

Nevada Problem Gambling Study Information Management and Research Quarterly Progress Report, Q2 FY2020

Major changes and updates to DMS

- IGI conducted a search and hired a new software programmer to develop new functionality in and make updates to the DMS.
- A new treatment encounter billing code was developed to allow providers to bill for Crisis Services without first entering an intake.
- A new page was created for use with the Long-Term Follow-Up Research Project.

Long-term Follow-up Research Project (Extended Follow-up)

IGI has submitted an IRB modification outlining the new procedure for the Extended Follow Up, which will be in-depth interviews with problem gamblers beyond 12 months post-intake. While we await IRB approval, we have created a function in the DMS system that generates a list of names and contact information along with some screening questions to identify those who have been in recovery for longer than 12 months. We are also preparing a comprehensive literature review related to successful recovery.

BRFSS Research Project

IGI submitted the Gambling Module (see below) to the Office of Public Health Investigations and Epidemiology in the Division of Public and Behavioral Health of the Nevada DHHS on November 15, 2019 for inclusion in the 2020 Nevada BRFSS. Interviews with Nevadans began on January 1, 2020 and continue through December 31, 2020. The CDC is expected to send Nevada the data from these interviews August 2021; Nevada DHHS will then share the data with UNLV-IGI for analyses.

1. In the past 12 months, how often have you bet money or possessions on any of the following activities? Casino gaming, including slot machines and table games; or lottery, including scratch tickets, pull tabs, and lotto; sports betting; internet gambling; bingo; or any other type of wagering?
 - Not at all
 - Less than 10 times in total
 - 1-2 times a month
 - 1-2 times a week
 - 3 or more times a week

IF RESPONSE ≠ NOT AT ALL, SKIP TO QUESTION 3

2. In your lifetime, prior to the past 12 months, how often have you bet money or possessions on any of those activities?

(IF NEED A PROMPT, READ: Casino gaming, including slot machines and table games; or lottery, including scratch tickets, pull tabs, and lotto; sports betting; internet gambling; bingo; or any other type of wagering)

- Never in my life
- Less than 5 times in any given year
- 5 times or more in any given year

IF RESPONSE = NEVER IN MY LIFE OR <5 TIMES IN ANY GIVEN YEAR, SKIP TO QUESTION 7

3. Have you ever tried to cut down or control your gambling?

- Yes, in the past 12 months
- Yes, more than 12 months ago
- No

4. Have you ever lied to family members or friends about how much you gamble or how much money you have lost gambling?

- Yes, in the past 12 months
- Yes, more than 12 months ago
- No

5. Have there ever been periods for 2 weeks or more when you spent a lot of time thinking about gambling or planning future gambling?

- Yes, in the past 12 months
- Yes, more than 12 months ago
- No

6. Have you ever thought you might have a gambling problem?

- Yes, in the past 12 months
- Yes, more than 12 months ago
- No

7. Have you ever worried about the gambling behaviors of someone you care about?

- Yes
- No

8. Have you personally been negatively affected by the gambling behaviors of a friend, coworker, family member, or someone else you know?

- Yes
- No

9. Nevada currently provides publicly funded counseling for families, concerned others, and gamblers affected by problem gambling. Prior to this survey, were you aware of this?
- Yes (Select Yes if respondent is aware of either or both of these services)
 - No
10. Given that Nevada has the largest gaming industry of any state, how important is it for the state to publicly fund efforts to reduce the harms caused by gambling?
- Very important
 - Somewhat important
 - Not very important

Research Grants

IGI distributed a call for proposals in October (see below) for research that explores issues related to problem gambling. We received 27 applications. Applications were blind reviewed and scored by a committee of four people. We selected 7 applicants for an award (See below for list of winners), and we continue to monitor their progress on their research and administer their awards according to their budgets.

Call for Proposals:

UNLV | INTERNATIONAL GAMING INSTITUTE

RESEARCH FUNDING OPPORTUNITY

UNLV International Gaming Institute is seeking grant proposals from graduate students and faculty studying problem gambling. We encourage submissions from a broad range of fields and topics!

BACKGROUND

The Nevada Department of Health and Human Services has allocated \$32,000 to encourage Nevada scholars to contribute to the field of problem gambling by offering research grants. These funds will be awarded on a competitive basis, after applications are reviewed by committee. Multiple small grants of up to \$3000 each and a larger grant of up to \$15,000 will be awarded.

TOPICS

Submissions are welcomed for any projects that explore issues related to problem gambling. Researchers may analyze existing data or conduct their own original data collection. Special consideration will be given to projects that improve public awareness through dissemination of research findings in public forums.

DETAILS

- Open to graduate students and faculty based in Nevada.
- Graduate students in sociology, psychology, social work, epidemiology, public health, biostatistics, or a similar field are encouraged to apply. Graduate students must have a faculty advisor's approval.
- You will be required to submit a proposal to present your research findings at The Nevada State Conference on Problem Gambling.
 - In the event you are not selected for the Nevada State Conference, you will be asked to present your research at another conference in Nevada (for example: UNLV GPSA Research Forum, UNR GSA Research Symposium, American Association of Behavioral and Social Sciences Conference, discipline-specific regional conferences)
- Research involving human subjects must obtain IRB approval from an academic institution.
- The proposal must include a description of how results will be communicated to the public (for example: social media, blogs, editorials, symposia).
- You must complete the research and submit a preliminary report by June 30, 2020. (You may fulfill the conference presentation requirement in 2021. Final report due by no later than September 30, 2020 and is required in order to be considered for future grants.)
- It is expected that a white paper, conference presentation, and public awareness component will result from each project, though other deliverables (e.g. thesis, dissertation, academic journal publications, or policy advocacy for best practices) are also welcome.
- If you have any questions about eligibility or the application process, email them to andrea.dassopoulos@unlv.edu

TIMELINE

Applications are due November 15. Award recipients will be announced by December 6. A portion of the award will be given at the start of the project, with the rest upon completion. Projects must be completed by June 30, 2020.

APPLICATION FOR SEED GRANT ON PROBLEM GAMBLING RESEARCH

Applicants should prepare a brief proposal (up to 1,000 words) addressing the following questions:

1. Name, affiliation, contact information, award amount requested, and budget justification.
2. What research question(s) will your study address?
3. What potential contributions will this study make to the fields of problem gambling treatment, prevention, and/or awareness?
4. What is your proposed study design? (Submissions should emphasize how the project will be executed, including a detailed strategy on any research methodology, timelines, research plan, and deliverables.)
5. How will your research findings be communicated?
6. Human Subjects Research: should any primary research be conducted with human subjects (including both exempt and full review formats), submissions should outline how human subject reviews will be undertaken with an appropriate institutional review board.
7. Anticipated timeline for project, including start and complete dates.
8. How does this research project fit with your academic and career goals?
9. (For graduate students) When submitting your proposal, cc your advisor in the email and include the following statement in the body of the email:
“My advisor (advisor’s name, institutional affiliation, email address) has read this proposal and views this as an appropriate project for me.”
10. Submit completed applications as an attached word document to andrea.dassopoulos@unlv.edu no later than 11:59pm PST on November 15, 2019. Proposals will be de-identified and blind-reviewed by a committee of three reviewers.

List of Winners:

Lori Dwyer, UNLV Graduate Student

Lori Dwyer was awarded \$3,000 to study the relationship between problem gambling and suicide in Nevada. Currently, “there are no studies investigating suicide risk and its correlates in Nevada problem gamblers.” Dwyer’s work will help researchers and treatment providers in Nevada better understand not only the relationship between suicide and gambling severity, but also best practices in managing suicide risk and potential protective factors against suicide.

Kasra Ghaharian, UNLV Graduate Student

Kasra Ghaharian was awarded \$15,000 to investigate the association between shift work (SW) and problem gambling (PG). The hospitality-based economy in Las Vegas has a disproportionately large SW workforce. “Accordingly, this project will investigate the association between SW and PG in hospitality industry employees and explore whether sleep quality, as well as other pertinent factors, mediate the relationship.”

Yang Jiao, UNLV Graduate Student

Yang Jiao was awarded \$3,000 to study early identification of high-risk internet gamblers by applying computational psychology deep learning methods. “The proposed research aims to significantly improve the prediction accuracy of high-risk Internet gamblers.” Jiao’s work contributes to scholarship on both addiction prevention and the fast-growing worldwide Internet gambling industry.

Anthony King, UNLV Graduate Student

Anthony King was awarded \$3,000 to study the association between problematic video gaming and gambling. King’s study will focus on student and non-student populations of emerging adults ages 18-25 to investigate factors related to internet gaming disorder, asking why it is that certain gamers have a greater likelihood to develop problem gambling behaviors. “Implications from this study will increase public and clinical awareness of gambling models within video games marketed to vulnerable, and often underage populations.”

Dr. Richard Bret Leary, UNR Faculty

Dr. Richard Bret Leary was awarded \$3,000 to study the relationship between “masculinity stress” and problem gambling. Incorporating concepts of “fixed” and “growth” mindsets, Dr. Leary’s research aims to investigate how different types of consumer mindsets in conjunction with varying levels of “masculinity stress” impact American men’s problem gambling outcomes, along with their gambling behaviors more generally.

Dr. Jimmie Manning, UNR Faculty

Dr. Jimmie Manning was awarded \$3,000 to study how problem gambling impacts interpersonal communication in families. Dr. Manning’s research conducts in-depth interviews with adult family members who currently or in the past have lived with a problem gambler. As shown in the study’s preliminary work, “little research has been conducted to determine how families are addressing issues related to problem gambling and its resulting stressors.” Dr. Manning’s research is an attempt to begin filling that gap via exploratory research methods.

Glenn Nowak, UNLV Faculty

Glenn Nowak was awarded \$2,500 for the Hospitality Design (HD)-Lab to investigate potential architectural responses to problem gambling. “The proposed study will utilize an on-site intercept survey to measure participants’ sentiments toward casino environments, their perceived health/wellness of those spaces, and their level of support for increased expectations from the architecture of integrated resorts.” Incorporating architectural best practices such as the WELL Building Standard, “It is the hope of the research team to bring greater consideration to the effects the built environment has on recreational gamblers, problem gamblers, and the community at large.”