活動？ 請在適當的方格內打“√”如你的家人沒有參與賭博活動，不需填寫此

	有參與合法賭博活動	有參與非法賭博活動	不清楚	沒此家庭成員
/				
/				

第三部分：對賭博的態度及意見

22) 你同意以下 法 ？ 請在適當的方格內打“√”

	非常同意	同意	不同意	非常不同意
賭博是 費金錢				
對青少年來 ，賭博是不健康的活動				
用 錢賭博不是問題				
任何人都不應賭博				
賭博活動的種類 多 好				
經常賭博是可以接受的				
賭博是一種消 活動				
朋友賭博，我也會 做				
賭博的人最終都會 對很多問題				
賭博 工作是更好的 錢方法				
賭博可以 進友				
賭博使人有				

23) 在你心目中，以下那個年齡才是最適當的合法賭博年齡？

- 1 1 歲以下 2 1 歲 3 1 歲 4 20 歲
 5 21 歲或以上 任何年齡均不應賭博

第四部分：個人性格及生活狀況

24) 你覺得以下 來形容你 ？ 請在適當的方格內打“√”

	非常		不	完全不
求刺激				
自				
叛				
好				
心大意				
動				

25) 在過去一年內，你會否有以下行爲？ 請在適當的方格內打“√”

	經常做	有時做	甚少做	沒有做過
逃學				
/				
參與 社會活動 (開 、收保 費、收 等)				
離家出				
物 (仔、 等)				
援				
打				
高買(店)				
別人				
企 自				

2) 請小心 讀以下每一個 ， 在其 方 上一個 ，表示在「過 一個 」如何適用 於你。答案 無對錯之分。請不要花 多時 在 一 上。

		不適用	適用，或中適用	很適用，或經常適用	最適用，或常常適用
1	我覺得很難 自己安 下來	0	1	2	3
2	我 到口	0	1	2	3
3	我好 不 再有任何 快、舒 的 覺	0	1	2	3
4	我 到 困難(例如不是做 動時也 到 或透不過 來)	0	1	2	3
5	我 到很難自動去開始工作	0	1	2	3
	我對事情 作出過 應	0	1	2	3
7	我 到 (例如手)	0	1	2	3
	我覺得自己消 很多	0	1	2	3
	我 慮一些令自己 或出 的場合	0	1	2	3
10	我覺得自己對將來沒有甚麼可	0	1	2	3
11	我 到 不安	0	1	2	3
12	我 到很難放 自己	0	1	2	3
13	我 到 沮喪	0	1	2	3
14	我無法容 任何 我繼續工作的事情	0	1	2	3
15	我 到快要	0	1	2	3
1	我對任何事也不 熱	0	1	2	3
17	我覺得自己不 麼配做人	0	1	2	3
1	我發覺自己很容 被	0	1	2	3
1	我 覺自己在沒有明 的 動時，也 到心 不正常	0	1	2	3
20	我無緣無 地 到害	0	1	2	3
21	我 到生 無意	0	1	2	3

27) 請問你與家人的關係好 ？ 請在適當的方格內打“√”

	非常好	好	不好	非常不好	沒此家庭成員
/					

2) 請問你 意現時的學校生活 ？ 請在適當的方格內打“√”

	十分 意	意	不 意	十分不 意
與 的關係				
與同學的關係				

2) 你認為你的成 在全 中是 於： 1 高成 2 中等成 3 成

30) 總括來 ，你對自己 到 意 ？ 1 十分 意 2 意
3 不 意 4 十分不 意

第五部分：對防治賭博服務的認知及意見

31) 請問你有沒有聽過戒賭熱線 1 34 33 ?

- 有 沒有

32) 請問你有沒有聽過戒賭輔導服務中心？

1 有，請問你聽過以下那 ？ 可選多項

1 明 中心 1 華三院平和

1 安 1 會青 中心

1 其他 (請註明：_____)

2 沒有

33) 請問你知不知道以下由戒賭輔導服務中心舉辦之防治賭博活動？如知道，請在適當的方格內打“√” 可選多項

1 個別輔導 2 互助小組 3 治 小組 4 講座

5 社 教育活動 工服務 7 其他 (請註明：_____)

不知道(請跳答題 35)

34) 請問你是從什麼途徑得知戒賭熱線／戒賭輔導服務中心／防治賭博活動？ 可選多項

1 電視 2 電台 3 報 / /宣傳單 等 物

4 公共 通工 的廣告 5 互聯網

馬會投注站 7 從家人口中得知

從朋友/同學口中得知 從親戚口中得知

10 其他 (請註明：_____) 11 不知道

35) 請問你會否向戒賭熱線/輔導服務中心求助？

1 有， 你覺得戒賭熱線/輔導服務中心可否協助你解 賭博問題？

1 完全可以 1 大部分可以 1 少部分可以 1 完全不可以

2 沒有

3) 請問你的家人會否向戒賭熱線/輔導服務中心求助？

1 有， 你覺得戒賭熱線/輔導服務中心可否協助你的家人解 賭博問題？

1a 完全可以 1 大部分可以 1 少部分可以 1 完全不可以 1 不清楚

2 沒有

3 不清楚

- 37) 你發現自己有賭博問題時，你會不會向人 求協助？ 可選多項
- 1 會，是那位？ 1 家人 1 朋友／同學 1 1 社工
 1 戒賭熱線 1 戒賭輔導服務中心 1 教會 1 其他 (請註明：_____)
- 2 不會向任何人求助
- 3) 設你的家人或親友有賭博問題，你會不會 他／ 向戒賭熱線/輔導服務中心求助？
- 1 會 2 不會
- 3) 爲什麼你自己會或 家人或親友 求戒賭熱線/輔導服務中心的協助？ 可選多項
- 1 提供專業意見及知 2 協助解 賭博問題 3 有好過無
 4 其他 (請註明：_____)
- 40) 爲什麼你自己不會或不會 家人或親友 求戒賭熱線/輔導服務中心的協助？ 可選多項
- 1 賭徒不會理會別人的 告 2 賭 不 戒 3 不知道那 有 些服務
 4 地點不方 5 到中心求助有點 沉迷賭博是個人 定
 7 賭徒不會覺得自己有問題 輔導作用不大 其他 (請註明：_____)

第六部分：對平和基金活動的認知

- 41) 請問你有沒有聽過「平和基金」？
- 1 有 2 沒有 (請跳答題 43)
- 42) 請問你有沒有聽過有關「屹立不賭」的資 ？例如「沉迷賭博，倒錢落海」、「賭到眾叛親離，你輸唔輸得起?」、「睇波·不賭波，健康·齊踢波」、「沉迷賭博，累人累己」等等?
- 1 有 2 沒有 (請跳答題 43)
- 43) 請問你從那種途徑得知「平和基金」或「屹立不賭」的資 ？ 可選多項
- 1 電視 2 電台
 3 報 / /宣傳單 等 物 4 公共 通工 的廣告
 5 互聯網 馬會投注站
 7 從平和基金資助的活動得知 從朋友口中得知
 從家人口中得知 10 從親戚口中得知
 11 學校 12 其他(請註明：_____)

44) 請問你有沒有參與過以防治賭博為主題的活動？

1 有， 些活動是由那些機構舉辦？ 可選多項

1 學校 1 教會 1 志願福利機構 (請註明機構名稱：_____)

1 其他 (請註明：_____)

2 沒有 (請跳答題 4)

45) 請問你從那種途徑得知以上防治賭博為主題的活動？ 可選多項

1 電視 2 電台

3 報 / /宣傳單 等 物 4 公共 通工 的廣告

5 互聯網 馬會投注站

7 從朋友口中得知 從家人口中得知

從親戚口中得知 10 學校

11 其他 (請註明：_____)

第七部分：個人資料

4) 性別： 男 女

47) 年齡： 1 12 歲或以下 2 13 14 歲 3 15 1 歲

4 17 1 歲 5 1 歲或以上

4) 教育程度： 1 中一 2 中二 3 中三

4 中四 5 中五 中六

7 其他 (請註明：_____)

4) 你每月可用的金 ：

1 500 以下 2 501 1000 3 1001 2000

4 2001 3000 5 3001 或以上

50) 你的總家庭收入是 於： 1 高收入家庭 2 中 家庭 3 收入家庭

51) 你的 教 是： 1 教 2 道教 3 基 教 4 主教

5 回教 無 教

7 其他 (請註明:_____)

52) 你___的教育程度是：

- 1 無接受任何正規教育 2 小學／幼稚園 3 初中（中一至中三）
4 高中（中四至中五） 5 預科（中六至中七／工業學院） 大專：非學士學位
7 大學或以上（包括碩士、博士等） 不清楚 不適用

53) 你___現時的工作狀況是：

- 1 全職 2 職 3 失業／待業 4 全職 家庭／全職
5 退休人士 其他（請註明：_____）
 不清楚 不適用

54) 你___現時的職業是：_____

55) 你___的教育程度是：

- 1 無接受任何正規教育 2 小學／幼稚園 3 初中（中一至中三）
4 高中（中四至中五） 5 預科（中六至中七／工業學院） 大專：非學士學位
7 大學或以上（包括碩士、博士等） 不清楚 不適用

5) 你___現時的工作狀況是：

- 1 全職 2 職 3 失業／待業 4 全職 家庭／全職
5 退休人士 其他（請註明：_____）
 不清楚 不適用

57) 你___現時的職業是：_____

訪問完 ，多謝合作

《香港人參與賭博情況 2011》 深入訪談大綱

病態及問題賭徒

1. 上賭的過程：(初)

- 1.1 請問你幾歲開始參與賭博活動？
- 1.2 請你 述當時的情況，例如：
 - 1.2.1 什麼 因令你參與賭博活動？
 - 1.2.2 當時玩嘅係什麼賭博活動？
 - 1.2.3 當時同邊位一齊參與？
 - 1.2.4 當時係邊到賭博呢？
 - 1.2.5 當時你認為賭博係 嘢一回事？
 - 1.2.6 初賭之後，點樣令你 上賭博？
 - 1.2.7 當時你的家人對你參與賭博活動有何 法？
 - 1.2.8 請問你的賭齡有幾 ？

2. 對賭博的認知及價值：(上 後)

- 2.1 當你賭 一 時 後，你覺得賭博是 嘢一回事？
- 2.2 你覺得 和技 有幾重要？
- 2.3 金錢和物 生活對你有幾重要？
- 2.4 當時你覺得你那種性格與你的賭博行為有關呢？
- 2.5 有何 因令你繼續賭博？
- 2.6 請你分享一下當時對賭博的熱 程度及情況。

3. 病態及問題賭博的因 及：

- 3.1 在 個賭博過程中，最 你嘅係乜？最想得到什麼？
- 3.2 請問你的家人或朋友有沒有參與賭博活動？
- 3.3 當時你與 參與賭博活動？
- 3.4 當你輸錢時，你有冇嘗試過 少甚至停止賭博？
- 3.5 當不賭博時，你有何 受？
- 3.6 當時有什麼 因令你不斷參與賭博活動或翻賭？
- 3.7 當時你的家人和朋友對你沉迷賭博有何 應？當時有沒有其他人 你停止賭博或戒賭？

4. 賭博的：

- 4.1 對生活 來何種 ？
- 4.2 當時你身邊的人有何 受？
- 4.3 你覺得在沉迷賭博 ，最大 害或 是什麼？

5. 求協助：

- 5.1 在什麼情況下，令你自覺有賭博問題？
- 5.2 當時你如何 理自身的賭博問題？曾向 求助？如你沒有向任何人 求協助，為什麼你不向其他人 求協助？你當時如何解 賭博問題？ 果如何？
- 5.3 有什麼 因令你向中心 求協助？

- 5.4 你是從什麼途徑得知有關服務？
- 5.5 請問你在戒賭輔導服務中心接受 治 多 ？
- 5.6 你的輔導過程是 樣？乜 令你 別深 ？
- 5.7 現在你的情況如何？
- 5.8 你覺得輔導員、個別輔導及小組活動等如何幫助你戒賭呢？
- 5.9 什麼 因令你繼續使用輔導服務？
- 5.10 你覺得什麼形式的服務最 幫助你戒賭？
- 5.10 有什麼其他因 令你 戒賭？
- 5.11 請問你有什麼方式來防止自己翻賭？

6. 平和基金

- 6.1 你知道「平和基金」 ？如知道，請你舉出由「平和基金」所 助的活動或服務。
- 6.2 請問你是從什麼途徑得知「平和基金」？
- 6.3 你覺得「平和基金」的 有幾重要？政府及馬會以「平和基金」的方式來防治賭博問題，你認為幫助及成 如何呢？
- 6.4 你認為病態及問題賭徒最需要的協助是什麼？應用那種方式或途徑最 協助病態和問題賭徒戒賭及防治問題賭博？你認為應加 那一方 來協助病態和問題賭徒戒賭及防治問題賭博？

資料

1. 男 女
2. 請問你而家幾多歲：_____ 歲
3. 你嘅教育程度係...
 - 無受過任何正規教育/私 小學/幼稚園
 - 初中 (中一至中三) 高中 (中四至中五)
 - 預科 (中六至中七/工業學院) 大專: 非學士學位
 - 大學或以上 (包括碩士、博士等)
 - 其他(請註明: _____)
4. 你既 教 係...
 - 教 道教 基 教 主教
 - 回教 無 教
 - 其他 (請註明: _____)
5. 你既婚姻狀況係...
 - 未婚 已婚 分居 離婚
 - 鰥寡 再婚
6. 請問你 幾多位家庭成員同住呢?
 - 0 1-2 人 3-4 人 5 人或以上
7. 請問你現時的工作情況係...
 - 僱員 [全職/ 職/ 工] 僱主
 - 自僱 失業
 - 退休 主婦
 - 學生
 - 其他 (請註明: _____)
8. 請問你既職業係：_____
9. 請問你每個月平均收入大概幾多?
 - 無收入 \$5,000 或以下 \$5,001-\$10,000
 - \$10,000-\$15,000 \$15,001-\$20,000 \$20,001-\$25,000
 - \$25,001-\$30,000 \$30,001-\$40,000 \$40,001-\$45,000
 - \$45,001-\$50,000 \$50,001 或以上 不適用

多謝合作

《香港人參與賭博活動 2011》
聚焦小組訪問大綱

1. 分享個人參與賭博活動的經驗
 - 1.1 參與那種賭博活動
 - 1.2 參與／不參與賭博的原因
 - 1.3 家人及親友參與賭博活動的情況。

2. 討論對平和基金的認知
 - 2.1 有沒有聽過「平和基金」
 - 2.2 留意／沒有留意的原因
 - 2.3 從何得知有關「平和基金」所資助的活動及服務
 - 2.4 有沒有參與過由有關防治賭博為主題的活動
 - 2.5 是次活動是由那些機構舉辦
 - 2.6 一些活動是不是由「平和基金」資助?
 - 2.7 一些活動否到防治賭博問題一個目的?

3. 對平和基金的成效及參與
 - 3.1 對平和基金有何
 - 3.2 你認為成立平和基金以資助學校及 舉辦一些活動及服務， 否有 地防治賭博問題 你認為那種方式／方法／途徑 更有 地防治賭博問題？
 - 3.3 平和基金而 ，你認為那些方 需要加 來 到防治賭博問題 一個目的？

4. 討論對四 戒賭輔導服務中心及戒賭熱線的認知
 - 4.1 有沒有聽過戒賭輔導服務中心及戒賭熱線？
 - 4.2 留意／沒有留意的原因
 - 4.3 戒賭輔導服務中心之活動及服務。

5. 討論對四 戒賭輔導服務中心的 成效及參與
 - 5.1 對戒賭輔導服務中心有何
 - 5.2 為何認為戒賭輔導服務中心有其成 效／沒有成 效
 - 5.3 戒賭輔導服務中心而 ，那些方 需要加 來完 其服務？

資料

1. 請問你 什麼賭博活動？（可選多項）

- 賽馬 賭波 六合彩 賭啤牌
 打麻雀 網上賭場 賭場內賭博 賽
 其他（請註明：_____） 不適用

2. 請問你 賭博的 因？

- 刺激 娛樂 消 時 社 活動
 贏錢 應 他人 請 當做 記煩惱
 解 消 / 生活 消
 其他：（請註明：_____） 不適用

3 你 次賭博嘅年齡係幾多歲？： _____ / 不適用

4 別： 男 女

5 請問你依家幾多歲： _____ 歲

請問你的教育程度係：

- 無接受過任何正規教育 小學／幼稚園
 初中（中一至中三） 高中（中四至中五）
 預科（中六至中七／工業學院） 大專：非學士學位
 大專或以上（包括碩士、博士等）

7 你嘅 教 係：

- 教 道教 基 教 主教
 回教 無 教 其他（請註明：_____）

請問你的婚姻狀況

- 未婚 已婚 分居／離婚 鰥寡 再婚

請問你有無 女？ 有 沒有 不適用

10 請問你現時嘅工作情況係：

- 僱員 全職／ 職／ 工 僱主
 自僱 失業／待業中
 家庭主婦／全職 退休人士
 學生 其他（請註明：_____）

11 請問你嘅職業係： _____

12. 請問你每個月平均收入大概幾多？

- 無收入 5,000 或以下 5,001 10,000
 10,000 15,000 15,001 20,000 20,001 25,000
 25,001 30,000 30,001 40,000 40,001 45,000
 45,001 50,000 50,001 或以上 拒絕回答

多謝合作