

PreventionFIRST!

2020 Coalition Academy



Screen Time & Health Outcomes

James Syphax, OCPS, CDCA
Prevention Action Alliance



Housekeeping Notes:

- Continuing education will only be awarded for those who view the live session
- You must attend the entire training to receive continuing education hours
- Post event evaluation surveys are required to receive continuing education
- For Social Work/Mental Health Counselor credits you must provide your license number in the post event evaluation survey
- For CHES credits, you must provide your CHES ID in the post event evaluation survey
- You will receive your certificate for continuing education by email within **30 days** of this training.


Screen Time and Health Outcomes

PreventionFIRST! Coalition Academy
September 29, 2020

James Syphax OCPS, CDCA

Prevention Action Alliance

Lifetime Prevention | Lifetime Wellness

 614.540.9985

 preventionactionalliance.org

6171 Huntley Road, Suite G | Columbus, Ohio 43229

Learning Objectives



**THIS PRESENTATION DOES CONTAIN IMAGES OF
GAMBLING ACTIVITIES AND GAMBLING DEVICES**

Know the types of online gaming, gambling, and risk-taking activities available right now

Identify warning signs of youth problem gambling behaviors and the appropriate resources available in the State of Ohio

Understand the applicable diagnoses from the ICD and DSM



Defining Gambling

DSM-5: Risking something of value in the hopes of obtaining something of greater value

Gamblers Anonymous: Any betting or wagering, for self or others, whether money or not, no matter how slight or insignificant, where the outcome is uncertain or depends upon chance or “skill” constitutes gambling.



“Traditional” Video Gaming





Creative Ways to Gamble



Group by Addiction Central and Razz Addiction

RAZZ ADDICTION

🔒 Private group · 9.4K members

About

Join Group



About This Group

Welcome to Razz Addiction !!
Please take a few moments to read through our announcements and most importantly have fun!!

~May the odds be forever in your favor~ See Less

🔒 Private
Only members can see who's in the group and what they post

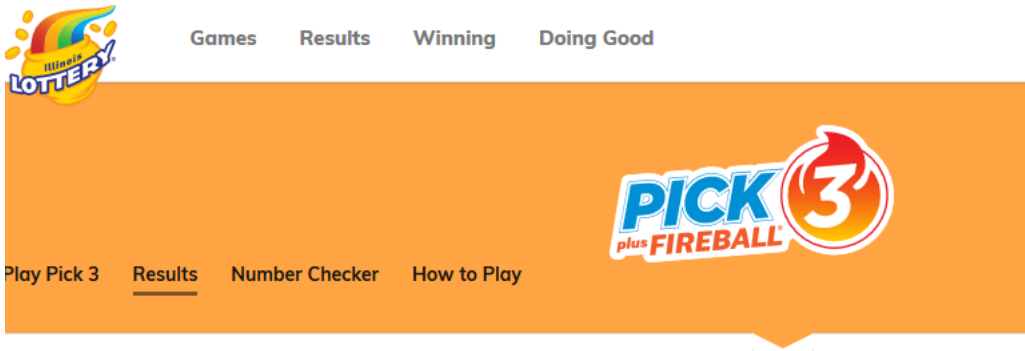
Waffles & Razzles

- Use of code words to avoid detection
- Understanding of Facebook algorithm
- Back-up groups linked
- Craft beer, sneakers, comic books, video games, video game add-ons (skins, weapons, etc.)
- OR playing for cash



Group Rules from the Admins

- 1 For The First Time Waffler** ...
If it is your first time playing here in a waffle, we ask that you make your payments up front until our admin team is familiar with you.
- 2 Waffling Your Own Sneakers** ...
If you're interested in posting your own sneakers for waff, please PM and admin and we will discuss with you options for doing so.
- 3 Prizes and Authenticity** ...
All prizes in waffles hosted by our admin teams are guaranteed authentic products. Often, our prizes will be authenticated by services such as StockX or GOAT.
- 4 Non-Payment on Waffles** ...
If you choose to not pay, you will be permanently banned from SHWG. These games are dependent on all players paying before they can be ran.
- 5 Other issues, concerns, or suggestions** ...
If you have any issues, concerns, or suggestions, please PM an admin or moderator and we will assist you.



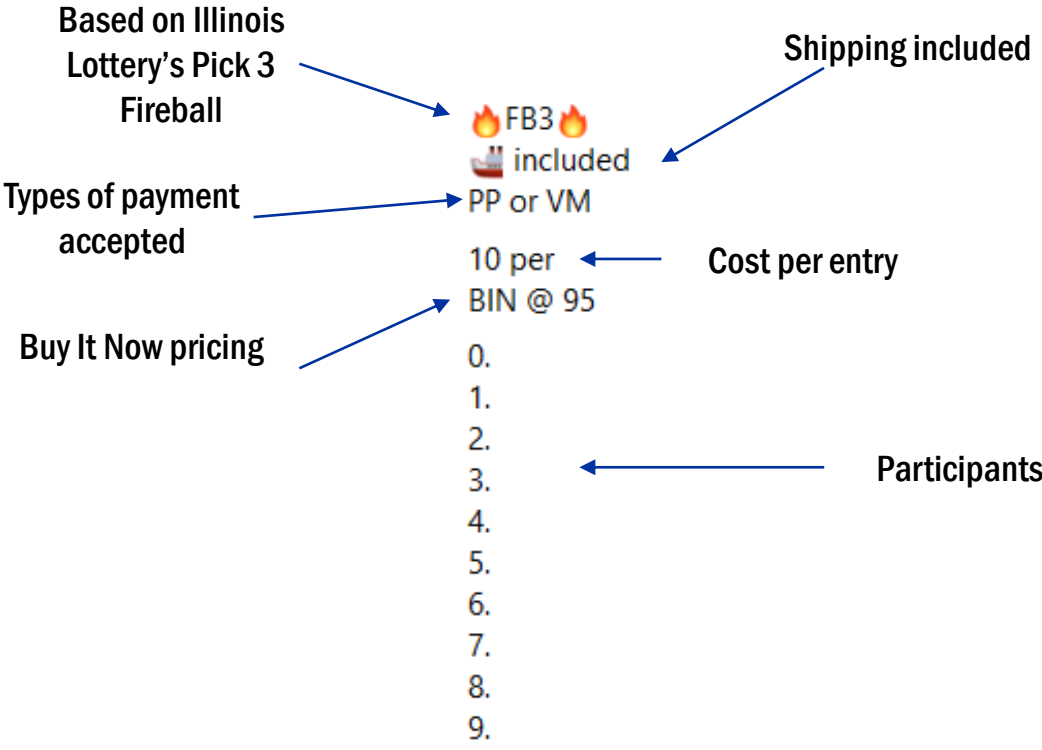
Draw Results Pick 3

Click for more details on winning combinations and prize payouts.

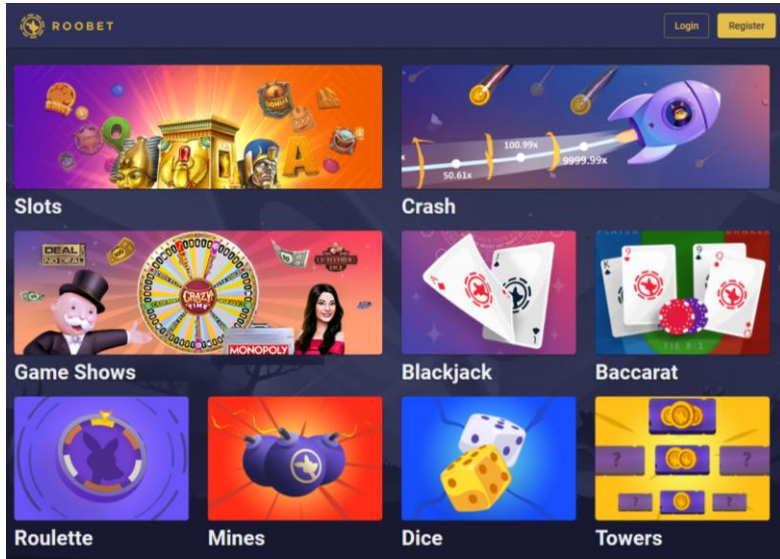
[Any day](#)

Friday midday
Sep 25, 2020

9 1 7 8 >



Cryptocurrency Casinos



Bitcoin Casinos

- New and traditional games
- Crash – streamed on Twitch
- No parental detection

Gambling for Followers



GamblingWithTheBoys

Gambling with the boys
@GamblingWTB

We stream Mon to Fri on Twitch from 6:30 pm - 10:30 pm EST!
Twitch.tv/gamblingwithth...
Youtube: youtube.com/channel/UCUCKz...

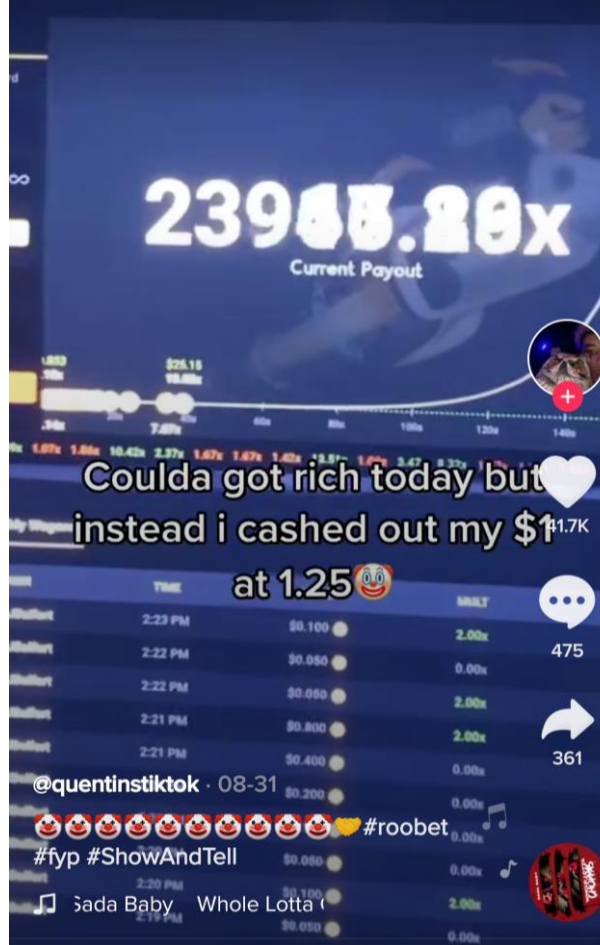
twitch.tv/gamblingwithth... Joined June 2020

126 Following 124 Followers

Tweets Tweets & replies Media Likes

Pinned Tweet

Gambling with the boys @GamblingWTB · Jul 1
100x Crash on @roobet!!!
What a ride that was! join us tonight for another ride on Ellons Rocket!
#roobet #crash #bitcoin #tothemoon #100x



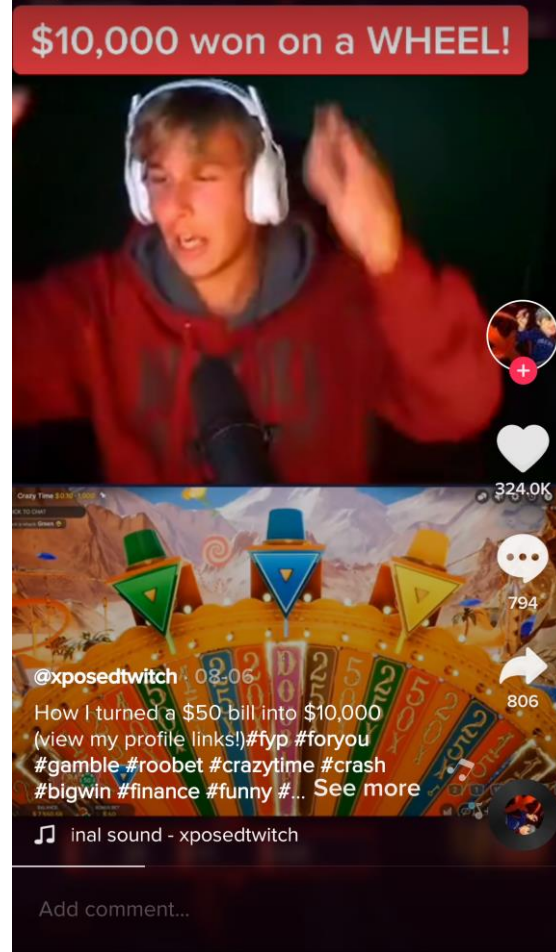
23945.20x
Current Payout

Coulda got rich today but
instead i cashed out my \$1
at 1.25

@quentinstiktok · 08-31
#roobet #fyp #ShowAndTell

Sada Baby - Whole Lotta

\$10,000 won on a WHEEL!



@xposedtwitch · 02-06
How I turned a \$50 bill into \$10,000
(view my profile links!)#fyp #foryou
#gamble #roobet #crazytime #crash
#bigwin #finance #funny #... See more

inal sound - xposedtwitch

Add comment...



RESPONSIBLE GAMBLING STARTS HERE

KEEP GAMBLING FUN AND LOW RISK.

IF YOU GAMBLE —
GET SET BEFORE YOU BET

Assess your risk for problem gambling, learn about the warning signs, and find out how to keep gambling fun and responsible at BeforeYouBet.org.

GAMBLING PROBLEM? 1-800-589-9966 BEFOREYOUBET.ORG beforeyoubet.org

Keep it Fun Ohio

CHANGE THE GAME
Unlock the Reality of Youth Gambling

Prevention Action Alliance



Problem Gambling Ohio Helpline
800-589-9966

Don't wait. Call today.

Risk & Protective Factors (Individual and Peer)

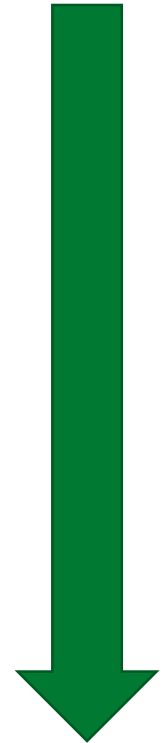


RISK FACTORS

- Early initiation
- Early big wins
- Greater confidence of winning
- Impulsivity
- Competitiveness
- Interaction with anti-social peers
- Friends' use (peer pressure)
- ATOD use
- Time spent
- Psychological distress (ACEs)

PROTECTIVE FACTORS

- Female
- Prosocial involvement
- Early losses
- Boredom
- Awareness of risk



Gupta & Derevensky, 2001; Gupta & Derevensky, 2000; Hayatbakhsh et al., 2006; Johansson et al., 2009; King & Delfabbro, 2016; Raylu & Oei, 2002; Rho, et al., 2018; Scholes-Balog et al., 2014; Sheadet al., 2010; Volberg, 2008; Winters et al., 2002 (Research

Risk & Protective Factors (Family)

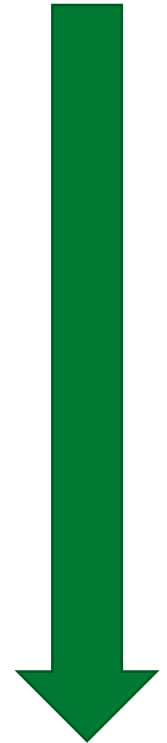


RISK FACTORS

- Family Conflict
- Family history of anti-social behavior
- Parental involvement
- Parental history

PROTECTIVE FACTORS

- Encouragement of prosocial behavior



Gupta & Derevensky, 2001; Gupta & Derevensky, 2000; Hayatbakhsh et al., 2006; Johansson et al., 2009; King & Delfabbro, 2016; Raylu & Oei, 2002; Rho, et al., 2018; Scholes-Balog et al., 2014; Sheadet al., 2010; Volberg, 2008; Winters et al., 2002 (Research

Risk & Protective Factors (Community/School)

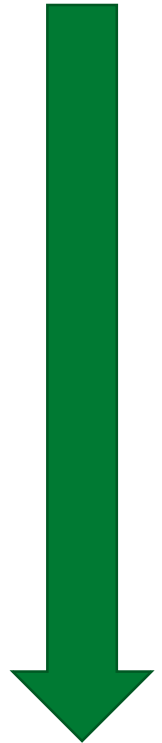


RISK FACTORS

- Exposure
- Availability & accessibility
- Media portrayal
- Academic failure and poor school performance
- Low school commitment

PROTECTIVE FACTORS

- Connection



Gupta & Derevensky, 2001; Gupta & Derevensky, 2000; Hayatbakhsh et al., 2006; Johansson et al., 2009; King & Delfabbro, 2016; Raylu & Oei, 2002; Rho, et al., 2018; Scholes-Balog et al., 2014; Sheadet et al., 2010; Volberg, 2008; Winters et al., 2002 (Research

Diagnoses and Differences

Not Diagnosable:

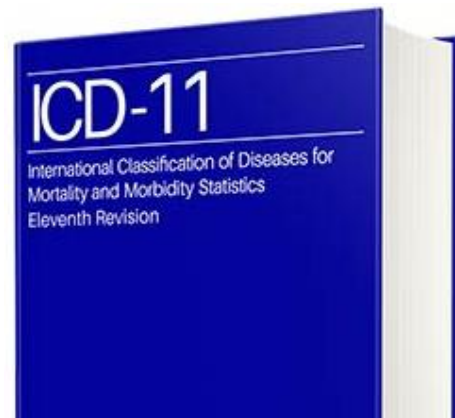
- Internet Addiction Disorder

Currently Diagnosable by the ICD:

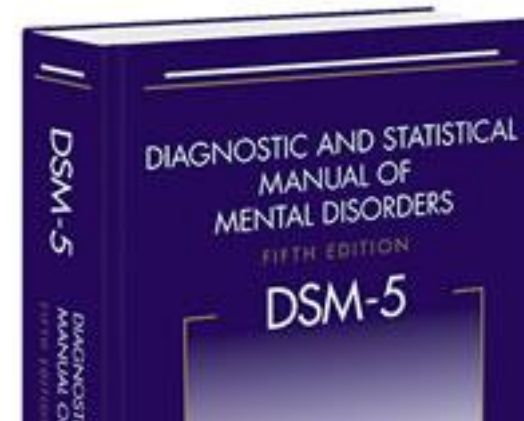
- Gaming Disorder
- Gambling Disorder (formerly pathological gambling)
- Hazardous Gaming
- Hazardous Gambling

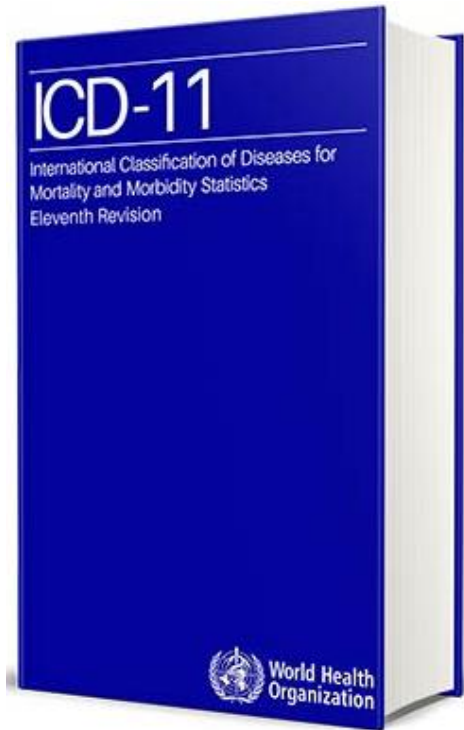
Currently Diagnosable by the DSM:

- Gambling disorder (formerly pathological gambling)



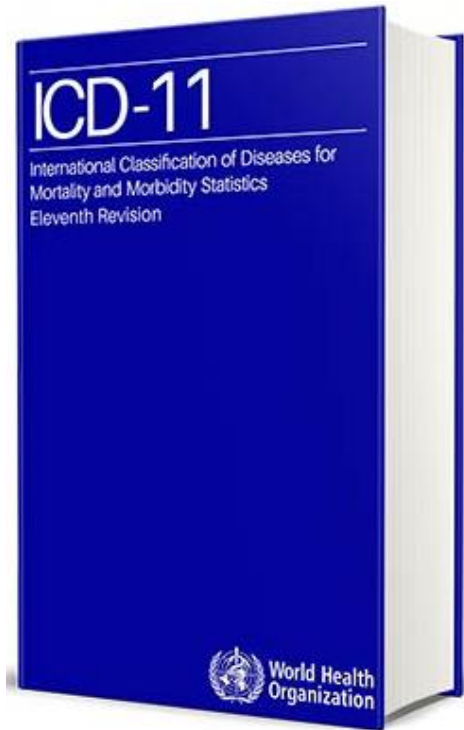
VS





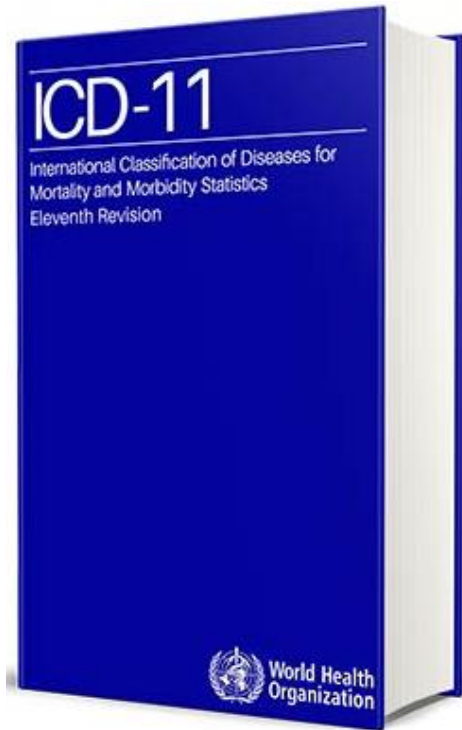
International Classification of Diseases

- Disorders due to substance use or addictive behavior
 - 6C51 – Gaming Disorder (also 6C51.0 and 6C51.1)
 - Gaming disorder is characterised by a pattern of persistent or recurrent gaming behaviour ('digital gaming' or 'video-gaming'), which may be online (i.e., over the internet) or offline, manifested by:
 - 1. impaired control over gaming (e.g., onset, frequency, intensity, duration, termination, context);
 - 2. increasing priority given to gaming to the extent that gaming takes precedence over other life interests and daily activities; and
 - 3. continuation or escalation of gaming despite the occurrence of negative consequences.
 - The pattern of gaming behaviour may be continuous or episodic and recurrent. The pattern of gaming behaviour results in marked distress or significant impairment in personal, family, social, educational, occupational, or other important areas of functioning. The gaming behaviour and other features are normally evident over a period of at least 12 months in order for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe.



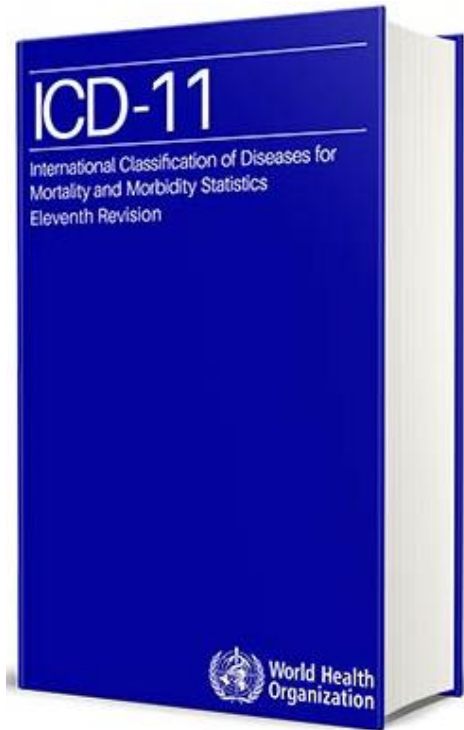
International Classification of Diseases

- Disorders due to substance use or addictive behavior
 - 6C50 – Gaming Disorder (also 6C50.0 and 6C50.1)
 - Gambling disorder is characterised by a pattern of persistent or recurrent gambling behaviour, which may be online (i.e., over the internet) or offline, manifested by:
 1. impaired control over gambling (e.g., onset, frequency, intensity, duration, termination, context);
 2. increasing priority given to gambling to the extent that gambling takes precedence over other life interests and daily activities; and
 3. continuation or escalation of gambling despite the occurrence of negative consequences.
 - The pattern of gambling behaviour may be continuous or episodic and recurrent. The pattern of gambling behaviour results in significant distress or in significant impairment in personal, family, social, educational, occupational or other important areas of functioning. The gambling behaviour and other features are normally evident over a period of at least 12 months in order for a diagnosis to be assigned, although the required duration may be shortened if all diagnostic requirements are met and symptoms are severe.



International Classification of Diseases

- **Problems Associated with Health Behaviors**
 - **Defined as “factors influencing health status”**
 - **QE22 – Hazardous Gaming**
 - Hazardous gaming refers to a pattern of gaming, either online or offline that appreciably increases the risk of harmful physical or mental health consequences to the individual or to others around this individual. The increased risk may be from the frequency of gaming, from the amount of time spent on these activities, from the neglect of other activities and priorities, from risky behaviors associated with gaming or its context, from the adverse consequences of gaming, or from the combination of these. The pattern of gaming is often persisting in spite of awareness of increased risk of harm to the individual or to others.



International Classification of Diseases

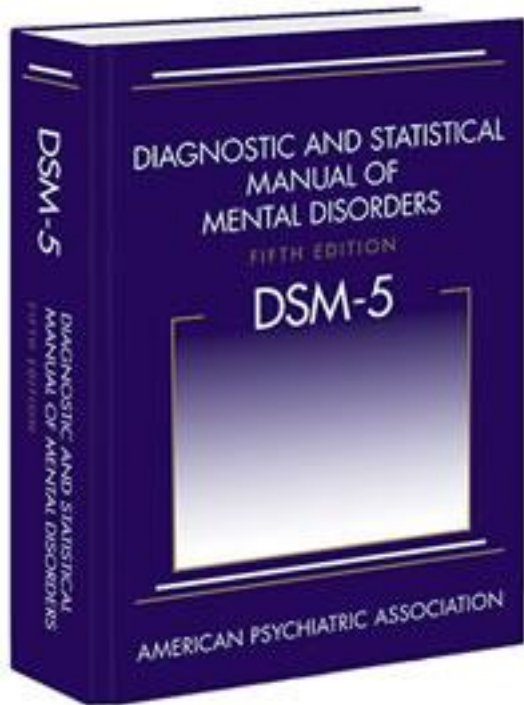
- **Problems Associated with Health Behaviors**
 - **Defined as “factors influencing health status”**
 - **QE21 – Hazardous Gambling**
 - **Hazardous gambling and betting refers to a pattern of gambling and betting that appreciably increases the risk of harmful physical or mental health consequences to the individual or to others around this individual. The increased risk may be from the frequency of gambling or betting, from the amount of time spent on these activities or the context of gambling and betting, from the neglect of other activities and priorities, from risky behaviours associated with gambling and betting or its context, from the adverse consequences of gambling and betting, or from the combination of these. The pattern of gambling and betting often persists in spite of awareness of increased risk of harm to the individual or to others.**



Diagnostic and Statistical Manual of Mental Disorders

- **Gambling Disorder 312.31**

- 1. Persistent and recurrent problematic gambling behavior leading to clinically significant impairment or distress, as indicated by the individual exhibiting four (or more) of the following in a 12-month period:
 - Needs to gamble with increasing amounts of money in order to achieve the desired excitement.
 - Is restless or irritable when attempting to cut down or stop gambling.
 - Has made repeated unsuccessful efforts to control, cut back, or stop gambling.
 - Is often preoccupied with 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).
 - Often gambles when feeling distressed (e.g., helpless, guilty, anxious, depressed). o After losing money gambling, often returns another day to get even (“chasing” one’s losses).
 - Lies to conceal the extent of involvement with gambling.
 - Has jeopardized or lost a significant relationship, job, or educational or career opportunity because of gambling.
 - Relies on others to provide money to relieve desperate financial situations caused by gambling.
- 2. The gambling behavior is not better explained by a manic episode





**Percentage of adults that
play video games**

The average age of a gamer

**Percentage of American
households with at least one
gamer**

**Percentage of gamers by
gender (M/F)**

**Percentage of gamers that
are college educated**

**Percentage of gamers that
claim it provides relaxation &
stress relief**

Demographics



Percentage of adults that play
video games

65%

The average age of a gamer

Percentage of American
households with at least one
gamer

Percentage of gamers by
gender (M/F)

Percentage of gamers that
are college educated

Percentage of gamers that
claim it provides relaxation &
stress relief

Demographics



Percentage of adults that play
video games

65%

The average age of a gamer

33 Years

Percentage of American
households with at least one
gamer

Percentage of gamers by
gender (M/F)

Percentage of gamers that
are college educated

Percentage of gamers that
claim it provides relaxation &
stress relief

Demographics



Percentage of adults that play
video games

65%

The average age of a gamer

33 Years

Percentage of American
households with at least one
gamer

75%

Percentage of gamers by
gender (M/F)

Percentage of gamers that
are college educated

Percentage of gamers that
claim it provides relaxation &
stress relief

Demographics



Percentage of adults that play
video games

65%

The average age of a gamer

33 Years

Percentage of American
households with at least one
gamer

75%

Percentage of gamers by gender
(M/F)

46% F / 54% M

Percentage of gamers that
are college educated

Percentage of gamers that
claim it provides relaxation &
stress relief

Demographics



Percentage of adults that play
video games

65%

The average age of a gamer

33 Years

Percentage of American
households with at least one
gamer

75%

Percentage of gamers by gender
(M/F)

46% F / 54% M

Percentage of gamers that are
college educated

52%

Percentage of gamers that
claim it provides relaxation &
stress relief

Demographics



Percentage of adults that play
video games

65%

The average age of a gamer

33 Years

Percentage of American
households with at least one
gamer

75%

Percentage of gamers by gender
(M/F)

46% F / 54% M

Percentage of gamers that are
college educated

52%

Percentage of gamers that claim
it provides relaxation & stress
relief

78%

Learning Objectives



Know the types of online gaming, gambling, and risk-taking activities available right now

Identify warning signs of youth problem gambling behaviors and the appropriate resources available in the State of Ohio

Understand the applicable diagnoses from the ICD and DSM

Prevention Action Alliance

Lifetime Prevention | Lifetime Wellness

James Syphax

Community Prevention Manager



jsyphax@preventionactionalliance.org



614.540.9985 x16



preventionactionalliance.org

Prevention Action Alliance is a 501(c)3 nonprofit based in Ohio dedicated to leading healthy communities in the prevention of substance misuse and the promotion of mental health wellness.



Post Training Info:

- Please complete the evaluation survey in the post event email.
- The recording and supplemental materials will be available on the PreventionFIRST! website under **TrainingHUB**.

• **STAY CONNECTED:**  [@PreventionFIRST](https://www.facebook.com/PreventionFIRST)

 [@PrevFIRST](https://twitter.com/PrevFIRST)

prevention-first.org