

The Changing Landscape of Addictions

gamBLing

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*“Hold on, I’m going to  
conference in my wrist.”*



# GAMBLING:

Risking something of value in the hope of obtaining something of greater value.

American Psychiatric Association, DSM-5 (2013)

# GAMBLING:

Cards

Dice

Horses

Sporting Events

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# GAMBLING MECHANIZATION



# Technology Advances





# Electronic Information Technology

Transform American home,  
business, manufacturing, school,  
family, and political life.

**teletex** and **videotex** to penetrate  
deeply into daily life

Predicted that by 1998 "Family life  
is not limited to meals, weekend  
outings, and once a year vacations.  
...previous era when family trades  
were passed down from generation  
to generation, and children  
apprenticed to their parents. "

Electronic  
Information  
Technology

Privacy Issues

Opportunities for  
abuse

# GAMBLING MECHANIZATION







## EXTRA ARMORY SLOTS







# SPACE INVADERS™



BALANCE  
£9,998.80

WIN  
£22.00  
Heather A. Chapman, Ph.D. ICGCII

STAKE  
£1.00



# HOW TO GET RICH PLAYING VIDEO GAMES ONLINE

*For the stars of the streaming service Twitch, success means working around the clock.*

By Taylor Clark

November 13, 2017

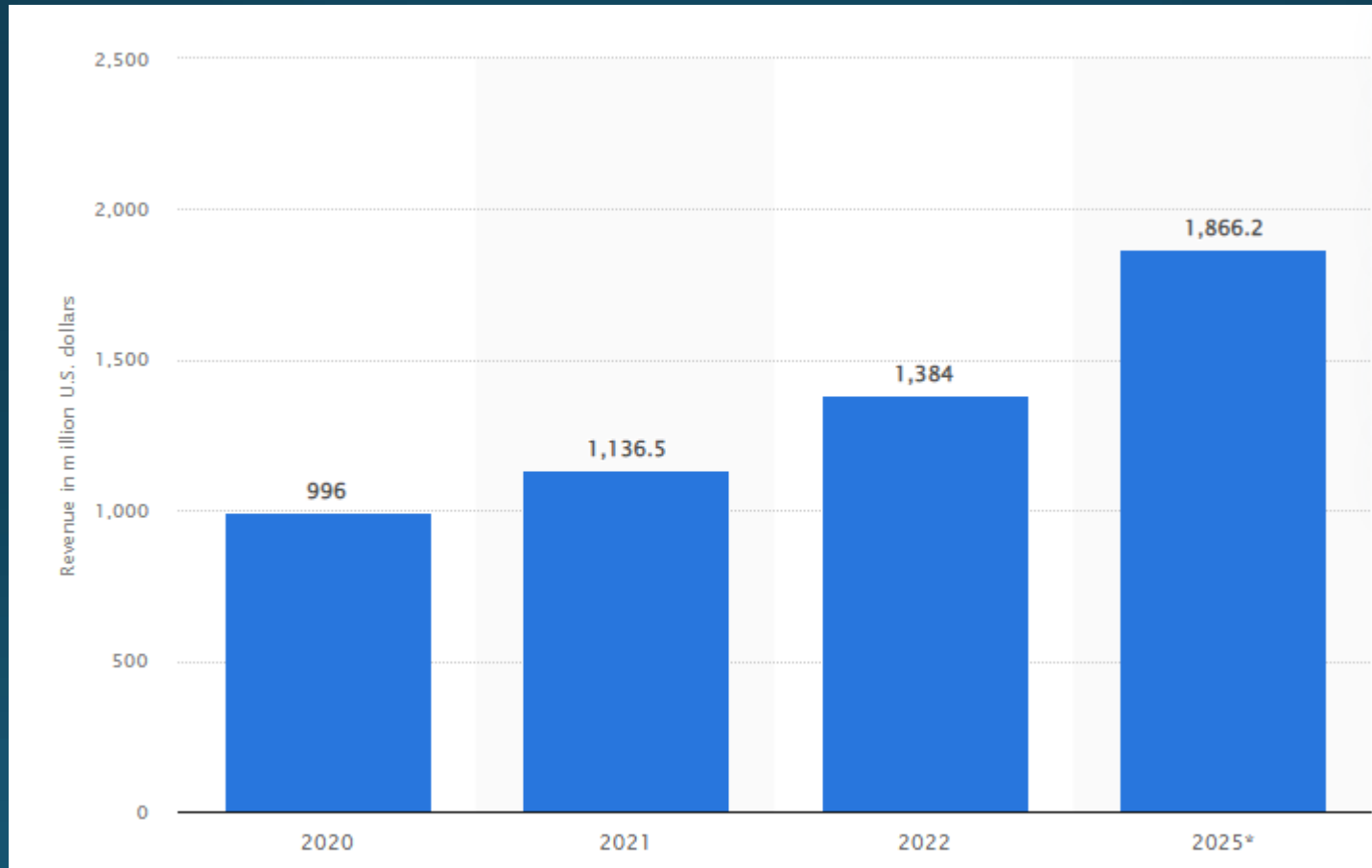
One humid morning this past summer, Omeed Dariani drove his black Tesla sedan through the foothills east of San Diego, looking apprehensive. Dariani is the founder and C.E.O. of Online Performers Group, a talent-management company dedicated to professional video-game streamers, who broadcast their game play and commentary live over the Internet. He is thirty-eight, with a dry, ironic wit and a nervous habit of twirling his goatee, which is rapidly going gray; his clients are, for the most part, young,



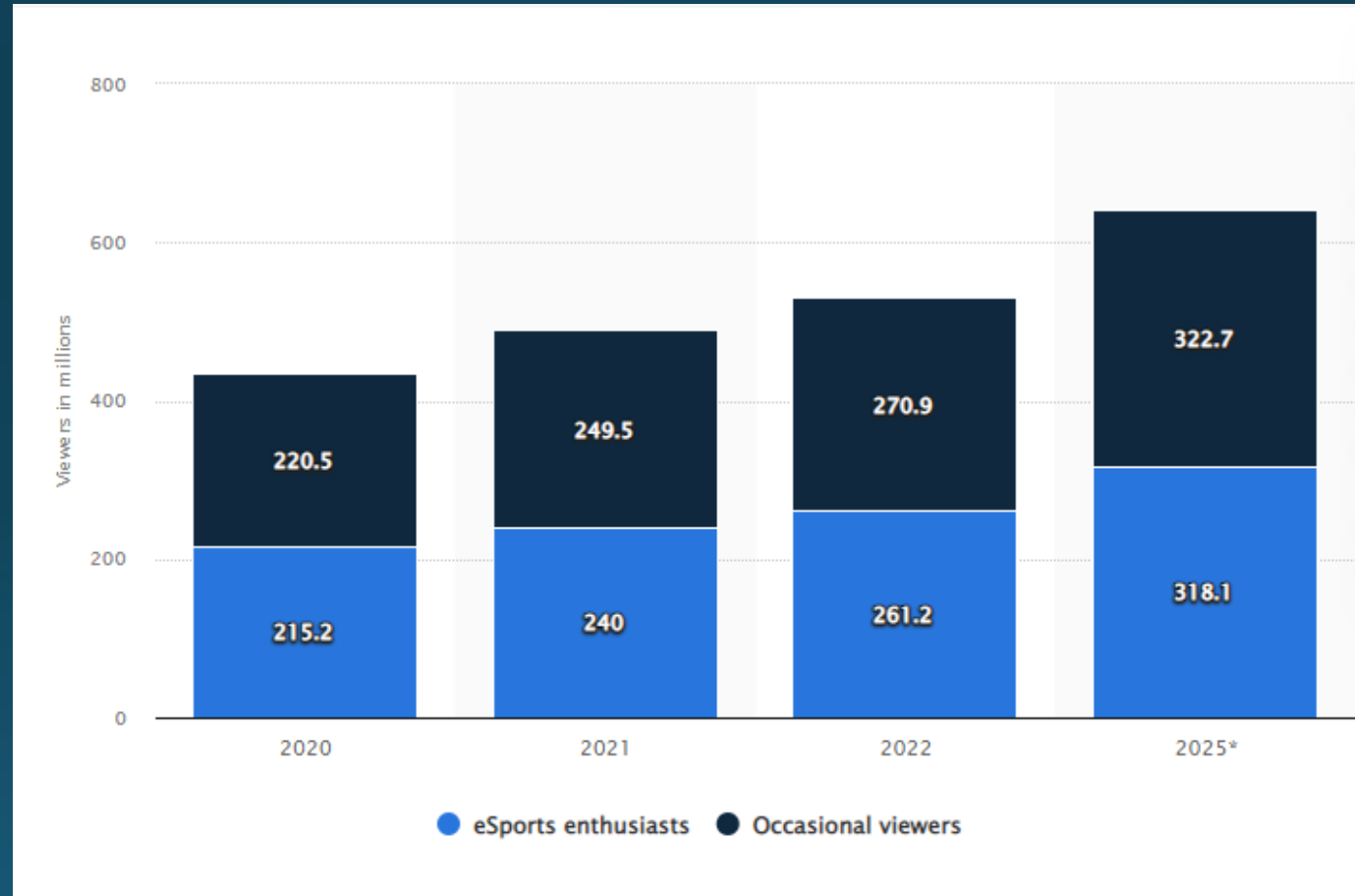
*The most followed players on the platform Twitch earn well into seven figures.* Illustration by Andy Rementer



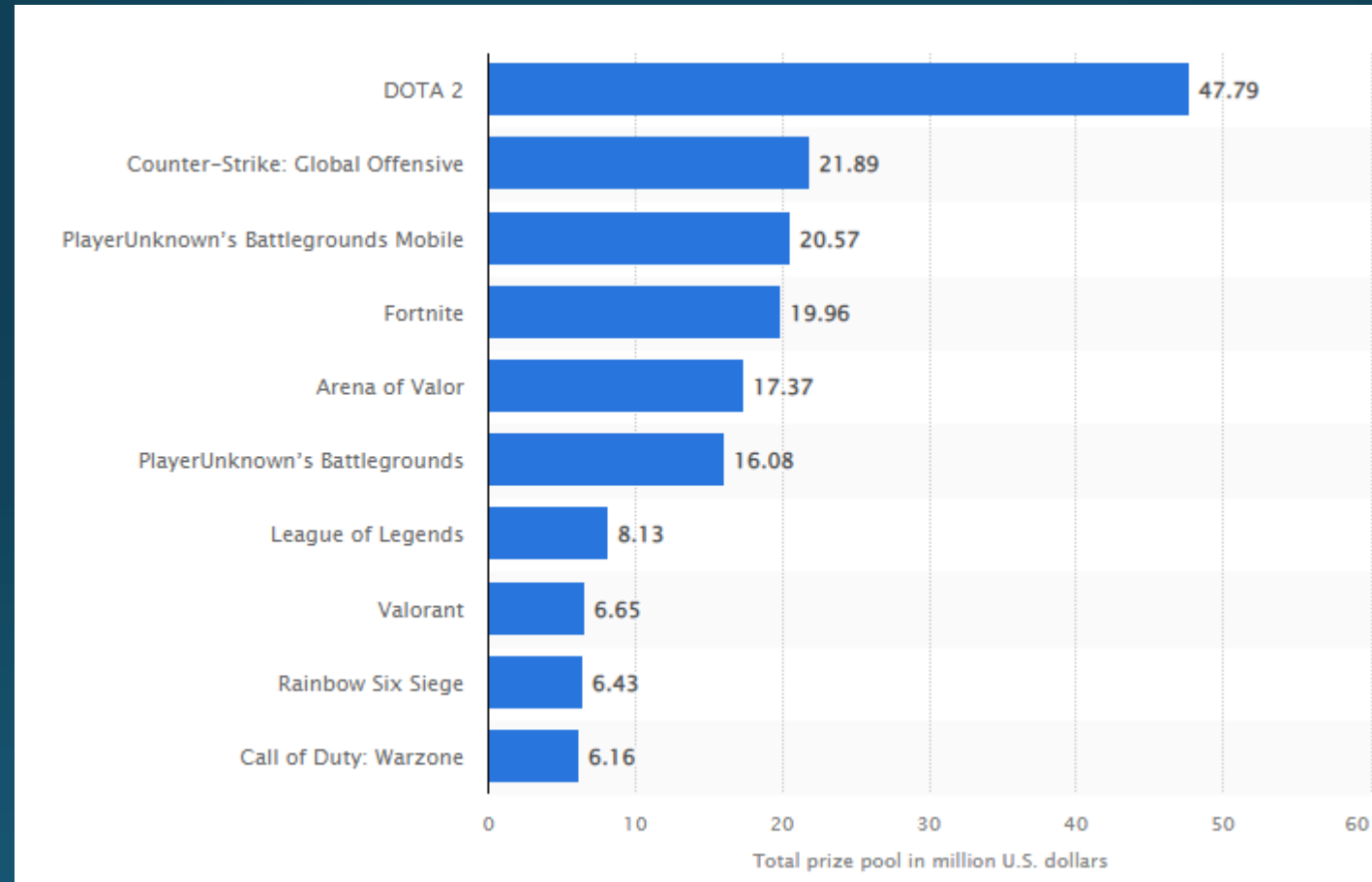
# eSports market revenue worldwide from 2020 to 2025



# eSports audience size worldwide from 2020 to 2025



# Leading eSports games worldwide in 2021, by cumulative tournament prize pool



# Online Gambling

Market Size of the online gambling industry:  
9.5 Billion USD

Most Popular type of online gambling in the US:  
Sports Betting

Frequency of adults betting on online and in person casino games at least once a month in the US:  
11%

# Psychological Consequences

# Electronic Information Technology

Barrage of often irrelevant and  
distracting information on the fly >  
distraction

Current generation of children and  
adolescents have shorted attention  
spans consequent of their increased  
interaction with smartphone tech

# Electronic Information Technology

Marked decrease in productivity

No space between home and action

On demand

Socialization: friends, peer groups and alliances determined electronically creating classes of people based on interests and skills rather than age and social class.



*“Looks like another case of someone over forty trying to understand Snapchat.”*





# Treatment Considerations



*"It keeps me from looking at my phone every two seconds."*



THE NEW YORKER

Feb 4,  
2014

# Treatment Targets

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Anxiety

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Debt

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Loneliness

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Depression

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Suicidality

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Stress related health conditions

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Homelessness

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# Options

## Self-Binding

- Access to money
- Access to tech

## Cognitive reassessment

- Individual and group interventions

## Behavioral redirection

- Exercise
- Recreation
- Nature

## Stress Management

- Physiological sigh breathing

# Making the Connection

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Podcasts

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Facebook and Instagram

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Anonymous Groups

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Counseling

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# GAMBLING WITH LIVES

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# Thank you