



**Faculty of Education and Rehabilitation Sciences
University of Zagreb, Croatia
&
University of Tuzla, Bosnia and Herzegovina**



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

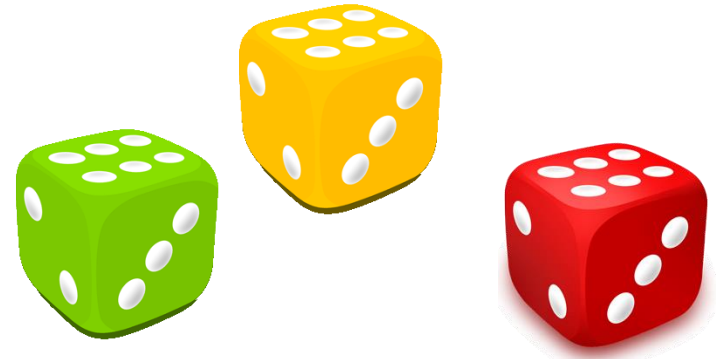
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ABOUT THE RESEARCH



NATIONAL RESEARCH

„Gambling of high-school students in Croatia”

- N=2,702
- 7 cities/towns included

NATIONAL RESEARCH

„Gambling of high-school students in Bosnia and Herzegovina”

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





PROJECT TEAM



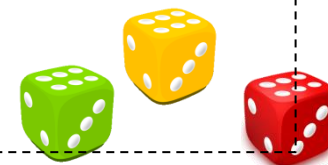
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University of Tuzla

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 - **Leader:**
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 - Elvis Vardo, asst.prof.
 - Lejla Kuralic-Cisic, PhD.

• ***Funded by national lotteries***



WHY THE COMPARISON?



DIFFERENCES

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

SIMILARITIES

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





- ❖ **Uncontrolled expansion** in gambling venues – especially sports betting (in residential areas, close to schools etc.)
- ❖ **No adequate regulation** (especially accessibility and availability)
- ❖ **No adequate legal rules** and/or guidelines for advertising
- ❖ **Loose understanding** of legal rules (<18 etc.)
- ❖ **Lack of** specific prevention and/or treatment **interventions** for young people





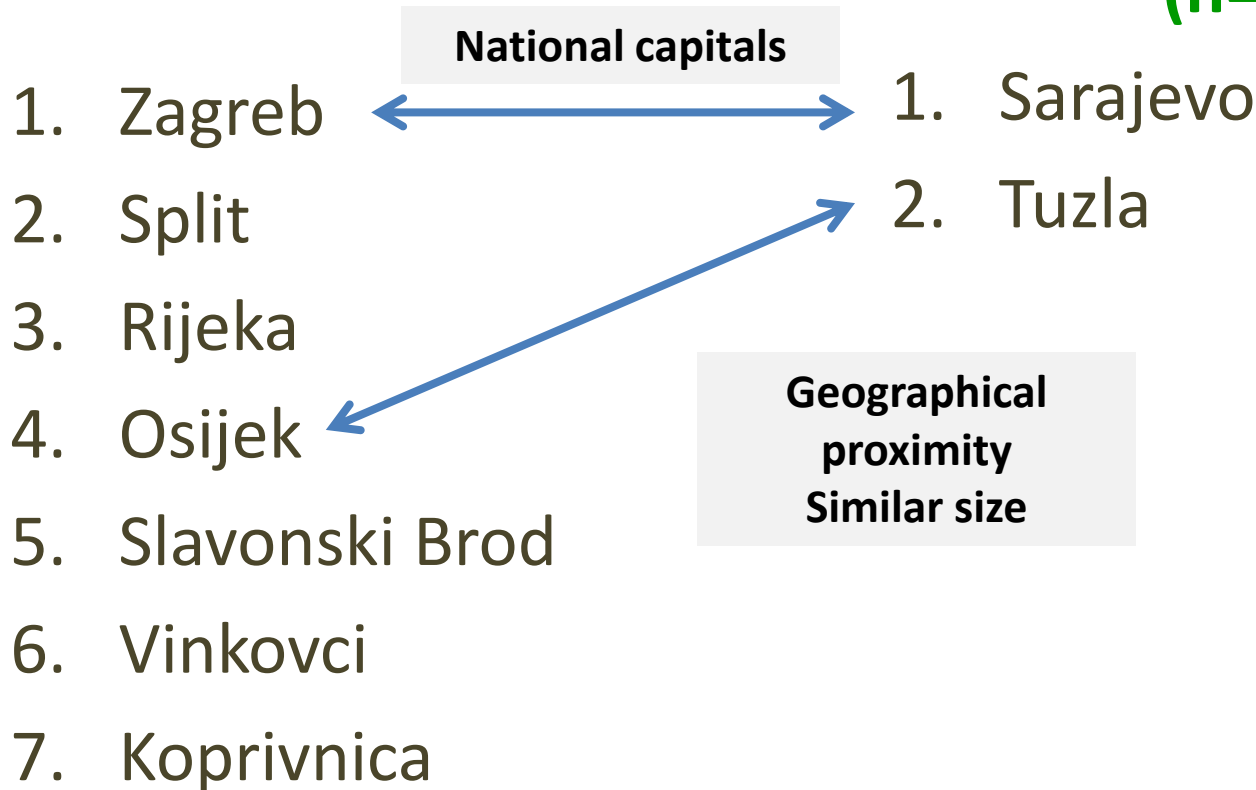
SAMPLE



Pairing samples

■ CROATIA (n=2,702)

■ BOSNIA&HERZEGOVINA (n=1,036)





SAMPLE



CROATIA

N=956

M=454 (47,5%)

F=502 (52,5%)

$M_{age}=16.63$ (SD=1.202)

BOSNIA & HERZEGOVINA

N=1,036

M=515 (49,7%)

F=521 (50,3%)

$M_{age}=16.60$ (SD=1.023)

Equal in number, gender & age

TYPE OF SCHOOL

3y vocational 217 (22.7%)

4y vocational 377 (39.4%)

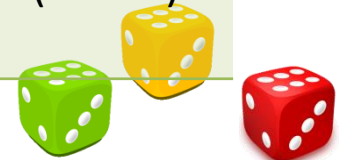
**General
education
high-school** 362 (37.9%)

TYPE OF SCHOOL

3y vocational 21 (2.0%)

4y vocational 651 (62.9%)

**General
education
high-school** 363 (35.1%)



MEASURES

1. GENERAL SOCIO-DEMOGRAPHIC VARIABLES

2. GAMBLING ACTIVITIES QUESTIONNAIRE

3. CANADIAN ADOLESCENT GAMBLING INVENTORY (CAGI)

(TREMBLAY ET AL., 2010.)

4. MOTIVATION FOR GAMBLING CHECK-LIST

5. RISK AND DELINQUENT BEHAVIOR SCALE

(ATLANTA ET AL., 2005.)

6. COGNITIVE DISTORTIONS RELATED TO GAMBLING

7A. INTERNATIONAL PERSONALITY ITEM POOL – 50 (IPIP-50)

(MLAČIĆ & GOLDBERG, 2007.)

7B. ZIMBARDO TIME-PERSPECTIVE INVENTORY (ZTPI)

(ZIMBARDO & BOYD, 1999.)

8. GAMBLING EXPERIENCE AND GAMBLING BEHAVIOR QUESTIONS

I. GAMBLING ACTIVITIES

Type of game	NO	YES	Once a year or less	Once a month	Once a week	Several times a week	Every day
VLTs	X						
Sports betting		X		X			
Lottery		X			X		



Never

Occassionally

Regularlly



Frequency of REGULAR gambling ≥ 1x per week

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

Country differences regarding gambling intensity



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

Game of chance
Scratch cards

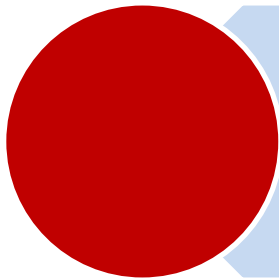


Small to medium effect sizes

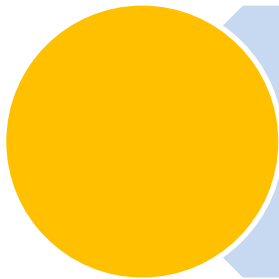


II. GAMBLING RELATED PROBLEMS

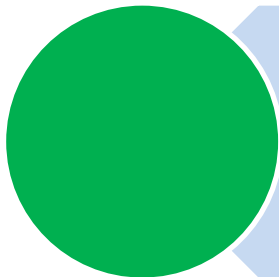
Canadian Adolescent Gambling Inventory (CAGI) Gambling Problem Severity Subscale (GPSS)



“RED LIGHT”
High severity
(6+ points)



“YELLOW LIGHT”
Low-to-moderate severity
(2-5 points)



“GREEN LIGHT”
No problem
(0-1 points)



THE WHOLE SAMPLE

Chi-Square=15,816
p=.000

CRO (n=956)

15,10%

17,40%

67,60%

B&H (n=936)

9,30%

16,70%

74,00%

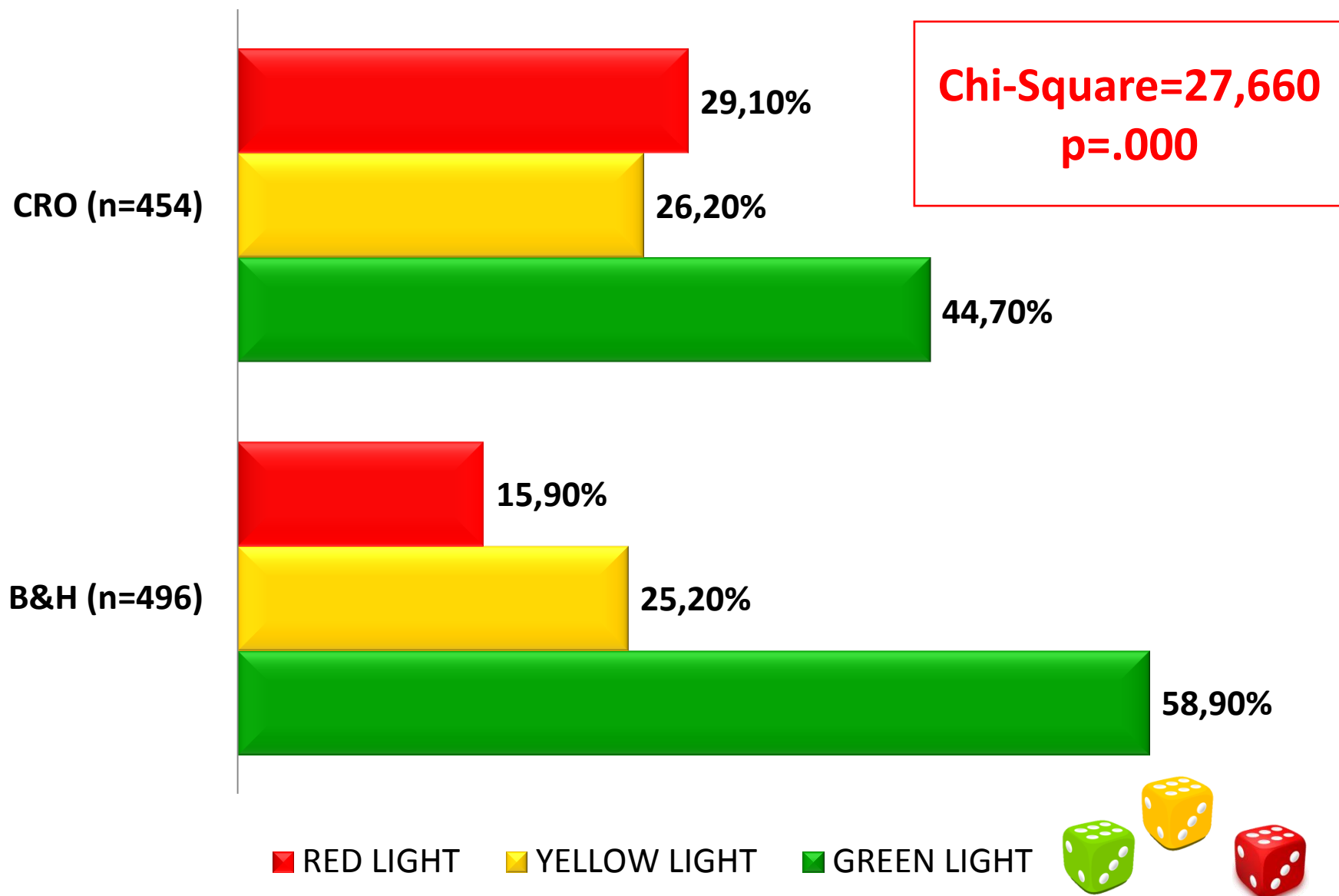
■ RED LIGHT

■ YELLOW LIGHT

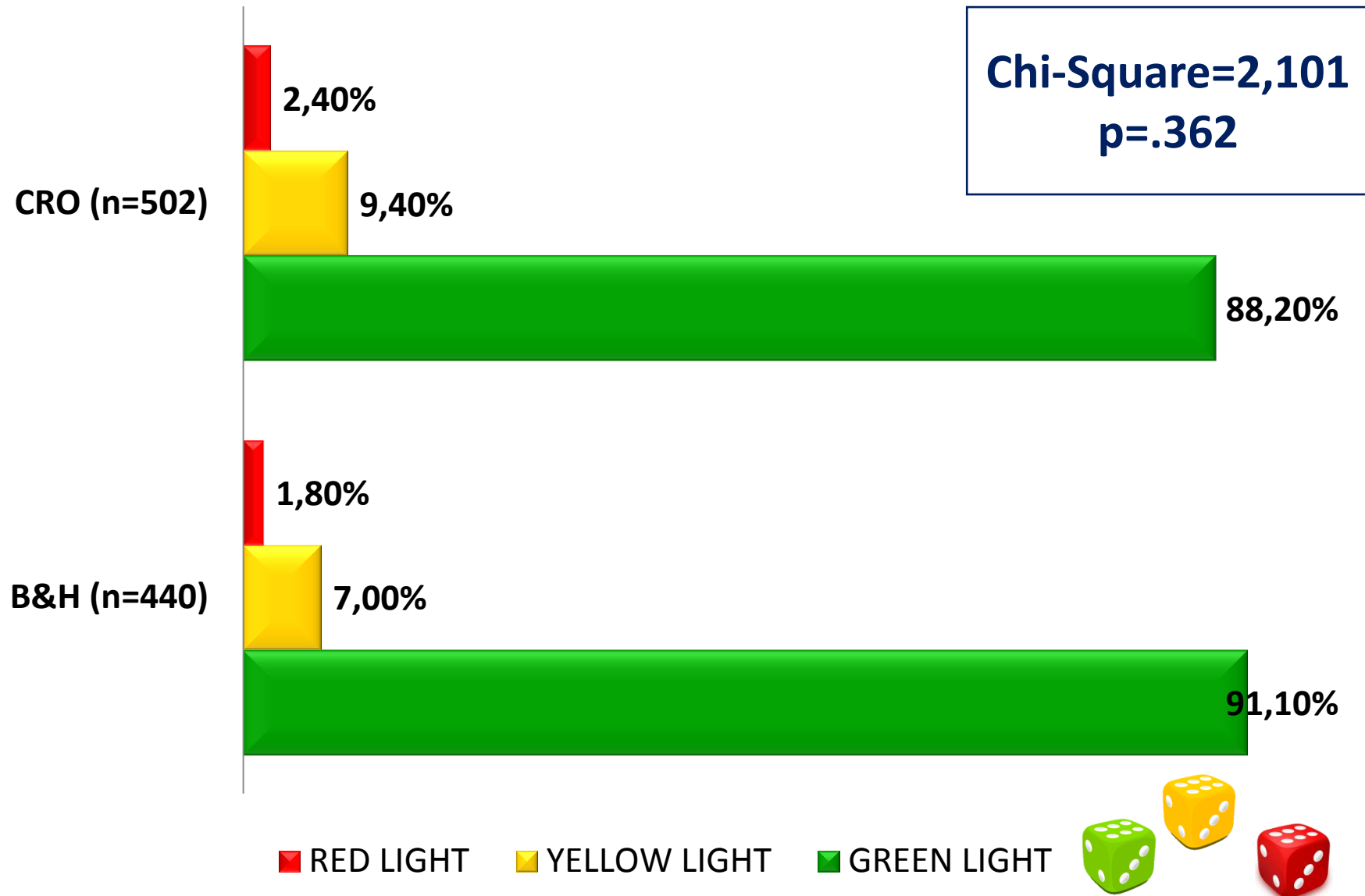
■ GREEN LIGHT



THE SUBSAMPLE OF HIGH-SCHOOL BOYS



THE SUBSAMPLE OF HIGH-SCHOOL GIRLS



III. PARENTS' AWARENESS OF GAMBLING (STUDENTS' PERCEPTION)

Do your parents know that you sometimes gamble?
(yes / no / I don't gamble)

„Yes, they do.”



35,3%



29,5%

Chi-Square = 12,046
p = 0.002



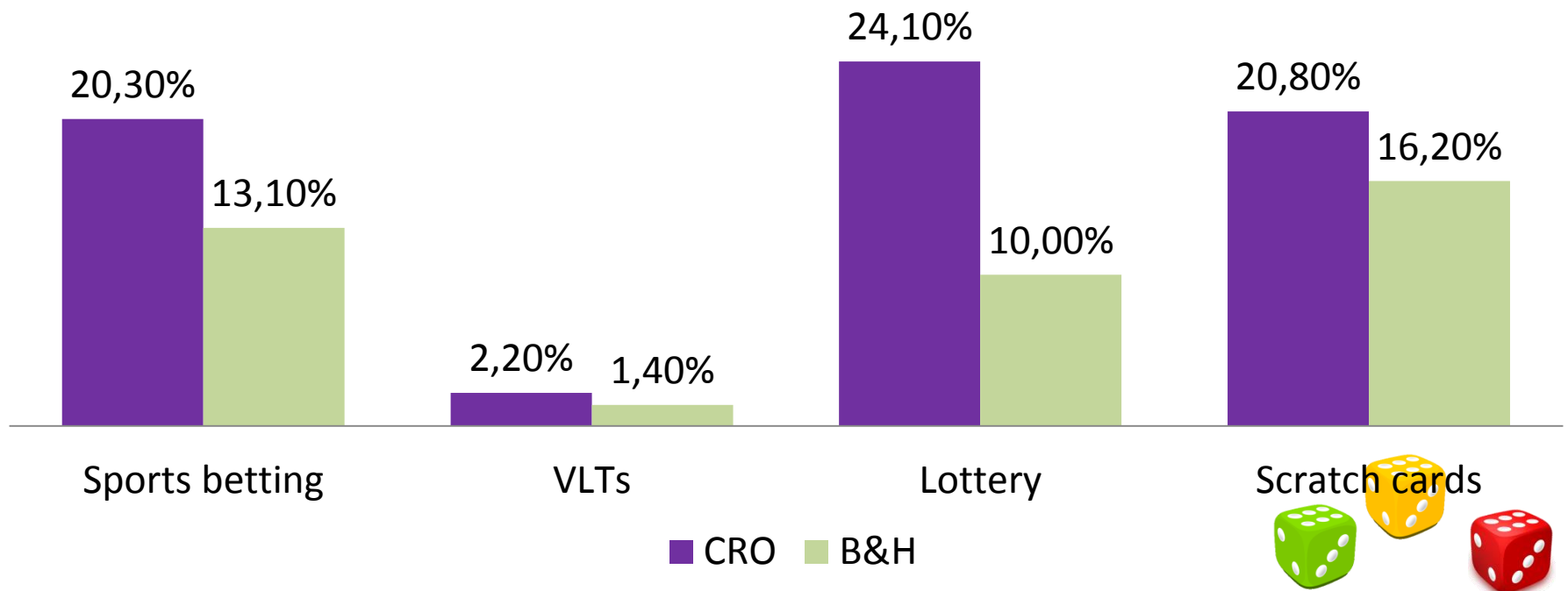
IV. GAMBLING WITH PARENTS

Chi-Square = 18,205
p = .000

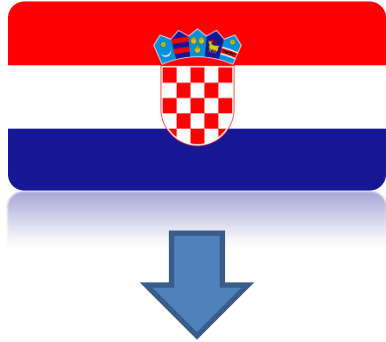
Chi-Square = 1,726
p = .126

Chi-Square = 68,197
p = .000

Chi-Square = 6,546
p = .012



CONCLUSION



- **Expansion of empirical research and knowledge**
 - Parents' perception
 - Student gambling
- **Youth gambling prevention program „Who really wins?“**



- Significant presence of gambling & gambling related problems
-
- **The necessity of implementing Croatian *good practice* examples**



Thank you for your attention! 😊

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