

Codebook for “Gamblers’ Perceptions of Stakeholder Responsibility
for Minimizing Gambling Harm”

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Study description: This study had two primary goals. First, we sought to describe the extent to which a sample of casino gamblers holds a distributed sense of responsibility for minimizing gambling harms. We define a distributed sense of responsibility as the belief that that multiple stakeholders (e.g., casino employees, government regulators, scientists/clinicians), in addition to gamblers themselves, have a responsibility to minimize gambling harm. Second, we explored the extent to which perceptions of responsibility for minimizing gambling harm were related to the experience of gambling problems. Participants were 3748 individuals drawn from the MGM MLife loyalty program database. A total of 73,799 MGM customers received the survey invitation e-mail. Therefore, our survey response rate was 5.08%. During Fall 2017, MGM’s Direct Marketing team e-mailed potential participants and invited them to complete the survey. The survey was hosted on the Qualtrics online survey platform. We provided no incentive. We prepared the dataset in SPSS Version 25.

Measures

- **Positive Play Scale (PPS):** We administered a modified version of the Positive Play Scale (Wood, Wohl, Tabri, & Philander, 2017), designed to measure responsible gambling behavior and beliefs. We used four PPS sub-scales:
 - The *behavior* subscale included 7 items (e.g., I considered the amount of TIME I was willing to spend BEFORE I gambled; I considered the amount of MONEY I was willing to lose BEFORE I gambled). It used a past-month timeframe and a scale from 1 (never) to 7 (always). We averaged participants’ responses across the seven items (Cronbach’s alpha = 0.86).
 - The *gambling literacy* subscale included 3 items (e.g., Gambling is not a good way to make money; If I gamble more often, it will help me to win more than I lose). It used a scale from 1 (strongly disagree) to 7 (strongly agree). We averaged participants’ responses across the 3 items (Cronbach’s alpha = 0.51).
 - The *personal responsibility* subscale included 6 items (e.g., It’s my responsibility to spend only MONEY that I can afford to lose; I should be aware of how much MONEY I spend when I gamble). It used a scale from 1 (strongly disagree) to 7

(strongly agree). We averaged participants' responses across the 6 items (Cronbach's alpha = 0.66).

- The *casino responsibility* subscale included 4 items (e.g., It's the casino's responsibility to help customers be aware of how much TIME they spend gambling; It's the casino's responsibility to help customers spend only MONEY that they can afford to lose). It used a scale from 1 (strongly disagree) to 7 (strongly agree). We averaged participants' responses across the 4 items (Cronbach's alpha=0.85).
- **Gambling Problems:** Participants completed the Brief Biosocial Gambling Screen (BBGS; Gebauer, LaBrie, & Shaffer, 2010), a three-item screen for gambling problems derived from the DSM-IV Pathological Gambling criteria. The BBGS uses a past-year time frame and a yes/no response option format. Its three items cover withdrawal (i.e., During the past 12 months, have you become restless, irritable, or anxious when trying to stop/cut down on gambling?), lying (i.e., During the past 12 months, have you tried to keep your family or friends from knowing how much you gambled?), and financial consequences (i.e., During the past 12 months, did you have such financial trouble as a result of your gambling that you had to get help with living expenses from family, friends, or welfare?). Participants who endorse at least one criterion are considered to have a positive screen. In addition to coding participants according to whether they screened positive, we computed the sum of BBGS criteria endorsed (0–3).
- **Understanding of Gambling Concepts:** Participants answered seven true/false questions (e.g., When you almost win at a slot machine, a win is coming soon; A slot machine that has not paid out in a long time is “due” to pay out; Wins and losses on a slot machine happen purely by chance). We scored responses and summed scores for each participant, for a possible range of 0–7.
- **Sum of Responsible Gambling (RG) Strategies:** We asked participants whether they in the past year used any of 12 responsible gambling strategies (e.g., I took a break to cool off; I thought of gambling as fun, not as a way to make money; I did not “chase” my losses). We included a “none of the above” option. We summed the number of strategies each participant reported using.¹
- **Distribution of Responsibility for Minimizing Gambling Harm:** We presented the question stem, “Minimizing the harm that can come from gambling is the responsibility of...” and asked participants to select all that apply. Possible choices were individual gamblers, scientists and clinicians, MGM Resorts employees, government regulators, public health officials, casino industry lobbyists, public safety officials, and “other.” We examined the extent to which participants endorsed each option and, for each participant, we summed the number of responses endorsed. We considered participants with higher scores to have a more distributed sense of responsibility for minimizing gambling harm.

¹ This question used a check-all-that-apply format, which presents some interpretation difficulty. It is possible that a participant who endorsed no options simply skipped the question, and that such a participant should be considered to have missing data. After some consideration, we elected not to set such responses as missing; if a participant failed to endorse any options, we set their response as zero. The same holds for the “Responsibility for minimizing gambling harm” question. The pattern of results was the same when we considered such participants to have missing data for these two questions.

Variable	Variable Type	Description	N	Min	Max	Note
ID	Numeric	Participant ID	3748	1	3748	
Start Date	Date	Date the participant started the survey.	3748	9/18/17	10/29/17	
End Date	Date	Date the participant ended the survey.	3748	9/18/17	10/29/17	
Q4_1	Numeric	I felt in control of my gambling behavior.	3160	1	7	PPS behavior subscale item
Q4_2	Numeric	I was honest with my family and/or friends about the amount of MONEY I spent gambling.	3162	1	7	PPS behavior subscale item
Q4_3	Numeric	I was honest with my family and/or friends about the amount of TIME I spent gambling.	3160	1	7	PPS behavior subscale item
Q4_4	Numeric	I only gambled with MONEY that I could afford to lose.	3165	1	7	PPS behavior subscale item
Q4_5	Numeric	I only spent TIME gambling that I could afford to spend.	3158	1	7	PPS behavior subscale item
Q4_6	Numeric	I considered the amount of MONEY I was willing to lose BEFORE I gambled.	3163	1	7	PPS behavior subscale item
Q4_7	Numeric	I considered the amount of TIME I was willing to spend BEFORE I gambled.	3156	1	7	PPS behavior subscale item
PPS_behavior	Numeric	PPS behavior	3176	1	7	Average of Q4_1 thru Q4_7. Set to "missing" if participant skipped all items.
Q6_7	Numeric	Gambling is not a good way to make money.	2983	1	7	PPS gambling literacy subscale item
Q6_8	Numeric	My chances of winning get better after I have lost.	2990	1	7	PPS gambling literacy subscale item
Q6_9	Numeric	If I gamble more often, it will help me to win more than I lose.	2987	1	7	PPS gambling literacy subscale item
Q6_8_reversed	Numeric	My chances of winning get better after I have lost.	2990	1	7	PPS gambling literacy subscale item (reverse scored)

Variable	Variable Type	Description	N	Min	Max	Note
Q6_9_reversed	Numeric	If I gamble more often, it will help me to win more than I lose.	2987	1	7	PPS gambling literacy subscale item (reverse scored)
PPS_gambling_literacy	Numeric	PPS gambling literacy	3000	1	7	Average of Q6_7, Q6_8_reversed, and Q6_9_reversed. Set to "missing" if participant skipped all items.
Q6_1	Numeric	I should be able to walk away from gambling at any time.	2991	1	7	PPS personal responsibility subscale item
Q6_2	Numeric	I should be aware of how much MONEY I spend when I gamble.	2993	1	7	PPS personal responsibility subscale item
Q6_3	Numeric	I should be aware of how much TIME I spend when I gamble.	2989	1	7	PPS personal responsibility subscale item
Q6_4	Numeric	It's my responsibility to spend only MONEY that I can afford to lose.	2986	1	7	PPS personal responsibility subscale item
Q6_5	Numeric	It's my responsibility to spend only TIME I can afford to take.	2986	1	7	PPS personal responsibility subscale item
Q6_6	Numeric	I should only gamble when I have enough money to cover all my bills first.	2992	1	7	PPS personal responsibility subscale item
PPS_personal_responsibility	Numeric	PPS personal responsibility	3002	1	7	Average of Q6_1, Q6_2, Q6_3, Q6_4, Q6_5, Q6_6. Set to "missing" if participant skipped all items.
Q6_10	Numeric	It's the casino's responsibility to help customers be aware of how much MONEY they spend gambling.	2994	1	7	PPS casino responsibility subscale item
Q6_11	Numeric	It's the casino's responsibility to help customers be aware of how much TIME they spend gambling.	2989	1	7	PPS casino responsibility subscale item
Q6_12	Numeric	It's the casino's responsibility to help customers spend only MONEY that they can afford to lose.	2986	1	7	PPS casino responsibility subscale item
Q6_13	Numeric	It's the casino's responsibility to help customers spend only TIME they can afford to take.	2989	1	7	PPS casino responsibility subscale item
PPS_casino_responsibility	Numeric	PPS casino responsibility	3001	1	7	Average of Q6_10, Q6_11, Q6_12, and Q6_13. Set to "missing" if participant skipped all items.

Variable	Variable Type	Description	N	Min	Max	Note
Q5	Numeric	During the past 12 months, have you become restless, irritable, or anxious when trying to stop/cut down on gambling?	2970	1	2	BBGS item (1 = endorsed; 2 = not endorsed)
Q7	Numeric	During the past 12 months, have you tried to keep your family or friends from knowing how much you gambled?	2971	1	2	BBGS item (1 = endorsed; 2 = not endorsed)
Q8	Numeric	During the past 12 months did you have such financial trouble as a result of your gambling that you had to get help with living expenses from family, friends or welfare?	2971	1	2	BBGS item (1 = endorsed; 2 = not endorsed)
BBGSpositive	Numeric	BBGS positive	2976	0	1	Endorsed at least 1 BBGS item. Set to missing if participant skipped all 3 BBGS items. (0 = BBGS negative; 1 = BBGS positive)
BBGSsum	Numeric	Sum of BBGS items endorsed	2976	0	3	(0 = endorsed no BBGS items; 1 = endorsed 1 BBGS item; 2 = endorsed 2 BBGS items; 3 = endorsed 3 BBGS items)
Q10_1	Numeric	Wins and losses on a slot machine happen purely by chance.	2913	1	2	Understanding of Gambling Concepts true/false item
Q10_2	Numeric	When you almost win at a slot machine, a win is coming soon.	2908	1	2	Understanding of Gambling Concepts true/false item
Q10_3	Numeric	The odds of winning on a given slot machine are the same every time you play.	2907	1	2	Understanding of Gambling Concepts true/false item
Q10_4	Numeric	If a slot machine has a big payout, you should switch machines because it probably won't pay out again soon.	2906	1	2	Understanding of Gambling Concepts true/false item
Q10_5	Numeric	A slot machine that has not paid out in a long time is 'due' to pay out.	2908	1	2	Understanding of Gambling Concepts true/false item
Q10_6	Numeric	If you haven't won at a slot machine in a while, you're 'due' for a win.	2905	1	2	Understanding of Gambling Concepts true/false item
Q10_7	Numeric	You can do things to change your luck.	2908	1	2	Understanding of Gambling Concepts true/false item
Q10_1_scored	Numeric	Q10_1_scored	2913	0	1	Understanding of Gambling Concepts true/false item scored as 1 = correct, 0 = incorrect

Variable	Variable Type	Description	N	Min	Max	Note
Q10_2_scored	Numeric	Q10_2_scored	2908	0	1	Understanding of Gambling Concepts true/false item scored as 1 = correct, 0 = incorrect
Q10_3_scored	Numeric	Q10_3_scored	2907	0	1	Understanding of Gambling Concepts true/false item scored as 1 = correct, 0 = incorrect
Q10_4_scored	Numeric	Q10_4_scored	2906	0	1	Understanding of Gambling Concepts true/false item scored as 1 = correct, 0 = incorrect
Q10_5_scored	Numeric	Q10_5_scored	2908	0	1	Understanding of Gambling Concepts true/false item scored as 1 = correct, 0 = incorrect
Q10_6_scored	Numeric	Q10_6_scored	2905	0	1	Understanding of Gambling Concepts true/false item scored as 1 = correct, 0 = incorrect
Q10_7_scored	Numeric	Q10_7_scored	2908	0	1	Understanding of Gambling Concepts true/false item scored as 1 = correct, 0 = incorrect
Q10_sum	Numeric	Sum of true/false correct answers	2917	0	7	Sum of Q10_1_scored-Q10_7_scored
Q9_1	Numeric	Past year use of RG strategy: Avoided ATMs	3748	0	1	Past year use of responsible gambling strategy
Q9_2	Numeric	Past year use of RG strategy: Took break	3748	0	1	Past year use of responsible gambling strategy
Q9_3	Numeric	Past year use of RG strategy: Thought of gambling as fun	3748	0	1	Past year use of responsible gambling strategy
Q9_4	Numeric	Past year use of RG strategy: Did not chase losses	3748	0	1	Past year use of responsible gambling strategy
Q9_5	Numeric	Past year use of RG strategy: Left while ahead	3748	0	1	Past year use of responsible gambling strategy
Q9_6	Numeric	Past year use of RG strategy: Set win limit	3748	0	1	Past year use of responsible gambling strategy
Q9_7	Numeric	Past year use of RG strategy: Set loss limit	3748	0	1	Past year use of responsible gambling strategy
Q9_8	Numeric	Past year use of RG strategy: Set time limit	3748	0	1	Past year use of responsible gambling strategy

Variable	Variable Type	Description	N	Min	Max	Note
Q9_9	Numeric	Past year use of RG strategy: Read about RG	3748	0	1	Past year use of responsible gambling strategy
Q9_10	Numeric	Past year use of RG strategy: Asked about self-exclusion	3748	0	1	Past year use of responsible gambling strategy
Q9_11	Numeric	Past year use of RG strategy: Limited cash	3748	0	1	Past year use of responsible gambling strategy
Q9_12	Numeric	Past year use of RG strategy: Had someone keep me accountable	3748	0	1	Past year use of responsible gambling strategy
Q9_13	Numeric	Past year use of RG strategy: Other	3748	0	1	Past year use of responsible gambling strategy
Q9_sum	Numeric	Sum of responsible gambling strategies used in the past year	3748	0	12	Sum of Q9_1-Q9_13. Did not include "Other" category in calculating the sum.
Q13_1	Numeric	Minimizing harm is the responsibility of: Individual gamblers	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Q13_2	Numeric	Minimizing harm is the responsibility of: Scientists and clinicians	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Q13_3	Numeric	Minimizing harm is the responsibility of: MGM Resorts employees	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Q13_4	Numeric	Minimizing harm is the responsibility of: Government regulators	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Q13_5	Numeric	Minimizing harm is the responsibility of: Public health officials	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Q13_6	Numeric	Minimizing harm is the responsibility of: Casino industry lobbyists	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Q13_7	Numeric	Minimizing harm is the responsibility of: Public safety officials	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Q13_8	Numeric	Minimizing harm is the responsibility of: other	3748	0	1	Distribution of Responsibility for Minimizing Gambling Harm
Minimizing_harm_sum	Numeric	Minimizing harm sum	3748	0	7	Sum of Q13_1-Q13_7. Did not include "Other" category in calculating the sum.

Note: Readers interested in using demographic variables should contact Dr. Gray (hgray@challiance.org)