

**PREVALENT OF SPORT GAMBLING BEHAVIOUR PATTERN AND ITS
CONSEQUENCES AMONG THE SECONDARY STUDENTS IN DUNUKOFIA
LOCAL GOVERNMENT AREA OF ANAMBRA STATE**

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Abstract

Gambling has become an activity that most Nigerian youths and adolescents engaged in, with accessibility due to available internet. This study, therefore, aimed to investigate the patterns and prevalence of gambling behaviour among youths in south east Nigeria. The purpose of this study is to evaluate the effects of sports gambling behaviour in Dunukofia Local Government area of Anambra state. Five research questions were formulated to guide the study, the study adopted descriptive survey research design, simply random sampling and purposive sampling techniques were used to select one thousand, five hundred and eight {1508} respondents, the instrument for data collection was a well-structured questionnaire, the data collected was analyzed using statistical mean. It was discovered that sports gambling has a lot of adverse effects on minors. Based on these findings, everyone has to stand up against this canker-worm, before it destroys the whole state.

Keywords: Gambling, patterns, behaviour, youths, Anambra state, Nigeria

Introduction

Gambling behaviour was seen as an adult past time in the past and not something that could be done every day. Those days we see our fathers playing the ludo, draft etc. for fun and pleasure, apart from the old gambling pattern called “pool” that involve money, the rest is for fun. Even the pool is done as a past time. But the case is different nowadays were those who are interested in this sport are the youth who uses their productive years to make search for money. Most times when you walk the street of any state, you see a lot of young men and sometimes women jam packed in small shops, their sight glued to a desktop monitor, TV screen or a small printing machine. There are all forms of facial expressions and activities when coming or going to the shops ranging from argument, dancing, jubilation, anxiety or

some with sad frowns on their faces. These activities piqued my interest and on better research I found out that this entire people gather here for no other cause than to gamble with the hope of making a fortune or getting rewarded with stroke of luck. Gambling according to Wikipedia is the wagering of money or something of value (referred to as stakes) on an event with an uncertain outcome with the primary intent of winning money or material goods. So gambling thus requires three elements to be present: consideration, chance and prize. Gambling in Nigeria include all known game of chances which the Nigerian youth partake in, including the local *baba ijebu*, lotto, pool and the most common and widely spread electronic sport betting. With the rapid growth of online technology, gambling has move to a whole new level and has become prevalent among a sizable percentage of our youths. With this in mind let's take a closer look on gambling positive and negative effect on the youth. In the last few years gambling has emerged as one of the most profitable ventures anyone can go into, both for the bookmakers and punters. Since it is licensed and legal, it has been a great source of revenue for government, employment for the masses and income for punters. In 2015 gambling generated over a billion for Lagos state government. Who can blame anyone additively involved in this venture, with the high rate of unemployment or underemployment in the country? Owners of lottery or bet shop running gambling services will argue that it is a source of employment, empowerment and enrichment for those involved. Those involved become agents or even owners of gambling houses overtime. The general believe among punters is that there are higher chances of becoming rich by playing more games as their efforts are rewarded over time. It also keeps our youths off the street and gives them something to do, rather than roaming aimlessly getting involved in nefarious acts including stealing, robbing and all other youthful vices. Bets forecasting is believed to sharpen the mind, as individuals possess skills of prediction to near accuracy. Some punters say they play for fun as gambling houses are social places where youths can meet discuss currents issues, joke and watch live sports events while making easy money. Gambling also promote sports as it creates interest among individuals who are compelled to take keen interest in games or sports before the forecast or predicts. It also keeps money in circulation, as these game houses are taxed by governments. Las Vega sin the USA is a fine example of a city that relies majorly on gambling for its development as the wealthy also partake in high stake gambling. So, it's safe to say that gambling has a lot of socio-economic benefit for the Nigerian youths and society.

There is the general consensus that the negative impact of gambling far outweighs the positive, especially in Nigeria where gamblers have been given free reign without any control. The governments seem to be more interested in the taxes, more than giving proper guidelines or regulating the industry. It is appalling to see young school children in their school uniform at some betting shops arguing among themselves and placing bets. Korn and Shaffer (1999) identified eight negative health and social consequences of gambling: gambling disorders, family dysfunction and domestic violence, youth and underage gambling, alcohol and other drug problems, psychiatric conditions, suicide and suicide ideation, significant financial problems, and criminal behavior. Negative financial outcomes are among the most tangible consequences of gambling and problem gambling. There are no set age limits for agents who serve as affiliate for bigger bookmakers. It is common thing to for young students to use their school tuition to gamble, while some grown-ups get buried under mountain of debts.). A study conducted at two Mississippi universities found that older college students are more likely to have problematic financial behaviors (Worthy.et al, 2010). According to Worthy and colleagues (2010) these problematic financial behaviors were associated with sensation-seeking and risk-taking activities like gambling. College students often use resources such as credit cards, debit cards, or borrowed money to gamble; this is

common for adult gamblers as well, but these habits may have greater negative financial consequences in a younger population. Atkinson and colleagues (2012) found that the mean amount of money spent on gambling a month was just under \$200 by college students. Further, the authors found that 48% of college aged gamblers said they had spent more money on gambling than they wanted to and 32% said they lost more than they could afford. When I see young adults come out of gambling houses, stake papers as long as a roll of tissue, it saddens my heart to see how degenerative our society has become, relying on this vice, which is driven by greed and luck as a source of making a living. Not minding the additive and moral implications. For the occasional gambler, these behaviors may provide an innocuous opportunity for excitement, socialization, or boredom relief. When these behaviors increase, however, problem and pathological gambling create negative consequences in an individual's financial, social, and overall health. Gambling explored through the public health perspective looks at the effect of gambling on individual wellbeing and health, familial health, community health, health care system and public policy. College students are at a higher risk for financial problems than older adults due to other financial obligations from college expenses and tuition, as well as potential debt from the increased credit card availability to young adults (Norvilitis & Maria, 2002; Robb, 2011).

Another negative consequence of heavy gambling is poorer academic standing. [Potenza et al., 2011] found an association between poor academic performance and pathological gambling in young adults (ages 14-18). Heavy Internet gambling was associated with grade averages of D or lower (Potenza et al., 2011). Gambling like all vices: alcoholism, drugs, prostitution, crimes, etc can become very addictive. Major religions advocate against it, our traditional value system are also against it. It is morally and socially wrong to gamble, as it is after effects are destructive to the individual, the family and the society. Everything in gambling is predicated on luck, with a little or no control of the individual income flow. The fact that you don't need to leave your home before you place bets has even made it more prevalent and easily accessible. Now with a touch of your Smartphone you are already in the game. This has led to lost concentration and low productivity in the offices, as some are known to make stakes rather than focusing on work. This is why it is believed that gambling kills creativity. Let's get back to bet shops, at places like these, youths are more prone to criminally minded individuals, some borrow money to bet and it leads to debt and to pay up, they turn to stealing, cheating and other nefarious acts. Gamblers are hardly seen at home as they spend long hours of the day roaming the street or in gambling houses. No matter your take or thought on these issues be it for or against, the fact remains that the gambling industry have come to stay in Nigeria and what is needed is a more guideline, framework and stringent monitor by the government to minimize the negative effect on our youths and society in general.

Gambling is of various pattern which are wagering and betting which involve placing a bet or wager on the outcome of an event such as a sporting event or race; gaming which involve placing bets on games that are constrained by mathematically predetermined rules and theoretical returns of players (gaming machines and casino table games) and lottery style games such as Cross-Lotto, Powerball, Pools, scratch tickets and keno, all of which award prizes based on the selection of winning symbol or number combinations. The prevalence rate of gambling is higher in some countries than others, and it may be explained by cultural, economic, political, and legal factors. Population surveys show that around 70-80% of the Australian adult population gambles at least once per year (Productivity Commission, 2009). Approximately 60 per cent of adult's gamble on lotteries, a third on scratch tickets, 30 per

cent on gaming machines, 20 per cent on racing, and 10 per cent or less on other forms including casino table games and sports betting (Delfabbro & Le Couteur, 2009). Gambling participation rates vary significantly according to age and gender. Men are typically more likely than women to gamble on sports, racing, casino card games and racing, whereas few sex differences in participation tend to be observed in relation to gaming machines and lotteries (Productivity Commission, 2009). Research has highlighted that around three quarters of the population in the United Kingdom (72%) have gambled (National Centre for Social Research, 2000). Also, a high prevalence of gambling participation and problem gambling has been found among youths in different university student populations, mainly in studies in high income countries (Etel, et al, 2013; Mubarak and Blanksby, 2013). However, in Nigeria, Gambling is regulated by National Lottery Regulatory Commission (NLRC) which is empowered by the National Lottery Act, 2005 to regulate betting lottery. According to the survey report released by NOI Polls (2017), gambling and betting are becoming very popular in Nigeria, particularly amongst the country's bulging youth population and sports fans. A significant proportion of Nigerians polled (77 percent) attested to the high prevalence of betting and gambling in their locality; particularly amongst respondents in the South-West (92 percent).

Research Questions

The study will answer the following research questions

- I. What are the patterns of sports gambling behavior among school students in Dunukofia Local Government Area Anambra state?
- II. What is the prevalent of this pattern that predispose the school students into sports gambling?
- III. What are the consequences of engaging in this gambling behaviour

Purpose of the Study

The purpose of this study is to get the prevalence of the pattern to the effects sports' gambling has on the behavior and the consequence of this behavior on the student and their general performance in academics Dunukofia Local Government Area, Anambra State as it concerns their academic performance, psyche and their general wellbeing. This study aims at:

- Finding out the extent of the involvement of our teens in sports gambling.
- Identifying the consequences sports gambling have on the holistic development of our students.
- Educating parents and teachers on the negative effect sport gambling has on teenage boys mostly between the age of 13 & 17 years in Dunukofia L.G.A.
- Bringing in other stakeholders and educational planners to work together in sanitizing the system from sports gambling and the dangers thereof.

Significance of the Study

The major implication for this study is to reduce to the barest level sports gambling and its possible aftermath among our youths by;

- Finding out if our students take part in sports betting.
- Discovering why they indulge in sports betting.
- Ascertaining what possible consequence it has on their holistic development.
- Determining how it affects their education in particular.
- Aiding in possible policies that will eradicate it.
- Being a source of information to subsequent researchers.

Scope of the study

The scope of this job is centered on senior secondary school students of Dunukofia Local Government Area of Anambra State. It will concentrate on the students from SS1 to SS3 who are expected to be within the age range of 13 and 17.

Design of the Study

The design of this study is a descriptive survey research design. Descriptive survey design is defined as a survey where data are collected and described systematically on the characteristic facts regarding a particular population. This is found suitable for studies in education where respondents' opinion is sought and evaluated for possible inferences.

Area of Study

This research was conducted in Dunukofia Local Government Area in Anambra State, South Central Nigeria, with its headquarters in Ukpo. Towns that make up the local government are Ukpo, Ifitedunu, Umannachi, Umudioka, Ukwulu and Nawgu. It shares boundaries with Awka North, Idemili North, Njikoka and Oyi Local Governments.

The Population for the Study

The population of this study comprises of students from all public secondary schools in Dunukofia Local Government Area. There are about eight secondary schools in the local government area and they constitute the population.

Sample and Sampling Technique

The sample for the study comprises of the eight secondary schools in the area. The researchers adopted the simple random sampling technique and selected senior secondary school students who are expected to fall within the age range of 13 and 17. All the senior secondary school students were administered with questionnaire. Thus, in all, one thousand five hundred and eight (1508) respondents were selected and administered with questionnaire, and all the questionnaires were returned.

Instruments of Data Collection

The researchers in order to collect useful data used structured questionnaire method. Five research questions were formulated based on the research topic and the respondents were to tick (✓) the questions based on their personal opinion.

Validity of the Instruments

The instrument was subjected to face and content validity by two experts in Measurement and Evaluation in Federal College of Education, Umunze and Nnamdi Azikiwe University, Awka respectively. These experts vetted the instruments and made some corrections. However, their corrections were taken into effect and the items of the questionnaire were modified and used for data collection.

Reliability of the Instrument

The researchers adopted a test re-test method of reliability. This is to ascertain the degree of consistency of test results obtained from the same instrument. The instrument was first administered to the Thirty (30) respondents outside the area of study. Afterwards the

researchers repeated the exercise to the same group of students after two week. The two sets of response were correlated using Pearson Product Moment (PPM) correlation co-efficient. The results obtained from the two variables are 0.85 which shows a very high correlation indicating that the instrument was reliable enough for the study.

Method of Data Collection

The questionnaires for the research were distributed to all the senior secondary school students in the area as a means of collection of data for the study from the selected area. The responses to the questionnaires were collected and analysed using mean frequency system.

Method of Data Analysis

The data was analysed using the frequency table and weighted mean category which includes;

Strongly agreed (SA)	4 points
Agreed (A)	3 points
Disagreed (D)	2 points
Strongly disagreed (SD)	1 point
Weight Mean =	$\frac{4 + 3 + 2 + 1}{4} = \frac{10}{4} = 2.50$

The decision rule was drawn on the criterion mean for agreeing or disagreeing on the item used for the analysis. The criterion means score is 2.50. Therefore, weighted mean score of 2.50 and above for any item indicated that the respondents agree on the items whereas a weighted means score below 2.50 revealed that the respondents disagreed on the items.

RESULT

Research Question 1

What are the patterns of sports gambling behavior among school students in Dunukofia Local Government Area of Anambra state?

Questionnaire Items	SA	A	D	SD	X	Remarks
Bet king	3128 782	1440 480	228 114	132 132	3.3	Agreed
Bet Naija	4316 1079	825 275	124 62	92 92	3.6	Agreed
Raffle	1500 375	957 319	990 495	319 319	2.5	Agreed
Super Bet	2292 573	1452 484	506 253	198 198	2.9	Agreed
Naira bet	2996 749	1254 418	330 165	176 176	3.2	Agreed
Pinnacle Sports	884 221	1386 462	880 440	385 385	2.3	Disagreed
10 Bet	1208 302	1041 347	934 467	392 392	2.4	Disagreed

Bet Way	1868 467	1176 392	694 347	302 302	2.7	Agreed
Play Card ()	2836 709	1044 348	362 181	271 271	3.0	Agreed
Try your Luck	3348 837	1122 374	374 187	110 110	3.3	Agreed
Ludo	3348 837	1056 352	330 165	154 154	3.2	Agreed
Whot	3612 903	1452 484	122 61	60 60	3.5	Agreed
Ncho	1323 441	1287 429	748 374	264 264	2.4	Disagreed
Draft	2776 694	1089 363	396 198	253 253	3.0	Agreed
Scrabble	1676 419	1221 407	572 286	396 396	2.6	Agreed

From the table above, the respondents agreed that the pattern of sports gambling behavior that is prevalent among secondary school students in Dunukofia Local Government Area of Anambra State are (in their order of Magnitude): Bet naija (3.6), Whot with money (3.5), Bet king (3.3), Try your luck (3.3), Naira bet (3.2), Ludo with money (3.2), Play card with money (3.0), Draft with money (3.0), Super bet (2.9), Bet way (2.7), Scrabble with money (2.6) and Raffle draw (2.5). They disagree that 10 bet (2.4), Ncho with money (2.4) and pinnacle sports (2.3) is not pattern prevalent in the area

Research Questions 4

What are the consequences of sports gambling behavior among school students in Dunukofia as a whole?

ITEMS	SA	A	D	SD	X	Remark
Poor academic performance	3964 991	1056 352	194 97	68 68	3.5	Agreed
Borrowing money	3040 760	1221 407	286 143	198 198	3.1	Agreed
Financial challenge	2644 661	1353 451	374 187	209 209	3.0	Agreed
Guilt	2160 540	1452 484	440 220	264 264	2.9	Agreed
Depression	2864 716	1287 429	554 277	86 86	3.2	Agreed
Insomnia	2644 661	1122 374	572 286	187 187	3.0	Agreed
Drug and alcohol addiction	1764 441	1419 473	572 286	308 308	2.7	Agreed
Suicide thought, that is, feeling like dying or killing myself	2292 573	1188 396	396 198	341 341	2.8	Agreed
Lack of cash at hand: spending carelessly to gambling	3656 914	996 332	330 165	97 97	3.4	Agreed

Keep thinking about giving in to gambling	2728 682	1881 627	292 146	52 52	3.4	Agreed
Frustration	2332 583	1551 517	352 176	231 231	3.0	Agreed
Compulsive thoughts and behavior related to gambling	2072 518	1419 473	352 176	341 341	2.8	Agreed
Engaging in criminal activities like selling drugs, tasting drugs and stealing	2732 683	1056 352	550 275	198 198	3.0	Agreed
Distancing from good friends	3172 793	1155 385	438 219	121 121	3.2	Agreed
Chasing losses	2952 738	1485 495	330 165	110 110	3.2	Agreed
Anxiety when not gambling	2468 617	1320 440	550 275	176 176	3.0	Agreed
Hand shaking tremor or increasing in handshake when not gambling	1456 364	1221 407	528 264	473 473	2.4	Disagreed

From the table above, the respondents agreed that the consequences of sports gambling behaviour of secondary school students in Dunukofia Local Government Area of Anambra State are (in their order of Magnitude): poor academic performance (3.5), lack of cash at hand: spending carelessly to gambling (3.4), keep thinking about giving in to gambling (3.4), distancing from good friends (3.2), chasing loses (3.2), depression (3.2), borrowing money (3.1), financial challenge (3.1), insomnia (3.0), frustration (3.0), engaging in criminal activities like selling drugs, tasting drugs and stealing (3.0), anxiety when not gambling (3.0), guilt and pain (2.9), suicide thoughts; that is feeling like dying or killing oneself (2.8), compulsive thought and behaviour relating to gambling (2.8) and drugs and alcohol addiction (2.7). They disagree that experience of hand shaking tremor or increasing in headache when not gambling (2.4).

DISCUSSION and CONCLUSION

This research work investigated the patterns and prevalence of gambling behaviour among secondary school student in Anambra State. Data was collected through a self-report questionnaire, while the result of the data was presented in the previous chapter. The findings of the study showed that the most common pattern of gambling engaged in is sport betting. From the table above, the respondents agreed that the pattern of sports gambling behaviour that is prevalent among secondary school students in Dunukofia Local Government Area of Anambra State are (in their order of Magnitude): Bet naija (3.6), Whot with money (3.5), Bet king (3.3), Try your luck (3.3), Naira bet (3.2), Ludo with money (3.2), Play card with money (3.0), Draft with money (3.0), Super bet (2.9), Bet way (2.7), Scrabble with money (2.6) and Raffle draw (2.5). They disagree that 10 bet (2.4), Ncho with money (2.4) and pinnacle sports (2.3) is not pattern prevalent in the area.

Also this research also investigated the consequences of such behavior on the youth of dunukofia student, they respondents agreed that the consequences of sports gambling behavior of secondary school students in Dunukofia Local Government Area of Anambra State are (in their order of Magnitude): poor academic performance (3.5), lack of cash at hand: spending carelessly to gambling (3.4), keep thinking about giving in to gambling (3.4),

distancing from good friends (3.2), chasing loses (3.2), depression (3.2), borrowing money (3.1), financial challenge (3.1), insomnia (3.0), frustration (3.0), engaging in criminal activities like selling drugs, tasting drugs and stealing (3.0),

.As such, it is very crucial to work on these factors so as to be able to manage the high prevalence of gambling among youths. It is therefore concluded that the Parents, Government, Psychologist, Organizations, and even youths should be aware of the disastrous consequences, and that programs should be put in place to get youths to adopt healthy attitudes toward gambling, such that they recognize it is not a way to make money, nor is it a healthy way to escape from life stressors and for parents to be more involved in the life of their wards in order to tackle the menace of gambling behaviour.

Recommendations

- Based on the findings of this study, the following recommendations are made:
- Youths are to be trained on how to improve their behavioural attitudes and should be well guided so as to avoid gambling because it has serious effects on their psychological health and overall well-being
- We should enlightened the parents or guardians on the significance of continued parenting on youths. This will help in the collaborative efforts to identify possible gambling related behaviour and problems among youths and provide appropriate cautioning and help.
- Also gambling related issues should be legislated upon to curb the indiscriminate establishment of gambling centres in the country.
- Psychologist should intensify their effort to organize seminars/conferences on the implications of gambling processes on youths' behaviour and general well-being.
- Youths should adopt healthy attitudes toward gambling, such that they recognize it is not a way to make money, nor is it a healthy way to escape from life stressors. Youths should adopt other non-risky activities to derive pleasure and excitement.
- There should be a national committee that will be set up to streamline the frivolous and appealing massive advertisement undertaking by gambling organization.
- Government should also create more employment opportunities for the youths and increase their Quality of life.

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