



**ADDIS ABABA UNIVERSITY**

**COLLEGE OF EDUCATION AND BEHAVIORAL STUDIES**

**DEPARTMENT OF PSYCHOLOGY**

**PATTERN, PREVALENCE AND ASSOCIATED RISK FACTORS OF  
ONLINE SPORTS BETTING ON TUDENTS: THE CASE OF  
SECONDARY SCHOOL STUDENTS IN ADDIS ABABA, ETHIOPIA**

**BY**

**ABEL ANDARGE AGEGNEHU**

**JANUARY, 2021**

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**A THESIS SUBMITTED TO THE SCHOOL OF PSYCHOLOGY IN PARTIAL  
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**ADDIS ABABA, ETHIOPIA**

**ADDIS ABABA UNIVERSITY**  
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This is to certify that the thesis prepared by Abel Andarge Agegnehu entitled: “**PATTERN, PREVALENCE AND ASSOCIATED RISK FACTORS OF ONLINE SPORTS BETTING ON STUDENTS: THE CASE OF SECONDARY SCHOOL STUDENTS IN ADDIS ABABA, ETHIOPIA**”, and submitted in partial fulfillment of the requirements for the degree of Master of Arts in Counseling Psychology complies with the regulations of the University and meets the required standards with respect to originality and quality.

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## STATEMENT OF DECLARATION

I, the undersigned, declare that this thesis entitled: **“PATTERN, PREVALENCE AND ASSOCIATED RISKFACTORS OF ONLINE SPORTS BETTING ON STUDENTS: THE CASE OF SECONDARY SCHOOL STUDENTS IN ADDIS ABABA, ETHIOPIA”**, is my original work and has not been presented for any academic purpose in any other university or institution prior to this time, and that all sources of materials used for the thesis have been duly acknowledged.

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## CERTIFICATION

This is to certify that Abel Andarge Agegnehu has carried out his research work entitled :  
“Pattern, Prevalence and Associated Risk factors of online sports betting on Students: The case  
of Secondary School Students in Addis Ababa, Ethiopia” for the partial fulfillment of Master of  
Arts in counseling psychology at Addis Ababa University, School of Psychology. This work is  
original and it is suitable for the submission of the degree of Master of Arts in counseling  
psychology.

 Date 10/01/2021

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## **LIST OF ACRONYMS AND ABBREVIATIONS**

APA	American Psychological Association
DSM	Diagnostic and Statistical Manual
IPA	Interpretative and thematic Phenomenological Analysis
NLA	National Lottery Administration

## **Abstract**

*A great number of individuals amongst the urban youth and adolescents of Ethiopia are becoming more and more involved in gambling activities. Gambling is exacerbated due to the advent of online sports betting. Online sports betting does not require a specific gambling terminal to bet and a bettor can place a bet from any location via the internet which makes it more appealing for the current technology attached youths and adolescents. Therefore this study investigated the pattern and prevalence of online sports betting and its associated risk factors of problematic gambling among preparatory school students in Addis Ababa, Ethiopia. The study was conducted on 146 preparatory school students who have at least once placed a bet. The study showed that most betting participants were male. The study also showed online sports betting is becoming more and more popular among youths and adolescents because it is technology related which made it easy, efficient, effective, and private according to the study participants. Social media platforms also played an important role in the online sports betting industry because they were the main source of information regarding the odds of the game before placing a bet. Risk factors of problematic gambling were also investigated because they are necessary to design effective intervention plans to prevent the negative consequences of gambling. The findings of the study reveal that personal factors like self-esteem and drug abuse, social factors like peer influence and family gambling habits, and environmental factors like advertisements and the opening of numerous betting stations in several places have strong and positive correlations with problematic gambling.*

**Key words: Online Sports Betting, Gambling, Problem Gambling, Pathological Gambling, Risk factors and Corporate Social Responsibility**

# CHAPTER ONE

## 1.1 Background of the Study

Gambling is typically divided into three categories (1) wagering and betting, making a bet or wager on the result of an event such as a sporting event or race; (2) gaming, which includes placing bets on games limited by pre-determined mathematical rules and theoretical returns of players (gaming machines and casino table games); and (3) games of lottery-style, including cross-lotto (Rickwood, Blaszczynski, Delfabbro, & Dowling, 2010).

The sports betting sector has grown significantly during the previous decade as a result of its legalization in several nations. It is becoming an increasingly important component of the day-to-day activities of many types of sports fans and gamblers, particularly in developed countries; weekend betting packages, as well as weekend game admittance tickets, are available for purchase in most Western countries (Amani, 2017).

According to statistics, illegal betting alone might be worth more than \$500 million; global gambling revenue was valued at \$430 billion in 2012, and it is becoming an increasingly important element of the global economy (Global Betting & Gaming Consultants, 2013). Gambling is also extensively used as a source of revenue by states with deteriorating economies (Cassidy, Pisac, & Loussouarn, 2013).

It is clear that social, political, financial, and legal factors influence betting proclivities, and as a result, the prevalence of betting varies from place to place. According to population studies, over 70-80 percent of the adult population in Australia bets at least once a year (Productivity Commission, 2009). Approximately 60% of adults wager on lotteries, a third on scratch tickets, 30% on gaming machines, 20% on hustling, and 10% or less on other structures such as gambling club table games and sports wagering (Delfabbro and Le Couteur, 2009).

Age and gender have a significant impact on betting cooperation rates. Men are almost always more likely than women to gamble on games, dashing, club games and hustling, while there aren't many sex differences in investment when it comes to gaming machines and lotteries. According to a research by Bankole in 2019, over 3/4 of the population in the United Kingdom (72%) has bet (National Center for Social Research, 2000).

In addition, a substantial prevalence of betting interest and issue betting has been discovered among adolescents in distinct college understudy populations, primarily in studies in big league wage nations (Etel, Tabchi, Bou Khalil, Hlais and Richa,2013; McComb and Hanson, 2009; Mubaraka and Blanksbya, 2013; Tozzi, Akre, Fleury-Schubert and Suris, 2013).

The rise of internet betting has recently reached African shores and based on the evidence, it's clear that the continent is next in line for massive reconstruction. Africa is a modern continent that adapts well to change, which is how betting laws are evolving. According to A study by Daniel, 2019 betting is currently on the expansion of the landmass, with expected revenues of more than 30 billion for the coming year, based solely on the reformist increase in revenues since 2014.

Nigeria, South Africa, Kenya, Uganda, and Ghana have the highest levels of speculators and the highest levels of consumption; according to the 2019 Gambling Compliance report, even the Democratic Republic of the Congo, Senegal, Mali, and Morocco are 'arising' (Daniel stone, 2019).

According to a 2014 study by News Agency Nigeria (NAN), 60 million Nigerians between the ages of 18 and 40 spend up to \$5 million a day on game-related betting. Individuals who do not have a permanent job fall into this category. According to a 2019 World Bank report, nearly 85 percent of Africa's population lives on less than \$5.50 per day.

The findings of a study led by Amani (2017) in Nairobi city, Kenya, revealed that the majority of the bettors were men under the age of 40. Compensations were also the most common source of funds for sports betting. This meant that employed people were more likely to gamble than unemployed people and business visionaries. The majority of sport bettors place their bets online more than once a week. The analysis discovered that “Sport Pesa” was the most well-known brand in games betting and that mobile money services provided comfort and security to bettors. Web-based media has also had a significant impact on sports betting by providing data to bettors. The majority of bettors were aware that wagering was a type of betting. They agreed that they could start or stop gambling behavior of their own volition, and as a result, they continued to wager.

Amani (2017) also discovered that many people who engaged in betting experienced risks associated with it, such as addiction. The majority of gamblers believed that the government

was not doing enough to prevent gambling's negative consequences. Or perhaps the government focused even more on generating the highest possible profits by imposing expenses on the organizations. It was discovered that the presence of and access to a variety of cash transfer options greatly aided Kenyan wagering. Furthermore, online media was the most widely used source of betting information and options. Finally, the examination discovered that a strategy structure was required to direct wagering exercises and wagering organization commercials across the country to reduce openness to minors.

According to a quick evaluation conducted by Geopoll in 2017 (a think-tank in the field of cell phones and data affecting developing economic sectors), 54 percent of young people in Sub-Saharan Africa tried their luck at betting. Kenyans are first on the list with 76 percent, followed by Ugandans with 57 percent. Young Ghanaians tend to be the least interested, with only 42% of them involved in betting (<https://geopoll.com>, 2017).

Ethiopia has recently seen significant development in web and broadcast communications administrations, creating an ideal environment for online games betting. Axum Wagering was Ethiopia's first wagering institution. In 2017, G.C., it was founded with a capital of 1,000,000 birr. Axum wagering operates on the foundation of a global wagering organization established in Turkey. Ghana, Kenya, and Tanzania are among the African countries where the turkey-based wagering company operates. In contrast to Ethiopia, which has seen a significant number of such ventures in the last three years, the company has been widely polished for a long time internationally. "It is a youthful market," Abraham Teklemariam, representative administrator of Axum wagering, told Fortune magazine. "As an emerging new pattern, the capital has seen the opening of over 10 betting houses in the preceding one and half year alone," writes Fortune magazine staff essayist Hawi Abdisa.

Online gaming wagering stations may be found all across Addis Ababa, Ethiopia's capital and the continent's second-most populous country. Ethiopia has roughly thirty games wagering enterprises in March 2020 G.C., according to the public lottery Agency (NLA). From that point forward, the National Lottery Association (NLA) will not consider any new requests for the establishment of new sports wagering organizations until it has completed and distributed the new legislation governing the requirements and tactics of sports gambling.

The investigation discoveries by Catherine (2013), uncovers that reviews viewing sports bettors

as a specific report bunches separated from different card sharks is inconsequential, Although they have a variety of unique traits that are distinct from those of other speculators, they are associated and require additional research. In comparison to the general population and the "betting" population, sports bettors will be more likely to be male, younger, have a higher financial status, be employed full-time, be better educated, and have regular access to the Internet and other forms of technology.

Gainsbury, Russell et al's. (2013) public investigation of betting examples in Australia discovered that intelligent games players seemed, by all accounts, to be more youthful guys, with more elevated levels of training and work, and with admittance to the Internet. Essentially, the findings of state-level research conducted by the Victorian Responsible Gambling Fund (VRGF) (2013) are consistent with the findings of the aforementioned study and a few other examinations conducted in Canada, Spain, and the United Kingdom. A recent study performed by Gambling Research Australia found that men aged 10 to 24 were twice as likely as women of the same age to gamble (Purdie,et al. 2011).

The data gathered from the preceding studies isn't entirely delegated about exceptional segment qualities of sports bettors because they didn't specifically consider sports wagering; rather, they were broad investigations into a few betting types or, as Catherine (2013) put it, general overviews of relaxation pursuits and types of recreation. For example, the data used in Gainsbury, Russell, et al (2013) study was compiled from 15,006 Australian adults (with 47.5 percent of men aged 18-100 years old who participates in betting activities) who took part in a large-scale phone survey about betting investment over the previous year, with an arbitrarily selected sub-example responding to questions about their mentalities towards and rehearsed of intuitive betting (Palmer, 2013). Using their socio-segment traits, this was used to examine intuitive and non-intelligent card players' attitudes and convictions regarding betting and betting support (Palmer, 2013).

Gambling advertisements in online games and the easy availability of gambling stages have been linked to risk factors for risky betting. In their study, Monaganet al. (2008) discovered that 42 percent of young people said betting advertising makes them want to try their luck at betting, and 61 percent imagine or fantasize about what they may buy with their winnings.

Furthermore, Lambos et al. (2007) discovered that problem gamblers were more likely than 'at

risk' and 'not at risk' to report having sat in front of TV-poker games, to have enjoyed watching the projects, and to have been persuaded by the projects to play games for money. In their subjective investigation of the physical, social, and intellectual openness of gambling settings, Hing and Nisbet (2010) discovered that there may be a link between increased accessibility to betting and the turn of events, as well as support for risky gambling among betting venue representatives (Tariku, Robert, Ruiter and Tamirie, 2013). Problem betting can be analyzed by utilizing a few global instruments.

In Ethiopia, there is not really any investigation with respect to online games wagering. The solitary two reports the specialist could discover were the arrangement of information inclusion about the social effect of sports wagering in the country by Fana Broadcasting Corporation (FBC) and an article distributed on September fifth, 2019 with a title of "Ethiopia has found betting fever" by 'the market analyst'—an English language magazine— in its article the magazine said, "sports wagering shops are jumping up the nation over, individuals have gone insane." When everything is said and done, though, there aren't many studies on betting that don't clearly focus on online games gambling. For example, Getu (2018) found that hazardous betting predicts drug addiction, mental impacts, and social effects among teens in Ethiopia (Mehari & Koye, 2019). In addition, Ssewanyana and Bitanirwe (2018) identified betting as a substantial concern among youth in Sub-Saharan Africa, as well as a highly regarded issue among health specialists and strategy designers (Mehari & Koye, 2019).

According to the findings of a few studies on the subject, excessive alcohol use and smoking habits have a strong link to risky wagering. It also reveals a fair positive relationship between the level of issue betting (none, okay, moderate danger/trouble) and the proportion of mental discomfort (Mehari & Koye, 2019). Furthermore, the degree of gambling risk is linked to decreases in self-evaluated well-being in a variety of settings (Mehari & Koye, 2019). Furthermore, the legalization of online gaming wagering is becoming a significant source of social unrest. According to Rule and Sibanyoni (2000), the legalization of the betting industry in South Africa was linked to an increase in cultural concerns such as prostitution, burglary, assault, theft, and attack (Mehari. & Koye, 2019).

With regards to Ethiopia, Tariku, Robert, Ruiter and Tamirie (2013) led a cross-sectional examination on close to home, social, and ecological danger variables of tricky betting among

secondary school youths in Addis Ababa, Ethiopia. Their cross-sectional overview indicated that individual sentiments (e.g., confidence, bogus discernments about winning, drug misuse), social variables (e.g., peer impact, parental betting), and ecological components (e.g., the openness of betting settings, promotions) were huge corresponds of dangerous betting. Men were also shown to be more vulnerable to significant risky betting than women, according to the study. Playing cards was the most common type of betting activity, followed by flipping coins and pool betting, with web betting being one of the most un-announced betting activities.

Mehari Getahun Yitbarek and Koye Kassa Getahun (2019) directed a subjective phenomenological investigation of issue betting: types, hazard elements and outcomes in Bahir Dar city, Ethiopia. Their phenomenological research discovered that among the many types of betting workouts, Carrabolla trailed by playing a card game was the most well-known, and pool betting while playing a card game was the most harmful disclosed betting action.

Individual factors (mingling and diminishing fatigue, the desire to get away, and addictive practices), social variables (peer impact, relationship issues, and social acknowledgment), financial (being jobless and pursuing), and natural factors, such as gambling house openness, were all found to be important factors in tricky betting. Individual (wellbeing and passionate health), social (family, personal interactions, job, and misconduct), and financial (obligation, loss of investment dollars and resources) perspectives are all impacted by issue betting, according to the study.

This study aims to add to the list of "exceptional questions" about online games wagering. Explorations into whether the example, predominance, or associated hazard components of problematic betting expressly zeroing in on online games bettors as an investigation populace are few in number, contradicting, and speculative, as previously mentioned.

Various studies have found that children are more prone to sports wagering-related risk betting due to their greater openness to chance factors, but there have also been discoveries of different studies that suggest that different groups, such as women and indigenous groups are also considered risky bettors in other betting structures are additionally in danger with online games wagering. Regardless, there is no experimental verification that proves which of the two recommendations is correct.

However, the preliminary findings suggest that when new types of betting are developed,

improved, and disseminated over the Internet, cell phones, and other associated devices, they may expose some groups of people to greater risks (Abbott, Romild & Volberg, 2013).

As indicated by the specialists' information, there are no exact investigations in Ethiopia state-of-the-art with respect to any parts of online games wagering specifically. Despite the fact that betting has been around all through mankind's set of experiences, online games' wagering is a moderately new wonder for certain novel attributes that recognize it from different kinds of betting. The way that online games' wagering is only an arising wonder doesn't mean it doesn't represent a danger to society yet a greater danger than different types of betting in various manners. Its connected issues are exacerbated at the quickest rate because of its fast development all through the globe because of publicizing and advancement, changes in the idea of betting, and inspirations for wagering on the game.

There is additionally an information hole about the online bettors' sexual orientation, age, inspiration to betting, and their betting propensities before online games wagering and the way that only a small number of investigations related to this topic have been led with respect to the recommendation from recent report discoveries (for instance, Scholes-Balog, and Hemphill (2012)) that on-line card sharks might beat a more serious danger of some substance use and psychological wellness issues, comparative with non-internet players in Ethiopia. Subsequently, as far as the requirement for intercessions and anticipation, the connections between issues of psychological wellness and substance use and online sports wagering should be better investigated, which this study means to do by contemplating the pattern, prevalence, and related risk factors of online sports betting.

## **1.2 Statement of the Problem**

Gambling has become widely viewed as a socially acceptable form of recreation (Stucki and Rihs-Middel, 2007). For many individuals, gambling is an enjoyable and harmless activity but for other individuals, it can become both addictive and problematic with severe negative consequences (Meyer, Hayer, and Griffiths, 2009). These consequences include bankruptcy, loss of job, broken home, substance use and abuse, depression, and addiction (Bankole Emmanuel Temitope, 2019).

The impact of the extensive availability, advertising, and legalization of gambling has been identified as an important public health and addiction concern. (Shaffer & Korn, 2002; Williams,

Volberg & Stevens, 2012). Among youths and adults, the prevalence of disordered gambling has increased significantly (Shaffer, Hall & Vander Blit, 1997).

Gambling is also becoming a social crisis nowadays in many Sub-Saharan African countries. Suicides among young people are increasing. A recent example is that of a student of Kenyatta University who took his own life after gambling and losing his university fees, betting on the Europe League.

There are no empirical researches on online sport betting in Ethiopia, but recent reports by Amani Mwadime in neighboring Kenya which has the highest number of gamblers in Africa show a robust and fast-growing betting industry in Kenya. However, there were also frequent and worrying reports of the carnage it was causing (Gaitano & Angela, 2015). The betting craze that has engulfed the country has turned into a source of pain for some families, with individuals committing suicide and losing property and students squandering school fees. In some instances, the betting has led to families breaking up Amani (2017).

There are few empirical studies conducted on the concept of gambling in a broader sense without giving a specific consideration for online sports" betting in particular, for example, Oyebisi, Alao and Popoola (2012), Gupta and Derevensky (2000), and Wiber and Potenza, (2006). However, those researches were conducted with a narrow scope about specific cultural groups, therefore are not qualified for generalized representation purposes of the phenomenon. This lack of generalization except for the study population is even mentioned in the studies themselves. For instance, the study of Wiber and Potenza, (2006) was able to establish the significant effect of gender and peer group on gambling behavior, they further claim that the findings of their study should be interpreted with caution as they suggest more research should be carried out to established the reliability of their findings (Bankole, 2019).

In general, there is a lack of empirical studies regarding gambling as mentioned above and regarding online sports betting in particular, however, there are even fewer studies conducted about risk factors for problematic gambling. As far as the researcher's knowledge among those few there is none conducted in the Ethiopian context and most of them are about western cultural groups. The poor relevance of the findings of those studies for our context was implied by the study conducted in Quebec by Ellenbogen et al. (2007) which found out that cultural factors influence gambling behaviors and problematic gambling rates. This was a cross-sectional study

conducted about gambling behaviors in English, French, and other European country adolescents. The findings of the study indicate the risk factors for problematic gambling vary significantly from group to group.

In Africa it is safe to say problematic gambling has not been studied critically, there are only a few studies available on the subject matter in South Africa. The finding of those studies puts forth a somewhat varied rate of prevalence of problematic gambling at a national level. For example, Wiebe and Volberg (2007) estimated the prevalence rate of problematic gambling was between 4.2% – 6.8%, and Nzimande et al. (2010) estimated a 3% prevalence rate after two years of the prior study.

The implied decreasing prevalence rate of problematic gambling between the findings of those two studies contradicts with a number of study findings internationally and even nationally. For instance, Ruleand Sibanyoni (2000) reports that since the emergence and legalization of online sports“ betting, the prevalence rate of problematic gambling and its related negative impacts on society are both increasing at an exponential rate from time to time in South Africa. Some of those problems in the society mentioned by the finding of the study include prostitution, theft, rape, robbery, and assault.

Gambling is legal in Ethiopia; therefore, it is not hard to witness different kinds of gambling activities practiced in public all around Ethiopia and in the capital Addis Ababa specifically. State-owned lotteries, pools, and billiards, Play Stations, and football are amongst the most prevalent ones. The National Lottery Administration (NLA) Ethiopia has the role of regulating and controlling the activities related to gambling (National Lottery Administration (NLA), Ethiopia, 1961).

Gambling is not a new phenomenon in Ethiopia which starts with the emergence of online sports betting, there was a casino in Ethiopia in the 1980's which was terminated by the order of the prime minister at the time after a fight broke out between a gambler and a patron which resulted in the death of the patron. In 1995 and 2006, two project proposals for a new casino were presented to parliament, but both were not successful. Online sports“ betting is just an emerging new trend in Ethiopia and is growing rapidly.

According to the reports by Hawi A. (2017) in the past one and half years alone, 10 betting companies opened shops in the capital Addis Ababa and other big cities. Based on an article

released by Fana Broadcasting Corporation (FBC) on January 3, (2020) the national lottery administration of Ethiopia has suspended issuing new licenses for sports betting companies. The administration says that no new licenses will be given until an effective betting control mechanism is put in place.” FBC (2020), however, there is no detailed explanation about the control mechanism and how will it be enforced.

Empirical research on online sports betting and its relationship with problem gambling is becoming more and more important due to the prevalent and rapid expansion of internet and Smartphone technologies that can facilitate ease of access and availability which are among the determining factors of gambling and problem gambling. However, there is not adequate number of empirical researches conducted on these phenomena in Ethiopia as far as the researcher’s knowledge.

There were also two reports the researcher could found were the series of news coverage about the social impact of sports betting in the country by Fana Broadcasting Corporation (FBC) and an article published on September 5<sup>th</sup> 2019 with the title of “Ethiopia has caught gambling fever” by “*The Economist*” – an English language magazine – in its article, the magazine said “sports betting shops are springing up across the country. People have gone crazy.”

Therefore in order to fill this gap, this research attempts to examine the pattern, prevalence, and associated risk factors of problematic gambling from the point of view of online sports betting among youths of Addis Ababa, Ethiopia. By exploring the risk factors of gambling behavior in adolescents, this study aims to identify target variables for future educational and policy interventions to prevent problematic gambling in adolescents in Ethiopia.

## **1.3 Purpose of the Study**

### **1.3.1 General Objective**

The main objective of this study is to investigate the prevalence of online sports betting among adolescent students, its effects on their behavior, and its correlation with associated risk factors of problem gambling in Addis Ababa.

### **1.3.2 Specific Objectives**

- To find out the degree of prevalence of online sports betting among adolescent students

- To examine if technological advancement and the emergence of online sports betting increase adolescent students involvement in gambling
- To investigate the effects of online sports betting on adolescent students' behavior and their academic achievement
- To investigate the associated risk factors of problem gambling (personal, social, and environmental) and their correlation with online sports betting

## **1.4 Research Questions**

This research will attempt to answer the following questions:

1. What is online sport betting? And how could it be explained when it appeals to the youths?
2. Does technological advancement and the emergence of online sports betting increase adolescent students' involvement in gambling?
3. What is the degree of prevalence of online sports betting among adolescent students?
4. What are the impacts of online sports betting in adolescent students' behavior and their academic achievement?
5. What are the associated risk factors of problematic gambling (personal, social and environmental) and their correlation with online sports betting?

## **1.5 Scope of the Study**

This research was conducted from March 2020 to July 2020, and it is limited to Addis Ababa, Ethiopia. This research has tried to examine the pattern, prevalence and associated risk factors of problem gambling particularly concerning online sports betting among adolescents in Addis Ababa, Ethiopia. The populations of the study were both male and female grade 11 and 12 students of preparatory schools in Addis Ababa city.

## **1.6 Significance of the Study**

The main purpose of this study is to get current empirical statistical data regarding the prevalence and how widespread online sports betting activity becomes amongst youths of Addis Ababa, Ethiopia. The results of this study reveal how online sports betting activity is leading its

vulnerable segment of society into gambling addiction problems. Considering the above-mentioned results of this study, it has both theoretical and practical implications.

In its theoretical value, it gives real importance to the concerned government body, academic professionals like psychologists and researchers, youths, and their parents as a source of crucial information since this is the first empirical research on the matter conducted in our country.

The study provides the betting companies with empirical data regarding the effects of online sports betting on the community. It also implicates what should the betting companies do to protect adolescent students from becoming negatively impacted by online sports betting.

Its practical value is doing to be its great benefit for the government and other policy-making bodies like the national lottery authority (NLA) as a tool in the decision-making process on how to protect the most vulnerable segment of the society (i.e. the youth).

The findings of this study can also be useful for psychologists and other academic professionals as a source of debate and an input to design and formulate problem gambling treatment techniques. It also provides useful information for school administrators about the prevalence and effects of this gambling behavior among their students and to take the necessary measures accordingly in order to prevent this gambling activity from impacting their students' academic achievement and behavior in general.

## **1.7 Operational Definition of Terms**

- **Betting Terminals:** are stations or terminals placed by the betting companies at several areas with computers for the sole purpose of placing a bet by any bettor prior to the events taking place which have fixed odds.
- **Corporate social responsibility:** carefulness and contribution to be undertaken by business organizations for the health and well-being of the community, acting transparently and ethically.
- **Fallacy/Errors in Thinking:** Being involved in gambling activities based solely on whims and likes without considering statistical probabilities and understanding the random and uncontrollable nature of many gambling games.
- **Frequent Gambler:** Any student who was involved in any activity which is categorized as

a gambling activity in the gambling behavior scales from once per week up to 4-7 times per week.

- **Gambling:** To bet money by predicting the results of a game with a possibility of winning based on chance or luck.
- **Occasional Gambler:** Any student who was involved in any activity which is categorized as a gambling activity in the gambling behavior scale from a maximum of 3 times per month up to once per year.
- **Online Sports Betting:** involves betting on specific sporting events during the game live by predicting certain outcomes on a specified time frame of the game and betting on the final results of such sporting events prior to the events taking place (fixed-odds betting) by the use of the internet and electronic devices like smart phones and computers.
- **Pathological Gambling:** It is a psychiatric problem that can be diagnosed based on the diagnostic criteria described in the Diagnostic and Statistical Manual of Mental Disorders –Fourth Edition (DSM-IV). It describes individuals with Persistent and recurring gambling behavior which can be identified by examining the individual if he/she manifests five or more symptoms listed in the DSM-IV manual.
- **Problem Gambling:** it includes but is not limited to pathological gamblers. Any gambling behavior which has negative impacts on the essential life functions of the gambler can be categorized as problem gambling whether the impact is psychological, social, or physical.
- **Non-gambler:** Any student who doesn't participate in any such activities which are categorized as gambling activities in the gambling behavior scale.

# CHAPTER TWO

## 2. LITERATURE REVIEW

Even though gambling was there since ancient human history there are no sufficient academic researches on the matter globally. Only in the past two decades that we are witnessing an increased interest from different researchers on the matter. In the Ethiopian case, since online gambling is only becoming more and more prevalent in the past few years because it is related to the increased internet and Smartphone services in the country. This chapter of the study will review online sports betting related literatures and their findings which were conducted in other countries.

### 2.1 The Growth of Sports Betting

The awareness of literature critiques is on sports activities making a bet, or extra extensively playing, in place of making a bet at the consequences of different famous events, however calls for a broader remark at the expenses and advantages of playing. (Catherine P, 2013). Much of the dialogue approximately sports activities making a bet interacts with comparable subjects at the monetary and social advantages of playing (Catherine P, 2013).

Research maintains to discover methods economies and areas can advantage from playing. In Tasmania, the monetary advantages of playing are anticipated to be approximately \$ 383 million spent on playing in 12 months. Coupled with contributing to the Tasmanian economic system through paintings associated with playing, tourism, funding and network business (Catherine P, 2013).

However, on the identical time, monetary advisors and different counselors, social people and human carrier businesses document the expenses and outcomes of hassle playing, with approximately 0.7% of hassle gamblers accounting for 22.9% of recreation console spending (Allen Consulting Group, 2011). Research at the expenses and advantages of sports activities making a bet continues to be in its infancy, however there's a comparable study (Catherine P, 2013).

Claims of monetary pursuits in selling sports activities associated with sports activities making a bet and playing are internationally (Braun and Kvasnicka, 2013 (Gainsbury, 2012) and with inside the context of Australia (Hing, Vitartas, and Lamont, 2013; Gainsbury, 2011) Confirmed. Similar subjects exist. Risks, expenses, and outcomes of humans laid low with a tricky dating with sports activities making a bet with inside the constrained literature on sports activities making a bet associated with this for susceptible groups. (Catherine P, 2013).

Despite the limited literature, the consistent message in early research is that online sports" gambling is rapidly outperforming all other styles of gambling in terms of participation (Catherine P, 2013). For instance, a report within the UK (Charlton, 2013) found that counting on football (football), which stemmed from the rapid expansion of looking on games, had the most important growth within the sports betting sector between 2009 and 2012.

According to a study by Gainsbury (2013), sports gambling appear to be the fastest growing sort of gambling in Australia. Preliminary findings suggest that electronic gambling machines have dropped from 39% to 19% when participating in sports gambling. It increased from 6% to 13% within the same period (Hingetal. In Gainsbury 2013 a).

Our focus is on Ethiopia, but confine mind that the worldwide nature of the web and sports means spending big money on looking on international sporting events in Ethiopia. it's important to recover (Catherine P, 2013). As an example, Gainsbury and Russell (2013) estimate that about 4.9 Billion Euros were invested globally at the 2010 FIFA tourney in Republic of South Africa, including 110 million Euros in Australia. I. this is often rather more than the estimated cost of 1.1 billion Euros. 2006 Tournament in Germany (Gainsbury and Russell, 2013; Church-Sanders, 2012).

### **2.1.1 Changes in Gambling**

In addition to the zoom of sports gambling within the past, attention has also been focused on major changes within the nature of sports gambling (Catherine P, 2013). Bets are not any longer limited to bets on the results of horse races and greyhounds, but now include "micro bets", "in-game bets" and "in-game bets" that customers can play. I did.

There are different outcomes on who will score the most number of goals in an exceedingly three-quarter football match after the beginning of the sport and through the sport (Catherine P, 2013). In fact, the sports betting market has grown significantly, for instance in Australia, where racing (including Sarabred racing, bridle and greyhound racing) increased by 69% between 2001 and 2011 for other sports. Shares increased by 278%. At the identical time (Australian racing Commission, 2011).

Similarly, Gainsbury and Russell (2013) conducted a year-long study on team sports and racing betting patterns with an oversized number of betting options from 2,522,299 bets (now sold as Unibet) prepared by Australian corporate bookmakers. I noticed). The bulk of bets (96.1%) were made online, and also the remaining 3.79% were remodeled the phone. After racing, which is that the main activity of the online gambling companies surveyed, bookmakers will possibly gage popular sports like football and cricket, and sports betting will follow the game. It's been suggested that this game should be an aid and race that's increasingly a part of the experience of fans (Catherine P, 2013).

As the use of the game has become more prevalent, research has begun to document the differences between sports with social networking sites and gambling sites (Gainsbury and Derevensky, 2013). Improve and seek youth appraisal (Catherine P, 2013).

A report by Crowdspark (2012), a provider of gambling services like Pet Vegas and Golden Empire Casino, examines the varied factors which will contribute to the expansion and relevance of gambling and gambling. The report outlines the various perspectives that the environment has created for the overgrowth of social media in sports and athletics, including plans to enter mobile and social media. Chat rooms and websites is anxious about the attractiveness of young entrepreneurs to online gambling, including gambling (Catherine P, 2013). As an example, the report mentions the difference between online gambling (where there's advertising for cash prizes) and online gambling (where there's no cash payment of money prizes). Free payment or 'reward' app settings) (Catherine P, 2013).

In both cases, the matter of 'age of refusal' within the virtual realm, the role of social relations within the field of gambling, the impact of microsurgery on the one regular play, and also the ways during which puzzling over different games is affected. Key points are placed on a

number of the implications of the game of law, research, defense and policy in winning (i.e. the look designed to last a protracted time). (Catherine P, 2013). The fast-paced competition of mobile devices and therefore the use of technology mean that the game is unrestricted in casino, community and social Contestants (Catherine P, 2013).

Gambling market, Abbott et al. (2013) commented that 'as new types of gambling change as they're introduced, promoted and reported by the Netnem', mobile phones are connected to devices'. Additionally, world events within the World Cup mean that there may be a football match or a world event at any time of the day (Catherine P, 2013).

As reported by Real (2013), technology is creating a global marketplace for gambling and a large range of sports betting outside the borders A study by Griffiths (2003) within the UK also looks at the changes within the gambling environment because of the employment of online technology, indicating that gambling is becoming more social. Gambling organizations were more interactive. One in all the foremost important observations is that gambling has shifted from the normal "relationships" (such as networks) to homes and offices that may practice segregation (Catherine P, 2013).

When it involves online gambling, there's a shift from 'specialized websites to cyberspace' (Griffiths, 2003, p. 557). The worldwide impact of sports, the simplicity of retail and sports round the world has also been identified as a number of the foremost influential sports competition (Australian Criminal Commission, 2011).

## **2.2 The Types of Gamblers**

In Dr. Robert Custer's oral handbook (Custer R. M., 1985) defines six styles of gambling as gambling; gambler or gambler, gambler, gambler, gambler, gambler, gambler, gambler, gambler, gambler, gambler, gambler, gambler they chose (Dr. Rachel Coros, 2016). They carefully ignore gambling prevention efforts in their bank and are always au fait, and might stop gambling if that does not help them (Dr. Rachel Coros, 2016). Gambling experts don't rule out gambling addiction (Dr. Rachel Koros, 2016).

Antisocial gamblers are like gamblers after they use gambling to form money, but still cheat or cheat or gamble to try and do so (Dr. Rachel Coros, 2016). Social gamblers often gamble for fun, entertainment or communication (Dr. Rachel Coros, 2016).

The hope of gambling can sometimes be played with friends; Play the lottery if you have got lots of cash or kick money in an exceedingly sport that does not have much potential, like international trophies (Dr. Rachel Koros, 2016). Social gamblers are just like social gamblers, but gambling is their favorite thanks to use this for pleasure (Dr. Rachel Koros, 2016). ). Big gamblers always put their family and work first before gambling and always control their gambling (Dr. Rachel Koros, 2016).

Gamblers who do not have actual talents, such as machine gambling or bingo, are frequently preferred by gamblers who do not have real skills (Dr. Rachel Koros, 2016). They participate in this challenge, and as a result, they experience less anxiety, despair, loneliness, and isolation (Dr. Rachel Coros, 2016). Instead of generating interest in avoiding gamblers, gambling supplies mathematics that will lead to an escape.

Gambling has an impact on every aspect of a gambler's life while it is active. They have no control over their gambling and regard it as the most essential aspect of their life, prioritizing it over their families and jobs, both of which are constantly punished. They will combat corruption, fraud, and theft if they do not have money to gamble (Dr. Rachel Coros, 2016). No matter how passionate or determined they are, they will never be able to stop gambling. Students in Kenya appear to fit into all of these groups, therefore gamblers are kept occupied every day while also participating in other forms of gambling (Dr. Rachel Coros, 2016). Gambling is not examined because of the danger involved (Dr. Rachel Koros, 2016). Gamblers enjoy themselves and do so frequently.

### **2.3 “Online” versus “Venue Based” Gambling**

There are some parallels between online sports betting and venue-based gambling in that both are available for all games and betting events, but there are several key differences. These disparities are thought to be linked to a higher risk of problematic gambling among internet gamblers, as well as other difficulties such as mental health issues and drug use (Griffiths M, Wardle H, Orford J, Sproston K, Erens B., 2011). The key difference between online gambling and gambling at a physical location is that online gambling is far more accessible and convenient than gambling at a physical location (Monaghan S, 2009).

Increased availability to gambling via internet applications is thought to enhance the incidence of

problem gambling and its related consequences by allowing for more frequent play and greater convenience to allow impulsive gambling opportunities (Productivity Commission, 2010 & Monaghan S, 2009).

Furthermore, it was suggested that the solitary existence and anonymity connected with online gambling contribute to issues such as limited usage of online gambling and ease of gambling when under the influence of alcohol and drugs. (Monaghan S, 2009 & Corney R, Davis J., 2010).

Despite the fact that a number of writers have predicted that the differences between online and venue-based gambling could have ramifications for problem gambling rates among online gamblers and harms associated with online gambling, few research have examined the plausibility of these predictions (Catherine P, 2013). It's unclear whether the differences between online and land-based gambling have any real impact on the links between gambling and unfavorable outcomes (Catherine P, 2013). There is a substantial body of evidence linking problem gambling to negative mental health and substance use consequences (Catherine P, 2013).

Gambling issues have been linked to both mental health concerns like depression and anxiety, as well as alcohol and substance abuse disorders (Lorains FK, Cowlishaw S, Thomas SA., 2011). However, it is unclear if problem-based gambling or problem-based internet gambling is being investigated in several of these studies (Catherine P, 2013). Given that the majority of the research was conducted before internet gambling became widely available (i.e. in the 1980s, 1990s, and early 2000s), it is reasonable to conclude that most of the participants in these studies were primarily engaged in venue-based gambling (Catherine P, 2013).

As a result, given that online gambling is thought to be linked to poorer outcomes, it's critical to investigate the relationships between online gambling, mental health, and drug use, as well as if online gambling is linked to the same mental health and drug use issues as venue-based gamblers (Catherine P, 2013).

## **2.4 Internet Gambling**

### **2.4.1 An overview of Internet Gambling**

(Dickerson & O'Connor, 2006) The majority of gaming takes place in licensed, heavily regulated establishments. However, in recent years, there has been a significant growth in the number of gambling chances available on the internet, and betting via phone or the internet is growing increasingly popular (Griffiths, 2007a). In 1997, there were roughly 200 locations (Wood & Williams, 2007a). There are now about 2,300 sites (Online casino city, 2010), offering everything from casino games (blackjack, roulette, slots) to sports and pari-mutuel betting, bingo and lottery sales, and the recent poker craze (Stewart, 2006).

It is undeniable that the internet has created new gambling opportunities, but technological advancements such as more technologically advanced slot machines and video lottery terminals, interactive television, and mobile phone gaming are continuing to expand the sector (Griffiths, 2006b). It's also evident that newer kinds of gambling (like internet gambling) are virtually entirely conducted in non-gambling settings like the home or the workplace (Griffiths, 2006b). The growth of the internet into spaces outside of the office and home (e.g., cafés, shopping malls, and airlines) provides consumers with more gambling options, blurring the line between gambling and non-gambling settings (McMillen, 2000). As a result, when gaming is done in non-gambling situations, gambling regulation almost vanishes (Griffiths, Parke, Wood & Parke, 2006).

“Internet gambling is a solitary hobby where people can bet uninterrupted and unnoticed for hours at a time,” the Federal Trade Commission of the United States cautioned in 2007. Gambling in a socially isolated environment and gambling with credit may both be risk factors for developing gambling problems.” It is generally known that excessive alcohol use is a risk factor for problematic conduct (Bourgault & Demers, 1997; Cooper, 1994).

Gambling appears to be linked to higher levels of excessive play on its own (Abby McCormack, 2011). These are social behaviors that are most rewarding in a social environment, according to Shaffer (2004), but engaging in them alone removes the social context and lowers the impact of both formal and informal social restrictions. Furthermore, because there are no natural limitations provided by a group, the tempo of games performed when gambling alone is

generally significantly faster than games played in a social context (Abby McCormack, 2011). As a result, the lack of informal social restrictions may be a risk factor for the emergence of gambling-related issues. (Abby Mc Cormack, 2011).

Gambling research has risen at an exponential rate in the twentieth century as possibilities to gamble have increased, notably since the 1960s (Shaffer, Stanton & Nelson, 2006). The majority of this study, however, has been on pathology, risk-taking, decision-making, and addiction (Abby McCormack, 2011).

Despite the tremendous growth of internet gambling in recent years, there has been very little empirical research on the subject (Abby McCormack, 2011). Although a lot of theoretical articles have been written on the possible changes the internet could have on gambling (Eadington 2004; Griffiths1999a; 2003b; Griffiths & Parke 2002; Parke & Griffiths, 2004b; Shaffer, 2004; Watson, Liddell, Moore & Eshee , 2004) More research into the effects of the internet on gambling, specifically the situational and structural properties of the internet in facilitating gambling behavior, is needed (Abby McCormack, 2011).

#### **2.4.2 Prevalence of Internet Gambling**

Over four million people in the United Kingdom are believed to gamble online every day (Himes, 2005). As Griffiths has argued extensively, technology has always played a role in the development of gambling behaviors (1999a; 2001; 2003b; 2006c). He claims that new technology may expose many people to gambling for the first time (Griffiths, 2006 b) that may be more enticing than previous non-technological forms (Griffiths,1999 a). Gambling advertising is prevalent in the United Kingdom, particularly on television and in public transportation hubs like as tube stations and major rail stations (Himes, 2005). Remote gambling will accelerate and reach completely new audiences as a result of aggressive marketing campaigns and an increasingly broad selection of products (Hawkswood, 2005).

In a prevalence survey of internet gambling in Canada (Ialomiteanu & Adlaf, 2001), 5.3 percent of 1,294 adults said they had gambled on the internet in the previous 12 months. Women were slightly more likely than men to bet online (6.3 percent vs. 4.3 percent), but the difference was not statistically significant (Abby McCormack, 2011). There were no significant differences in age, geography, education, or wealth, and the study did not look into any aspects of compulsive

gambling (Abby McCormack, 2011).

Griffiths (2001) conducted the first prevalence survey on internet gambling in the United Kingdom (Abby McCormack, 2011). Only 24% of the 2,098 adults surveyed were internet users, according to the findings (Abby McCormack, 2011). Only 1% of those who bet on the internet on a regular basis (less than once a week) were regular gamblers (Abby McCormack, 2011). According to the evidence, internet gambling is neither problematic nor addicting (Abby McCormack, 2011). However, as Wood, Griffiths, and Parke (2007a) point out, this prevalence survey was conducted when internet gambling was still in its early stages, and the situation has changed significantly since then.

According to the 2007 British Gambling Prevalence Survey (Wardle et al., 2007), 6% of the population had gambled online in the previous year. Following the introduction of internet gambling legislation and regulation in the United Kingdom, prevalence estimates revealed that 10.5 percent of persons surveyed had engaged in online gambling in the previous month (Gambling Commission, 2010). The prevalence of online gambling is highest in the United Kingdom, according to prevalence surveys conducted in 2007 (Wardle, Sproston, Orford et al., 2007) and 2010 (Wardle, Moody, Spence et al., 2010).

However, when compared to offline gaming, global involvement in internet gambling is still quite modest (Wardle et al., 2007; Welte, Barnes, Wieczorek, Tidwell & Parker, 2002; 2004). However, there is rising fear that internet gambling will continue to expand in popularity and draw gamers because to its unique features such as convenience, anonymity, and a stronger sense of control (Griffiths, 2003b; Griffiths *et al.*, 2006; Watson *et al.*, 2004; Wood, Williams & Lawton, 2007).

According to Wood and Williams (2009), the prevalence rate of internet gambling in Canada was 2.1 percent in 2006/2007, and it has risen since 2004 (albeit it is still the least popular form of gambling among Canadian adult gamblers) (Abby McCormack, 2011). Moore (2006) also discovered that the rate of past-year gambling among Oregon citizens has increased dramatically from 0.7 percent in 2001 (Moore, 2006) to 1.9% in 2005 (Moore, 2006). These research back up the idea that online gambling is becoming more of a concern (Abby McCormack, 2011).

In addition, a national study of over 8,000 12 to 15-year-olds in the United Kingdom (MORI Social Research Institute, 2006) was done to assess under-16-year-olds' opinions and behavior toward the National Lottery (Abby McCormack, 2011). A portion of the national study looked into remote gambling and the use of National Lottery items on the internet (Abby McCormack, 2011). The findings revealed that adolescents may and do gamble on the internet and other distant media (Griffiths & Wood, 2007), with online gambling being more common among those whose parents approve of their children gambling (Abby McCormack, 2011).

In the previous week, problem gamblers were more likely than social gamblers to have played games online (Abby McCormack, 2011). This study focuses on key regions, and it is anticipated that adolescent gambling on the internet and other forms of distant media will become a growing concern in the coming years (Griffiths, 2003b), Especially when many teenagers are digitally savvy and constantly use the internet and cell phones (Abby McCormack, 2011).

On the internet, there are a variety of advantages that tempt young people to bet online (Abby McCormack, 2011). Their knowledge and expertise in the use of the internet, their passion of gambling, and the ease of accessing create an excellent arena for teenagers to relieve boredom and give an exhilarating form of entertainment (Derevensky & Gupta, 2007).

### **2.4.3 Rate of Problematic Gambling among Internet Gamblers**

In a study of 389 University-based medical and dental patients in the United States (Ladd & Petry, 2002b), it was discovered that all respondents had gambled at some point in their lives, and 70% had gambled in the previous two months. 8 percent of those polled said they had gambled on the internet at some point in their lives, and 3.6 percent said they gambled on the internet on a weekly basis (Abby McCormack, 2011). The internet gamblers had significantly higher mean scores on the South Oaks Gambling Screen (SOGS) than the non-internet gamblers (Abby McCormack, 2011).

Internet gamblers are more likely than non-internet gamblers to have a gambling problem, according to Ladd and Petry (2002b) (Abby McCormack, 2011). It's worth mentioning, however, that the participants were a self-selected group, so the results may not be indicative of all gamblers (Abby McCormack, 2011).

A survey of 1,920 internet gamblers in the United States (Wood & Williams, 2007b) found that

nearly half (42.7 percent) of them were classified as problem gamblers (Abby McCormack, 2011). Internet gamblers represented a wide range of ethnic, religious, educational, marital, gender, and age groups (Abby McCormack, 2011). Males were slightly more likely to bet on the internet, and the majority of them were under the age of 35. (Abby McCormack, 2011). By a wide margin, blackjack and slot machines were the most popular games (Abby McCormack, 2011).

The considerable prevalence of problem gambling, according to the conclusions or results of this study, is concerning. According to Wood and Williams (2007b), the rate of problem gambling among internet gamblers could be ten times higher than the overall population (Abby McCormack, 2011). However, just a few studies exploring this distinction have been published to yet, and more study is needed to confirm whether or not there is a difference between internet and non-internet gamblers (Abby McCormack, 2011).

Future research will also include the obvious link between compulsive gambling and internet gambling needs to be addressed (Abby McCormack, 2011). Internet gambling may be more likely to lead to gambling addiction, or problem gamblers may be drawn to the internet as a more convenient way to bet (Abby McCormack, 2011). Wood and Williams (2009) imply that the rate of problem gambling in internet gamblers is 3 to 4 times greater than in non-internet gamblers in a more recent prevalence survey of gambling (Abby McCormack, 2011).

Some of the distinctions between internet gamblers and non-internet gamblers were investigated in one study (Griffiths & Barnes, 2008). They discovered that internet gamblers were much more likely to be problem gamblers, and that internet gamblers and internet problem gamblers were significantly more likely to be men (Abby McCormack, 2011). In addition, internet gamblers spent substantially more time and money on the game than non-internet gamblers (Abby McCormack, 2011). This could be because problem gamblers use a larger range of media to gamble, or it could be that the internet makes gambling more problematic for them, as Abby M. (2011) points out.

## **2.5 Mobile Phone Gambling and Interactive Television Gambling**

Mobile phone gambling and interactive television gambling are two examples of interactive gambling technologies (Abby McCormack, 2011). With the introduction of mobile phone gambling, it appears that convenience gambling has taken on a new shape (Griffiths, 2007d). Gamblers may place bets whenever they have a few minutes to spare, without having to worry about finding a betting shop or obtaining internet access (Abby McCormack, 2011). It might also make “impulse betting” more convenient (Griffiths, 2007d). However, as with internet gambling, the rise in mobile phone gaming has the potential to lead to an increase in problem gambling (Griffiths, 2006c).

Gambling on sporting events such as horse racing and football, placing bets on casino games such as blackjack and poker using a television remote control, and calling premium-rate telephone lines to place a bet or participate in a skill game such as puzzles, word games, and trivia questions are all now possible through interactive television (Abby McCormack, 2011). With the introduction of digital television, new gambling opportunities have arisen (Abby McCormack, 2011). Betting and digital radio were the two interactive applications that showed considerable growth in a survey examining consumer responses to interactive digital television (iDTV; Mercier & Barwise, 2004). (Abby McCormack, 2011).

With the advancement of digital television, the possibility of interactive sports betting and gambling via television broadcasting has arisen (Abby McCormack, 2011). While internet gambling will appeal to a small and exclusive market in the near future, interactive gambling via digital television will appeal to a far larger audience and be available to people of all income levels, according to McMillen (2000). Furthermore, two shifts in consumer behavior, according to Brindley (1999), are already underpinning gambling via interactive technology (Abby McCormack, 2011). To begin with, access to and familiarity with interactive technology is becoming more widespread, and to continue with, the UK National Lottery has already revolutionized the way the gambling market operates, resulting in widespread gambling participation. (Abby McCormack, 2011).

## **2.6 Social Impact of Internet Gambling**

With the loosening of gambling laws, the development of gaming institutions, and increasing opportunities to gamble, the number of persons who have gambling issues may rise (Griffiths, 1999a; 2006b). In other nations, research has shown that as gaming becomes more accessible, the number of regular gamblers and problem gamblers increases (Griffiths, 2003c).

Furthermore, as technology advances, the internet has become a convenient place to gamble (Griffiths, 2006d). Concerns about the safety of internet gambling have led to conjecture that technological interventions may be required to avoid the development of gambling-related issues or to lessen gambling-related harm connected with internet gambling (Peller, LaPlante & Shaffer, 2008). The internet is accessible 24 hours a day, seven days a week; individuals can participate from the comfort of their own homes, and the affordability, anonymity, and convenience of internet gambling will have an impact on the social impact of the industry, which is expected to grow in the coming years (Griffiths, 2003b; 2006d; Griffiths & Parke, 2002).

### **2.6.1 Protection of the Vulnerable**

In offline gambling, responsible members of the gaming business frequently prohibit vulnerable individuals (e.g., minors, problem gamblers, drug/alcohol abusers, the learning impaired, etc.) from gambling (Griffiths & Parke, 2002). The word "responsible gambling" has been used to characterize recreational gambling, however there is no clear meaning of the term (Blaszczynski, Ladouceur & Shaffer, 2004). The amount of injury that is considered acceptable will surely differ from person to person (Abby McCormack, 2011). Clearly, more research is needed to identify exactly what "responsible gambling" is, especially with the rapid growth of internet gaming sites (Abby McCormack, 2011).

Furthermore, with the passage of the UK Gambling Act in 2005, the question now becomes how to ensure that internet gambling is regulated, monitored, and socially responsible in the future (Smeaton & Griffiths, 2004).

Blaszczynski, Collins, Fong, and colleagues (2010) proposed a set of fundamental principles and minimum conditions that should be the foundation of any responsible gambling program (Abby McCormack, 2011). Implementing population-based education; staff training; providing

information on help lines, rehabilitation, and counseling treatment programs; avoiding marketing to underage populations and self-excluders; displaying warning signs about the potential negative consequences of excessive gambling; banning the sale of alcohol to minors, patrons who are gambling, and drunk people; making self-exclusion options available and accessible; and changing structural and situational factors that may contribute to excessive gambling; tighter enforcement procedures to restrict underage gambling are just a few examples (Abby McCormack, 2011). However, no scientific studies have been conducted to determine the extent to which offline gaming establishments have integrated these components or their efficiency (Abby McCormack, 2011).

People must be informed of the dangers of internet gambling, which may put them at risk of developing gambling issues, when it comes to responsible gambling (Blaszczynski et al., 2004). Griffiths and Parke (2002) raise a number of severe concerns that regulators and internet gambling service providers will have to address, such as “how can you be sure that adolescents aren't visiting online gambling sites using their parents' credit cards?” When a person uses an internet gambling website, there is no way of knowing whether they are under the influence of alcohol or drugs, and there is no way of knowing whether they are a problem gambler (Abby McCormack, 2011).

### **2.6.2 Additional Impacts of Internet Gambling**

Gambling in the workplace and the influence of using electronic money are two further effects of internet gambling. As previously said, internet access is becoming more widely available in the workplace (Abby McCormack, 2011). Many companies provide unfettered access to all employees, allowing them to engage in internet gambling without attracting suspicion among management or coworkers (Griffiths *et al.*, 2006). As a result, job efficiency and productivity will be impacted, and companies will need to develop adequate gambling regulations for the workplace (Griffiths, 2002). Furthermore, because problem gambling is sometimes classified as a "hidden" addiction, it can be difficult for employers to identify problem gamblers (Griffiths, 2002).

Using electronic cash (e-cash) may lower the psychological worth of money and cause a “suspension of judgment” (Griffiths, 1993), implying that this structural feature momentarily

upsets the gambler's financial value system and may drive additional gambling (Abby McCormack, 2011). Gambling using "chips" or tokens is significantly easier because the psychological value of the money to be gambled is reduced (Griffiths et al., 2006). This is why many casinos utilize "chips" and "tokens," and it is also believed that consumers will gamble more with e-money than with actual money (Griffiths et al., 2006).

## **2.7 Patterns of Gambling**

Adolescent gambling differs from adult gambling, while adolescents engage in activities that are similarly popular among adults, including as cards, poker, lottery, and sports Giorgios Df (2008). (1) found that sports betting, promotional competitions, and Ludo were the most popular forms of gambling among adults aged 18 and up in Uganda. According to Abdi and Ruiter (2015), the most popular gambling activities among Ethiopian high school students include playing cards, flipping coins, and pool, in that order, and internet gambling is one of the least popular.

The conclusions of the aforementioned study are not typical of Ethiopia's actual situation, because online sports betting has grown rapidly since its publication, and it appears to be the most popular gambling activity in our nation and around the world. Delfabbro P, Lahn J, Grabosky P. (2005) revealed that cards (39.8 percent) and bingo/scratches (40.5 percent) were the most commonly reported gambling activities among 7-12 year old teenagers, although racing (32 percent) and sporting gambling (26 percent) were also regularly practiced.

Another survey came to a somewhat similar conclusion as the other studies, with cards, sports, and lottery being the most popular gambling activities among high school students in that order. Sanju G, Jaisoorya TS, Sivasankaran N, Anjana R, Priya M, Revamma M, et al. (2016) found that lottery was the most popular gambling activity among college students, followed by football, cricket, and playing cards, and gambling activities like lottery, cards, online, and horse gambling were more common among students with gambling disorder (Michael U. 2019).

Several studies and literatures are increasingly considering gambling to be an illness. As a result, there is a request for medical intervention to help gambling addicts recover. Depression, heart disease, high blood pressure, interrupted sleep patterns, intestinal issues, migraines, irritability, severe moodiness, and other stress-related diseases such as loss of appetite have all been linked to gambling, according to studies (Abbott, 2017; Scott and Barr, 2013). Individually, compulsive

gambling disorders impact a significant number of young gamblers and can manifest as psychological diseases including anxiety, depression, and sleep deprivation, as well as long-term physical conditions like cardiovascular disease, peptic ulcer disease, and hypertension. Surprisingly, only a small percentage of gamblers accept that gambling is an addictive habit (Michael U.2019).

Ssewanyana and Bitanihirwe (2018) reported problem gambling in every country in Sub-Saharan Africa (Ssewanyana and Bitanihirwe, 2018). Many researchers have explored the consequences of gambling on Ugandan youth, including G. Ahaibwe, C. P. Lakuma, M. Katunze, and J. Maweje (2018). (Ahaibwe, 2018).The younger age of a society is more vulnerable to gambling participation in online sport betting.

Because gambling is centered on the outcomes of sporting events, particularly football, and a bigger number of youth are followers of sport leagues such as the English Premier League, Bundesliga, French League, La Liga, Serie A, or other European football leagues. Many young people are skipping school or skipping work to gambling; they are deceiving parents or stealing from friends and relatives to gamble; and some are selling their phones and laptops to gamble (Michael U. 2019).When we look at the experiences of other European and African countries that started online sport betting before Ethiopia, we can conclude that our country will soon become a gambling nation if no action is taken, because this phenomenon is following the same pattern as those countries whose populations have become heavily engrossed in this gambling activity.

Many European countries, more than any other part of the world, are confronted with the problems of problematic gambling posed by online sport betting, and several studies are being conducted on the subject, suggesting that gambling addicts receive the same medical and psychological treatment as drug addicts. A study by G. Meyer, T. Hayer, and M. Griffiths (2009), for example, suggests the same intervention measures. When we examine the findings of most research conducted in Western countries, we can see that the underlying factors and consequences of gambling addiction are somewhat comparable to those in Ethiopia. However, we can consider our country's position to be worse because Ethiopia lacks the same clinics and treatment facilities as the United States.

Gambling is the most popular pastime in Nigeria. South Africa is Africa's second-largest gambling market. It is also Africa's largest economy. Kenya is Africa's third-largest gambling market, despite having a far smaller economy than South Africa and Nigeria (Michael U. 2019). Gambling has grown at an alarmingly fast rate in the recent decade, according to numerous studies and polling numbers, even in countries that were previously not recognized for having a large percentage of gamblers, such as Uganda, Tanzania, and Ethiopia.

Young people in Africa now have easy access to practically all of the world's major sporting events, such as the English Premier League, via cable television providers such as DSTV, which increases their interest in betting on the outcomes of their favorite sporting events. Furthermore, watching the progress and outcome of multiple sporting events at the same time is simple, thanks to Smartphone applications built expressly for this purpose by betting businesses. The minimum amount of money that can be wagered on the outcomes of certain athletic events is 10Birr. 60 million Nigerians between the ages of 18 and 40 spend up to 2 billion naira (\$6.2 million) per day on sports betting (PricewaterhouseCoopers, 2017).

Many African countries, such as South Africa, are enacting rules to regulate the gaming sector and safeguard young people from the dangers of problem gambling. Scholars such as Collins et al (2011) have demonstrated how gambling destroys families and kills many people, particularly young adults who lose a lot of money gaming (Collins, et al 2011). Many Kenyan youngsters are committing suicide as a result of gambling, while others are depressed as a result of gambling away their inheritance (Michael U. 2019). Many young people turn to crime in order to obtain money to gamble with (Michael U. 2019). Many more students are dropping out of schools, colleges, and universities because they have squandered their tuition money (Michael U. 2019). Because there are no empirical studies in Ethiopia that reveal the present prevalence rate of gambling and its implications on society, the researcher brings up the issue of gambling in Kenya.

## **2.8 Risk Factors and Correlates of Problematic Gambling**

Problematic gambling is governed by a complex set of interrelated factors, causes, and determinants that range from biology and family history to social norms and existing statutes (Messerlia et al. 2005), and include ecological, psycho-physiological, developmental, cognitive,

and behavioral components (Derevensky et al. 2004).

Several researches have shown a variety of personal (psychological) risk factors that have a positive link with problematic gambling. Tang and Oei (2011) discovered that life stress was linked to erroneous gambling cognition, while Dickson et al. (2008) found that trait anxiety, risk inclination, and inadequate coping were all positively correlated in their study. Problematic and compulsive gamblers use gambling to escape issues, reduce despair, cope with loneliness, relax, and interact socially with others, according to Gillespie et al. (2007).

There are additional data from studies that show a link between social risk factors and problem gambling. Problematic gambling has been linked to familial and communal characteristics such as family gambling history and loose or laissez-faire social gaming regulation, according to Carlson and Moore (1998). Similarly, teenagers' participation in gambling activities was found to be positively associated to parental and peer modeling of gambling behavior (Magoon and Ingersoll 2006).

There have also been researches that suggest a link between environmental risk factors and problematic gambling behavior. The two key environmental risk factors connected with problematic gambling, according to several research findings, are gambling marketing and simple accessibility, both of which were made feasible by the introduction of the internet and rapid technological growth.

According to Monagan et al. (2008), 42% of teens said gambling advertising made them want to attempt gambling, and 61% envision or fantasize about what they could buy with their winnings. Furthermore, Lambos et al. (2007) discovered that problematic gamblers were substantially more likely than “at risk” and “not at risk” to report watching TV-poker games, enjoying watching them, and being inspired to play card games for money by the programs. In their qualitative investigation of the physical, social, and cognitive accessibility of gambling venues, Hing and Nisbet (2010) discovered that there may be a link between increased gambling accessibility and the development and maintenance of problematic gambling among gambling facility personnel.

Problem gambling is also linked to substance/drug abuse. According to a study of teenage gamblers aged 7–12 years, three quarters of problematic gamblers drink alcohol on a weekly basis, compared to half of the non-problematic group. Smoking by problematic gamblers was

four times higher than that of non-problematic gamblers, marijuana was over six times higher, and harsher substances were 10–20 times higher than that of the non-problematic sample (Delfabbro et al. 2005).

## **2.9 Gambling amongst University Students**

Smoking by problematic gamblers was four times higher than that of non-problematic gamblers, marijuana was over six times higher, and harsher substances were 10–20 times higher than that of the non-problematic sample (Delfabbro et al. 2005). Although prevalence studies of online gambling among students are sparse, a major Canadian prevalence survey of online gambling in Canada and other countries found that student status and education level were important predictors of online gambling (Wood & Williams, 2009). (Rachel, 2019).

Another study conducted by Petry and Weinstock (2007) at an American university found that 23 percent of 1356 students had ever gambled on the internet, 6.3 percent gambled online weekly, and about a third of these online gamblers (who had ever gambled online) were classified as probable pathological gamblers.

According to studies, certain demographics are more prone to be drawn to online gambling (Rachel, 2019). In terms of gender, data suggests that males in Australia are more likely to engage in online gambling (more than double, according to the Australian Internet and Technology Report, 2009; Wood & William, 2009), Especially among the educated and those working in professional fields. Female participation rates in both venue and online gambling are increasing, according to studies (Corney & Davis, 2010), and it's been theorized that women may be drawn to online gambling because of its related safety and convenience, especially if they have a lot on their plates (Rachel K, 2016). However, these findings are largely preliminary, and internet gambling appears to be a male-dominated hobby at the moment (Rachel, 2019).

A couple of exploratory studies on online gambling among students have been conducted in the United Kingdom (Rachel, 2019). For example, in 2007, Wood et al. studied 422 self-selected individuals and discovered that a third of them played online poker at least twice weekly, 18 percent were problem gamblers, and 30% had sub-problem gambling disorders. Similarly, Griffiths and Barnes (2008) polled 473 students, including non-gamblers, venue gamblers, and i-gamblers. Twenty of the 105 internet gamblers were categorized as problem gamblers (based on

SOGS scores), with 89 men and 16 women. Males were considerably more likely to be both internet gamblers and problem gamblers, according to Chi-square analyses, and internet players were more likely to be problem gamblers than non-internet gamblers (Rachel, 2019). According to SOGS scores, Matthews, Farnsworth, and Griffiths (2009) found 19 percent of 127 online gamblers to be problem gamblers and another 18 percent to be potential problem gamblers in a more recent study employing a similar methodology with 127 online gamblers.

Ethiopia, according to Ethio-sports journalist Mamo Gebrehiwot, has caught football gambling fever. A football betting mania is sweeping the country (Ethio-sports, 2020). Sports betting shops are springing up all across the country as a result of this (Ethio-sports, 2020). “It is a cash cow,” says Sophonias Tilahun of Bet 251, which wants to build 100 betting shops in Addis Ababa over the next six months, beginning in March 2020, putting it in direct competition with 18 other companies, the majority of which were awarded licenses just a year ago (The Economist, 2020). According to a study by Dr. Rachel, sports betting, which comprises the activity of predicting sports events and making a wager on the outcome, is very popular in Kenya.

The incidence of betting has increased as a result of the use of the mobile platform, particularly among students (Rachel, 2019). Therefore, this study is conducted to examine the current prevalence and associated risk factors of online sports betting in Ethiopian students.

## **2.10 The effect of Gambling on Students’ Behavior**

Gamblers' behavior will be greatly influenced by their gambling activities, according to the findings of various studies. However, this does not imply that all gamblers will develop a gambling addiction; just a tiny percentage of them will. Debt, financial devastation, thievery, job losses, damaged relationships, and even suicide have all been documented among obsessive gamblers who must indulge regardless of the harm they cause themselves or their loved ones (Rachel, 2019).

According to researchers, the sort of gambler a person is has a significant impact on the impacts of gambling (Rachel, 2019). For example, according to the National Research Council (1999), social or recreational gamblers gamble for fun, normally do not risk more than they can afford, and have little gambling fixation. Key features of problem and pathological gambling, according to the National Council on Problem Gambling (NCPG), include increasing preoccupation with

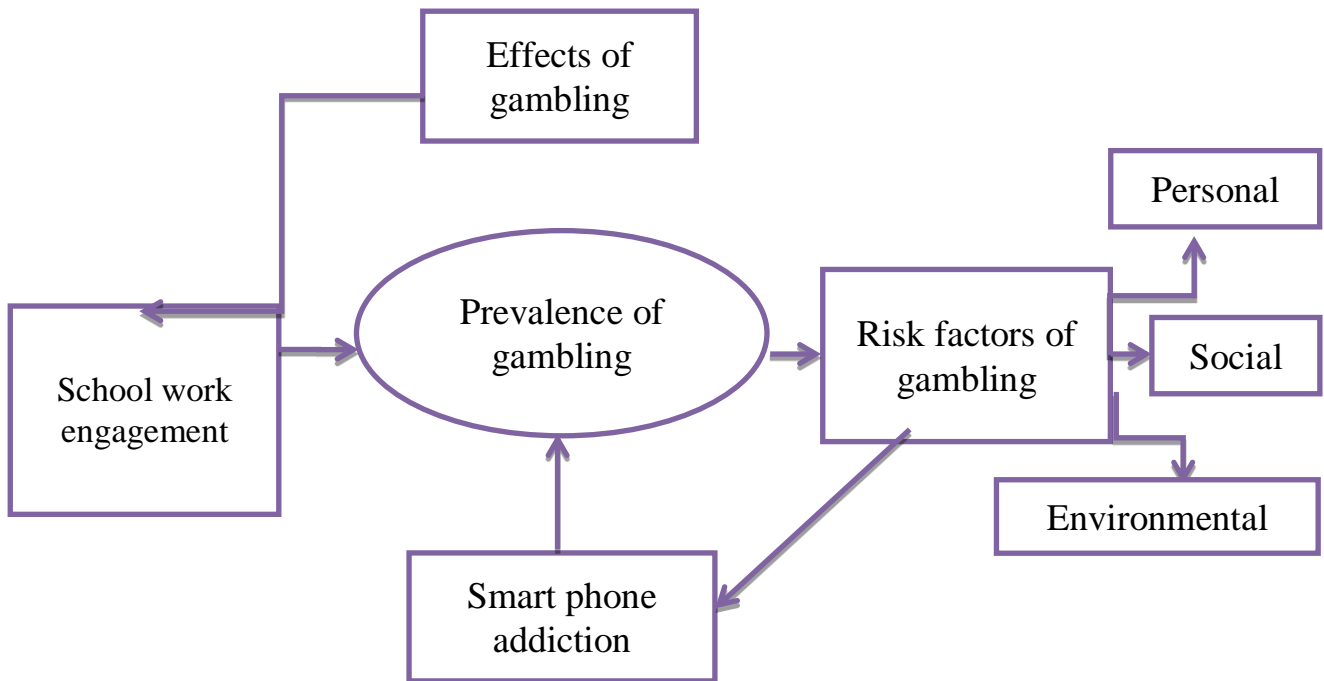
gambling, the need to bet more money more frequently, "chasing" losses, and loss of control by continuing to gamble despite mounting, serious negative consequences.

As they remember about earlier successes and begin to chase their losses, gamblers' fascination with gambling grows (Rachel, 2019). As a result of their gambling debts and falsehoods about the degree of their gambling, their relationships at home and at work begin to suffer; they may rely on others to bail them out of their precarious predicament at this point (Rachel, 2019).

Crime, financial debt and bankruptcies, job loss, homelessness, strained family and personal relationships, and even suicide are some of the bad outcomes (National Council on Problem Gambling). According to studies of gamblers seeking help, up to 20% of them will try suicide (National Research Council, 1999) and that two-thirds of individuals seeking assistance have engaged in illegal conduct in order to fund their gaming (National Research Council, 1999). According to Jeffrey Derevensky (2007) of McGill University's Youth Gambling Institute in Montreal, Canada, college students are the most vulnerable demographic and age group because "they believe they are smarter than everyone else and invulnerable." Derevensky further claims that on campus, there is a high level of knowledge of binge drinking and drug usage, but gambling is rarely discussed.

Similar to the findings of prior studies, Williams (2006) concluded that gambling is a harmless entertainment diversion for most college students, with only minimal amounts of time or money lost to the pastime. However, there is a small number of students who gamble excessively with huge sums of money, which could indicate that some of these students will have ongoing and more serious difficulties (Lesieur, et al., 1991; Williams, 2006).

## 2.11 Conceptual Framework



## **CHAPTER THREE**

### **3. RESEARCH METHODOLOGY**

The main purpose of this study is to perform a comprehensive assessment of the pattern, prevalence, and associated risk factors of online sports betting amongst preparatory student adolescents in Addis Ababa, Ethiopia. This chapter entails the utilized research methodology. It also describes the choice of research design, participants, study sites, sampling and sampling procedures, data collection instruments, data collection procedures, data analysis procedures as well as ethical considerations.

#### **3.1 Research Design**

This study adopted a descriptive research design. A descriptive research design involves the gathering of data to describe trends, a phenomenon, or a case (Bryman & Bell, 2011). Since the main goal of the study is to critically observe and gather information as it ordinarily happened during the period in which the study is conducted and doesn't require manipulation of the variables of the study, the selected approach will be a perfect fit for this study.

Since the need for this study to be conducted is the lack of adequate empirical studies on the subject matter, the researcher utilized a quantitative research approach to meet the objectives of the current study by getting a more comprehensive and representative result. Because in this approach the researcher focuses on quantifying the data into numerical values. According to Amani (2017), a quantitative research approach reduces researchers' bias as well as provides statistically measurable variables, which makes it appropriate to be used in this study. This study not only used quantitative methods as a research approach but also as a data collection instrument.

#### **3.2 Study Participants**

Polit and Hungler (1999) refer to the population as an aggregate or totality of all the objects, subjects, or members that conform to a set of specifications. The key (main) participants of this study are adolescent preparatory students who are engaged in online sports betting via their smart phones in Addis Ababa, Ethiopia. The main target of the study are students, who are involved in

online sports betting or played any game on unknown outcomes which involve money. The other participants are key informants such as school teachers, school principals, Woreda Bureau officials, and National Lottery Administration (NLA) officials.

### **3.3 Study Site**

Currently, in Addis Ababa, there are 112 secondary and preparatory schools with 114, 094 students. Initially, the study was intended to be conducted in five randomly selected preparatory schools in Addis Ababa, Ethiopia. However, before the researcher collected all the required information from the study participants all the schools in the country were closed due to the COVID-19 pandemic. Therefore the researcher was forced to change the initial point of the study area into his residential area. The initial point of the study site was located in the western part of Addis Ababa called “Asco” at Gulele sub-city, Woreda 05. The area is filled with a lot of trees and it is near to the Gulele Plantation Center. It is by large filled with residential houses and there are relatively fewer large commercial entities and activities as compare to other areas in Addis Ababa city. Even though that was the starting point of the study site, the destination was not restricted to that place; rather, based on the ones achieved opportunity of communication and connection, students who were from different secondary schools in different locations of Addis Ababa have participated in the research.

### **3.4 Samples and Sampling Procedure**

#### **3.4.1 Sample size Determination Procedure**

Saunders *et al.*, (2009) define a sample size as a small section of subjects drawn from the larger population.

In 2012 E.C in Addis Ababa, there are 114,094 preparatory school students in a total of 112 schools. In this study Yamane’s formula was applied to get a sample size representative of the current phenomenon on the study. The Yamane’s formula is:

$$n = \frac{N}{1 + Ne^2}$$

Where: n = Sample size

N = Population size = 114,094

e = the acceptable sampling error = 0.1

Therefore:

$$n = \frac{114,094}{1 + 114,094 * 0.1^2} = 99.912 \text{ or } 100 \text{ respondents}$$

The main target of the study is students who are involved in online sports betting or played any game on unknown outcomes which involve money. Therefore, the researcher has taken more than 100 respondents in order to increase the data quality and the total number of the participants was 146 consisted of students in grade 11 and 12 who have been involved in online sport betting activity.

### 3.4.2 Sampling Technique

This study was initially intended to utilize both random and non-random sampling techniques utilizing simple random sampling to determine the participant preparatory schools, purposive sampling to determine the number of student participants, and to select respondents who frequently engage in online sports betting from the respondent schools. However, due to the COVID-19 pandemic, all the schools in the country were closed which left the researcher with the only option of using snowball sampling that is Non-probability Sampling Techniques The Snowball sampling technique is appropriate to use in research when the members of a population are difficult to locate The researcher gathered the required number of participants by initially contacting the preparatory school students who live in the researchers' residential area called Asko, Woreda 05, in Gulele Sub city. After collecting all the required information from them the researcher obtained contact information of other preparatory school students who have had participated in online sport betting from the first participants. This process was repeated several times until the researcher could get a sufficient number of participants for the study to be

representative of the phenomenon which was determined as the required sample size in the above section.

### **3.5 Data Collection Instruments**

The researcher only used structured questionnaires and interviews as data collection instruments. All collected information by the above-mentioned instruments was cross-checked and compared critically to identify and reject/correct incorrect, inconsistent, incomplete, and invalid data.

#### **3.5.1 Questionnaire**

The researcher utilized a structured questionnaire which is an appropriate instrument for primary data collection.

The first section of the questionnaire is prepared to gather the respondents' socio-demographic background information like gender, age, grade levels, religious background, and familial information. The remaining sections were organized in accordance with the specific objectives of the study. It starts with the respondents' experiences around online sports betting and the motivation of gambling. After that, there are questions pertaining to the frequency and prevalence of online sports betting and its influence on their academic achievement.

The next section contains questions regarding problem gambling and associated risk factors. Likert's 4-pointscale was used during the construction of the questions.

The questionnaire was organized in accordance with the guidelines outlined by internationally recognized standard instruments which can be used to investigate problematic gambling-related phenomena. Out of these widely used instruments, the researcher utilized the Diagnostic and Statistical Manual of Mental Disorders Fourth-Version Text Revision (DSM-IV-TR) (APA, 2000, p.674) and Gamblers Anonymous Twenty Questions (GA-20) for the purpose of diagnosing problematic gambling.

The DSM-IV-J is a 12-item checklist that assesses nine dimensions of problematic gambling: progression and preoccupation, tolerance, withdrawal and loss of control, escape, chasing, lies and deception, illegal acts, family and academic disruptions, and financial bailout (Tariku A. Abdi • Robert A. C. Ruiter • Tamirie A. Adal, 2013). The format was in a close-ended questions structure with “yes” or “no” responses. Gamblers who respond “yes” to four or more of the items will be classified as “probable problematic/pathological gamblers,” adolescents who responded 2–3 items positively are to be classified as at risk for severe problematic gambling, and those who scored 0–1 positive response are categorized as non-problematic or social gamblers ( Derevensky and Gupta 2000; Rainone and Gallati 2007).

The Gamblers Anonymous Twenty Questions (GA-20) questionnaire was the second instrument utilized in this study which is developed by Gamblers Anonymous which diagnoses problematic gambling in terms of personal, social, and economic costs (Derevensky and Gupta 2000). The twenty items identify particular situations and behaviors that are typical of problematic/compulsive gamblers.

The questions address the economic correlates of continued gambling, the psychological consequences of excessive gambling, and social correlates associated with excessive gambling behavior (Tariku, Abdi. Robert, Ruiter, Tamirie, Adal, 2013). An individual endorsing seven or more of the twenty items is considered to be a compulsive gambler while adolescents endorsing less or equal to six items are non-compulsive gamblers (Derevensky & Gupta 2000).

### **3.5.2 Interview**

The researcher created two self-prepared interview guides, one for the students in the study and another one for interviewing government officials and school administrators. The researcher self-prepared the interview guide in accordance with the study's objectives. The interview guide is primarily made up of open-ended questions. This type of interview guide allows for concentrated, conversational, and two-way contact between the researcher and the participants.

The interview guide produced for the government officials and school leaders have four parts. The first portion had some warm-up questions. Questions about the prevalence of online sports betting are asked in the second part. The third segment contains questions about the influence of online sports betting on student academic progress as well as its overall impact on society. The

interview guide's fourth and final section provides questions that allow respondents to recommend problem-solving strategies as well as policy consequences.

The other interview guide was created with the intention of gathering data from young student participants. There are four sections to the interview guide. The first portion has some warm-up questions. The second portion includes questions about the types of gambling activities that adolescent students engage in, as well as their motivation for engaging in those activities.

The third segment was designed to ask the interviewees if the introduction of online sports betting has boosted their engagement in gambling activities (pattern) and what characteristics of online sports betting make it more enticing to them than other types of gambling. The interview's fourth and last portion focused on the detrimental effects of problem gambling on personal, social, and environmental interactions.

### **3.6 Data Collection Procedures**

First the researcher received an approval letter from the university. Then the researcher submitted the letter to the office Principals at Gulele sub city Woreda 05 Office and got acceptance to gather data from young students living around the area at which the Woreda office is situated. The permission granted by the Woreda office was essential to conduct the study, and also to communicate the key informants in order to facilitate their quick and full cooperation.

To assure the quality of the translations, the questionnaires were first written in English and then translated into Amharic by a language expert and carefully edited by native Amharic speakers. Gender, age, grade levels, ethnicity, religious background, and familial information such as family type, and family monthly income were all elicited through socio-demographic questionnaires.

In addition, the researcher conducted two Pilot Tests of the questionnaire prior to collection of the final data in order to check and insure the validity, reliability and efficiency of the questionnaire. Before data collection began, two pilot tests were undertaken to ensure that the issue of "online sport betting" was relevant to the Ethiopian environment, as well as that the items were understandable.

The pilot testing was conducted by trying the questionnaire on 30 students divided in to two

groups and each group incorporating 15 students. The students who participated in the pilot testing did not participate during the actual data collection process and receive their feedback about it. There was a consistency between the results of the two pilot tests and the clarity, validity and reliability of the test (questionnaire) was properly checked by the two pilot tests carried out. The pilot tests were important to check also if the questionnaire had proper clarity and simplicity to understand. After that, by taking in to account the pilot testing participants' feedback about the simplicity of the questions and relevance of the questions in the questionnaire, it was modified.

The researcher then started the data collection procedure by contacting the preparatory school students. Before going any further, the researcher explained the purpose of the study for the participants clearly and briefly and also about the confidentiality of the information provided by them. Regarding the filling out process of the questionnaire, preparatory school students in the first contact were those who have been living at the surrounding area of the researchers' residence called Asco, Woreda 05 in Gulele Sub city.

After gathering all the required information for the study from the primary participants, the researcher employed snow balling sampling technique by collecting personal information of other possible participant students who are in contact with the first participant students. In this case, although the mentioned area was the starting location, the next collection processes of the required data were not limited to that place. By applying the Snowball method of data collection, the researcher has moved to different places far away from that location in order to communicate different students who are involved in online sport betting activity. This process continued until the researcher meets the sample size requirement for the study to become viable.

After data collection, the researcher sorted and codes the responses for data analysis based on the research questions. In order to correct errors and minimize mistakes, the researcher edits both the qualitative and quantitative data collected on the spot. Qualitative data collected using interview was transcribed during field work and the quantitative data was entered into a computer for analyzing by use of SPSS version 21. The quantitative data was analyzed by using frequencies, means and percentages as well as using inferential statistics.

In order to check reliability and validity of the study, the researcher employed Cronbach Alpha

method. The cut off measure for the statistic in this study was 0.6 which was considered adequate for reliability and validity generalization (Bryman & Bell, 2011). (Osburn, 2000) states that, Coefficient alpha is an appropriate reliability estimator for composite measures containing multiple components. A component may be a test item, a judge, a Thematic Apperception Test (TAT) card, a survey question, a subtest, or a test that is being combined into a composite test battery (Osburn, 2000). Multiple components may be homogeneous in the sense of measuring a single latent variable, or they may be heterogeneous in the sense of measuring two or more factors or latent variables (Osburn, 2000). (Makgosa, 2006) outlines that Cronbach's Alpha of less than 0.5 indicates unreliability of the variables hence cannot be used to deduce findings.

### **3.7 Data Analysis Procedures**

Before coding the questions into SPSS for analysis, the researcher checked for gaps through inspecting and editing the data collected through questionnaire were carefully inspected in order to discard questionnaires that were invalid or incomplete and if there were errors.

As discussed above, this study utilizes both qualitative and quantitative techniques for data analysis. In order to investigate the study variables regarding the pattern and prevalence of online sports betting quantitatively, the researcher utilizes descriptive statistical techniques like means, modes, deviations and also frequency distribution tables to analyze and interpret the findings of the study. For the qualitative part, the researcher uses data analysis consisted of interpretative and thematic phenomenological analysis (IPA), which is a framework for analyzing qualitative research data to bring about deep insights and understandings into how individuals make sense of a phenomenon (Smith, 1999).

Participants' accounts were the basis for theme identification. The researcher carefully made connections between themes in order to make sense of the transcribed data by using narration, direct quotation and paraphrasing. These participants' accounts were carefully written and included in the study as the main component of the study since the main objective of the study is to provide a meaningful insight on the phenomenon.

For the study, personal, social and environmental risk factors are considered as variables for problematic gambling, which were identified from literature review. Whereas for the study variables regarding problematic gambling and associated risk factors, the researcher utilized

additional techniques apart from the above explained descriptive techniques. In order to investigate if there is a substantial disparity of gambling behaviors between male and female participants on each gambling behavior levels, Chi square analysis was conducted. The relationship between the two standard measures of problematic gambling and the Uni-variate associations among the associated risk factors of problematic gambling (i.e. personal, social and environmental) and also between all the study variables was examined via the Bivariate correlations. Regression analysis was also utilized to assess the unique contribution of each Uni-variate correlates in describing problematic gambling for both dependent measures.

These analysis techniques enables the researcher to explore and examine the variables in the study comprehensively, therefore their appropriateness is justified. Finally the findings of the study were exported to Excel for easy presentation purposes with figures and tables after analyzing the data on SPSS.

### **3.8 Ethical Considerations**

Prior to data collection, the researcher presented the approval letter which was obtained from the university about the legitimacy of the study to the Administrative officials at National Lottery Administration (NLA) and Gulele Sub city Woreda 5 so as to obtain permission and cooperation from the concerned persons who had supported the study by facilitating relevant sources of official information. The permission and supports obtained from them were very important to communicate also the research participants.

After introducing the purpose of the study to the participant students, confirmation from the participant students about their willingness to be a part of the study was obtained. Before data collection the researcher assured the participants of the study about the confidentiality of their responses and obtained their informed consent.

The participants were informed to feel free about that they could leave any question without answering if they did not want to give any answer and also regarding their full right to quit their participation in the study fully or partially at any time because their participation was fully voluntary. Accordingly, in conducting the study, the researcher has tried his best to make the overall process of the research legally and ethically cordial.

## CHAPTER FOUR

### 4. RESULTS

#### 4.1 General Demographics

This section provides the general background information of the study participants.

As shown in the table below, the majority of the study participants who have participated in betting practices are male with 123 (84.25%) out of the 146 participants. Only a small percentage of online sports bettors are females with 23 (15.75%).

**Table 4. 1: Demographic Characteristics of Respondents**

Gender				Source of income						Total
Male		Female		Allowance from family		Par-time job		Entrepreneur		
Freq.	%	Freq.	%	Freq.	%	Freq.	%	Freq.	%	
123	84.25	23	15.75	141	96.57	5	3.43	0	0	
		146		146						

This study also attempted to investigate if the study participants have sources of income other than their allowance money which they get from their families. The researcher posed this question in order to know how the study participants get the money to be spent for those Sport Betting event outcomes since they are all regular preparatory school students. Most of the respondents 141(96.57%) claim they don't have any other source of income other than their families. Only a small number of respondents 5 (3.43%) claims they have part-time jobs in which they earn money to spend on their online sports betting practices and none of the respondents were currently entrepreneurs.

## 4.1 The pattern of Betting Practices

### 4.1.1 Betting Practices

All the 146 respondents have had participated in betting practices. However, the medium in which the respondents used to place their bets vary. Majority of the respondents which are 81 (55.48%) use the mobile application platform provided by the betting companies to place their bets and 15 (10.27%) of the respondents use the betting companies' websites. The remaining 50 (34.25%) of respondents use the mobile application and the website alternatively.

50 (34.25%) of the respondents prefer to bet on the outcome of a single sporting event. 25 (17.12%) of the respondents doesn't necessarily choose one type of betting style over the other, they decide to bet on whether a single game or multiple games based on the week's sporting event fixtures. In other words, they employ the two styles of betting alternatively according to their convenience. The majority of the respondents which comprise 55.48% (81 respondents) prefer to bet on the outcome of multiple sporting events at a time.

**Table 4. 2: Betting Practices**

Type of bets	Frequency	Percentage (%)
Single game	50	34.25
Multiple games	71	48.63
Sometimes single games sometimes multiple games	25	17.12
<b>Total</b>	146	100
<b>How often do you participate in betting?</b>		
At least once a day	23	15.75
At least once a week	49	33.56
At least once a fortnight	38	26.03
At least once a month	24	16.43
Only once or twice	12	8.22

<b>Total</b>	146	100
<b>Reasons for betting</b>		
Money	37	25.34
Entertainment	18	12.33
Boredom	8	5.48
All	83	56.85
<b>Total</b>	146	100
<b>Winnings from sports betting</b>		
Always	2	1.37
Never	21	14.38
Rarely	74	50.68
Sometimes	44	30.14
Often	5	3.42
<b>Total</b>	146	100

Based on the above tabulated findings of the study, 23 (15.75%) of the respondents place a bet at least once a day and the majority of the respondents representing 49 (33.56%) place at least a one bet in a week. 38 (26.03%) of the study participants place a bet at least once a fortnight and also 24 (16.43%) of the respondents place a bet at least once a month. The remaining 12 (8.22%) of the study participants participate in betting activities rarely. According to these findings, betting on a weekly basis is the most popular routine among the respondents. According to the

respondents, this is due to the fixtures of the most popular sporting events in which the respondents bet like English premier league and Spanish La Liga are on a weekly basis mostly on weekends.

Out of the 146 study participants, 37 (25.34%) respondents choose money as their reason for participating in betting activity and 18 (12.33%) of the respondents claimed entertainment is their main motive behind their betting practice. Only 8 (5.48%) of the respondents say boredom is their main reason to bet. The majority of the respondents which comprises 83 (56.85%), say all the above-mentioned reasons have had been their motive at least once and sometimes they might come all at the same time.

Among the study participants, 2 (1.37%) have won the bet every time they place a bet and 5 (3.42%) have also often won their bet. 44 (30.14%) sometimes won and majority of the respondents which make 50.68% (74) respondents rarely won their bets. Only 21 (14.38%) of the respondents have never won anything from their sports bet, not even once.

#### 4.1.2 Actions before Placing a Bet

**Table 4.3:- Actions before Placing a Bet**

	Frequency	Percentage (%)
Ask friends for advice on best site and odds	22	15.07
Ask friends for advice on best site and odds, Check online for team/match odds	16	10.95
Check odds and place a bet	14	9.59
Check odds and place a bet, Ask friends for advice on best site and odds	23	15.75
Check odds and place a bet, Ask friends for advice on best site and odds, Check online for team/match odds	51	34.93
Check odds and place a bet, Check online for team/match odds	6	4.1
Check odds and place a bet, Check online for team/match odds, Other	2	1.37
Check online for team/match odds	7	4.79
Other	5	3.42
<b>Total</b>	146	100

22 (15.07%) of the respondents gather the opinions of their friends and check betting related

websites on how to bet. 14 (9.59%) of the respondents make a decision to place a bet solely on the odds of the games. 23 (15.75%) of the respondents employ both of the above-mentioned techniques. They sometimes use the two techniques simultaneously and other times alternatively. 6 (4.1%) of the respondents check odds and also check online for team/match odds before placing a bet. 7 (4.79%) of the respondents only check on line for team/match odds before placing a bet.

Majority of the respondents which contain 51 (34.93%) ask friends for advice regarding the best sites and odds, check odds, and check online for team/match odds before placing a bet. The remaining 5 (3.42%) of the respondents employ other techniques before placing a bet. Consequently, the above finding of the study reveals that asking friends for advice and checking odds are the two main source of information before placing a bet.

#### **4.1.3 Acknowledging Betting as a Gambling Activity**

All the 146 (100%) respondents acknowledged that sports betting is a form of gambling activity.

### **4.2 Technology and Online Sports Betting**

#### **4.2.1 The Integration of Betting with Mobile Money**

None of the study participants disagreed with the premise – mobile money has a direct influence on the current betting culture. 104 (71.23%) of the respondents strongly agreed about the strong influence of the mobile money on the current increase in betting activities. 35 (23.97%) of the respondents has also agreed to the above-mentioned premise and the remainder 7 (4.79%) of the respondents were neutral.

50 (34.25%), 25 (17.12%), and 71 (48.63%) of the respondents disagree, were neutral and agree respectively that the privacy of mobile service has a direct relationship with their decision to place a bet. None of the respondents strongly agreed or strongly disagreed about the direct relationship between privacy of mobile money and their betting decisions.

34 (23.29%) disagreed, 22 (15.06%) were neutral, 81 (55.48%) agreed and 9 (6.16%) strongly agreed to the fact that being able to place a bet privately has a great influence on betting decisions. Based on the response of the participants, the study found that the convenience of privacy from time to time which was made possible through the rapid development of the ICT

facilitates sports betting. Therefore, the study findings reveal that, the ease of participating in sports betting privately is among the key factors influencing the respondents' sports betting decisions.

**Table 4. 4:– Influence of Mobile Money**

<b>The Integration of Betting with Mobile Money</b>	<b>Frequency</b>	<b>Percentage (%)</b>
Strongly disagree	0	0
Disagree	0	0
Neutral	7	4.79
Agree	35	23.97
Strongly agree	104	71.23
<b>Total</b>	146	100
<b>Privacy of Mobile Money</b>		
Strongly disagree	0	0
Disagree	50	34.25
Neutral	25	17.12
Agree	71	48.63
Strongly agree	0	0
<b>Total</b>	146	100
<b>Privacy and Betting Decision</b>		
Strongly disagree	0	0
Disagree	34	23.29
Neutral	22	15.06
Agree	81	55.48
Strongly agree	9	6.16
<b>Total</b>	146	100

#### **4.2.2 Mobile Money Service and Sports Betting**

A high percentage of the respondents believes the consistency of mobile money have an influence on their decision to bet. From a total of 90.1% (132) respondents who believes the relationship between consistency of mobile money and their betting practices,79 (54.1%) of them

agreed and 53 (36.3%) of them strongly agreed with the premise. None of the respondents disagreed with the premise and only 12 (8.22%) and 2 (1.37%) of the respondents chose neutral and disagree respectively. In addition, the view of the respondents regarding if the reliability of mobile money is the key to informing their betting decision; 55.48% (81) of the respondents agreed, 39 (26.7%) of the respondents strongly disagreed, 6 (4.11%) and 19 (13.01%) of the respondents were neutral and disagreed respectively, and only 1 (0.68%) of the respondents strongly disagreed with the premise.

Finally, 100 (68.49%), 25 (17.12%), and 19 (13.01%) of the respondents strongly agreed, agreed and were neutral respectively regarding security of mobile money as a concern for them to place a bet. Only 2 (1.37%) of the respondents didn't consider security of mobile money as a key to their betting practice and none of the respondents chose the

'Disagree' option. Therefore, based on the findings shown on the table below, the study found that the consistency of mobile money service, the reliability and security of the system are among the key factors influencing the study participants decisions whether to engage in betting practices or not.

**Table 4. 5:-Mobile Money Attributes**

	Consistency		Reliability		Security	
	Frequency	Percentage (%)	Frequency	Percentage (%)	Frequency	Percentage (%)
Strongly disagree	0	0	1	0.68	2	1.37
Disagree	2	1.37	19	13.01	0	0
Neutral	12	8.22	6	4.11	19	13.01
Agree	79	54.1	81	55.48	25	17.12
Strongly agree	53	36.3	39	26.7	100	68.49
<b>Total</b>	146	100	146	100	146	100

### 4.3.3 The Role of Social Media on Sports Betting Decisions

Out of the 146 study participants, 98 (67.12%) strongly agreed, 3 (2.05%) agreed, 26 (17.81%) were neutral, and 17 (11.64%) disagreed that they base their betting decision on an informed decision. Only 2 (1.37%) of the respondents strongly disagreed about placing a bet based on

informed decision. Therefore, based on the study findings, it is safe to say that most of the respondents decide on how to place a bet based on information.

About the premise “I use social media platforms for my sports betting decisions as a source of information.” 25 (17.12%) of the respondents strongly disagreed, 51(34.93%) agreed, 30 (20.54%) were neutral, 9 (6.16%) disagreed, and only 31 (21.23%) of the respondents strongly agreed. Consequently, the above-mentioned findings of the study reveal only 40 (27.39%) of the respondents don’t base their betting decision on the information they retrieve from social media and 106 (72.6%) of the study participants use social media as a source of information to support their betting decision.

**Table 4. 6:-Betting Based on Informed Decision**

<b>Betting Based on Informed Decisions</b>	<b>Frequency</b>	<b>Percentage (%)</b>
Strongly disagree	2	1.37
Disagree	17	11.64
Neutral	26	17.81
Agree	3	2.05
Strongly agree	98	67.12
<b>The role of Social Media on Betting Decisions</b>		
Strongly disagree	25	17.12
Disagree	9	6.16
Neutral	30	20.54
Agree	51	34.93
Strongly agree	31	21.23
<b>Using Odds on Betting Decisions</b>		
Strongly disagree	2	1.37
Disagree	58	39.72
Neutral	45	30.82
Agree	32	21.92
Strongly agree	9	6.16
<b>Total</b>	<b>146</b>	<b>100</b>

Even though a significant percentage of the study participants don’t use social media platforms as a source of information for their betting decisions, they use it to interact with their friends before placing their bets. Out of the 146 study participants 29 (19.86%) strongly agreed. 71(48.63%) agreed, 17 (11.64%) disagreed, 15 (10.27%) strongly disagreed, and the remaining

14 (9.59%) of the respondents were neutral. Therefore, based on this study finding, it is safe to say social media is an integral part of the sports betting practice.

Now a days a number of social media platforms are emerging with different uses. In order to measure their role in exacerbating the sports betting practice, the study employs different metrics. Among them is investigating the role of Twitter and Facebook in sports betting. The study reveals that 32 (21.92%) strongly agreed, 44 (30.14%) agreed, 36 (24.66%) disagreed, 14 (9.59%) strongly disagreed, and the remaining 20 (13.69%) were neutral about using this platform before their betting decisions.

Additionally, the findings of the study reveal that 9 (6.16%) of the respondents strongly disagreed, 38 (26.03%) disagreed, and 19 (13.01%) remain neutral regarding being a member of any sports betting groups or subscribed to channels in Telegram. Out of the remaining 80 study participants 53 (36.3%) of them agreed and 27 (18.49%) of them strongly agreed about using sports betting related groups and channels to shape their betting decisions. The strong link between these social media platforms and Addis Ababa preparatory school students betting practices was revealed in this study.

The study also found out what is the respondent's main basis on deciding how to bet. 9 (6.16%) of the respondents strongly agreed, 32 (21.92%) agreed, 58 (39.72%) disagreed, 2 (1.37%) strongly disagreed, and the remaining 45 (30.82%) remain neutral about placing a bet based on the odds of the game put forth by the algorithm of the sports betting platform. Regarding using friends advise as a basis of deciding how to place a bet, 49 (33.56%) strongly agreed, 40 (27.39%) agreed, 30 (20.54%) remain neutral, 24 (16.44%) disagreed, and only 3 (2.05%) of the respondents strongly disagreed. According to the above-mentioned study findings, most of the study participants use friends' advice as their main source of information to place a bet. Most of the respondents also employ the odds to influence their betting decision nevertheless; a significant number of respondents don't have the basic understanding of how the odds work.

## 4.3 Risk Factors

### 4.3.1 Personal Risk Factors

Majority of the respondents which represent 56 (38.36%) sometimes, 41 (28.08%) usually, and 5(3.42%) always participate in betting in order to boost their self-confidence. Out of the remaining 44 respondents, 33 (22.6%) and 11 (7.53%) never participated in betting in order to boost their self-confidence. Regarding the question “how often do you participate in betting in order to reduce tension?”, almost all of the respondents 143 (97.95%) have had at least participated in betting practices at least once in their life time. 3 (2.05%) never and 21 (14.38%) rarely participated in betting in order to reduce tension. Also 49 (33.56%) sometimes, 62 (42.46%) usually and 11 (7.53%) always participated in betting in order to reduce tension. Most of the respondents 66 (45.2%) claimed that they sometimes use betting as a means of an escape from family fights/disagreements. 18 (12.33%) and 4 (2.74%) have usually and always used betting as a means of an escape from family fights/disagreements respectively. However, 31(21.23%) rarely and 27 (18.49%) never viewed betting as a means of an escape from family fights/disagreements.

**Table 4.7:- Personal Risk Factors**

<b>Betting as a confidence booster</b>	<b>Frequency</b>	<b>Percentage (%)</b>
Never	11	7.53
Rarely	33	22.6
Sometimes	56	38.36
Usually	41	28.08
Always	5	3.42
<b>Betting as a means of tension reduction</b>		
Never	3	2.05
Rarely	21	14.38
Sometimes	49	33.56
Usually	62	42.46
Always	11	7.53
<b>Betting as a means of an escape from family fights</b>		
Never	27	18.49
Rarely	31	21.23
Sometimes	66	45.2
Usually	18	12.33
Always	4	2.74
Total	146	100

### 4.3.2 Social Risk Factors

Majority of the study participants (138 (94.52%)) have used betting as a confidence booster in order to gain acceptance from peers in one or more occasions. Specifically, 52 (35.61%), 32 (21.92%), and 17 (11.64%) claimed to use betting sometimes, usually, and always respectively as a way to gain appreciation or acceptance from peers. 8 (5.48%) of the respondents have never used betting to gain friends and the remaining 37 (25.34%) respondents have rarely used betting practices as a means of winning acceptance from their peers or friends.

**Table 4.8:- Social Risk Factors**

<b>Betting in order to gain appreciation or acceptance from peers</b>	<b>Frequency</b>	<b>Percentage (%)</b>
Never	8	5.48
Rarely	37	25.34
Sometimes	52	35.61
Usually	32	21.92
Always	17	11.64
<b>Gambling with parents</b>		
Never	48	32.87
Rarely	39	26.71
Sometimes	34	23.29
Usually	17	11.64
Always	8	5.48
<b>Helping family members on betting</b>		
Never	26	17.808
Rarely	71	48.63
Sometimes	26	17.808
Usually	16	10.96
Always	7	4.79
Total	146	100

The researcher poses two questions in order to know if there is a family influence at the early age of the respondents which contributed to their current gambling habits. The first of the two questions were about if the respondents have had ever played a game for money with their parents or other family members and 48 (32.87%) have never played a game for money with their family members and 39 (26.71%) have rarely played a game for money with one or more of their family members. Among the 146 study participants 34 (23.29%), 17 (11.64%), and 8 (5.48%) claimed to sometimes, usually, and always play games for money with their family members respectively.

If the respondents ever helped their family members on betting was the second of the two questions. 26 (17.808 %) have never and 71(48.63%) have rarely helped a member of their family on betting. From the remaining 49 respondents, 26 (17.808%) sometimes, 16 (10.96%) usually, and 7(4.79%) always helps their family members on betting activities.

### **4.3.3 Environmental Factors**

In order to identify whether the emergence of online sports betting increased the participation of Addis Ababa preparatory school students, first we need to explore gambling habits of the study participants prior to the emergence of online sports betting. Prior to the emergence of online sports betting, 57(39.04%) sometimes, 28 (19.18%) rarely, and 14 (9.59%) never participated in any sort of gambling activity. However, 26 (17.808%) usually and 21 (14.38%) were always engaged in other kinds of gambling activities apart from online sports betting. Playing cards, playing pool, and playing video games like Play Station were among the most practiced gambling ways among the study participants before the emergence of online sports betting.

In the past year after the emergence of online sports betting, it seems like the participation of adolescents in gambling activities have risen. Therefore, in order to explore the prevalence level of online sports betting, the researcher attempts to assess the frequency of their visit to betting terminals and compare it to their participation in gambling activities before the emergence of online sports betting. 3 (2.05%) have never and 7 (4.79%) rarely visited betting terminals in the past year. 49 (33.56%) of the respondents claimed to visit betting terminals sometimes in the past year. Half of the respondents (73 (50%)) usually visited betting terminals in the past year and also 14 (9.59%) always visited betting terminals in the past year.

When we compare these findings with the table below which presents the respondents betting participation prior to the emergence of online sports betting, it is safe to say that the emergence of online sports betting has increased the participation of adolescents in gambling activities. Before the emergence of online sports betting 14 (9.59%) and 28 (19.18%) of the respondents have never and rarely participated in any sort of gambling activities respectively, however, after the emergence of online sports betting only 3 (2.05%) and 7 (4.79%) have never and rarely visited betting terminals in the past year respectively. In addition, these 10 respondents have also increased their participation in betting activities in the past year even though they don't

visit betting terminals that often. The reason for the small number of their visit to betting terminals was because they don't go to place their bets themselves but give their predictions and betting money to other gamblers who frequently visits those betting terminals.

**Table 4. 9: Environmental Factors**

<b>Gambling participation before the emergence of online Sport betting</b>	<b>Frequency</b>	<b>Percentage (%)</b>
Never	14	9.59
Rarely	28	19.18
Sometimes	57	39.04
Usually	26	17.808
Always	21	14.38
Total	146	100
<b>Visit to betting terminals in the past year</b>		
Never	3	2.05
Rarely	7	4.79
Sometimes	49	33.56
Usually	73	50
Always	14	9.59
Total	146	100

#### **4.4.3. The Effect of the Emergence of Online Sports Betting on Gambling**

##### **Participation**

Out of the 146 study participants, 88 (60.27%) of the respondents strongly agreed and 36 (24.66%) of the respondents agreed to the fact that the positive effect of the opening of several betting terminals in a lot of locations on their increased participation in gambling activities. 20 (13.69%) were neutral and 2 (1.37%) disagreed about the opening of numerous betting terminals in a lot of places contributed to their increased frequency of participation in gambling.

3 (2.05%) and 5 (3.42%) of the respondents strongly disagreed and disagreed respectively about

the positive effect of the different modes of betting advertisements on their gambling habits. 53(36.3%) and 36 (24.66%) of the respondents agreed and strongly agreed respectively that the different modes of betting advertisement have a positive effect on their increasing frequency of participation in betting. The remaining 49 (33.56%) respondents remained neutral regarding this issue.

The above-mentioned results of the study reveal that the opening of numerous betting terminals in several locations and the different modes of betting advertisement have a positive effect on the gambling habits of most respondents.

**Table 4. 10:-The Effect of the Emergence of Online Sports Betting on Gambling Participation**

	The positive effect of the opening of numerous betting terminals in a lot of locations on gambling		The positive effect of the different modes of betting advertisement on gambling	
	Frequency	Percentage (%)	Frequency	Percentage (%)
Strongly disagree	0	0	3	2.05
Disagree	2	1.37	5	3.42
Neutral	20	13.69	49	33.56
Agree	36	24.66	53	36.3
Strongly agree	88	60.27	36	24.66
Total	146	100	146	100

#### 4.3.4 Drug Abuse

Out of the 146 study participants, the majority which comprises 78 (53.42%) respondents have never smoked marijuana (Hashish) in their entire life. From the remaining 68 (46.58%) of respondents, 21(14.38%), 36 (24.66%), and 8 (5.48%) of the respondents have smoked marijuana (Hashish) rarely, sometimes, and usually respectively. Only 3 (2.05%) respondents always smoke marijuana (Hashish).

56 (38.35%) of the respondents never and 47 (32.19%) rarely smoked cigarettes in their entire life. 26 (17.808%) of the respondents also sometimes and 9 (6.16%) usually smoke cigarettes.

The remaining 8 (5.48%) respondents always smoke cigarette.

54 (36.98%) of the respondents have rarely drunk an alcohol and 61 (41.78%) of the respondents have drunk an alcohol sometimes. 16 (10.96%) of the respondents' drink alcohol usually and 2 (1.37%) of the respondents always drink alcohol. Only the remaining 13 (8.904%) respondents have never drunk any alcohol in their entire life. Therefore, the findings of this study show most of the respondents which comprises 133 (91.09%) drunk alcohol at least once in their lifetime despite the age restricting laws of the country.

Regarding the chewing of chat, 109 (74.66%) of the respondents have chewed chat at least once in their lifetime which is the significant portion of the study participants. 36 (24.66%), 44 (30.14%), and 18 (12.32%) have rarely, sometimes, and usually chewed chat respectively. 11 (7.53%) of the respondents always chews chat and the remaining 37 (25.34%) have never chewed chat in their entire life.

**Table 4. 11:- Drug Abuse**

	<b>What kind of Drug (Intoxicant) do you consume?</b>							
	<b>Smoke Marijuana</b>		<b>Smoke Cigarette</b>		<b>Drink Alcohol</b>		<b>Chew chat</b>	
	Frequency	Percentage (%)	Frequency	Percentage (%)	Frequency	Percentage (%)	Frequency	Percentage (%)
Never	78	53.42	56	38.35	13	8.904	37	25.34
Rarely	21	14.38	47	32.19	54	36.98	36	24.66
Sometimes	36	24.66	26	17.808	61	41.78	44	30.14
Usually	8	5.48	9	6.16	16	10.96	18	12.32
Always	3	2.05	8	5.48	2	1.37	11	7.53
<b>Total</b>	146	100	146	100	146	100	146	100

### 4.3.5 Psychological Impacts

#### 4.3.5.1 Depression and Negative Thoughts

Majority of the respondents which comprises 89 (60.96%) of the respondents sometimes feel depressed after participating in betting activity. The second largest group of respondents or 43 (29.45%) usually feel depressed after participating in betting activity and 9 (6.16%) of the respondents always feel depressed. Only 3 (2.05%) have rarely and 2 (1.37%) have never felt depressed after participating in gambling activities respectively.

Out of the 146 study participants, 109 (74.657%) sometimes, 19 (13.01%) usually, and 7 (4.79%) always entertain negative thoughts after participating in betting activity. From the remaining 11 respondents 6 (4.109%) and 5 (3.42%) have rarely and never entertained negative thoughts after participating in betting activities respectively.

**Table 4. 12:-Depression and Negative Thoughts**

	How often do you feel depressed after participating in betting activity?		How often do you entertain negative thoughts after participating in betting activity?	
	Frequency	Percentage (%)	Frequency	Percentage (%)
Never	2	1.37	5	3.42
Rarely	3	2.05	6	4.109
Sometimes	89	60.96	109	74.657
Usually	43	29.45	19	13.01
Always	9	6.16	7	4.79
Total	146	100	146	100

#### 4.3.5.2 Feeling Nervous due to Betting

A significant percentage of the respondents which is 96 (65.75%) sometimes feel nervous while waiting on the outcomes of the games in which they placed their bets on. 22(15.07%) respondents have usually and 17 (11.64%) respondents always feel nervous while waiting on the outcomes of the games in which they placed their bets on. 7 (4.79%) respondents have also rarely felt nervous while waiting on the outcomes of the games in which they placed their bets on. The remaining 4 (2.74%) respondents have never felt nervous while waiting on the outcomes of the games in which they placed their bets on.

Out of the 146 study participants, 84 (57.53%) respondents sometimes, 28 (19.18%) respondents usually, and 19 (13.01%) respondents always feel nervous after participating in betting activity. 9(6.16%) respondents also feel nervous after participating in betting activity. Only the remaining 6(4.109%) respondents have never felt nervous after participating in betting activity.

**Table 4. 13:- Feeling Nervous due to Betting**

	How often do you feel nervous while waiting for the outcomes of the games in which you placed your bets on?		How often do you feel nervous after participating in betting activity?	
	Frequency	Percentage (%)	Frequency	Percentage (%)
Never	4	2.74	6	4.109
Rarely	7	4.79	9	6.16
Sometimes	96	65.75	84	57.53
Usually	22	15.07	28	19.18
Always	17	11.64	19	13.01
Total	146	100	146	100

### 4.3.6 Social Impacts

#### 4.3.6.1 Betting as a cause of Conflicts with Family Members

Out of the 146 study participants, 62 (42.46%) respondents have rarely and 45 (30.82%) respondents have sometimes got in to conflicts with members of their family due to their betting activities. 12 (8.22%) respondents usually and 6 (4.109%) respondents always gets in to conflicts with members of their family due to their betting activities. The remaining 21(14.38%) respondents have never gotten into conflicts with members of their family due to their betting activities.

**Table 4. 14:- Betting as a cause of conflicts with family members**

How often does your participation in betting cause conflicts with your family members?	Frequency	Percentage (%)
Never	21	14.38
Rarely	62	42.46
Sometimes	45	30.82
Usually	12	8.22
Always	6	4.109
Total	146	100

### 4.3.6.2 Relation with Friends

Out of the 146 study participants, 34 (23.28%) respondents never got into fights/quarrels with their friends after betting debates or discussions. 27 (18.49%) respondents rarely and 61 (41.78%) respondents sometimes got into fights/quarrels with their friends after betting debates or discussions. 13 (8.904%) respondents usually and 11 (7.53%) respondents always got into fights/quarrels with their friends after betting debates or discussions.

Out of the 146 study participants, 27 (18.49%) respondents believe their betting activities never affect their relationship with their friends negatively. 41 (28.08%) respondents believe rarely and 46 (31.507%) respondents believe their betting activity sometimes affect their relationship with their friends negatively. 19 (13.01%) respondents believe usually and 13 (8.904%) respondents believe their betting participation always affect their relationship with their friends negatively.

**Table4. 15 :- Relation with friends**

	How often do you get into fights / quarrels with your friends after betting debates or discussions?		To what extent is your participation in betting activities affecting your relationship with your friends negatively?	
	Frequency	Percentage	Frequency	Percentage (%)
Never	34	23.28	27	18.49
Rarely	27	18.49	41	28.08
Sometimes	61	41.78	46	31.507
Usually	13	8.904	19	13.01
Always	11	7.53	13	8.904
Total	146	100	146	100

### 4.3.7 Economic Impacts

Out of the 146 study participants, 64 (43.83%) respondents sometimes and 6 (4.109%) respondents rarely place bets with the intention of winning back the money they lost previously from betting. 52 (35.61%) respondents usually and 23 (15.75%) respondents always place bets with the intention of winning back the money they lost previously from betting. Only 1 (0.68%) respondent had never place bets with the intention of winning back the money he/she lost previously from betting.

Out of the 146 study participants, 7 (4.79%) respondents rarely and 71 (48.63%) respondents sometimes suffered from losing all the money they have as a result of betting activities. 46 (31.506%) respondents usually and 20 (13.69%) respondents always suffered from losing all the money they have as a result of betting activities. Only the remaining 2 (1.37%) respondents have never suffered from losing all the money they have as a result of betting activities.

9 (6.16%) respondents never and 27 (18.49%) respondents rarely spent their school fees, lunch money or transportation money to place bets. 73 (50%) respondents sometimes and 22 (15.07%) respondents usually spent their school fees, lunch money or transportation money to place bets. The remaining 15 (10.27%) respondents always spent their school fees, lunch money or transportation money to place bets.

**Table 4. 16:- Economic Impacts**

	How often do you place bets with the intention of winning back the money you lost previously?		How often have you suffered from losing all the money you have?		How often have you spent your school fees, lunch money or transportation money to place bets?	
	Frequency	Percentage (%)	Frequency	Percentage (%)	Frequency	Percentage (%)
Never	1	0.68	2	1.37	9	6.16
Rarely	6	4.109	7	4.79	27	18.49
Sometimes	64	43.83	71	48.63	73	50
Usually	52	35.61	46	31.506	22	15.07
Always	23	15.75	20	13.69	15	10.27
Total	146	100	146	100	146	100

## **CHAPTER FIVE**

### **5. DISCUSSION**

#### **5.1 Technology and Sports Betting in Addis Ababa**

In this research, mobile money was identified as the most widely used technology in Addis Ababa for sports betting. Technology, and specifically sports betting, has a significant impact on sports betting, according to the report. The use of technology increased the use of sports betting in Addis Ababa, according to this study. The availability of sports betting products and services, particularly on a mobile platform increased participation, demand, and use of sports betting products and services.

As a result, this research discovered that the usage of technology increased sports betting in Ethiopia. This is comparable to Griffiths (2013) results, which concluded that technology has played a major influence in disrupting and improving the gaming and gambling business, which includes sports betting.

The findings of Reith (2006) and Panis et al., (2013), who found that the availability, efficiency, and convenience of technology had a high positive link with the levels of gambling in Scotland, back up this claim.

In a study conducted by Gikenye and Ocholla (2010), they discovered that mobile money was a critical contributor of sports betting in Nairobi, Kenya. Sports betting companies have been able to attract and retain users by providing services and accepting payments via mobile wallet. Furthermore, in Addis Ababa, the ease of access to use, availability, privacy, and security perceptions in mobile money were also important drivers of sports betting adoption. This backs up the findings of Jack and Suri (2011), who found that the use of mobile money has contributed to the rise of various industries around the world in addition to financial inclusion. Furthermore, the findings of this study corroborate Safaricom's yearly reports, which said that an increase in sports betting had enhanced the company's revenues (Collymore, 2016).

The cost of mobile money is another aspect that the findings of this study validate. Some of the characteristics of mobile money that make it a perfect promoter of sports betting, according to

this study, are its consistency, reliability, simplicity of access, and comparatively cheap prices. Mobile money is less expensive and more efficient than other modes of payment, such as checks, bank transfers, and credit cards, because it is available even after bank hours.

The use of social media as a technology instrument has had a significant impact on Ethiopian sports betting. The findings of this study indicate that social media has been one of the most important boosters of sports betting in the country. According to the data, the majority of sports betting takes place on social media platforms, where advice on how and where to place bets, advice on which sports betting sites are most appropriate, and even referrals and recommendations are given. In fact, according to this report, social media and the internet are the single most important sources of information before a person places a wager. As a result, the emergence and proliferation of social media has encouraged sports betting.

Because of the ease of access to the internet and the availability of smart phones, social media has had a tremendous impact on sports betting in Ethiopia. Ethiopia has a mobile penetration rate of 44.9 percent, according to the Ethiopian Communications Authority (Ethio Telecom, 2020).

## **5.2 Betting and Vulnerable Segment of Users**

A person who is inclined to becoming a problem gambler is referred to as a "vulnerable user" in the betting world (Fong, 2005). Individuals who engage in sports betting are fully aware that they are participating in a gambling activity, according to the findings of this study. Furthermore, the findings of this study corroborate the notion that the vast majority of sports bettors are aware of the dangers of betting, particularly in terms of addiction.

According to Binde (2009), psychological issues are one of the most important ways that betting and gambling affect vulnerable users. Personality traits such as dysfunctional impulsivity, impaired reward processing, poor stress coping strategies, and defense mechanisms such as guilt and shame all contribute to long-term addiction. Psychological factors are a major driver of gambling practices in Ethiopia, according to this study. For example, every single person who took part in this survey acknowledged that sports betting are a form of gambling.

Furthermore, despite the apparent risks associated with betting, an equal number of people stated that they possessed the necessary skills and abilities to engage in betting. As a result, this research backs up Binde's (2009) findings that psychological factors are a major driver of gambling tendencies.

Further to that, according to Binde (2009), social risk variables include gambling access, peer gambling pressures, and age of beginning of gambling. These risk variables interact to generate vulnerabilities in certain demographic groups, raising the overall risk of pathological gambling in that group.

### **5.3 The demarcations among “Gambling”, “Problem gambling” and “Pathological Gambling”**

The act of “Gambling” in its general sense has already been defined and well analyzed in the previous chapters. Based on that, a gambler places an item of value at risk in an attempt to gain something that has a greater value. The act of gaining intended to get that greater value, whether it is a money, object or service, could be the result of either guessing skill of the gambler or just blind luck. Accordingly, all gamblers may not be in the situation of problem gambling or pathological gambling whereas all sufferers of problem gambling are actually gamblers but they may not be pathological gamblers. On the other hand, all gamblers who are in the situation of pathological gambling are both gamblers and problem gamblers.

In the optimal level of, frequency intensity magnitude and duration, gambling activity could be considered as a means of entertainment and socializing just like exert energy through physical hobbies or going to places of entertainment such as the Movie, theater or people enjoy the excitement of spending a dancing time with friends. It's also the stimulation associated with gambling that keeps responsible gamblers coming back and enjoy established gambling as an enjoyable activity for most adults. Today, it's easy to find opportunities for gambling not only at the local casinos and sports facilities, taverns and restaurants, but also at locations as common as residential home, office and grocery store.

Problem gambling on the other hand has been defined by the different researchers in a variety of ways. According to National Council on Problem Gambling, the term “problem gambling” is used as a more inclusive category to encompass a continuum of gambling difficulties, with

pathological gambling residing at one end of the problem gambling spectrum. Problem gambling includes the situation of people who fall just short of the criteria for pathological gambling. Not limited to that; it also includes the situation of persons whose gambling behavior compromises, disrupts or damages personal, familial or professional pursuits.

When we come to the issue of Pathological gambling, it is the higher level of problematic activity than that of problem Gambling. Of course, the term Problem Gambling is so generic that it includes that of pathological gambling because all pathological problems are actually problems. However, pathological gambling is exclusively manifested too much in terms of magnitude, intensity, duration and impact in general. First diagnosed and recognized by the American Psychiatric Association in 1980, pathological gambling is characterized by a chronic and progressive inability to resist the impulse to gamble. Accordingly, Pathological gambling is a progressive disorder in which an individual has a psychologically uncontrollable preoccupation with an urge to gamble, resulting in damage to academic, professional, familial and social interests.

#### **5.4 Dsm-Iv Diagnostic Criteria for Pathological Gambling**

The “*Diagnostic and Statistical Manual of Mental Disorders*” (*DSM*) is a manual used as a diagnose tool by mental health professionals and clinicians working as Psychiatrists, Psychotherapists and Counselors to diagnose various Psychopathological problems or mental illnesses. It is a guidebook publication Prepared by the American Psychiatric Association (APA) for the classification of mental disorders using a common language and standard criteria.

Pathological gambling is a complicated Biopsychosocial disorder that can have dramatic and distressing impacts on individuals and families. Of course, all persons engaged in gambling activity are not to be considered as pathological gamblers. Rather, there is a criterion to determine whether or not someone is a pathological gambler.

We should never get into a hasty generalization or labeling of someone’s status solely based on the results scored in the tests (Questionnaires) that are employed for this research. Rather, it requires carrying out individual based assessment to be contained by a complete counseling service before doing so.

According to the Diagnostic and Statistical Manual of Mental Disorders (DSM), mental health professionals are supposed to determine a gambler to be treated as a Pathological Gambler. Conclusions about whether a person is or is not a Pathological Gambler cannot be based only on their score. In addition, there must be an exclusionary diagnosis to differentiate the symptom from other types of disorder such as Bipolar Disorder and the like. This means that if someone has either Bipolar Disorder or pathological gambling, it requires making a diagnosis of Pathological Gambling and that is why the result would be dependent on additional assessment information.

## **5.5. Online Sport Betting and Legal Age Restriction**

### **5.5.1. Global Experiences of Gambling Age restrictions**

The age of majority is the threshold of legal recognition as the age of adulthood. The age of majority is the moment when minors terminate to be considered such and assume legal control over their persons, actions, and decisions, thus terminating the control and legal responsibilities of their parents or guardian over them. Although In most countries the age of majority is 18 some jurisdictions have a higher age and others lower.

There are differences among the concepts of age of maturity, age of sexual consent, marriageable age, Alcohol drinking age, smoking age, school-leaving age, driving age, voting age and gambling age. In most countries, while the age of majority being 18, the other legal age restrictions sometimes diverge according to the socio political economic conditions of the country.

Legally permitted minimum age for Gambling in Most of the countries of the world is 18. However, there are also a number of Countries allowing any kind of gambling activity for only adults who are 21 years old and above. These countries include Malaysia, Macau, Lebanon , Saint Kitts and Nevis, Taiwan, Vietnam, Egypt, Cote d'Ivoire Namibia, India, Armenia, Jersey, Greece, Estonia and Belgium. In these countries, the minimum age allowed to practice any kind of gambling is 21.

### **5.5.2 Gambling age in United States of America**

United States of America has different legal policies varying from state to state regarding gambling in general. This means that there are states, like New Jersey, where all forms of gambling are permitted, while, at the same time, in other states, they will be hard banned. Pennsylvania is another state to follow suit quickly after New Jersey. Stepping down our scope to online sports betting, in the United States of America, the minimum age legally allowed practicing online sports betting varies from state to state. However, the majority of the states have the minimum legally allowed age for betting 21 years old.

There is an American based website called “Legal Sports Betting” which is one of the well-known repositories of information about sports betting. The website claims that it offers guidance, news, advice, and unbiased reviews to help sports bettors make informed decisions about where and how to bet. According the information found from that site, out of 50 states, 9 of them allow the age of 18 and above while only two states Alabama and Alaska give permission for the age of 19 and above. The Six states meaning California, Michigan, Minnesota, Oklahoma, Oregon and Washington permit for both 18 and 21 years of betting age varying based on the contexts of different cities and their conditions. The rest 33 states out of the fifty within the United States of America legally allow practicing online sport betting only for their youth people who are in the age of 21 and above. The following table shows the list of the states and their minimum allowed betting age in the United States of America.

**Legally permitted Betting Age in United States of America**

Source : “*Legal Sports Betting*”, January 07, 2021, website <https://www.legalsportsbetting.com>

<b>Legally permitted Betting Age in United States of America</b>		
<b>List No</b>	<b>State</b>	<b>Betting Age</b>
1	Alabama	19
2	Alaska	19
3	Arizona	21
4	Arkansas	21
5	California	18-21
6	Colorado	21
7	Connecticut	21
8	Delaware	21
9	Florida	21
10	Georgia	21
11	Hawaii	18
12	Idaho	21
13	Illinois	21
14	Indiana	21
15	Iowa	21
16	Kansas	21
17	Kentucky	18
18	Louisiana	21
19	Maine	21
20	Maryland	21
21	Massachusetts	21
22	Michigan	18-21
23	Minnesota	18-21

24	Mississippi	21
25	Missouri	21
26	Montana	18
27	Nebraska	21
28	Nevada	21
29	New Hampshire	21
30	New Jersey	21
31	New Mexico	21
32	New York	21
33	North Carolina	21
34	North Dakota	21
35	Ohio	21
36	Oklahoma	18-21
37	Oregon	18-21
38	Pennsylvania	21
39	Rhode Island	18
40	South Carolina	21
41	South Dakota	21
42	Tennessee	18
43	Texas	21
44	Utah	18
45	Vermont	18
46	Virginia	18
47	Washington	18-21
48	West Virginia	21
49	Wisconsin	21
50	Wyoming	18

Source : “*Legal Sports Betting*”, January 07, 2021, website <https://www.legalsportsbetting.com>

**5.5.3. Age restriction for online sport betting in Ethiopia**

In Ethiopia 18 years of age is the age of majority. However, , age of sexual consent, marriageable age, Alcohol drinking age, smoking age, school-leaving age, driving age, voting age and gambling age have been in the situation of continuous revision and updates over time. Hence, it is important also to formulate reasonable legal minimum age for online sport betting practice in Ethiopia. Based on the results of this research, and observing the relevant experiences of other countries, the researcher believes and recommends that the minimum age restriction in Ethiopia for online sports betting to become the age of 21 rather than that of 18.

### **5.5.5 Corporate Social Responsibility and online sport betting companies**

Since Online sport betting companies serve the society in the specific area of entertainment or gaming, their work is highly respected. These respected companies (Business centers) are expected to be responsible for the side effects or impacts of their decisions and operations on all aspects of societal well-being and the environment. Generally, Social responsibility maintains beneficial and ethical practices in each aspect of business. Sense of social responsibility has a positive impact on the community.

In its general sense, corporate social responsibility does not necessarily mean donating money as philanthropic activity; that is in fact one aspect of it. However, it is mainly about sense of carefulness and contribution to the health and well-being of the community, acting transparently and ethically. Most importantly, this operational pathway must be embedded in the business. In doing so, companies can avoid or minimize the harmful effects of their business on the community. The practice of corporate social responsibility is highly expected from online sport betting companies.

Social responsibility elevates a company's image and builds up its brand. Establishing a positive brand image by building up sense of social responsibility is advantageous not only for the customers and the society, but also for the company itself because, socially responsible companies have the opportunity to stand out from the competition since they cultivate superior and positive brand recognition. Social responsibility also encourages businesses to act ethically and consider the social and environmental impacts of their business. In addition to that, an effective, robust corporate social responsibility framework and corporate mindset really helps companies deliver public value results by focusing on how their services can make a difference in the community.

Transnational Online sport betting companies and their local agents are highly expected to operate by being socially responsible. Obeying the government's policies and regulations by implementing age restriction policy for visitors and incorporating related care should be mandatory. That's how a socially responsible business institution operates.

## CHAPTER SIX

### SUMMARY, CONCLUSIONS AND RECOMMENDATIONS

#### 6.1 Summary

The main objective of this study is to investigate the prevalence of online sports betting among adolescent students, its effects on their behavior, and its correlation with associated risk factors of problem gambling in Ethiopia. The specific objectives of the study were to examine if technological advancement and the emergence of online sports betting increase adolescent students' involvement in gambling, to identify why online sports betting are appealing to adolescents, to find out the degree of prevalence of online sports betting among adolescent students, and to investigate the associated risk factors of problem gambling (personal, social and environmental) and their correlation with online sports betting.

The study adopted a descriptive research design with a quantitative research approach in order to attain the above-mentioned objectives. The population of the study were adolescent preparatory school students in grade 11 and 12 who are engaged in online sports betting in Addis Ababa, Ethiopia.

Initially, the study was intended to be conducted in five randomly selected preparatory schools in Addis Ababa, Ethiopia. However, before the researcher collected all the required information from the study participants all the schools in the country were closed due to the COVID-19 pandemic. Therefore, the researcher was forced to change the study area into starting from his residence area using the snowball method. The starting area of the researcher is called Asco. It is in Gulele sub-city Woreda 05. Yamane's formula was applied to get a sample size representative of the current phenomenon on the study, based on that the study was conducted on 146 respondents. The data was analyzed with SPSS and MICROSOFT EXCEL using descriptive statistics of frequency distributions, percentages, means, and correlation scores. Tables were used to present the analyzed data.

The study result revealed most of the respondents who participate in sports betting were males. And almost all of the respondents don't have their own source of income and most of the money they use for betting was sourced from their family. Most of the study participants place their bets

via smart phone betting application and some of them by going to their nearby betting terminals.

Mobile money has a direct influence on the current betting culture in Addis Ababa. A high percentage of the respondents believes the consistency of mobile money have an influence on their decision to bet. The ease of participating in sports betting privately is among the key factors influencing the respondents' sports betting decisions. Most of the study participants gather information before they decide on how to bet and social media platforms like Facebook, twitter, telegram and Instagram are their main source of information.

All the participants have agreed on online sports betting is a form of gambling and most of them understand some of the risks related to the habitual participation in betting activities. This question was necessary to ask because there are many individuals who argue that online sport betting is not a form of gambling but rather more of a form of entertaining game.

The findings of the study also reveal that personal risk factors like tension reduction, social risk factors like peer appreciation and acceptance, and environmental risk factors like availability of betting terminals everywhere are factors of problematic gambling.

## **6.2 Conclusions**

This study attempts to assess the pattern and prevalence of online sports betting and the associated risk factors of problem gambling among adolescent preparatory school students learning in grade 11 and 12 in Addis Ababa, Ethiopia. The required data for the study was collected through self-administered questionnaires and the findings were presented in tabular form in the previous chapter. The results of the study show online sports betting are becoming more and more prevalent among the adolescent segment of our society. The study also reveals that male adolescent preparatory school student's participation on online sports betting is significantly higher than that of their female counter parts with 84.25%.

The emergence of online sports betting coupled with technological advancements of mobile money plays a major role in the currently increasing habit of online sports betting in Ethiopia. This conclusion was made because mobile money has made online sports betting easy, convenient and safe as a result of its ease of access, consistency, reliability, transparency and privacy.

The online sports betting practitioners require information before placing a bet, and social media platforms are their main source of information in Ethiopia. Therefore, most of the online sports betting participants spent a significant amount of time searching information on the social media platforms like Facebook, Twitter and Telegram before placing a bet.

Online Sports betting is most likely to affect male adolescents in Addis Ababa. Furthermore, the study concludes that majority of individuals engaging in online sports betting are aware of the activity as a gambling activity and perceive their skills and abilities as adequate to overcome the risks posed by sports betting.

However, the government is interested in taxation of sports betting rather than control of sports betting companies and ensuring that the rights and privileges of the users are protected. Secondly, this study concludes that the government has not taken any steps to reduce the exposure of sports betting information and solicitation to vulnerable groups such as children through regulation of advertisements and promotion activities.

The findings of this study can be used as a crucial input for future studies on the matter and for intervention plans to mitigate problem gambling in Ethiopia. However, the results of the study cannot be generalized for the whole country's context because as far as the researcher's knowledge is concerned, this is the first study about the pattern and prevalence of online sports betting and its associated risk factors of problematic gambling in Ethiopia. In addition, the study was conducted in the capital city of Ethiopia and only on Adolescent preparatory school students, who are learning in grade 11 and 12 ; therefore it cannot be representative of the context of the other cities of the country or the rural areas of the country and even the other segments of the society in the capital Addis Ababa apart from the preparatory school students.

To conclude, this study brought a very crucial understanding about the main factors of problematic gambling in Ethiopia and about the distinguishing features of online sports betting from other forms of gambling activities. Therefore, it can be used as an important intervention tool for Parents, Concerned Government bodies, Policy makers, Counseling Psychologists, nongovernmental Organizations, and youth groups. It can also be used as an information input for Online sport Betting companies and terminals in improving the quality of their service by producing proper guide line, age restriction and the like in order to maximize the positive

advantage and minimize its side effects to the youths among the society.

### **6.3. Recommendations**

Based on the results of this study, the following recommendations are made:

- There is a need for awareness creation among the adolescent segment of the country about the negative personal, social, psychological, and economic impacts of gambling.
- The parents and schools should be aware of the current prevalence of online sports betting, its danger on their constituents and the country at large, and what they can do to alleviate this challenge.
- In addition to risk factors, protective variables that moderate or buffer the impact of risk factors must be identified. Because problem gambling is one of Ethiopia's least studied social issues, it's critical to do both applied and evaluative research, mostly from research sites.
- The government is expected to put in place strict legislation about who is allowed to bet in accordance with age limitation and control the betting companies for that matter.
- Based on the results of this research, and observing the relevant experiences of other countries, the researcher believes and recommends that the minimum age restriction in Ethiopia for online sports betting to become the age of 21 rather than that of 18.
- Transnational Online sport betting companies and their local agents are recommended to operate by adopting the principle of Corporate Social Responsibility in to their business and by obeying the government's policies and regulations. One manifestation of that could be the implementation of proper guideline, age restriction policy for visitors and related care towards their youth clients.
- Problem gambling is one of the most understudied and underestimated social issues. In public education efforts, various stakeholders such as local and international NGO's, social psychologists, and social workers should place a strong emphasis on improving public understanding of the risk factors and repercussions of excessive gambling. Adult problem gambling awareness programs can result in measurable increases in community service awareness, allowing consumers to make more educated decisions.

- The researcher believes that conducting more qualitative focused research on the social and cultural meanings of gambling to these groups would be a good first step in developing broad public awareness campaigns aimed at preventing the development of gambling problems among at-risk groups in the population.
- A little initial investment in research into people's attitudes about gambling and problem gambling, as well as the most successful ways to communicate with these groups, will have a long-term impact on the effectiveness of large-scale media efforts to prevent gambling disorders across the country. As a result, collaboration and cooperation among the media, research institutions, and other community development organizations is recommended.
- Finally, this study recommends for further qualitative and quantitative studies to be conducted on the pattern and prevalence of online sports betting using other study areas. Also, it is important to study the impact of the relationship between online sports betting and technological advancements.

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# APPENDIX

**SELF-ADMINISTERED QUESTIONNAIRE FOR STUDY ON ONLINE SPORT  
BETTING**

My name is Abel Andarge, a student at Addis Ababa University pursuing master's degree in counseling psychology. I am conducting a research on the pattern, prevalence and associated risk factors of online sport betting on adolescents in Addis Ababa, Ethiopia. The purpose of this study is to identify the prevalence and pattern of online sports betting and assessing the associated risk factors with the aim of establishing how such factors can be regulated in the future to avert the challenges of problematic gambling. The information you provide will be treated with utmost confidentiality and will be used for the purposes of the study only. You are not required to provide personal identification details. This questionnaire has **six** sections.

**Thank you in advance**

**SECTION A: YOUR BACKGROUND INFORMATION**

This section contains four questions. The information obtained from this section will be used for the purpose of determining general demographical details of the respondents. Please fill each question by checking the correct box and where details are required, explain your answer in words in the space provided.

1. Sex:      A. Male                       B. Female
2. Age:    A. 16 years       B. 17 years       C. 18 and above
3. Educational status:                      A. 11<sup>th</sup> grade                       B. 12<sup>th</sup> grade
4. Do you have a par time job?      A. yes                       B. no

**SECTION B: PATTERN AND PREVALENCE OF ONLINE SPORT BETTING**

1. Have you ever placed a bet of any kind?  
A. Yes                       B. No
2. If your answer for question number 1 is yes, how often in a week do you participate?  
A. at least once a week                       B. at least once a fortnight

C. at least once a month       D. at least once in the past three month       E. unknown

3. If your answer for question number 1 is no, what are your reasons for not participating? -----

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-----

4. What type of bet do you place?

A. single game       B. spread bet

5. Do you know any male students who are involved in betting?

A. none       B. very few       C. some       D. many

6. Do you know any female students who are involved in betting?

A. none       B. very few       C. some       D. many

7. What is your reason for betting?

A. money       B. entertainment       C. boredom       D. all

8. Did you know Sports Betting is a form of gambling activity?

A. yes       B. no       C. didn't know

9. Have you ever won anything from your Sports bets?

A. yes, always       B. sometimes       C. rarely       D. never

10. Before placing a bet, I discuss it with somebody else.

A. always       B. usually       C. sometimes       D. rarely       E. never

11. Which platform do you use most often to bet?

A. Laptop/computer       B. Mobile phone/tablet       C. Betting shop

12. How often do you cash out?

A. always       B. usually       C. sometimes       D. rarely       E. never

13. I more frequently bet during the games than before the games.

A. always       B. usually       C. sometimes       D. rarely       E. never

14. I enjoy more watching a game if I have bet on it.

- A. always  B. usually  C. sometimes  D. rarely  E. never

15. How much time do you regularly devote to online sports betting?

- A. 1-2 hours in a month  B. 1-2 hours in a fortnight  C. 1-2 hours in a week   
D. 1-2 hours in a day  E. more than 2 hours in a day

F. other, explain-----  
-----

16. Have you played fantasy sports in the last 12 months?

- A. always  B. usually  C. sometimes  D. rarely  E. never

17. Where do you regularly bet online on sports?

- A. Home  B. school  C. Street  D. Other place

**SECTION C: TECHNOLOGY AND ONLINE SPORT BETTING**

<b>Items</b>	<b>Strongly disagree</b>	<b>Disagree</b>	<b>Neutral</b>	<b>Disagree</b>	<b>Strongly disagree</b>
The integration of betting with mobile money has impacted my decision to bet.					
The impact of doing this as a private activity greatly influence why I bet.					
Consistency and reliability of mobile money transfer service is important.					
Availability of type of Mobile Money service on Betting site influences my decision to utilize a betting service.					
I place a bet on the basis of informed decisions.					
The main sources of information I utilize before deciding on how to bet are social media sites.					
I follow relevant accounts on Twitter and Facebook to understand Odds					
I am a member of betting tips groups on Telegram to decide on what to do.					
I actively interact within the social media to improve my betting knowledge.					
Whatever is advised in my Social Media circles greatly influences my betting decision.					
The privacy of social media interactions plays a key role in me consuming all this betting information					
Availability of end to end service on my Mobile Phone plays a huge role to my use.					
Ease of use of service plays a role into why I bet.					
I can save time now because of the technology and presentation of service.					
Technology has made it easy to place a bet and access your winnings.					
Due to Technology, it is easy to access information on Betting via multiple means.					
The privacy of betting anonymously brought about by technology is a huge factor as to why I bet.					

**SECTION D: RISK FACTOR RELATED QUESTIONS**

<b>Items</b>	<b>Never</b>	<b>Rarely</b>	<b>Sometimes</b>	<b>Usually</b>	<b>Always</b>
<b>Personal</b>					
How often do you participate in betting in order to boost your self-confidence?					
How often do you participate in betting in order to reduce tension?					
How often do you participate in betting in order to forget fights/disagreements with your family?					
<b>Social risk factors</b>					
How often have you wagered or betted on sport events outcome to win peers acceptance?					
How often do you play games for money to get appreciation from your friends?					
How often have you played games for money with your parents?					
How often your family member has taken you to the place where various games are played in money?					
How often your family members ask for your help to place a bet online via smart phone or computer?					
<b>Environmental factors</b>					
How often have you spent your free time like weekends and summer at game houses before the emergence of online sport betting?					
How often have you visited betting terminals in the past year?					
To what extent has the opening of numerous betting terminals in a lot of locations affect your gambling activity positively?					
To what extent have the different modes of betting advertisement affect your gambling activity positively?					

<b>Drug abuse</b>					
How often do you smoke marijuana (hashish)?					
How often do you smoke cigarette?					
How often do you drink alcohol?					
How often do you chew chat?					
<b>Psychological impacts</b>					
How often do you feel depressed after participating in betting activity?					
How often do you feel nervous while waiting on the outcomes of the games in which you placed your bets on?					
How often do you feel nervous after participating in betting activity?					
How often do you entertain negative thoughts after participating in betting activity?					
<b>Social impacts</b>					
How often do you get into fights/quarrels with your friends after betting debates or discussions?					
How often does your participation in betting cause conflicts with your family members?					
To what extent is your participation in betting activities affecting your relationship with your friends negatively?					
<b>Economic impacts</b>					
How often do you place bets with the intention of winning back the money you lost previously?					
How often have you suffered from losing all the money you have?					
How often have you spent your school fees, lunch money or transportation money to place bets?					

**SECTION E: GAMBLERS ANONYMOUS TWENTY ITEMS**

<b>Items</b>	<b>Yes</b>	<b>No</b>
Have you ever lost time from work or school due to gambling/betting?		
Has gambling/betting ever made your home life unhappy?		
Has gambling/betting affected your reputation?		
Have you ever felt remorse after gambling/betting?		
Do you ever gamble/bet to get money with which to pay debts or otherwise solve financial difficulties?		
Does gambling/betting cause a decrease in your ambition or efficiency?		
After losing, do you feel you must return as soon as possible and win back your losses?		
After a win, do you have a string urge to return and win more?		
Do you often gamble/bet until your last Birr(Money) was gone?		
Do you ever borrow to finance your gambling/betting?		
Have you ever sold anything to finance gambling/betting?		
Are you reluctant to use "gambling money" for normal expenditures?		
Does gambling/betting make you careless of the welfare of yourself or your family?		
Do you ever gamble/bet longer than you had planned?		
Have you ever gambled to escape worry, trouble, boredom or loneliness?		
Have you ever committed, or considered committing, an illegal act to finance gambling/betting?		
Does gambling/betting cause you to have difficulty in sleeping?		
Do arguments, disappointments or frustrations create within you an urge to gamble /bet?		
Have you ever had an urge to celebrate any good fortune by a few hours of gambling/betting?		
Have you ever considered self-destruction or suicide as a result of your gambling/betting?		

**SECTION F: DIAGNOSTIC AND STATISTICAL MANUAL OF MENTAL  
DISORDERS, 5TH EDITION (SECTION 312.31)**

Your responses for the following items should reflect your condition for the last 12 month (one year) period.

<b>Items</b>	<b>Yes</b>	<b>No</b>
Do you need to gamble (Bet) with increasing amounts of money in order to achieve the desired excitement?		
Do you feel restless or irritable when attempting to cut down or stop gambling (betting)?		
Have you made repeated unsuccessful efforts to control, cut back, or stop gambling (betting)?		
Are you often preoccupied with betting or gambling (e.g., having persistent thoughts of reliving past gambling experiences, handicapping or planning the next venture, thinking of ways to get money with which to gamble or bet)?		
Do you often gamble/ bet when feeling distressed (e.g., helpless, guilty, anxious, depressed)?		
After losing money betting/ gambling, do you often returns another day to get even (“chasing” one’s losses)?		
Do you often lie to conceal the extent of your involvement with gambling/betting?		
Have you jeopardized or lost a significant relationship, job, or educational or career opportunity because of gambling/betting?		
Do you rely on others to provide money to relieve desperate financial situations caused by gambling/betting?		

**በአንላይን ስፖርት ውርርድ ላይ ጥናት ለማከናወን በግል የሚቀርብ መጠይቅ**

ስሜ አቤል አንዳርጌ ይባላል፤ በአዲስ አበባ ዩኒቨርሲቲ ውስጥ የካውንስሊንግ ሳይኮሎጂ የማስተርስ ዲግሪ ተማሪ ነኝ። በኢትዮጵያ አዲስ አበባ ከተማ ውስጥ በሚኖሩ ወጣት ተማሪዎች ላይ የአንላይን ስፖርት ውርርድ (ቤቲንግ) የሚኖረውን ተጽእኖ፣ አወንታዊና አሉታዊ ጎን፣ የስጋት አይነት፣ እንዲሁም ተያያዥ ጉዳዮች በተመለከተ ምርምር በማድረግ ላይ እገኛለሁ። የዚህ ጥናት አላማ የአንላይን ስፖርት ውርርድ ሂደቶችን እና ሁኔታዎችን ለመለየት እንዲሁም ችግር የሚፈጥሩ የቁማር ሁኔታዎችን ወደ አወንታዊ አጠቃቀም ለመለወጥ ወደፊት መከናወን ያለባቸውን ጉዳዮች ለመገምገም ያለመ ነው። እርስዎ የሚቀርቡት መረጃ በከፍተኛ ምስጢራዊነት የሚያዝ እና ለዚህ ጥናት ብቻ የሚውል ይሆናል። የእርስዎን የግል ማንነት ዝርዝሮችን ማቅረብ አይኖብዎትም። ይህ ቃለ መጠይቅ 6 ክፍሎች አሉት።

ስለቀና ትብብርዎ በቅድሚያ አመሰግናለሁ ።

**ክፍል ሀ: የጾታ ፣ የእድሜ ፣ የትምህርት ደረጃና የስራ ሁኔታ መረጃ**

ይህ ክፍል 4 ጥያቄዎችን ይይዛል፤ በዚህ ክፍል ውስጥ የተካተቱ መረጃዎች የመልስ ሰጪዎችን አጠቃላይ መረጃ ለማወቅ ይረዳል። እባክዎ ትክክለኛውን ሳጥን ምልክት በማድረግ እና እንደአስፈላጊነቱ ምላሽዎን በቀረበው ክፍት ስፍራ ላይ በማብራራት መልስ ይስጡ።

- 1. ጾታ ሀ: ወንድ  ለ: ሴት
- 2. እድሜ ሀ: 16 ዓመት  ለ: 17 ዓመት  ሐ: 18 እና ከዛ በላይ
- 3. የትምህርት ደረጃ ሀ: 11ኛ ክፍል  ለ: 12ኛ ክፍል
- 4. የትርፍ ሰዓት ስራ አለዎት? ሀ) አዎን  ለ: አይደለም

**ክፍል ለ: የአንላይን ስፖርት ውርርድ መኖር እና ድግግሞሽ**

1. ማንኛውንም አይነት ውርርድ አድርገው ያውቃሉ?

- ሀ) አዎን  ለ: አይደለም

2. ለተራ ቁጥር 1 የሰጡት ምላሽ አዎ ከሆነ በሳምንት ውስጥ ለምን ያህል ጊዜ ይሳተፋሉ?

- ሀ) ቢያንስ በሳምንት አንዴ  ለ) ቢያንስ በሁለት ሳምንት አንዴ

- ሐ) ቢያንስ በወር አንዴ  መ) ቢያንስ ባለፉት 3 ወራት አንዴ

- ሠ) አይታወቅም

3. ለተራ ቁጥር 1 የሰጡት ምላሽ አይደለም ከሆነ የማይሳተፉበት ምክንያት ምንድነው?

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4. ምን አይነት ውርርድ ይወራረዳሉ?

- ሀ) ነጠላ ጨ ዋታ
- ለ) በርካታ ውርርዶች ያሉበት ጨ ዋታ

5. በውርርድ ውስጥ የሚሳተፉ ወንድ ተማሪዎችን ያውቃሉ?

- ሀ) የለም
- ለ) በጣም ትንሽ
- ሐ) የተወሰኑ
- መ) በርካታ

6. በስፖርት ውርርድ ውስጥ የሚሳተፉ ሴት ተማሪዎችን ያውቃሉ?

- ሀ) የለም
- ለ) በጣም ትንሽ
- ሐ) የተወሰኑ
- መ) በርካታ

7. የሚወራረዱበት ምክንያት ምንድነው?

- ሀ) ገንዘብ
- ለ) መዝናናት
- ሐ) በድብርት
- መ) ሁሉም

8. የስፖርት ውርርድ የቁማር እንቅስቃሴ አይነት መሆኑን ያውቃሉ?

- ሀ) አዎን
- ለ) አይደለም
- ሐ) አላውቅም

9. ከስፖርት ውርርዶች አሸንፈው ያውቃሉ?

- ሀ) አዎ ሁልጊዜ
- ለ) አንዳንድ ጊዜ
- ሐ) ከስንት አንዴ
- መ) በፍፁም

10. ከመወራረድዎ በፊት ከሌላ ሰው ጋር እወያይበታለሁ

- ሀ) ሁልጊዜ
- ለ) በተለምዶ
- ሐ) አንዳንድ ጊዜ
- መ) ከስንት አንዴ
- ሠ) በፍፁም

11. ለመወራረድ የትኛውን መገልገያ በብዛት ይጠቀማሉ?

- ሀ) ላፕቶፕ-ኮምፒውተር
- ለ) ሞባይል ስልክ/ታብሌት
- ሐ) የውርርድ መደብሮች

12. ገንዘብ በስንት ጊዜ ያወጣሉ?

- ሀ) ሁልጊዜ
- ለ) በተለምዶ
- ሐ) አንዳንድ ጊዜ
- መ) ከስንት አንዴ
- ሠ) በፍፁም

13. በተደጋጋሚ ውርርድ የማደርገው ከጨዋታዎች በፊት ነው

- ሀ) ሁልጊዜ
- ለ) በተለምዶ
- ሐ) አንዳንድ ጊዜ
- መ) አንዳንድ ጊዜ
- ሠ) በፍፁም

14. በጨዋታው የተወራረድኩኝ ከሆነ ጨዋታውን መመልከት በጣም ያዝናናኛል

- ሀ) ሁልጊዜ
- ለ) በተለምዶ
- ሐ) አንዳንድ ጊዜ
- መ) ከስንት አንዴ
- ሠ) በፍፁም

15. በአንላይን የስፖርት ውርርድ ለመጫወት በመደበኛነት ምን ያህል ጊዜ ይመድባሉ?

- ሀ) በወር ከ1-2 ሰዓታት
- ለ) በሁለት ሳምንት ከ1-2 ሰዓታት

- ሐ) በሳምንት ከ1-2 ሰዓታት
- መ) በቀን ከ1-2 ሰዓታት

- ሠ) በቀን ከ2 ሰዓታት በላይ
- ረ) ሌላ ካለ ያብራሩ \_\_\_\_\_

16. ፋንታሲ ስፖርት የተሰኘ ውርርድ ባለፉት 12 ወራት ውስጥ ተጨውተዋል?

ሀ) ሁልጊዜ                       ለ) በተለምዶ                       ሐ) አንዳንድ ጊዜ

መ) ከስንት አንዴ                       ሠ) በፍፁም

17. በአንላይን ስፖርት ጨዋታዎች ላይ በመደበኛነት የት ይወራረዳሉ?

ሀ) በቤት                       ለ) በትምህርት ቤት                       ሐ) በመንገድ                       መ) በሌላ ስፍራ

**ክፍል ሐ : ቴክኖሎጂ እና የአንላይን ስፖርት ውርርድ**

ዝርዝር	በደንብ እስማማለሁ	በመጠኑ እስማማለሁ	ተአቅቦ	አልስማማም	በፍፁም አልስማማም
የስፖርት ውርርድ ከሞባይል ገንዘብ ጋር መቀናጀት የውርርድ ውሳኔ ላይ ተጽእኖ አለው					
ይህን ተግባር እንደ ግል እንቅስቃሴ ማከናወን በምወራረድበት ምክንያት ላይ ተጽእኖ ያሳድራል					
የሞባይል ገንዘብ ዝውውር አገልግሎት ቀጣይነት እና ተአማኒነት ጠቃሚ ነው					
በውርርድ ሳይቶች ላይ የሞባይል ገንዘብ ነጋዴዎች እንዲሁ መሮር ይወርራል ውርርድ የምወራረደው በእውቀት ላይ ተመስርቼ ነው					
ከመወሰን በፊት ምን መወራረድ እንዳለብኝ መረጃ የማገኘት ዋነኛ ምንጭ ማህበራዊ ድህረ-ገጾች ናቸው					
አድስ ለመረዳት በትዊተር እና ፌስቡክ ላይ ያሉ አካውንቶችን እከተላለሁ					
ምን ማድረግ እንዳለብኝ ለመወሰን በቴሌግራም ላይ የውርርድ ምክር የሚሰጡ ቡድኖች አባል ነኝ					
የውርርድ እውቀቴን ለማሻሻል በማህበራዊ መገናኛ ብዙሃን ውስጥ በንቃት እሳተፋለሁ					

በማህበራዊ መገናኛ ብዙሃን ውስጥ የሚሸከረከረው ሃሳብ በእኔ የመወራረድ ውሳኔ ተጽእኖ ያሳድራል					
የማህበራዊ መገናኛ ብዙሃን ግለኝነት ይህንን ሁሉ የውርርድ መረጃ ለመውሰድ ቁልፍ ሚናን ይጫወታል					
በሞባይል ስልክ ሙሉ አገልግሎት ማግኘት መቻሌ በአጠቃቀሜ ላይ ከፍተኛ ሚናን ይጫወታል					
የአገልግሎቱ ቀላልነት ለመወራረድ ከፍተኛ ሚና አለው					
በቴክኖሎጂ እና በአገልግሎት አቅርቦት ምክንያት ጊዜ እቆጥባለሁ					
ውርርድ ለመወራረድ እና ያሸነፍኩትን ገንዘብ ለመጠቀም ቴክኖሎጂ ነገሮችን ቀላል አድርጓል					
በቴክኖሎጂ ምክንያት በበርካታ መንገዶች በውርርድ ላይ መረጃ ማግኘት ቀላል ነው					
በቴክኖሎጂ ምክንያት በግል መወራረድ መቻል በምወራረድበት ምክንያት ላይ ከፍተኛ ተጽእኖ ያሳድራል					

**ክፍል መ : ከስጋት መንስኤ ጋር ተያያዥ ጥያቄዎች**

ዝርዝር	ባፍጹም	ከስጋት አንዴ	አንዳንዴ	ተለምዶአዊ	ሁልጊዜ
<b>የግል</b>					
በራስ መተማመንን ለማሳደግ በስጋት ውርርድ ላይ ምን ያህል ጊዜ ይሳተፋሉ?					
ውጥረትን ለመቀነስ በስጋት ውርርድ ላይ ምን ያህል ጊዜ ይሳተፋሉ?					
ከቤተሰብዎ ጋር ግጭቶችን/አለመግባባቶችን ለመርሳት በስጋት ውርርድ ውስጥ ምን ያህል ጊዜ ይሳተፋሉ?					
<b>የማህበራዊ ስጋት ምክንያቶች</b>					
በስጋት ክስተቶች ውጤት በጓደኛዎ ዘንድ ተቀባይነት ለማግኘት ለስጋት ጊዜ ተወራርደውያውቃሉ?					
ከጓደኞችህ አድናቆት ለማግኘት ለገንዘብ ምን ያህል ጨዋታዎችን ትጫወታለህ?					
ከወላጆችዎ ጋር በገንዘብ ውርርድ ምን ያህል ጊዜ ጨዋታዎችን ተጫውተዋል?					
የቤተሰብዎ አባል ለምን ያህል ጊዜ በገንዘብ የተለያዩ ጨዋታዎች ወደሚደረጉበት ቦታ ወስዶታል?					
በስማርትፎን ወይም ኮምፒዩተር መስመር ላይ ውርርድ ለማድረግ የቤተሰብዎ አባላት የእርስዎን እርዳታ ምን ያህል ጊዜ ይጠይቃሉ?					
<b>አካባቢያዊ ሁኔታዎች</b>					
የመስመር ላይ የስጋት ውርርድ ከመከሰቱ በፊት ነፃ ጊዜዎን፣ እንደ ቅዳሜ እና እሁድ፣ እና የቦጋ ጨዋታ ቤቶች ውስጥ ምን ያህል ጊዜ አሳልፈዋል?					
ባለፈው ዓመት የውርርድ ስፍራዎችን ለምን ያህል ጊዜ ጎበኙ?					
በብዙ ቦታዎች ላይ የበርካታ ውርርድ ስፍራዎች መከፈታቸው በቁማር እንቅስቃሴ ላይ በጎ ተጽዕኖ ያሳድራል?					
የተለያዩ የውርርድ ማስታወቂያ ዘዴዎች በቁማር እንቅስቃሴ ላይ በጎ ተጽዕኖ ያሳድራሉ?					
<b>አደንዛዥ ዕዕ አላግባብ መጠቀም</b>					
ማሪዋና (ሃሺሽ) በስጋት ጊዜይወስዳሉ (ያጨ ሳሉ)?					
በስጋት ጊዜ ሲጋራ ያጨ ሳሉ?					
በምን ያህል ጊዜ አልኮል ይጠጣሉ?					
በምን ያህል ጊዜ ጫት ይቅማሉ?					
<b>የስነ-ልቦና ተፅዕኖዎች</b>					
በስጋት ውርርድ (ቤቲንግ) ከተሳተፉ በኋላ ምን ያህል ጊዜ የአእምሮ ጭንቀት ይሰማዎታል?					
ውርርድ ያደረጉበት የጨዋታ ውጤት በመጠባበቅ ላይ ሳሉ ምን ያህል ጊዜ ፍርሃት ይሰማዎታል?					
በውርርድ እንቅስቃሴ ውስጥ ከተሳተፉ በኋላ ምን ያህል ጊዜ ፍርሃት ይሰማዎታል?					
በውርርድ እንቅስቃሴ ውስጥ ከተሳተፉ በኋላ አሉታዊ ሀሳቦችን ምን ያህል ጊዜ ያዝናናሉ?					

<b>ማህበራዊ ተጽእኖዎች</b>					
በስፖርት ውርርድ ክርክር ወይም ውይይት ካደረጉ በኋላ ከጓደኞችዎ ጋር በምን ያህል ጊዜ ይጣላሉ?					
በውርርድ ላይ ያለዎት ተሳትፎ ምን ያህል ጊዜ ከቤተሰብዎ አባላት ጋር ግጭት ይፈጥራል?					
በውርርድ እንቅስቃሴዎች ውስጥ ያለዎት ተሳትፎ ከጓደኞችዎ ጋር ባለዎት ግንኙነት ላይ አሉታዊ ተጽዕኖ የሚያሳድረው እስከ ምን ድረስ ነው?					
<b>ኢኮኖሚያዊ ተፅእኖዎች</b>					
ከዚህ ቀደም የጠፋ-በዎት ገንዘብ ለመመለስ በማሰብ ስንት ጊዜ ውርርድ አድርገዋል?					
ያለዎትን ገንዘብ በሙሉ በማጣት ምን ያህል ጊዜ ተሳታፊ ነበሩ?					
ለውርርድ ሲሉ የትምህርት ቤት ክፍያ፣ የምሳ ገንዘብ ወይም የመጓጓዣ ገንዘብ ለምን ያህል ጊዜ አውጥተዋል?					

**ክፍል ሠ : የቁማር ሌሎች ተጽእኖዎችና ችግሮችን በተመለከተ ሃያ ዝርዝሮች**

ዝርዝር	አዎ	አይ
በቁማር/በውርርድ ምክንያት ለስራ ወይም ትምህርት ጊዜ አጥተው ያውቃሉ?		
ቁማር ወይም ውርርድ የቤትዎን ሕይወት ደስተኛ እንዳይሆኑ አድርጓል?		
ቁማር/ውርርድ መልካም ስምዎን ነክቶታል?		
ከቁማር/ውርርድ በኋላ ተፀፅተው ያውቃሉ?		
ዕዳ የምትከፍልበት ገንዘብ ለማግኘት ወይም የፋይናንስ ችግሮችን ለመፍታት ቁማር/ውርርድ ተወዳድረዋል?		
ቁማር/ ውርርድ የፍላጎት ወይም ቅልጥፍና መቀነስ ያስከትላል?		
ከተሸነፉ በኋላ በተቻለ ፍጥነት ብሩን እና ኪሳራዎን ለመመለስ ማሸነፍ እንዳለብዎ ይሰማዎታል?		
ከአሸናፊነት በኋላ ለመድገም እና የበለጠ ለማሸነፍ የሚገፋፋ ፍላጎት አለዎት?		
የመጨረሻው ብር (ገንዘብ) እስኪያልቅ ድረስ ለበርካታ ጊዜያት ቁማር ይጫወታሉ?		
ለቁማር/ውርርድ ሲሉ ገንዘብ ተበድረዋል?		
ለቁማር/ውርርድ ገንዘብ ለማግኘት እቃ ሸጠው ያውቃሉ?		
"የቁማር ገንዘብ" ለመደበኛ ወጪዎች ይጠቀማሉ?		
ቁማር/ ውርርድ ለራስዎ ወይም ለቤተሰብዎ ደህንነት ግድየለሽ እንዲሆኑ ያደርግዎታል?		
ካቀዱት በላይ ቁማር/ውርርድ ተጫውተው ያውቃሉ?		
ከጭንቀት፣ ችግር፣ መሰላቸት ወይም ብቸኝነት ለማምለጥ ውርርድ ተጫውተው ያውቃሉ?		
ለውርርድ ገንዘብ ለማግኘት ህገወጥ ድርጊት ፈጽመው ያውቃሉ?		
ቁማር/ ውርርድ በእንቅልፍ ላይ ችግር ይፈጥራል?		
ክርክሮች፣ አለመስማማቶች ወይም ብስጭቶች ቁማር የመጫወት ፍላጎት ይፈጥራሉ?		
በጥቂት ሰዓታት በውርርድ ከፍተኛ ገንዘብ የማግኘት ፍላጎት ኖሮዎት ያውቃል?		
በቁማር/በውርርድ ምክንያት ራስን ማጥፋት ወይም መግደል አስበው ያውቃሉ?		