

## Index

Note: Page numbers in *italics* refer to figures and tables.

- abstinence violation effect (AVE) 97
- addiction  
   gambling 22–5, 93  
   implications 148–51
- addictive behaviours 2, 22–3, 26, 28, 84, 94, 104, 149
- alcohol 67, 68–74, 80, 84, 91, 96, 97, 121
- alcohol and substance abuse  
   clinical samples  
     rates of problem gambling 69
- alcohol dependence syndrome (ADS) 27, 28, 33, 149
- alcohol-related problems 12, 68, 70
- Alcohol Use Disorders Identification Test (AUDIT) 71, 89
- alcoholism 12, 13, 28–9, 70, 138  
   and social drinking 12
- American Psychiatric Association 26, 68
- “at risk” gamblers 116, 128
- Australian gambling 6–7
- Autonomy 47, 48, 141
- availability bias 75
- bio-psychosocial model  
   as basis for treatment 101–3  
   of pathological gambling 102
- Black Rhino 110
- Canadian Problem Gambling Index (CPGI)  
   14, 15, 16, 135–6
- casino gamblers 63–4, 78
- chasing 39–41, 75, 76, 140  
   and impaired control, relationship 39–41  
   psychological aspects 40
- cognitions 77–8, 78, 82, 140, 144
- cognitive-behavioural  
   control (CBC) 96, 97  
   interventions 100, 101  
   model 101, 104  
   themes 103
- cognitive-emotional preoccupation (CEP)  
   96, 97
- cognitive preoccupation 93, 94, 97
- cognitive variables, role 74–80
- compulsive gambling *see* pathological gambling
- computerised card game 65
- confirmatory Factor Analysis (CFA) 97
- consumers and gambling 41, 54, 110, 112–17, 129
- contemporary gambling 1–2, 6, 121, 121–2, 150–1
- contingency-regulated gamblers 47, 48
- continuous gambling 18, 40, 43, 44, 61, 62, 126, 139
- controlled gambling 105, 106
- convenience access 17, 18, 19, 98, 123
- coping, role 80–1, 84, 86
- depressed mood 65, 66, 103, 130
- Dickerson method 14
- DSM-IV criteria 13, 23, 25
- dysphoric mood 12, 37, 62, 63, 82, 93, 144, 149
- EGM 7, 19, 52, 110, 115, 116, 117, 142  
   video lottery terminal 9–10, 19, 64
- EGM gamblers 42, 76, 81
- EGM gambling 126, 131
- EGM play, empirical model 83  
   empirical finding, discussion 91–2  
   main study 85–7  
   main variables, descriptive results 88–9  
   materials 88  
   method  
     participants 87–8  
     methodology, critical comment 90–1  
     regression analyses, summary 89–90  
     theoretical speculations 92–3
- EGM players 63, 64, 79, 80, 89, 103, 119, 139

Cambridge University Press

052184701X - Gambling as an Addictive Behaviour: Impaired Control, Harm Minimisation, Treatment and Prevention

Mark Dickerson and John O'Connor

Index

[More information](#)

174

Index

- electronic gaming machine *see* EGM
- empirical gambling 6
- entertainment product 6, 104, 118
- excessive behaviour 66, 101
- excessive gambling
  - definition 10
  - measures 13–15
- extraversion 67, 73
  
- factor structure, gambling 31
- Fast Fortune 110
- feedback effects 150
- fruit-machine players 62, 64, 75, 77
  
- gambling
  - as addiction 22–5
  - consumption 9–10
  - contemporary, worldwide 1–2
  - definitions 7–8
  - harm minimisation 107–9
  - harmful impacts 65, 81, 121, 123, 136
  - impaired control
    - developmental perspective 46–9
  - impaired self-control 138
    - modelling 81–2
    - models 83
    - nature 140–5
  - legalised forms 8–9
  - nature of reinforcement 60–2
  - prior mood and emotion 62–6
  - psychosocial maturity 47–9
  - reported harmful impacts 47–9
  - safer for customers 112–17
  - self-regulation 47–9
  - tax 6
- gambling behaviour 12, 20, 22, 26, 32, 43
- gambling behaviour control 22
  - addiction, gambling 22–5
  - impaired control
    - and chasing, relationship 39–41
    - and different forms 41–3
    - measurement and definition 43–4
  - problem gambling
    - as dependent variable 25–6
  - questions 35
  - Scale Gambling Choices (SGC)
    - development 28–32
  - self-control 26–8
    - independent confirmation 32
    - youth gamblers, qualitative study 34–8
  - self-regulation, ability
    - emotions 38
    - reported harmful impacts 38–9
  - SGC 12-item 44
    - reliability 44
    - validity 44–5
  - subjective control scale 32–4
  - gambling choices, scale 28–32
  - gambling industry 1, 122, 133, 134
  - gambling involvement 10, 18, 46, 49, 51, 84, 90
    - and structural characteristics 51–4
  - Gambling-Related Cognition Scale (GRCS) 78, 87
  - Gambling Temptation and Restraint
    - Inventory (G-TRI) 94, 95, 97
  - gambling temptation–restraint model 93
    - data collection 95
    - measure 94–5
    - sample characteristics 95–8
  - Gaming Industry Operators (GIO) 113, 128
  - gaming machine 51, 68, 124–7
    - density 9
    - market 8
  - harm minimisation implication
    - educational strategies 109–11
    - and gambling management 107
    - problem gamblers
      - prevention from further harm 111–12
    - rendering gambling safer
      - for customers 112–17
  - Harm scale 38, 89, 95
  - health promotion campaign 129, 136, 137
  - historical themes, gambling 2–7
  - horse-race gamblers 63, 64
  
  - impaired control, gambling 27
    - and chasing, relationship 38–9
    - and different forms 41
    - measurement and definition 43–4
  - impaired control scale (ICS) 28
  - impaired self-control, gambling
    - addiction, implication 148–51
    - chasing 140
    - cognitions 140
    - definition 138
    - key psychological variables 139
    - measurement 138–9
    - models 83
    - nature 140–5
    - in present context 140
    - SGC 79, 91, 139, 146
  - impulse control disorder 68, 69
  - Internet gambling 17
  - item response theory (IRT) 32
  
  - Ladouceur study 65
  - legalised gambling 3, 8–9, 11, 17
  - lenses 118, 121
  - level of involvement, gambling 2, 10, 16, 51–4, 64, 84, 85, 139

*Index*

175

- Liberty Bell 5  
 Limit Maintenance Model 35, 38, 93, 146  
 locus-of-control 67  
 lottery 3, 18, 19, 20
- mental disorder model 11, 25, 27, 105  
 Million Lottery, The 4  
 minimum data set (MDS) 129, 130, 132, 135  
 modelling impaired control, key variables  
 alcohol 68–74  
 cognitive variables, role 74–80  
 coping, role 80–1  
 gambling involvement 49  
 and structural characteristics 51–60  
 nature of reinforcement, gambling 60–2  
 personality 67–8  
 prior mood and emotion, gambling 62–6  
 modelling impaired self-control, gambling  
 approaches, discussion 98–9  
 conceptual basis 81–2  
 EGM play, empirical model 83  
 gambling temptation–restraint model 93–8  
 initial thoughts  
 key variables 46
- national 1991 survey data  
 factor analysis 29  
 nature of reinforcement, gambling 60–2  
 neuroadaptation 66, 149  
 Nijpels Committee 113
- pathological gambling  
 definition 11–13  
 diagnostic criteria 12, 34, 131  
 implications 145–7  
 measures 13–15  
 and problem gambling  
 pathways model 24  
 pathological gambling development  
 impaired control  
 developmental perspective 46–7  
 modelling impaired control  
 key variables 49  
 modelling impaired self-control  
 conceptual basis 81–2  
 initial thoughts, key variables 46  
 pathways model 23, 24, 27, 43, 50, 74,  
 145, 147  
 person–product adaptation 46  
 person–situation interaction 21  
 personality 67–8, 84, 85  
 personality variable 67, 73, 74  
 phone gambling 17  
 Players' Charter 110  
 poker machine 5, 52, 55, 59  
 pre-commitment 122, 123, 134, 137
- problem drinking/problem gambling  
 co-morbidity 70–4  
 non-clinical samples  
 problem EGM players 63, 76  
 problem gamblers 111–12  
 clinical samples  
 rates of alcohol and substance abuse  
 69–70  
 prevention from further harm 111–12  
 sub-types 23  
 women 70, 71, 130, 131  
 problem gambling 7, 11, 107, 108, 135  
 definition 11–13  
 as dependent variable 25–6  
 self-control 26–8  
 measures 13–15  
 and pathological gambling  
 pathways model 24  
 prevalence 15–16  
 problem gambling, treatment approaches  
 implications  
 bio-psychosocial model 101–3  
 existing treatments  
 literature reviews 100–1  
 impaired control  
 treatment methods 103–5  
 treatment goals 105–6  
 problem gambling management  
 harm minimisation implications  
 regular gamblers, impaired control  
 118–23  
 responsible gambling 107  
 problem gambling policy  
 implications 147–8  
 Problem Gambling Severity Index (PGSI) 14  
 professional gamblers 49, 121  
 psychoactive agent 22, 141, 144, 149, 150  
 psychoanalytic speculation 67  
 psychological learning theory 50  
 psychology approaches  
 psychometric and mathematical 22  
 psychosocial maturity, gambling 47
- Queen Elizabeth's Lotteries General 3
- random ratio (RR) 51, 52, 56  
 Receiver Operator Characteristic (ROC)  
 technique 15  
 regular gambling 18, 40, 71, 97, 106, 143  
 impaired control  
 social and consumer protection issue  
 118–23  
 regular off-course gamblers 21, 40, 73  
 Reno Model 116, 120, 121, 147  
 representative bias 75

Cambridge University Press

052184701X - Gambling as an Addictive Behaviour: Impaired Control, Harm Minimisation, Treatment and Prevention

Mark Dickerson and John O'Connor

Index

[More information](#)

176

*Index*

- research context, gambling
  - contemporary gambling, worldwide 1–2
  - gambling
    - consumption 9–10
    - definitions 7–8
    - legalised forms 8, 9
    - historical themes 2–7
    - requirements 20–1
    - risk factors, emerging causal themes 16–20
      - access and continuous forms 17–20
  - responsible gambling 100, 107, 124
  - responsible gambling strategies, in single jurisdiction
    - community education campaigns
    - problem gambling 127–9
    - direct treatment services 129–33
    - gaming machines, introduction 124–7
    - harm minimisation 133–5
    - research 135–6
    - Victorian problem gambling services strategy 127
- Scale of Gambling Choices (SGC) 28–32, 60, 88–9, 119, 138, 139, 145, 146
  - development 28–32
  - frequency distribution 30
  - and SOGS, correlations 31
- scratch lotteries 5, 125
- self-regulated gamblers 47, 48, 72, 93
- self-regulation, gambling 37, 47–8
- sensation seeking 67, 73
- SGC 12-item 44–5, 90, 145
  - reliability 44
  - validity 44–5
- single jurisdiction
  - in Australia 124
- slot machine 5, 51, 60
- South Oaks Gambling Screen (SOGS) 11, 14, 15–16, 17, 18, 31, 85, 139
  - stages of behaviour change 129
- Stroop effect 79
- subjective control, gambling 31, 33
- Subjective Control scale 32–4, 44
- subjective expected emotion (SEE) 62, 85, 92, 139
- Swinging Bells 64
- Tatts 4
- taxation 6, 125
- temptation–restraint models 93–8, 96, 146, 148
- thinking aloud method 50, 75
- totalisator agency board (TAB) gamblers 42, 125
- transformation, gambling 1
- treatment goals, problem gambling implications 105–6
- treatment literature reviews 100–1
- variable ratio (VR) 51, 52, 61
- Victorian Gambling Screen (VGS) 15, 89, 103, 139
- Victorian Gaming Machine Industry (VGMI) 108, 134
- Victorian problem gambling
  - community education campaigns 127–9
  - public health approach
    - and consumer protection 136–7
  - services strategy 127
- video lottery terminal 9–10, 19, 64
- youth gamblers 47, 48, 49, 94, 97, 98, 139, 147
  - self-control, qualitative study 34
    - contingency limits 37–8
    - no specific limits 35–7
    - target limits 37