

# AGRI NATIONAL PROJECT - 2

Research Plan approved by the Alberta Gambling Research Institute (AGRI)

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# BACKGROUND

In 2018 a team of researchers with the Alberta Gambling Research Institute (AGRI) embarked on a multi-year national investigation of gambling in Canada, known as the '<u>AGRI National Project (ANP)</u>'. This project was jointly funded by AGRI, the Canadian Consortium for Gambling Research, the Canadian Centre for Substance Use and Addiction, and Gambling Research Exchange Ontario (greo). There were four main research elements:

- Compiling comprehensive year-by-year (1970 2024) documentation of the types and amounts of legal gambling provided in each province as well as gross and net gambling revenue by gambling type and per capita: <u>Canadian Gambling Statistics</u>.
- A Statistics Canada survey of 24,982 Canadian adults to assess the current national prevalence of gambling and problem gambling via a 'Rapid Response Gambling Module (RRGM)' inserted into the 2018 Canadian Community Health Survey. This was the second largest prevalence study of gambling ever conducted worldwide and the first national study of gambling in Canada since 2002.
- 3. An Online Panel cohort of 10,199 gamblers surveyed initially in Aug Oct 2018 and reassessed again in Aug Oct 2019, May Jun 2020, and Dec 2020. This was the largest cohort of problem gamblers (n = 1,346), at-risk gamblers (n = 1,388), and people with a DSM-5 mental disorder (n = 2,710) ever followed.
- 4. Supplemental Investigations in the form of:
  - Analysis of the responsible gambling awareness and behaviour of 18,675 casino patrons and 8,262 casino employees from across Canada.
  - Key informant interviews of the major provincial stakeholders and Indigenous leaders in each province.

The ANP produced a wealth of findings about the types, amounts, and revenues associated with legal gambling in Canada; prevalence and predictors of gambling and problem gambling; prevalence and nature of illegal gambling, financial speculation, Indigenous gambling, and online gambling; responsible gambling among casino patrons; harm minimization among casino employees; etiology of problem gambling; prevalence and nature of efforts to recover from gambling-related harm; popularity and helpfulness of different treatments for problem gambling; predictors of remission; gambling's association with cannabis use; impact of cannabis legalization on the prevalence of cannabis use; impact of COVID-19 lockdowns on gambling; and the gambling attitudes of the Canadian public and principal stakeholders. These findings were communicated to researchers and policymakers via presentations and research articles (a list of the 23 ANP academic publications is contained in **Appendix A**: Publications deriving from ANP-1). In addition, the data sets from this study were made publicly available by Statistics Canada and <u>Gambling Research Exchange Ontario (greo)</u> and have been subsequently utilized by many other researchers.

The pragmatic utility of the ANP was also instrumental in cementing a very positive working relationship between AGRI, policymakers from the Government of Alberta (GoA), and the Alberta Gaming, Liquor, and Cannabis Commission (AGLC). On March 31, 2023 a meeting was held between AGRI, GoA, and AGLC whereupon the AGLC communicated their appreciation for the policy-relevant findings of ANP. At that meeting, AGLC indicated that one of their current research priorities, as well as a top research priority of other provinces, was an understanding of the relative social and economic performance of each province concerning gambling delivery that would guide provincial efforts to create systems that maximized the benefits and minimized the harms. AGRI agreed this would be a worthy research endeavor independent of its obvious policy relevance. Based on this meeting, a 3-page outline of a research plan was developed to operationalize this provincial comparison (*'Canadian Provincial Delivery of Gambling: Strengths and Weaknesses of Each Province's Model'*). This plan was distributed to members of AGRI for feedback and subsequently sent to AGLC. A formal presentation of the proposal was made to the GoA and AGLC on November 10, 2023, with additional discussions at an AGLC Board meeting on November 30, 2023. The plan was positively received and feedback was incorporated.

The operationalization of this research initiative was the impetus for the development of the AGRI National Project - 2 (ANP-2), which is described in the next section.

# **RESEARCH OBJECTIVES**

# Identify Strengths and Weaknesses of Each Province's Model for Providing Legalized Gambling

This research objective was the original impetus for ANP-2, and it remains a primary focus.

Analyzing the relative social and economic performance of each Canadian province concerning gambling delivery is a complex undertaking from both a theoretical and methodological perspective. It normally involves assessing changes in a wide range of economic and social indices that have any potential for directly or indirectly being impacted by gambling. The lead author of the present research plan (RW) has written on the methodology required (Williams, Rehm & Stevens, 2011), and has conducted socioeconomic studies of gambling in several jurisdictions: British Columbia in 2007 (Blue Thorn Research et al., 2007); Alberta in 2011 (Williams, Belanger & Arthur, 2011); Colorado in 2020 (Summit Economics & Williams, 2020); Massachusetts in 2018 (SEIGMA Research Team, 2018), 2019 (SEIGMA Research Team, 2019), and 2024 (SEIGMA Research Team, 2024); and Connecticut in 2023 (Gemini Research, 2024).

Each of these above studies comprehensively assessed changes in dozens of economic and social indices as they related to the introduction of different types of gambling over time, and the accompanying reports were hundreds of pages long. However, this depth of analysis is not feasible in the present study where we are assessing *10 jurisdictions/provinces* rather than one. It is also the case that the purpose of the present study is to identify important provincial differences in impacts/performance rather than creating an in-depth profile of all current and historical positive and negative socioeconomic impacts for an individual province.

Thus, the present study's more circumscribed research objective is to identify **high-level social and economic indices in each province that currently exist which are the direct impacts of legalized gambling and compare each province on these indices** to identify the provinces/approaches that produce the best social and economic impacts.

The following high-level economic indices will be identified for each province: <sup>1</sup>

- Gross Gambling Revenue (GGR; after prizes/winnings) as it relates to Net Gambling Revenue (NGR; after prizes/winnings and operating expenses) (speaks to the efficiency of operations) <sup>2</sup>
- GGR as a Percentage of Overall Provincial Government Revenue
- GGR per Adult (18+)
- GGR per Adult per Source (lottery products, casinos, video lottery terminals, online gambling)
- Direct Employment in the Gambling Industry (as a percentage of all employment in the province)
- Percentage of Gambling Expenditure from Provincial Residents that Stays in the Province <sup>3</sup>

<sup>&</sup>lt;sup>1</sup> Legalized gambling often has additional indirect positive economic impacts on complementary industries (e.g., hotels, restaurants) as well as cannibalization of competing industries (e.g., other types of gambling, other types of entertainment) (Walker & Sobel, 2016; Williams, Rehm & Stevens, 2011). However, it is beyond the scope of the present study to fully evaluate these indirect impacts. Rather, it will be assumed these indirect impacts are roughly equivalent between provinces.

<sup>&</sup>lt;sup>2</sup> GGR and NGR will exclude charitable gambling and horse racing as the provincial government receives virtually none of this revenue.

<sup>&</sup>lt;sup>3</sup> This is an important economic index that is often overlooked. For example, many provinces are considering adopting the Ontario iGaming model (introduced in April 2022) which allows commercial online operators to operate alongside the provincial online site. Interest in this model is because Ontario online GGR increased from \$427M in fiscal year 2021/2022 to \$2,830M in fiscal year 2023/2024 (Stevens, 2024). However, this has significant negative economic implications for Ontario, as 80% of this

Similar to the economic indices, the social indices will be limited to impacts with a direct relationship to the presence of legal gambling:

The following high-level social indices will be identified for each province: <sup>4</sup>

- GGR Origin by Demographics (age, gender, race, income) (Is GGR disproportionately coming from certain demographic groups? To what extent is GGR economically regressive?)
- GGR Origin by Type of Gambler (recreational versus problem)
- Provincial Levels of Problem and At-Risk Gambling
- Awareness, Utilization, and Self-Reported Impact of Provincial Responsible Gambling/Harm Minimization Measures and Treatment Services
- Attitudes toward Legal Gambling Provision (favourable versus unfavourable)
- Knowledge of Gambling (level of gambling fallacies; knowledge of which sector receives majority of revenue)
- Prevention and Treatment Efforts (i.e., Percentage of GGR devoted to prevention, treatment and research; strength of harm minimization policies)<sup>5</sup>

Each province will be initially ranked on each index from strongest to weakest. A limitation of this approach is that while most indices are unambiguously positive (e.g., direct employment numbers; % of gambling expenditure retained in the province) or negative (% of GGR from problem gamblers; prevalence of problem gambling), some indices are not. For example, gambling is primarily a sterile transfer of money between individuals with comparatively low economic value (Borna & Lowry, 1987; Christiansen, 1998; Williams et al., 2011).<sup>6</sup> Thus, provincial GGR by itself is not necessarily a positive economic index.<sup>7</sup> Hence, while each province will still be ranked on each index, (a) all the indices will be accompanied by a discussion of their potential positive or negative nature, and (b) identification of 'better' or 'worse' approaches to gambling delivery will rely primarily on indices with unambiguous positive and negative impacts.

More generally, the ranking results are not intended to be the final product of our research initiative but rather are intended to provide the 'backdrop' for the *identification, elucidation, and promotion of approaches that produce better social and economic outcomes.*<sup>8</sup>

<sup>6</sup> The situation is somewhat more complicated, as (a) commercial gambling can have significant economic value if it either prevents money from leaving the jurisdiction or attracts money to the jurisdiction, (b) adding a new and interesting service/good (i.e., gambling) to the economy has value by temporarily increasing monetary flow within the economy (Walker & Jackson, 1998; 2007); and (c) there is economic value in the manufacturing and creation of gambling equipment and venues.

<sup>7</sup> A strong GGR in the context of a small % of GGR coming from problem gamblers and a low prevalence rate of problem gambling represents a more unambiguously positive economic index.

revenue leaves the province to these commercial operators, most of whom have no physical presence in Canada. (Prior to April 2022 Ontario retained 100% of online gambling revenue).

<sup>&</sup>lt;sup>4</sup> This excludes indirect indices such as population-level changes in the rates of bankruptcy, divorce, domestic violence, crime, etc. (Walker & Sobel, 2016; Williams et al., 2011).

<sup>&</sup>lt;sup>5</sup> Because government GGR disproportionately derives from problem gamblers (Williams & Wood, 2004, 2007), there needs to be evidence of robust efforts to mitigate the impact.

<sup>&</sup>lt;sup>8</sup> The present initiative is somewhat similar to the <u>Canadian Alcohol Policy Evaluation (CAPE)</u>. However, important differences concern the fact (a) CAPE only focuses on harm minimization (nothing on economic performance); and (b) CAPE provides a provincial rating relative to optimal adherence to a set of best practices, whereas the present initiative simply rank orders the 10 provinces on their <u>relative</u> economic and social performance.

# **Examination of Provincial and National Changes in Gambling since 2018**

The identification of current high-level economic and social indices related to gambling necessitates re-employing most of the main research elements utilized in ANP-1 (i.e., updating and expansion of the Canadian Gambling Statistics, a new Statistics Canada RRGM survey, and a new national Leger adult online panel survey). Thus, an opportunity also exists to make comparisons to the national and provincial results obtained in 2018 that were part of the ANP-1. Hence, the examination of these changes constitutes the second major research objective of the ANP-2.

Changes will be examined in many of the aforementioned social and economic indices as well as many of the findings reported in the ANP-1 publications:

- Provincial and national prevalence of gambling and problem gambling in 2025 compared to 2018 and 2002
- Predictors of gambling and problem gambling in Canada in 2025 (and changes from 2018)
- GGR origin by demographics and type of gambler (recreational versus problem) in 2025 compared to 2018
- Prevalence of illegal gambling in 2025 compared to 2018
- Prevalence and demographic profile of financial speculation (e.g., cryptocurrency) in 2025 compared to 2018
- Degree to which each province is capturing the online gambling market in 2025 compared to 2018
- Multivariate predictors of problem gambling in 2025 compared to 2018
- Awareness, utilization, and impact of responsible gambling/harm minimization measures and treatment services in 2025 compared to 2018
- Attitudes toward legal gambling provision and knowledge of gambling in 2025 compared to 2018
- Prevalence and nature of efforts to recover from gambling-related problems in 2025 compared to 2018
- Popularity and helpfulness of different treatments for problem gambling in 2025 compared to 2018

Particular attention will be given to changes in variables with a plausible relationship to the changes in legal gambling delivery that have occurred since 2018. More specifically:

- COVID-19 related closure and capacity restrictions of land-based gambling operations in Canada from 2020 to 2022, which was associated with a subsequent increase in online gambling (e.g., Shaw et al., 2022ab). It will be informative to examine the extent to which the increased prevalence of online gambling has been sustained and/or further increased in 2025.
- Alberta providing a provincial online gambling site beginning in October 2020 and Saskatchewan providing a site in October 2022 (the last two provinces to do so). Has this increased the prevalence rate of online gambling in these two provinces? To what extent does each province now capture the online gambling market?
- The legalization of single event sports betting in Canada in August 2021. To what extent has this increased sports betting (and online gambling more generally)? Which demographic sectors have been most impacted? To what extent has legal sports betting increased gambling-related harm?
- Ontario allowing commercial operators to provide online gambling beginning in April 2022 (the only province doing so as of January 2024, although Alberta announced it will be doing the same thing, planned for late Spring 2025). It will be instructive to examine the impact this has had on Ontario online GGR and NGR relative to the other provinces; rates of online problem gambling; and provincial government capture of the online gambling market.

# Impact of Personalized Feedback on Gambling and Uptake of Self-Directed App Interventions

In ANP-1, a total of 1,346 problem gamblers and 1,388 at-risk gamblers were identified in the Leger National Online Panel out of a sample of 10,199. As will be detailed in the **METHOD** section, we expect even more in ANP-2 as the sample size has increased to 12,900. With such a large group of people negatively impacted by gambling (most of whom will not have sought treatment) an opportunity exists to evaluate the effectiveness of different interventions to reduce gambling. This constitutes the third research objective of the ANP-2.

One of these interventions is the provision of **personalized feedback**. This involves providing information to individuals on how their gambling compares to population norms; how this level of gambling is potentially associated with harm; and advice on how to reduce harm. Provision of personalized feedback has been reliably shown to reduce gambling involvement in the subsequent year (Auer & Griffiths, 2023; Cunningham et al., 2012; Sagoe et al., 2021; Saxton et al., 2021). However, an important limitation of the existing research is that it largely has relied on relatively small samples of participants who have volunteered to receive this feedback, with the impact of this self-selection bias being unknown. The opportunity of the Leger Adult Online Panel Survey is that it allows us to investigate the impact of providing personalized feedback to a larger more nationally representative sample of people who have not been self-selected, with the provision of this feedback being based on people exceeding one or more of Canada's Lower Risk Gambling Guidelines (LRGG) (Hodgins et al., 2023; Young et al., 2024).

Another harm minimization approach that has received significant attention is **brief self-directed interventions.** With the support of funding from AGRI and CIHR funding, Dr. David Hodgins and his team have played an important role in the evolution of these interventions from paper-and-pencil workbooks to online versions. Although the use of these interventions currently access and utilize them (e.g., Hodgins et al., 2019; Brazeau et al., 2024). In a separately funded investigation, David Hodgins and his PhD student, Brad Brazeau, are recruiting participants for a randomized trial of a 'Standardized' App versus an 'Enhanced' App that uses personalized responses to the advice and support that users receive. The Standardized App has previously been shown to be effective (Hodgins et al., 2019; Brazeau et al., 2024), but the hypothesis is that the Enhanced App will lead to better engagement and better outcomes. Similar to personalized feedback, a limitation of the existing research is the reliance on smaller self-selected samples recruited through media advertisements. Here again, the Leger Adult Online Panel Survey provides an opportunity to test engagement in a large nationally representative sample that has not been self-selected. Furthermore, with such a large sample we will be able to identify the characteristics of people willing to reduce their gambling as well as determine whether providing personalized feedback increases the uptake of the gambling reduction app (comparing uptake in people who do and do not receive personalized feedback).

# **Examination of Adolescent Gambling**

A fourth research objective of ANP-2 is to examine adolescent (13-17) gambling. While the ANP-1 provided extensive information about adult (18+) gambling, there was relatively little focus on the gambling behaviour and attitudes of underage youth.<sup>9</sup> There are several reasons why this is an important research objective in 2025:

- There has never been a published national study of adolescent gambling in Canada.
- Even before the expansion of online gambling, underage youth had a significant level of involvement in 'social casino games' (i.e., free-to-play online casino games) on social media and online casino websites. Social casino games have an established relationship with future gambling and problem gambling (Hayer et al., 2018; Kim et al., 2015; King et al., 2016).
- While rates of gambling among adolescents have historically been lower than adults, sports betting (between individuals) is one of the forms they historically have engaged in to some extent (Calado et al., 2017; Delfabbro, King & Derevensky, 2016; King et al., 2020; Tran et al., 2024). Furthermore, research has found that young people are disproportionately influenced by sports betting advertising, which is now omnipresent in Canada (Labrador et al., 2021; Rossi & Nairn, 2022).
- There has been a 'gamblification' of online video games played by adolescents (Brock & Johnson, 2021; Hing et al., 2022), with (a) the availability of 'loot boxes' in the video game whereby someone can purchase a random assortment of advantageous game elements (Li et al, 2019; Yokomitsu et al., 2021; Zendle et al., 2019); and (b) the ability to bet virtual video game goods ('skins') on the outcome of professional sports or other games of chance (Hing, Lole, Russell et al., 2022; Hing, Russell, Bryden et al., 2021; Wardle, 2019).
- There has been a significant increase in youth mental health problems in Canada in recent years (Cost et al., 2021; Wiens et al., 2020). This is of concern in its own right, but almost certainly also increases the risk of gambling-related problems.

As mentioned, there is very limited information on current levels of youth gambling in Canada. There was one age 15-24 national survey of youth gambling in 2002 (Huang & Boyer, 2007) and one multi-province (Ontario, Saskatchewan, Newfoundland) survey of 13 – 19 years olds in 2012/2013 (Elton-Marshall et al., 2016). None of the current Canadian national youth surveys assess gambling (i.e., the <u>Canadian Health Survey on Children and Youth</u>, the <u>Children's Health and Safety: Baseline Survey</u>, <u>Canadian Health Measures Survey</u>, <u>Health Behaviour in School-aged Children (HBSC) study in Canada, Canadian Alcohol and Drugs Survey</u>, <u>Canadian Student Tobacco</u>, Alcohol and <u>Drugs Survey</u>). However, there are three current provincial efforts. Ontario assesses gambling among students in grades 7 to 12 every 2 years via its <u>Ontario Student Drug Use and Health Survey</u> (currently being fielded in 2025), with this survey finding a significant increase in online gambling for money between 2019 and 2021 (with an overall past year gambling prevalence rate of 26% in 2021). Quebec's <u>Survey of Smoking</u>, Alcohol, Drugs and Gambling in <u>High School Students</u> has been administered every 2 years from 1998 – 2008, as well as 2013 and 2019 (next one scheduled for 2024). British Columbia assesses gambling in their <u>BC Adolescent Health Survey</u>, although this survey is only administered every 5 years (last one in 2023). Alberta has not surveyed youth gambling since <u>2005</u>.

<sup>&</sup>lt;sup>9</sup> The exception to this is that the gambling behaviour of 15-17 years olds in the 2018 RRGM (*n* = 939) *was* analyzed. Past year gambling prevalence (assessed with the *Gambling Participation Instrument*, GPI) was found to be 16.5% (with past year sports betting being the highest individual activity at 9.5%), past year problem gambling (assessed with the *Problem Gambling Severity Index*, PGSI 5+) was 0.0%, and past year at-risk gambling (PGSI 1-4) was 1.0%. These results have not been published but will be included as background to the adolescent findings in the current study.

# **METHOD**

In many ways, the methodology for the present study is a repeat of the main elements of the original ANP. Four methodological elements in the ANP-2 will be employed to address the above four research objectives:

# **Updated and Expanded Canadian Gambling Statistics (GS)**

Much of this information directly informs the high-level economic and social indices being assessed. However, some of this information also identifies how provincial gambling delivery and harm mitigation occurs, which is necessary to make attributions for any provincial economic or social differences that may exist. The following information will be collected and documented for each province:

# Economic Indices

- GGR and NGR by year <sup>10</sup>
- GGR per adult (18+) by year
- GGR by source (lottery products, casinos, video lottery terminals, online gambling) by year
- Current NGR distribution
- Gambling availability per adult per year (i.e., # venues, # casinos, # EGMs)
- GGR as a percentage of overall provincial government revenue per year
- Direct Employment in the gambling industry (as a percentage of the provincial workforce) per year

# Social Indices

- Provincial levels of gambling and participation for each type of gambling (lottery, instant lottery, EGMs, casino table games, bingo, other types, speculative financial, online) in 2002, 2018 and 2025
- Provincial levels of problem (PGSI 5+) and at-risk (PGSI 1-4) gambling in 2002, 2018 and 2025
- Percentage of GGR to problem gambling prevention, treatment and research per year (when available)
- Helpline calls per adult per year
- Percentage of problem gamblers aware of treatment services in their local area and reporting accessing treatment services in 2018 and 2025
- Number of people on provincial self-exclusion lists per adult per year
- Presence of effective harm minimization measures (i.e., yes or no for: in-person gambling opportunities being
  restricted to dedicated gambling venues; limits on the total number of EGMs in jurisdiction; ID required for
  casino entry; no 24-hour casinos; no casino/house credit; no ATMs on gaming floor; no alcohol on casino gaming
  floor and no free alcohol; irrevocable self-exclusion during self-exclusion period; self-exclusion applying to all
  land-based and online sites; no incentivization/rewards for gambling expenditure; incentivization for responsible
  gambling (e.g., taking self-assessment of problem gambling; staying within pre-commitment limits); automatic
  alerts about risky online gambling patterns; pre-commitment that is either mandatory or voluntary and
  incentivized; reasonable online gambling limits on deposit size, bet size, time spent, &/or loss size).

Rhys Stevens, an AGRI-affiliated University of Lethbridge librarian, has collected much of the economic indices already as part of the <u>Canadian Gambling Statistics</u>.<sup>11</sup> It is largely the social indices that need collecting and documenting. This will be facilitated by purchasing a one-year subscription to the <u>VIXIO Gambling Compliance</u> <u>Database</u> for North America (Appendix B: Subscription Agreement with VIXIO). This subscription provides up-to-date

<sup>&</sup>lt;sup>10</sup> Excluding provincial charitable gambling and horse racing revenue, partly because of the relatively small amount of revenue involved, partly because the provincial government receives almost none of this revenue, and partly because of the difficulty in obtaining these figures. Canada-wide GGR and NGR figures from horse racing will still be reported.

<sup>&</sup>lt;sup>11</sup> Much of this information was also historically collected by the Canadian Partnership for Responsible Gambling and published in the annual *Canadian Gambling Digests* from 2002/2003 to 2016/2017.

jurisdiction reports and analyst articles for British Columbia, Alberta, Saskatchewan, Manitoba, Ontario, Quebec, Nova Scotia, and <u>Kahnawake Mohawk Territory</u>. Reports include details about the availability of regulated formats, licensing requirements, and current player protection initiatives (e.g., age restrictions, operating hours, self-exclusion programs, wager and time limits, deposit limits, advertising restrictions, etc.).

# Canadian Community Health Survey (CCHS) Rapid Response Gambling Module (RRGM)

This is a repeat of the 2018 RRGM in the Jan – Jun 2025 <u>Canadian Community Health Survey</u> administered by Statistics Canada. The main utility of the RRGM is that it is a large-scale representative sample that (a) provides information about several of the high-level social indices (e.g., demographic patterns of gambling and revenue; provincial levels of problem gambling); and (b) identifies changes since 2018 for the different types of gambling.

There have only ever been three national prevalence studies of gambling and problem gambling in Canada, the first in 2000 by Ferris & Wynne (2001), the second in 2002 by Statistics Canada (CCHS 1.2) (Statistics Canada, 2002), and the third in 2018 also by Statistics Canada as part of the ANP-1 (Williams et al., 2021ab). Significant changes were observed between 2002 and 2018 (Williams et al., 2021ab). Because of the changes in legal gambling delivery that have occurred in recent years, we also anticipate changes from 2018 to 2025.

Although many provincial prevalence studies of gambling have been conducted in the last 20 years, their rates are not directly comparable due to different methodologies and time periods. The reliability and validity of these estimates are also questionable due to (a) very poor response rates (<15% in recent years) increasing the likelihood of a non-representative sample (Massey & Tourangeau, 2013; Peytchev, 2013); (b) insufficient population coverage (e.g., not including cell phones; only been administered in one or two languages); (c) overly inclusive thresholds for asking questions about problem gambling (e.g., any past year gambling), which is inefficient and increases false positives (Stone et al., 2015; Williams & Volberg, 2009, 2010); (d) small sample sizes; and (e) description of the survey to prospective participants as a 'gambling survey', which results in under-recruitment of non-gamblers and over-recruitment of heavy gamblers and problem gamblers, leading to inflated estimates of the latter (Williams & Volberg, 2009, 2010). In contrast, surveys administered by Statistics Canada that have included a gambling module have (a) very comprehensive population coverage (e.g., multiple languages); (b) historically have achieved response rates of 50%+; (c) employ a national sample size of ~20,000+; (d) embed the gambling module within a broad-based survey of health (i.e., the Canadian Community Health Survey, CCHS)<sup>12</sup>; and (e) have used more optimal criteria for administering questions about problem gambling.<sup>13</sup>

A Letter of Agreement (LOA) (**Appendix C**: LOA with Statistics Canada) has been created between Statistics Canada and the University of Lethbridge to include a new RRGM in the Jan 2025 – Jun 2025 CCHS cycle, with data available to the ANP-2 team in November 2025. A final sample size of ~19,500 adults (18+) is anticipated from a mix of online self-response and telephone interviews, with an overall response rate of ~45%.<sup>14</sup> An important difference in 2025 compared to 2018 is that the present team will have 6 weeks of advance data access before it is available to other researchers (RRM data is normally released to all Research Data Centres (RDC) across Canada at the same time, regardless of who funded or designed the RRM).<sup>15</sup> The 2025 RRGM survey is included in **Appendix D**: RRGM for the 2025 Canadian Community Health Survey.

<sup>14</sup> This differs somewhat from the 2018 RRGM where a sample of 24,982 was obtained from ages 15+ using telephone interviewing (75%) and face-to-face interviews (25%); the survey being administered from July to December; and achieving a 58.4% response rate. Examination will be made of how these changes may have influenced the 2025 results.

<sup>&</sup>lt;sup>12</sup> The CCHS which contains the RRGM is described to participants as a survey on 'well-being and health practices'.

<sup>&</sup>lt;sup>13</sup> The 2018 RRGM criteria required to be asked questions about problem gambling was 'gambling once a month or more on any type of gambling in the past year', based on research by Williams & Volberg (2009, 2010) and Stone et al. (2015) establishing that this mildly restrictive criterion improves questionnaire efficiency and excluding false positives while not inadvertently excluding people with genuine gambling-related harm.

<sup>&</sup>lt;sup>15</sup> This concession was granted because when certain researchers from Concordia University in Montreal became aware of the ANP in 2018 they applied for access to the RRGM in advance of the July 2019 release date and attempted to pre-emptively publish on this data prior to the AGRI team (these manuscripts also did not provide any acknowledgment of who funded or designed the RRGM). Fortunately, journal editors declined to publish these competing reports.

# Leger National Adult Baseline Online Panel Survey (OP-A-B)

This also involves a repeat of the 2018 Leger adult (18+) online panel survey using a very similar questionnaire<sup>16</sup>, stratification and selection criteria (i.e., screening for people who report gambling once a month or more on any type of gambling in the past 12 months). A final sample of 12,900 is anticipated. Leger's panel, known as <u>LEO</u>, is Canada's largest online panel, with over 400,000 active members. The quote from Leger is included in **Appendix E**: Leger 360 Quotes for Adult and Youth Online Panel Surveys.

The Adult Baseline Online Panel Survey (OP-A-B) will be fielded in March 2025 and will provide:

- Information pertaining to several of the high-level social indices that will be utilized in the comparisons of
  provincial models for gambling delivery (e.g., GGR origin by demographics and type of gambler; awareness and
  impact of responsible gambling/harm minimization measures and treatment services; attitudes toward
  gambling; knowledge of gambling)
- Information pertaining to one of the high-level economic indices (% of gambling expenditure that stays in the province)
- Considerable data pertaining to changes that have occurred in gambling since 2018.

The main advantage of the Statistics Canada RRGM is that it provides accurate prevalence rates of gambling and problem gambling. In contrast, the OP-A-B cannot be used to establish prevalence rates because of its nonrepresentative nature (see explanation below). However, because the selection bias responsible for its nonrepresentativeness is constant across subpopulations, it can still be used to compare prevalence rates between subgroups.<sup>17</sup> The OP-A-B also has a couple of important advantages over the RRGM. One is that it provides *much* richer gambling-related data. This is partly due to a much longer ~23-minute median questionnaire length (compared to 3 minutes in the RRGM). The OP-A-B also has richer gambling-related data because of the overselection of heavy gamblers and problem gamblers. Although the Leger LEO online panel is structured to be demographically representative of the Canadian adult population, online panelists have behavioural biases because of the opt-in recruitment procedure (Bruggen et al., 2016). More specifically, online panels contain 3-4 times more heavy gamblers and problem gamblers (Lee et al., 2015; Pickering & Blaszczynski, 2021; Williams & Volberg, 2012). Selecting for people who report gambling at least once a month or more (as was done in the 2018 online panel and will be employed again in 2025) further enriches the sample. If we assume the prevalence rate of problem gambling in 2025 is similar to 2018 (i.e., 0.6% in the 2018 RRGM; Williams et al., 2021a), then there will be only ~117 problem gamblers in the 2025 RRGM, which makes inter-provincial comparisons very difficult. By contrast, we obtained 1,346 problem gamblers (a 13.2% prevalence rate) in the 2018 Baseline Online Panel.

Another advantage of the OP-A-B is that the RRGM sampling is based on population size, which results in smaller samples for less populated provinces. By comparison, the OP-A-B utilizes stratified sampling, ensuring at least 2,000 for most provinces or regions (with the four Atlantic provinces being collapsed into one region) (with the exception of only 1,400 for SK and MB), thereby better facilitating inter-provincial comparisons. The anticipated provincial sample sizes for the RRGM and the adult OP-A-B are shown in Table 1.

<sup>&</sup>lt;sup>16</sup> One of the main differences with the 2018 OP-A-B is the elimination of several questions that were included to help in the development of Canadian low risk drinking guidelines and lower risk gambling guidelines (these questions were devised by and paid for by the Canadian Centre for Substance Use and Addiction).

<sup>&</sup>lt;sup>17</sup> Because identical gambling frequency questions are asked in both the RRGM and the OP-A-B, the OP-A-B sample (who are selected for by virtue of gambling once/month or more) can be weighted to match the subsample of once/month or more gamblers in the more representative RRGM to obtain reasonably accurate prevalence estimates in the OP-A-B. This was done in the 2018 OP-A and will be done again for the 2025 OP-A-B.

lurisdiction	2023	% of	RRGM	OP-A-B
Jurisdiction	Population	Рор	( <i>n</i> =19,500)	( <i>n</i> =12,900)
British Columbia (BC)	5,581,127	13.8%	2699	2000
Alberta (AB)	4,756,408	11.7%	2300	2000
Saskatchewan (SK)	1,218,976	3.0%	589	1420
Manitoba (MB)	1,465,440	3.6%	709	1420
Ontario (ON)	15,801,768	39.0%	7642	2000
Quebec (QC)	8,948,540	22.1%	4327	2000
New Brunswick (NB)	842,725	2.1%		
Nova Scotia (NS)	1,066,416	2.6%	1070	2000
Prince Edward Island (PEI)	175,853	0.4%	1270	
Newfoundland & Labrador (NL)	540,418	1.3%		
Yukon Territory (YT)	45,148	0.1%		
Northwest Territory (NT)	44,760	0.1%	63	100
Nunavut Territory (NU)	40,817	0.1%		
TOTAL	40,528,396	100%	19,500	12,940

Determining whether there are any significant inter-provincial differences in the high-level economic indices will be relatively easy because of the large numbers involved. However, detecting differences in some of the social indices is potentially more problematic as they rely primarily on the RRGM and the OP-A-B. Table 2 outlines the needed sample size in each province to identify statistically significant inter-provincial differences of 50% and 100% (using a two-sided test, alpha = .05, power = .80). As reference points, in 2018 there was a 300% difference between the lowest provincial problem gambling prevalence rate in the RRGM (0.3% in ON and BC) and the highest (1.2% in MB) and a 107% difference between the lowest PGSI 1+ rate in the RRGM (2.9% in QC and ON) and the highest (6.0% in MB). In the 2018 OP-A-B there was a 98% difference between the lowest provincial problem gambling rate (8.4% in QC) and the highest (16.6% in MB) and a 67% difference between the lowest rate of harm (13.2% QC) and the highest (22.0% MB). As can be seen, the RRGM should be able to detect most inter-provincial differences in rates of gambling participation but will likely have difficulty detecting differences in problem gambling. The OP-A-B, however, should be able to detect most of these differences (as well as differences in attitudes, etc.) without much difficulty.

50% Differen	ce	100% Differer	nce			
0.5% vs 0.75%	15596	0.5% vs 1.0%	4671			
1.0% vs 1.5%	7747	1.0% vs 2.0%	2316			
1.5% vs 2.25%	5131	1.5% vs 3.0%	1531			
2.0% vs 3.0%	3823	2.0% vs 4.0%	1139			
2.5% vs 3.75%	3038	2.5% vs 5.0%	903			
3.0% vs 4.5%	2515	3.0% vs 6.0%	746			
3.5% vs 5.25%	2141	3.5% vs 7.0%	634			
4.0% vs 6.0%	1861	4.0% vs 8.0%	550			
5.0% vs 7.5%	1468	5.0% vs 10.0%	432			
7.5% vs 11.25%	945	7.5% vs 15.0%	275			
10.0% vs 15.0%	683	10.0% vs 20.0%	197			
12.5% vs 18.75%	526	12.5% vs 25.0%	150			
15.0% vs 22.5%	422	15.0% vs 30.0%	118			
17.5% vs 26.25%	347	17.5% vs 35.0%	96			
20.0% vs 30.0%	291	20.0% vs 40.0%	79			

Table 2. Power Calculations

The relationship between each of the three data sources in the current project (Canadian Gambling Statistics, GS; Rapid Response Gambling Module, RRGM; and Baseline Adult Online Panel Survey, OP-A-B) relative to providing information on the high-level economic and social indices (for examining the strength and weaknesses of each province's model of gambling delivery) is displayed in Table 3 below:

PROVINCIAL ECONOMIC INDICES	GS	RRGM	OP-A-B
NGR to GGR ratio			
GGR as a % of overall provincial government revenue			
GGR per adult (18+)			
GGR per adult by source			
Direct employment in the gambling industry (as % of all employment in the province)			
% of gambling expenditure from provincial residents that stays in the province			
PROVINCIAL SOCIAL INDICES	GS	RRGM	OP-A-B
GGR origin by demographics			
GGR origin by type of gambler (recreational versus problem)			
Prevalence of problem and at-risk gambling			
Awareness, utilization, and self-reported impact of provincial responsible gambling/harm			
minimization measures and treatment services			
Attitudes toward legal gambling provision			
Knowledge of gambling			
Prevention and treatment efforts, awareness, and utilization			

#### Table 3. Data Sources in Relation to the High-Level Economic and Social Indices

The 2025 Online Panel Adult Baseline Survey (OP-A-B) (Appendix F: Adult Online Panel Baseline Survey (OP-A-B)) has the following sections:

- Recreational activity involvement
- Behavioural addictions
- Comorbidities: substance use and abuse; treatment seeking for alcohol/drug use; lifetime history of substance use problems; level of stress; level of happiness; child abuse; past year DSM-5 mental health disorders (major depression, generalized anxiety, panic disorder); lifetime history of mental health problems; and family history of mental health and/or substance abuse problems.
- Attitudes toward gambling
- Exposure to gambling advertising
- Gambling participation (type, subtype, location, frequency, and expenditure for each type of gambling using the *Gambling Participation Instrument*, Williams et al., 2017)
- Financial speculation (e.g., cryptocurrency involvement)
- Motivations for gambling
- Context for gambling (alone or with friends; while using substances)
- Social exposure to gambling (as a child; current social group; at school/work)
- Gambling fallacies (using the Gambling Fallacies Measure (GFM) (Leonard, Williams & Vokey, 2015)
- Harm minimization and responsible gambling (awareness, utilization, and self-reported impact of provincial responsible gambling/harm minimization measures and prevention programs)
- Family and personal history of problem gambling
- Problem gambling (using the *Problem Gambling Measure (PGM)*<sup>18</sup> (Gooding, Williams & Volberg, 2025) as well as the *Problem Gambling Severity Index* (PGSI; Ferris & Wynne, 2001)
- Treatment seeking for problem gambling

<sup>&</sup>lt;sup>18</sup> PGM is an updated revision of the Problem and Pathological Gambling Measure (PPGM) (Williams & Volberg, 2014) to better predict At-Risk and chronic problem gambling.

- Personalized feedback (see next paragraph)
- Gambling reduction app (see next paragraph)

A total of 9,900<sup>19</sup> out of the 12,900 online panelists will be screened to determine whether they have exceeded one or more of the <u>Canadian Lower Risk Gambling Guidelines</u> (LRGG), which are: gambling (1) on no more than two types of gambling on a regular basis (1/mo+), (2) no more than four times a month, and (3) with no more than 1% of household income. We are estimating that ~4500/9900 individuals in 2025 will meet this criterion.

Limiting it to the first 3,650 who meet this criterion<sup>20</sup>:

- 1. A random 50% will receive personalized feedback on:
  - Which LRGG(s) they have exceeded and the risk this poses.
  - Whether they are in the at-risk (PGSI 1-4) or problem (PGSI 5+) range on the Problem Gambling Severity Index (PGSI) (Ferris & Wynne, 2001)
  - Which specific gambling fallacies they got wrong on the Gambling Fallacies Measure (Leonard, Williams & Vokey, 2015) and the correct answer.
- 2. Everyone will be offered a gambling reduction app. Those who agree will be contacted by email in the next day or two and provided a link to the app, with 50% who received personalized feedback receiving the 'Standard App' and the other 50% receiving the 'Enhanced App'; and 50% of people who did not receive personalized feedback receiving the 'Standard App' and the other 50% receiving the 'Enhanced App'. All individuals who access and utilize the app will be re-evaluated at 6 and 12 months and paid \$20 for completion of each of these follow-up evaluations.
- Everyone will be recontacted 4-months later to reassess their gambling behaviour, gambling-related harms, and the extent to which people accessed and utilized the app as a function of whether they received personalized feedback or not. This follow-up survey is called the 'Leger National Adult Follow-Up Online Panel Survey (OP-A-F)'.

<sup>&</sup>lt;sup>19</sup> 3,000/12,900 are excluded so as not to interfere with another research project (not formally part of the ANP-2) investigating the natural longitudinal course of sports betting. These 3,000 individuals (25% of which are anticipated to be past year sports bettors) will be reassessed at 4, 8, and 12 months. This study is: *A Longitudinal Study of Sports Betting and Problem Gambling among a Nationally Stratified Sample of Canadian Adults who Gamble*. PI: Dan McGrath; CIs: Andrew Kim, Robert Williams, Matthew Keough, Joshua Grubbs, Lindsey Snaychuk. \$146,364 from the Alberta Gambling Research Institute (Major Grant), Jan 1, 2025 – Dec 31, 2027.

<sup>&</sup>lt;sup>20</sup> 3650 chosen because based on budgetary constraints.

# Youth Surveys (OP-Y-B & PGRN)

# Leger National Youth Baseline Online Panel Survey (OP-Y-B)

In discussions with the adult online panel provider, Leger 360, they alerted us to the fact that they have recently created Canada's first adolescent (13-17) online panel (n = 3,500), which consists of the sons and daughters of their adult online panel members. Furthermore, Leger indicated that they can match the specific adolescent online panelist to the specific adult online panelist, so that the impact of parental behaviour on adolescent behaviour can be investigated.

The plan is to:

- Survey the 3,500 adolescent online panelists at the same time as our Leger Adult Online Panel Survey in March 2025.
- Use a questionnaire that is an adaptation of our adult online panel survey and the Ontario Student Drug Use and Health Survey (OSDUHS). Certain sections of our adult online panel survey are not appropriate for adolescents. Substituting these sections with corresponding sections from the OSDUHS has two important advantages. The first is that the OSDUHS has been conducted every two years since 1977, making it the longest ongoing school survey of adolescents in Canada, and one of the longest in the world (i.e., it is a 'tried and tested' instrument). The second is that we will be able to reference and/or potentially weight our adolescent online panel data to the 2025 OSDUHS results. As mentioned earlier, adult online panels are known to be not perfectly representative of the population due to behavioural biases (e.g., Lee et al., 2015; Pickering & Blaszczynski, 2021; Williams & Volberg, 2012) which we why we weight our adult online panel results to the more representative Statistics Canada RRGM data (which use identical questions in the same time period). We anticipate there may also be some biases in the adolescent online panel data. Unfortunately, we cannot weight the adolescent data to the RRGM as there are no adolescents in the 2025 RRGM sample. However, we can compare the data from the subsample of Ontario adolescents in our adolescent online panel (n ~ 1,470) with the presumably more representative OSDUHS results, and if results are significantly discrepant we can create weights to align our online panel data (Ontario subsample) to the OSDUHS data, and then apply these weights to the entire online panel sample.
- The OP-Y-B Baseline Survey is contained in Appendix G: Youth Online Panel Baseline Survey (OP-Y-B).<sup>21</sup>

# **Problem Gambling Resources Network Surveys**

The Alberta Problem Gambling Resources Network (PGRN) has been doing junior and senior high school presentations on gambling since 1993. Currently, they have approximately 7,000+ surveys available from presentations conducted from December 2019 to present in the greater Edmonton area (e.g. Sherwood Park, Fort Saskatchewan, Spruce Grove, St. Albert and Leduc) as well as some in Grande Prairie, Cold Lake and Red Deer. These surveys (Appendix H: PGRN Youth Surveys) contain one question asking "What did you learn today?", and 7 questions asking about past year gambling, games of choice, purchase of loot boxes, time and money spent playing video games, and online sports betting.

These surveys have been provided to the ANP-2 team. Their content is currently being entered into an Excel database so as to provide a current profile of youth gambling in Alberta.

<sup>&</sup>lt;sup>21</sup> An additional research objective (that is not formally part of the ANP-2) is to follow-up the youth online panelists at 4, 8 and 12 months as part of the project: *A Longitudinal Study of Sports Betting and Problem Gambling among a Nationally Stratified Sample of Canadian Adults who Gamble.* PI: Dan McGrath; CIs: Andrew Kim, Robert Williams, Matthew Keough, Joshua Grubbs, Lindsey Snaychuk. \$146,364 from the Alberta Gambling Research Institute (Major Grant), Jan 1, 2025 – Dec 31, 2027.

# RESOURCES

# People

- <u>Dr. Robert Williams</u> is the overall team lead and Principal Investigator for the ANP-2. He is also the lead on administrative and financial management; the Leger online panel baseline surveys (OP-A-B & OP-Y-B) (liaison with Leger, data cleaning/weighting); the research objective of 'identifying strengths and weaknesses of each province's model for providing legalized gambling'; and the youth gambling prevalence results from the OP-Y-B.
- <u>Rhys Stevens</u> is the lead on the collection and expansion of the Canadian Gambling Statistics.
- <u>Dr. Carrie Shaw</u> is the lead on the RRGM (liaison with Statistics Canada, applying for data access, getting security clearance, accessing the Research Data Centre, conducting the RRGM data analyses, article writing); and the lead on ethics submissions.
- <u>Dr. David Hodgins</u> is the lead on the research objective of analyzing the 'impact of personalized feedback on gambling and uptake of self-directed app interventions' as well as the design and analysis of the OP-A-F Follow-Up Survey.
- <u>Dr. Fiona Nicoll</u> is the lead on the analysis of the PGRN Youth Surveys.
- Other AGRI-affiliated personnel (i.e., <u>Dr. Youssef Allami</u>, <u>Dr. Darren Christensen</u>, <u>Dr. Andrew Kim</u>, <u>Dr. Daniel</u> <u>McGrath</u>) will provide support for the above efforts and will be leads on the various publications that can be derived from the new RRGM and OP data.
- Dr. Jeffrey Derevensky is a consultant on the OP-Y-B survey.
- <u>Myla Sept</u> is a Masters of Education student in Counselling Psychology at the University of Lethbridge, and a Research Assistant on the ANP-2 (under the supervision of Rhys Stevens and Robert Williams).

Seven of these individuals were previously involved in the original ANP-1: Williams, Stevens, Shaw, Hodgins, Nicoll, Christensen, McGrath.

# **Finances**

This project is funded by the Alberta Gambling Research Institute, with total funding over the 4 years of the project amounting to \$1,015,640. Note that \$185,975 of this has been provided specifically for the Personalized Feedback and Gambling Reduction App Interventions, with Dr. David Hodgins as PI: *Examining the Impact of Personalized Feedback on Uptake of Self-Directed App Interventions*; Hodgins (PI); CI's: Allami, Christensen, Kim, McGrath, Nicoll, Shaw, Williams, Stevens.

Budget lines, dates, and totals are contained in Table 4 below.

# Table 4. ANP-2 Budget

	- ·						0.D. V		Gambling	Post-		
	Reviewer	Shaw	PPCM	Research	VIVIO	OP-A Basolino	OP-Y Pasolino	OP-A Follow Up	Reduction	Doctoral	Discomination	τοται
Jan 1, 2023 – Mar 31, 2024	\$1,500	\$15,000	\$235,843	\$0	\$0	\$0	\$0	\$0	<u>Арр</u> \$0	\$0	\$0	\$252,343
Apr 1, 2024 – Mar 31, 2025	\$750	\$15,000	\$0	\$17,250	\$18,000	\$225,278	\$50,768	\$0	\$105,502	\$0	\$0	\$432,548
Apr 1, 2025 – Mar 31, 2026	\$0	\$15,000	\$0	\$17,250	\$0	\$0	\$0	\$25,016	\$80,473	\$69,000	\$0	\$206,739
Apr 1, 2026 – Mar 31, 2027	\$0	\$15,000	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$69,000	\$40,000	\$124,000
Apr 1, 2027 – Dec 31, 2028	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0	\$0
TOTAL	\$2,250	\$60,000	\$235,843	\$34,500	\$18,000	\$225,278	\$50,768	\$25,016	\$185,975	\$138,000	\$40,000	\$1,015,630
Funding Account	AGRI	U of L 43792	U of L 43822	U of L 43823	U of C	U of L 43792	U of L 43792					

# Reviewer Honoraria

Payments to reviewers of the original ANP-2 research proposal as well as the 'Additional Projects' (OP-Y-B; OP-A-F; Personalized Feedback and Gambling Reduction app).

# Shaw Stipend

Dr. Carrie Shaw is working as an independent contractor on this project as she does not have an academic position. She was the project manager for the original ANP as well as the lead investigator for the 2018 RRGM. As such she is very well positioned to conduct the same duties for ANP-2 (i.e., ethics submission, liaison with Statistics Canada, applying for RRGM data access, obtaining Statistics Canada security clearance, accessing the Research Data Centre, conducting the RRGM data analyses, testing the OP surveys, and article writing).

### Rapid Response Gambling Module (RRGM)

Quoted cost of the RRGM + 5% GST from Statistics Canada (Appendix C: LOA with Statistics Canada).

# Research Assistant

Part-time Research Assistant hired in Oct 2024 (Myla Sept) to assist in (a) the testing of the OP-A-B & OP-Y-B under the supervision of Robert Williams; (b) collection and compilation of the Gambling Statistics (Jan 2025 – Dec 2025; under the supervision of Rhys Stevens; and (c) inputting all of the PGRN surveys into an Excel sheet. Paid \$25/hr + 15% benefits = \$28.75/hr x 20 hrs/week x 60 weeks (Oct 1, 2024 – Dec 31, 2025) = \$34,500.

# VIXIO

\$13,000 USD for a one-year subscription to the <u>VIXIO Gambling Compliance Database</u> for North America (Appendix B: Subscription Agreement with VIXIO).

# Online Panel Adult Survey - Baseline (OP-A-B)

Quoted cost of the 23-minute (median) adult baseline survey of 12,900 + 5% GST from Leger. Appendix E: Leger 360 Quotes for Adult and Youth Online Panel Surveys.

### Online Panel Youth Survey – Baseline (OP-Y-B)

Quoted cost of the adolescent baseline survey of 3500 + 5% GST from Leger (median time of 13.5 minutes). Appendix E: Leger 360 Quotes for Adult and Youth Online Panel Surveys.

### Online Panel Adult Survey – Follow-Up (OP-A-F)

Quoted cost of the 4-month attempted adult follow-up of n~3650 + 5% GST from Leger (median time of 15 minutes). Appendix E: Leger 360 Quotes for Adult and Youth Online Panel Surveys.

# Post-Doctoral Fellow

Post-Doctoral Fellow to assist with the various publications deriving from the ANP-2. \$60,000 salary + 15% benefits = \$69,000.

### Gambling Reduction App

		Year 1	Year 2	Total
Personnel	Research assistant (RA)	\$52 <i>,</i> 052	\$53 <i>,</i> 613	\$105,665
Materials and supplies	Participant compensation	\$40,000	\$20,000	\$60,000
Equipment	Third-party app host/services	\$9,250		\$9,250
Knowladza translation	Open access publication	\$4,200	\$3,860	\$8,060
Knowledge translation	Conference travel		\$3,000	\$3,000
	Total	\$105,502	\$80,473	\$185,975

# **Dissemination**

A total of \$4,000 for each of the 9 team members + 1 post-doctoral fellow to present the results of the study at conferences and in open-access academic journals. (Note that an additional \$11,060 has been provided for conference travel and open-access publication specifically for the Gambling Reduction app intervention).

# TIMELINES

Mar 31 2023	• At a lunch hour meeting between AGLC, representatives from the Government of Alberta,
10101 51, 2025	and economic performance of each province with respect to gampling delivery
	<ul> <li>Dr. Carrie Shaw asks Statistics Canada when a new Banid Response Gambling Module</li> </ul>
	(RRGM) could be inserted into the annual CCHS. They indicate it could be in the Ian – Iun
	2025 cycle if a contract was in place by December 2023
May 2023	<ul> <li>Dr. Robert Williams asks Leger about feasibility of repeating the online panel survey with</li> </ul>
	sample of 10.000 as well as the cost. They confirm the feasibility and indicated they would
	provide a guote.
	<ul> <li>Based on the Mar 31, 2023 meeting and our responses from Statistics Canada and Leger a</li> </ul>
Jun 5, 2023	draft 3-page ANP-2 research plan was developed to operationalize this provincial
	comparison. This was distributed first to AGRI and subsequently to AGLC.
No. 40, 2022	• The ANP-2 Research Proposal was formally presented at a joint meeting between AGRI,
NOV 10, 2023	AGLC, and the GoA with feedback incorporated.
lun 2022	• June 12, 2023: Received quote from Statistics Canada for RRGM (\$225,000 + tax).
Jun 2023	• June 15, 2023: Received initial quote from Leger for OP-A-B (\$157,000 + tax).
	• Finalized draft LOA with Statistics Canada. However, informed them the letter could not be
Doc 2022	signed until (a) formal approval of the project and funding was provided from AGRI; and (b)
Dec 2025	University of Lethbridge (signatory to the letter) had received the funding from AGRI.
	<ul> <li>Preparation of the full ANP-2 Research Proposal with expanded research objectives.</li> </ul>
	<ul> <li>Jan 2, 2024: Received quote from VIXIO (\$13,000 USD)</li> </ul>
	• Jan 19, 2024: START OF PROJECT. Funding conditionally approved by AGRI Board. Advised
lan 2024	to (a) submit ethics for RRGM asap so that the funding for this element can be sent to the
Jall 2024	U of L and the LOA signed; (b) add some capacity building (i.e., graduate students or post-
	doctoral fellow) to proposal; (c) the full ANP-2 will still need external review.
	<ul> <li>Ethics application for RRGM part of the ANP-2 submitted to University of Alberta (ARISE)</li> </ul>
Feb 2024	<ul> <li>RRGM questionnaire editing with Statistics Canada</li> </ul>
	Feb 14, 2024 Ethics application approved for ANP-2 RRGM (ARISE Study ID Pro00139431)
Mar 2024	ANP-2 proposal sent out to external reviewers
Apr 2024	April 5: Received funding for ANP-2 RRGM from AGRI (\$235,843)
Jun 2024	External reviewers approved the ANP-2 research proposal
Jul 2024	July 24: U of L & Statistics Canada sign LOA
Aug 2024	<ul> <li>August 19: Received the rest of FY23 &amp; FY24 funding for ANP-2 (\$230,100)</li> </ul>
	<ul> <li>RRGM qualitative testing conducted by Statistics Canada</li> </ul>
Sep 2024	<ul> <li>ANP-2 team provides feedback on draft OP-A-B</li> </ul>
	<ul> <li>Dr. Jeff Derevensky added as a consultant for the OP-Y-B survey</li> </ul>
	<ul> <li>Oct 1, 2024: RW &amp; RS hired a part-time Research Assistant at the U of L (Myla Sept)</li> </ul>
	<ul> <li>Oct 7, 2024: application to AGRI for 3 additional research elements (adolescent survey;</li> </ul>
	personalized feedback; and gambling reduction app)
Oct 2024	<ul> <li>RRGM qualitative testing conducted by Statistics Canada</li> </ul>
	<ul> <li>mid-Oct 2024: 3 additional research elements sent out for external review</li> </ul>
	• Oct 18, 2024: \$42,843.00 + 5% GST payment to Statistics Canada (1 <sup>st</sup> payment)
	Oct 31, 2024: Service Agreement with VIXIO signed
	<ul> <li>ANP-2 team &amp; Dr. Jeff Derevensky provide feedback on draft OP-Y-B</li> </ul>
Nov 2024	<ul> <li>Ethics application for rest of ANP-2 made to U of A</li> </ul>
	<ul> <li>mid-Nov 2024: external reviewers approve the 3 additional elements</li> </ul>

	•	Nov 19, 2024 AGRI approves funding for the 3 additional research elements
	•	Nov 28, 2024 Purolator delivers the PGRN surveys to U of Lethbridge (RW office)
	•	Dec 1, 2024 Myla Sept starts entering the PGRN surveys into an Excel database
	•	Dec 12, 2024 ethics approval received for OP-A-B & OP-Y-B (ARISE Study ID Pro00147914)
Dec 2024	•	Dec 19, 2024 revised OP-A-B and OP-Y-B surveys sent to Leger
	•	Dec 23, 2024 revised quote for OP-A-B-Baseline, OP-A-Follow-Up, and OP-Y-B surveys
		provided by Leger
	•	Jan 7, 2025 application to AGRI for additional funding to cover cost of revised Leger quotes.
	•	Jan 13, 2025 AGRI Board approved additional funds for the new Leger quotes.
	•	Jan 22, 2025 Leger signs contract with U of L for adult baseline, adolescent baseline, and
		adult recontact surveys (Feb 1, 2025 – Sep 1, 2025)
	•	Jan 27, 2025 Leger sent finalized/shortened OP-A-B
	•	Jan 2025: Purchase of VIXIO subscription
	•	Jan – Jun 2025: Collection of Canadian Gambling Statistics
	•	Jan – Jun 2025: RRGM administration by Statistics Canada
Jan – Jun 2025	•	Feb 2025: OP-A-B & OP-Y-B programming and testing
	•	Feb 2025: ANP-2 team sent the finalized Research Plan
	•	Mar 2025: OP-A-B & OP-Y-B administration by Leger
	•	Mar 7, 2025: \$42,842,00 + 5% GST payment to Statistics Canada (2 <sup>nd</sup> payment)
	•	Apr/May 2025: receipt of OP data (2-3 weeks after start for OP-Y-B & 4-6 weeks for OP-A-
		B); data cleaning of OP-A-B & OP-Y-B & creating weighting variable for OP-Y-B to match to
		OSDUHS results
	•	Apr 2025: ANP-2 profiled at AGRI conference
	•	May/Jun 2025: write and submit adolescent papers based on OP-Y-B
	•	Jul 2025: Application for RDC security clearance (Shaw & Williams) (can take 6-8 wks)
	•	Jul 2025: Application for RRGM access at University of Lethbridge RDC (Shaw & Williams)
	•	Jul 2025: OP-A-F (4 months after first administration)
Jul - Sep 2025	•	Writing other adolescent papers (PRGN surveys will be fully entered into Excel by Jul 1)
	•	Writing papers on the personalized feedback intervention
	•	Pre-writing Intro & Methods for papers pertaining to the RRGM (Shaw & Williams)
	•	Hiring 2-year Post-Doctoral Fellow
Oct 17, 2025	•	\$69,464.00 + 5% GST payment to Statistics Canada (3 <sup>rd</sup> payment)
Nov 2025	•	Pre-Release of the RRGM to the University of Lethbridge RDC
	•	Analysis of the RRGM data (Shaw)
Nov – Dec 2025	•	Creating weighting variable for OP-A-B to match 1/mo+ gamblers in RRGM
	•	Begin writing adult papers that utilize OP-A-B & OP-A-F with the RRGM weighting variable
Jan 2026	•	Full release of the RRGM to all RDC's (~6 weeks after pre-release to AGRI)
Jan – Feb 2026	•	Submit papers pertaining to the RRGM results (i.e., current prevalence; changes from
		2018)
Mar 6, 2026	•	\$69,464.00 + 5% GST payment to Statistics Canada
Apr 2026	•	Presentation of ANP-2 results to date at the AGRI conference
	•	ANP-2 article writing & dissemination
May – Dec 2026	•	Presentation to GoA & AGLC on strengths and weaknesses of each province's model of
		gambling delivery (summer)
	•	ANP-2 article writing & dissemination
Jan – Dec 2027	•	Apr 2027: AGRI Conference focused on ANP-2 results
	•	Dec 31, 2027: END OF PROJECT

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# **Appendix A: Publications deriving from ANP-1**

- 1. Williams, R.J., Leonard, C.A., Belanger, Y.D., Christensen, D.R., el-Guebaly, N., Hodgins, D.C., McGrath, D.S., Nicoll, F., Stevens, R.M.G. (2021). Gambling and Problem Gambling in Canada: Prevalence and Changes since 2002. *Canadian Journal of Psychiatry, 66* (5), 485-494.
- 2. Williams, R.J., Leonard, C.A., Belanger, Y.D., Christensen, D.R., el-Guebaly, N., Hodgins, D.C., McGrath, D.S., Nicoll, F., Smith, G., & Stevens, R.M.G. (2021). Predictors of Gambling and Problem Gambling in Canada. *Canadian Journal of Public Health*, *112* (3), 521-529.
- 3. Leonard, C.A., Williams, R.J., & McGrath, D.S. (2021). Gambling fallacies: Predicting problem gambling in a national sample. *Psychology of Addictive Behaviors, 5*(8), 939–947.
- 4. Stevens, R.M.G. (2021). \$14.5 billion a year and counting: Canadian gambling statistics. *Critical Gambling Studies*, <u>https://doi.org/10.29173/cgs110</u>
- Williams, R.J., Belanger, Y.D., Leonard, C.A., Stevens, R.M.G., Christensen, D.R., el-Guebaly, N., Hodgins, D.C., McGrath, D.S. (2022). Indigenous Gambling and Problem Gambling in Canada. *Journal of Gambling Studies*, 38, 67-85.
- 6. Christensen, D.R., Nicoll, F., Williams, R.J., Shaw, C.A., el-Guebaly, N., Hodgins, D.C., McGrath, D.C., Smith, G.J., Belanger, Y.D. & Stevens, R. M. (2022). Responsible Gambling in Canada: An Analysis of the RG Check Patron Surveys. *Journal of Gambling Studies, 38*(3), 905-915.
- 7. Shaw, C.A., Hodgins, D.C., Williams, R.J., Belanger, Y.D., Christensen, D.R., el-Guebaly, N., McGrath, D.S., Nicoll, F., Smith, G.J., & Stevens, R.M.G. (2022). Gambling in Canada during the COVID lockdown: Prospective national study. *Journal of Gambling Studies, 38*(2), 371-396.
- 8. Stevens, R. (2022). *Gambling in Canada: Statistics 2020-2021*. Alberta Gambling Research Institute. <u>http://hdl.handle.net/1880/114576</u>. Technical Report.
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- Shaw, C.A., Hodgins, D.C., Williams, R.J., Belanger, Y.D., Christensen, D.R., el-Guebaly, N., McGrath, D.S., Stevens, R.M.G., & Nicoll, F. (2022). Gambling in Canada during the Pandemic: Six months after the national COVID Lockdown. *Canadian Journal of Addiction*, 13 (3), 36-45.
- Christensen, D.R., Nicoll, F., Williams, R.J., Shaw, C.A., Belanger, Y.D., el-Guebaly, N., Hodgins, D.C., McGrath, D.C., Smith, G.J., & Stevens, R.M. (2022). Harm Minimization Training, Knowledge, and Behaviour of Canadian Casino Employees. *Journal of Gambling Studies*. <u>https://doi.org/10.1007/s10899-022-10128-4</u>
- 12. Williams, J.N., Williams, R.J., Gooding, N., & Mix, J. (2023). Financial speculation in Canada: Prevalence, correlates, and relationship to gambling. *International Gambling Studies, 23* (1), 1-14. <u>https://doi.org/10.1080/14459795.2022.2041702</u>

- Williams, R.J., Shaw, C.A., Belanger, Y.D., Christensen, D.R., el-Guebaly, N., Hodgins, D.C., McGrath, D.S. & Stevens, R.M.G. (2023). Etiology of problem gambling in Canada. *Psychology of Addictive Behaviors*. 37(3), 483–498. <u>https://doi.org/10.1037/adb0000843</u>
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- 17.Allami, Y., Williams, R.J., Hodgins, D.C., Stevens, R., Shaw, C.A., el-Guebaly, N., Nicoll, F., Christensen, D.R., McGrath, D.S., & Belanger, Y.D. (2024). Predictors of Problem Gambling Remission in Adults: A Canadian Longitudinal Study. *Psychology of Addictive Behavior*, 38(4), 465.
- 18.Shaw, C.A. & Williams, R.J. (2024). Characteristics that differentiate online from land-based exclusive gamblers: Results from a national longitudinal study of gambling. *Journal of Gambling Issues*, 53. Doi: 10.4309/DSBT2331
- 19.Christensen, D.R., Roberts, A., Williams, R.J., Allami, Y., Belanger, Y., Shaw, C., el-Guebaly, N., Hodgins, D.C., McGrath, D.S., Nicoll, F., Smith, G. & Stevens, R. M. (2024). Awareness and impact of casino responsible gambling/harm minimization measures among Canadian electronic gaming machine players. *International Gambling Studies*, 24(3), 458-478.
- 20.Leslie, R.D., Shaw, C., & McGrath, D.G. (2024). Correlates of Gambling Behaviours Among Day Traders: Evidence from a National Study. *Journal of Gambling Studies*, 1-16.
- 21.McGrath, D.S., Williams, R.J., Allami, Y., Christensen, D.R., Hodgins, D.C., Nicoll, F., Shaw, C.A., Stevens, R.M.G. (2024). Predictors of change in cannabis use status from pre- to post- recreational cannabis legalization in Canada: Evidence from a two-wave longitudinal national survey. *Cannabis*, 7(3), 14-29.

### **ANP-1 Submissions Under Review**

22.Shaw, C.A., Williams, R.J., Allami, Y., Christensen, D.R., Hodgins, D.C., McGrath, D.S., Nicoll, F. & Stevens, R.M.G. (submitted to *International Gambling Studies*; Dec 2024). Gambling attitudes and knowledge among Canadian gamblers and principal gambling stakeholders.

### **ANP-1** Papers in Preparation

23. Allami, Hodgins, et al. The long and winding road to treatment

# **Appendix B: Subscription Agreement with VIXIO**



#### 2024 SUBSCRIPTION AGREEMENT

SUPPLIER	GAMBLING COMPLIANCE INC TRADING AS VIXIO Employer identification number: 27-2545080		
	Registered address: 1250 Connecticut Avenue, NW Suite 700, Washington D.C., 20036		
SUBSCRIBER	The University of Lethbridge Registered address: 4401 University Drive Lethbridge, Alberta, Canada T1K 3M4		
SERVICE	Gambling Compliance Standard North America		
TERM	12(twelve) months from December 31 2024 until December 30 2024 ("Term") The Term may be extended in accordance with this Agreement.		
FEE	Gambling Compliance Standard North America		
	TOTAL USD 13,000		
INVOICES	An invoice will be generated upon receiving the signed order form.		
PAYMENT TERMS	The invoice will allow for 30(thirty)-day payment terms from the invoice date.		
USER	3(three) individuals directly employed in any capacity by the Subscriber and whose business email address, domain name and suffix incorporate a corporate domain name of @uleth.ca Email addresses must relate to a named individual (e.g. generic email addresses such as finance@ or legal@ are not eligible to be set up as a User).		

Signed by:

Print Name: Robert Williams

•Robert Williams

Signed Date: 31/10/2024

Registered Office: Gambling Compliance, Inc. t/a VIXIO Regulatory Intelligence 1250 Connecticut Ave NW, Ste 700 Washington DC 20036



# **Appendix C: LOA with Statistics Canada**

Between The Minister of Innovation, Science and Economic Development, designated as the Minister for the purpose of the *Statistics Act*, (hereinafter referred to as Statistics Canada) AND University of Lethbridge

#### Documents included in the Letter of Agreement

The parties agree as follows:

- 1. This Letter of Agreement consists of:
  - a. This document signed by the parties;
  - b. "Schedule A" attached hereto entitled "Description of Work and Date of Completion";
  - c. "Schedule B" attached hereto entitled "Terms of Payment";
  - d. "Schedule C" attached hereto entitled "General Terms and Conditions".
  - e. "Appendix A" attached hereto entitled "Detailed Work Description".

#### **Effective Date**

 Notwithstanding the date of execution of this agreement, the parties agree that the effective date of this agreement 1/04/2024 (DD-MM-YYYY)

#### Description of work and date of completion

- 3. Between the effective date of this Letter of Agreement and 3/31/2026 (DD-MM-YYYY) Statistics Canada will carry out the work described in "Schedule A". This product is categorized as Statistical Surveys and Related Services (SSRS).
- 4. University of Lethbridge shall pay Statistics Canada the sum of \$224,613.00 plus applicable taxes in accordance with the terms set out in "Schedule B". The method of costing used is of Fixed Cost.

#### **Statistics Canada Share of costs**

5. Statistics Canada will defray costs arising from the work described in "Schedule A" in the amount of \$0.00.

#### Notices / Addresses of parties:

Any notices required to be given under this Letter of Agreement shall be addressed as follows:

#### In the case of:

Statistics Canada José Gaudet Division: Centre for Population Health Data 170 Tunney's Pasture Driveway 170, promenade Tunney's Pasture Ottawa, ON, K1A 0T6 Phone No: 613-854-2752 Email: jose.gaudet@statcan.gc.ca

#### In the case of:

University of Lethbridge Dr. Robert Williams Faculty of Health Sciences University of Lethbridge 4401 University Dr W Lethbridge, Alberta, T1K 3M4 Phone No: 403-382-7128 and 587-394-6294 (cell) Email: robert.williams@uleth.ca

This Letter of Agreement has been executed on behalf of Statistics Canada and University of Lethbridge by their respective authorized officers.

#### Statistics Canada Recoverable Project Initiation Authority

Statistics Canada / STEPHEN TRITES, Director and equivalent/ Centre for Population Health Data

#### Statistics Canada Recoverable Project Transaction Authority

wang, jing	Digitally signed by wang, jing Date: 2024.07.24 13:59:32 -04'00'
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Statistics Canada / Revenue Management

University of Lethbridge

DocuSigned by:

Vice-Presiden7/,21/esearch

University of Lethbridge / Delegated Signing Authority

The signatory/signatories above must have the legal capacity to sign on behalf of their organization.



# Schedule A – Description of Work and Date of Completion

Date DD-MM-YYYY

**Description of Work** 

Effective Date: A detailed description of the work and dates of completion of the project deliverables can be found in Appendix A.

Completion Date: **Detailed Costing** 3/31/2026

#### Summary of Costs by Activity (including CIC and EBP)

Activity	7 2024-25	2025-26	Total	% of Total
Data Access	-	14,831	14,831	6.60%
Survey Collection and Processing Support	80,476	66,703	147,179	65.53%
Statistical Methodology	-	39,496	39,496	17.58%
Subject Matter	5,209	17,898	23,107	10.29%
Grand Total	\$ 85,685	\$ 138,928	\$ 224,613	100.00%



Schedu	le B – Tern	ns of Payment
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Amount(s) in "Schedule B" total the Letter of Agreement amount, inclusive of applicable taxes.

Billing Date	Description of Deliverable / Milestone Payments	Amount
DD-MM-YYYY		
10/18/2024	Content development	\$42,843.00
3/7/2025	Collection period 1 and processing	\$42,842.00
10/17/2025	Collection period 2 and processing	\$69,464.00
3/6/2026	Processing, weighting and dissemination	\$69,464.00
Subtotal		\$224,613.00
Discount (including StatCan Contribution if applicable)		\$0.00
New Subtotal		\$224,613.00
GST		\$11,230.65
PST		\$0.00
HST		\$0.00
Total		\$235,843.65



The following Terms and Conditions arise from Statistics Canada's character as a public institution that must operate transparently and in conformity with the provisions of federal legislation, notably, but not exclusively, the *Statistics Act*, the *Privacy Act*, the *Access to Information Act* and the Communications Policy of the Government of Canada. In addition, Statistics Canada operates transparently and in conformity with its internal management framework, notably, but not exclusively, Statistics Canada's Quality Assurance Framework and Standards of Service to the Public. Statistics Canada's principal objective is to increase the range and depth of statistical information on Canada's population, society and economy available to the Canadian public.

Please note that only Terms and Conditions no. 1 to 12 and 23 to 26 will apply for Custom Requests and Workshops' projects. All of the Terms and Conditions will apply for Statistical Survey and Related Services' projects.

# Use of Administrative Data Terms and Conditions

Paragraph 3(a) of *Statistics Act* R.S.C. 1985 chapter S-19 (the "Act") mandates Statistics Canada to collect, compile, analyse, abstract and publish statistical information relating to the commercial, industrial, financial, social, economic and general activities and condition of the people;

Paragraph 3(b) of the Act mandates Statistics Canada to collaborate with departments of government, in the collection, compilation and publication of statistical information, including statistics derived from the activities of those departments;

Administrative Data provided to Statistics Canada pursuant to this Agreement will be subject to the confidentiality provisions of subsection 17(1) of the *Statistics Act* and subsection 24(1) of the Access to Information Act;

Return or destruction of Administrative Data – Administrative Data pursuant to this Letter of Agreement will be returned and or destroyed after completion of the work.

Definition "<u>Administrative Data</u>" means all forms of information contained in any documents or records that are maintained in any government department or in any municipal office, corporation, business or organization and individuals, which are provided to Statistics Canada in respect to its mandate.

Statistics Canada will use the Administrative Data solely for the work described in this Letter of Agreement.

#### **General Terms and Conditions**

#### 1. General Definitions

In these Terms and Conditions and in the Agreement:

"Agreement" means the Purchase Confirmation or the Letter of Agreement, these Terms and Conditions and any other document specified or referred to as forming part of the Agreements, all as amended by agreement of the parties from time to time.

"Actual Costs" means that the parties acknowledge that because of the nature of the services to be provided, some or all of the costs expressed above are a best estimate only. The final charge shall be determined by the actual costs incurred.

"Fixed Costs" means that the parties acknowledge that because of the nature of the services to be provided, all of the costs expressed above represent the final charge, excluding shipping and taxes.

"Purchase Confirmation" means the Purchase Confirmation provided by Statistics Canada and accepted by the client by the confirmation of its order when the total amount of the transaction is under \$20,000 CAN.

"Letter of Agreement" means the Letter of Agreement provided by Statistics Canada and signed by Statistics Canada and the client by the confirmation of its order when the total amount of the transaction is \$20,000 CAN and over.

"Custom Requests and Workshops" means a custom-designed product which requires manipulation of existing data and all value added activities related to the product such as access to information agreements and technical support. This also includes various workshops, symposiums, conferences, language trainings, seminars, etc. provided by Statistics Canada.

"Statistical Surveys and Related Services" means a statistical survey which is custom-designed in order to answer specific information needs of one or multiple clients, and the related services. This includes all essential activities to produce a statistical survey such as: the collection of survey data, data processing, compilation, analysis, writing and dissemination.



The related services include all services related to statistical survey methods and development such as feasibility studies, questionnaire design, exchange of information with other international organisations, etc.

"Survey Sponsor" means an organization external to Statistics Canada contributing 50% or more of total survey costs for a survey being conducted in the framework of a project.

"Survey Contributor" means an organization external to Statistics Canada contributing less than 50% of total survey costs for a survey being conducted in the framework of a project in order to increase sample sizes in specific domains or add questions to a survey instrument.

"**Sponsored Survey**" means any survey being conducted in the framework of a project where either a Survey Sponsor or a Survey Contributor, has contributed financially to defraying its cost.

"Information" means any data files, databases, tables, graphs, maps and text for which Statistics Canada is the owner or a licensee of all intellectual property rights and made available to the client in accordance with this Agreement, at cost or no cost, either on the Statistics Canada website or by other means as a result of a contract for goods or services.

#### 2. Interest on Overdue Accounts (non-federal clients)

- 1. For the purpose of this section
  - 1. **"Average Rate"** means the simple arithmetic mean of the Bank Rates in effect at 4:00 p.m. Eastern Standard Time each day during the calendar month immediately before the calendar month in which payment is made;
  - 2. **"Bank Rate"** means the rate of interest established from time to time by the Bank of Canada as the minimum rate at which the Bank of Canada makes short term advances to members of the Canadian payments Association;
  - 3. **"Date of payment"** means the date of the negotiable instrument drawn by the Receiver General for Canada to pay any amount under the Agreement;
  - 4. **"Due date"** means, (i) the defined date to be made in accordance with the Agreement or (ii) where no date has been specified in the terms and conditions under the Agreement, the day that is 30 days after the day on which a date of date for payment is issued.
  - 5. An amount becomes **"overdue"** when it is unpaid on the first day following the day on which it is due and payable according to the Agreement.
- 2. The client shall pay to Statistics Canada simple interest at the Average Rate plus 3 percent per year on any amount that is overdue, from the date that amount becomes overdue until the day before the date of payment, inclusive. Statistics Canada is not required to provide notice to the client for interest to be payable.
- 3. The client shall pay interest in accordance with this section only if the client is responsible for the delay in paying Statistics Canada. The client will not pay interest on overdue advance payments.

#### 3. Pre-payment

- 1. Individuals: pre-payment is required for all purchases
- 2. Registered legal entities: Statistics Canada reserves the right to apply a pre-payment requirement to all purchases

#### 4. Methods of payment

- The following methods of payment are accepted:
- a. Wire transfer and direct deposit (non-federal clients);
- b. BPS (Bill Payment Service through financial institution) (non-federal clients);
- c. Credit Card (MasterCard, Visa or American Express) (non-federal clients);
- d. Cheque (non-federal clients);
- e. Federal Government of Canada Interdepartmental Settlement (federal clients).



#### 5. Currency

All payments shall be made in Canadian dollars. Clients outside Canada pay in Canadian dollars drawn on a Canadian bank or pay in equivalent US dollars, converted at the prevailing daily exchange rate, drawn on a US bank.

#### 6. Credit Verification

All orders that are not prepaid are subject to Statistics Canada's credit verification (non-federal clients).

#### 7. Delivery timeline

Delivery timeline may differ from original agreement and will be confirmed upon receipt of the client's acceptance of this Agreement.

#### 8. Shipping charges

Shipping Destination	Standard Rate
Canada	\$6.00
USA	\$6.00
International	\$15.00

#### 9. Frequency:

Annual = 1, Quarterly = 4, Monthly = 12.

#### 10. Taxes (non-governmental clients)

Canadian clients add either 5% GST and applicable PST or HST (GST Registration No. R121491807).

#### 11. Use of Information

The client's use of the Information shall be governed by the Statistics Canada Open Licence.

#### **12. Privacy Statement**

Statistics Canada will only use the client's information to complete the transaction governed by this Agreement, deliver the client's product(s), provide the service(s) ordered, announce product updates and administer the client's account. From time to time, we may also offer the client other Statistics Canada products and services.

If the client does not wish to be contacted again for promotional purposes, the client shall advise his/her Statistics Canada representative.

#### 13. Rights ceded to the Survey Sponsor and the Survey Contributors

The Survey Sponsors and Survey Contributors have the unlimited right to re-disseminate any Information produced in the development, execution and dissemination of a Sponsored Survey, except as otherwise noted in these Terms and Conditions. Use of Information is governed by the <u>Statistics Canada Open Licence</u>.

#### 14. Rights reserved to Statistics Canada

Statistics Canada reserves the right to disseminate, in any form, results of any Sponsored Surveys it conducts. This reservation extends to analysis based on results of Sponsored Surveys.

Statistics Canada retains its intellectual property rights to all Information produced in the development, execution and dissemination of a Sponsored Survey, survey feasibility study or survey planning report. Statistics Canada may make any use of such Information as it sees fit.

#### 15. Reciprocal recognition

Statistics Canada and the Survey Sponsor and Survey Contributors undertake to recognize, in significant public communications, each other's contribution to any Sponsored Survey.

#### 16. Data confidential under the Statistics Act

Unless otherwise stipulated in a separate Agreement under data-sharing provisions of the *Statistics Act*, filled questionnaires, unscreened microdata files and all other information identifying or potentially identifying respondents and their individual information remain the property of Statistics Canada and will not be divulged to the Survey Sponsor or Survey Contributors. In general, no information that is confidential under the provisions of the *Statistics Act* will be divulged.

#### 17. Public use microdata files

As provided in this Agreement or at its discretion, Statistics Canada may produce a screened microdata file for public



distribution from any survey undertaken. Defining and applying the criteria and procedures for screening, approving and disseminating microdata files for public release is the exclusive right of Statistics Canada.

#### 18. Record linkages

Linkages between Sponsored Survey records and other data sources at the level of individual personal records may only be conducted in conformity with Statistics Canada's policies and procedures.

#### 19. Employment of Survey Sponsor's staff

At the discretion of Statistics Canada and subject to its regulations and procedures, employees of the Survey Sponsor and other persons designated by the Survey Sponsor may be employed, as "Deemed Employees" by Statistics Canada, to perform elements of the work described in this Agreement as agreed to with the Survey Sponsor. Employees of the Survey Sponsor requiring access to confidential data will undergo a security clearance and take the oath of office pursuant to section 6 of the *Statistics Act*, subject to the respondents not having objected to share their information.

#### 20. Public dissemination of survey results

Results of Sponsored Surveys remain protected and may not be disseminated to third parties or the public at large, by either Statistics Canada or the Survey Sponsor, until officially released by Statistics Canada in accordance with the Statistics Canada's policies. The official release date will be established jointly with the Survey Sponsor, but must not unreasonably delay release of finalized results. If agreed to by the Statistics Canada's project manager, Survey Sponsors may involve third parties in quality assurance of survey results or in peer review of analytical text. When the Survey Sponsor or a third party has access to the information prior to official release, an Advance Release Submission has to be established between Statistics Canada and the Survey Sponsor or the third party, as per the Policy on Official Release. Persons under contract to the Survey Sponsor are deemed equivalent to the Survey Sponsor and have the same rights and obligations.

Statistics Canada will consult with the Survey Sponsor in the development of communication materials to be used at the time of official release. If requested by the Survey Sponsor, Statistics Canada will identify the Survey Sponsor as a contact in any public communication at the time of release. Any sharing of survey results with external organizations or individuals prior to official release by Statistics Canada will be done in compliance with the agency's Policy on Official Release.

#### 21. Data-sharing agreement

Under certain conditions, the *Statistics Act* allows Statistics Canada to share unscreened survey microdata with any department or municipal or other corporation. This will include the Survey Sponsor and Survey Contributor. Data sharing requires the consent of the individual respondents and a separate agreement between Statistics Canada and the Survey Sponsor or Survey Contributor.

#### 22. Retention of records

Statistics Canada will retain Information, files and records in keeping with our official policies and directives.

#### 23. Termination

Either party may terminate this Agreement at any time by giving 60 days written notice to the other party (in this section, "**Termination Period**"). Unless otherwise agreed, the terminating party shall compensate the other for any work put in place up to receipt of the notice of termination.

On the final day of the Termination Period, Statistics Canada will calculate and present to the client a report of all costs incurred. The client shall reimburse Statistics Canada for all costs incurred inclusive of the Termination Period.

#### 24. Dispute Resolution

If a dispute arises out of, or in connection with this Agreement, the parties agree to meet to pursue resolution through negotiation or other appropriate dispute resolution process before resorting to litigation.

All information exchanged during this meeting or any subsequent dispute resolution process, shall be regarded as "without prejudice" communication for the purpose of settlement negotiations and shall be treated as confidential by the parties and their representatives, unless otherwise required by law. However, evidence that is independently admissible or discoverable shall not be rendered inadmissible or non-discoverable by virtue of its use during the dispute resolution process.

#### 25. Amendments

No amendment to this Agreement or waiver of any of the terms and provisions shall be valid unless effected in writing and confirmed by email in the case of a Purchase Confirmation, and unless effected in writing and signed in the case of a Letter of Agreement, by the parties hereto.

#### 26. Entire Agreement


This Agreement constitutes the entire agreement between the parties with respect to the subject matter of the within agreement and supersedes all previous negotiations, communications and other arrangements whether verbal or in writing relating to it unless they are incorporated by reference in this Agreement.

**GST:** R121491807 **Dept.:** 054

# Appendix A – Detailed Work Description

Statistics Canada collects data through the Canadian Community Health Survey - Annual Component (CCHS) on an on-going basis. This survey offers a flexible Rapid Response (RR) data collection option that is available to external partners on a cost-recovery basis to meet specific emerging data needs. A research team from the Alberta Gambling Research Institute (AGRI) has requested StatCan to use the RR option from January to June of 2025. This agreement is for the qualitative testing required as per Statistics Canada Policy on Development of Questionnaires for the insertion of the proposed questions into the CCHS, the actual costs of collecting the data as a Rapid Response and the cost of processing and preparing final data sets and survey documentation.

Scope

The RR content that the AGRI research team is interested in is on problematic gambling. The scope of this contract includes the development and review of the content in collaboration between the AGRI research team and the CCHS team, the qualitative testing of the content, implementation of the content in the CCHS collection application, collection of the said content over two collection periods in 2025, the processing of the collected data, production of survey weights, final master file delivered to the Research Data Centres and documentation. The qualitative testing covered by this agreement will consist of 16 interviews (8 in English, 8 in French). It is expected that all interviews will be conducted remotely. Although every effort will be made to ensure participation and replacement of confirmed interviewees, Statistics Canada cannot guarantee that the 16 interviews will be completed.

The qualitative testing costs of this agreement include:

-Preparation of the qualitative interviewing guide

-All aspects of recruiting the participants (specifications, contact, reminder calls)

-16 Qualitative interviews (8 English, 8 French)

-Financial compensation offered to participants (\$75 per participant)

-A report written by Statistics Canada's Questionnaire Design Resource Centre (QDRC) describing the results of the qualitative testing plus recommendations and requirements that must be changed before data collection can be approved.

#### Survey Design and Data Collection

The final questions (requiring a maximum of 3 minutes of average survey time) will be added to the Annual Component of the CCHS for two collection periods (January-March 2025 and April-June 2025). The final tested and approved questions will be asked of all respondents selected to respond to the CCHS main survey, with the exception of respondents living in all three territories. The CCHS is a voluntary survey. Based on StatCan experience with other surveys, a combined 45% response rate is expected from using a mix of online self-response and telephone interviews. Assuming the target response rate is achieved, the sample will provide information from approximately 19,500 respondents aged 18 and over for each of the two collection periods. StatCan Canada does not guarantee response rates. StatCan will inform the AGRI research team on progress towards meeting the 19,500 target throughout the collection process.

Final data files will include all variables from the Rapid Response on Gambling plus selected modules from the CCHS core content and theme content that are relevant to the analysis of this Rapid Response as mutually agreed between the AGRI and CCHS teams. Variables that will not be included in the Rapid Response data file will be available from the complete CCHS-Annual data files for 2025. These variables can be linked using the unique ID variable that will be included on the Rapid Response and complete CCHS data files without a record linkage approval. This contract does not include the creation of special new derived variables. Survey weights representing the average target Canadian population for the 6 months of the Rapid Response will be created and added to master and share files for each of the years the RR is collected.



#### Access to the data and Official release

Once officially released, the master data files for this RR will be made available for access through the Research Data Centres program. This agreement does not include access fee to Research Data Centres. The client is responsible to make their own arrangements to apply for and pay for access to the data in the Research Data Centre. The share file version for this Rapid Response project will be offered to the CCHS share partners, the Public Health Agency of Canada and Health Canada. Access to the master datafile could also be provided to Statistics Canada employees based on needs upon approval by the director of the Centre for Population Health Data, the section chief in charge of the CCHS-Annual, and the director of the employee home division.

The survey documentation will include a user guide, a Rapid Response complement to the user guide, a frequency report, a record layout, person level bootstrap weights and a questionnaire through electronic file transfer. Household weights will not be created. Data will be presented in a text file, while all textual documents will be in provided in PDF.

The official release date will be determined jointly by Statistics Canada and the AGRI research team. Prior to the official release, Statistics Canada will enter into an advance release agreement with AGRI for the purposes of an analytical collaboration. The client will obtain access to the pre-release master data files through the University of Lethbridge RDC. The AGRI team may use this access to validate the data and prepare analytical output. This analysis will be shared with Statistics Canada for the purposes of planning the official release announcement for the Daily. The CCHS team will prepare a short descriptive analysis of the content for the Daily release. The official release will be scheduled approximately 6 weeks after pre-release access is granted.

A short analytical article using data from this Rapid Response will be written by Statistics Canada's analysts with possible collaboration from the AGRI team will be prepared for the release of the Rapid Response data file in the Statistics Canada The Daily. The topics of the article will be chosen in agreement with the AGRI team.

It should be noted that differences might be observed between data contained in this Rapid Response file and data from the final CCHS annual data files for common variables. If this occurs, data from the latter will prevail.

#### Exclusions:

- No special derived variables will be created.
- Access fees to StatCan research data centres or virtual data lab (if available at the time of the release) are not included.
- This contract does not include any custom tabulation work.

High-level p	roject plan
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Project Step	Timeframe
Planning	April-June 2024
Content, EQ development and Testing	June to Dec 2024
Qualitative Testing	Fall 2024
Data collection	January to June 2025
Processing, validation and analysis	January to November 2025
Pre-Release to the RDC at the U of Lethbridge	November 2025
Full Release	Approximately 6 weeks after pre-release

List of Key Deliverables

- Preliminary survey content
- Report from qualitative testing of the screen designs
- Preliminary versions of the screen designs in English and French,
- Final content in English and French
- Collection schedule

- Periodic response rate monitoring reports with a final report to include information on out-of-scopes (reasons and counts by age group and province)

# Appendix D: RRGM for the 2025 Canadian Community Health Survey

Changes from the 2018 CCHS Gambling Module are highlighted in yellow. Italicized ones were requested/recommended by Statistics Canada, primarily because of the shift to an online administration format.

The following questions are about various types of gambling activities. Please think about all forms of gambling done either in person or online, including lotteries, organized betting and casual wagers with friends. *Please include any location, whether at a casino, a private residence, online or anywhere else.* 

#### PAST YEAR GAMBLING PARTICIPATION

(Abbreviated and adapted Gambling Participation Instrument)

In the past 12 months, how often have you spent money or bet on the following gambling activities?

		Less than			Two or three Once		Several	
			once a	Once a	times a	a	times a	
		Never	month	month	month	week	week	
a.	Instant lottery tickets, such as scratch, break-open or pull-tabs, or played							
	instant online games	•	•	•	•	•	•	
	Include instant games only.	U	0	0	0	0	U	
	Exclude lotteries such as Lotto Max or 6/49.							
b.	Lottery or raffle tickets							
	Include Lotto 6/49, Lotto Max, Daily Grand, provincial and regional lotteries,	0	0	0	0	•	0	
	hospital lotteries, 50-50 tickets.	Ū	Ū	U	Ŭ	Ū	Ū	
	Exclude sports lottery tickets.							
c.	Electronic gambling machines, such as slot machines, video lottery							
	terminals (VLTs), electronic blackjack, electronic roulette or video poker,	•	0	•	0	•	•	
	either in person or online	Ū	Ū	Ū	Ū	0	Ū	
	Off screen help text: This refers to stand-alone machines and also includes							
	electronic bingo machines, electronic craps, electronic keno machines,							
	electronic racing machines.							
d.	Casino table games like poker, blackjack, baccarat, or roulette							
	Include craps, mah-jong, sic bo or pai gow.	0	0	0	0	0	0	
	Exclude electronic machine versions.							
e.	Sports such as hockey, football, horseracing, billiards or golf including pools,							
	sports lottery, and bets made with friends	o	0	o	0	o	o	
	Include sports lottery tickets, e-sports, fantasy sports, virtual sports and	-	-	-	-	-	-	
	sports you participate in yourself.							
	Off screen help text: Includes sport lottery tickets (Proline, Sports Select,							
	Mise-O-Jeu); e-sports (professional video game competitions); fantasy sports							
	(point totals from a 'fantasy team' composed of players selected from							
	different teams); virtual sports (computer generated competitions); and							
	sports you participate in yourself (e.g. billiards or pool, bowling, golf, darts).							
f.	Bingo							
	Exclude instant bingo games on scratch tickets or electronic machine	o	o	ο	o	ο	ο	
	versions of bingo.	-	-	-	-	-	-	
	Off screen help text: This refers to live bingo at a bingo hall, online, or over							
	the radio or TV.							

# GAM\_Q35. In the **past 12 months** how often have you bet or spent money on any **other forms** of gambling that have not been mentioned?

e.g., keno, animal fights, dog racing, non-casino card or dice games such as rummy or backgammon, video games, board games, political events, and television events like reality or award show winners.

Exclude: speculative financial market activities such as cryptocurrency

# Would you say:

#### 1: Never

- 2: Less than once a month
- 3: Once a month
- 4: Two to three times a month
- 5: Once a week
- 6: Several times a week

GAM\_Q36 – GAM\_Q38 only asked for people who report engaging in one or more types of gambling in past 12 months. Otherwise go to GAM\_5.

GAM\_Q045 Q36. For the types of gambling that you reported participating in, has your involvement been in-person, online, or both? Include online purchase of lottery tickets

1: Online

2: In-person

3: Both

GAM\_Q37. In the **past 12 months**, what is the largest amount of money you have lost to gambling on any single day? (New question added as it was the strongest concurrent and future predictor of problem gambling in the ANP (Williams et al., 2023) and one of the strongest concurrent and future predictors of gambling related harm in Canada (Gooding et al., 2024). 1: \$1-\$49

2: \$50-\$199

<mark>3: \$200-\$49</mark>9

<mark>4: \$500-\$999</mark>

5: \$1000 or more

GAM\_Q38. In the **past 12 months**, how much do you estimate you spent on gambling? New question added to potentially get an estimate of the proportion of gambling expenditure/revenue from problem gamblers.

1: \$1-\$99 2: \$100-\$299 3: \$300-\$999 4: \$1000-\$4999 5: \$5000-\$9999 6: \$10000 or more 7: You have won more than you lost in the past 12 months

GAM\_Q40. In the past 12 months, how often have you engaged in any <u>speculative financial market activities</u> such as <mark>buying cryptocurrency like Bitcoin or Ethereum,</mark> day trading, penny stocks, shorting, options, currency futures? Off screen help text: Also includes betting on the direction or future value of a financial index such as the Toronto Stock Exchange (TSX) or currency value on a gambling website. Note that in 2018 this question was asked before, rather than after, the question on online versus in-person gambling (i.e., G8). Moved to the current position so that online gambling prevalence can be assessed

independent of involvement in speculative financial market activities (which are always online).<sup>22</sup>

- 1: Never
- 2: Less than once a month
- 3: Once a month
- 4: Two to three times a month
- 5: Once a week

<sup>&</sup>lt;sup>22</sup> In 2018 we obtained a poor match between the RRGM online gambling prevalence rates and the OP-A online gambling prevalence rates. The primary difference was that AB had the lowest prevalence in the OP-A (with the better way of assessing online gambling by asking about the modality (online vs land-based) for each type) but the highest prevalence in the RRGM (with the single question). This may be an artifact of AB having the highest financial speculation prevalence in the RRGM, and this question came just before the online gambling question (priming?). So, the new placement of the online gambling question in the 2025 RRGM will mean that the online gambling prevalence rates from the 2018 and 2025 administrations of the CCHS will not have perfect comparability, (a) we expect a much better match between the OP-A and RRGM rates; and (b) we will have a more accurate assessment of online gambling prevalence independent of financial speculation.

#### 6: Several times a week

GTYPES. Total number of different types of gambling engaged in within past 12 months (1-7) GFREQ. Total frequency reported on all types of gambling in past 12 months. Less than once a month = 6; Once a month = 12; Two to three times a month = 30; Once a week = 52: Several times a week =130; 4 or more times a week = 208. GMAXFREQ. Maximum frequency reported on any type of gambling in past 12 months. GSPEND. Using the midpoint of the response option in GAM\_Q42.

#### **PROBLEM GAMBLING (GP)**

9 items comprising the Problem Gambling Severity Index (PGSI)

ADMINISTER THIS SECTION ONLY IF PERSON INDICATES GAMBLING MONTHLY OR MORE IN EITHER GAM05, GAM10, GAM15, GAM20, GAM25, GAM30, GAM35. (Note: this filter included speculative financial activities in 2018).

You may feel like some of the following questions do not apply to you; however, it is important that they be asked in this survey.

GAM\_Q50. In the **past 12 months**, how often have you bet more than you could really afford to lose? Would you say:

1: Never

2: Sometimes

3: Most of the time

4: Almost always

Note: Historically, as well as in 2018 the Statistics Canada Gambling Module, the protocol was that if people refused or did not respond to this question the survey would be ended. In 2025 this has been removed, but we will conduct an analysis of what the prevalence rate would be if this protocol had not been changed.

GAM\_Q55. In the **past 12 months**, how often have you needed to gamble with larger amounts of money to get the same feeling of excitement?

Would you say:

1: Never

2: Sometimes

3: Most of the time

4: Almost always

GAM\_Q60 In the **past 12 months** when you gambled, how often did you go back another day to try to win back the money you lost? Would you say:

1: Never

2: Sometimes

3: Most of the time

4: Almost always

GAM\_Q65 In the **past 12 months** have you borrowed money or sold anything to get money to gamble?

Would you say:

1: Never

2: Sometimes

3: Most of the time

4: Almost always

GAM\_Q70 In the **past 12 months** how often has your gambling caused any financial problems for you or your household? Would you say:

1: Never

2: Sometimes

3: Most of the time

4: Almost always

GAM\_Q75 In the **past 12 months** how often have you felt that you might have a problem with gambling? Would you say:

1: Never

- 2: Sometimes
- 3: Most of the time
- 4: Almost always

GAM\_Q80 In the **past 12 months** how often has your gambling caused you any health problems, including stress or anxiety? Would you say:

1: Never

- 2: Sometimes
- 3: Most of the time
- 4: Almost always

GAM\_Q85 In the **past 12 months** how often have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?

Would you say:

1: Never

2: Sometimes

- 3: Most of the time
- 4: Almost always

GAM\_Q90. In the **past 12 months** how often have you felt guilty about the way you gamble or what happens when you gamble? Would you say:

1: Never

2: Sometimes

- 3: Most of the time
- 4: Almost always

PGSITOTAL. Sum of GAM\_Q60 TO GAM\_Q100 after recoded (1=0; 2=1; 3=2; 4=3) The provincial/territorial problem gambling helpline is identified to anyone who scores PGSI1 or higher. PGSICATEGORY.

# Appendix E: Leger 360 Quotes for Adult and Youth Online Panel Surveys



# Adult Online Panel Baseline Survey

# Project Overview and Methodology

Leger Opinion, on behalf of the University of Lethbridge, will conduct a survey targeting 12,900 completes across Canada, with regional breakdowns detailed in Table 1 below. The study will focus on adults aged 18+ who engage in gambling activities at least once per month, including lottery tickets or scratch games, visiting casinos, bingo, sports or horse betting, and online gambling. The survey will be conducted in both English and French, with an assumed incidence rate of 50-70% per province. If actual incidence rates differ significantly, feasibility and costs may require adjustment. The survey's estimated median length for participants is 23 minutes, with a programming and translation load of approximately 60 minutes' worth of questions. Leger will provide comprehensive services, including programming, hosting, management, French translation, and data collection. Data will be sourced from the Leger Opinion (LEO) panel, supplemented by other trusted partner panels and, if necessary, Leger Digital. The final deliverable will include a cleaned raw data file ready for analysis by the university.

Table 1	Sample size
British Columbia	2000
Alberta	2000
Saskatchewan	1400
Manitoba	1400
Ontario	2000
Quebec	2000
Atlantic	2000
Territories	100
TOTAL	12,900

# Budget

All costs are in CAD and exclude tax.

Services	Pricing
Programming	\$8,100
Management	\$2,500
Translation	\$4,000
Sample (\$15.50 CPI)	\$199,950
TOTAL	\$214,550



# Adult Online Panel Re-Contact Survey

## Project Overview and Methodology

Leger Opinion, on behalf of the University of Lethbridge, will conduct a follow-up survey with an estimated 1,850 completes from the original 12,900 participants surveyed in the baseline study. The University will select approximately 3,600 participants for re-contact four months after the baseline survey. The actual re-contact rate will depend on the selected participants, but for proposal and costing purposes, it is estimated at 50%. Re-contact rates from the Leger Opinion (LEO) panel are known to be significantly higher than those of partner panels, which supports achieving this target. The estimated median survey length for participants is 15 minutes, with programming and translation anticipated to match at 15 minutes' worth of questions. Leger will provide a full suite of services, including programming, hosting, management, French translation, and data collection. The final deliverable will include a cleaned raw data file suitable for analysis by the university.

### Budget

All costs are in CAD and exclude tax.

Services	Pricing
Programming	\$2,300
Management	\$1,100
Translation	\$1,000
Sample (\$10.50 CPI)	\$19,425
TOTAL	\$23,825



# Youth Online Panel Baseline Survey

## Project Overview and Methodology

Leger Opinion, on behalf of the University of Lethbridge, will conduct a survey targeting 3,500 completes across Canada, with regional breakdowns detailed in Table 2 below. The study will focus on youth aged 13-17 years old, with whom will be targeted via their parents. The survey will be conducted in both English and French. The estimated median survey length for participants is 14 minutes, with programming and translation anticipated to match at 14 minutes' worth of questions. Leger will provide comprehensive services, including programming, hosting, management, French translation, and data collection. Data will be sourced from the Leger Opinion (LEO) panel, supplemented by other trusted partner panels. The final deliverable will include a cleaned raw data file ready for analysis by the university.

Table 2	Sample size (approximate)
British Columbia	385
Alberta	315
Saskatchewan	105
Manitoba	140
Ontario	1470
Quebec	805
Atlantic	280
Territories	0
TOTAL	3,500

## Budget

All costs are in CAD and exclude tax.

Services	Pricing
Programming	\$2,300
Management	\$1,300
Translation	\$1,000
Sample (\$12.50 CPI)	\$43,750
TOTAL	\$48,350

# Appendix F: Adult Online Panel Baseline Survey (OP-A-B)

Red font denotes routing instructions; derived variables; variables also contained in the CCHS; and questions commissioned by CCSA.

#### LEGER QUESTIONS

(used for the purposes of ensuring 1400-2000 per region/province and a roughly representative age x gender profile)

#### Respondent\_ID

**B\_date.** Date Baseline Survey was taken.

#### **B\_language**

Préféreriez-vous répondre à ce questionnaire en anglais ou en français ? Would you prefer to complete the survey in English or French?

9: English

12: Français

#### Introduction

Thank you for taking the time to participate. We are currently conducting a very important academic study among many Canadians. Before you begin the study, you should be aware that there may be questions of a sensitive nature. Do you wish to continue? 1: Yes

2: No, I would prefer not to participate (end of survey)

#### INT01

"I agree to answer the following survey questions truthfully and thoughtfully."

1: Yes

2: No (end of survey)

#### **B\_province**

In which province or territory do you live? 1: AB: Alberta 2: BC: British Columbia 3: MB: Manitoba 4: NB: New Brunswick 5: NF: Newfoundland 6: NS: Nova Scotia 7: NT: Northwest Territories 8: NU: Nunavut 9: ON: Ontario 10: PE: Prince Edward Island 11: QC: Quebec 12: SK: Saskatchewan 13: YK: Yukon

B\_prov2. Province of residence with Atlantic provinces and Territories grouped.

- 1: Alberta
- 2: British Columbia
- 3: Manitoba

4: Atlantic: New Brunswick; Newfoundland; Nova Scotia; Prince Edward Island

- 7: Territories: Northwest Territories; Nunavut; Yukon
- 9: Ontario
- 11: Quebec
- 12: Saskatchewan

#### **B\_D1.** Please indicate your sex:

Note: As indicated by Statistics Canada, transgender, transsexual, and intersex Canadians should indicate the sex (male or female) with which they most associate themselves.

- 1: Male
- 2: Female
- 3: Other

B\_AGE. How old are you? Eight Leger age groupings.

0: Under 18 (send to END) 1: Between 18 and 24 2: Between 25 and 34 3: Between 35 and 44 4: Between 45 and 54 5: Between 55 and 64 6: Between 65 and 74 7: 75 or older 9: I prefer not to answer (send to END)

#### LETTER OF INVITATION



Letter of Invitation: "Examining perceptions and engagement with gambling in Canadian adults".

Please read the following letter of information carefully before beginning the survey:

Principal Investigator: Dr. Robert Williams, Professor, Faculty of Health Sciences, University of Lethbridge

#### What is this study about?

You are invited to participate in an anonymous survey of adults in Canada who gamble. This is a research study about the relationship between gambling and harms associated with problematic levels of these activities.

#### What is expected of you?

Depending on how many questions apply to you the survey will take approximately 11-35 minutes to complete. You will be asked to respond to statements asking about your gambling, as well as other factors such as mental health, addiction, and social functioning. You may find some questions sensitive in nature, and you may choose to skip any question you prefer not to answer. You will be compensated for your completion of the survey and you may receive feedback about your gambling.

#### What are the anticipated uses of the data collected?

The responses to the survey will be aggregated and published in scholarly presentations and publications. In addition, anonymous survey data may be used by other researchers. Your responses will remain anonymous as no identifying information will be provided.

#### What are the risks and benefits of participating?

There are no anticipated risks from participating in this study. The data from this study will aid in 1) our understanding of gambling in Canada, 2) the creation of more effective problem gambling preventions and treatments, and 3) help inform policies that aim to reduce any harm associated with gambling.

#### How will your confidentiality and anonymity be protected?

Participation is voluntary and your responses will not be identified with you personally as the survey collects no identifying information; however, as with any online survey, neither anonymity nor confidentiality can be completely guaranteed. The responses to this survey will be kept on a password-protected computer with restricted access. The privacy policy for Leger Research can be viewed at <a href="http://leger360.com/en-ca/privacy.asp">http://leger360.com/en-ca/privacy.asp</a>.

#### How can a participant withdraw?

Your participation is completely voluntary. You may withdraw your participation at any time by simply closing your browser before you submit your responses and they will not be included. If you choose to discontinue participation after you have submitted your responses, it will not be possible to withdraw your responses because they will not have identifying information linked to them.

#### Who is conducting this research?

For more information on this study or for a summary of the findings (available after July 2026), you may contact me at <u>robert.williams@uleth.ca</u>. Questions regarding your rights as a participant in this research may be addressed to the University of Alberta Research Ethics Board (Phone: 780-492-0302 or Email: <u>research.ethics@uleth.ca</u> or <u>reoffice@ualberta.ca</u>).

This research study has been reviewed for ethical acceptability and approved by the University of Alberta Human Subject Research Committee. You must be 18 years or older to participate in this survey. If you wish to participate in the survey, please click "Continue". Submission of your responses will be accepted as implied consent to participate. Thank you in advance for your participation.

#### SCREEN

B\_Screen. How often would you say you participate in any form of gambling? This would include buying lottery tickets or scratch games, visiting a casino, bingo, sports or horse betting as well as online gambling.

1: Usually at least once a month

2: Once every 2-6 months (go to END)

- 3: Less often than every 6 months (go to END)
- 4: Never (go to END)

#### **RECREATION (R) & BEHAVIOURAL ADDICTION**

B\_R1. What leisure/recreational activities have you <u>regularly engaged in</u> within the past <u>12 months</u>? Check as many that apply. Randomize order (new question not asked in 2018)

- 1. cooking/baking
- 2. reading
- 3. traveling
- 4. outdoor activities (e.g., hiking, biking, boating, etc.)
- 5. pets
- 6. video gaming
- 7. social media
- 8. socializing with friends or family
- 9. playing card or board games
- 10. arts and crafts/hobbies
- 11. sports and/or fitness activities
- 12. gardening/plants
- 13. meditation/wellness
- 14. photography
- 15. tech/computers
- 16. cars/vehicles
- 17. writing
- 18. making music
- 19. gambling
- 20. watching TV
- 21. surfing the internet
- 22. shopping
- 23. hunting or fishing
- 24. other\_

B\_R2. How often have you played video games in the past 12 months?

- 1: Less than once a month
- 2: Once a month

Only ask B\_R2, B\_R3a, BR3b if video gaming has been identified as one of the main recreational activities. Otherwise to go B\_R4 (new question not asked in 2018)

3: Two to three times a month

4: Once a week

5: Two to three times a week

6: 4 or more times a week

B\_R3a. How often in the past 12 months have you spent money to purchase loot boxes (also known as loot crates or prize crates) in video games? Loot boxes contain a random assortment of virtual items that may provide advantages when playing the game. (new question not asked in 2018)

0: Never

1: Less than once a month

2: Once a month

3: Two to three times a month

- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_R3b. In the past 12 months, how much money do you estimate you spent on loot boxes in a typical month? 1: \$0-9

2: \$10-19 3: \$20-49 4: \$50-\$99 5: \$100-\$199 6: \$200-\$499 7: \$500-\$999 8: \$1000 or more, specify \$ (limit to numerals between 1,000 and 1,000,000)

B\_R4a. In the past 12 months have you had any problems with excessive involvement in things such as overeating, sex or pornography, shopping, exercise, video games, the internet, or social media? What we mean is difficulties controlling your involvement in the behavior which has led to significant negative consequences for you or other people. 0: No (go to B R6)

1: Yes

B R4b. Which specific activities have you had excessive involvement in? Check all that apply.

- 1: Video games
- 2: Overeating
- 3: Sex or pornography
- 4: Shopping
- 5: Exercise
- 6: Social media
- 7: Internet
- 8: Other

B R5. Think about the following statements. In the past <u>12 months</u>, how often did this apply to your Excessive Behaviours? 12 month adaptation of the Generalized Version of the Screener for Substance and Behavioural Addiction (SSBA-G) (Konkoly et al., 2023)

	not at all			moderately			extremely
	characteristic			characteristic			characteristic
	of me			of me			of me
B_R5a. "I did too much"	1	2	3	4	5	6	7
B_R5b. "Once I started I couldn't stop"	1	2	3	4	5	6	7
B_R5c. "I felt I had to do it in order to function"	1	2	3	4	5	6	7
B_R5d. "I continued to do it, even though it caused problems"	1	2	3	4	5	6	7

SSBA TOTAL SSBA11+ (0, 1) B\_R6. *Prior to the past 12 months*, have you had any significant problems with excessive involvement in overeating, sex or pornography, shopping, exercise, video games, the internet, or social media or other things? 0: No

1: Yes

#### **COMORBIDITIES (C)**

B\_C1. During the past <u>12 months</u>, how often did you use tobacco or e-cigarettes? (includes cigarettes, cigars, pipe tobacco, shisha tobacco, chewing tobacco, dipping tobacco, snuff)
O: Not at all
1: Less than once a month
2: Once a month
3: 2 to 3 times a month
4: Once a week

5: 2 to 3 times a week

6: 4 to 6 times a week

7: Every day

B\_C2. During the past <u>12 months</u>, how often did you drink alcoholic beverages? (CCHS ALC\_Q015)

0: Not at all

1: Less than once a month

2: Once a month

3: 2 to 3 times a month

4: Once a week

5: 2 to 3 times a week

6: 4 to 6 times a week

7: Every day

B\_C3a. During the past <u>12 months</u>, how often did you use marijuana, hashish, or any cannabis product? (modelled after CCHS DRG\_Q005, DRG\_Q010, DRG\_Q015)

0: Not at all (go to C4a) 1: Less than once a month 2: Once a month 3: 2 to 3 times a month 4: Once a week 5: 2 to 3 times a week 6: 4 to 6 times a week 7: Every day

B\_C3b. What methods did you use in the past <u>12 months</u> to consume cannabis? Check all that apply.

1: Smoking joints

2: Smoking it in handheld pipes

3: Smoking it using a water pipe

4: Vaping

5: Dab smoking

6: Edibles (e.g. baked goods)

7: Drinking cannabis tea or some liquid containing cannabis

8: Tincture ('green dragon')

9: Topical application (e.g. cream, lotions)

Now we are thinking about the last <u>3 months</u>

B\_C3c. How much did you spend on cannabis in the past three months? (National Cannabis Survey CAN\_Q35)

1: Nothing, got it free or traded something for it

2: Between \$1 and \$10

3: Between \$11 and \$25

4: Between \$26 and \$50

5: Between \$51 and \$100 6: Between \$101 and \$150 7: Between \$151 and \$250 8: Over \$250

B\_C4a. During the past <u>12 months</u> have you used cocaine, amphetamines, hallucinogens (such as LSD, mushrooms, or PCP), heroin, opium, fentanyl, or any other drugs not intended for medical use? "Non-medical" drug use means using it to get high or experience pleasurable effects, see what the effects are like, or use with friends.

0: No (go to C5) 1: Yes

B\_C4b. Which ones? (check all that apply)

- 1: Benzodiazepines (downers)
- 2: Amphetamines (methamphetamine, ice, uppers, crystal, speed)
- 3: Ecstasy/MDMA
- 4: Cocaine (coke, crack)
- 5: Opiates and Opioids (opium, morphine, codeine, Oxycontin, fentanyl, heroin, Demerol, Talwin, Percocet)
- 6: Hallucinogens (LSD, mushrooms, PCP, mescaline/peyote, ayahuasca)
- 7: Other (khat, bath salts, salvia)

B\_C5 administered only if person has score of 3 or higher on C2 or C3a, or a score of 1 on C4a. Otherwise go to C6.

B\_C5. In the past <u>12 months</u> has your use of alcohol or other drugs been associated with any of the following (check all that apply) (DSM-5 criteria for Substance Use Disorder with clearer wording utilized)

- 1: often taken in larger amounts or over a longer period than intended
- 2: a persistent desire or unsuccessful efforts to cut down or control use
- 3: a great deal of time spent in activities necessary to obtain the substance
- 4: strong urges to use the substance
- 5: recurrent use resulting in a failure to fulfill major role obligations at work, school, or home
- 6: continued to use the substance despite the substance causing or worsening social or interpersonal problems
- 7: continued to use the substance even though it was causing or worsening physical or psychological problems
- 8: important social, occupational, or recreational activities given up or reduced because of use
- 9: recurrent use in situations in which it was physically dangerous
- 10: tolerance to the substance (needing more of it to have the same effect)
- 11: withdrawal symptoms when not using the substance

97: no, none of the above

#### **B\_C5TOTAL**

B\_SUD (0-1 = no SUDisorder; 2-3 = mild SUDisorder; 4-5 = moderate SUDisorder; 6+ = severe SUDisorder)

#### B\_C6 administered only if person endorses 1 or more items from C5.

B\_C6. During the past 12 months, have you sought professional help for your use of alcohol or drugs?

- 0: No
- 1: Yes

B\_C7. Prior to the past 12 months, have you had any significant problems with drug or alcohol use (i.e., difficulty controlling your use to the extent that it resulted in significant problems)? (this does not include tobacco) 0: No

1: Yes

B\_C8. Thinking about the amount of stress in our life, would you say that In the past <u>12 months</u> most of your days are..... (modelled after CCHS GEN\_Q020)

- 1: Not at all stressful
- 2: Not very stressful
- 3: A bit stressful
- 4: Quite a bit stressful
- 5: Extremely stressful

B\_C9. Did you experience significant physical, sexual, or emotional abuse or neglect as a child?

0: No

1: Yes

B\_C10. In the past 12 months, how would you rate your overall level of happiness?

- 1: Very high
- 2: High
- 3: Moderate
- 4: Low
- 5: Very low

B\_C11. In the past <u>12 months</u>, how would you rate your overall self-esteem (confidence in your own worth and abilities)?

- 1: Very high
- 2: High
- 3: Moderate
- 4: Low
- 5: Very low

B\_C12a. In the past <u>12 months</u>, was there ever a period of 2 weeks or longer where you had a depressed mood most of the day nearly every day and/or a loss of interest or pleasure in most activities? (DSM-5 criteria for Major Depressive Disorder) 0: No (go to C13a)

1: Yes

B\_C12b. Check off any of the following that occurred during this time period: (DSM-5 criteria for Major Depressive Disorder)

- 1: significant weight loss or weight gain or an increase or decrease in appetite
- 2: problems sleeping or excessive sleeping nearly every day
- 3: physical agitation or being slowed down nearly every day
- 4: fatigue or loss of energy nearly every day
- 5: feelings of worthlessness or excessive or inappropriate guilt
- 6: decreased ability to think or concentrate or indecisiveness nearly every day
- 7: recurrent thoughts of death or suicide
- 97: none of the above

# B\_C12bTOTAL

# B\_DEPRESSION (1=Yes if C12bTOTAL >3; 0 = No for all other scores)

B\_C13a. Would you describe yourself as chronically anxious? (i.e., having difficulty controlling excessive anxiety and worry most days about a variety of things)? (DSM-5 criteria for Generalized Anxiety)
 O: No (go to C14a)

1: Yes

B\_C13b. Does this anxiety cause significant distress or impairment in your social functioning, employment, or other areas? (DSM-5 criteria for Generalized Anxiety)

0: No <mark>(go to C14a)</mark> 1: Yes

B\_C13c. Do you also have any of the following symptoms? (check all that apply) (DSM-5 criteria for Generalized Anxiety)
1: restlessness or feeling keyed up or on edge
2: easily fatigued
3: difficulty concentrating or mind going blank
4: irritability

5: muscle tension

- 6: difficulty sleeping
- 97: no, none of the above

# B\_C13cTOTAL

## B\_GANXIETY (1=Yes if C13Ctotal > 2; 0=No for all other scores)

B\_C14a. In the past <u>12 months</u> have you had recurrent unexpected panic attacks during which 4 or more of the following symptoms occur: pounding heart, sweating, trembling, shortness of breath, feelings of choking, chest pain, nausea, dizziness, chills or hot flashes, numbness, feelings of unreality, fear of losing control, fear of dying? (DSM-5 criteria for Panic Disorder) 0: No (go to C15a)

1: Yes

B\_C14b. Have these attacks been followed by either a persistent worry about having additional attacks and/or avoidance of activities (e.g., exercise) or unfamiliar places? (DSM-5 criteria for Panic Disorder) 0: No

1: Yes

#### B\_PANIC (1=Yes if C14b = Yes; 0 = No for all other scores)

B\_C15a. In the past <u>12 months</u> have you had *any other* significant mental health problem that has not been mentioned (e.g., post-traumatic stress disorder, bipolar disorder, schizophrenia, bulimia, obsessive-compulsive disorder, ADHD, etc.)? 0: No (go to C16)

1: Yes

B\_C15b. Which one(s)? check all that apply

- 1: Post-traumatic stress disorder
- 2: Bipolar disorder
- 3: Schizophrenia
- 4: Bulimia
- 5: Obsessive-Compulsive Disorder
- 6: ADHD
- 7: Other

B\_C16. *Prior to the past 12 months*, do you have any significant history of mental health problems such as depression, post-traumatic stress, panic attacks, generalized anxiety, agoraphobia, obsessive-compulsive disorder, bipolar disorder, schizophrenia, bulimia, etc.)?

0: No

1: Yes

B\_C17. Is there any significant history of mental health problems, drug or alcohol addictions, or behavioral addictions (overeating, sex or pornography, shopping, exercise, video games, the internet, or social media) in your parents, siblings, or children? 0: No

1: Yes

2: Unsure

B\_MD (1=Yes; 0=No), any past year history of any major mental disorder (B\_DEPRESSION=1, or B\_ANXIETY=1, or B\_PANIC=1, or B\_C15a=1)

#### **GAMBLING ATTITUDES (GA)**

For the following questions, when we refer to "gambling" we are referring to participation in activities such as lottery and raffle tickets, instant lotteries, slot machines, video lottery terminals, casino table games, sports betting, bingo, keno, online gambling, etc.

B\_GA1. Which best describes your belief about the benefit or harm that gambling has for society?

- 1: The harm far outweighs the benefits
- 2: The harm somewhat outweighs the benefits
- 3: The benefits are about equal to the harm
- 4: The benefits somewhat outweigh the harm
- 5: The benefits far outweigh the harm

B\_GA2. Which of the following best describes your opinion about legalized gambling?

1: All types of gambling should be illegal

2: Some types of gambling should be legal and some should be illegal.

3: All types of gambling should be legal

B\_GA3. Which of the following best describes your opinion about gambling opportunities in your province?

1: Gambling is too widely available

2: The current availability of gambling is fine

3: Gambling is not available enough

B\_GA4. Who do you think has the responsibility for minimizing the harm associated with gambling?

1: The provider of gambling

2: It is a shared responsibility between the gambler and the provider, but the provider has the primary responsibility

3: It is a shared responsibility with both the gambler and the provider having equal responsibility

4: It is a shared responsibility between the gambler and the provider, but the gambler has the primary responsibility 5: The gambler

B\_GA5. How satisfied are you with the integrity and fairness of how gambling is provided in your province?

1: Very dissatisfied

2: Somewhat dissatisfied

3: Neutral

4: Somewhat satisfied

5: Very satisfied

B\_GA6. How satisfied are you with provincial government and gambling provider efforts to minimize the harm associated with gambling?

1: Very dissatisfied

2: Somewhat dissatisfied

3: Neutral

- 4: Somewhat satisfied
- 5: Very satisfied

B\_GA7. Who do you believe receives the majority of gambling revenue in Canada? Randomize order.

- 1: Provincial governments
- 2: Federal government
- 3: Charity and nonprofit groups

4: First Nation groups

5: Private gambling providers (e.g., casino companies, commercial online gambling operators)

#### ADVERTISING

B\_A1. In the past <u>12 months</u>, how often would you say you have seen or heard advertisements for lottery or instant lottery (scratch) tickets?

0: Never

- 1: Less than once a month
- 2: Once a month

3: Two to three times a month

- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_A2. In the past <u>12 months</u>, how often would you say you have seen or heard advertisements for casinos (either online or in-person casinos)?

0: Never

- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month

4: Once a week

5: Two to three times a week

6: 4 or more times a week

B\_A3. In the past <u>12 months</u>, how often would you say you have seen or heard advertisements for sports betting?

- 0: Never
- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

#### **GAMBLING PARTICIPATION (G)**

(Gambling Participation Instrument; Online Administration Format; Canadian Version; adapted to align with the 2025 Statistics Canada Gambling Module)

The following questions ask about participation in various types of gambling activities. Many of these questions ask about the past <u>12 months</u>, which would be from [specify month and year] to the present time.

Note: 'a' questions address frequency of gambling, 'b' questions address subtype of gambling, 'c' questions address location of play and/or means of access, and 'd' questions assess gambling expenditure.

B\_G1a. In the past <u>12 months</u>, how often have you purchased <u>lottery or raffle tickets</u>? This does not include instant lottery tickets, scratchcards, sports lottery tickets, or break-open tickets, but *does* include Lotto 6/49, Lotto Max, Daily Grand, provincial/regional lotteries, hospital lotteries, and 50-50 tickets.

- 0: Never (go to G2a)
- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_G1b. What type of lottery or raffle did you participate in? (check all that apply)

1: A national lottery (e.g., Lotto 6/49, Lotto Max, Daily Grand) or provincial/regional lottery (e.g., names of popular provincial/regional lotteries: (BC=BC/49, Poker Lotto; AB,SK,MB,YK,NWT,NU= Western 649, Western Max, Poker Lotto; ON=Ontario 49, Lottario; QU=Quebec 49, Grande Vie, Lotto Poker; NB,NS,PE,NL=Atlantic 49, Poker Lotto)

2: A charity, hospital, or community group lottery or raffle

3: An out-of-country lottery

B\_G1c. Where did you purchase these tickets? (check all that apply)

1: At a land-based store or outlet in [home province]

2: At a land-based store or outlet outside of [home province]

3: At an online website within [home province] [name of provincial website]. BC=BCLC PlayNow; MB=Manitoba Liquor & Lotteries PlayNow; ON=OLG.ca; QU=Loto-Quebec jeux en ligne; NB,NS,PE,NL=Atlantic Lottery Corporation online games; AB=PlayAlberta; SK=PlayNow (this option not presented to YK,NU,NWT)

4: At an online website located outside of [home province].

B\_G1d. In the past <u>12 months</u>, how much money do you estimate you spent on lottery and raffle tickets in a typical month? New closed ended options based on results from 2018.

1: \$0-9 2: \$10-19 3: \$20-49 4: \$50-\$99 5: \$100-\$199 6: \$200-\$499 7: \$500-\$999 8: \$1000 or more, specify \$\_\_\_\_\_ (limit to numerals with 1,000,000 max value)

0: I won more than I lost in the past 12 months on lottery and raffle tickets

B\_G2a. In the past <u>12 months</u>, how often would you say you have purchased <u>instant lottery tickets</u>, such as scratchcards, breakopen tickets, or pull-tabs or played <u>online instant games</u> for money?

- 0: Never (go to G3a)
- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_G2c. Where did you purchase these tickets or play these games? (check all that apply)

1: At a land-based store or outlet in [home province]

2: At a land-based store or outlet outside of [home province]

3: At an online website within [home province] [name of provincial website]. BC=BCLC PlayNow; MB=Manitoba Liquor & Lotteries PlayNow; ON→For the online website in Ontario, was this OLG.ca or one of the commercial iGaming websites? (1=OLG.ca; 2=commercial iGaming website; 3=both); QU=Loto-Quebec jeux en ligne; NB,NS,PE,NL=Atlantic Lottery Corporation online games; AB=PlayAlberta; SK=PlayNow (this option not presented to YK,NU,NWT)

4: At an online website located outside of [home province].

B\_G2d. In the past <u>12 months</u>, how much money do you estimate you spent on instant lottery tickets or instant games in a typical month?

1: \$0-9

2: \$10-19

3: \$20-49

4: \$50-\$99

5: \$100-\$199

6: \$200-\$499

7: \$500-\$999

8: \$1000 or more, specify \$\_\_\_\_\_ (limit to numerals with 1,000,000 max value)

0: I won more than I lost in the past 12 months on instant lottery tickets or instant games

B\_G3a. In the past <u>12 months</u>, how often have you bet or spent money on <u>electronic gambling machines</u>, such as slot machines, video lottery terminals (VLTs), electronic blackjack, electronic roulette, or video poker either in person or online? This refers to stand-alone machines and also includes electronic bingo machines, electronic craps, electronic keno machines, and electronic racing machines.

0: Never (go to G4a)

- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week

5: Two to three times a week

6: 4 or more times a week

B\_G3b. What type of electronic gambling machine did you play (check all that apply)

1: Traditional machine with fruits/symbols/pictures and paylines





2: Electronic machine offering virtual casino table games such as poker, blackjack, baccarat, roulette, craps, big wheel, or virtual bingo, keno, etc.





3: Other type of machine (e.g., skill-based video gambling machine)

B\_G3c. Where did you play these machines (check all that apply)

1: At a land-based casino, racetrack, or bingo hall in [home province]

2: At a land-based casino, racetrack, bingo hall or other gambling venue outside of [home province].

3: In a bar or lounge in [home province]

4: In a bar, hotel, restaurant, retail shop, airport, etc. outside of [home province].

5: At an online gambling website in [home province] [name of provincial website]. BC=BCLC PlayNow; MB=Manitoba Liquor & Lotteries PlayNow; ON→For the online website in Ontario, was this OLG.ca or one of the commercial iGaming websites? (1=OLG.ca; 2=commercial iGaming website; 3=both); QU=Loto-Quebec jeux en ligne; NB,NS,PE,NL=Atlantic Lottery Corporation online games; AB=PlayAlberta; SK=PlayNow (this option not presented to YK,NU,NWT)

6: At an online gambling website located outside of [home province].

7: At an underground/illegal casino or some other underground/illegal location in [home province]

8: On a ship in international waters

B\_G3d. In the past <u>12 months</u>, how much money do you estimate you spent on electronic gambling machines in a typical month? 1: \$0-9

2: \$10-19

3: \$20-49

4: \$50-\$99

5: \$100-\$199

6: \$200-\$499

7: \$500-\$999

8: \$1000 or more, specify \$\_\_\_\_\_ (limit to numerals with 1,000,000 max value)

0: I won more than I lost in the past 12 months on electronic gambling machines

B\_G4a. Excluding electronic machine versions, how often in the past <u>12 months</u> have you bet or spent money on <u>casino table</u> <u>games</u> like poker, blackjack, baccarat or roulette? Please include any location, whether at a casino, a private residence, online, or anywhere else. This also includes craps, mah-jong, sic bo, and pai gow.

0: Never (go to G5a)

1: Less than once a month

2: Once a month

3: Two to three times a month

4: Once a week

5: Two to three times a week

6: 4 or more times a week

B\_G4b. What casino table games did you play (check all that apply)?

1: Poker

2: Blackjack

3: Baccarat

4: Roulette

5: Craps

6: Mahjong

7: Sic Bo

8: Pai Gow

9: Big Wheel (Wheel of Fortune; Big Six)

10: Other

B\_G4c. Where did you play these table games (check all that apply)

1: At a land-based casino in [home province]

2: At a land-based gambling venue (casino, card room, Mahjong house, etc.) outside of [home province].

3: At a bar or lounge outside of [home province].

4: At an online gambling website in [home province] [name of provincial website]. BC=BCLC PlayNow; MB=Manitoba Liquor & Lotteries PlayNow; ON→For the online website in Ontario, was this OLG.ca or one of the commercial iGaming websites? (1=OLG.ca; 2=commercial iGaming website; 3=both); QU=Loto-Quebec jeux en ligne; NB,NS,PE,NL=Atlantic Lottery Corporation online games; AB=PlayAlberta; SK=PlayNow (this option not presented to YK,NU,NWT)

5: At an online gambling website located outside of [home province].

6: At a land-based underground/illegal casino, card room, or other venue in [home province]

7: At a private residence or workplace

8: On a ship in international waters

G4d. In the past 12 months, how much money do you estimate you spent on casino table games in a typical month?

- 1: \$0-9
- 2: \$10-19
- 3: \$20-49
- 4: \$50-\$99
- 5: \$100-\$199
- 6: \$200-\$499
- 7: \$500-\$999

8: \$1000 or more, specify \$\_\_\_\_\_ (limit to numerals with 1,000,000 max value)

0: I won more than I lost in the past 12 months on casino table games

B\_G5a. In the past <u>12 months</u>, how often have you <u>bet money on sports</u> either in person or online? This includes betting on professional sports such as hockey, football, basketball, and horse racing; sports lottery tickets and sports pools; betting on e-sports (professional video game competitions); fantasy sports (point totals from a 'fantasy team' composed of players selected from different teams); virtual sports (computer generated competitions); and sports you participate in yourself such as pool, bowling, golf, or darts.

- 0: Never (go to G6a)
- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_G5b1. What type of sports betting did you engage in? (check all that apply)

1: Betting on professional sporting events (i.e., hockey, football, basketball, baseball, boxing, mixed martial arts, motor racing, horse racing, e-sports (professional video game competitions).

2: Sports pools/lotteries

3: Fantasy Sports betting (point totals from a 'fantasy team' composed of players selected from different teams)

4: Virtual Sports betting (i.e., betting on computer-generated sporting competitions)

5: Betting on sports that you participated in yourself (e.g., golf, pool, bowling, darts, foosball)

B\_G5b2. Check off all the sports that you bet on in the past 12 months (previously an open-ended question)

- 1: Hockey
- 2: Football
- 3: Basketball
- 4: Baseball
- 5: Boxing
- 6: Mixed martial arts
- 7: Motor racing
- 8: Horse racing
- 9: E-sports
- 10: Other

#### Go to B\_G5c unless person has endorsed B\_G5b1\_1.

B\_G5b3. What types of sports bets have you made in the past <u>12 months</u>? (check all that apply)

- 1: Moneyline (betting on who will win)
- 2: Point spread (betting on the margin of victory)
- 3: Totals (over/under) (betting on the total combined score)
- 4: Parlay (betting on two or more events either within the same game or different games)
- 5: Proposition (prop) bet (betting on the occurrence of a specific event during the game)
- 6: Futures (betting on end-of-season outcomes, e.g., overall champion)
- 7: In-play bets (making a bet during the game)

B\_G5b4. What has been your main type of sports bet in terms of frequency and money spent in the past 12 months?

- 1: Moneyline (betting on who will win)
- 2: Point spread (betting on the margin of victory)
- 3: Totals (over/under) (betting on the total combined score)
- 4: Parlay (betting on two or more events either within the same game or different games)
- 5: Proposition (prop) bet (betting on the occurrence of a specific event during the game)
- 6: Futures (betting on end-of-season outcomes, e.g., overall champion)
- 7: In-play bets (making a bet during the game)

#### Only ask B\_G5b5 if person has endorsed In-play bets in B\_G5b3 or B\_G5b4.

- B\_G5b5. What type of in-play bets do you make? (check all that apply)
- 1: Moneyline, point spread, totals, parlay, or prop bets
- 2: Micro bets (betting on the occurrence of a specific event during a specific short time frame within the game)

B\_G5b6. In the past <u>12 months</u>, how often have you used the 'cash out' option before the sporting event outcome is decided? 1: Never

- 2: A few times
- 3: Two to three times
- 4: Fairly often

B\_G5c. Where and how did you bet on sports? (indicate all that apply)

1: Purchased sports lottery tickets (e.g., Proline, Sports Select, Mise-O-Jeu) from a local land-based retailer

2: Placed bets at an online sports betting site in [home province] [name of provincial website: BC=BCLC PlayNow; MB=Manitoba Liquor & Lotteries PlayNow; ON→For the online website in Ontario, was this OLG.ca or one of the commercial iGaming websites? (1=OLG.ca; 2=commercial iGaming website; 3=both); QU=Loto-Quebec jeux en ligne; NB,NS,PE,NL=Atlantic Lottery Corporation online games; AB=PlayAlberta; SK=PlayNow (this option not presented to YK,NU,NWT)

3: Placed bets at an online sports betting site located outside of [home province].

4: Made bets with other people at a private residence, your place of work, or some other non-commercial location

5: Placed bets at an illegal/underground land-based sports betting shop or bookmaker

B\_G5d. In the past 12 months, how much money do you estimate you spent on sports betting in a typical month?

- 1: \$0-9
- 2: \$10-19
- 3: \$20-49
- 4: \$50-\$99
- 5: \$100-\$199
- 6: \$200-\$499
- 7: \$500-\$999

8: \$1000 or more, specify \$\_\_\_\_\_ (limit to numerals with 1,000,000 max value)

0: I won more than I lost in the past 12 months on sports betting

B\_G6a. In the past <u>12 months</u>, how often have you bet or spent money playing **bingo**? This includes bingo played while the numbers are drawn, such as at a bingo hall, or an online bingo hall, but excludes instant bingo games like scratch tickets or electronic machines versions of bingo.

0: Never (go to G7a)

- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_G6c. Where did you play bingo (check all that apply)

- 1: At a land-based bingo hall in [home province]
- 2: At a land-based bingo hall outside of [home province]

3: At an online website within [home province] [name of provincial website]. BC=BCLC PlayNow; MB=Manitoba Liquor & Lotteries PlayNow; ON→For the online website in Ontario, was this OLG.ca or one of the commercial iGaming websites? (1=OLG.ca; 2=commercial iGaming website; 3=both); QU=Loto-Quebec jeux en ligne; NB,NS,PE,NL=Atlantic Lottery Corporation online games; AB=PlayAlberta; SK=PlayNow (this option not presented to YK,NU,NWT) 4: At an online website located outside of [home province].

B\_G6d. In the past 12 months, how much money do you estimate you spent playing bingo in a typical month?

- 1: \$0-9
- 2: \$10-19
- 3: \$20-49
- 4: \$50-\$99
- 5: \$100-\$199
- 6: \$200-\$499
- 7: \$500-\$999

8: \$1000 or more, specify \$\_\_\_\_\_ (limit to numerals with 1,000,000 max value)

0: I won more than I lost in the past 12 months on bingo

B\_G7a. In the past <u>12 months</u>, how often have you bet or spent money on <u>other types of gambling</u> that have not yet been mentioned? Examples includes keno, cock fights, dog racing, dog fights, non-casino card or dice games (e.g., rummy, backgammon), video games, board games, television events (e.g., reality show winners), political events, or anything else.

- 0: Never (go to G8)
- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_G7b. What are these other types of gambling you bet money on? (check all that apply)

- 1: Keno
- 2: Bingo
- 3: Kinzo
- 4: Cock fights
- 5: Dog racing
- 6: Dog fights
- 7: Other animal contests
- 8: Non-casino card games (e.g., rummy, euchre, hanafuda (hwatu))
- 9: Non-casino dice games (e.g., backgammon, Yahtzee)
- 10: Video games (i.e., other than electronic video gambling machines in casinos and e-sport competitions)
- 11: Board games
- 12: Televised entertainment events
- 13: Political events

14: Other\_\_\_\_\_[specify]

B\_G7c. Where did you make these bets? (check all that apply)

1: At a land-based gambling venue (casino, bingo hall, racetrack) in [home province]

2: At a land-based gambling venue (casino, bingo hall, racetrack) outside of [home province].

3: At a bar/lounge/club/hotel in [home province]

4: At a bar/lounge/club/hotel outside of [home province].

5: At an online gambling website in [home province] [name of provincial website]. (BC=BCLC PlayNow; MB=Manitoba Liquor & Lotteries PlayNow; ON→For the online website in Ontario, was this OLG.ca or one of the commercial iGaming websites? (1=OLG.ca; 2=commercial iGaming website; 3=both); QU=Loto-Quebec jeux en ligne; NB,NS,PE,NL=Atlantic Lottery Corporation online games; AB=PlayAlberta; SK=PlayNow (this option not presented to YK,NU,NWT)

6: At an online gambling website located outside of [home province].

7: At a land-based underground/illegal casino, card room, or other venue in [home province]

8: At my place of work, a private residence, or some other non-commercial location

9: On a ship in international waters

B\_G7d. In the past <u>12 months</u>, how much money do you estimate you spent on these other types of gambling in a typical month? 1: \$0-9

2: \$10-19

3: \$20-49

4: \$50-\$99

5: \$100-\$199

6: \$200-\$499

7: \$500-\$999

8: \$1000 or more, specify \$\_\_\_\_\_ (limit to numerals with 1,000,000 max value)

0: I won more than I lost in the past 12 months on these other types of gambling

Go to SPECULATION if there has been no participation in any type of gambling in the past 12 months (i.e., B\_GAMBLER=0).

B\_G8. Has your frequency of gambling over the past <u>12 months</u> been steady and regular or more variable and irregular?

1: Very regular and steady

2: Fairly regular and steady

3: Fairly variable and irregular

4: Very variable and irregular

B\_G9. In the past <u>12 months</u>, what is the largest amount of money you have lost to gambling in a single day?

0: \$0

1: \$1-\$199

2: \$200-\$499

3: \$500-\$999

4: \$1000-\$1999

5: \$2000-\$4999

6: \$5000-\$9999

7: \$10000 or more

B\_G10. In the past 12 months, what is the largest amount of money you have won from gambling in a single day?

0: \$0

1: \$1-\$199

2: \$200-\$499

3: \$500-\$999

4: \$1000-\$1999

5: \$2000-\$4999 6: \$5000-\$9999

0. 33000-39999 7. 610000 amman

7: \$10000 or more

B\_G11a. Thinking about all your gambling together, how many separate days in a typical month (30 days) do you gamble?\_\_\_\_\_ (limit to numbers from 0 to 30).

B\_G11b. What about the past 30 days specifically?\_\_\_\_\_ (limit to numbers from 0 to 30).

B\_GAMBLER (0 or 1). Any past year gambling reported on G1a, G2a, G3a, G4a, G5a, G6a, G7a.

B\_ONLINEGAMBLING (0 or 1). Either 3 or 4 on G1c, 3 or 4 G2c, 5 or 6 on G3c, 4 or 5 on G4c, 2 or 3 on G5c, 3 or 4 on G6c, or 5 or 6 on G7c.

B\_GTYPES. Total number of different types of gambling engaged in within past 12 months (G1 – G7, range of 0 to 7).

B\_GTYPES\_Monthly. Total number of different types of gambling engaged in within past 12 months on a monthly or more frequent basis (G1 – G7, range of 0 to 7).

B\_GFREQ. Total combined frequency reported on all types of gambling in past 12 months (range of 0 to 43).

B\_GMAXFREQ. Maximum frequency reported on any type of gambling in past 12 months (range of 0 to 6).

B\_GSPEND. Total 'typical month' spending reported on all types of gambling in past 12 months (using midpoint for each category, i.e., 4, 14, 34, 74, 149, 349, 749, 1000)

B\_ILLEGAL\_ANIMAL\_CONTESTS (0 or 1) (G7b\_4 or G7b\_5 or G7b\_6 or G7b\_7)

B\_ILLEGAL\_CASINOS (0 or 1) (G3c\_7 or G4c\_6)

B\_ILLEGAL\_ONLINE (0 or 1) (G1c\_4 or G2c\_4 or G3c\_6 or G4c\_5 or G5c\_3 or G6c\_4 or G7c\_6)

B\_ILLEGAL\_GAMBLING\_ANY (0 or 1) (any ILLEGAL\_ONLINE, ILLEGAL\_CASINOS, ILLEGAL\_ANIMAL\_CONTESTS)

#### **SPECULATION (S)**

#### Note: these questions were in the Gambling Section in 2018. Also, cryptocurrency has now been added as a type of speculation.

B\_S1. In the past <u>12 months</u>, how often have you engaged in any <u>speculative financial market activities</u>? This refers to things such as cryptocurrency (e.g., Bitcoin, Ethereum, etc.), day trading, penny stocks, shorting, options, currency futures, or placing a wager on the direction or future value of a financial index (e.g., composite index such as TSX, Dow Jones, currency value)? 0: Never (go to GAMBLING MOTIVATION)

1: Less than once a month

2: Once a month

3: Two to three times a month

- 4: Once a week
- 5: Two to three times a week

6: 4 or more times a week

B\_S2. Which specific activities did you engage in? (check all that apply) 1: Cryptocurrency (e.g., Bitcoin, Ethereum, Tether, etc.)

2: Day trading

3: Penny stocks

4: Shorting stocks

5: Options

6: Futures

7: Financial index betting

8: Other\_\_\_\_\_[specify]

B\_S3. In the past <u>12 months</u> how much money do you estimate you are <u>ahead or behind</u> from these speculative financial market activities?

1: Behind by more than \$10000, specify \$\_\_\_\_\_\_ (limit to numerals with range of 10001 to 1,000,000) 2: Behind by between \$5000 - \$9999 3: Behind by between \$2000 - \$4999 4: Behind by between \$1000 - \$1999 5: Behind by between \$1 - \$999 6: Neither behind or ahead 7: Ahead by between \$1 - \$999 8: Ahead by between \$1000 - \$1999 9: Ahead by between \$2000 - \$4999 10: Ahead by between \$5000 - \$9999 11: Ahead by more than \$10000, specify \$\_\_\_\_\_\_ ((limit to numerals with range of 10001 to 1,000,000)

### **GAMBLING MOTIVATION (GM)**

Do not ask GM1a or GM1b to anyone who has not participated in any type of gambling in the past 12 months (i.e., B\_GAMBLER=0)

B\_GM1a. What would you say are the main reasons that you gamble? (check all that apply)

- 1: Excitement/enjoyment/fun
- 2: To win money
- 3: To develop my skills
- 4: To compete or for the challenge
- 5: To socialize
- 6: To support worthy causes

7: To escape, relax, or relieve stress

8: It makes me feel good about myself

9: Other\_\_\_\_\_[specify]

B\_GM1b. What would you say is the <u>primary</u> reason that you gamble? (only select options chosen in B\_GM1a; only accept one response)

1: Excitement/enjoyment/fun

2: To win money 3: To develop my skills 4: To compete or for the challenge 5: To socialize 6: To support worthy causes 7: To escape, relax, or relieve stress 8: It makes me feel good about myself [specify] 9: Other 97: I don't have a primary reason.

B GM2. How important to you is gambling as a leisure or recreational activity?

0: Not at all important

1: Somewhat important

2: Quite important

3: Very important

B GM3. How important is money to you?

0: Not at all important

1: Somewhat important

2: Quite important

3: Very important

#### **GAMBLING CONTEXT (GC)**

The following Gambling Context questions are not asked of non-gamblers and people who only purchase lottery/raffle or instant lottery tickets (i.e., exclude everyone with B\_G3a=0 & B\_G4a=1 & B\_G5a=0 & B\_G6a=0 & B\_G7a=0)

B GC1. In the past <u>12 months</u> have you typically gambled alone or with friends/family?

1: Always alone

2: Mostly alone

3: Sometimes alone and sometimes with friends/family

4: Mostly with friends/family

5: Always with friends/family

B GC2. In the past <u>12 months</u> how often did you drink alcohol when you gambled? (do not ask if B C2 = 0)

1: Always

2: Often

3: Sometimes

4: Rarely

0: Never

B GC3. In the past <u>12 months</u> how often did you smoke, vape or use tobacco when you gambled? (do not ask if B C1 = 0)

1: Always

2: Often

3: Sometimes

4: Rarely

0: Never

B\_GC4. In the past 12 months how often did you use cannabis when you gambled? (do not ask if B\_C3a = 0)

1: Always

2: Often

3: Sometimes

4: Rarely

0: Never

B GC5. In the past 12 months how often did you use stimulants (e.g., cocaine, amphetamine), opiates or opioids (e.g., morphine, codeine, fentanyl, heroin), tranquilizers, ecstasy, or other drugs when you gambled? (do not ask if B\_C4a = 0) 1: Always

#### **GAMBLING SOCIAL EXPOSURE (GE)**

B\_GE1. Did you ever gamble with your parents, grandparents, brothers, or sisters when you were growing up (i.e., prior to age 18)? 0: No

1: Yes, occasionally

2: Yes, regularly

B\_GE2. In the past 12 months, how many of the people that you regularly spend time with have been regular gamblers?

0: None

1: One

2: A few of them

3: Many of them

4: All of them

5: Unsure

B\_GE3. In the past <u>12 months</u>, how many of the people that you regularly socialize with have had gambling problems? Someone is a 'problem gambler' if they have impaired control over their gambling that has caused a significant problem for them or someone in their immediate social network.

0: None

1: One

2: A few of them

3: Many of them

4: All of them

5: Unsure

B\_GE4. How available are opportunities to gamble at your workplace or school (past 12 months)?

1: Not available

2: Available on occasion

3: Readily available if you seek them out

4: Readily available

5: Unsure

97: Not applicable

#### **GAMBLING FALLACIES (GF)**

(Gambling Fallacies Measure; Leonard, Williams & Vokey, 2015)

B\_GF1. Which of the following set of lottery numbers has the greatest probability of being selected as the winning combination?

0: 1, 2, 3, 4, 5, 6

0: 8, 18, 3, 55, 32, 28

1: Each of the above have an equal probability of being selected

B\_GF2. Which gives you the best chance of winning the jackpot on a slot machine?

0: Playing a slot machine that has not had a jackpot in over a month.

0: Playing a slot machine that had a jackpot an hour ago.

1: Your chances of winning the jackpot are the same on both machines.

B\_GF3. How lucky are you? If 10 people's names were put into a hat and one name drawn for a prize, how likely is it that your name would be chosen?

1: About the same likelihood as everyone else

0: Less likely than other people

0: More likely than other people

B\_GF4. If you were to buy a lottery ticket, which would be the best place to buy it from?

0: A place that has sold many previous winning tickets

0: A place that has sold few previous winning tickets

1: One place is as good as another

B\_GF5. A positive attitude or doing good deeds increases your likelihood of winning money when gambling.

- 1: Disagree
- 0: Agree

B\_GF6. A gambler goes to the casino and wins 75% of the time. How many times has he or she likely gone to the casino?

1: 4 times

0: 100 times

0: It is just as likely that he has gone either 4 or 100 times

B\_GF7. You go to a casino with \$100 hoping to double your money. Which strategy gives you the best chance of doing this?

1: Betting all your money on a single bet

0: Betting small amounts of money on several different bets

0: Either strategy gives you an equal chance of doubling your money

B\_GF8. Which game can you consistently win money at if you use the right strategy?

- 0: Slot machines
- 0: Roulette
- 0: Bingo
- 1: None of the above

B\_GF9. Your chances of winning a lottery are better if you are able to choose your own numbers.

- 1: Disagree
- 0: Agree

B\_GF10. You have flipped a coin and correctly guessed 'heads' 5 times in a row. What are the odds that heads will come up on the next flip. Would you say...

1:50%

0: More than 50%

0: Less than 50%

#### B\_GFTOTAL. Higher scores denote greater resistance to fallacies.

#### HARM MINIMIZATION (HM) & RESPONSIBLE GAMBLING

B\_HM1a. In the past <u>12 months</u> have you seen or heard any media or public awareness campaigns to prevent problem gambling in your province (e.g., on television, posters, radio, social media, billboards, etc.)? 0: No (go to HM2a)

1: Yes

B\_HM1b. What impact have these messages had on your gambling expenditure?

0: No impact

- 1: Caused me to decrease my spending
- 2: Caused me to Increase my spending

B\_HM2a. Have you heard of the Canadian Lower Risk Gambling Guidelines?

0: No (go to HM3a)

1: Yes

B\_HM2b. Which of the following do you believe are part of the Canadian Lower Risk Gambling Guidelines?

1: Not regularly gambling on three or more types of gambling

- 2: Not gambling 5 or more days per month
- 3: Not spending more than 1% of your household income on gambling

4: All of the above

#### 5: None of the above

All other HM questions only asked of past year gamblers (B\_GAMBLER=1)

B\_HM3a. In the past <u>12 months</u>, how often did you set a **spending limit** to control your gambling? (modification of CCSA question)
0: never (go to HM4a)
1: rarely (go to HM4a)
2: sometimes
3: usually
4: always
B\_HM3b. How helpful is setting a spending limit in helping you to control your gambling? (CCSA question)

B\_HM3b. How helpful is setting a spending limit in helping you to control your gambling? (CCSA question)
0: not at all helpful
1: mildly helpful
2: somewhat helpful
3: very helpful

B\_HM4a. In the past 12 months, how often did you limit how often you play to control your gambling? (CCSA question)

- 0: never (go to HM5a) 1: rarely (go to HM5a)
- 2: sometimes
- 3: usually 4: always

B HM4b. How helpful is setting a frequency limit in helping you to control your gambling? (CCSA question)

- 0: not at all helpful
- 1: mildly helpful
- 2: somewhat helpful
- 3: very helpful

B\_HM5a. In the past <u>12 months</u>, how often did you limit the **amount of time playing** to control your gambling? (CCSA question) 0: never (go to HM6)

- 1: rarely (go to HM6)
- 2: sometimes
- 3: usually
- 4: always

B\_HM5b. How helpful is setting a time limit in helping you to control your gambling? (CCSA question)

- 0: not at all helpful
- 1: mildly helpful
- 2: somewhat helpful
- 3: very helpful

B\_HM6. Are you a member of any gambling rewards or loyalty program?0: No1: Yes

Do not ask HM7 - 10 questions unless person scored 1-6 on G3a and/or G4a (i.e., has played EGMs or casino table games in the past year).

B\_HM7. In the past <u>12 months</u> how often have you accessed additional money from automatic teller machines or other cash machines when you go gambling at a casino?

- 0: Never
- 1: Occasionally
- 2: Most times that I go

B\_HM8. Have you gambled at a land-based or online casino between the hours of 3am – 9am in the past <u>12 months</u>? 0: No 1: Yes

B_HM9a. Are you aware of the following harm minimization features which are often found in	Aware	Not Aware
Canadian land-based casinos? (check all that apply) Randomize order.	(1)	(0)
1: Printed or online information on gambling myths and/or tips for safer gambling		
2: Printed or online questionnaires that assess whether you are gambling too much or have a		
gambling problem		
3: Responsible 'gambling information terminals' and/or 'gambling information centres' staffed		
by advisors (e.g., 'GameSense')		
4: Ability to put preset limits on time or money on some VLTs and slot machines		
5: Ability to receive statements of your gambling spending and frequency (reward/loyalty card		
members only)		
6: Information on where to get help for gambling problems		
7: Casino self-exclusion (ability to ban yourself from the casino)		

B_HM9b. Have you accessed or used any of these things in the past <u>12 months</u> ? (Provide a list of everything checked off in HM9a and randomize order)	Yes (1)	No (0)
1: Printed or online information on gambling myths and/or tips for safer gambling		
2: Printed or online questionnaires that assess whether you are gambling too much or have a		
gambling problem		
3: Responsible 'gambling information terminals' and/or 'gambling information centres' staffed by		
advisors (e.g., 'GameSense')		
4: Ability to put preset limits on time or money on some VLTs and slot machines		
5: Ability to receive statements of your gambling spending and frequency (reward/loyalty card		
members only)		
6: Information on where to get help for gambling problems		
7: Casino self-exclusion (ability to ban yourself from the casino)		

B_HM9c. Have these things helped in controlling and/or reducing your gambling in the past <u>12</u> months? (Provide a list of everything utilized in HM9b and randomize order)	Yes (1)	No (0)
1: Printed or online information on gambling myths and/or tips for safer gambling		
2: Printed or online questionnaires that assess whether you are gambling too much or have a		
gambling problem		
3: Responsible 'gambling information terminals' and/or 'gambling information centres' staffed		
by advisors (e.g., 'GameSense')		
4: Ability to put preset limits on time or money on some VLTs and slot machines		
5: Ability to receive statements of your gambling spending and frequency (reward/loyalty card		
members only)		
6: Information on where to get help for gambling problems		
7: Casino self-exclusion (ability to ban yourself from the casino)		

# B\_HM10a to B-HM10f only asked of casino self-excluders (i.e., HM9b\_7=1):

B\_HM10a. How long did you self-exclude for?

- 1: 3 months or less
- 2:6 months
- 3: 1 year
- 4: 2 years
- 5: 3 years

6: 5 years

7: more than 5 years

B\_HM10b. Is this the first time you have self-excluded?

1: No

2: Yes

B\_HM10c. Did you re-enter a land-based casino in your province during your period of self-exclusion?

0: No (go to B\_HM11a) 1: Yes, once or twice 2: Yes, several times

B\_HM10d. Were you ever detected?

0: No (go to B\_HM10f) 1: Yes, once 2: Yes, more than once

B\_HM10e. What was the consequence of being detected?\_\_\_\_\_

B\_HM10f. Did you gamble online during your self-exclusion?0: No1: Yes, once or twice

2: Yes, several times

#### HM11a, HM12a, HM12b only asked for online gamblers (ONLINEGAMBLING=1):

B_HM11a. Are you aware of the following harm minimization features that often are present on <b>online</b> gambling websites? (check all that apply) Randomize order.		Aware (1)	Not Aware (0)
1.	Information on gambling myths and/or tips for safer gambling		
2.	Questionnaires that assess whether you are gambling too much or have a gambling problem		
3.	Ability to put preset limits on the size of your deposits, bets, losses and/or time limits		
4.	Ability to get statements of your online history of spending and frequency		
5.	Information on where to get help for gambling problems		
6.	Self-Exclusion/Account suspension		

#### Provide a list of everything checked off in HM11a and randomize order

B_HM11b. Have you accessed or used any of these things in the past <u>12 months</u> ? (check all that apply)		Yes (1)	No (0)
1.	Information on gambling myths and/or tips for safer gambling		
2.	Questionnaires that assess whether you are gambling too much or have a gambling problem		
3.	Ability to put preset limits on the size of your deposits, bets, losses and/or time limits		
4.	Ability to get statements of your online history of spending and frequency		
5.	Information on where to get help for gambling problems		
6.	Self-Exclusion/Account suspension		

Provide a list of everything checked off in HM11b and randomize order

B_HM11c. Have these things helped in controlling and/or reducing your gambling in the past <u>12 months</u> ?		Yes (1)	No (0)
1.	Information on gambling myths and/or tips for safer gambling		
2.	Questionnaires that assess whether you are gambling too much or have a gambling problem		
3.	Ability to put preset limits on the size of your deposits, bets, losses and/or time limits		
4.	Ability to get statements of your online history of spending and frequency		
5.	Information on where to get help for gambling problems		
6.	Self-Exclusion/Account suspension		

B\_HM12a. Have you ever been contacted by your online gambling provider in the past <u>12 months</u> alerting you to the fact that your gambling behaviour might be risky?

0: No (go to HM13a)

1: Yes

B\_HM12b. Did you find this contact helpful or not?

1: Helpful

2: Not helpful

B\_HM13a to B\_HM13d only asked for people who reported using self-exclusion/account suspension (HM11b\_6=1)

B\_HM13a. How many websites did you self-exclude from? 1:1

2: More than 1

B\_HM13b. How long did you self-exclude for? 1: 3 months or less 2: 6 months 3: 1 year 4: 2 years 5: 3 years 6: 5 years 7: more than 5 years

B\_HM13c. Did you gamble at other websites during your self-exclusion?

0: No

1: Yes, once or twice

2: Yes, several times

B\_HM13d. Did you gamble at a land-based casino during your self-exclusion?

0: No

1: Yes, once or twice

2: Yes, several times

#### FAMILY HISTORY OF PROBLEM GAMBLING (FH)

B\_FH1a. Have you or anyone in your immediate family ever had a gambling problem? (i.e., had difficulty controlling their gambling to the extent that it caused significant problems)?

0: No (go to GAMBLING PROBLEMS)

1: Yes

2: Unsure

B\_FH1b. Who was that? (indicate all that apply)

1: Myself

1a. Was that in the past 12 months or prior to that? (check all that apply)

1: Past 12 months 2: Prior to that 3: Both

2: father

2a. Was this your

1: biological father

2: stepfather, or

3: adopted father

3: mother

3a. Was this your 1: biological mother

2: stepmother, or 3: adopted mother

5. auopteu motnei

4: brother(s)

4a. Was this your

1: biological brother

2: stepbrother, or

3: twin brother

4b. Was this your

1: Identical twin brother or

2: non-identical twin brother

5: sister(s)

5a. Was this your

1: biological sister

# 2: stepsister, or

3: twin sister

5b. Was this your

1: Identical twin sister or 2: non-identical twin sister

6: child or children

6a. Was this your

- 1: biological child
- 2: stepchild, or
- 3: adopted child

7: spouse

8: other (grandparent, cousin, nephew, niece, grandchild, etc.)

# **GAMBLING PROBLEMS (GP)**

# GO TO DEMOGRAPHICS unless B\_GMAXFREQ $\geq$ 2 (i.e., has gambled at least once/month on some type of gambling) OR FH1b = 1.

Please answer all of the following questions, even if you think they do not apply to you.

In the past <u>12 months</u> , how often	Never (0)	Sometimes (1)	Most of the time (2)	Almost always (3)
B_GP1. PGSI1. have you bet more than you could really afford to lose?				
B_GP2. PGSI2/PGM13. have you needed to gamble with larger amounts of				
money to get the same feeling of excitement? (PGM13: 1,2,3 recoded to 1)				
B_GP3. PGSI3/PGM9. when you gambled, did you go back another day to try				
to win back the money you lost? (PGM9: 2,3 recoded to 1)				
B_GP4. PGSI4/PGM1a. have you borrowed money or sold anything to get				
money to gamble? (PGM1a: 1,2,3 recoded to 1)				
B_GP5. PGSI8/PGM1b. has your gambling caused any financial problems for				
you or your household? (PGM1b: 1,2,3 recoded to 1)				
B_GP6. PGSI5/PGM15. have you felt that you might have a problem with				
gambling? (PGM15: 1,2,3 recoded to 1)				
B_GP7. PGSI6/PGM4. has your gambling caused you any health problems,				
including stress or anxiety? (PGM4: 2,3 recoded to 1)				
B_GP8. PGSI7/PGM7. have people criticized your betting or told you that you				
had a gambling problem, regardless of whether or not you thought it was				
true? (PGM7: 1,2,3 recoded to 1)				
B_GP9. PGSI9. have you felt guilty about the way you gamble or what				
happens when you gamble?				

In the past 12 months	No (0)	Yes (1)
B GP10. PGM2. Has your involvement in gambling caused significant mental stress in the form of guilt,		
anxiety, or depression for you or someone close to you in the past 12 months?		
B_GP11. PGM3. Has your involvement in gambling caused significant problems in your relationship with		
your spouse/partner, important friends or family, or caused you to repeatedly neglect your children in		
the past 12 months?		
B_GP12. PGM5. Has your involvement in gambling caused significant work or school problems for you		
or someone close to you in the past 12 months or caused you to miss a significant amount of time off		
work or school?		
B_GP13. PGM6. In the past 12 months, has your involvement in gambling caused you or someone close		
to you to write bad cheques, take money that didn't belong to you or commit other illegal acts to		
support your gambling?		
B_GP14. PGM8. In the past 12 months, have you often gambled longer, with more money or more		
frequently than you intended to?		
B_GP15. PGM10a. In the past 12 months, have you made any attempts to reduce, control or stop your	Go to	
gambling?		
B_GP16. PGM10b. Were you successful in these attempts to cut down, control or stop gambling?		

B_GP17. PGM14. In the past 12 months, when you did try cutting down or stopping did you find you	
were very restless or irritable or that you had strong cravings for it?	
B_GP18. PGM11. In the past 12 months, is there anyone else who would say that you had difficulty	
controlling your gambling, regardless of whether you agreed with them or not?	
B_GP19. PGM12. In the past 12 months, would you say you have been preoccupied with gambling?	

B\_PGSITOTAL. Sum of PGSI1 to PGSI9 (range of 0 – 27)

B\_PGSI5PLUS. Scoring 5 or higher on PGSITOTAL.

B\_PGSI8PLUS. Scoring 8 or higher on PGSITOTAL

B\_PGSICATEGORIES. (0=NonProblem; 1-4=At Risk Gambler; 5+=Problem gambler)

B\_PGMHARM. Sum of (PGM1a &PGM1b; maximum score of 1 for both) + PGM2 + PGM3 + PGM4 + PGM5 + PGM6 + PGM7

B\_PGMCONTROL. Sum of PGM8, PGM9, PGM10, PGM11

B\_PGMOTHER. Sum of PGM12, PGM13, PGM14, PGM15

B\_PGMTOTAL. Sum of PGMHARM+PGMCONTROL+PGMOTHER

B\_PGMCATEGORY (Non-Gambling, Recreational Gambling, At-Risk Gambling, Problem Gambling)

B\_PGM\_PG (0=NonProblem; 1=Problem)

#### IF PGSITOTAL < 5 & GP15=0 go to DEMOGRAPHICS IF PGSITOTAL < 5 & GP15=1 go to GP23

B\_GP20. Are your problems most with land-based gambling or online gambling?

1: Land-based

2: Online

3: Both

B\_GP21a. Are there particular types of gambling that have contributed to your problems more than others?

0: No (go to GP22a)

1: Yes

B\_GP21b. Which types of gambling have contributed to your problems? (check all that apply)

1: Lottery or raffle tickets

2: Instant lottery tickets or online instant games

3: Electronic gambling machines (i.e., slot machines, video lottery terminals, electronic roulette, electronic baccarat, electronic blackjack, electronic bingo, electronic keno machines, electronic racing machines) (live or online)

4: Poker

5: Other casino table games (i.e., poker, blackjack, baccarat, roulette, craps, etc.) (live or online)

6: Sports betting

7: Speculative high-risk stocks, options, futures, day trading, or cryptocurrency

8: Other (keno, bingo, cock fights, dog racing, dog fights, non-casino card or dice games (e.g., rummy, backgammon), video games, board games, television events (e.g., reality show winners), political events, or anything else)

B\_GP22a. Are you aware of the problem gambling treatment services in your area?

0: No

1: Yes

# If GP15=0 go to GP29

B\_GP23. When you tried to cut back or stop your gambling in the past year, did you do this primarily on your own or with help from other people?

1: Primarily on my own

2: Primarily with help from others (go to GP26)

B\_GP24. What are the reason(s) you chose to do this on your own rather than seek help? (check all that apply)

1: I did not believe I would need help

2: I was unaware of where to get help

- For your information, this website will show you where to get help in your province: <u>https://www.responsiblegambling.org/for-the-public/problem-gambling-help/find-a-treatment-centre/</u>
- 3: I felt too ashamed to seek help

4: I did not believe that treatment would work for me

B\_GP25. How successful were you in reducing or stopping your gambling?

- 0: Not at all successful
- 1: Somewhat successful
- 2: Quite successful
- 3: Very successful
- B\_GP26. What sort of help did you seek? (check all that apply)
- 1: Support and/or counselling from friends and/or family
- 2: In-person or online counselling from counselor, psychologist, or psychiatrist
- 3: In-person counselling from family doctor
- 4: In-person counselling from pastor, minister, priest, or other religious figure
- 5: Group therapy or support (e.g., Gamblers Anonymous, SMART Recovery)
- 6: Medication from family doctor or psychiatrist
- 7: Self-help materials from books or online
- 8: Casino or online self-exclusion
- 9: Residential or in-patient treatment
- 10: Other\_
- 11. None of the above

## For each one selected in B\_GP26 (except option 1 and 11)

B\_GP27. Do you remember how you found out about this service (check all that apply)?

- 1: I looked for information on the web
- 2: A family member or friend found the information
- 3: I got the information at a gambling venue
- 4: I saw a media announcement about this
- 5: I called a helpline
- 6: I spoke to a health professional (e.g., doctor)
- 7: Other
- 8: Do not remember

#### For each one selected in B\_GP26 (except option 11)

- B\_GP28. How helpful was this assistance in reducing or stopping your gambling?
- 0: Not at all helpful
- 1: Somewhat helpful
- 2: Quite helpful
- 3: Very helpful

B\_GP29. Prior to the last year, have you sought help for gambling problems?

- 0: No (go to DEMOGRAPHICS)
- 1: Yes

# B\_GP30. What sort of help did you seek? (check all that apply)

- 1: Support and/or counselling from friends and/or family
- 2: In-person or online counselling from counselor, psychologist, or psychiatrist
- 3: In-person counselling from family doctor
- 4: In-person counselling from pastor, minister, priest, or other religious figure
- 5: Group therapy or support (e.g., Gamblers Anonymous, SMART Recovery)
- 7: Medication from family doctor or psychiatrist
- 8: Self-help materials from books or online
- 9: Casino or online self-exclusion
- 10: Residential or in-patient treatment
- 11: Other\_\_\_\_\_

#### DEMOGRAPHICS
B\_D2a. Age Group. Four age groupings1: 18-292: 30-493: 50-64

4:65+

B\_D3. What is your current marital status?

1: Single (never married and not living in a common-law relationship)

2: Married or living in a common-law relationship

3: Separated, but still legally married

4: Divorced

5: Widowed

B\_D4. Do you consider yourself to be..... (Sexual Orientation) (CCHS SDC\_R035)

1: Heterosexual (sexual relations with people of the opposite sex)

2: Homosexual, that is lesbian or gay (sexual relations with people of your own sex)

3: Bisexual (sexual relations with people of both sexes)

97: I prefer not to answer

B\_D5a. Do you have any children (biological, stepchildren, or adopted)?

1: Yes

2: No (go to D6)

B\_D5b. How many?

1:1

2: 2

3: 3

4: 4

5:5

6: More than 5

B\_D5c. How many currently live with you?

0:0

1: 1

2: 2

3: 3

4: 4

5: 5

6: More than 5

B\_D5d. Are any of your children a member of the Leger Youth Online Panel (ages 13 – 17)? Leger will match the parent to the adult for us, so this question just serves as confirmation.

0: No

1: Yes

B\_D6. What is the highest level of education you have achieved?<sup>23</sup>

1: Primary level

2: Some Secondary schooling

3: Completion of Secondary school

4: Some Vocational training

5: Completion of Vocational training

6: Some Post-Secondary schooling at college, university or other post-secondary institute

7: A post-secondary certificate, diploma, or degree below a bachelor's degree

8: Bachelor's degree or equivalent

9: Professional degree (e.g., law, medicine) requiring additional education beyond standard bachelor degree

<sup>&</sup>lt;sup>23</sup> Categories based on the International Standard Classification of Education

#### 10: Master's or doctorate degree

#### B\_D6a. Educational level regrouped into the CCHS educational groups.

B\_D7. Which category best describes your current employment situation?

- 1: Employed full-time
- 2: Employed part-time (includes people who may also be retired, or a homemaker, or fulltime student)
- 3: Sick leave, maternity leave, on strike, on disability
- 4: Homemaker and not working for money (go to D8)
- 5: Unemployed (go to D8)
- 6: Full-time student and not working for money (go to D8)
- 7: Retired and not working for money (go to D8)

B\_D8. What is your best estimate of your total household income received by all household members, from all sources, before taxes and deductions in the last calendar year. This includes wages, investments, pensions, support payments, rental income, employment insurance, etc. (modelled after CCHS ADM Q020B)

1: Less than \$20,000 (\$10,000 midpoint) 2: \$20,000 - \$39,000 (\$30,000 midpoint) 3: \$40,000 - \$59,000 (\$50,000 midpoint) 4: \$60,000 - \$79,000 (\$70,000 midpoint) 5: \$80,000 - \$79,000 (\$70,000 midpoint) 6: \$100,000 - \$119,000 (\$110,000 midpoint) 7: \$120,000 - \$139,000 (\$130,000 midpoint) 8: \$140,000 - \$159,000 (\$150,000 midpoint) 9: >\$160,000 (\$180,000 midpoint) 96: uncertain 97: prefer not to answer

B\_D8a. Income groups regrouped into the CCHS Income groups.

B\_D9. What do you estimate your current household debt to be? This would include mortgages, credit cards, loans, car payments, etc.?

1: No debt 2: Less than \$39,000 3: \$40,000 - \$79,000 4: \$80,000 - \$119,000 5: \$120,000 - \$159,000 6: \$160,000 - \$199,000 7: \$200,000 - \$239,000 8: \$240,000 - \$299,000 9: >\$300,000 96: uncertain 97: I prefer not to answer

B\_D10a. Were you born in Canada? (modelled after CCHS SDC\_Q005)0: No1: Yes (go to D11)

B\_D10b. What country were you born in?\_\_\_\_\_\_ 97: I prefer not to answer

B\_D11. What language do you speak most often at home? (modelled after CCHS SDC\_Q026)

2: French

3: Other

B\_D12. What are the main ethnic or cultural origins of your ancestors? (check as many as apply) (modelled after CCHS SDC\_Q010) and research on ethnocultural groupings and their geospatial locations)

<sup>1:</sup> English

1: Western and Northern European (Austria, Belgium, England, France, Iceland, Ireland, Germany, Holland, Scandinavian countries, Scotland, Slovenia, Switzerland) 2: Eastern European (Albania, Belarus, Bosnia & Herzegovina, Bulgaria, Croatia, Czech Republic, Estonia, Greece, Hungary, Latvia,

Lithuania, Macedonia, Moldova, Poland, Romania, Western Russia, Serbia, Slovakia, Ukraine) 3: Southern European (Greece, Italy, Portugal, Spain)

4: Middle Eastern and Arab (Algeria, Bahrain, Egypt, Iraq, Jordan, Kuwait, Lebanon, Libya, Morocco, Oman, Qatar, Saudi Arabia, Syria, Tunisia, UAE, Yemen)

5: Central and Northern Asian (Afghanistan, Eastern Russia, Iran, Kazakhstan, Mongolia, Tajikistan, Turkmenistan, Turkey, Uzbekistan)

6: Chinese

7: South Asian (i.e., India, Pakistan, Sri Lanka, Bangladesh)

8: South-East Asian (i.e., Vietnam, Cambodia, Malaysia, Laos, Thailand, Singapore, Philippines, Indonesia)

9: East Asian (i.e., Korea, Japan)

10: Latin American (i.e., Mexico, all Central American countries, all South American countries)

11: African

12: Indigenous North American (First Nations, Inuk/Inuit, Métis)

12a. Check which one applies: 1: First Nations 2: Inuk/Inuit 3: Métis 97: I prefer not to answer r\_\_\_\_\_\_[specify]

13: Other\_\_\_ 14: Unsure

97: Prefer not to answer

B\_POSTAL. What is your postal code \_\_\_\_\_? (limit to Letter, Number, Letter, Number, Letter, Number) 97: Don't know/Prefer not to answer.

#### PERSONALIZED FEEDBACK

Randomly select 9,900 individuals for the PERSONALIZED FEEDBACK AND GAMBLING REDUCTION APP sections (i.e., exclude 3,000 and send these people to END)

From the group of 9,900 identify the first 3650 people who exceed one or more of the Lower Risk Gambling Guidelines (LRGG): GTYPES\_Monthly  $\geq$  3 &/or G11a  $\geq$  5 &/or GSPEND)/D8 midpoint >1%. Everyone who has not exceeded a LRGG goes to END.

A random 50% of these 3650 people are sent directly to the GAMBLING REDUCTION APP. The other 50% receive the following PERSONALIZED FEEDBACK (before they go to the GAMBLING REDUCTION APP):

Thank you for providing this detailed description of your involvement with gambling. Canada has a set of <u>Lower-Risk Gambling</u> <u>Guidelines</u> to help keep gambling fun. Based on your response to how much you gamble, you exceeded the following guideline(s):

- Regularly gambling on three or more types of gambling (if GTYPES\_Monthly ≥ 3)
- Gambling 5 or more days per month (if G11a > 5)
- Spending more than 1% of your household income on gambling (if GSPEND)/(D8 midpoint) >1%

People who regularly exceed these guidelines are at increased risk of experiencing gambling-related harms such as financial problems, emotional problems and relationship problems. You may wish to reduce your gambling to reduce this risk.

# If PGSITOTAL 1-4 they also receive the following:

You also completed some questions that assess problem gambling. Your response to these questions put you in the At-Risk Category.

# If PGSITOTAL 5 or higher they also receive the following:

You also completed some questions that assess problem gambling. Your response to these questions put you in the Problem Gambling Category. Your gambling may be negatively affecting you and your family. You may want to check out local resources for people who wish to reduce or stop their gambling.

If GFTOTAL <10 provide correct answers to GF questions they got wrong.

People who gamble regularly often feel they have more influence over winning and losing than the reality. You answered 10 questions about how gambling works. You correctly answered some of these questions but for your information, these are the correct answers to the following questions that you did not get correct: GF1. Which of the following set of lottery numbers has the greatest probability of being selected as the winning combination? a: 1, 2, 3, 4, 5, 6 b: 8, 18, 3, 55, 32, 28 c: Each of the above have an equal probability of being selected The correct answer is c. Every number in a lottery has the same chance of being selected, even numbers that do not seem random like 1, 2, 3, 4, 5, 6. GF2. Which gives you the best chance of winning the jackpot on a slot machine? a: Playing a slot machine that has not had a jackpot in over a month. b: Playing a slot machine that had a jackpot an hour ago. c: Your chances of winning the jackpot are the same on both machines. The correct answer is c. Each play is random so the length of time since a jackpot win is not related to when the next jackpot happens. GF3. How lucky are you? If 10 people's names were put into a hat and one name drawn for a prize, how likely is it that your name would be chosen? a: About the same likelihood as everyone else b: Less likely than other people c: More likely than other people The correct answer is a. The odds of winning are the same regardless of whether you feel lucky or unlucky. GF4. If you were to buy a lottery ticket, which would be the best place to buy it from? a: A place that has sold many previous winning tickets b: A place that has sold few previous winning tickets c: One place is as good as another The correct answer is c. The odds of winning are the same for every ticket purchased regardless of where it was purchased. GF5. A positive attitude or doing good deeds increases your likelihood of winning money when gambling. a: Disagree b: Agree The correct answer is a. Positive attitudes and good deeds have no influence on gambling outcomes. GF6. A gambler goes to the casino and wins 75% of the time. How many times has he or she likely gone to the casino? a: 4 times b: 100 times c: It is just as likely that he has gone either 4 or 100 times The correct answer is a. The more someone gambles, the greater the likelihood that their winning percentage will be below 50%. For example, if flipping a coin results in all the flips being 'heads', it is quite possible the coin was flipped 4 times, but virtually impossible if it was flipped 100 times. GF7. You go to a casino with \$100 hoping to double your money. Which strategy gives you the best chance of doing this? a: Betting all your money on a single bet b: Betting small amounts of money on several different bets c: Either strategy gives you an equal chance of doubling your money The correct answer is a. The fewer times you bet, the greater the likelihood that you can exceed the 'expected return'. For example, you have a 50% chance of doubling your money if you bet \$100 on 'heads' coming up in a coin flip. However, if you bet \$1 on the outcome of 100 coin flips, it is extremely unlikely you will be correct all 100 times so as to be able to double your money. GF8. Which game can you consistently win money at if you use the right strategy? a: Slot machines

b: Roulette c: Bingo d: None of the above

The correct answer is d. There is a house advantage built into the odds of winning each of these games. Even if you adopt the best strategy, you will lose over the long term.

GF9. Your chances of winning a lottery are better if you are able to choose your own numbers.

a: Disagree

b: Agree

The correct answer is a. Each number in a lottery has an equal chance of winning. Numbers you choose may feel "lucky" but really have the same chance of winning as any other number.

GF10. You have flipped a coin and correctly guessed 'heads' 5 times in a row. What are the odds that heads will come up on the next flip. Would you say...

a: 50%

b: More than 50%

c: Or less than 50%

The correct answer is a. The chance of a head or tail is 50% each time the coin is flipped. It may feel like a certain outcome is due if it has not occurred, but the coin does not have a memory. It is still 50% each time.

Provide people with the option of saving the above PERSONALIZED FEEDBACK to themselves.

#### GAMBLING REDUCTION APP

B\_APP. We have one final question. Are you interested in accessing a free App designed to help people cut back or stop gambling? If yes, we can give you access to one of two Apps we have developed. Both of these Apps provide information and support about ways you can successfully reduce or stop gambling. If you get the App we will provide a link to a brief follow-up survey in 1, 3 and 12 months to find out about your experience. You will receive an electronic gift card of \$20 to a vendor of your choice for completion of each of these surveys.

0: No I am not interested in receiving the app (go to END)

1: Yes I am interested in receiving the app to help me address my gambling.

Please provide us with your email address: \_\_\_\_\_\_ (must be in form of user@domain.name). We will contact you by email in the next few days and provide you with more information and a link to the app.

END

Thank you for completing this survey. If you have concerns about your mental health please call 1-833-456-4566 toll free (In QC: 1-866-277-3553).

# Appendix G: Youth Online Panel Baseline Survey (OP-Y-B)

Unless specified otherwise the content order and questions are taken from the 2023 <u>Ontario Student Drug Use and Health Survey</u> (OSDUHS). Assuming some bias in the OP-Y-B sample, a weighting variable will subsequently be created to align the OP-Y-B Ontario subsample results to the OSDUHS results based on questions utilized in both surveys.

Would you prefer to complete the survey in English or French? Préfériez-vous répondre à ce questionnaire en anglais ou en français ?

- 1 : English/Anglais
- 2 : Français/French



# This is an adolescent health survey we would like your son or daughter 13-17 years of age to complete. The following provides information about this survey:

Lead Researcher: Dr. Robert Williams, Professor, Faculty of Health Sciences, University of Lethbridge

# What is this study about?

This survey asks questions about school, alcohol and drugs, mental health, social media, videogaming, and gambling.

#### What will you need to do?

The survey will take about 10-15 minutes to finish. Some questions might be sensitive, and your son or daughter can skip any question they don't want to answer. You will receive a Leger reward if your son or daughter completes the survey based on Leger's reward policy (<u>https://www.legeropinion.com/en/terms-of-use/</u>).

# How will the information be used?

The answers from the survey will be combined and used in research papers and presentations. Also, answers from this survey may be used by other researchers in the future, but they cannot link this data to your son or daughter.

# What are the risks and benefits of joining?

There are no expected risks from this study. The information gathered will help us understand adolescent health better in Canada and create better programs to prevent health problems.

# How will your privacy be protected?

Participation is voluntary, and answers will not be linked to your son or daughter personally because the survey does not ask for personal information. Leger will monitor survey completion to make sure you get your reward, but the researchers will not get information from Leger about who you or your son/daughter are personally. Like any online survey, it's impossible to guarantee complete privacy. All survey responses will be stored on a secure computer with limited access. You can see the privacy policy for Leger Research at <a href="http://leger360.com/en-ca/privacy.asp">http://leger360.com/en-ca/privacy.asp</a>.

#### How can you withdraw?

Participation is completely up to you and your son or daughter. They can leave the survey at any time by closing their browser before answers are sent. Submission of responses will be accepted as implied consent to participate.

#### Who is doing this research?

For more information about this study (ethics protocol #PRO00147914) or to get a summary of the results (available after July 2026), you can contact me at <u>robert.williams@uleth.ca</u>. Questions regarding your rights as a participant in this research may be addressed to University of Alberta Research Ethics Board (Phone: 780-492-0302 or Email: <u>research.ethics@uleth.ca</u> or <u>reoffice@ualberta.ca</u>). This research study has been checked for ethical standards and approved by the University of Alberta Research Ethics Board (REB) 2.

Please select one of the following:

- 1: My son or daughter is present and will participate starting now
- 2: My son or daughter will participate at a later time
- 3: My son or daughter will not be participating
- 4: I do not have a son or daughter 13-17 years of age living with me

#### DEMOGRAPHICS

B\_D1. What grade are you in?
1: Grade 7
2: Grade 8
3: Grade 9
4: Grade 10
5: Grade 11
6: Grade 12 (or CEGEP for Quebec)
99: Not currently in school

- B\_D2. How old are you?
- 1: 12 (send to END) 2: 13 3: 14 4: 15 5: 16 6: 17 7: 18 (send to END)
- 8: 19 or older (send to END)
- B\_D3. Please identify your gender (new question)
- 1: male
- 2: female
- 3: other
- B\_D4: What province or territory do you currently live in? (new question)
- 1: Alberta
- 2: British Columbia
- 3: Manitoba
- 4: New Brunswick
- 5: Newfoundland
- 6: Nova Scotia
- 7: Ontario
- 8: Prince Edward Island
- 9: Quebec
- 10: Saskatchewan
- B\_D5: Were you born in Canada? (OP-A question)
- 0: No
- 1: Yes

B\_D6: In our society, people are often described concerning their racial background. For example, some people are considered "Black, "East Asian," "White," etc. Which race category best describes you? Select all that apply.

- 1: Black (African, Afro-Caribbean, African-Canadian)
- 2: East Asian (Chinese, Korean, Japanese, Taiwanese)
- 3: Indigenous (First Nations, Métis, Inuit)
- 4. Latino/Latina/Latinx (Latin American, Hispanic)
- 5: Middle Eastern (Arab, Persian, West Asian)
- 6: South Asian (East Indian, Pakistani, Bangladeshi, Sri Lankan, Indo-Caribbean)
- 7: Southeast Asian (Filipino, Vietnamese, Cambodian, Thai, Indonesian)

8: White (English, German, Irish, Italian, Portuguese, European)

9: Another race category not listed above

B\_D7. Who do you primarily live with? (new question)

1. Mother and father

2. Mother and stepfather

3. Father and stepmother

4. Mother

5. Father

6. Other living arrangement

# B\_D8. How many brothers and sisters do you have? (new question)

0: none (go to D10)

1: one

2: two

3: three

4: four

5: five or more

B\_D9. What is your birth order? (new question)1: I am the oldest2: I am the second oldest3: I am the third oldest

4: I am the fourth oldest

5: I am the five, sixth, or seventh oldest

B\_D10. Do you have a part-time or full-time job? (new question)

0: No

1: Yes, part-time

2: Yes, full-time

B\_D11. How 'well off' is your family compared to other families (in terms of money, standard of living, etc.)? (new question) 1: Very well off 2: Well off

2: Well off

3: About average

4: Below average

99: Unsure

B\_D12. Do you have a debit or credit card? (new question)0: No

1: Yes

B\_D13. Do you have access to your parent or caregiver's debit or credit card? (new question)

0: No

1: Yes

B\_D14. Do you have a smartphone?

0: No

1: Yes

QC1. Please select all the fruits from the following list: (Leger Quality Control question)

1: Squirrel

2: Apple

3: Watermelon

4: Horse

5: Strawberry

#### **EDUCATION**

#### Do not ask E1 and E2 if person not in school (D1=99)

B\_E1. How well do you do in school? (new question)

1: I am a top student

2: I am an above average student

3: I am an average student

4: I am a below average student

B\_E2. In the last 4 weeks (that is, the last 20 school days), how many full days of school did you miss because you were sick or didn't feel like going? (Write "0" if you missed no days.)

I missed \_\_\_\_\_\_ full days of school in the last 4 weeks (limit to numerals with maximum value of 30)

B\_E3. Have you ever been suspended, expelled, or excluded from any school in your lifetime?

1: Yes

0: No

SOCIAL

- B\_S1. How many friends do you currently have? (new question)
- 1: I have many friends
- 2: I have a few friends
- 3: I have only one friend
- 4: I don't really have any friends

B\_S2. How often do you feel lonely?

- 1: Never
- 2: Hardly ever
- 3: Occasionally
- 4: Sometimes
- 5: Often or always

B\_S3. About how many hours a day do you usually spend on social media sites or apps, either posting or browsing?

- 1: less than 1 hour a day
- 2: about 1 hour a day
- 3: 2 hours a day
- 4: 3 to 4 hours a day
- 5: 5 to 6 hours a day
- 6: 7 to 9 hours a day
- 7: 10 or more hours a day
- 8: Use social media, but not every day
- 9: Don't use social media at all

B\_S4a. Do you currently participate in any competitive school sport? (new question)

0: No

- 1: Yes, I compete in a team sport at school (such as soccer, hockey, basketball, etc.)
- 2: Yes, I compete in an individual sport at school (such as track and field, swimming, wrestling, etc.)

B\_S4b. Do you currently participate in competitive sports <u>outside of school</u>? (If you participate in more than one competitive sport, think of the sport you play the most.)

0: No

- 1: Yes, I compete in a team sport (such as soccer, hockey, basketball, etc.)
- 2: Yes, I compete in an individual sport (such as track and field, swimming, wrestling, etc.)

#### GAMING

B\_V1. In the last 12 months, how often did you play video games?

0: Did not play video games in the last 12 months (go to MENTAL HEALTH section)

1: every day or almost every day

2: 4 or 5 times a week

3: 2 or 3 times a week

4: once a week

5: 2 or 3 times a month

6: once a month or less often

B\_V2. In the last 12 months, on days when you played video games, about how many hours a day did you play?

1: Less than 1 hour a day 2: About 1 hour a day 3: 2 hours a day 4: 3 to 4 hours a day 5: 5 to 6 hours a day 6: 7 to 9 hours a day

7: 10 or more hours a day

B\_V3a. How often in the <u>past 12 months</u> have you spent (real) money to buy loot boxes (also known as loot crates or prize crates) in video games? Loot boxes contain a random assortment of virtual items that may provide advantages when playing the game. (OP-A question, as OSDUHS question not well worded)

0: Never (go to MENTAL HEALTH section)

1: Less than once a month

2: Once a month

3: Two to three times a month

4: Once a week

5: Two to three times a week

6: 4 or more times a week

B\_V3b. In the past 12 months, how much money do you estimate you spent on loot boxes in a typical month? (OP-A question)
1: \$0-9
2: \$10-19
3: \$20-49
4: \$50-\$99
5: \$40-50

5: \$100 or more

B_V4. In the <u>past 12 months</u> , has your involvement in video games caused any of the following? (new question which is an analogue of B_G5 to facilitate head-to-head comparisons of prevalence)	Yes (1)	No (0)
Problems at school (missing classes, not handing in work, poor achievement)		
Arguments with friends or family		
Stress, anxiety, or depression		
Worries about money		
Physical health problems		
Problems at work (missing work, poor performance, arguments with coworkers or boss)		
Caused you to often play longer or more frequently than you planned		
Caused you to feel restless or irritated when you could not play video games		
Caused you to make repeated attempts to reduce or control your video gaming		

B\_V4\_TOTAL

#### **MENTAL HEALTH**

B\_M1a. Have you been assessed as having Attention Deficit Hyperactivity Disorder (ADHD)? (new question) 0: No (go to M2)

1: Yes

B\_M1b. Do you currently take medication for Attention Deficit Hyperactivity Disorder (ADHD)? (new question)

0: No

1: Yes

B\_M2. How much do you agree or disagree with the following statement: On the whole, I am satisfied with myself.

- 1: Strongly agree
- 2: Somewhat agree
- 3: Somewhat disagree
- 4: Strongly disagree

B\_M3. How would you rate your mental or emotional health?

- 1: Excellent
- 2: Very Good

3: Good

4: Fair

5: Poor

B\_M4. In the <u>last 12 months</u>, have you seen a doctor, nurse, psychologist or counsellor about your mental or emotional health? (modification of the OSDUHS question)

0: No

1: Yes

B\_M5. In the last 12 months, have you been prescribed medicine to treat anxiety or depression?

1: Yes, for anxiety only

2: Yes, for depression only

3: Yes, for both anxiety and depression

0: No

# SUBSTANCE USE

B\_SU1. In the <u>last 12 months</u>, how often did you **vape** nicotine/tobacco products? ('nicotine/tobacco products' added to OSDUHS question)

- 1: Vaped only once in the last 12 months
- 2: A few times in the last 12 months
- 3: At least once a month
- 4: At least once a week
- 5: A few times a week, but not every day
- 6: 1 or 2 times a day

7: 3 to 5 times a day

8: 6 to 10 times a day

9: 11 or more times a day

0: Did not vape in the last 12 months

B\_SU2. In the <u>last 12 months</u>, how often did you smoke **tobacco cigarettes**? (new response options to parallel the response options of B\_SU1)

1: Smoked only once in the last 12 months

2: A few times in the last 12 months

3: At least once a month

4: At least once a week

5: A few times a week, but not every day

6: 1 or 2 times a day

7: 3 to 5 times a day

8: 6 to 10 times a day9: 11 or more times a day0: Did not smoke in the last 12 months

B\_SU3. In the last 12 months, how often did you drink alcohol – liquor (rum, whiskey, etc.), wine, beer, coolers?

1: Once a month or less often 2: 2 or 3 times a month 3: Once a week 4: 2 or 3 times a week 5: 4 or 5 times a week 6: almost every day – 6 or 7 times a week 0: Did not drink alcohol in the last 12 months

B\_SU4. In the <u>last 12 months</u>, how often did you use **cannabis/marijuana** in any way? (new response options to parallel the response options of B\_SU3)

1: Once a month or less often
 2: 2 or 3 times a month
 3: Once a week
 4: 2 or 3 times a week
 5: 4 or 5 times a week
 6: almost every day – 6 or 7 times a week
 0: Did not use cannabis in the last 12 months

B\_SU5. During the <u>last 12 months</u> how often have you used **other drugs** such as cocaine, amphetamines, hallucinogens (such as LSD, mushrooms, or PCP), heroin, opium, fentanyl, or any other drugs not intended for medical use? "Non-medical" drug use means using it to get high or experience pleasurable effects, see what the effects are like, or use with friends. (new question)

1: Once a month or less often

2: 2 or 3 times a month

3: Once a week

4: 2 or 3 times a week

5: 4 or 5 times a week

6: almost every day – 6 or 7 times a week

0: Did not use any of these drugs in the last 12 months

Only ask B\_SU6 if person has used alcohol, cannabis, or other drugs in the last 12 months (i.e., score of 1 or higher)

B_SU6. In the <u>past 12 months</u> , has your use of alcohol, cannabis, or other drugs caused any of the following? (new question which is analogue of B_G5 for head-to-head comparison of prevalence)	Yes (1)	No (0)
Problems at school (missing classes, not handing in work, poor achievement)		
Arguments with friends or family		
Stress, anxiety, or depression		
Worries about money		
Physical health problems		
Problems at work (missing work, poor performance, arguments with coworkers or boss)		
Made you do something illegal (e.g., steal)		
Caused you to often use longer or more frequently than you planned		
Caused you to feel restless or irritated when you could not use		
Caused you to make repeated attempts to reduce or control your use		

**B\_SU6\_TOTAL** 

QC2. Please indicate your agreement or disagreement with the	Strongly	Somewhat	Somewhat	Strongly	I don't
following: (Leger Quality Control question; options change each time)	agree	agree	disagree	disagree	know
I typically wait for passengers to exit from the from public transportation					
vehicles before trying to enter them					
I believe composting is a responsibility that should be adopted by all					
members of society					
College prepares students for the best possible future					
To ensure we are capturing your answers correctly, please select					
'somewhat disagree' for this statement.					
I think it is important to drink at least 7 glasses of water per day					
University prepares students for the best possible future					
I feel it is important to stay up to date on international new events					
My next vehicle will be gas powered					

#### PARENTS

B\_P1. How well do you currently get along with your parent(s) or primary caregiver(s)? (new question)

- 1: Very well
- 2: Fairly well

3: We have our 'ups and downs'

4: Not very well

B\_P2. How often do your parents or caregivers currently fight or argue between themselves? (not asked for adolescents who endorse response options 4, 5, or 6 in B\_D7) (new question)

- 0: never
- 1: occasionally
- 2: often
- 3: very often

B\_P3. In the last 12 months how often did your parent(s) or caregiver(s) play video games? (new question)

- 0: They did not play video games in the last 12 months
- 1: every day or almost every day
- 2:4 or 5 times a week
- 3: 2 or 3 times a week
- 4: once a week
- 5: 2 or 3 times a month
- 6: once a month or less often
- 99: unsure

B\_P4. In the <u>last 12 months</u> how often did your parent(s) or caregiver(s) drink alcohol, use cannabis/marijuana, or use other recreational drugs? (new question)

1: Once a month or less often
 2: 2 or 3 times a month
 3: Once a week
 4: 2 or 3 times a week
 5: 4 or 5 times a week
 6: almost every day – 6 or 7 times a week
 0: They did not drink alcohol, use cannabis/marijuana, or other recreational drugs in the last 12 months

99: Unsure

B\_P5. In the <u>last 12 months</u> how often did your parent(s) or caregiver(s) gamble (i.e., buy lottery or scratch tickets, go to the casino, bet on sports, play bingo, etc.) (new question)
0: never
1: once a month or less
2: 2-3 times a month
3: once a week

4: 2 or 3 times a week

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5: 4 or 5 times a week
6: almost every day – 6 or 7 times a week
99: unsure

B\_P6. Have you ever gambled with your parents, grandparents, brothers, or sisters? (OP-A question)
O: No
1: Yes, occasionally
2: Yes, regularly

#### ADVERTISING

B\_A1. In the <u>past 12 months</u>, how often have you seen or heard advertisements (e.g., radio, television, print) for lottery or instant lottery (scratch) tickets? (OP-A question)

0: Never

- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week

5: Two to three times a week

6: 4 or more times a week

B\_A2. In the <u>past 12 months</u>, how often would you say you have seen or heard advertisements for casinos (either online or in-person casinos)? (OP-A question)

- 0: Never
- 1: Less than once a month

2: Once a month

- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_A3a. In the past 12 months, how often have you seen or heard advertisements for sports betting? (OP-A question)

- 0: Never (go to A4)
- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_A3b. Did these advertisements involve well-known sports celebrities?

0: No

1: Yes, sometimes

2: Yes, most of the time

B\_A4. In the <u>past 12 months</u>, how often would you say you have seen people on social media (like Instagram or TikTok) place bets on casino games or sports?

- 0: Never
- 1: Less than once a month
- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

B\_A5. In the <u>past 12 months</u>, how often would you say you have seen or heard advertisements for alcohol? (new question)0: Never

1: Less than once a month

2: Once a month

3: Two to three times a month

4: Once a week

5: Two to three times a week

6: 4 or more times a week

B\_A6. In the <u>past 12 months</u>, how often would you say you have seen or heard advertisements for marijuana/cannabis? (new <u>question</u>)

0: Never

1: Less than once a month

- 2: Once a month
- 3: Two to three times a month
- 4: Once a week
- 5: Two to three times a week
- 6: 4 or more times a week

#### GAMBLING FALLACIES (all OP-A questions)

(Gambling Fallacies Measure; Leonard, Williams & Vokey, 2015)

B\_GF1. Which of the following set of lottery numbers has the greatest probability of being selected as the winning combination?

1: 1, 2, 3, 4, 5, 6

2: 8, 18, 3, 55, 32, 28

3: Each of the above have an equal probability of being selected

B\_GF2. Which gives you the best chance of winning the jackpot on a slot machine?

1: Playing a slot machine that has not had a jackpot in over a month.

2: Playing a slot machine that had a jackpot an hour ago.

3: Your chances of winning the jackpot are the same on both machines.

B\_GF3. How lucky are you? If 10 people's names were put into a hat and one name drawn for a prize, how likely is it that <u>your name</u> would be chosen?

1: About the same likelihood as everyone else

2: Less likely than other people

3: More likely than other people

B\_GF4. If you were to buy a lottery ticket, which would be the best place to buy it from?

1: A place that has sold many previous winning tickets

2: A place that has sold few previous winning tickets

3: One place is as good as another

B\_GF5. A positive attitude or doing good deeds increases your likelihood of winning money when gambling.

- 1: Disagree
- 2: Agree

B\_GF6. A gambler goes to the casino and wins 75% of the time. How many times has he or she likely gone to the casino?

1:4 times

2: 100 times

3: It is just as likely that he has gone either 4 or 100 times

B\_GF7. You go to a casino with \$100 hoping to double your money. Which strategy gives you the best chance of doing this?

1: Betting all your money on a single bet

2: Betting small amounts of money on several different bets

3: Either strategy gives you an equal chance of doubling your money

B\_GF8. Which game can you consistently win money at if you use the right strategy? 1: Slot machines 2: Roulette

3: Bingo

4: None of the above

B\_GF9. Your chances of winning a lottery are better if you are able to choose your own numbers.

1: Disagree

2: Agree

B\_GF10. You have flipped a coin and correctly guessed 'heads' 5 times in a row. What are the odds that heads will come up on the next flip. Would you say...

1: 50%

2: More than 50%

3: Less than 50%

B\_GF\_TOTAL. Higher scores denote greater resistance to fallacies.

QC3. Please indicate your agreement or disagreement with the	Strongly	Somewhat	Somewhat	Strongly	I don't
following: (Leger Quality Control question; options change each time)	agree	agree	disagree	disagree	know
I believe my life is "on track"					
To ensure we are capturing your answers correctly, please select					
'somewhat agree' for this statement					
I like to stand out from the crowd					
The general public is understanding towards people who suffer from					
mental health conditions.					
I think others get more out of life than I do					
Exercise is an important part of my week					
I feel accomplished when I create a to do list and check items off					
I prefer a quiet, secure life to an adventurous one					

# GAMBLING

B\_G1. How easy or difficult do you think it is to make money gambling at casinos on things such as slot machines, roulette, blackjack, etc.? (new question)

1: I think it is possible both the first few times and in the long term

2: I think it is possible the first few times but almost impossible in the long term

3: I think it is impossible both the first few times and in the long term

B\_G2. In the past 12 months, have you played any gambling games (e.g., slot machines, poker, blackjack) on free play casino sites? (new question)

0: no

1: yes

B_G3. In the <u>past 12 months</u> , how often have you 'gambled' by betting or spending money or something of material value (e.g., some of your possessions; virtual goods in a video game 'skins'; etc.) on the following activities either in person or online? (this includes having other people placing your bets or buying your tickets for you) (evaluation question used in the <u>Stacked Deck</u> prevention program for high school students)	2 - 7 times/week (4)	1/week (3)	2 - 3 times/month (2)	1/month or less (1)	did not gamble on this activity (0)
Card games (e.g., poker, blackjack)					
Video games					
Dice or board games					
Personal games of skill (e.g., pool, basketball) or challenges/dares					

Sports betting on professional sports (e.g., NHL, NFL, NBA, horse racing, video game competitions (e-sports) and/or daily or season-long fantasy sports		
Lottery or raffle tickets		
Instant lottery tickets (scratch tickets, break-open tickets, pull-tabs)		
Slot machines or any other electronic gambling machine (video poker machine, electronic roulette, electronic blackjack, etc.)		
Other types of gambling (bingo, keno, roulette, betting on TV events)		

B\_TYPES\_TOTAL (number of different types engaged in) (range of 0 - 9) B\_FREQ\_TOTAL (total frequency score) (range of 0 - 36)

# Go to B\_G6 if B\_FREQ\_TOTAL = 0

B\_G4. In the <u>past 12 months</u>, how much money do you estimate you spent on gambling in a typical month? (new question) 1: \$0-9

2: \$10-19

3: \$20-49

4: \$50-\$99

5: \$100 or more

B_G5. In the <u>past 12 months</u> , has your involvement in gambling caused any of the following? (evaluation question used in the <u>Stacked Deck</u> prevention program for high school students)	Yes (1)	No (0)
Problems at school (missing classes, not handing in work, poor achievement)		
Arguments with friends or family		
Worries about money		
Stress, anxiety, or depression		
Physical health problems		
Problems at work (missing work, poor performance, arguments with coworkers or boss)		
Made you do something illegal (e.g., steal)		
Caused you to often gamble longer, with more money or more frequently than you planned		
Caused you to feel restless or irritated when you could not gamble		
Caused you to make repeated attempts to reduce or control your gambling		

# B\_G5\_TOTAL

#### B\_G6. How addictive do you believe each of the following is? (new question)

	Not addictive (0)	Somewhat addictive (1)	Quite addictive (2)	Highly addictive (3)	Unsure (99)
Social media					
Videogaming					
Tobacco					
Alcohol					
Marijuana/Cannabis					
Cocaine					
Methamphetamine					
Gambling					

END

Thank you, you have completed the survey. Our final question concerns whether you completed this survey by yourself or with the help of your parent(s).

H1. Which of the following is true:

- 1: I completed this survey myself, without my parent(s) watching
- 2: I completed this survey myself, but with my parent(s) sometimes watching
- 3: My parents helped me complete this survey

At some point in the future we may contact you again to see whether you would be willing to re-take another similar survey.

If you are worried about your mental health, please call: 1-800-668-6868

# **Appendix H: PGRN Youth Surveys**

# PROBLEM GAMBLING RESOURCES NETWORK

(ALBERTA)

# PRESENTATION EVALUATION

\$	Somewha	t Useful							
1	Not Usefu	l at All							
What di	d you lea	r <b>n</b> about ga	mblir	ıg from t	he pres	entation tod	ay?	7.6	
	in la	w ;)0	40	gon ~	~0~	It true	family	17	ganbli
								_	
			_						
					-				
How wo	uld you r	ate the pre	entat	ion today	/?				
Poor		Good			Exc	ellent			
	1	2		3		(4)			
Do you	have any	other co	nmen	its you v	vould li	ke to make	?		
Do you	have any	other con	ambl	its you v	ng (opt	ike to make	»?		
Do you	have any ittle bit a u played	other con bout your ;	nmen gambl	its you v ing/gami	ng (opti	ike to make	e? 		
Do you [ell us a ] Have yo Games (	have any ittle bit a u played	bout your ;	amen gambl Gold	ing/gami	ing (opti	ional)			
Do you [ell us a ] Have yo Games ( Do you )	have any little bit a u played of choice:	bout your games for $1$	gambl noney Fo(d	ing/gami	ing (opti ast 12 m	ional)			
Do you Fell us a l Have yo Games o Do you j	have any little bit a u played of choice: play video	bout your games for 1	gambl noney Fo(J	ing/gami in the p. 	ing (opti ast 12 m	ional) perifice			
Do you Fell us a l Have yo Games o Do you j Do you j	have any little bit a u played of choice: play video purchase	bout your ; games for r CSGO; games? Y in-app cree	gambl noney Fo(d es_V lits to	ing/gami ing/gami in the p. 	ing (opti ast 12 m	ional) perifice	e? <u>No</u> <u>Robud</u> 2 Yes <u>/</u>	 No	
Do you fell us a l Have yo Games o Do you j Do you j About h	have any little bit a u played of choice: olay video ourchase ow much	bout your ; games for ; CS (-0) games? Y in-app cree time do yo	ambl noney Fo(∂ lits to u spen	ing/gami in the p. -N(YC) 2 No advance	ng (opti ast 12 m	ional) ionths? Yes perifiel in the game games? Per	$\frac{\sqrt{No}}{2}$ $\frac{\sqrt{Robud}}{2}$ $\frac{\sqrt{Ves}}{2}$	No	35