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## **BAMBINI E GIOCO D'AZZARDO**

### **Bibliografia**

#### *Internet*

##### *Documenti reperibili in rete (alcuni consultabili in full text)*

*A developmental perspective of gambling behavior in children and adolescents* / Jeffrey L. Derevensky, Rina Gupta, Giuseppe Della Cioppa – in “Journal of Gambling Studies“ - March 1996, Volume 12, Issue 1, pp 49-66

<http://link.springer.com/article/10.1007/BF01533189>

Although it has been determined that gambling is a popular activity amongst the young, there seems to be a lack of studies examining developmental differences in children's gambling behavior. This study examines developmental differences in children's blackjack gambling behavior. One hundred and four students (51 males; 53 females) from grades 4, 6, and 8 completed a questionnaire examining their gambling behavior in general and individually played a computerized blackjack game with the following data being recorded: percentage of accuracy, amounts of money bet, gross winnings, percentage of wins, number of hands played, and end balance. Findings revealed few developmental differences in prevalence and frequency of gambling behavior and performance on a blackjack task. Males were found to wager greater amounts of money and have larger gross winnings than females on the blackjack task. Furthermore, males were more likely to view gambling as involving both large amounts of skill and luck, thus suggesting an illusion of control for gambling activities. The results are discussed from a cognitive developmental perspective. (Editore)

***Correction of Erroneous Perceptions Among Primary School Students Regarding the Notions of Chance and Randomness in Gambling*** / Robert Ladouceur, Francine Ferland, and Patricia-Maude Fournier – 2003

<http://files.eric.ed.gov/fulltext/EJ853619.pdf>

This study evaluated the effectiveness of a gambling prevention program that aimed to correct the notions of chance and randomness among primary school students. The relative effectiveness of two prevention programs aiming to modify erroneous perceptions of gambling as well as the teacher's and specialist's on the psychology of gambling efficiencies to deliver the prevention programs were compared. Results showed that the program administered by a specialist of the psychology of gambling was more effective at decreasing erroneous perceptions than that provided by the teacher. The discussion raises the practical implications of these results for preventing gambling problems among primary school students, as well as the potential role that teachers could play in the implementation of such programs. (Abstract autori)

***Di gioco in gioco: Gioco, emozioni e prevenzione all'azzardo. Uno studio sugli effetti del gioco e dell'azzardo in due scuole primarie*** / A cura di Giovanni Savron e Laura Casanova – pp. 8

<http://gambling.it/images/pdf/digiocoingioco.pdf>

... Nell'ambito del progetto sulla prevenzione del gioco d'azzardo, promosso dall'Assessorato per le Politiche Sociali del Comune di Ravenna, ci siamo volutamente soffermati su una fase di crescita psicologica specifica, quella della preadolescenza e adolescenza, con l'intento di proporre un itinerario esperienziale sui giochi che passasse da quello innocuo a quello pericoloso, dall'emozione positiva a quella negativa, per poi giungere a una maggiore comprensione dell'azzardo e dei suoi rischi. Abbiamo ritenuto che un progetto con gli alunni di V elementare e III media rispondesse alle esigenze di informazione e prevenzione sociale, essendo una fascia di età in cui il gioco e il giocare, sebbene in gradi diversi, rappresenta ancora una parte importante del vissuto quotidiano... (dall'introduzione)

***Gambling Prevention Curriculum Introduced in Philadelphia Schools November 24, 2010 –***

[http://www.paproviders.org/archives/Pages/DA\\_Archive/Gambling\\_Prevention\\_Curriculum\\_112410.shtml](http://www.paproviders.org/archives/Pages/DA_Archive/Gambling_Prevention_Curriculum_112410.shtml)

The Council on Compulsive Gambling has completed its first year of providing gambling prevention programs in Philadelphia schools. In 2009, the Council on Compulsive Gambling of Pennsylvania (CCGP) received a grant from the Bureau of Drug and Alcohol Programs (BDAP) for a three-year pilot program to implement *Smart Choices* in various school districts and colleges across the commonwealth. This prevention program focuses on the inherent risks of gambling and emphasizes positive decision making skills ... (Introduzione)

***Gambling prevention program for teenagers*** / Izabela Ramona Lupu, Viorel Lupu -

In "Journal of Cognitive and Behavioral Psychotherapies" (Impact Factor: 0.3). 01/2013; 13(2):575-584

[https://www.researchgate.net/publication/289350446\\_Gambling\\_prevention\\_program\\_for\\_teenagers](https://www.researchgate.net/publication/289350446_Gambling_prevention_program_for_teenagers)

The purpose of the present study was to compare a program of rational emotive education plus specific primary prevention (developed for restructuring erroneous information about gambling) with a rational emotive education program. Participants were randomized (N = 75, age 12- 13) into three groups: 1) Control; 2) Rational emotive education plus specific information about games using the interactive software "Amazing Chateau"; and 3) Rational emotive education. All teenagers filled a 38 items questionnaire regarding their knowledge about gambling, at the beginning and at the end of the study (after 10 weekly meetings). Each item had three answering options, teenagers being asked to choose only one correct answer. The results of the study confirmed that using primary prevention tools designed specifically for gambling activities, along with programs which improve socio-emotional development, as rational emotive education does, is more efficient than using rational emotive education by itself. Results were maintained at follow up (3, 6, 9, and 12 month). Results demonstrate that school programs should include specific primary prevention activities for gambling along with rational emotive education in order to restructure erroneous information about gambling in teenagers. This study tried to satisfy the need for evidence-based research about prevention programs for gambling, demonstrating that specific prevention programs targeting gambling should be combined with rational emotive education in order to have better and long lasting results. (Editore)

***Gambling Prevention Program Among Children*** / Izabela Ramona Todirita, Viorel Lupu – In "Journal of Gambling Studies" March 2013, Volume 29, Issue 1, pp 161-169

<http://link.springer.com/article/10.1007/s10899-012-9293-1>

Gambling becomes a more frequent activity among children as they have an easy access to the world of the games. In the same time children are at a higher risk for developing problem and/or pathological gambling having erroneous information about how games of chance and games of skill work. The purpose of the study was to compare the influence of specific primary prevention with rational emotive education (REE) on the subjects' knowledge about games. The experimental design randomly assigned children (N = 81, age 12-13, 37 male and 44 female) into three groups: 1. control, 2. specific information about games using the interactive software "Amazing Chateau", and 3. REE.

Marzo 2016/ (Mazza Patrizia)

Bambini e gioco d'azzardo

All children completed a questionnaire with 38 items at the beginning of the study and after 10 weekly interventional meetings. Each item had three answering options, children choosing only one correct answer. Findings indicated that the use of the software significantly improved subjects' knowledge about gambling and corrected their information about how games work. The results of the study confirmed that using specific primary prevention tools for changing erroneous conceptions about games is more efficient than using only REE. The implications of these results for the prevention of gambling problems especially in schools are discussed. (Editore)

***Kids don't gamble... A Gambling prevention program for elementary and middle schools.*** / North American Training Institute (NATI)

<https://nati.org/products/?mode=desc&ID=28>

This curriculum for grades 3-8, is an interdisciplinary program designed to discourage underage gambling through improved critical thinking and problem solving. *WannaBet?* is designed to be integrated into existing units in health, math, and life skills, or used in conjunction with an existing prevention program.

Kit includes: Educator's Guide, Andy's Story DVD, WannaBet? Resource Booklet (additional booklets may be purchased), overhead masters, a bibliography, and a resource list.

Altri kit didattici: <https://nati.org/products/>

***Know Dice: Gambling Awareness for Parents.*** / BC Responsible Gambling Canada – pp. 25

<https://www.bcreponsiblegambling.ca/sites/default/files/content/brochures/prevention/ParentBooklet-YoungerChild.pdf>

This booklet contains information on the risks associated with gambling and ways to speak to your child about this issue. As the promotion of gambling becomes more prevalent on television and elsewhere, children need to be properly informed of the potential risks of gambling. (Introduzione) This informative booklet is full of tips and tools for talking to your kids about gambling. Content is designed for parents/guardians of children up to 12 years old

***L'incroyable château et la ville piégée*** / Kit didattico

[http://youthgambling.mcgill.ca/Gambling2/fr/prevention/tools\\_fr.php](http://youthgambling.mcgill.ca/Gambling2/fr/prevention/tools_fr.php)

Distribués en novembre 2004 à toutes les écoles du Québec, ces outils visent la réduction de l'incidence des problèmes de jeu chez les jeunes et l'adoption de comportements de jeu responsables chez cette même population. Ils sont présentés sous forme de jeu interactif sur cédérom : *L'incroyable château* (niveau I) et *La ville piégée* (niveau II). Le premier s'adresse aux élèves du primaire, de la quatrième à la sixième année, et le second aux élèves de la première à la cinquième secondaire. Comme l'initiation aux jeux d'argent a généralement lieu autour de l'âge de 10 ou 11 ans, il peut être bénéfique de débiter les efforts de prévention dès la quatrième année du primaire. Ces outils éducatifs ont été développés à partir des connaissances acquises au fil des ans lors de travaux de recherche menés auprès de plusieurs groupes de jeunes, joueurs et non joueurs. L'impact de ces outils a été évalué. Les résultats montrent des changements dans les attitudes et les cognitions des participants vis-à-vis **Programme de prévention du jeu pathologique et de sensibilisation - Niveau I** Ce jeu interactif sur cédérom s'adresse aux élèves du 3e cycle du primaire. Par le biais d'activités amusantes les jeunes participants apprennent à faire la différence entre les jeux de hasard et les jeux d'habiletés. Ils se familiarisent également avec des concepts importants liés à la participation aux jeux d'argent (chance, hasard, indépendance des événements, mythes et réalités), à la prise de risques, aux conséquences des dépendances et aux choix responsables. Les activités se déroulent à l'intérieur d'un château où les jeunes naviguent dans des décors aussi divertissants que variés. À la fin de chaque activité, un guide informe les jeunes sur leur niveau de réussite. Leur performance est encouragée par l'octroi de cristaux. Lors des activités de hasard, ces cristaux sont utilisés comme mise. Plus un participant persiste dans ce type d'activité, plus il perd des cristaux. Une rétroaction est toujours fournie aux participants lors de chaque des activités. À la toute fin d'une partie, dont la durée est d'environ 45 minutes, une évaluation personnalisée est fournie à chaque participant. Il est possible de mettre fin à une partie, de la sauvegarder et d'y retourner ultérieurement. Ce jeu est également offert en anglais sous le titre *The Amazing Château*

***Literature review of children and young people's gambling / Commissioned by the Gambling Commission - by Professor Gill Valentine*** Centre for Gambling – September 2008

<http://www.gamblingcommission.gov.uk/pdf/Literature%20review%20of%20children%20and%20young%20peoples%20gambling%20-%20Sept%202008.pdf>

Research findings

This review was commissioned to summarise international evidence about: children and young people's participation in different types of gambling activities; their motivations to gamble; the prevalence of problem gambling among children; and the harms caused to children by gambling (including in later life). It also briefly summarises the regulatory frameworks in place to protect children across a range of international jurisdictions and makes recommendations for further research.

Marzo 2016/ (Mazza Patrizia)

Bambini e gioco d'azzardo



***Lottery Playing Amongst Youth: Implications for Prevention and Social Policy.*** / Jennifer R. Felsher, Jeffrey L. Derevensky, Rina Gupta – in “Journal of Gambling Studies” - June 2004, Volume 20, Issue 2, pp 127-153

<http://link.springer.com/article/10.1023/B:JOGS.0000022306.72513.7c>

Factors associated with lottery ticket purchases, accessibility of lottery products, and lottery playing behaviour amongst 1,072 youth (ages 10–18 years old, mean age 14 years-old) was examined. Playing the lottery was found to be the most popular gambling activity with youth reporting playing all forms of lottery tickets including draws, scratch tickets, and sports lottery tickets. Youth reported beginning to play the lottery at age 12, with scratch ticket participation being amongst the most highly reported type of lottery activity with the youngest age of onset. The vast majority of youth are aware of the legal age to purchase tickets although many believed that there should be no age requirement to purchase any form of lottery ticket. Youth, regardless of their age, reported few if any difficulties in purchasing lottery tickets. Moreover, a third of underage youth reported going to the store specifically to purchase lottery tickets with this behaviour increasing with the age of the participant. This research confirms previous findings that lottery tickets are highly accessible to underage youth despite legal prohibitions. The results provide valuable information that can be subsequently used in the development of responsible social policy and youth gambling prevention programs (Editore)

***Multi-Year Evaluation of the Effectiveness of a Resilience-Based Prevention Program for Young Children /*** Kathleen Bodisch Lynch, Susan Rose Geller, Melinda G. Schmidt – in “Journal of Primary Prevention” March 2004, Volume 24, Issue 3, pp 335-353

This article describes the results of a multi-year, multi-state evaluation of the effectiveness of an early childhood prevention initiative that translates resilience research into practice. Targeted to children in preschool through the early elementary grades, the intervention comprises teacher training, a year-long classroom curriculum, original materials and music, and a companion parent education program. The evaluation methodology evolved from pre-experimental to true experimental design and encompassed multiple program replications. Child outcome data indicate that the intervention is effective in both: (a) strengthening children's social-emotional competence and positive coping skills and (b) suppressing the development of antisocial, aggressive behavior. The systematic process and outcome evaluation of this prevention initiative fills a gap by providing hard evidence of the effectiveness of a developmentally appropriate, research-based intervention for young children. (Editore)

***Online games 'fuel rise in childhood gambling addiction'*** / By Graeme Paton, Education Editor – 10 gennaio 2014

<http://www.telegraph.co.uk/education/educationnews/10563588/Online-games-fuel-rise-in-childhood-gambling-addiction.html>

One of the country's top experts on gambling says schoolchildren need lessons on the dangers of betting because of rising exposure to addictive online poker games

***Our educational prevention programs raise awareness about gambling.***

- For youth aged **8-24** years old
- Offer youth accurate information about gambling and develop the skills to make informed life decisions around risk-taking behaviours
- Give youth access to community resources and other local service providers that can help them with a potential gambling problem
- Provide interactive sessions for adults involved in young people's lives
- Educational workshops for parents, teachers, health professionals, and other agencies and organizations
- Referral to gambling treatment services
- Community involvement and support

<https://ymcagta.org/youth-programs/youth-gambling-awareness-program>

***Parents as Partners: Talking to Your Child About Responsible & Problem Gambling*** / - / BC Responsible Gambling Canada - pp. 13

<https://www.bcreponsiblegambling.ca/sites/default/files/content/brochures/prevention/ParentBooklet-OlderChild.pdf>

We hope you will find this booklet useful. It contains information on both gaming and gambling and ways to speak to your child about both issues. Even though you may feel like you have little influence over the choices your teenager makes, research shows that parents play a vital role in helping to reduce the risk of teenage problem gambling. (Introduzione)

***Predicting early gambling in children.*** / Vitaro, Frank; Wanner, Brigitte - in “Psychology of Addictive Behaviors” - Vol 25(1), Mar 2011, 118-126

<http://dx.doi.org/10.1037/a0021109>

This large population-based study (N = 1,125) examined whether low inhibition (i.e., low anxiety) predicted early gambling, above and beyond disinhibition (i.e., impulsivity) and whether the two personal dispositions operated independently or interactively. It also examined whether the predictive role of these personal dispositions towards early gambling depended on parent gambling. Children's personal dispositions were assessed at ages 6, 7, and 8 years through teacher ratings. Parent gambling participation and gambling problems were assessed when the children were 8 years old. Finally, children's early gambling was measured through self-reports when the children were 10 years old. Results showed that teacher-rated impulsivity predicted early gambling for both genders. In addition, low anxiety predicted early gambling behavior, above and beyond impulsivity and control variables, albeit only in boys. Impulsivity and anxiety did not interact with each other, nor did they interact with parent gambling in predicting early gambling. However, parent gambling participation, but not problems, additively predicted early gambling for boys and for girls. The theoretical and practical implications of these findings are discussed. (PsycINFO Database Record (c) 2012 APA, all rights reserved)

***Prévention des problèmes d'adaptation chez les enfants et les adolescents - Tome II: Les problèmes externalisés.*** / sous la dir. De Frank Vitaro, Claude Gagnon – Montréal : presses de l'Université de Québec, 2003 – pp. 550 – Chapitre 8 p. 379

Cet ouvrage vise deux objectifs : cerner les facteurs de risque et de protection associés à une variété de problèmes d'adaptation chez les jeunes et, surtout, décrire les programmes de prévention disponibles en insistant sur ceux qui se sont révélés efficaces. Plusieurs éléments d'ordre théorique et méthodologique sont abordés au passage. Enfin, certains enjeux sociopolitiques sont débattus. L'ouvrage s'adresse aux étudiants, chercheurs et praticiens qui veulent faire le point sur les connaissances actuelles en matière de prévention auprès des jeunes. Dans le premier tome portant sur les problèmes internalisés, les auteurs traitent des éléments conceptuels et stratégiques comme le dépistage des individus ou des groupes à risque, l'évaluation des programmes de prévention ou les stratégies pour susciter la participation des parents à ces programmes. (Editeur)

***Prevention of Problem Gambling: Modifying Misconceptions and Increasing Knowledge Among Canadian Youths*** / Robert Ladouceur, Francine Ferland, Frank Vitaro – in “Journal of Primary Prevention” November 2004, Volume 25, Issue 3, pp 329-335

Research on gambling demonstrates that youths are involved in gambling activities. As they take part in these activities, young people develop and maintain irrational thoughts about gambling and become at risk for developing severe gambling problems. In a previous study, a French video was designed specifically to correct misconceptions and increase knowledge about gambling (Ferland, Ladouceur, & Vitaro, 2002). Findings indicated that the video significantly improves subjects' knowledge about gambling and corrects their misconceptions. The present study aims to evaluate the effectiveness of the English version of that video. The sample comprised 506 grade 7 and 8 English speaking students from Canada. The results confirmed the efficacy of the video in increasing knowledge of gambling and correcting misconceptions concerning the outcome of these games. The implications of these results for the prevention of gambling problems are discussed (Editore)

***Principles of Substance Abuse Prevention for Early Childhood: a Research Based Guide*** – National Institut on Drug Abuse

<https://www.drugabuse.gov/publications/principles-substance-abuse-prevention-early-childhood/introduction>

Substance abuse and addiction are preventable disorders that interfere with normal healthy functioning, contributing to physical and behavioral health problems, injuries, lost income and productivity, and family dysfunction. While substance use generally begins during the adolescent years, there are known biological, psychological, social, and environmental factors that contribute to the risk that begin accumulating as early as the prenatal period. This creates opportunities to intervene very early in an individual's life and thereby prevent substance use disorders—and, along with them, a range of other related behavioral problems—long before they would normally manifest themselves.

The second edition of NIDA's *Preventing Drug Abuse Among Children and Adolescents* (2003) noted that "early intervention can prevent many adolescent risks." This special supplement to that volume reflects a growing body of research that has continued to accumulate showing that providing a stable home environment, adequate nutrition, physical and cognitive stimulation, warm supportive parenting, and good classroom management in the early years of a child's life (prenatal through age 8) can lead the child to develop strong self-regulation (i.e., emotional and behavioral control) and other qualities that protect against a multitude of risks and increase the likelihood of positive developmental outcomes. Positive effects of these interventions include delayed initiation and decreased use of drugs when the child reaches adolescence.

By adolescence, children's attitudes, behaviors, family interactions, and relationships—factors that may influence propensity to try or become addicted to drugs—are well established and not as easily changed. For young children already exhibiting serious risk factors for later drug use, delaying intervention until later childhood or adolescence may make it more difficult to overcome accumulated risk factors and achieve positive outcomes... (Introduzione)

***Problem gambling prevention resource guide for prevention professionals*** / Jeffrey J. Marotta, Julie Hynes – August 2003 - Salem, OR. Oregon Department of Human Services, Office of Mental Health & Addiction Services

[http://kdads.ks.gov/docs/default-source/CSP/CSP-Documents/bhs-documents/provider\\_reports/problem\\_gambling\\_prevention\\_guide.pdf?sfvrsn=2](http://kdads.ks.gov/docs/default-source/CSP/CSP-Documents/bhs-documents/provider_reports/problem_gambling_prevention_guide.pdf?sfvrsn=2)

***Risk-taking/gambling-like behavior in preschool children.*** / Kearney C.A., Drabman R.S. – In "J Gambl Stud. 1992" - Sep;8(3) - 287-97

<http://link.springer.com/article/10.1007%2FBF01014654>

The types and characteristics of risk-taking or gambling-like behaviors in children are not well understood. Social learning, as one potential etiological factor of risktaking behavior in preschool children, was empirically examined. Prior to playing a risk-taking game, children in the experimental group were exposed to a peer model who had ostensibly won a large prize, whereas control children were exposed to a peer model who had won nothing. Children in the experimental group initiated more risks to win the large prize in the high-risk situation than children in the control group. The results indicated that modeling can enhance risk-taking/gambling-like behavior in young children. Parallels to compulsive gambling in adults, and recommendations for future research were also discussed. (Editore)

***Stacked Deck: An Effective, School-based Program for the Prevention of Problem Gambling*** / Robert J. Williams; Robert T. Wood; Shawn R. Currie – in "The Journal of Primary Prevention", 2010;31(3):109-125

<http://link.springer.com/article/10.1007%2Fs10935-010-0212-x#/page-1>

School-based prevention programs are an important component of problem gambling prevention, but empirically effective programs are lacking. Stacked Deck is a set of 5–6 interactive lessons that teach about the history of gambling; the true odds and "house edge"; gambling fallacies; signs, risk factors, and causes of problem gambling; and skills for good decision making and problem solving. An overriding theme of the program is to approach life as a "smart gambler" by determining the odds and weighing the pros versus cons of your actions. A total of 949 grade 9–12 students in 10 schools throughout southern Alberta received the program and completed baseline and follow-up measures. These students were compared to 291 students in 4 control schools. Four months after receiving the program, students in the intervention group had significantly more negative attitudes toward gambling, improved knowledge about gambling and problem gambling, improved resistance to gambling fallacies, improved decision making and problem solving, decreased gambling frequency, and decreased rates of problem gambling. There was no change in involvement in high risk activities or money lost gambling. These results indicate that Stacked Deck is a promising curriculum for the prevention of problem gambling. (Editore)

***The Effects of Modeling and Experience on Young Children's Persistence at a Gambling Game*** / George C. Tremblay, Loreen Huffman, Ronald S. Drabman – in "Journal of Gambling Studies" - December 1998, Volume 14, Issue 2, pp 193-210

Gambling is common among children and adolescents, but little is known about factors initiating or maintaining this behavior. Fifty-one male and 51 female kindergarten and first grade children were invited to play a game involving repeated opportunities to select colored chips from a cup while blindfolded. Children playing for tangible incentives elected to play longer than those who were not ( $p < .001$ ). Seeing a videotaped model win or fail to win a large prize had no effect on persistence with the game. Playing again one week later, children playing for incentives exhibited a more successful strategy, quitting sooner ( $p < .04$ ) and with more winnings ( $p < .03$ ). The parameters of experiential versus observational learning are discussed, with implications for educating children about risk-taking. (Editore)

***The prevention of gambling problems in youth: a conceptual framework.*** / Dickson LM, Derevensky JL, Gupta R. – in “J Gambl Stud. “ - 2002 Summer;18(2):97-159.

Despite increased awareness of the need to begin educating young children about the potential dangers of gambling, empirical knowledge of the prevention of adolescent problem gambling and its translation into science-based prevention initiatives is scarce. This paper poses the question of whether or not the common elements of tobacco, alcohol, and illicit drug abuse prevention programs can be applied to gambling prevention. Common risk and protective factors across addictions, including gambling, appear to point to the need to develop a general model of primary, secondary, and tertiary prevention. The authors present the need for science-based prevention initiatives and describe a general adolescent risk-taking model as a basis for science-based prevention of adolescent problem gambling and other risk behaviors. (Editore)

***The relationship between gambling and video-game playing behavior in children and adolescents*** / Rina Gupta, Jeffrey L. Derevensky – in “Journal of Gambling Studies” December 1996, Volume 12, Issue 4, pp 375-394

<http://link.springer.com/article/10.1007%2FBF01539183#page-1>

It is suggested that commercial video-games (e.g. *Nintendo & Sega*) and gambling activities have similar attractive features and intermittent reinforcement schedules. This research seeks to examine the nature of this relationship amongst children. One hundred and four children aged 9 to 14, from grades 4, 6, and 8, participated. A questionnaire exploring issues related to video-game playing and gambling behavior in children and adolescents was completed and a computerized blackjack game was individually administered. High frequency video-game players were compared to low frequency video-game players with respect to their gambling performance on the blackjack gambling task as well as on information gathered from the questionnaire.

Of particular concern is the risk-taking strategies used by avid video-game players, whether or not children perceive gambling and video-games as involving similar amounts of skill or whether they realize that gambling is primarily a game of chance. The findings, in general, suggest that high frequency video-game players gamble more than low frequency video-game players, report that gambling makes them feel more important, and take greater risks on the blackjack gambling task although no overall differences in success were found. Males exhibited greater risk-taking tendencies on the blackjack task than females. The clinical implications of the findings are addressed. (Editore)

***Tina et Toni aident les enfants à gagner de l'estime de soi*** / Suisse Addiction

[http://www.suchtschweiz.ch/fr/actualites/communiqués-de-presse/article/tina-et-toni-aident-les-enfants-a-gagner-de-lestime-de-soi/?tx\\_ttnews%25BbackPid%255D=16&cHash=4cc39bed11895f321c9b9afe3f66170c](http://www.suchtschweiz.ch/fr/actualites/communiqués-de-presse/article/tina-et-toni-aident-les-enfants-a-gagner-de-lestime-de-soi/?tx_ttnews%25BbackPid%255D=16&cHash=4cc39bed11895f321c9b9afe3f66170c)

La prévention des addictions commence dès le plus jeune âge. Addiction Info Suisse a mis sur pied un programme de prévention globale pour les enfants de 4 à 6 ans téléchargeable gratuitement sur internet. Objectif: offrir des moments de jeu constructif et de détente pour permettre aux enfants de développer leurs compétences psychosociales. Addiction Info Suisse développe l'étendue de ses offres de prévention pour les enfants. Le programme Tina et Toni est destiné aux enfants de 4 à 6 ans et a été élaboré à la demande des unités d'accueil extrascolaires de Suisse romande. Son objectif est de développer les compétences individuelles des enfants et de favoriser le mieux vivre ensemble. «Avec Tina et Toni, nous entendons renforcer la confiance et l'estime de soi des jeunes enfants. C'est sur ce socle que se construit le développement d'autres compétences psychosociales», précise Geneviève Praplan, responsable du projet. (*Introduzione*)

***Youth Gambling Awareness Program*** / The National Capital Region YMCA-YWCA

<http://www.ymcaywca.ca/Youth/gamblingprogram/>

The Youth Gambling Awareness Program is a free service designed to help youth, and those who work with or influence youth, between the ages of 8 and 24 identify and deal with potentially addictive behaviours like gambling. Working directly with you, your parents, your teachers, or other health professionals, we provide: Prevention and education programs to help reduce the potential harm associated with youth gambling, including curriculum support and risk assessments - Community awareness sessions, including presentations to schools and youth organizations - Information that will help you weigh the costs and benefits of gambling - Decision-making and coping strategies that will help you remain a responsible member of the community - Referral to gambling treatment services Studies show that gambling patterns often can begin as early as the age of eight. Using a harm reduction approach, the YMCA-YWCA aims to provide youth with the skills they need to become happy, healthy, and productive adults. (*Introduzione*)

*Youth Gambling Prevention Programs : the Learning Lamp offers gambling prevention programs for students in all age groups. –*

<http://www.thelearninglamp.org/for-schools/prevention-programs/youth-gambling-prevention-programs/>

Our prevention specialists work with public and non-public schools throughout south central Pennsylvania to implement research-based prevention programs with fidelity and flexibility. These programs are free to schools, aligned with PA core standards and specially designed to help curb drug and alcohol use, decrease violence and bullying, reduce aggression and antisocial behaviors, dispel myths about gambling and build positive character traits in children. Our programs include:

## *Libri/Documentazione*

***Dipendenze senza sostanza : prevenzione e terapia : atti del Convegno Rete nuove dipendenze patologiche -***  
Francavilla al Mare : Psiconline, 2010 – pp. 152 (Punti di vista)

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS DS DR XXI /226

Il volume raccoglie gli atti del 1° Convegno Nazionale "Dipendenze non da sostanza: terapia e prevenzione", svoltosi a Firenze l'8 novembre 2008. Le nuove dipendenze, tra queste le internet dipendenze, la dipendenza da cellulare, il gioco d'azzardo patologico, la dipendenza sessuale, la dipendenza affettiva, lo shopping compulsivo, la dipendenza da lavoro si caratterizzano per l'assenza di una dipendenza da sostanza, ma per la presenza di distorsioni dello stile cognitivo, comportamenti compulsivi e problematici, ossessioni, disturbi di personalità, difficoltà relazionali e affettive, isolamento e ritiro sociale. Ansia, depressione, pensieri a contenuto ossessivo, compulsioni, compromissione della qualità della vita e delle capacità critiche e ideative, basso livello di autostima, centralità del comportamento dipendente sono comuni alle diverse dipendenze. Particolare attenzione va posta alla trasversalità anagrafica, sociale ed economica delle nuove dipendenze che coinvolgono bambini, adolescenti, adulti, anziani, maschi e femmine. I contributi dei Relatori del Convegno, qui raccolti, offrono al lettore studi, dati, riflessioni, conoscenze, tecniche di intervento in merito alle nuove dipendenze, fenomeno recente nel panorama scientifico-culturale italiano. (Alice)

***Evaluation de programme expérimental sur le jeu pathologique: Rapport 3: revue critique de la littérature portant sur les évaluations d'interventions préventives.*** / Elisabeth Papineau, Serge Chevalier Québec: Institut national de santé publique, 2008 – pp. 42

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS da catalogare

Dans le cadre de son mandat d'évaluation du programme expérimental sur le jeu pathologique, l'INSPQ a produit une revue critique de la littérature portant sur les évaluations d'interventions préventives. Une analyse des initiatives mondiales en matière de jeu pathologique démontre que les concepts de jeu responsable et de réduction des méfaits se sont répandus et ont donné lieu dans la dernière décennie à une grande quantité d'initiatives gouvernementales ou privées pour freiner l'évolution du jeu pathologique. Ces initiatives de prévention primaire et secondaire, incluent des services de ligne téléphonique d'aide au joueur, d'autoexclusion des casinos, le monitoring de joueurs à risque, la dissémination de matériel informatif ou préventif (vidéos, brochures ou autres) dans le cadre de vastes campagnes nationales, dans le milieu scolaire ou localisées sur les lieux de jeu, ou encore l'introduction de dispositifs de responsabilisation et d'information sur les appareils électroniques de jeu. La plupart des initiatives de prévention ont en commun de n'avoir pas été évaluées de façon systématique bien qu'une tendance en ce sens se dessine : l'évaluation de programme constitue en effet de plus en plus soit un outil politique de légitimation, soit un outil stratégique d'amélioration des programmes de prévention. Onze évaluations de programmes de prévention primaire et secondaire ont été repérées, décrites et analysées dans la présente revue de littérature. Les éléments suivants ont été constatés : absence fréquente de mention des buts visés par le programme; absence généralisée de cadre théorique sur les étapes de progression vers le jeu pathologique et de cadre théorique sur les modifications d'attitude et de comportement; inadéquation des moments de l'évaluation amenant souvent à des diagnostics d'échec; inadéquation des outils d'évaluation avec le programme de prévention et sa clientèle; absence généralisée de pré-tests; absence généralisée d'informations sur les effets d'abstention, sur les taux de réponse et d'attrition. À un niveau théorique général, l'analyse de ces évaluations a permis de faire ressortir les points suivants : l'évaluation est importante non seulement comme outil d'estimation de l'efficacité d'un programme de prévention mais elle doit être pensée au moment de l'élaboration de ce dernier, intervenir comme outil de reconfiguration de ce programme. Par ailleurs, les vellétés d'objectivité dans l'évaluation sont louables mais difficilement atteignables : l'agenda qui préside à l'évaluation est déjà un parti pris qu'un outillage méthodologique scientifique ne saurait totalement éclipser. Finalement, plusieurs chercheurs impliqués dans ces évaluations concluent à la nécessité d'intégration de programmes, comme dans le couplage, par exemple, de programmes d'autoexclusion et de maillage avec des services professionnels, ou le couplage pour les jeunes de séances d'information par un professionnel avec le visionnement d'un vidéo de sensibilisation. Cette tendance impliquerait la mise au point d'outils méthodologiques d'évaluation sophistiqués, vraiment adaptés à la problématique du jeu pathologique, une plus grande rigueur dans la tenue de ces évaluations, une plus grande rigueur dans l'utilisation des résultats de ces évaluations. (Riassunto autori)

***Grenzenlos? [Videoregistrazione] : Aufwachsen in der Konsumgesellschaft : ein Film für Eltern mit Kindern zwischen 6 und 16 Jahren*** / Sibilla Schuh ; Yvette Brunner-Weinmann ; Isabelle Agnes Cart- Bern : Schulverlag bmv, 2004 - 1 DVD-Video (ca. 29 min.) + 1 Brochure

In allegato: brochure con spiegazioni sul contenuto del DVD all'indirizzo dei genitori in diverse lingue (deutsch, albanisch, englisch, französisch, italienisch, portugiesisch, serbisch-koratisch-bosnisch, somalisch, spanisch, tamilisch, thailändisch, türkisch)

Wo brauchen Kinder und Jugendliche, die in der modernen Konsumgesellschaft heranwachsen, Grenzen als Schutz und Orientierung? Wo brauchen sie Freiräume und Unterstützung, um Selbstvertrauen und Selbstverantwortung zu entwickeln? Im Film fließen die Erfahrungen und die Kompetenz von Eltern, Kindern und Jugendlichen ein. Die Interviews mit Schweizerinnen und Schweizern und Migrantinnen und Migranten bringen lebendig und unmittelbar gemeinsame Anliegen zum Ausdruck und geben dem Film eine hohe Integrationswirkung. (editore)

***La prevenzione del disagio e delle dipendenze patologiche in età evolutiva : la didattica delle emozioni a scuola e in famiglia*** / Milano : F. Angeli, 2007 – pp. 191 (Scienze della formazione. Laboratorio ; 15)

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS DS DR XII(1) /209

Il volume si propone di far conoscere e divulgare un modello di intervento di prevenzione del disagio giovanile e di promozione del benessere in età evolutiva: non si tratta di un "fare prevenzione" generico, ma di aver costruito, organizzato e validato scientificamente un format d'intervento, versatile e flessibile, in grado di accompagnare i giovani, e ancor più i giovanissimi, verso un'adultità serena ed equilibrata. La metodologia della "didattica delle emozioni" consiste nell'attrezzare ogni alunno delle necessarie competenze per non cedere all'illusione di avventure pseudoemozionali favorite, sempre più frequentemente, dall'assunzione di droghe e alcol o da comportamenti caratterizzati da dipendenza e compulsività (anoressia, bulimia, gioco d'azzardo, abuso di Internet). Il volume racconta le fasi attuative, le basi teoriche, le tecniche pratiche e le evidenze ottenute affinché possa essere trasferito e riprodotto in altre realtà scolastiche con la stessa passione e lo stesso successo. (Alice)

***La tripla "A" dei giochi : Attractiveness, Accessibility, Addictivity : il diverso potenziale di rischio nei giochi: quali elementi, quali riflessioni, quali politiche*** / Mauro Croce – in "Personalità/dipendenze" - volume 18, fascicolo 1/2, no. 45, p. 7-24

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS Per 122 CDS

L'autore propone di considerare come i giochi d'azzardo siano tra loro diversi per quanto riguarda il loro potenziale di rischio in ordine allo sviluppo di compulsività. I giochi possono infatti essere diversamente "appetibili", "accessibili", o "addittivi" a seconda delle variabili di genere, di età, di strutture di personalità, di condizione sociale dei potenziali clienti. Riflettere intorno a questi elementi risulta necessario al fine di organizzare l'offerta e l'accessibilità dei giochi con una attenzione al loro impatto sociale, alla prevenzione o riduzione dei danni rispetto sviluppi di problematicità o patologia. (Editore)

***Le développement d'une pensée critique envers les jeux de hasard et d'argent par l'enseignement des probabilités à l'école primaire: vers une prise de décision.*** / Annie Savard - Thèse présentée à la Faculté des études supérieures de l'Université Laval dans le cadre du programme de doctorat en didactique pour l'obtention du grade de Philosophiae Doctor (Ph.D), 2008

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS da catalogare

Cette recherche étudie la manière avec laquelle un apprentissage des probabilités qui contribue au développement d'une pensée critique à l'égard des jeux de hasard et d'argent peut influencer la prise de décision d'une éventuelle participation à ces activités. Elle s'intéresse donc à la mobilisation des ressources mathématiques dans une perspective de citoyenneté. Puisque le *gambling* est, chez les jeunes, un phénomène en pleine expansion à l'échelle mondiale, il importe d'appliquer des mesures préventives qui permettront de les outiller dès l'école primaire. À cette fin, six situations d'apprentissage ont été proposées à 27 élèves âgés de 9 et 10 ans d'une classe de quatrième année du primaire. La chercheuse, qui était également l'enseignante, a proposé des activités permettant de circonscrire les jeux de hasard et d'argent. Les résultats suggèrent que les contextes mathématiques, socioculturels et personnels issus de la modélisation ethnomathématique déterminent la perspective dans laquelle se situent les apprenants. Tenir compte de ces contextes permet de donc créer des conditions d'apprentissage qui favorisent la complexification des conceptions des élèves. Cette complexification peut les conduire à une prise de conscience des structures probabilistes d'approche théorique, fréquentielle ou subjective, ou encore à développer une pensée critique à l'égard des jeux de hasard et d'argent. De plus, le développement d'un raisonnement probabiliste en contexte mathématique amène les élèves à développer une compréhension de la variabilité et de l'aléatoire dans ce contexte. Les résultats de cette recherche suggèrent que les arguments employés par les élèves pour décider d'une éventuelle participation à ce type d'activités reposent entre autres sur des connaissances mathématiques ou sur l'éthique provenant du contexte de jeu. (Riassunto autore)

Marzo 2016/ (Mazza Patrizia)  
Bambini e gioco d'azzardo

***Le dipendenze comportamentali in età evolutiva.*** / Valeria Verrastro – Roma: Alpes Italia, 2015 – pp. 126

BZ-Biblioteca cantonale. Lettura CDS. Segnatura: CDS in ordinazione

L'adolescenza è una particolare fase evolutiva per lo sviluppo di comportamenti di dipendenza patologica (dalla dipendenza delle figure di riferimento all'indipendenza, per la conquista dell'autonomia e la costruzione della propria identità). L'adolescente può essere spinto a sperimentare condotte devianti e trasgressive, con il rischio di sviluppare una "dipendenza" da comportamento. Le nuove dipendenze comportamentali comprendono quelle condotte con caratteristiche di addiction (l'oggetto implicato non è l'uso di una sostanza, ma un comportamento socialmente accettato). Queste condotte tra gli adolescenti, preoccupano l'intera comunità scientifica per le eventuali pericolose ricadute sul successivo sviluppo evolutivo. Una recente ricerca sulle dipendenze comportamentali individua i possibili fattori di rischio e di protezione, al fine di riconoscerne i segnali precoci e prevenirne la strutturazione della patologia. Si intende incoraggiare l'approfondimento dello studio sul campo e la programmazione di programmi d'intervento specifici, volti alla prevenzione della tendenza precoce degli individui in età evolutiva a sviluppare nuove forme di dipendenza patologica. (Editore)

***Les effets de la publicité sur les attitudes et les comportements de jeu des enfants et des adolescents = The effects of gambling advertisements on child and adolescent gambling attitudes and behaviors*** / Jeffrey Derevensky ... [et al.] - Montréal : McGill University, International Centre for Youth Gambling Problems and High-Risk Behaviors, 2007 – 1 vol.

BZ-Biblioteca cantonale. Lettura CDS. Segnatura: CDS DS DR XXI /71

La présente étude examine l'impact de la publicité entourant les jeux de hasard et d'argent sur les attitudes et les comportements des adolescents. L'étude de l'impact de la publicité est divisée en deux phases : une phase qualitative (phase 1) et une phase quantitative (phase 2). L'objectif de l'examen qualitatif (phase 1) visait à identifier les caractéristiques des publicités sur les jeux de hasard et d'argent et leur influence, telles que perçues par les adolescents. Ces informations ont ensuite été utilisées dans la construction du questionnaire visant à colliger les informations sur les perceptions des participants au regard des caractéristiques structurales et situationnelles des publicités (phase 2).

Tous les participants à cette étude sont des élèves fréquentant des écoles secondaires ontariennes et québécoises où la langue d'enseignement primaire est l'anglais. En plus de s'exprimer sur l'impact de leur exposition aux publicités entourant les jeux d'argent, les participants ont été invités à commenter cinq différents aspects des publicités : 1) ce qu'ils aimaient et ce qu'ils n'aimaient pas au regard du contenu des publicités; 2) les caractéristiques des publicités les plus saillantes; 3) les messages perçus; 4) les populations ciblées par les publicités; et 5) l'influence des publicités sur eux et sur leurs pairs. Les réponses ont été analysées en fonction de l'âge et du sexe des participants (riassunto autori)

***Pathological Gambling in Children and Adolescents : measuring instruments, prevalence and prevention.*** /

Adrian Opre, Izabela Ramona Todirita – Cluj-Napoca: Ministry of National Education – pp. 65

BZ-Biblioteca cantonale. Lettura CDS. Segnatura: CDS da catalogare

Da pagina 34 a 47: Primary prevention of pathological gambling in children and adolescents – experimental study - design 1-study / Primary prevention of pathological gambling in children and adolescents – experimental study - design 2-study 6

***Prevention programmes for youth gambling : a review of the empirical evidence*** / Robert Ladouceur, Annie Goulet & Frank Vitaro – in “International gambling studies” - Volume 13, Number 2, August 2013, p. 141-159

BZ-Biblioteca cantonale. Lettura CDS. Segnatura: CDS Per 199 CDS

This paper critically reviews the existing literature on the effectiveness of gambling prevention programmes for youth. Two categories of preventive strategies, all universal and most school-based, are presented: gambling-specific prevention programmes and gambling and related skills workshops. The age of the participants across the different studies varied from 9 to 20 years. Results show that programmes in both categories are generally effective in reducing misconceptions and increasing knowledge about gambling. However, a lack of long-term follow-ups and of behavioural measures makes it difficult to draw any clear conclusions about the effectiveness of such programmes. Recommendations are presented to improve the development and evaluation of future prevention programmes for youth gambling (Editore)

***Ricerca e intervento sui comportamenti compulsivi nei preadolescenti di Prato*** / Ioannis Anifantakis ... [et al.] – in “Alcologia” - N. 10, luglio 2011, p. 35-46

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS Per 194 CDS

"Con il presente progetto abbiamo realizzato un'indagine esplorativa su quelli che si possono definire gli stili di vita pericolosi messi in atto dai pre-adolescenti (11-13 anni) delle scuole medie inferiori di Prato, al fine di individuare fattori di rischio predittivi per problematiche future, che, se non affrontate con sufficiente puntualità, possono sfociare in comportamenti compulsivi e dipendenze. Focus della ricerca è stato il consumo di alcol, l'uso della tecnologia, la gestione del denaro e il gioco d'azzardo."

***"Scommettiamo che non lo sai?" : una guida preventiva specifica per il gioco d'azzardo*** patologico / Capitanucci D. ... [et al.] – in “Personalità/dipendenze” - volume 15, fascicolo 1, agosto 2009, p. 59-76

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS Per 122 CDS

***Scommettiamo che non lo sai? : guida ai rischi del gioco d'azzardo*** / red. a cura di Daniela Capitanuccia - [Gallarate] : And-in-carta, 2009 – pp. 20

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS DS DR XXI /196

<http://www.andinrete.it/portale/immagini/home/GUIDA%20per%20web.pdf>

La guida ha l'obiettivo di fornire ai suoi fruitori uno strumento chiaro ed utile di informazione sulle caratteristiche e sui rischi del gioco d'azzardo, come pure sugli indicatori precoci per riconoscere un comportamento di gioco d'azzardo patologico. Nel testo sono presenti elementi esplicativi sulle caratteristiche tipiche dei giochi d'azzardo, come pure elementi di riduzione del rischio di gioco problematico ed elementi di prevenzione specifica al gioco d'azzardo patologico, in tutte le sue sfaccettature. La guida è stata realizzata in collaborazione con delle scuole secondarie di primo e secondo grado di Grugliasco (To), dove è stata anche realizzata una ricerca per validare l'efficacia dello strumento. I risultati della ricerca indicano che la lettura della guida incrementa in modo significativo le conoscenze dei soggetti e modifica le loro cognizioni erranee. (Rete Cedro)

# **Impatto del gioco d'azzardo sui bambini (genitori giocatori, ambiente familiare con giocatori, pubblicità, ecc.) e Sviluppo di una dipendenza precoce**

*Adolescents' heightened risk-seeking in a probabilistic gambling task* / Stephanie Burnett ... [et al.] – in “Cognitive Development” - Volume 25, Issue 2, April–June 2010, Pages 183–196

<http://www.sciencedirect.com/science/article/pii/S0885201410000201>

This study investigated adolescent males' decision-making under risk, and the emotional response to decision outcomes, using a probabilistic gambling task designed to evoke counterfactually mediated emotions (relief and regret). Participants were 20 adolescents (aged 9–11), 26 young adolescents (aged 12–15), 20 mid-adolescents (aged 15–18) and 17 adults (aged 25–35). All were male. The ability to maximize expected value improved with age. However, there was an inverted U-shaped developmental pattern for risk-seeking. The age at which risk-taking was highest was 14.38 years. Although emotion ratings overall did not differ across age, there was an increase between childhood and young adolescence in the strength of counterfactually mediated emotions (relief and regret) reported after receiving feedback about the gamble outcome. We suggest that continuing development of the emotional response to outcomes may be a factor contributing to adolescents' risky behaviour. (Editore)

*Age differences in affective decision making as indexed by performance on the Iowa Gambling Task./*

Cauffman, Elizabeth ... [et al.] - in “Developmental Psychology” - Vol 46(1), Jan 2010, 193-207.

<http://dx.doi.org/10.1037/a0016128>

Contemporary perspectives on age differences in risk taking, informed by advances in developmental neuroscience, have emphasized the need to examine the ways in which emotional and cognitive factors interact to influence decision making. In the present study, a diverse sample of 901 individuals between the ages of 10 and 30 were administered a modified version of the Iowa Gambling Task, which is designed to measure affective decision making. Results indicate that approach behaviors (operationalized as the tendency to play increasingly from the advantageous decks over the course of the task) display an inverted U-shape relation to age, peaking in mid- to late adolescence. In contrast, avoidance behaviors (operationalized as the tendency to refrain from playing from the disadvantageous decks) increase linearly with age, with adults avoiding disadvantageous decks at higher rates than both preadolescents and adolescents. The finding that adolescents, compared to adults, are relatively more approach oriented in response to positive feedback and less avoidant in response to negative feedback is consistent with recent studies of brain development, as well as epidemiological data on various types of risky behavior, and may have important practical implications for the prevention of adolescent risk taking. (PsycINFO Database Record (c) 2012 APA, all rights reserved)

*Age of Gambling Initiation and Severity of Psychiatric, Family/Social, and Substance Abuse Problems Among Treatment-Seeking Pathological Gamblers.* / Alesia N. Burge - UCHC Graduate School Masters Theses - B.A., University of Connecticut, 2002 – pp. 31

[http://digitalcommons.uconn.edu/cgi/viewcontent.cgi?article=1001&context=uchcgs\\_masters](http://digitalcommons.uconn.edu/cgi/viewcontent.cgi?article=1001&context=uchcgs_masters)

Pathological gambling is an impulse-control disorder characterized by preoccupation with gambling, a need to bet more money, "chasing" lost money, and loss of control manifested by continuation of the gambling behavior in spite of escalating negative consequences. According to recent epidemiologic studies of gambling disorders in the United States, up to 1.9% of adults meet criteria for pathological gambling. In today's youth, gambling begins at a young age, perhaps as early as 8 to 12 years, and prevalence rates of pathological gambling among youths are higher than rates reported among adults. Approximately 4-8% of adolescents currently have a serious gambling problem, and 10-14% of adolescents may be at-risk for developing a problem. The National Research Council (1999) suggested that the prevalence of pathological gambling among adolescents was more than threefold that of adults (5.0% vs. .5%)... (dall'introduzione)

**Childhood and Adolescent Gambling** / by Chad Hills – June 9, 2010 – Issues Analysis

<http://web.archive.org/web/20090302134241/http://www.citizenlink.org/FOSI/gambling/A000002175.cfm>

**Child and Adolescent Gambling Behavior: Current Knowledge** / Karen K. Hardoon, Jeffrey L. Derevensky - McGill University, Canada – pp. 19

[http://youthgambling.mcgill.ca/en/PDF/Publications/2003-](http://youthgambling.mcgill.ca/en/PDF/Publications/2003-1999/Child%20and%20Adolescent%20Gambling%20Behavior%20-%20Current%20Knowledge%202002.pdf)

[1999/Child%20and%20Adolescent%20Gambling%20Behavior%20-%20Current%20Knowledge%202002.pdf](http://youthgambling.mcgill.ca/en/PDF/Publications/2003-1999/Child%20and%20Adolescent%20Gambling%20Behavior%20-%20Current%20Knowledge%202002.pdf)

The past decade has witnessed a widespread proliferation of gambling venues, increased participation in gambling activities and gambling-related problems, and, as a result, an expansion of research in this area. Research concerned with youth gambling has revealed that children and adolescents are at an increased risk for the development of gambling-related problems. There is a significant amount of evidence that suggests that underage youth are actively participating in both legal and illegal forms of gambling. With increases in the availability and accessibility of gambling activities, the problems that youth gamblers face are likely to increase and/or worsen. The growth of the current generation of youth involvement in gambling has not occurred without personal, social and economic costs. Between 4 and 8% of adolescents report significant pathological or problem patterns of gambling, whereas 10–15% remain at risk for the development of severe problems. (Editore)

**Children and Gambling: What do we know?** - RGAC Discussion Paper, April 2011 – (Victoria?): Responsible Gambling Advocacy Center – pp. 20

[https://www.responsiblegambling.vic.gov.au/\\_data/assets/pdf\\_file/0015/8052/RGAC-Discussion-Paper-Children-and-gambling.pdf](https://www.responsiblegambling.vic.gov.au/_data/assets/pdf_file/0015/8052/RGAC-Discussion-Paper-Children-and-gambling.pdf)

Sommario: Introduction - General issues - Evidence and research: some notable findings - Specific issues arising from evidence and research - Adverting The question of normalisation - Children of problem gamblers and growing up with gambling - New technology - the always online world and gambling - Conclusion - Bibliography

**Children and Parents of Problem Gamblers** / Rosemary Hilbert – Problem Gambling Institute of Ontario

<https://www.problemgambling.ca/en/resourcesforprofessionals/pages/childrenandparentsofproblemgamblers.aspx>

For the children, gambling is a constant, often invisible, presence in the family. Sometimes it brings a happy surprise and sometimes sadness or an angry outburst to the home. Inconsistencies and tensions impact on the lives of the children. Like other families that experience financial problems, there may be frequent moves. A move from a house, to a new neighbourhood and school, again, and again. Household items appear and disappear. However, unlike growing up in a neighbourhood where poverty is endemic, in the home of a problem gambler the child knows that (even though it remains unsaid) someone is to blame... (Introduzione)

**Children of parent(s) who have a gambling problem: a review of the literature and commentary on research approaches.** / Darbyshire P<sup>1</sup>, Oster C, Carrig H. – in “Health Soc Care Community. 2001 Jul;9(4):185-93

<http://www.ncbi.nlm.nih.gov/pubmed/11560734>

Problem gambling is becoming an increasingly widespread and damaging social and health problem. As opportunities for gambling become more accessible, especially through lotteries and electronic gaming machines, it is likely that more people will develop serious gambling problems. Given the worldwide increasing spending on gambling activities and the increasing number of problem gamblers, it is unfortunate but likely that the children who grow up in problem gambling families will become an important area of concern for child health and social workers. Considerable research has been undertaken into problem gambling and the adult problem gambler, but within the gambling and child health literature there is almost no recognition of the experiences of children who live in problem-gambling families. Drawing on the findings of the landmark Productivity Commission Report, this review explores the marked increase in gambling and its social effects, especially from the Australian perspective. The damaging social effects of problem gambling on families and children are reviewed and the comparative invisibility of children and young people in such research is discussed. The pervasive influence of developmentalism is critiqued and highlighted in relation to the exclusion of children's perspectives from our research understandings. The review concludes by proposing that adoption of some of the emerging 'new paradigm' approaches to childhood and children's experiences could markedly enhance our understandings of the lives and experiences of this significant group of children and young people. (Editore)

***Come i bambini diventano consumatori*** / Simona Ironico - Roma : Laterza, 2010 – pp. 151 (Libri del tempo Laterza ; 450)

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS FA BA IV /54

LO-Biblioteca cantonale. Magazzini. Segnatura:BRLA 45800

I bambini fra i 5 e i 13 anni vedono la televisione in media 110 minuti al giorno e i programmi per loro hanno pubblicità ad hoc. Se spengono la tv passano ai videogiochi, che non solo mettono in scena mondi virtuali popolati da marche e prodotti reali ma offrono ai giocatori la possibilità di imbattersi nelle più svariate attività di consumo, dallo shopping in negozi monomarca alla scelta di un guardaroba per il proprio alter ego virtuale. Poi, sempre quei bambini si addormentano con i pupazzetti di Tony la Tigre e tutti gli altri personaggi legati ai cereali Kellogg's. È questa l'infanzia dei nostri giorni, immersa nella logica del consumo - un imperativo universale - che non ammette differenze di status, genere o età. Molte teorie e studi sull'argomento ritengono la condizione di consumatori come un dato di fatto, acquisita una volta per tutte sin dalla nascita. Non è così. Simona Ironico dimostra come gli individui non nascano consumatori ma lo diventano e illustra l'iter per creare dei piccoli dipendenti. Il lavoro offre una chiave di lettura per orientarsi nel peculiare mondo dei consumi infantili, rivolgendosi a tutti coloro che intendono approfondire le complesse dinamiche che intercorrono fra bambini, mercato e società: dagli studenti universitari in discipline economiche e umanistiche agli operatori di settore, dagli studiosi di infanzia e consumi ai genitori. (Alice)

***Familial and Social Influences on Juvenile Gambling Behavior*** / Rina Gupta, Jeffrey Derevensky – in “Journal of Gambling Studies” - September 1997, Volume 13, Issue 3, pp 179-192

<http://link.springer.com/article/10.1023/A:1024915231379>

Social learning theory maintains that individuals model, learn and maintain behaviors that are observed, appealing and reinforcing. As such, parents and family members can often serve as significant models for gambling. Four hundred and seventy seven children between the ages of 9 and 14 completed a questionnaire inquiring about their gambling activities, including where and with whom gambling occurs, as well as information concerning their perceptions of their own gambling behavior. Results indicate that 86% of children who gamble regularly reported gambling with family members. Fifty-three percent of students who gambled within the previous 12 months reported gambling with their siblings, 40% gambled with their parents, 46% gambled with other relatives, and 75% gambled in their own homes. Students' responses also indicated gambling with their friends (75%), gambling alone (18%), and with strangers (8%). As children's age increases they tend to gamble more at friend's homes and at school. Prevalence rates indicated that 81% of the total sample had gambled at one point in their lives and 52% of those children reported gambling once a week or more. Eleven percent reported that gambling makes them feel important, 27% feel they gamble more than they desire to do so, and only 10% of the grade 8 students fear being caught gambling, suggesting gambling activities to be a socially acceptable behavior. Several clinical and research questions are addressed. (Editore)

***For kids, gambling is a big deal*** / By John Loftus – Northeast Times, April 2012 –

[http://www.northeasttimes.com/2012/apr/25/5086-for-kids-gambling-is-a-big-deal.html/#.Vt\\_1JFJf02x](http://www.northeasttimes.com/2012/apr/25/5086-for-kids-gambling-is-a-big-deal.html/#.Vt_1JFJf02x)

***Gambling and Problem Gambling Among Young Adolescents in Great Britain*** / David Forrest, Ian G. McHale- in “Journal of Gambling Studies” (2012)- December 2012, Volume 28, Issue 4, pp 607-622

<http://link.springer.com/article/10.1007/s10899-011-9277-6>

International evidence suggests that problem gambling tends to be 2–4 times higher among adolescents as among adults and this proves to be true of Great Britain according to the latest adolescent prevalence survey. 8,958 British children (11–15) were surveyed in 201 schools during late 2008 and 2009. The questionnaire included a standard screen, DSM-IV-MR-J, to test for problem gambling. Our regression models explore influences of demographic, home and school characteristics on probabilities (both unconditional and conditional on being a gambler) of a child testing positive for problem gambling. More than 20% of children participated in gambling and, of these, nearly 8% tested positive. Age-group prevalence of problem gambling was 1.9%, compared with 0.6–0.9% in the most recent official adult surveys. Boys were much more likely than girls to gamble and to exhibit symptoms of problem gambling if they did. Generally, home characteristics, particularly parental attitude and example, dominated school characteristics in accounting for risks. Unanticipated findings included significantly elevated probabilities of problem gambling among Asian children and among children who live in a home without siblings. Child income was also a potent predictor of gambling and problem gambling. (Editore)

***Gambling among primary school students*** / Robert Ladouceur, Dominique Dubé, Annie Bujold – in “Journal of Gambling Studies” - December 1994, Volume 10, Issue 4, pp 363-370

<http://link.springer.com/article/10.1007/BF02104902>

This study identifies the gambling behavior of 1,320 primary school students aged 8 to 12 of the 4th, 5th and 6th grades. Eighty-six percent admitted to having, at some time or another, bet money. Lotteries are the most popular form of gambling for this age group. Sixty-one percent of these students gamble with lotteries. In descending order of popularity, other games played by students were: bingo, card-playing for money, bets on sports, wagering on specific events, video gambling (video poker and slot machines), and finally betting on games of skill. Gambling behaviors differed according to gender. More than 40% of respondents reported gambling once a week or more for at least one game. Because of the early development of gambling behavior in children, prevention programs for pathological gambling should be implemented as early as the fourth grade. (Editore)

***Gambling behaviours and associated familial influences among 9-year old Pacific children in New Zealand*** / Maria Bellringer... [et al.] – in “International gambling studies” - Volume 14, Number 3, december 2014, p. 457-471

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS Per 199 CDS

There is a paucity of research investigating child gambling, particularly studies that do not use retrospective designs. The presented findings provide cross-sectional data of the gambling behaviours of 874 9-year old Pacific children from a birth cohort study (recruited from one hospital) investigating health, developmental and social outcomes for Pacific children and their families in New Zealand. Structured interviews were administered to participants (mothers and children), face to face, in their homes (mothers) or school (children). Child gambling behaviours and associations with some maternal behaviours were investigated; five gambling participation questions were included in the child interview. Almost all child respondents (96%) reported having played card games with family or friends and 60% reported participation in housie (bingo), although only 27% reported having bet with money. Associations were noted between child gambling and household deprivation, and effectiveness of parental monitoring. There was no association between children's gambling and mothers' gambling. This is the first research to examine gambling in Pacific children at 9 years of age within a familial context. It will allow exploration of links between parental gambling and child development of gambling behaviours, as well as risk and protective factors for problem gambling at future data collection phases of the study.(Editore)/ Parole chiave: Pacific Island, children, gambling, New Zealand, cross-sectional study

***Gambling in children and adolescents*** / Mark D. Griffith - “Journal of gambling behavior” - March 1989, Volume 5, Issue 1, pp 66-83

<http://link.springer.com/article/10.1007/BF01022138>

The topic of adolescent gambling is attracting growing interest, but there has still been little controlled or systematic research into the area, and much of what has been written would best be described as “armchair theorizing.” The literature concerning pre-adult gambling behavior falls into three general categories: (a) direct and indirect studies concerning adolescent gambling; (b) studies of the economic socialization of children, and (c) consideration of gambling as play and games as precursors to gambling. This paper presents an overview of the literature examining each of these three categories. Special emphasis is placed upon the playing of fruit machines, as it is this activity which is currently regarded as the biggest problem concerning young gamblers, particularly in the U.K. Recommendations for future research are discussed, particularly for work using a functional/behavioral analysis model to determine the variables which influence how adolescents “learn” to gamble. (Editore)

***Gambling Initiation in Preadolescents*** / Hallam Hurt ... et al.] - in “Journal of Adolescent Health” - Volume 43, Issue 1” , July 2008, Pages 91–93

<http://www.sciencedirect.com/science/article/pii/S1054139X08000876>

Gambling has increased in the past decade, with growing opportunities for initiation by adolescents. More limited data, however, are available regarding gambling in preadolescents. In the investigation reported here, gambling for money was the most common risk behavior in 10- to 12-year-olds. Gamblers were more likely to be white, have tried alcohol, have positive affect toward gambling, and have friends who gamble.

***Impact of gambling advertisements and marketing on children and adolescents: Policy recommendations to minimise harm*** / Sally Monaghan, Jeffrey Derevensky, Alyssa Sklar – in “Journal of Gambling Issues”: Issue 22, pp. 252-274

<http://jgi.camh.net/doi/full/10.4309/jgi.2008.22.7>

With the proliferation and acceptance of gambling in society, gambling advertisements have become increasingly prominent. Despite attempts to protect minors from harm by prohibiting them from engaging in most forms of gambling, there are few restrictions on the marketing of gambling products. Evidence of high rates of gambling and associated problems amongst youth indicates that the issue of youth gambling must be addressed to minimise harm. This paper aims to examine the current marketing techniques used to promote gambling and how they affect youth. The effect of multiple forms of advertisements will be discussed, including advertising placement in the media, point-of-sale displays, sports sponsorship, promotional products, celebrity endorsements, advertisements using Internet and wireless technology, and content which may appeal to or mislead children. Based on research in gambling and other public health domains, including tobacco, alcohol, and junk food advertising, recommendations are made for appropriate regulations for gambling advertisements to minimise the potential harms. (Editore)

***Internet Gambling and Social Responsibility: An Exploratory Study.*** / Michael Smeaton and Mark Griffiths. – in “CyberPsychology & Behavior.” - July 2004, 7(1): 49-57

<http://online.liebertpub.com/doi/abs/10.1089/109493104322820110>

Within the last few years, we have seen a substantial increase in the amount of gambling opportunities offered on the Internet. Many concerns have been raised about the activity, including the potential for excessive gambling, and the lack of safeguards for vulnerable populations such as adolescents and problem gamblers. Given these concerns, a representative selection of 30 U.K.-owned Internet gambling sites were studied to examine what safeguards were in place to encourage social responsibility of Internet gamblers. It was found that very few sites were engaged in socially responsible practice and that much more could be done to protect vulnerable groups. The findings from this study were then used to compile a list of recommendations for good practice among Internet gambling operators. (Editore)

***Is the SOGS an Accurate Measure of Pathological Gambling Among Children, Adolescents and Adults?*** / Robert Ladouceur ... [et al.] – in “Journal of Gambling Studies” - March 2000, Volume 16, Issue 1, pp 1-24

<http://link.springer.com/article/10.1023%2FA%3A1009443516329?LI=true>

The South Oaks Gambling Screen (SOGS) is widely used to assess the prevalence of pathological gambling. For a variety of reasons, this instrument may not provide an accurate rate of the prevalence of pathological gambling. In this paper, one source of error in data provided by the SOGS is investigated. It is argued that individuals may not fully understand the meaning of some items, and that clarification of the meaning of misunderstood items may in some cases lead to a changed score on the scale. The present study evaluates respondents' understanding of the SOGS items. The results from three studies are reported, each using a different sample: grade school children, adolescents and adults. It was hypothesised that (1) participants would not understand some items of the SOGS, (2) problem gamblers and probable pathological gamblers would be more inclined to interpret items incorrectly than would non-problem gamblers and, (3) consistent with the first two hypotheses, clarification of items would decrease the number of participants identified as problem gamblers or probable pathological gamblers. The data obtained supported hypotheses 1 and 3. Furthermore, hypothesis 2 was supported for grade school children, but not for adolescents or adults. These results are consistent with recent literature on endorsement and acquiescence phenomena, and have implications for prevalence studies of probable pathological gambling. (Editore)

***'It wasn't a very encouraging environment': influence of early family experiences on problem and at-risk gamblers in Victoria, Australia*** / Lise Saugeres, Anna Thomas & Susan Moore – in “International gambling studies” - Volume 14, Number 1, april 2014, p. 132-145

BZ-Biblioteca cantonale. Lettura CDS. Segnatura:CDS Per 199 CDS

Prior research suggests that at-risk and problem gamblers are more likely to have experienced early family dysfunction and exposure to gambling within the family in early childhood. However, little is known about the ways in which early childhood experiences contribute to at-risk and problem gambling in adulthood. Drawing on life history interviews with 48 participants, this article shows that the vast majority of regular gamblers in our study had been exposed to gambling as children in their family of origin. It also shows that different experiences of gambling within the early family were associated with contrasting gambling forms and risk levels in adulthood. Several at-risk and problem gamblers reported having had a parent or other family member with problematic gambling behaviour, while low-risk gamblers had experienced gambling in their early family life as purely recreational.

In addition, the majority of the problem and at-risk gamblers had experienced conflicts, lack of encouragement and support, negativity, emotional distance and lack of communication in their early family life. A few also reported experiencing various forms of abuse as children. This paper shows that early exposure to problematic gambling and early family dysfunction impacted substantially on the participants' lives as adults and contributed to problem gambling. (Editore)

***Kinder von pathologischen Glücksspielen : Lebensbedingungen, Anforderungen und Belastungen*** / Tobias Hayer, Carolin Bernhart, Gerhard Meyer – in “Abhängigkeiten”. - 2/06, p. 60-77

BZ-Biblioteca cantonale. Magazzino CDS. Segnatura:CDS Per 127 CDS

Come le altre dipendenza il gioco patologico è accompagnato da pregiudizi considerevoli, non solo per le persone dipendenti, ma anche per il loro ambiente familiare. I figli dei giocatori patologici sono così esposti a molteplici fattori di rischio che possono avere tutta una serie di ripercussioni negative sul loro sviluppo. Lo studio presentato nell'articolo, descrive, per la prima volta, dati raccolti nell'area germanofona sulle condizioni di vita dei figli di giocatori. Lo studio ha lo scopo di esplorare il mondo delle idee delle esperienze di questi bambini per mezzo di interviste qualitative strutturate al fine di scoprire cosa significa, dal loro punto di vista, crescere con un genitore giocatore patologico. In modo generale i loro racconti evocano prove simili a quelle di figli di tossicodipendenti (conflitti familiari, sentimenti di ambivalenza, angosce di perdita, rotture di fiducia, ferite profonde e difficoltà a dare dei limiti)

***Kinder von Spielsüchtigen*** / Meinolf Bachmann – in “Abhängigkeiten” - 1/2004, p. 50-62

BZ-Biblioteca cantonale. Magazzino CDS. Segnatura:CDS Per 127 CDS

"Lo sviluppo affettivo e sociale di bambini con genitori dipendenti da gioco può essere bloccato per diversi motivi. Si constatano problemi di comportamento, affettivi e psicosomatici. Una condizione essenziale per la riuscita del trattamento di un giocatore patologico è che la sua famiglia e che la salute dei suoi figli si stabilizzino di nuovo. Le tappe concrete del processo terapeutico che associa i figli e un caso di terapia residenziale della dipendenza sono quindi esaminati."

***Les enfants de parents affectés d'une dépendance : Problèmes et résilience*** / Frank Vitaro ... [et al.] – PUQ, 2006 (fuori commercio da reperire con prestito interbibliotecario)

Qu'arrive-t-il aux enfants de parents affectés d'un problème d'accoutumance ? À quels problèmes d'adaptation particuliers sont-ils exposés ? Est-ce que tous les enfants éprouvent nécessairement des problèmes ? En d'autres mots, y a-t-il des enfants résilients et qui sont-ils ? Enfin, comment pouvons-nous aider ceux à risque ? Pour répondre à ces questions, les auteurs, après avoir décrit les problèmes neurologiques, psychologiques et scolaires des enfants de parents alcooliques, toxicomanes ou joueurs pathologiques, présentent les caractéristiques et les expériences qui semblent soutenir une saine adaptation en dépit de situations personnelles et sociofamiliales défavorables. De l'analyse des facteurs de résilience inventoriés, ils dégagent certaines leçons pour l'intervention préventive et font état de quelques programmes de prévention ou d'intervention déjà expérimentés et dûment évalués. Pour conclure, ils proposent des recommandations en matière de recherche et de politiques sociales. (Editore)

***Les précurseurs et les corrélats des trajectoires précoces de jeu: un modèle développemental intégré*** / Frank Vitaro ... [et al.] - Rapport de recherche soumis au Fonds québécois de la recherche sur la société et la culture et au Ministère de la Santé et des Services sociaux (MSSS) dans le cadre de l'action concertée sur Les impacts socioéconomiques des jeux de hasard et d'argent – Phase 2 – pp. 65

[http://www.frqsc.gouv.qc.ca/documents/11326/531789/PT\\_VitaroF\\_rapport\\_2007\\_trajectoires-pr%C3%A9coces.pdf/852989a4-6f05-45cf-bd62-e65dcc82fae1](http://www.frqsc.gouv.qc.ca/documents/11326/531789/PT_VitaroF_rapport_2007_trajectoires-pr%C3%A9coces.pdf/852989a4-6f05-45cf-bd62-e65dcc82fae1)

Cette troisième section comprend deux articles de recherche. Le premier article correspond à l'étude réalisée auprès des 1125 enfants de l'ÉLDEQ. Le second article, présenté en annexe, décrit les résultats recueillis auprès des 205 paires de jumeaux monozygotes. Dans les deux cas, les comportements de jeu des enfants se limitent à un seul point de mesure, soit à l'âge de 10 ans parce que nous voulions examiner d'abord les facteurs associés à la pratique précoce des jeux de hasard et d'argent qui semble émerger à cet âge.... (Introduzione)

**Ludopatia. Indagine SIMPe-Paidòss: un under 18 su cinque gioca d'azzardo. Ma il 30% dei genitori non lo sa** – Quotidianosanita.it, 26.04.2014

[http://www.quotidianosanita.it/lavoro-e-professioni/articolo.php?articolo\\_id=21202](http://www.quotidianosanita.it/lavoro-e-professioni/articolo.php?articolo_id=21202)

**Measuring pathological gambling in children: The case of fruit machines in the U.K.** / Sue Fisher – in “Journal of Gambling Studies” - September 1992, Volume 8, Issue 3, pp 263-285

<http://link.springer.com/article/10.1007/BF01014653>

The alleged incidence of addiction to fruit machine gambling among children in the U.K. has highlighted the need for a measure to define and count pathological gambling in children. The DSM-IV criteria, which are being refined to diagnose pathological gambling in adults, was adapted for use with pre-adult gamblers. The resulting DSM-IV-J criteria were tested using a questionnaire survey on a sample of 467 schoolchildren aged between 11 and 16 years. Those children who were defined as “probable pathological” gamblers by the DSM-IV-J index were significantly more likely to be involved in behaviours hitherto associated with dependency, than were the control group. DSM-IV-J appears to be a major advance in the discrimination of pathological gambling in children. (Editore)

Parents and adolescents discuss gambling advertising: A qualitative study / Samantha Thomas – Victoria: University of Wollongong, October 2014 – pp. 32

[https://www.responsiblegambling.vic.gov.au/\\_data/assets/pdf\\_file/0006/14676/Parents-and-adolescents-discuss-gambling-advertising-a-qualitative-study.pdf](https://www.responsiblegambling.vic.gov.au/_data/assets/pdf_file/0006/14676/Parents-and-adolescents-discuss-gambling-advertising-a-qualitative-study.pdf)

Since 2011, Australia has witnessed a rapid increase in the amount of gambling advertising for some forms of gambling products in community spaces. Most obviously has been the proliferation of advertising for wagering products within professional sport. Concern has been raised from the community, academics and governments about this specific type of advertising, with questions raised about the long and short term effect on the gambling attitudes and behaviours of some population subgroups – in particular young men and children. (Autore)

**Parents' Attitudes and Knowledge Regarding Gambling Among Youths.** / Ladouceur R. ... [et al.]. – In “” - 1998 Spring;14(1):83-90

<http://www.ncbi.nlm.nih.gov/pubmed/12766436>

This study evaluates attitudes and knowledge of parents regarding gambling behaviors among youths, aged 5 to 17 years. Telephone interviews were conducted among 279 randomly selected parents (32% fathers and 68% mothers) in the Quebec City region. Results indicate that parents overestimate the age of children's first wagers and underestimate the probability that their own child has already gambled. Most parents (86%) believe that the availability of gambling for youths should be reduced and that schools should include prevention programs concerning problem gambling. Results also show that parents fail to associate excessive gambling with poor grades or with alcohol and drug use. Finally, 84% of the parents reported that they would accept buying lottery tickets for their child. These results suggest that prevention programs for excessive gambling among children should include information for parents. (Editore)

**Parler des jeux de hasard aux enfants** - Washington: National Center for Responsible Gambling - Brochure

[http://www.ncrg.org/sites/default/files/uploads/docs/talking\\_with\\_children\\_french.pdf](http://www.ncrg.org/sites/default/files/uploads/docs/talking_with_children_french.pdf)

<http://www.ncrg.org/public-education-and-outreach/college-and-youth-gambling-programs/talking-children-about-gambling> (comprende: [View the library of peer-reviewed research used to develop “Talking with Children about Gambling.”](#))

The key component of the program is the “Talking with Children about Gambling” brochure, a research-based guide designed to help parents, as well as others who work with youth, deter children from gambling and recognize possible warning signs of problem gambling and other risky behaviors. In inglese, spagnolo, francese, cinese, coreano, vietnamita

**Predicting early gambling in children.** / Vitaro F, Wanner B. – In “Psychol Addict Behav.” \_ 2011

Mar;25(1):118-26

<http://vancouvernotvegas.ca/wp-content/uploads/2011/04/Vitaro.pdf>

This large population-based study (N = 1,125) examined whether low inhibition (i.e., low anxiety) predicted early gambling, above and beyond disinhibition (i.e., impulsivity) and whether the two personal dispositions operated independently or interactively. It also examined whether the predictive role of these personal dispositions towards early gambling depended on parent gambling. Children's personal dispositions were assessed at ages 6, 7, and 8 years through teacher ratings. Parent gambling participation and gambling problems were assessed when the children were 8 years old. Finally, children's early gambling was measured through self-reports when the children were 10 years old. Results showed that teacher-rated impulsivity predicted early gambling for both genders.

In addition, low anxiety predicted early gambling behavior, above and beyond impulsivity and control variables, albeit only in boys. Impulsivity and anxiety did not interact with each other, nor did they interact with parent gambling in predicting early gambling. However, parent gambling participation, but not problems, additively predicted early gambling for boys and for girls. The theoretical and practical implications of these findings are discussed. (Editore)

***Prevalence Rates of Youth Gambling Problems: Are the Current Rates Inflated?*** / Jeffrey L. Derevensky, Rina Gupta, Ken Winters – in “Journal of Gambling Studies” - December 2003, Volume 19, Issue 4, pp 405-425  
<http://link.springer.com/article/10.1023/A:1026379910094>

While there is a general consensus in the literature that it is common for youth to gamble, considerable variability in the reported prevalence rates of youth *problem* gambling has been found. More recently, issues concerning the possible overestimation of these rates have been raised. Arguments underlying the proposition that problem gambling rates for youth are inflated are examined. It is acknowledged that more rigorous research is required, including the need for the development and refinement of current adolescent instruments and screening tools, agreement upon a gold standard criterion for adolescent problem gambling, and clarity of nomenclature issues. The advancement of scientific knowledge concerning the underlying risk factors associated with the onset and course of youth gambling involvement and the role of effective adolescent prevention and treatment programs will require these fundamental research questions to be addressed. (Editore)

***“Ragazzi in gioco”: progetto ludopatie.*** / Società italiana medici pediatri, 2014 – pp. 63  
[http://www.gioconews.it/attachments/article/40131/SIMPe\\_Ragazzi%20in%20gioco.pdf](http://www.gioconews.it/attachments/article/40131/SIMPe_Ragazzi%20in%20gioco.pdf)  
Statistiche sul gioco d’azzardo in Italia tra bambini e adolescenti

***Social Influences Involved in Children's Gambling Behavior.*** / Karen K. Hardoon, Jeffrey L. Derevensky – In “Journal of Gambling Studies” - September 2001, Volume 17, Issue 3, pp 191-215  
<http://link.springer.com/article/10.1023/A:1012216305671>

Children ( $N = 130$ ) in grades 4 and 6 from various schools in the Greater Montreal Region completed a questionnaire concerning their gambling behavior and played a computer-simulated roulette game individually (baseline trial & post-test trial) and in groups (same and mixed gender dyads or triads: group trial). The purpose of this design was to measure children's betting behavior (via average wagers) and to determine if any changes in betting occur as a result of playing in groups of two, three, same and/or different gender peers. Results of repeated measures analyses reveal that during individual and group play, males consistently exhibit higher average wagers than females. Average wagers of females and mixed gender groupings appear to be most affected by the group condition. Females were found to increase their average wagers when playing with females and males. Female dyads' wagers increase significantly during group play, indicating they are dramatically affected by the group game. Most changes resulting from group play were generally maintained over a relatively short period of time in the post-test condition. Results are interpreted with respect to the importance of the influence of the peer group on children's gambling behavior. Future directions for research are suggested. (Editore)

***Testing NLCLiP: Validation of Estimates of Rates of Non-problematic and Problematic Gambling in a Sample of British Schoolchildren*** / John Lepper, Ben Haden – in “Journal of Gambling Studies” - March 2013, Volume 29, Issue 1, pp 15-27  
<http://link.springer.com/article/10.1007/s10899-012-9294-0>

This paper reports on the results of applying a short screen for problem gambling, called NLCLiP, to a national sample of 8,958 British schoolchildren under the age of 16. It shows that, in its current form, NLCLiP can, with reasonable accuracy, be employed to estimate the rate of prevalence of problematic and non-problematic (i.e. gambling which does not lead to significant endorsement of DSM-IV-MR-J criteria) in a general population of children. However, NLCLiP does not reliably discriminate between problem and at risk gamblers. Moreover, it does not provide a reliable basis to identify cases of problem gambling. The main conclusion reached is that NLCLiP is a potentially useful tool for regulators to assess changes in the prevalence of problematic and non-problematic gambling among children over time. (Editore)

***The Relationship Between Age of Gambling Onset and Adolescent Problematic Gambling Severity*** / Ardeshir S. Rahman ... [et al.] – in “J Psychiatr Res.” - 2012 May; 46(5): 675–683  
<http://www.ncbi.nlm.nih.gov/pmc/articles/PMC3334397/>

The aim of this study was to characterize the association between problem gambling severity and multiple health, functioning and gambling variables in adolescents aged 13–18 stratified by age of gambling onset. Survey data in 1624 Connecticut high school students stratified by age of gambling onset ( $\leq 11$  years vs.  $\geq 12$  years) were analyzed in descriptive analyses and in logistic regression models. Earlier age of onset was associated with problem gambling severity as indexed by a higher frequency of at-risk/problem gambling (ARPG). Most health, functioning and gambling measures were similarly associated with problem gambling severity in the earlier- and later-age-of-gambling-onset groups with the exception of participation in non-strategic forms of gambling, which was more strongly associated with ARPG in the earlier-onset (OR=1.74, 95% CI=[1.26, 2.39]) as compared to later-onset (OR=0.94, 95% CI=[0.60, 1.48]) group (Interaction OR=1.91, 95% CI=[1.18, 3.26]). Post-hoc analysis revealed that earlier-onset ARPG was more strongly associated with multiple forms of non-strategic gambling including lottery (instant, traditional) and slot-machine gambling. The finding that problem gambling severity is more closely associated with multiple non-strategic forms of gambling amongst youth with earlier onset of gambling highlights the relevance of these types of youth gambling. The extent to which non-strategic forms of gambling may serve as a gateway to other forms of gambling or risk behaviors warrants additional study, and efforts targeting youth gambling should consider how best to address non-strategic gambling through education, prevention, treatment and policy efforts. (Editore)

***Youth Gambling: A Clinical and Research Perspective.*** / Jeffrey L. Derevensky and Rina Gupta – in “Journal of Gambling Issues” – 2-3/2000  
<http://jgi.camh.net/doi/full/10.4309/jgi.2000.2.3>

This paper provides an overview of the current state of knowledge of youth gambling problems. The goals and contributions of the McGill University Youth Gambling Research & Treatment Clinic are highlighted. The authors integrate their clinical and research program findings within the context of the necessity of identifying risk factors associated with problem gambling amongst adolescents. Specific recommendations are made as well as a call for collaborative effort between the public, industry, legislators, clinicians and researchers to help resolve this growing problem. (Editore)

# Il Pensiero Magico nei bambini

## *La pensée magique selon Piaget*

Le psychologue suisse Jean Piaget, grand théoricien de la formation de l'intelligence (voir le billet plus complet intitulé « [les stades de l'intelligence selon Piaget](#) » ), a mis en évidence la pensée magique des enfants de 3 à 6 ans. Leur représentation du monde, explique-t-il, se caractérise par l'adualisme (la confusion entre le moi et le non-moi qui le laisse penser que les rêves viennent de la chambre où il dort), l'animisme (il croit que tous les corps sont vivants, que le caillou a peur qu'on le jette dans l'eau), la causalité morale (il pense que le soleil est gentil parce qu'il le réchauffe), le finalisme (il considère que tout a une fonction : « la nuit, c'est pour dormir ») et l'artificialisme (tout a été fabriqué, ce sont des gens qui ont construit les montagnes). Il croit en outre pouvoir changer le cours des choses par des pratiques magiques, par exemple réaliser un souhait en marchant sur des dalles sans toucher les interstices. Pas étonnant que le monde lui paraisse parfois si inquiétant !

***Ages & Stages: How Children Use Magical Thinking : Understanding how children use magical thinking to learn about and explore their world.*** / By Susan A. Miller Ed.D., Ellen Booth Church, and Carla Poole

<http://www.scholastic.com/teachers/article/ages-stages-how-children-use-magical-thinking>

... By 12 months, an infant's thinking becomes more rooted in the reality that objects and people remain the same even when out of sight. This concept of object permanence, along with an expanding memory, makes the baby's life a bit more predictable. But, she still often misinterprets reality. For instance, 1-year-old Jemima voices displeasure and is frightened when a toy unexpectedly rolls just a few inches toward her. The world is a mystical place, and babies have a fragile understanding of the difference between animate and inanimate objects... (Dall'articolo)

***Early rationality and magical thinking in preschoolers: Space and time*** / Eugene Subbotsky<sup>-in</sup> "British Journal of Developmental Psychology" - Volume 12, Issue 1, pages 97-108, March 1994

<http://onlinelibrary.wiley.com/doi/10.1111/j.2044->

[835X.1994.tb00621.x/abstract?systemMessage=Wiley+Online+Library+will+be+unavailable+for+up+to+3+hours+on+Saturday+19th+March+2016+from++11%3A00-14%3A00+GMT+%2F+07%3A00-10%3A00+EDT+%2F+19%3A00-22%3A00+SGT+for+essential+maintenance.++Apologies+for+the+inconvenience.](http://onlinelibrary.wiley.com/doi/10.1111/j.2044-835X.1994.tb00621.x/abstract?systemMessage=Wiley+Online+Library+will+be+unavailable+for+up+to+3+hours+on+Saturday+19th+March+2016+from++11%3A00-14%3A00+GMT+%2F+07%3A00-10%3A00+EDT+%2F+19%3A00-22%3A00+SGT+for+essential+maintenance.++Apologies+for+the+inconvenience.)

The problem in this study was to determine the process of acquisition of some fundamental notions (structures) of space and time in preschool children. A fundamental structure that underlies the idea of space is the opposition between the permeability and the impermeability of a physical body for another physical body. A fundamental structure on which the concept of time is based is the opposition between reversibility and irreversibility of complex processes. In two experiments, children aged 4, 5 and 6 years were placed in situations in which they were free to reveal their beliefs in the permeability of a solid body (a glass wall of a box) and in the reversibility of complex processes (turning back into a little boy or girl again). The results showed that at the beginning of the experiment almost all the children denied that permeability or reversibility could occur in real life. However, under the influence of a fairy tale and an adult's instruction, the majority of 4- and 5-year-olds revealed their credulity towards such unusual properties of space and time both at the level of practical actions and at the level of verbal judgements. (Editore)

***Il pensiero magico infantile*** / a cura di Ada Fonzi – in "Età evolutiva : rivista di scienze dello sviluppo" - 1982, no. 12, p. 47-80

LO-Alta scuola pedagogica. Periodici. Segnatura:asp Per ETA

***La Pensée magique chez l'enfant.*** / Sophie Morgenstern – in « Revue Française de Psychanalyse » - Septième année, T. VII, n° 1, 2010 - pp. 98-115

<http://psychanalyse-paris.com/459-La-pensee-magique-chez-l.html>

*La pensée magique chez l'enfant* / Sophie Morgenstern - FV Éditions, 22 sept. 2012 – pp. 45 – per iPhone, iPad, iPod touch et sur Mac. € 1.49

***La pensée magique : dossier*** – in « Cliniques méditerranéennes » - 2012/1 (n° 85)

<https://www.cairn.info/revue-cliniques-mediterraneennes-2012-1.htm>

L'humanité, écrit Freud, a produit, au cours des temps, trois systèmes de pensée ou trois grandes visions du monde : l'animisme (mythologique), la religieuse, la scientifique. Parmi elles, la première créée, celle de l'animisme, est peut-être la plus conséquente et la plus exhaustive. C'est un système de pensée qui permet de concevoir à partir d'un seul point le tout du monde comme « un unique ensemble cohérent » (Les Nouvelles conférences) et qui laisse des traces dans la superstition, dans le fondement de notre parler et de notre croire, voire de notre philosopher. Or, cette première vision du monde de l'humanité est une théorie psychologique. Et les travaux de S.Reinach, H. Hubert, M. Mauss et de E.B. Taylor vont servir à Freud de point de départ pour prendre justement ensuite un chemin plus « psychologique ». C'est dans le chapitre « animisme, magie et toute puissance des pensées » (Totem et tabou) que Freud soulève la question de la pensée magique. Puisant dans les désirs de l'homme, conférant ainsi une surestimation de l'acte psychique, la magie est la part la plus originale et la plus significative de la technique animiste. « Ce qu'il (l'homme) instaure par voie magique ne doit en fait advenir que parce qu'il le veut. » Ce moyen se retrouve chez l'enfant, le primitif et le névrosé. Le principe qui régit la magie est celui de la « toute puissance des pensées ». C'est par rapport à la névrose obsessionnelle, que Freud soulève la question de la pensée magique qui puise dans la dimension narcissique de la régression. Par leur dimension magique et omnipotente, les mots deviennent dangereux car ils ont la capacité de tuer et/ou de ressusciter, sans oublier la régression de l'acte à la pensée, l'annulation rétroactive et la régression de la pensée à la puissance magique du rite conjuratoire. Freud établit le lien avec les modes de pensée des primitifs. La pensée est investie d'un caractère magique et d'une toute puissance propre à la pensée infantile. (Presentazione)

***Magical thinking in childhood and adolescence: Development and relation to obsessive compulsion*** / Derek Bolton ... [et al.] – in “British Journal of Developmental Psychology” - Volume 20, Issue 4, pages 479–494, November 2002

<http://onlinelibrary.wiley.com/doi/10.1348/026151002760390819/abstract;jsessionid=4DAF1A805C49E0A1132FC5CB6A45C5A5.f04t03?systemMessage=Wiley+Online+Library+will+be+unavailable+for+up+to+3+hours+on+Saturday+19th+March+2016+from++11%3A00-14%3A00+GMT+%2F+07%3A00-10%3A00+EDT+%2F+19%3A00-22%3A00+SGT+for+essential+maintenance.++Apologies+for+the+inconvenience.>

Magical thinking in childhood bears at least superficial similarities to obsessive compulsion, and recent cognitive models of obsessive compulsive disorder implicate forms of thinking akin to the magical. However, there has been little research on the relations between normal magical thinking in childhood and obsessive compulsion. The present study has two aims: to investigate magical thinking in young children and through to late adolescence, and to examine the relation between magical thinking and obsessive compulsion. It was found that children across the age range studied reported some magical thinking, and there was no general decline in the level of magical thinking with age. This overall pattern was complicated, however, by fluctuations in the level of magical thinking in later childhood and early adolescence, and by gender differences. There was a significant correlation between levels of magical thinking and obsessive compulsion. The results are discussed in the light of current theories. (Editore)

***The Power of Magical Thinking : Research Shows the Importance of Imagination in Children's Cognitive Development*** / By Shirley S. Wang – in “Lab Journal – Wall Street Journal” - Dec. 22, 2009

<http://www.wsj.com/articles/SB10001424052748703344704574610002061841322>

Is the Tooth Fairy real? How about the garbage man? Those questions may seem trivial, but how young children answer them is an important indicator of cognitive development.... (introduzione)

Non è indicata documentazione che tratta della prevenzione in generale e di “giovani/ adolescenti e gioco d’azzardo”, vedi altra bibliografia “*Giovani e gioco d’azzardo*” ([http://www.sbt.ti.ch/bcb/home/cds/bibliografie/dipendenze/Giovani\\_e\\_gioco\\_d\\_azzardo\\_4.2015.pdf](http://www.sbt.ti.ch/bcb/home/cds/bibliografie/dipendenze/Giovani_e_gioco_d_azzardo_4.2015.pdf)) , redatta nell’aprile del 2015.

Anche la documentazione su “*Videogiochi e cyberdipendenza*” fa parte di una bibliografia in fase di realizzazione.