

## EVOLUTION OF THE PLAYING HABITS OF POKER PLAYERS

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#### **POKER: a popular gambling activity**

• There are millions of poker players around the world

• Quebec: 4.7% of the adult population (3<sup>rd</sup> most popular gambling activity)



### **POKER:** is it a risky gambling activity?

- Concern: prevalence of gambling problems (9.1 to 17.2%)
- Consequences
  - financial problems
  - mental health problems
- Problematic gamblers vs those without a problem:
  - elevated number of gambling activities, high frequency of gambling, playing more on the Internet, elevated level of impulsivity and anxiety and higher presence of erroneous beliefs

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Bjerg, 2010; Fiedler & Wilcke, 2012; Kairouz et Nadeau (2014); European Council, 2012; Barrault & Varescon, 2013a, 2013b; Hopley, Dempsey, & Nicki, 2012; Barrault, Untas, & Varescon, 2014; Hopley, Wagner, & Nicky, 2014; Brosowski, Meyer, & Hayer, 2012; Kairouz, Paradis, & Nadeau, 2012; Hopley & Nicki, 2010

## **OUR POKER PLAYERS**

- Participant must identify him/herself as a player
- Recruited from different areas:
  - -Facebook
  - -Presence in bars, advertisements in bars LTPQ (poker tournament league of Quebec)
  - -Advertisements in newspapers (Voir Montreal, Quebec, Saguenay, La Presse, La Tribune, Journal Portneuf)
  - -Advertisements on AJPQ sites (metropolitan poker league)
  - -Princepoker discussion forum on poker
  - -Major tournaments
  - -Montreal casino
  - -via an epidemiological investigation





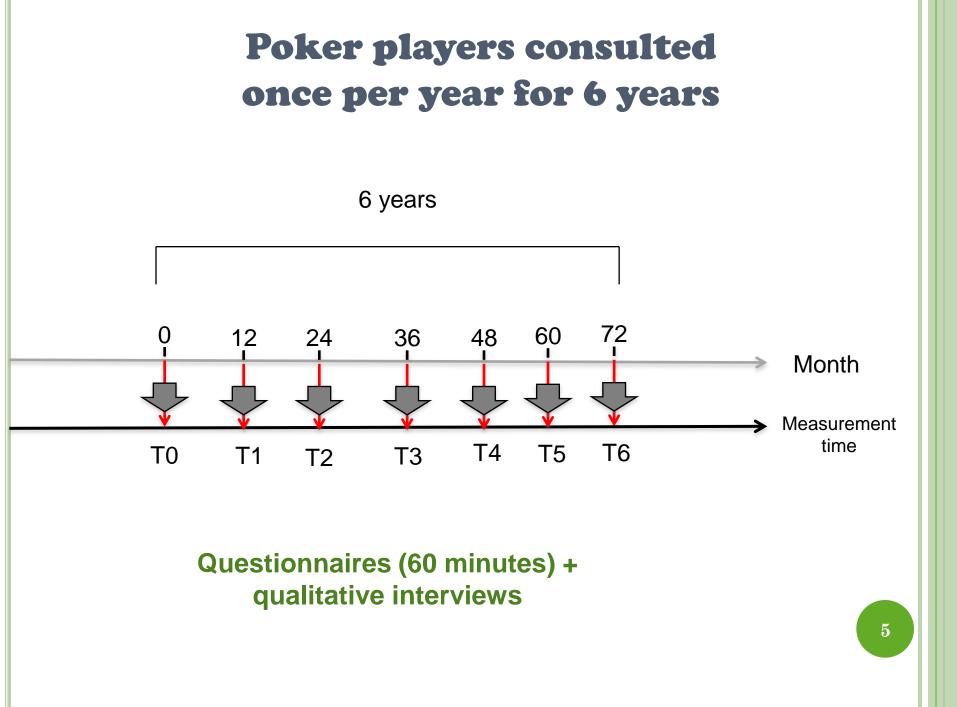
\*Entrevue confidentielle



\*Certificat-cadeau 30\$



#### \*Information : 1-888-463-1835, poste: 61847 ou poker-med@usherbrooke.ca



### Interviews conducted

• n = 400 poker players recruited in Quebec (T0)

	<b>T0</b>	<b>T</b> 1	<b>T2</b>	<b>T</b> 3	<b>T</b> 4	<b>T5</b>	<b>T6</b>
2008-16 wave							
2010-16 wave							
2013-16 wave							
N eligible		400	276	171	102	77	62
N lost during follow-ups		64	17	16	15	4	3
N abandons		60	25	36	10	1	0
N completed follow-ups		276	234	119	77	72	59
Response rate (%; n who completed follow- ups/n eligible)		69%	85%	70%	75%	94%	95%

## PROFILE OF PARTICIPANTS (n=400)

- 51% preferred playing poker in a room or among friends
- 49% preferred playing poker on the Internet
- No "purely" Internet players, for the most part
- Played on average 4 other gambling activities (lottery, scratch cards)



### PROFILE OF PARTICIPANTS (n=400)

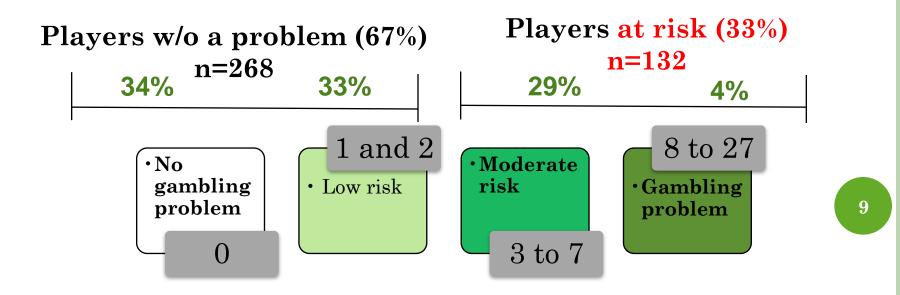
		n	%
Sex			
	Male	352	88.4%
	Female	46	11.6%
Age			
	Average: 32.3 years old		
	(18-68 years old)		
Marital status			
	Married/couple	208	52.6%
	Separated/divorced/single	187	47.4%
Last level of edu	cation completed		
	Primary school completed	16	4.1%
	High school or higher completed	377	95.9%
Annual salary	- -		
	Average: \$44 187		
	$(0 - \$225\ 000)$		

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## PROFILE OF PARTICIPANTS (n=400)

- Experienced players (6 years on average)
- o 25% professionals or experts
- 21% poker as a source of income

**Canadian Problem Gambling Index (CPGI)** 



#### How many become pathological gamblers? (n=276)

• Over the course of 3 years, on average per year

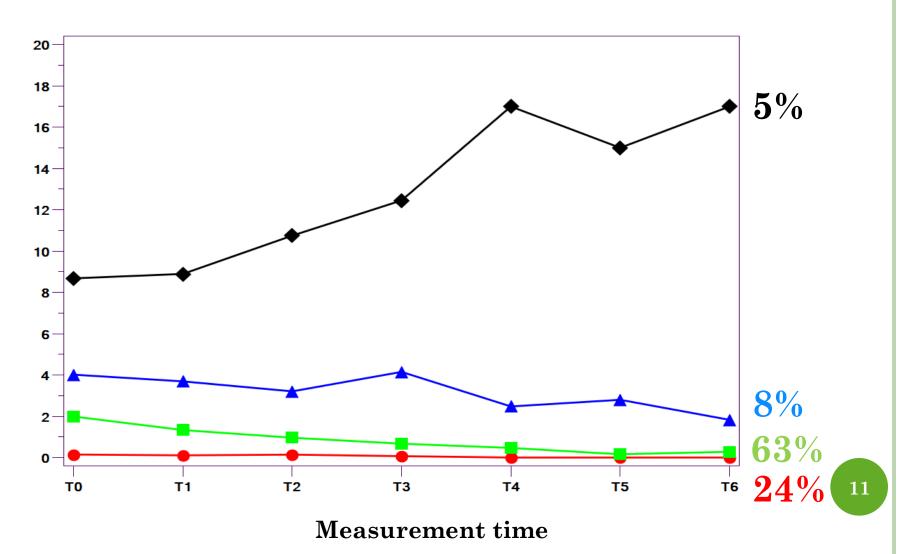
2.07% of players became pathological gamblers over the 3 year observation period

## **16.8%** of players experienced an increased risk of having gambling problems



#### Trajectory of gambling problems over 6 years





## Findings from the analysis of trajectories

- Only 5% of players were problematic and remained as such
- For the rest, the risk diminished (reassuring!)

But what differentiates excessive players who remain as such (traj. 4)?

#### Predictors of trajectories (multivariate analyses)

	Traj 2: low risk (decrease) <sup>†</sup>	Traj 3: moderate risk (decrease) <sup>†</sup>	Traj 4: excessive gambling (increase) <sup>†</sup>
	RCA (IC 95%)		
Internet as main modality <sup>a</sup>	2.468 (1.455-4.186)***	11.543 (3.966-33.597)***	6.488 (1.988-21.170)**
Number of gambling activities practiced <sup>ab</sup>	1.072 (0.951-1.209)	1.545 (1.242-1.922)***	<b>1.557</b> (1.214-1.996)***
Anxiety	1.113 (1.032-1.200)**	1.171 (1.067-1.285)***	1.152 (1.033-1.285)*
Satisfaction with life	0.992 (0.973-1.012)	1.076 (1.022-1.132)**	<b>0.931</b> (0.882-0.982)**
Avoidance	1.820 (0.859-3.854)	3.202 (1.159-8.844)*	<b>3.726</b> (1.132-12.267)*

<sup>†</sup> Compared to group 1: no problem – stability (reference group).

<sup>a</sup> 12 last months. <sup>b</sup> Excluding poker.

\* p<0.05; \*\* p<0.01 \*\*\* p<0.001

# Do the players report an evolution in their poker habits?

- Qualitative study (n=25)
- Including gamblers who increased or decreased according to the CPGI over one year
- « *Have your poker habits evolved in the past years*? » (increase-decrease-stable)
- « How would you explain this evolution? »

## OUR PLAYERS explain ...

	Perceived decrease in playing poker (n = 19)	Perceived increase in playing poker (n = 3)
•	Less pleasure in playing poker	• Pleasure in playing poker
•	More severe negative feelings when or after playing (fatigue, anger, emptiness)	<ul> <li>Intention to become a professional poker player</li> <li>Desire to make money</li> </ul>
•	Fear of developing a gambling problem	• Tendency to get too engrossed in activities
•	Conflict with family or friends	• Free time and irregular work schedule
•	Life transition resulting in less free time	Increased accessibility
•	Distrust of Internet poker sites	Stressful life events
•	Critical view of the possibility of winning	

Is their perception of evolution in accordance with our vision (CPGI) ?			
Gamblers' perception	CPGI category change	Agreement (n = 10) n (%)	
Decrease	Decrease	9 (36)	
Increase	Increase	1(4)	
		Non-agreement (n = 15) n (%)	
Decrease	Increase	10 (40)	
Increase	Decrease	2 (8)	
Stability	Decrease	1 (4)	
Stability	Increase	2 (8)	

#### What we can learn from this study

• Few players developed gambling problems

- However, certain had a risk that increased, even if they are not pathological gamblers
  - therefore, identify these players to prevent consequences
- A small group of players who were already pathological remained as such (5%)
  - target these aspects in prevention and treatment: number of gambling activities, Internet, anxiety, satisfaction with life and avoidance

#### What we can learn from this study

- Some perceived a decrease, when there was actually an increase in risk
  - Strategies to see their gambling habits: tables with losses and revenues
  - A telephone call/year to check in?
- Think of themselves as being different from other players
- Distrustful, questioning general prevention and being hesitant with respect to treatments
- Advice from players: play in a healthy manner, that is to say recreationally and for fun and not for money; have other hobbies

#### This study allowed us to

- Create a profile of poker players in Quebec
- Understand the evolution of this emerging phenomenon

#### **Questions still remain**

- What about female poker players?
- What strategies are used by professional poker players? Avenues for prevention?
- Are current services adapted to poker players?



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