



Public Health Advocacy Institute
Big Ideas for Public Health and Social Justice

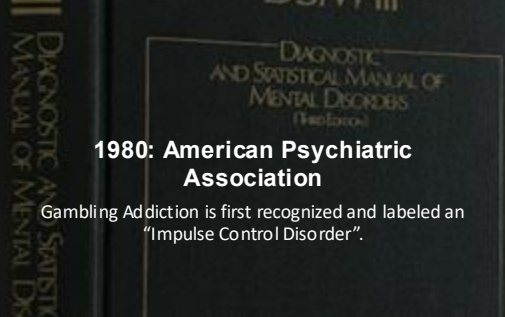
NEUSHA
Online Gambling
and Youth: What
School Nurses Need
to Know

Presented by:
Professor Mark Gottlieb and
Dr. Harry Levant

Public Health Advocacy Institute
Northeastern University School of Law

Question:

What is Gambling Disorder?

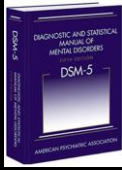


1980: American Psychiatric Association

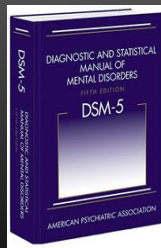
Gambling Addiction is first recognized and labeled an "Impulse Control Disorder".

DSM-5: (2013) American Psychiatric Association

- Gambling Disorder is an Addiction Just Like Heroin, Opioids, Tobacco, Alcohol and Cocaine



1. Needs to gamble with increasing amounts of money in order to achieve the desired excitement.
2. Is restless or irritable when attempting to cut down or stop gambling.
3. Has made repeated unsuccessful efforts to control, cut back, or stop gambling.
4. Is often preoccupied with gambling (e.g., having persistent thoughts of reliving past gambling experiences, thinking of ways to get money with which to gamble).
5. Often gambles when feeling distressed (e.g., helpless, guilty, anxious, depressed).
6. After losing money gambling, often returns another day to get even ("chasing" one's losses).
7. Lies to conceal the extent of involvement with gambling.
8. Has jeopardized or lost a significant relationship, job, or educational or career opportunity because of gambling.
9. Relies on others to provide money to relieve desperate financial situations caused by gambling.



Expansion of Online Gambling

- 39 States and the District of Columbia have Legalized Sports Gambling.
- 30 of 39 have Legalized Online Sports Gambling.
- 7 States have Legalized Online Casino Gambling.
- As States Legalize Online Gambling, Calls to Problem Gambling Hotlines Increase.



Gambling Addiction Hotlines: Volume Up and Callers are Younger



- New Jersey – 277% Increase since 2018
- Pennsylvania – Calls tripled since 2019
- Massachusetts – 121% increase in first year of sports gambling
- Colorado – 45% increase in first year of sports gambling
- Ohio – 55% increase in first year of sports gambling
- North Carolina – 79% increase in first 6 months
- Michigan – Calls tripled since 2021
- Florida – 138% increase in first 6 months

* NBC News (April 5, 2024), Bet (2024), Reuters (2024), Sports Illustrated (2024), Opium (2024), Prime (2024), Times (2024)

The Washington Post
Democracy Dies in Darkness

Mark Gottlieb

Opinion
Editorial Board +

For a new generation of kids, sports and gambling now go hand in glove

As sports betting becomes normalized, more and more teenagers are betting on games.

December 16, 2024



OUR COMMITMENT TO COMBAT UNDERAGE GAMING

DraftKings communicates the legal age to place wagers through messaging on all our platforms and in our promotions. Employees working in relevant areas of the business receive training designed to help identify potential underage users and underage gaming. DraftKings requires all customers to prove their identity and age when opening an account and uses adaptive "know your customer" technology to complete the identity verification process.

DraftKings also implements a suite of alerts to identify behaviors that may indicate possible underage wagering across transactional data, geolocation data, and modifications of customer personal information over time.



BETMGM
MASSACHUSETTS

Help & Customer Care Log In Sign Up

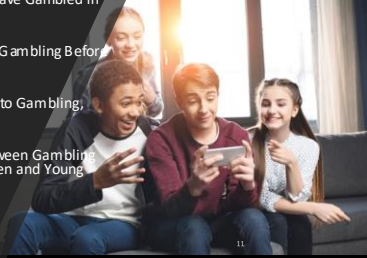
21+

Participation in the gaming offer is only allowed to persons 21 years of age or older. Participation by minors in the games offered by ma.betmgm.com is strictly prohibited. BetMGM has put into place rigorous procedures to verify the age of its customers. In order to prevent any abuse, please keep your access data (user ID, password, question-answer combination) in a safe place.

EXPLORING THE FACTS

- 39% of Children Ages 12 – 17 Have Gambled in the Last Year.
- 30% of These Children Starting Gambling Before Age 10.
- The Younger a Child is Exposed to Gambling, the Greater the Risk of Harm
- There is Direct Connection Between Gambling Advertising and Harm to Children and Young Adults.

• (Freund, M. et al., 2022; NCPG, 2021)



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EXPLORING THE FACTS

- Age gating and age verification doesn't always work.
- New prediction market platforms like Kalshi have very weak age protections.
- Gray market online sweepstakes offer sports and casino gambling.
- Offshore illegal online gambling is another way to gamble online.



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May 2023 NCAA SPORTS GAMBLING SURVEY

- Sports wagering is pervasive among college students with 58% of 18 – 22-year-olds engaging in sports gambling.
- Sports Gambling is widespread on college campuses with 67% of students betting on sports. Students living on or near campus gamble at higher frequencies.
- Nearly 60% of students are likely to bet on sports after seeing a gambling advertisement.



May 2023 NCAA SPORTS GAMBLING SURVEY

- More than 60% of students engaged in gambling are betting on sports using the highly addictive "in game/micro bets".
- Nearly 80% indicate that betting on sports makes it more likely they will watch the event on television or streaming.
- 60% of student gamblers believe they can and will make money betting on sports.



DraftKings+TicToc+Tinder = For 18-Year-olds

Gambling and Public Health: An International Movement

- Financial difficulties
- Anxiety, Depression, Isolation
- Loss of Job/Career
- Family violence
- Homelessness
- Criminality
- Psychological distress
- Comorbidities with substance misuse
- Suicide

- Globalization has led to a need to counter the commercial gambling industry and the "responsible gaming" model (Therrell et al., 2013).
- Gambling and public health: a global challenge – report for the World Health Organization, Public Health Statistics M. W. (2013).

The epidemiology and impact of gambling disorder and other gambling-related harm

Discussion paper

developed for the WHO Forum on Alcohol, Drugs and Addictive Behaviours, 26-28 June 2017

Written by Professor Peter Bevelander, Radboud University of Nijmegen, Nijmegen, The Netherlands

The Lancet Public Health Commission on gambling

Gambling is now available 24/7 to anyone with internet access. The negative effects from gambling are far reaching and go beyond individuals experiencing gambling disorder, impacting families, friends, and society more widely.

An expanding public health threat

Not only through traditional environments or products, such as casinos or lotteries. But also digital environments, such as apps and websites.

>80%

Countries around the world where commercial gambling is legally available

The Commission estimates that approximately

YOU ARE CORDIALLY INVITED TO...

Join The Public Health Movement

Prevention is the Best Form of Treatment

Public Health Advocacy Institute

Online Gambling and Public Health: A Mental Health Crisis in Just 7 Years.

Examining the issues from a Public Health Perspective

tournaments She'll heave at the buzzer We now have accessible on every phone computer and

Gambling has Corrupted Sports – as Predicted

FBI ARRESTS BLAZERS COACH IN SWEEPING INVESTIGATION

GUARDIANS BETTING SCANDAL?

THREE EX-EASTERN MICHIGAN BASKETBALL PLAYERS AT CENTER OF SPORTS BETTING PROBE

SUSPENDED

SHANE PINTO SUSPENDED FOR 41 GAMES

MANUEL GLASE WILL NEVER PITCH IN THE MAJORS AGAIN

NFL COMMISSIONER ROGER GOODELL (2012)

"The NFL cannot be compensated in damages for the harm that sports gambling poses to the goodwill, character, and integrity of NFL Football, and to the fundamental bonds of loyalty and devotion between fans and teams that the league seeks to maintain. Once the character and integrity of NFL Football have been compromised, and the bonds of loyalty and devotion between fans and teams have been broken, NFL Football will have been irreparably injured in a manner that cannot be calculated in dollars."



2017: NFL Commissioner Roger Goodell

- The spread of legalized sports gambling would change forever—and for the worse—what our games stand for and how they are perceived.

• (Adopting the testimony of former commissioner Paul Tagliabue)



2018: Murphy v NCAA:

"The legalization of sports gambling requires an important policy choice..... Congress can regulate sports gambling directly, but if it elects not to do so, each State is free to act on its own" (Murphy v NCAA, 2018).



2021: The NFL Names “Official Gambling Partners”



2022: NFL and Genius Sports

- National Football League Taps Genius Sports Group As Exclusive Distributor of Official League Data



- “Going forward, Genius will be the NFL’s exclusive distributor of real-time official play-by-play statistics, proprietary Next Gen Stats (NGS) data, and the League’s official sports betting data feed to media companies and sports betting operators globally, including the U.S., where legal”.

(United States Securities and Exchange Commission)



Online Gambling: The “A. A. C. Model

Online Gambling is Designed and Built to Deliver 3 Dangerous Activities

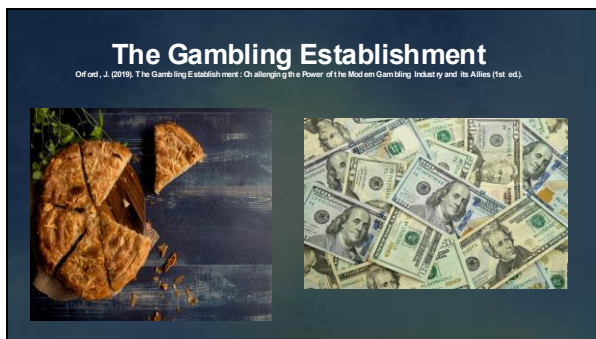
A: ACCESS

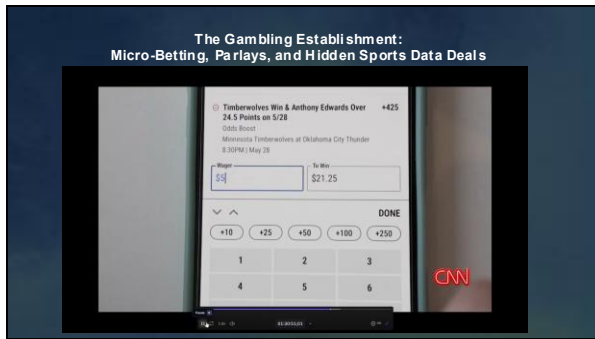
A: ACTION

C: CHASE







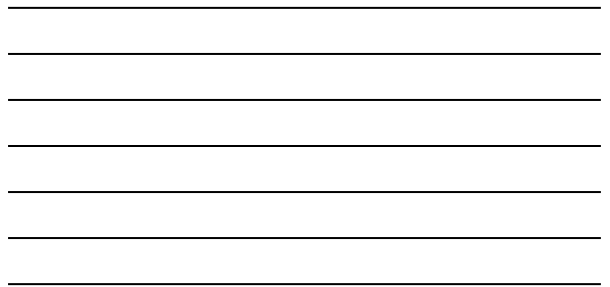




Artificial Intelligence to Target the Betting Public

- DraftKings Reaches Agreement to Acquire Simplebet to Further Enhance Live Betting Offerings:



Fenway Park in the 1990s



Fenway Park in 2025



The Danger of Normalizing a Known Addictive Product

The Guardian

August 26, 2025

Revealed: gambling logos and ads seen up to every 13 seconds during big sports games in US

Critics warn of top sports becoming a 'second-by-second gambling opportunity' as new study shared with the Guardian reveals scale of marketing blitz

- "Viewers of June's Stanley Cup finals encountered an average of 3.5 marketing messages from betting firms every minute, a new study by the University of Bristol found."

Gambling Disorder and Mental Health



Gambling and Gambling Disorder: Screening for a Problem

Gambling to feel good
when faced with
personal or emotional
issues

Gambling to celebrate
with friends

Repeated absence from
class or constantly
seeking privacy when
using a phone or tablet.

Concealing how much
time is spent away from
class

Planning outings or
group activities around
gambling

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Gambling and Gambling Disorder: Screening for a Problem

Missing personal
items

Hiding gambling
activity from
friends or family
members

Being secretive or
deceptive when
asked about
gambling

Receiving late
notices or
telephone calls
from creditors

Talking or bragging
only about wins,
not losses

Liquidating assets
(Savings accounts)

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Disproportionate Affect on Young Men

Home » Journal of Gambling Studies » Article

Predicting Problem Gambling in Young Men: The Impact of Sports Gambling Frequency and Internalizing Symptoms

Original Paper | Open access | Published 11 June 2025
Volume 41, pages 1119–1144, (2025) | [Cite this article](#)

- “Young men aged 18–25 years are at disproportionately increased risk for gambling problems compared to their older or female counterparts.”

- “The findings highlight unique developmental and sociocultural factors that may increase young men’s vulnerability to problem gambling.”

Mancini, V.O., Brett, J.D., Heirene, R.M. et al. Predicting Problem Gambling in Young Men: The Impact of Sports Gambling Frequency and Internalizing Symptoms. *J GambStud* 41, 1119–1144 (2025). <https://doi.org/10.1007/s10899-025-10403-0>

Gambling and Gambling Disorder: Screening for a Problem

- The Problem Gambling Severity Index (“PGSI”)



The Problem Gambling Severity Index (“PGSI”)

Problem Gambling Severity Index

This self-assessment is based on the Canadian Problem Gambling Index. It will help you decide if you need to seek other forms of support or information.

When you think of the past 12 months, have you felt more than you could really afford to lose?

0: Never 1: Sometimes 2: Most of the time 3: Almost always

Still thinking about the last 12 months, have you needed to gamble with larger amounts of money to get the same feeling of excitement?

0: Never 1: Sometimes 2: Most of the time 3: Almost always

When you gambled, did you go back another day to try to win back the money you lost?

0: Never 1: Sometimes 2: Most of the time 3: Almost always

Have you borrowed money or sold anything to get money to gamble?

0: Never 1: Sometimes 2: Most of the time 3: Almost always

Have you felt that you might have a problem with gambling?

0: Never 1: Sometimes 2: Most of the time 3: Almost always

Has gambling caused you any health problems, including stress or anxiety?

0: Never 1: Sometimes 2: Most of the time 3: Almost always

Have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?

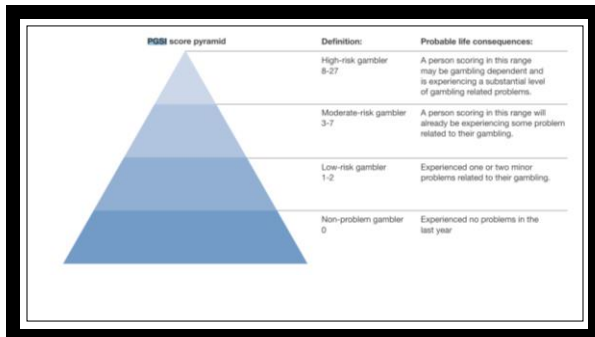
0: Never 1: Sometimes 2: Most of the time 3: Almost always

Has your gambling caused any financial problems for you or your household?

0: Never 1: Sometimes 2: Most of the time 3: Almost always

Have you felt guilty about the way you gamble or what happens when you gamble?

0: Never 1: Sometimes 2: Most of the time 3: Almost always



How Does the Gambling Industry Respond?

RESPONSIBLE GAMING

Blaszczynski, A., Ladouceur, R., & Shaffer, J. (2006). A science-based framework for responsible gambling: The zero model. *Journal of Gambling Studies*, 22(1), 39-57.

Benefits of gambling exceed the societal costs.

Gambling industry and government share responsibility to inform the public of risks.

Each person must ultimately be responsible for their individual choices.

Only a small number of people suffer harm, and gambling revenue will pay for treatment.

Gambling Disorder and Mental Health: The Public Health Call to Action

A Fundamental and Binary Choice -

Maintain the Status Quo:

The Responsible Gaming Model.

- Gambling Industry Created – Self Regulation.
- Psychopathologize with Medical Labels.
- Problem Gamblers.
- Place the Onus on the Individual.

The Call to Action

The Burgeoning Public Health Movement:

- Prevention is the Best Form of Treatment.
- Comprehensive Public Health Response.
- Impartial Safety Standards
- The Onus is on Regulating the Industry and the Addictive Products.

END THE STIGMA.



The Public Health Movement. A Call to Action: Moving on from RG to Comprehensive Public Health Regulation

Shifting the Onus – Shifting the onus to the gambling industry involves moving the burden of preventing and mitigating harm from the individual gambler to the gambling companies, sports leagues, and government.

The gambling industry promotes "responsible gaming" which places the onus and blame the individual.

"Responsible Gaming" is a corporate strategy designed to divert attention away from the addictive nature of online gambling and promote industry self-regulation.

Shifting the onus is a key element of the "public health approach." The time is now to properly regulate an industry which has a government issued license to profit from distributing a known addictive product.

The Public Health Movement: A Call to Action: We Have Done This Before.



- With every other addictive product and industry, government acts to regulate the access, advertising, distribution, promotion, speed, and consumption...

"It's Not Addictive"

"It's Not Addictive"

Sports betting boom fuels concerns over problem gambling | 60 Minutes



"It's Not Addictive"

The Impact of Gambling on Families





FFOG: Families and Friends of Gamblers
HurtByGambling.org



PHAI and The Public
Health Movement:



The SAFE Bet Act (2024 and 2025)

- Congressman Paul Tonko (NY-20) and Senator Richard Blumenthal (CT).
- Federal Regulation of Online Sports Gambling. Minimum Safety Standards.
- Affordability Checks and Deposit Limits.
- Transparency with Sports' Data Deals.
- Strict Advertising and Affiliate Regulations.



The SAFE Bet Act (2024 and 2025)

- Bans Credit Cards for Gambling.
- Restricts the Use of Artificial Intelligence.
- Bans In-game Micro-betting.
- Age Restrictions on Apps.
- Ends Player Prop Bets on College Sports.
- Collaboration to eliminate offshore sportsbooks.
- Disclosure of true odds.



Grim Future?



The future of public health begins in schools, and nurses are pivotal

May 23, 2025

By Taylor Thomas, George Mason Univ. College of Health

- "School health is public health and school nurses are the frontline of public health." -- Erin D. Maughan, PhD





