

A STUDY OF ADOLESCENTS' KNOWLEDGE, ATTITUDE AND PRACTICE TO GAMBLING

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CHAPTER 1. OVERVIEW OF THE ISSUE

Gambling addiction is one of the most significant public health problems. Ludomania is recognized by the World Health Organization as an impulse-related disorder and belongs to the category of behavioral addiction. Both problematic and pathological gambling are often associated with various manifestations of health and social problems: depression, suicide, family conflicts, financial problems, career and educational disruption, criminal behavior, alcohol and other drug use, eating disorders and more (Neighbors, 2007).

Although the field of gambling (gambling) is high risk, the dynamics of its growth is noteworthy, both in the world and in Georgia. According to the World Health Organization (WHO) 2017 data (Abbott, 2017), commercial gambling has increased significantly in recent years worldwide, indicating an increase in the popularity of the field. Gambling is becoming more and more popular in Georgia every year. According to 2019 data, the turnover of the gambling business has increased by 87% compared to 2018 data. According to 2019 data, 24% of the business sector turnover in Georgia is commercial gambling (BPN.GE, 2020).

A 2020 study conducted in collaboration with the United Nations Children's Fund and the Patriarchate to explore international experiences in gambling prevention among adolescents examines global data from gambling. According to the data, the problem of gambling addiction is especially relevant in adolescents. According to world data, the prevalence of gambling is 2-4 times higher among adolescents than among adults.

A study published in 2021 by the Georgian National Center for Disease Control and Public Health (Sturua, 2021) shows that adolescent gambling addiction is also a current problem in Georgia. According to the study, 20% of sixteen-year-olds are excessive gamblers and 12% are problem gamblers.

The research data show that despite the existence of legislative regulations, the issue of juvenile interest in gambling is still unresolved. According to the survey conducted in 2020 (Tsomaia, Uber, Zaalishvili, Tsertsvadze, & Shalamberidze, 2020), gambling TV commercials are encouraging. Based on the content analysis of gambling ads on Georgian media, gambling was found to be related to the following content components: easy financial success, free gambling, instant winnings, wealth and power, sustainability, endless fun, freedom and gambling. Although the Georgian Child Rights Code regulates the filtering of information that poses a threat to children, gambling-promoting advertisements on television and social networks remain accessible to adolescents.

Despite the urgency of the issue, there are very few activities carried out in Georgia to prevent gambling in adolescents. According to a 2020 study in Sweden (Låftman et al., 2020), reducing adolescent gambling involvement is highly dependent on informing them. According to the study, it is important for the school to be the initiator of informing the adolescent and delivering relevant values.

A similar result was revealed in a 2020 study conducted by the United Nations Children's Fund in cooperation with the Georgian Patriarchate. Research has shown that a significant reduction in demand for gambling can be achieved through awareness raising, educational activities, and the adoption and implementation of public health policies. Adolescents who do not have sufficient knowledge of gambling and problem gambling are more likely to become involved in gambling and develop problem gambling than young people who are better informed about the harmful effects of gambling.

CHAPTER 2. DEFINITION OF TERMS USED

GAMBLING - games, the outcome of which depends entirely or in part on chance. They are held through cards, dice (except backgammon), slot machines, slot machines, casino tables, club tables and / or other gambling equipment, and participation in them provides an opportunity to win cash. Gambling (except for gambling tournaments) is allowed only in casinos, slot machines and / or gambling clubs (Law of Georgia on Lotteries, Gambling and Other Gaming, Article 32, 2005);

TOUCH - In the present study, the term is used to refer to any type of touch with gambling, other than gambling itself. For example, a teenager watches a gamble, knows Gambler;

LUDOMANIA (Gambling Addiction) - Ludomania refers to repetitive, problematic gambling behaviors. Gambling addicts find it difficult to control their gambling behavior and continue to gamble despite serious problems (AMERICAN PSYCHIATRIC ASSOCIATION, 2021). According to the fifth edition of the Mental Disorders Diagnostic and Statistical Manual (DSM-5), ludomania is classified as an addictive disorder;

CASINO / CASINO - a special gambling institution, in which the organizer conducts gambling and cash gambling by means of a gaming wheel (roulette), card, casino table, club table, dice and / or other gaming inventory (except slot machines). And the arrangement of other winning games, Article 32, 2005);

SLOT - an electronic type of gambling game where the win-lose ratio is maintained and written in advance, the winnings are issued on a random basis programmed algorithm;

SLOT CLUB / SLOT MACHINE SALON - a specially arranged building or part of the building area (including part of the allocated area) where the slot machines are located. The gaming machine located in the gaming machine cabin must not be visible from the outside of the building. The term Slot Club is used in this report (Law of Georgia on Lotteries, Gambling and Other Gaming, Article 32, 2005);

LOTTERY - a voluntary group or mass game in which the lottery organizer plays the prize fund in accordance with the publicly announced rules and conditions. Winning coincidence on any lottery ticket does not depend on the will and action of the lottery organizer or other entity, is random and can not be specially arranged (Law of Georgia on Arrangement of Lotteries, Gambling and Other Gaming, Article 32, 2005);

BOARD GAMBLING - Gambling that is played at a table and involves at least 2 players (eg, backgammon, bora, dominoes, poker, blackjack, joker, etc.);

ROULETTE - A gamble where a croupier throws a ball on a spinning wheel in the opposite direction of its rotation. The ball will make several spins and fall into any of the "holes" assigned to the number, with the player placing a bet on the number or numbers in which he thinks the ball will fall;

BOOKMAKER - a game held by players by betting on the prediction of the course of the competition, the game, any event (s), and the winnings depend on the volume and outcome of the bet (Law of Georgia on Lotteries, Gambling and Other Gaming, Article 32, 2005);

HAND GAME - ILLEGAL GAMBLING/BETTING - a game in an environment where a so-called canoe is placed between people at a sporting event. After fixing the result, the losing party is obliged to transfer the amount specified in the trade (so-called head) to the winning party. The surrender / non-surrender of this amount is usually carried out under the control of criminals and the action itself belongs to the criminal sphere.

QUANTITATIVE RESEARCH - formalized methods of social research, the use of which is based on statistical patterns and which aims to detect the prevalence of this or that social phenomenon, the frequency of its detection (Zurabishvili, 2006).

TARGETED SELECTION - In case of targeted selection, the cases to be studied are selected either for a specific purpose or based on expert assessments (Tsuladze, 2008).

CHAPTER 3. PURPOSE OF THE RESEARCH

AIM AND OBJECTIVES OF THE RESEARCH

Addiction to gambling among adolescents is a common problem around the world, including in Georgia. To prevent gambling addiction, it is important to carry out well-selected, evidence-based interventions, including providing the right information to adolescents, so that they can develop adequate attitudes toward gambling. However, in Georgia, there is very little evidence of exposure to gambling among adolescents.

Quantitative research was conducted among adolescents aged 14-17 years to study knowledge, attitudes and gambling practices among adolescents. The specific objectives of the research were:

- Determining the experience of involving 14-17 year olds in gambling for money;
- Study gambling-related behavior;
- Identify the motivators for gambling for money;
- Identify adolescent attitudes toward gambling and ludomania;
- Study the impact of gambling on adolescents' daily activities, as well as relationships with parents and peers;
- Determining the level of awareness of adolescents about gambling and ludomania;
- Identify the main sources of information about gambling.

CHAPTER 4. RESEARCH METHODOLOGY

RESEARCH METHODOLOGY

For the purposes of the study, a quantitative method of research was developed. The research was conducted using face-to-face interview method with self-administered questionnaires. The main target group of the study was 14-17 year olds living in 10 different cities of Georgia (Tbilisi, Kutaisi, Batumi, Mtskheta, Zugdidi, Poti, Ozurgeti, Kaspi, Akhaltsikhe, Telavi). The sample size was 1000 adolescents.

Targeted sampling method was used to select the study participants. Participants were selected in Tbilisi and 9 cities (one city per region) with the involvement of local education resource centers, the Ministry of Education and Science of Georgia and the Ministry of Education, Culture and Sports of Adjara. Field work was carried out from October 25 to November 30. Data were collected from adolescents through face-to-face survey in schools in each city. The average time to complete the questionnaire was 30 minutes.

This report presents a frequency analysis in terms of age and adolescent gambling interest.

The table below shows the distribution of the interviewed adolescents by region, sex and age:

TARGET SEGMENTS	NUMBER OF INTERVIEWS CONDUCTED
Tbilisi	142 (city dwellers only)
Kutaisi	102 (city - 101; village - 1)
Batumi	130 (city - 128; village - 2)
Mtskheta	68 (city - 63; village - 2)
Zugdidi	75 (city - 69; village - 6)
Poti	88 (city dwellers only)
Ozurgeti	107 (city - 60; village - 47)
Kaspi	67 (city - 63; village - 3)
Akhaltsikhe	116 (city - 112; village - 4)
Telavi	112 (city - 102; village - 10)
14 Years old	293
15 Years old	438
16 Years old	235
17 Years old	39
Female	528
Male	479
Total number of study participants	1007

CHAPTER 5. RESEARCH LIMITATIONS

When reviewing the analysis and interpretation of the present study, the limitations of the study should be considered:

- Participants in the study were purposefully selected (by major cities and age groups in the region of Georgia). A favorable selection method was used (students were selected in schools where this was possible). Consequently, the results of the survey can be generalized only to the students surveyed.
- Data were collected through a self-administered questionnaire as part of the study. Accordingly, the analysis of the obtained results is based on the personal interpretation of the answers received from each respondent and the perception of the research participant.

CHAPTER 6. BASIC FINDINGS OF THE RESEARCH

ADOLESCENTS EXPOSURE TO GAMBLING

According to the study, the involvement of 14-17 year olds in gambling is quite high:

- 61% of adolescents say they know at least one person who gambles. At the same time, more than one third (38%) of adolescents have an acquaintance who gambles in a close environment: a friend / peer - 24%, a family member - 21%;
- More than half of adolescents watch someone else play (53%);
- 30% themselves were interested in gambling, although they did not play;
- 13% of adolescents gamble with different frequencies. Among them, more than a quarter of adolescents are active gamblers and gamble for money a few days a week or more often (27%). Also, one in 5 teens spends 2 hours or more playing each time.

Research shows that exposure to gambling is different in adolescents girls and boys. Compared to adolescent girls in the study, boys were more likely to watch someone else's game (boys - 61%, girls - 46%) and themselves gambled for money (boys - 16%, girls - 10%). It is also important to note that boys / friends who are more interested in gambling are more likely to be around boys (boys 29%, girls 19%).

GAME EXPERIENCE AND MOTIVATORS

The age at which teens first gamble is low - 22% of teens surveyed say they first played gambling at age 11 or younger, and the majority started gambling at age 12 or older (78%).

Peers and close environment influences gambling for money among adolescents:

- Adolescents rarely start gambling for money alone - half of the teens surveyed first played with friends / peers (51%) and a third with a family member (32%). Only 8% of adolescents say they first gambled alone for money;
- 24% of survey participants gamble because their friends play gambling, while 16% believe that gambling is prestigious.

The main stimulus for adolescents to be interested in gambling for the first time, as well as to continue the gambling, is the desire to earn money and spend time:

- 40% of adolescents say they played for the first time out of a desire to win money, while 19% cite a desire to win big money in general as a motivator for the game. The desire to win money becomes a motivator for more teenage boys to start the game than for girls (boys - 44%, girls - 24%);
- One-third of adolescents spent time playing for the first time (32%), and for half of those surveyed, spending free time was generally the main motivator for gambling money (51%). This trend is more pronounced in adolescent girls than in boys (time-wasting game: boys - 47%, girls - 56%).

Other motivators for starting gambling are: boredom / anger (28%) and popular gambling perceptions (17%).

Although minors are not allowed to enter the casino branch or register on online platforms, 24% of the adolescents surveyed who gambled reported their first gambling at a casino, bookmaker branch, slot club or casino website. Page played. A quarter of adolescents (25%) also say that they play casino games most often nowadays.

- A NPdolescents most often use online casino web. pages - in general, 31% of adolescents have played online casino games.
- However, 1 in 10 teens surveyed gambles in a physical environment.

In addition to the casino, 14-17 year old adolescents surveyed also had high rates of engagement in illegal gambling/betting, lotto / lotteries and playing games with friends for making money.

- Illegal gaming / betting - 16% of teens who gamble, gambled illegally for the first time. In general, 24% of adolescents play illegally (illegal betting), while 17% of adolescents play /bet illegally most often.
- Lottery - 36% of a adolescents play the lottery. This game is most often played by 1 out of 5 teenagers (19%).
- In general, more than half of the respondents (52%) play any type of game for money in a circle of friends.

THE LEVEL OF AWARENESS OF ADOLESCENTS ABOUT THE RISKS ASSOCIATED WITH GAMBLING AND GAMBLING ADDICTION

The study found that 14-17-year-olds surveyed have low level of knowledge about the risks associated with gambling and ludomania.

- For 4 out of 5 adolescents, no one provided information about gambling addiction (80%);
- On the other hand, most adolescents themselves have no desire to learn more about ludomania (90%);
- The majority of adolescents who gamble do not talk to their parents about gambling and its risks (parents do not know at all that a teenager gambles - 46%; they know, but do not talk to their child - 18%). Only a quarter of teens report that their parents know about their engagement in gambling and provide relevant information about the risks associated with it (25%).

Due to the scarcity of information related to ludomania, some of the adolescents in the study named a number of positive effects as a result of gambling addiction: earning money (37%), stable income (7%) and the opportunity to make more friends (7%).

- It should also be noted that adolescents who gamble themselves are more likely to recall positive experiences when talking about their personal gambling experience - more than a third of teens say they have won a significant amount of money (38%) and bought something important (33%). Almost one-fifth of the money won in gambling is financially supported by a relative (17%), and 1 in 10 - by a family member (9%).

Adolescents aged 14-17 in the study generally considered material losses as the main risks of gambling addiction: loss of expensive items (46%), loss of real estate (45%) and loss of significant amount (43%). In addition to material loss, adolescents report negative gambling addiction as well as self-harm (42%) and relationship breakdown (40%).

- One in five teens in the study who gambled themselves reported being in a depressed mood (22%) because of gambling, and 2% also experienced self-harm.

ADOLESCENTS AWARENESS LEVELS ON WAYS TO COPE WITH LUDOMANIA

According to the data, three out of ten adolescents who gamble think that there is a possibility of becoming personally addicted to gambling (27%), while 3% believe that they are already addicted to gambling. It is noteworthy that the risk of gambling addiction, in their own case, is seen by one third of adolescents who do not currently play, but are / are interested in gambling (36%).

One third of adolescents report that if they run the risk of gambling addiction, they do not turn to anyone for help and try to solve the problem alone (33%).

Adolescents who consider seeking help from someone at risk of ludomania think they are seeking parental support (25%), a psychologist (19%), and / or an organization (19%).

The majority of adolescents (80%) have never heard of organizations working on game addiction. However, those who have heard of organizations working in the field of ludomania can not remember the name of a particular organization / organization.

- The majority of adolescents in the study state that, if necessary, they will search for information about the organization working on the issue of gambling using the Internet (Internet search pages - 67%, Facebook - 20%).

SOURCES OF INFORMATION RELATED TO GAMBLING NEWS

According to the survey, adolescents most often receive information about gambling news via social networking (59%), movie websites (48%), television (41%) and SMS messages (33%).

Over the past month, more than half of respondents have seen gambling ads most frequently on movie websites (59%). Half of the adolescents mentioned that they had seen a similar advertisement on a social network (48%) or on TV (40%).

CHAPTER 7. ANALYSIS AND INTERPRETATION

7.1. ADOLESCENTS' EXPOSURE TO GAMBLING

According to the study, the exposure of 14-17 year olds to gambling is quite high. 61% of adolescents say they know at least one person who gambles, more than half (53%) watch the gambling process, and almost a third say they are interested in gambling (30%). Among them, 13% of the surveyed adolescents started gambling themselves and still play with varying frequency (the experiences of these respondents towards gambling will be discussed in detail in this report).

- Significantly, more than one-third (38%) of adolescents who have a gambling acquaintance are close to them - including 24% of adolescents naming a friend / peer and 21% naming a family member.
- Respondents surveyed most often watched a family member (16%), a friend (19%) or an acquaintance (18%) play. 16% of adolescents even watch others gamble.

Figure 1: Do you know anyone who gambles?

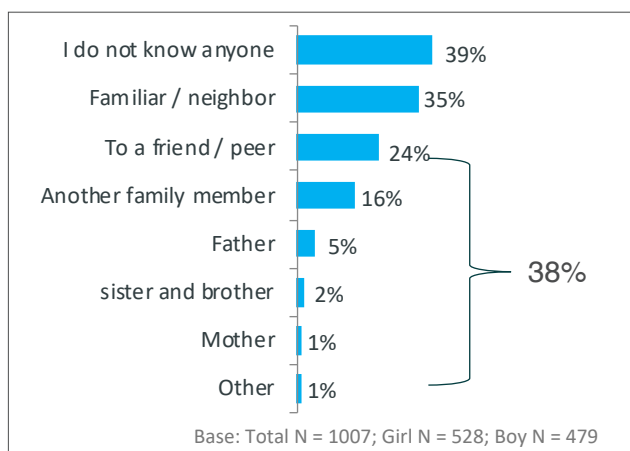


Figure 2: Have you ever been interested in gambling?

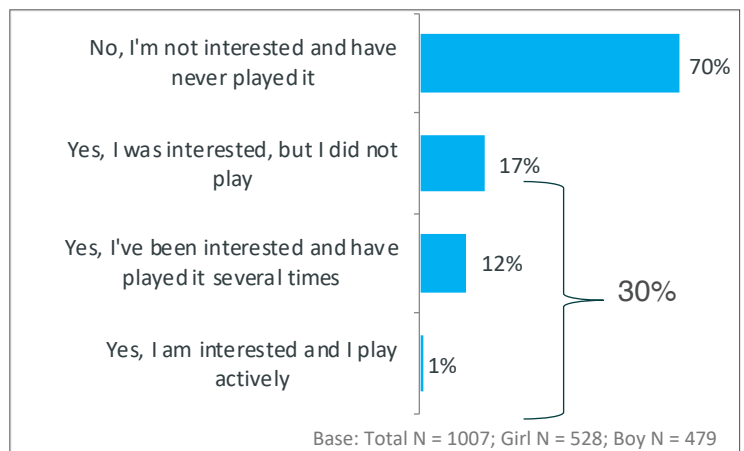
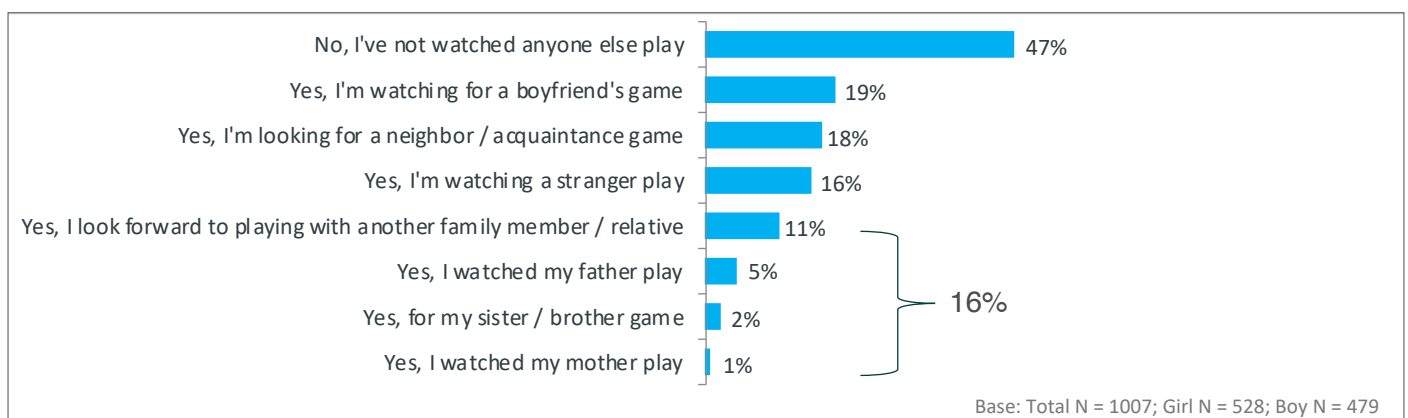


Figure 3: Are you looking for a gambling process? If so, please circle whose game you are watching?



Different trends in gambling exposure were identified among the boy and girl adolescents in the study. Compared to adolescent girls, boys are more likely to watch other gamblers (boys - 61%, girls - 46%) and play games themselves (boys - 16%, girls - 10%).

It is important that there are more friends / peers interested in gambling around the boys:

- Compared to adolescent girls surveyed (19%), more boys (29%) reported having a friend / peer who gambled
- Boys also watch their boyfriend's game more often (25%) than girls (15%)

Figure 4: Do you know anyone who gambles? (Sex incision)

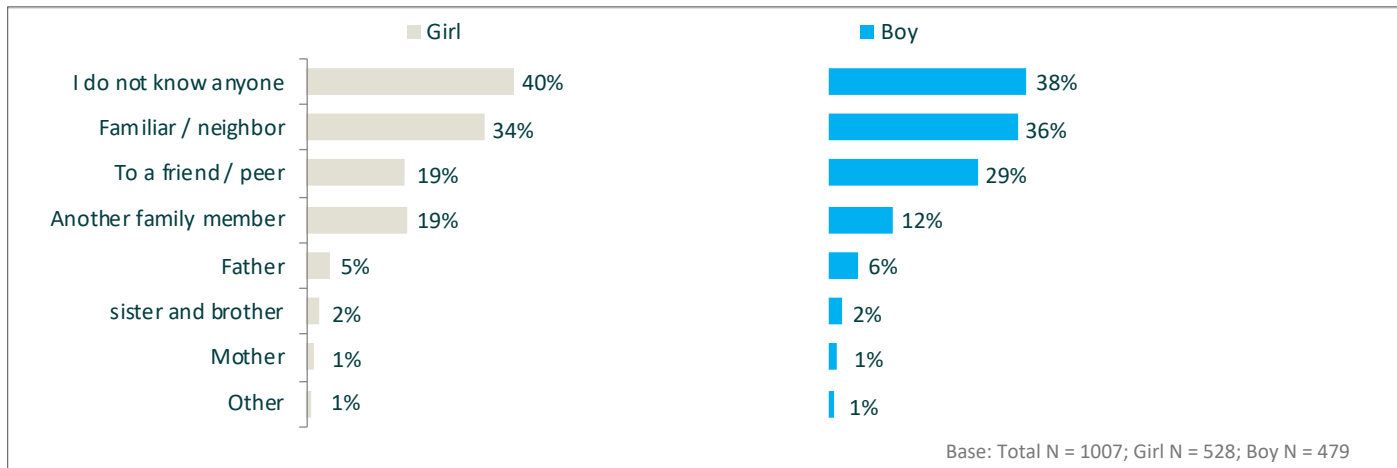
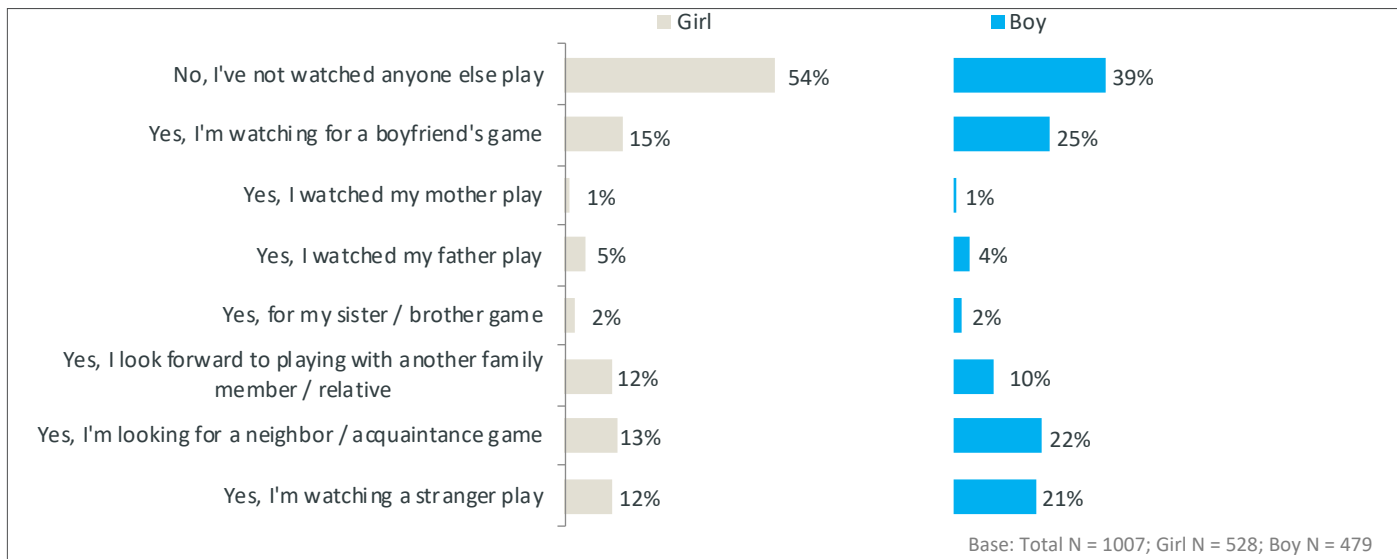


Figure 5: Are you looking for a gambling process? If so, please circle whose game you are watching?



7.2. GAME EXPERIENCE AND MOTIVATORS

The survey reveals that the age at which respondents first start playing is quite low. One-fifth of teens who gamble said they first played gambling at age 11 or younger (22%). However, most of the teens in the study started playing at age 12 or older.

Most of the 14-17 year olds in the study started playing with other people. Only 8% of adolescents report playing alone for the first time.

Half of the teens who gamble started playing with a friend. However, boyfriends (65%) were more likely to name a friend than girls (33%). In addition to a friend, one-third of teens played with a family member for the first time (32%).

Figure 6: How old were you when you first played gambling?

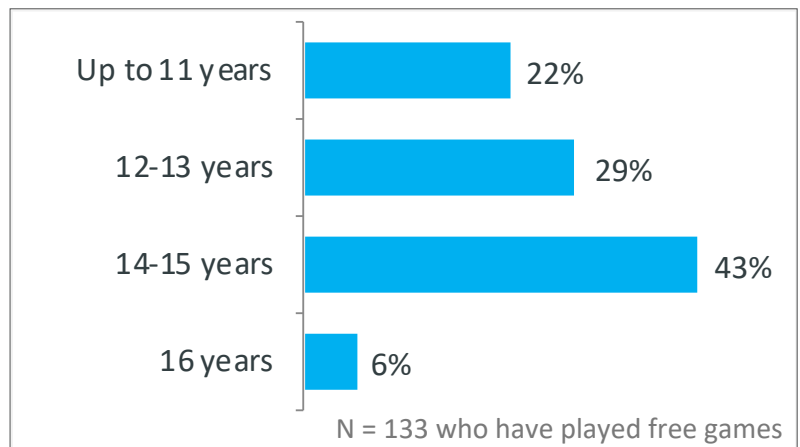
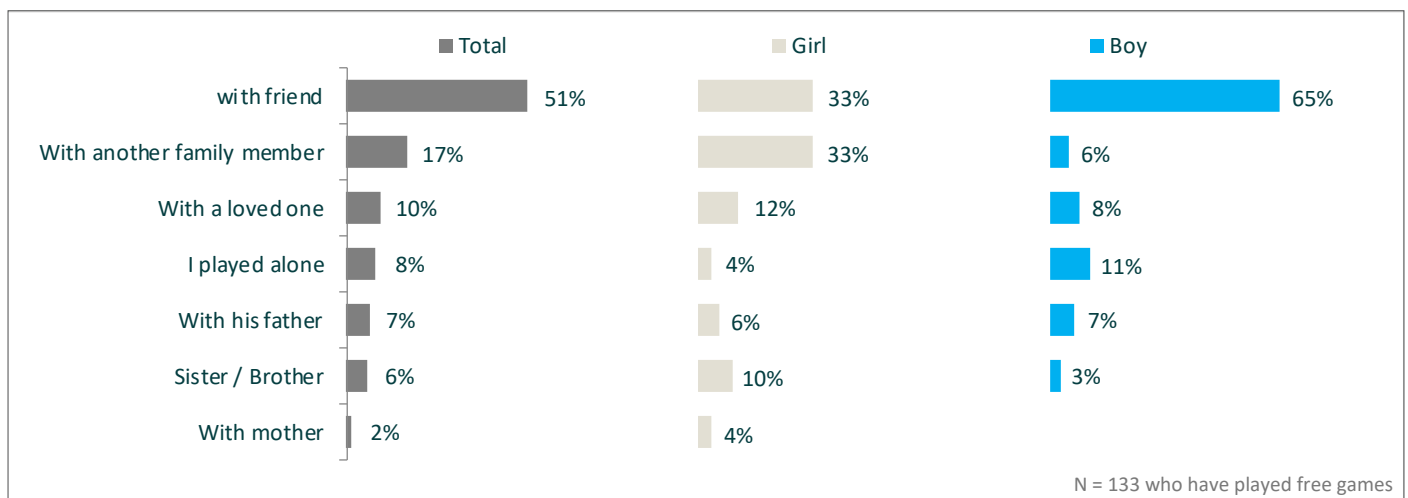


Figure 7: Highlight who you first gambled with?

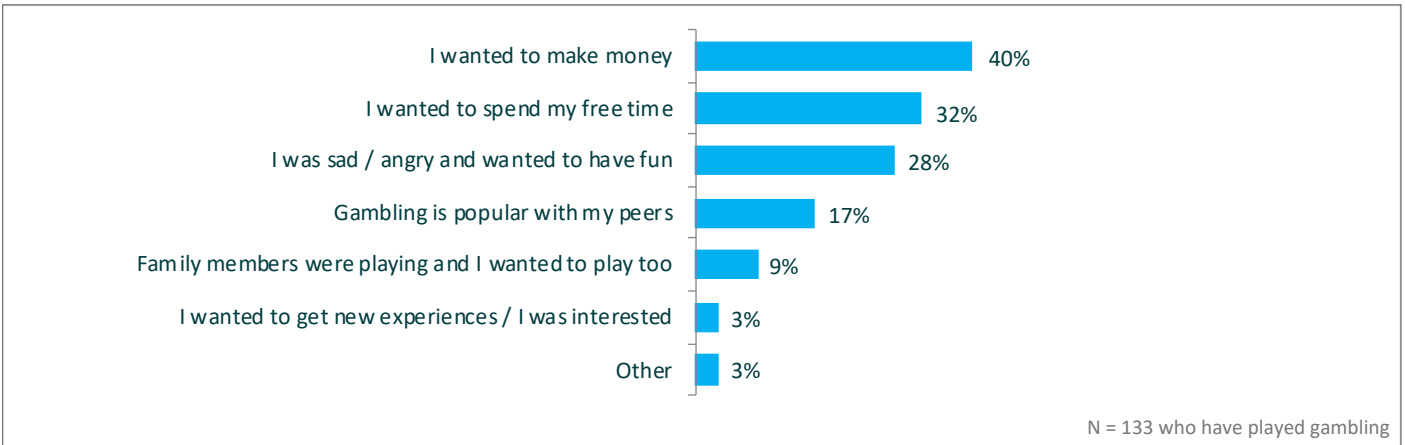


The main stimulus for adolescents to become interested in gambling is the desire to win money (40%), however, the desire to win money becomes more of a motivation for boys to start gambling than for girls (boys - 44%, girls - 24%).

One-third of adolescents in the study gambled for the first time (32%). In contrast to the desire to earn money, the desire to spend time for the first time motivated the game more for the girls participating in the study than for the boys (girls - 42%, boys - 25%).

Other important motivators for starting gambling for the adolescents in the study were boredom / anger (28%) and popular perception of gambling among peers (17%).

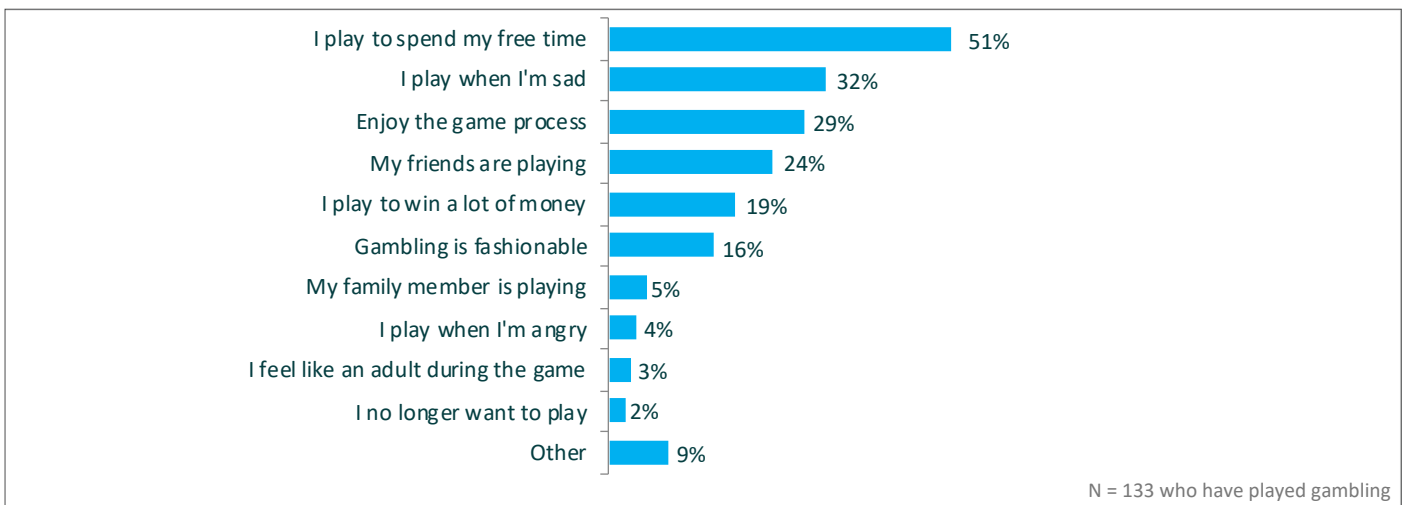
Figure 8: List all the reasons why you are interested in gambling:



As for game motivators in general, half of the adolescents mentioned that they gamble to spend their free time (51%), while for the third, the motivation of the game is boredom (32%) or pleasure gained from the game process (29%).

According to the survey, adolescent involvement in gambling is also influenced by peers - a quarter of respondents say they gamble because their friends play gambling, while 16% think gambling is prestigious / fashionable. Unlike friends, adolescents are less likely to name family members as gambling motivators (5%).

Figure 9: List all the reasons why you generally want to play:



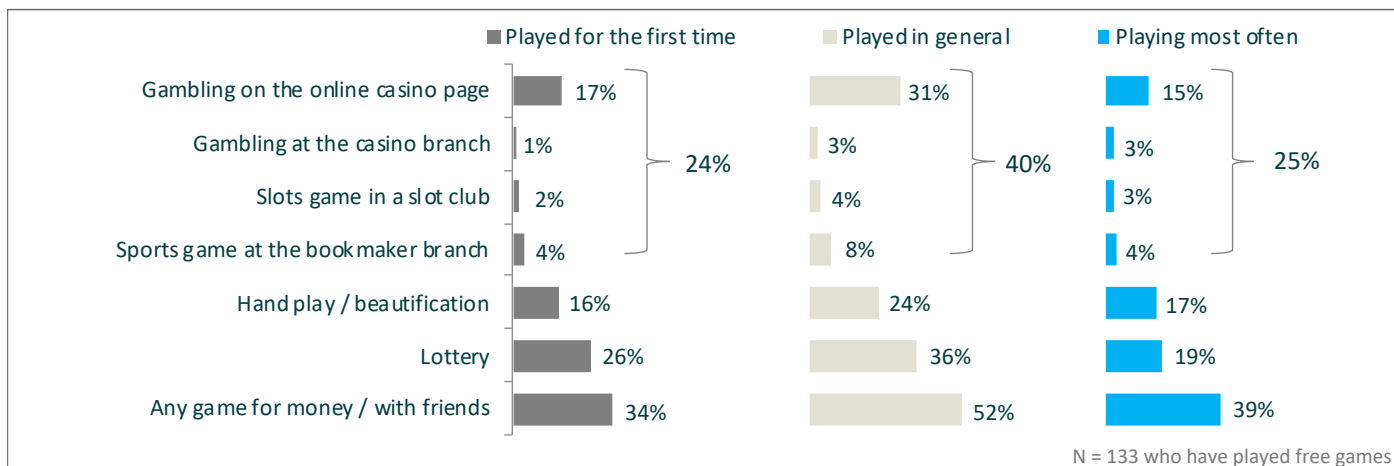
One quarter of the teens surveyed who gambled said they were gambling for the first time at a casino, slot club or online casino. Also a quarter (25%) of adolescents report that they play casino games most often.

- ➔ The most surveyed teens involved in casino games apply online casino web. page - generally, one third (31%) of adolescents have played online casino games.
- ➔ Some of the teens involved in gambling play in a casino (3%), bookmaker (8%) or slot club (4%) branch. Most often, gambling in a physical environment (casino branch, slot club or bookmaker) is played by 1 in 10 adolescents.

In addition to the casino, the 14-17 year olds surveyed also have illegal gambling rates. 16% of adolescents who gamble for the first time play illegal gambles/betting. In general, 24% of adolescents play /bet illegally, and 17% play most often.

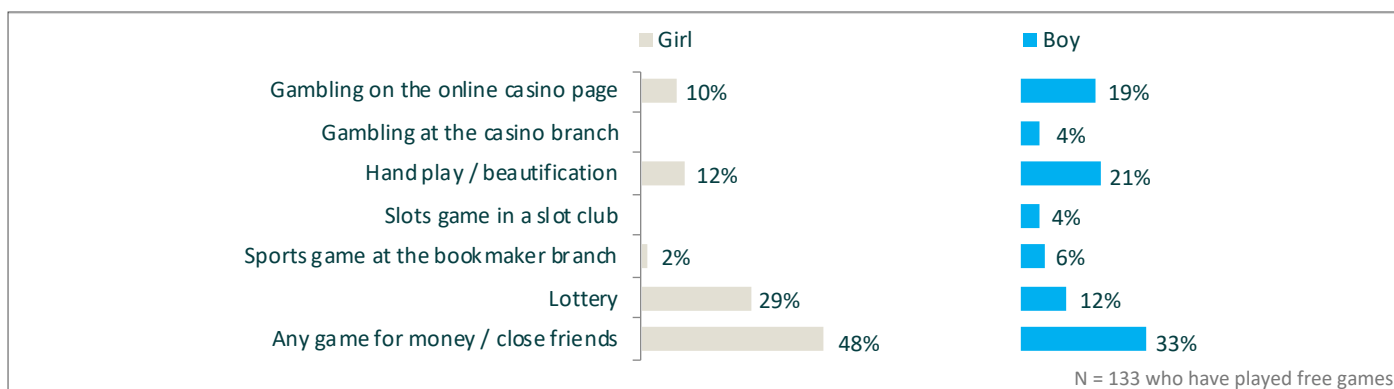
One-third of teens who gamble for the first time play with friends / acquaintances for money. In general, any game for money is played by half of the adolescents. One-third of teens who reported playing gambling also played the lottery, most often played by 1 in 5 teens.

Figure 10: Which of the following did you play for the first time? Which one did you play in general? Which do you play most often?



Gambling choices vary by gender. The boys surveyed were more likely to play illegally (betting illegally) or casino games than the girls. In contrast, girl respondents name the lottery / lotto as the first game as well as the game they play most often, and play for money at any game with friends.

Figure 11: Which do you play most often?



Among the adolescents surveyed who gamble for money, the most popular are card games - half of the respondents play the Joker and 44% - the Bura. In addition, more than one-third of adolescents surveyed who gamble choose to play the lottery.

In addition to card games, a large proportion of adolescents also play casino games, including slots (25%), sports / bookmaker (18%), poker (15%) or roulette (8%).

Significantly, one in five teens who gamble for money chooses to play hand games (illegal games) (22%).

As for gambling frequency, one quarter of the adolescents surveyed who gamble are active gamblers and gamble several days a week or more often. Also, one in 5 teens spends 2 hours or more playing each time. However, most adolescents spend an average of 1 hour or less a day gambling.

Figure 12: Please select all gambling games you play:

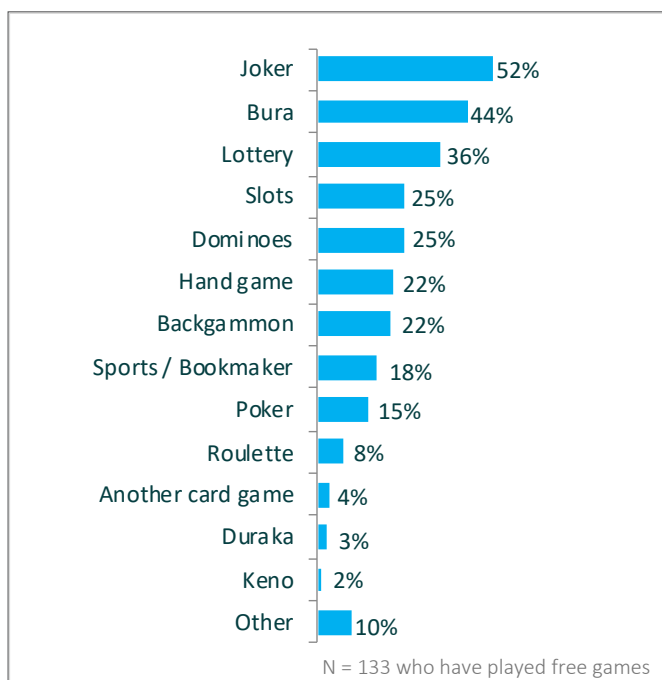


Figure 13: Please recall and mark, in the last 3 months, how often did you gamble?

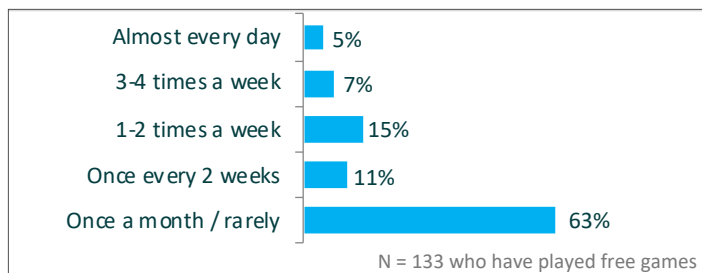
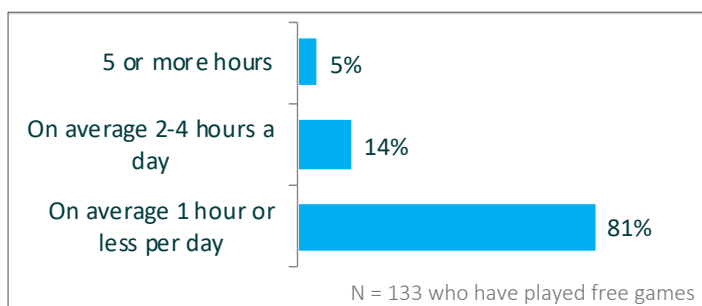


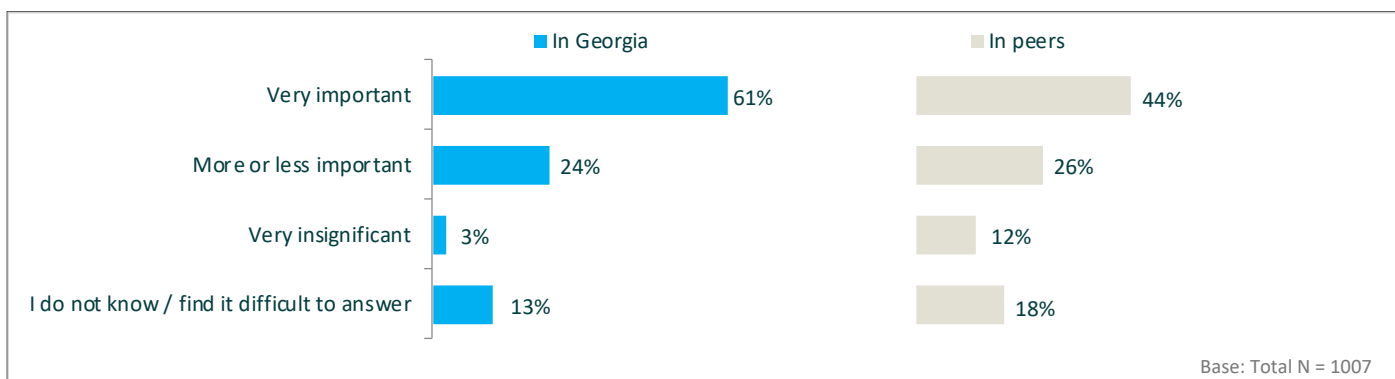
Figure 14: Please think, on average, how many hours a day do you gamble?



7.3. THE LEVEL OF AWARENESS OF ADOLESCENTS ABOUT THE RISKS ASSOCIATED WITH GAMBLING AND GAMBLING ADDICTION

The majority of 14-17 year olds in the study consider play addiction to be a significant problem in Georgia. For two-thirds of adolescents surveyed, the issue of ludomania is a very significant problem across the country. Most teens also believe that gambling addiction is a significant problem for their peers. However, a relatively small proportion of respondents believe that the issue of gambling addiction is just as critical among their peers as in the country as a whole (61% is a very important problem in Georgia; 44% among peers).

Figure 15: In Georgia in general, how important is the problem of gambling addiction? Total data
How important is the problem of gambling addiction in Georgia among your peers? Total data



1 in every ten adolescents in the study thinks that the problem of ludomania does not exist at all in their peers. At the same time, according to the data, the male respondents in the survey view the problem as less important, both across the country and among their peers, than female adolescents.

Figure 16: In general, in Georgia, how important is the problem of gambling addiction? Sex incision
How important is the problem of gambling addiction in Georgia among your peers? Sex incision

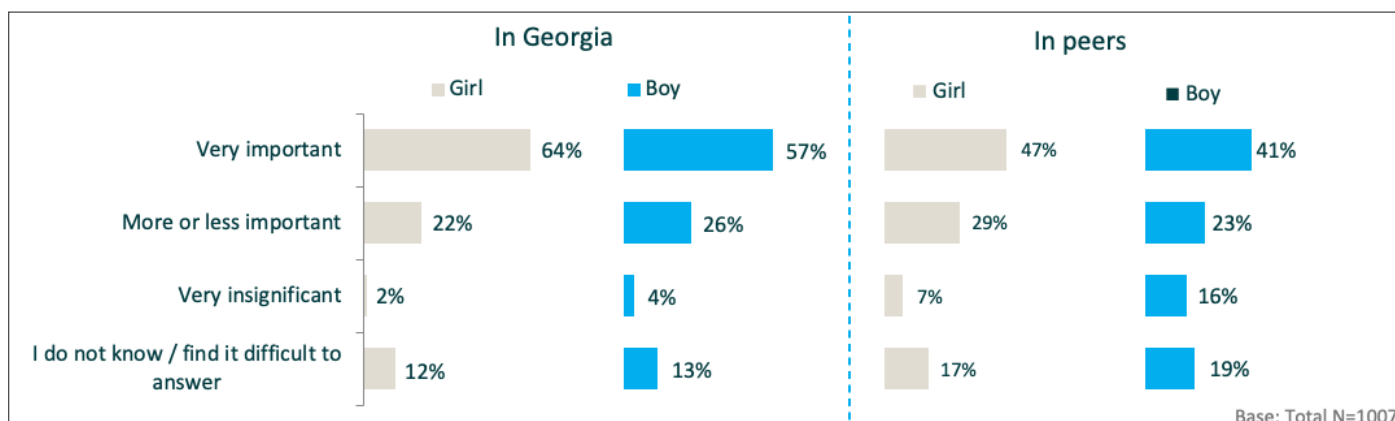
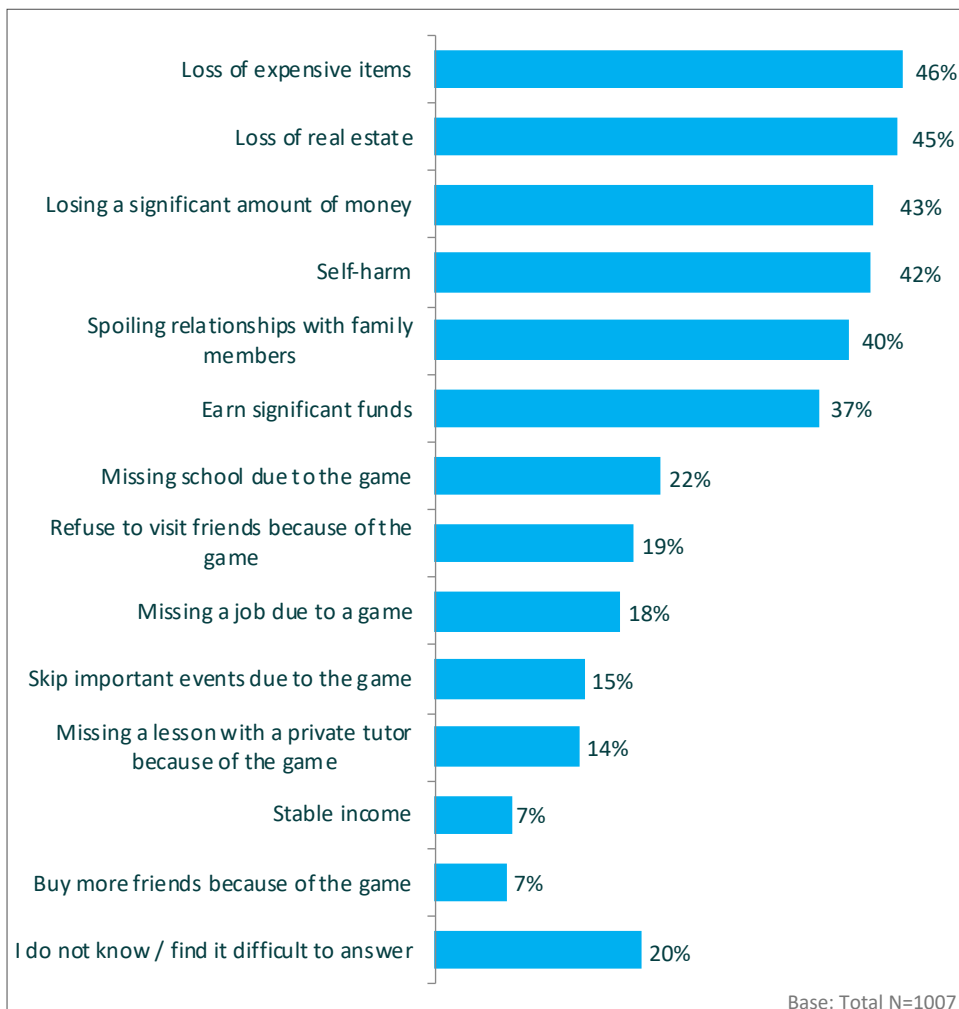


Figure 17: List all the provisions that you consider to be the consequences of gambling addiction



According to the study, adolescents are most likely to suffer material damage as a result of negative gambling addiction: loss of expensive items (46%), loss of real estate (45%) and loss of significant amount (43%).

In addition to material loss, according to the adolescents in the study, the negative result of gambling addiction is also self-harm (42%) and deterioration of relationships with family members (40%).

However, it is noteworthy that some adolescents also see a positive outcome of play addiction. More than one-third of adolescents surveyed believe that gambling addiction results in significant money gain (37%). Part of the adolescents also consider stable income (7%) as a result of gambling addiction and the possibility of making more friends (7%).

It is noteworthy that the positive results of gambling are more in agreement with those respondents who are interested in gambling and / or gamble themselves.

- Nearly half of the respondents who do not currently gamble, but are interested in the field, believe that gambling can make a significant amount of money.
- And, according to 12% of respondents engaged in gambling, this field can bring a stable income to the player (see Figure 18).

Figure 18: List all the provisions that you consider to be the consequences of gambling addiction

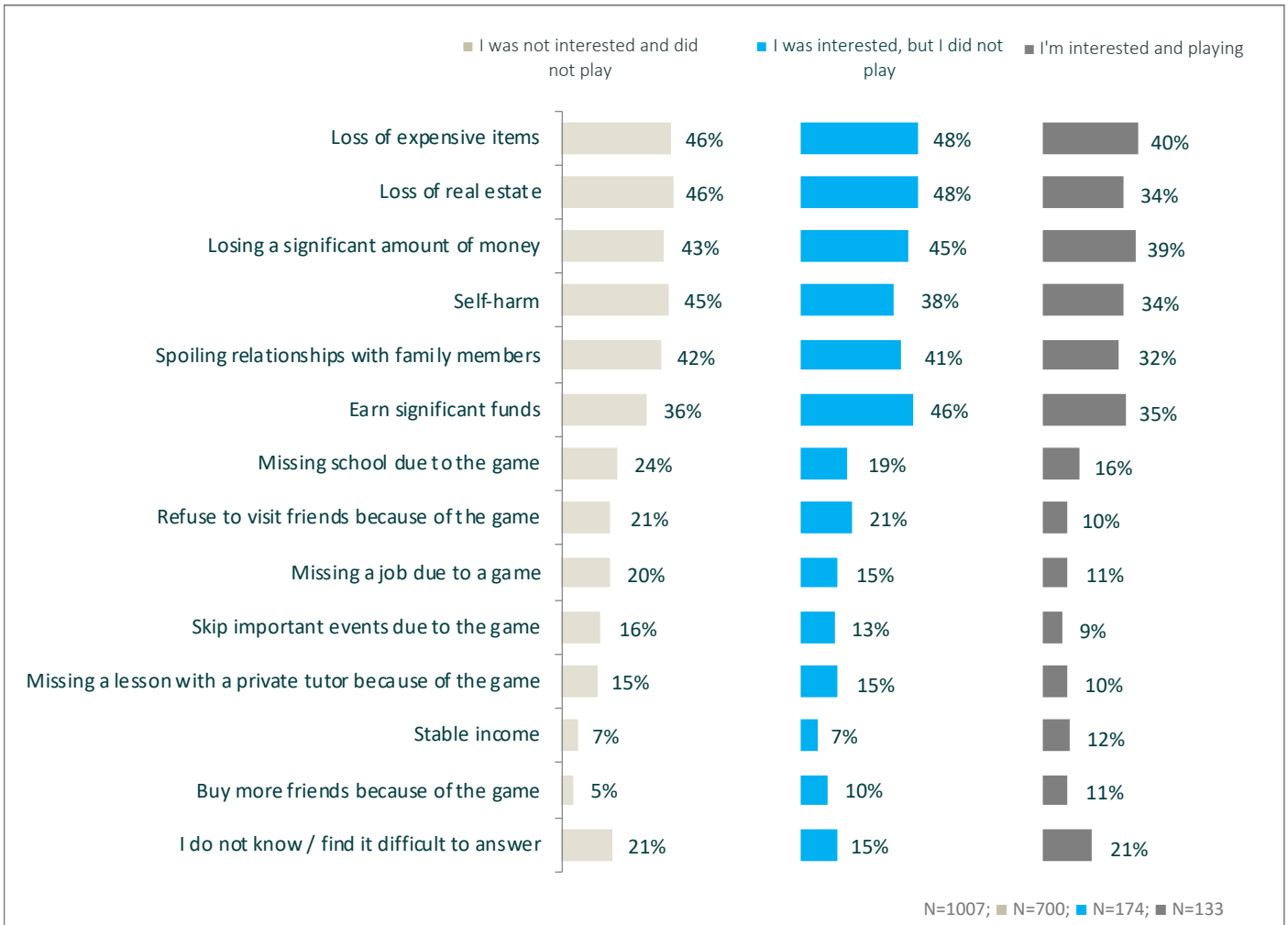


Figure 19: Which statement best reflects your friends' gambling experiences:



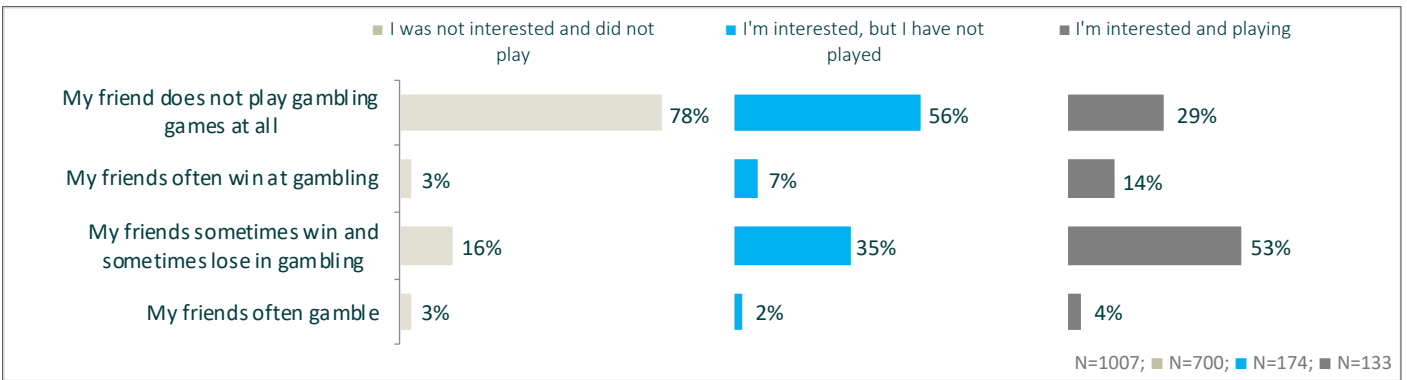
It is also important to note that one-fifth of the adolescents surveyed had no information at all about the risks associated with ludomania. However, respondents who are interested in gambling but have not gambled in person (15%) have the least information about the risks of ludomania (21%) and those who are involved in gambling (21%).

According to the survey, one third of the surveyed adolescents (32%) have at least one friend interested in gambling. It is noteworthy, however, that friends who gamble are less likely to talk about losing money at gambling - 24% of teens say their friends sometimes win, sometimes they lose at gambling, although only 3% say their friends often gamble.

A review of the data in terms of interest in gambling shows that friends involved in gambling are more likely to have teens who play on their own - 71% of teens involved in gambling have a friend who also plays. And the majority of adolescents who have never been interested in gambling themselves (78%) state that they have no friends who gamble at all.

It is also important to note that teens who gamble for money themselves have more positive information about their friends' gambling experience: 14% report that their friends often win through gambling, and more than half have heard about both winning and losing.

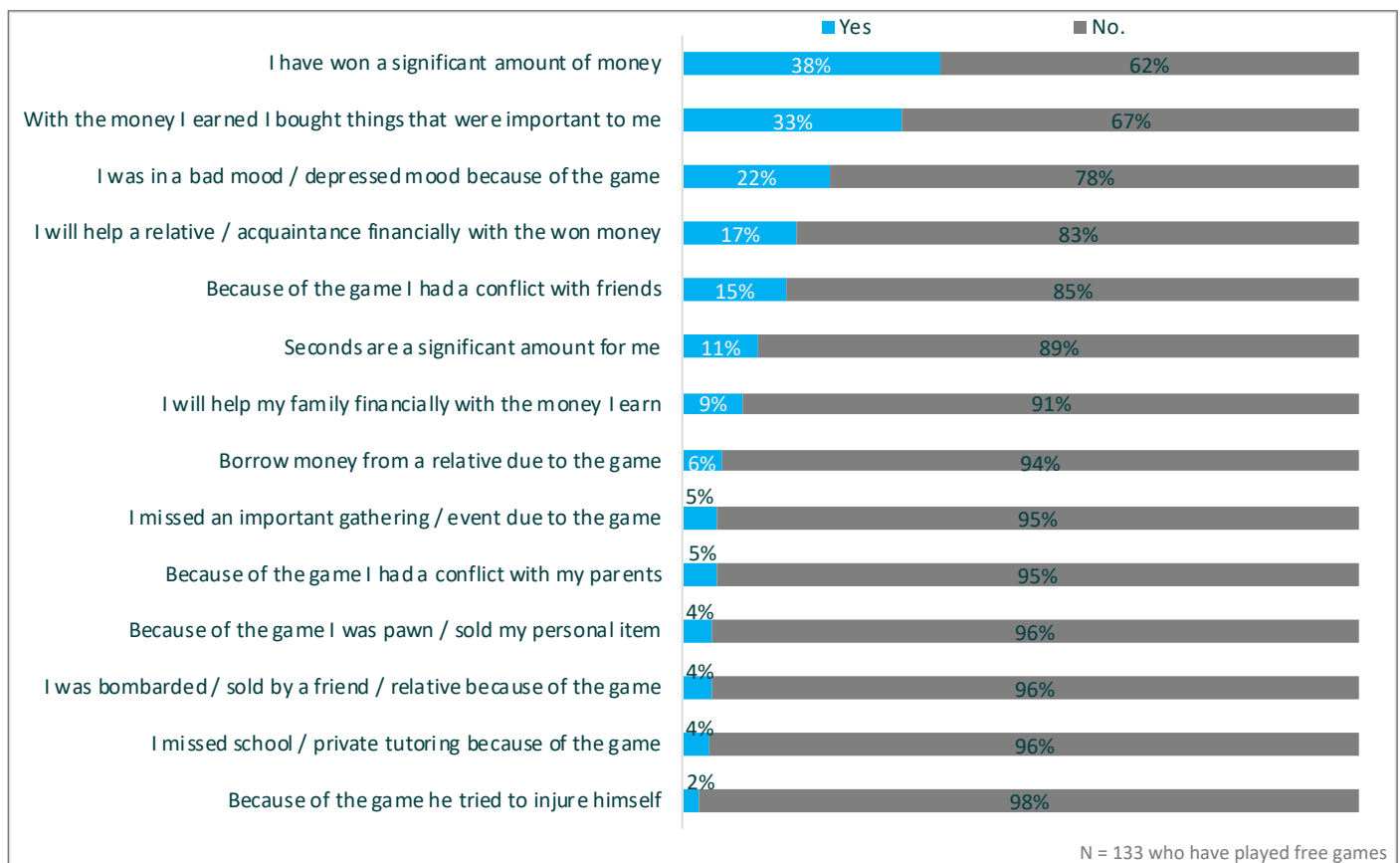
Figure 20: Which statement best reflects your friends' gambling experiences:



In addition, study participants who gambled recalled more positive events when talking about their personal gambling-related experiences. More than a third of adolescents who gamble say they have won a significant amount of money (38%) and bought a significant amount of money (33%) with the money won. At the same time, almost one fifth of the money won in gambling financially helps a friend, and 1 out of every 10 respondents - a family member.

Along with the positive experiences, the respondents also remember the negative emotions caused by gambling. 1 in 5 teens who gamble indicate that they have been in a depressed mood due to gambling (22%), and 2% have tried to injure themselves as well. 15% of adolescents have had a conflict with friends due to gambling.

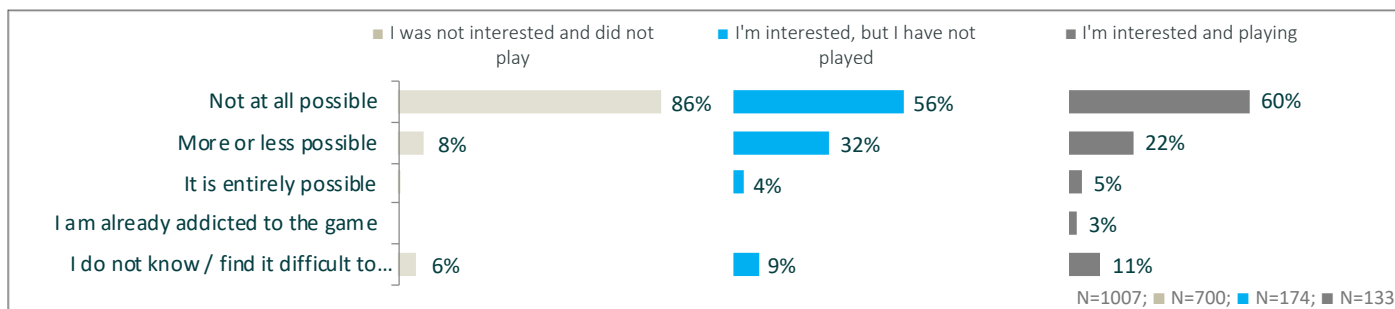
Figure 21: Read the list of situations and circle whether you have personally found yourself in a similar situation.



Adolescents in the study believe that it is possible for them to become addicted to gambling. Nearly a third of teens who gamble think they have a chance to face the problem in person (27%), while 3% think they are already addicted to gambling. 11% of the surveyed players do not know how much it is possible to face the problem of ludomania on their own.

It is noteworthy that more than a third of adolescents who do not currently gamble but are interested in gambling are at risk of becoming addicted to gambling.

Figure 22: How likely is it that you personally become addicted to gambling?



7.4. ADOLESCENTS' AWARENESS LEVELS ON WAYS TO COPE WITH LUDOMANIA

Research shows that adolescents talk less to each other about gambling and gambling addiction. During the study, teens answered the following question: "How often do you talk to your peers / friends about gambling or gambling addiction?" The majority of adolescents surveyed said they did not talk at all (72%) or avoided talking to friends about the issue (14%). However, 15% of adolescents talk about gambling and gambling more or less often. Interestingly, however, adolescents who gamble on their own talk to their peers more often than adolescents who have never been interested in gambling.

Figure 23: How often do you talk to your peers / friends about gambling or gambling addiction?

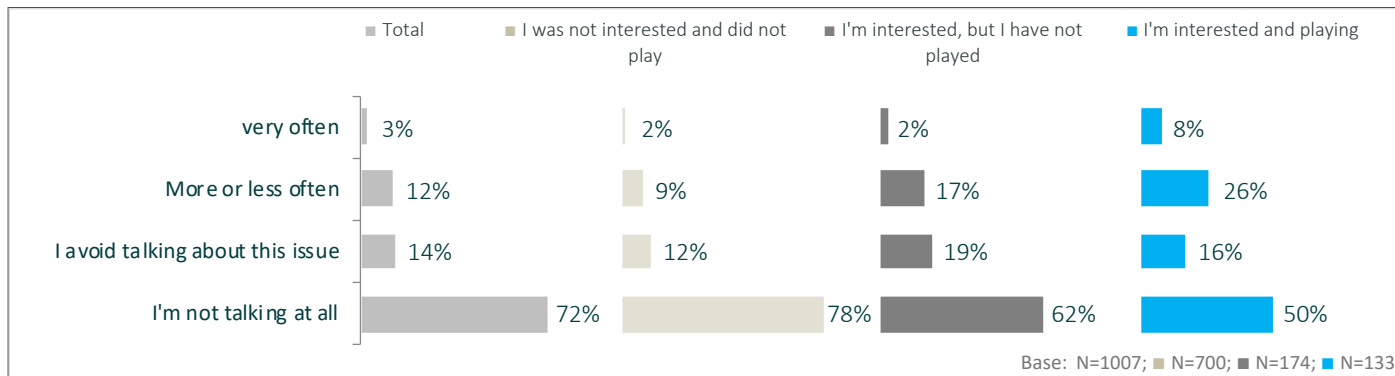
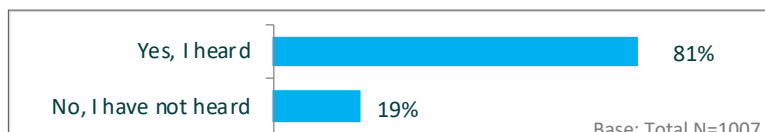


Figure 24: Have you heard that Georgian law prohibits minors from gambling for money and online gambling websites? Register on the page?



The majority of adolescents in the study (81%) had information that minors are prohibited from gambling for money and registering on the online gambling website in accordance with Georgian law.

However, 14-17 year olds surveyed are less informed about gambling addiction and its risks. For every 5 to 4 adolescents, no one has provided information about gambling addiction, and on the other hand, they themselves have no desire to learn more about ludomania (90%).

10% of the adolescents in the study stated that they were interested in gambling addiction and tried to find additional information. However, only 6% of adolescents were able to get complete information about ludomania on the Internet.

Figure 25: Calling for gambling addiction information:

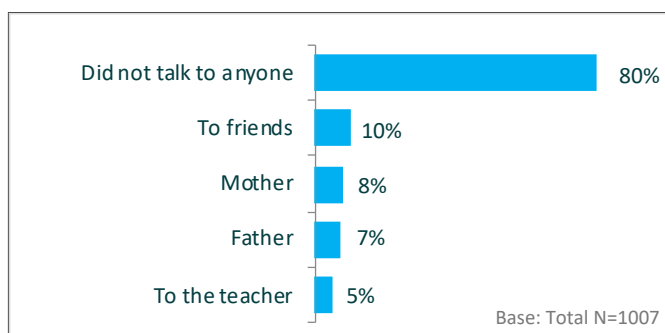
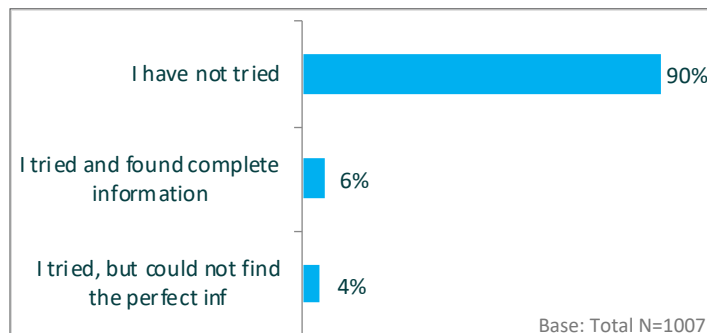


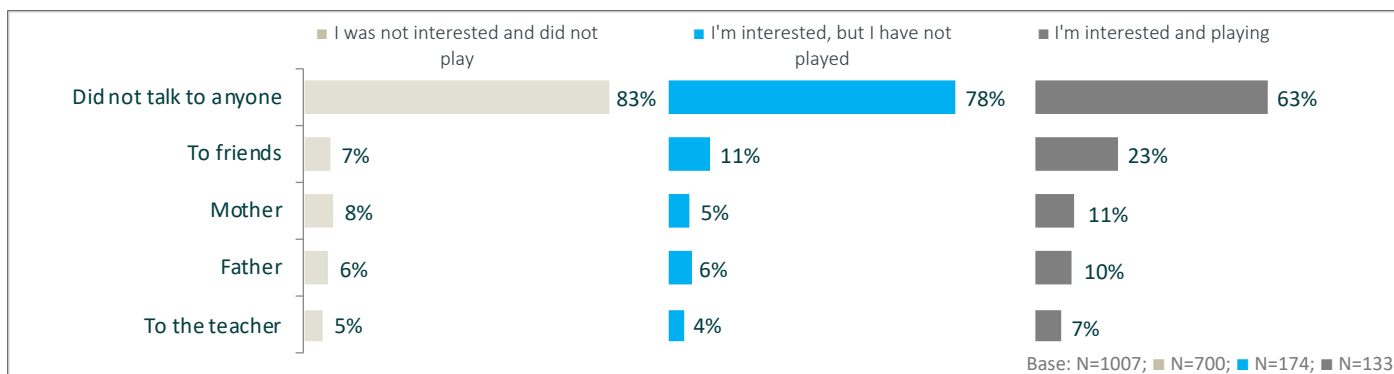
Figure 26: Did you find information about gambling addiction on the Internet?



It is noteworthy that more interest in the issue of ludomania was expressed in adolescents who are currently themselves engaged in gambling.

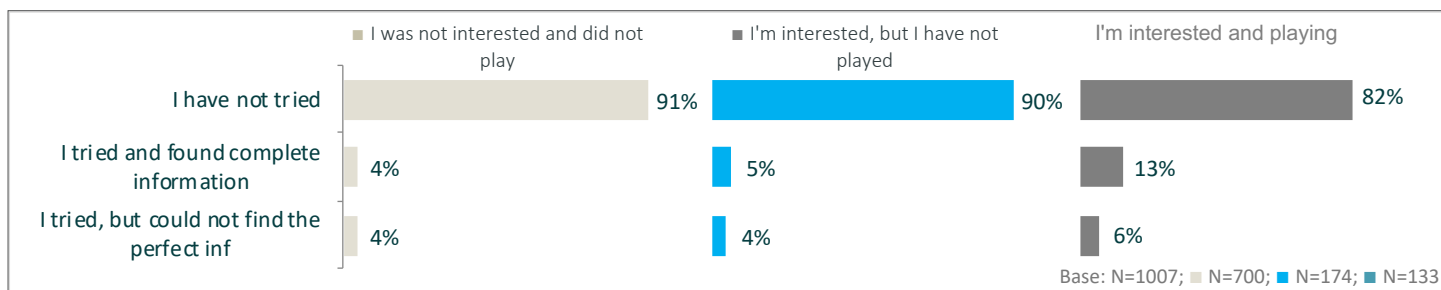
Adolescents who gambled on their own were more likely to talk about gambling addiction with friends (23%), parents (13%), and teachers (7%) than those who were not interested in gambling.

Figure 27: Whether to call for gambling addiction information:



In addition, one-fifth (19%) of gamblers attempted to find information about ludomania online. 13% of them stated that they received complete information through the Internet, although 6% could not find the material they wanted.

Figure 28: Did you find information about gambling addiction on the Internet?



Half of the adolescents, who gamble, report, that their parents do not have information about their engagement in gambling (46%). 18% of the participant adolescents report, that their parents know that they are engaged in gambling, although they do not talk with their adolescents about this issue. 6% of parents forbid their children to play, which is why they often have a conflict over this issue. 5% of adolescents say that parents know about their game and give themselves play money.

Only one quarter of the adolescents in the study who gamble stated that their parents knew about their gambling and provided relevant information about the risks associated with gambling (25%).

Figure 29. From the following statements, select the one that best reflects your parents' attitude toward your game.

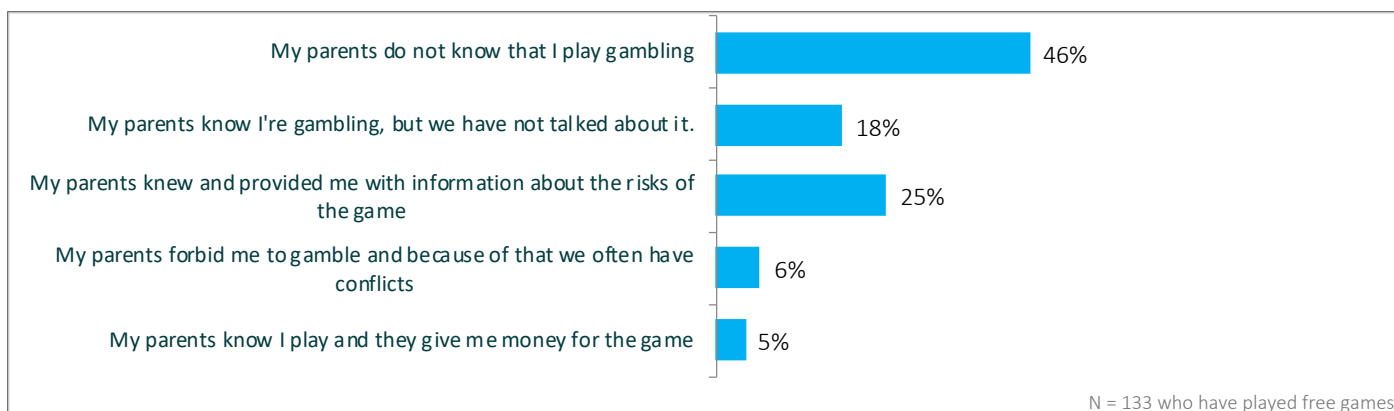
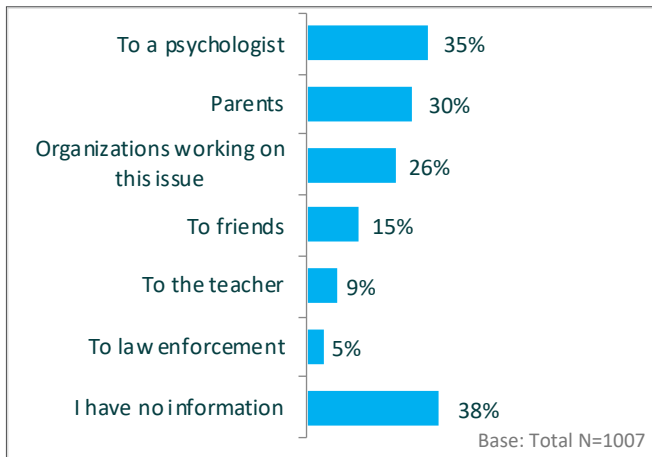


Figure 30: If necessary, to whom should a gambling addict turn for help?



An important issue for the study was to find out what information the students had about their escape from the game addiction. According to the survey, one third of 14-17 year olds think that a person should turn to a psychologist (35%) and / or parents (30%) for help with gambling addiction. 15% of respondents think that a friend will help a person addicted to gambling to overcome the problem. 9% of adolescents named teachers and 5% named law enforcement officers.

Only a quarter of teens name an appeal for help to an organization working on ludomania issues. More than a third of adolescents do not even know who a person can turn to for gambling addiction (38%).

Interestingly, if they are at risk of gambling addiction themselves, one third of the 14-17 year olds in the study will first try to solve the problem themselves (56%). A quarter of respondents (25%), in case of ludomania, go to a parent, a fifth (19%) - to a psychologist, and 19% - to an organization working in this area.

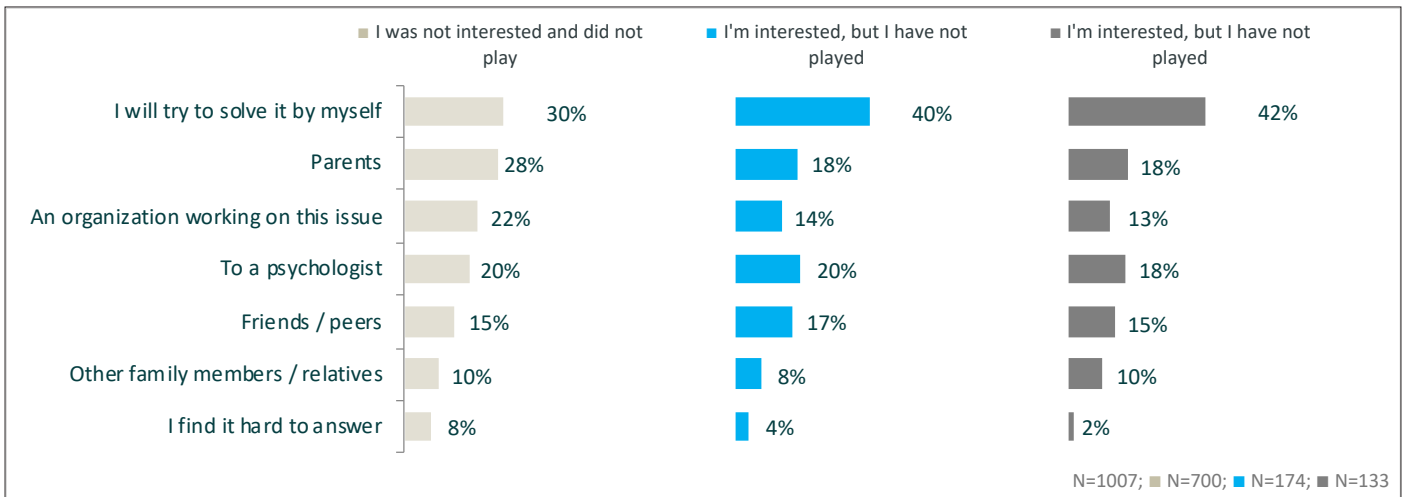
Figure 31: How would you personally react if you realized that you were becoming addicted to gambling?



It is important to note, however, that adolescents who are interested in or already play gambling are less likely to consider involving other people and organizations in the process of dealing with the problem of gambling addiction. More than two-thirds of teens who gamble said they would try to solve the problem themselves if they became addicted to gambling (69%).

It is also interesting to note that in the case of gambling addiction, boys are more likely than boys to think that they can handle the problem themselves. Six out of every ten boys surveyed and five out of five girls would choose this way of resolving the issue. Girl respondents are more likely to consider the involvement of parents (girls - 32%, boys - 17%), organizations working in this area (girls - 22%, boys - 16%) and psychologists (girls - 23%, boys - 15%).

Figure 32: How would you personally react if you realized that you were becoming addicted to gambling?



The survey found that the majority of adolescents surveyed (80%) had never heard of organizations working on gambling addiction. However, the small part that he heard about the organization working in the field of ludomania can not remember the name of a particular organization / organization. It is noteworthy that most of the respondents (68%) did not have information about gambling addiction organizations (68%) who mentioned that they apply to a gambling addiction organization if necessary.

Figure 33: Have you heard of a specific organization that helps people addicted to gambling?

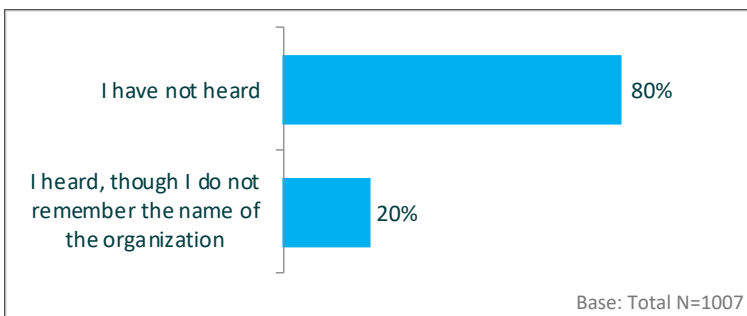
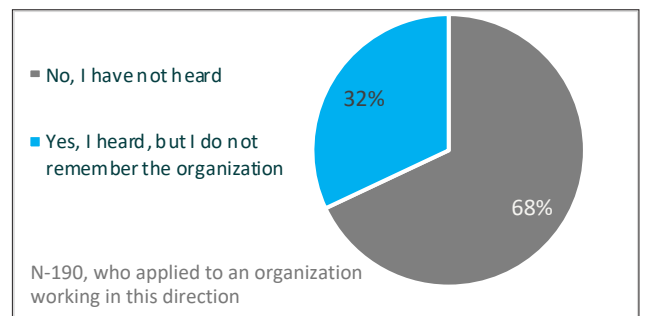


Figure 34: Have you heard of a specific organization that helps people addicted to gambling?



Most of the adolescents in the study state that, if necessary, they will search the Internet for information about the organization working on the issue of gambling (Internet search pages - 67%, Facebook - 20%). In addition to the Internet, adolescents discuss with friends and family to find information about an organization working in the field of ludomania. Almost a third of respondents (30%) sought information from friends and 34% asked family members.

Figure 35: Where would you find information about organizations working in this area?

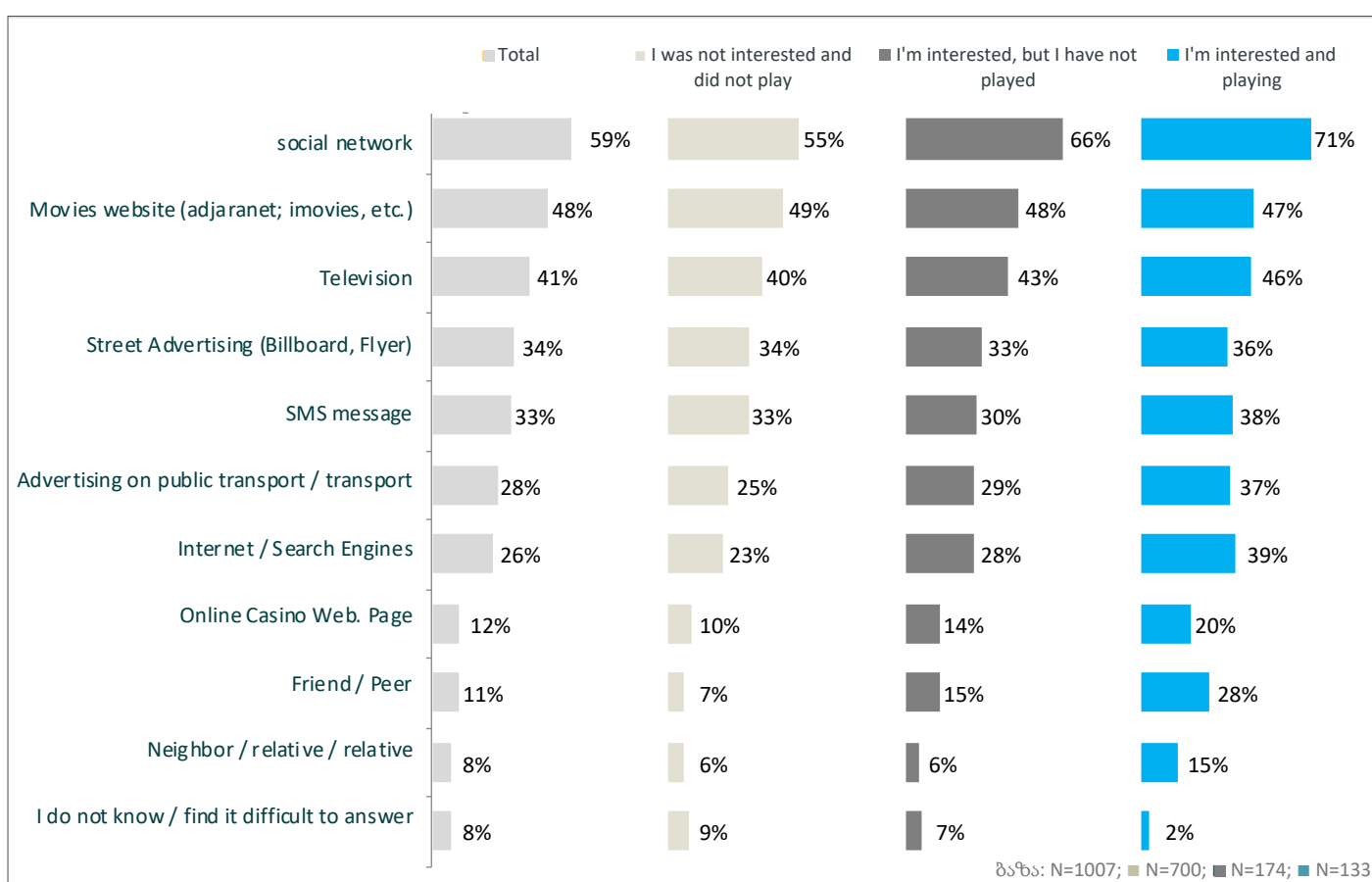


7.5. SOURCES OF INFORMATION RELATED TO GAMBLING NEWS

According to the study, the main source of information for adolescents about gambling is the social network (59%). However, information about gambling news is more often reported through the social network by those adolescents who indicated that they were interested in or gambled for money (66% and 71%, respectively). Half of the respondents also get information while watching the movie on movie websites (48%). The next source of information from which respondents receive information about gambling is television (41%), a third also receives SMS messages (33%).

Overall, 11% of respondents receive information about gambling from friends. It is noteworthy that respondents engaged in gambling receive more information in this way (28%) than non-gamblers (7%) and non-gamblers (15%).

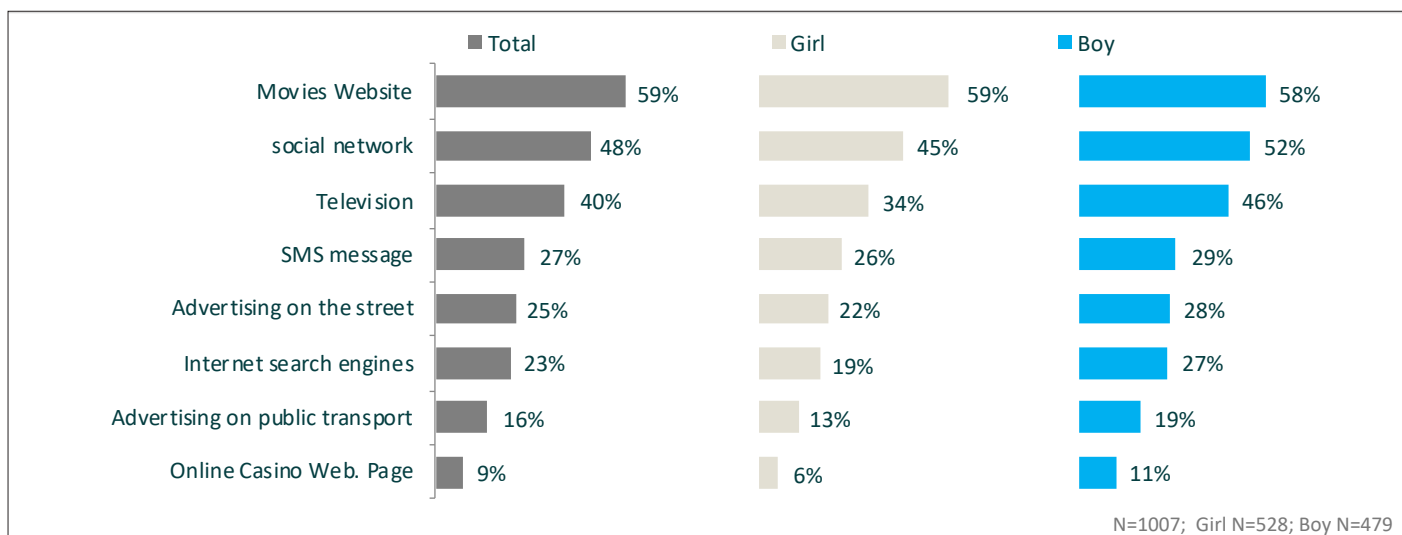
Figure 36: In general, where do you get information about gambling?



Over the past month, more than half of respondents have seen gambling ads most frequently on movie websites (59%). Half of the adolescents mentioned that they had seen a similar advertisement on a social network (48%) or on TV (40%).

It is noteworthy that the ads seen on the online casino website are the least remembered. A total of 9% of respondents saw a similar ad; In general, boys (11%) were more likely to view ads directly on an online casino page than girls (6%).

Figure 37: Where did you see any gambling ads during the last month?



8. RECOMMENDATIONS

Based on the research data, the work of the research team and the parties involved in the project - the Gambling Research and Ludomania Prevention Center and UNICEF Georgia - revealed problematic issues that need further active work and preventive steps.

Recommendations were developed in several key areas, taking into account the views of the parties involved in the project and the results of the research.

1. PREVENTION OF GAMBLING AND LUDOMANIA IN ADOLESCENTS

According to the World Health Organization, one of the most important tasks is to reduce the demand for gambling, which can be achieved through awareness-raising, educational work, and the development and implementation of public health policies. The most important thing is primary prevention, ie creating a situation in which the adolescent does not want to get involved in gambling. More often gambling involves adolescents who are not realized, have feelings of dissatisfaction and dissatisfaction with themselves, are not surrounded by warmth, compassion and love, do not have the opportunity to be preoccupied with anything of value (Messerlian, Derevensky, & Gupta, 2005). Therefore, it is necessary to develop various prevention projects to raise the awareness of adolescents about the negative consequences of gambling, risks and gambling addiction. In particular:

- **Raising awareness - properly informing adolescents, parents and teachers about the real risks of gambling and ludomania;**

According to current research, adolescents, on the one hand, have extensive experience with gambling, on the other hand, they have little information about ludomania, gambling and its associated risks. Moreover, 14-17 year olds in the study even have positive perceptions about gambling - a third believe that gambling can make big money, while 16% think that gambling is prestigious.

- Critical importance is attached to the implementation of various school-based activities on the risks and negative consequences of gambling, including training and extracurricular activities in schools. It is important to develop an achievement-oriented attitude in adolescents / students (eg involvement in sports, education-oriented), to develop a positive attitude towards oneself, to develop emotion management, resilience and coping skills in adolescents, which will reduce the risks of adolescents becoming addicted to gambling.
- It is also important to conduct information-communication campaigns focused on behavior change through social media and the media, which should highlight the mental aspects of gambling addiction, disseminate information on the serious consequences of gambling and ludomania, and on mental health aspects, such as gambling.
- No less important is raising awareness for parents, teachers and the adult community in general through various activities, including social campaigns. The survey reveals that the older generation of respondents (parents, relatives, loved ones) have a role to play in gambling adolescents' interest in gambling. According to the survey, a third of respondents (32%) played gambling with a relative for the first time. However, 80% of the adolescents in the study were not informed about their gambling addiction. It is noteworthy that 23% of the adolescents surveyed know about their child's play, although they do not communicate with the adolescent on this issue.

- Positive parenting is important for preventing gambling because gambling addiction often reflects a lack of parental love and care and / or excessive parental control and overprotection. It is important to raise parents' awareness of gambling and ludomania so that parents can engage in non-conflicting discussions with their adolescents on the subject, identify adolescents' risky behaviors, and provide appropriate support in the event of difficulties.
- It is important for teachers to be aware of gambling in terms of public health education and health knowledge and to pay more attention to problem adolescents. At the primary health care level, medical staff should pay as much attention to gambling and gaming screening during adolescent medical examinations as it does to other harmful substances and to detect abnormalities.

2. IMPROVING THE EXISTING LAW ENFORCEMENT MECHANISMS RELATED TO GAMBLING

According to the survey results, 40% of the adolescents surveyed played in online or land-based casinos. Consequently, despite the existing regulations, it seems that the entry of minors in casinos, bookmakers and slot clubs is not or can not be properly controlled. However, it is true that the registration on the online casino website has been tightened since 2020, but it seems that adolescents are still able to register on the online casino platform in different ways.

Given the available data, it is important that the issue of adolescent access to gambling be studied more thoroughly and that effective steps be taken. For example, make video verification mandatory every time you log in to an online casino, check your ID at each time you log in to a land-based casino, and constantly monitor your accounts to maximize teen engagement. In addition, it is necessary to improve the control and enforcement mechanisms for filtering gambling advertisements. Filtering should apply to both TV and Internet advertisements as well as banners displayed in open spaces.

3. RECOGNIZING LUDOMANIA AS A MENTAL HEALTH DISORDER

According to the World Health Organization, ludomania is a mental illness codenamed DSM-IV F63.0. Gambling addiction is not recognized as a mental illness in Georgian society, and this issue is, in fact, an obstacle to regulating ludomania as a mental health issue. Since we are dealing with a mental health problem, any kind of regulation requires particularly great reflection and solidification through research. For example, maximum caution is required when setting the age limit, as one side of the scales stands to protect adolescents from ludomania and the other side of the scales to drain adolescents into the global market or subsoil (so-called "hands-on") or change addictions with other harmful habits. The more research shows the alarmingly increased rate of hand gambling-illgal gambling/betting (24%), which is partly due to the tightening of registration by online casinos.

In addition, the recognition of Ludomania as a mental illness has led to the development of various types of rehabilitation programs, which raises the expectation that it will be possible to regulate Ludomania. When talking about regulation, it is important to plan the relevant activities and stages properly. In the first stage, it is recommended to develop rehabilitation programs and then offer them to the public. Only then will it be possible to consider introducing additional regulations at the legislative level.

4. FURTHER RESEARCH IS NEEDED TO EXAMINE ADOLESCENT GAMBLING INVOLVEMENT AND THE PREVALENCE OF LUDOMANIA ACROSS THE COUNTRY.

APPENDIX # 1 – QUESTIONNAIRE

SECTION D. DEMOGRAPHICS

D1. Please indicate your gender

- Female
- man

D2. how old are you?

- 14 years old
- 15 years old
- 16 years old
- 17 years old
- 18 years old

D3. What is the type of settlement where you live?

- City
- The village
- Small town

D4. In which region do you live permanently? (More than 6 months a year)

- Tbilisi
- Adjara
- Samegrelo-Zemo Svaneti
- Imereti
- Guria
- Kakheti
- Kvemo Kartli
- Guria
- Samtskhe-Javakheti
- Shida Kartli

D5. Please rate your academic performance at the end of the last academic year?

- I got 9 or 10 points in most subjects
- I got 7 or 8 points in most of the subjects
- I scored 6 points or less in most subjects

The following blocks relate to gambling. Gambling means:

- Games that can be played on the web of online casinos. Page (considered games for both real and virtual money)
- Hand game / "Masaoba"
- Play slot machines in slot clubs
- Bookmaker game (both online and in the physical space of the bookmaker)
- Play for any type of game for money (for example playing real money card in a circle of friends / acquaintances)
- Lottery / Lotto game

SECTION G: GAMBLING

THE QUESTIONS IN THIS SECTION ARE ABOUT GAMBLING

G1. Please recall, do you know anyone who gambles?

If you are familiar with it, please circle the relevant answer (s)

(Gambling is: playing on an online casino website or in a physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lotto)

It is possible to mark several answers

- I do not know anyone
- To a friend / peer
- Sister/Brother
- Mother
- Father
- Another family member / relative
- Familiar / neighbor
- Other - Please specify-

G2. Please recall, are you looking for a gambling process?

If so, please circle whose game you are watching?

(Gambling is: playing on an online casino website or in a physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lotto)

It is possible to mark several answers

- No, I've not watched anyone else play
- Yes, I'm watching for a boyfriend's game
- Yes, I watched my mother play
- Yes, I watched my father play
- Yes, for my sister / brother game
- Yes, I look forward to playing with another family member / relative
- Yes, I'm looking for a neighbor / acquaintance game
- Yes, I'm watching a stranger play

G3. Please recall yourself if you are ever interested in gambling?

(Gambling is: playing on an online casino website or in a physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lotto)

Only one answer can be selected

- No, I'm not interested and have never played it
- Yes, I was interested, but I did not play
- Yes, I've been interested and have played it several times
- Yes, I am interested and I play actively

G4. Please circle which of the following did you play?

It is possible to mark several answers

- Never played gambling
- Gambling on the online casino page
- Gambling at the casino branch
- Hand play / beautification
- Slots game in a slot club
- Sports game at the bookmaker branch
- Lottery
- Any game for money / friends with loved ones

G5. Which do you play most often?

Only one answer can be selected

- Never played gambling
- Gambling on the online casino page
- Gambling at the casino branch
- Hand play / beautification
- Slots game in a slot club
- Sports game at the bookmaker branch
- Lottery
- Any game for money / friends with loved ones

G6. List all the reasons why you are interested in gambling:

(Gambling is: playing online casino web site or physical casino, playing hand, playing in slot clubs or bookmakers, playing real money card or any other game, or playing lottery / lotto)

It is possible to mark several answers

- I have never been interested in gambling
- I wanted to make money
- I was sad / angry and wanted to have fun
- I wanted to spend my free time
- Gambling is popular with my peers / friends
- Family members were playing and I wanted to play too
- Other - Please specify-

G7. Please record how old you were when you first played gambling?

(Gambling is: playing on an online casino website or in a physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lotto)

- Never played gambling

Write down the age-----

G8 Please indicate which of the following did you play for the first time?

Only one answer can be selected

- Never played gambling
- Gambling on the online casino page
- Gambling at the casino branch
- Hand play / beautification
- Slots game in a slot club
- Sports game at the bookmaker branch
- Lottery
- Any game for money / friends with loved ones

G9. Please indicate who you first gambled with.

(Gambling is: playing on an online casino website or in a physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lotto)

Only one answer can be selected

- Never played gambling
- With no one, I played alone
- with friend
- With mother
- With his father
- And / or brother
- With another family member / relative
- With a neighbor / relative
- Other - Please specify-

G10. Please select all gambling games you play:

(Gambling: Play online casino web site or physical casino, hand-to-hand gambling, slot club or bookmaker game, real money card or any other gambling game, or lottery / lottery game)

It is possible to mark several answers

- Never played gambling
- Sports / Bookmaker
- Poker
- Slots
- Roulette
- Joker
- Keno
- Backgammon
- Dominoes
- Bura
- Hand game
- Lottery
- Other - Please specify-

G11. Please recall and mark, during the last 3 months, how often did you play gambling?

(Gambling is: playing on an online casino website or in a physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lotto)

Only one answer can be selected

- Never played gambling
- Almost every day
- 3-4 times a week
- 1-2 times a week
- Once every 2 weeks
- Once a month or more rarely

G12. Please think, on average, how many hours a day do you gamble?

(Gambling is: playing on an online casino website or in a physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lotto)

Only one answer can be selected

- Never played gambling
- 5 or more hours
- On average 2-4 hours a day
- On average 1 hour or less per day

G13. Please read the list and indicate all the reasons why you generally want to gamble:

(Gambling is: playing on an online casino website or physical casino, playing handball, playing in slot clubs or bookmakers, playing card or any other real money game, Or lottery / lotto game)

It is possible to mark several answers

- Never played gambling
- I play to win a lot of money
- I play to spend my free time
- I play when I'm sad
- I play when I'm angry
- I play because my friends play
- I play because my family member is playing
- I feel like an adult during the game
- Enjoy the game process
- Gambling is Cool
- Other - Please specify-

G14. From the provisions below, select the one that best reflects your parents' attitude toward your game

(including gambling: playing on an online casino web or physical casino, playing hand games, playing in slot clubs or bookmakers, playing real money card or any other game , Or lottery / lotto game)):

Only one answer can be selected

- I have never played gambling
- My parents do not know that I play online gambling
- My parents know I'm gambling, but we have not talked about it.
- My parents knew I was gambling and gave me information about the risks of gambling.
- My parents forbid me to gamble online and because of this we often have conflicts
- My parents know I play and they give me money for the game

G15. Please indicate which provision best reflects your friends' gambling experiences.

Only one answer can be selected

- My friend does not play gambling games at all
- My friends often win at gambling
- My friends sometimes win and sometimes lose in gambling
- My friends often gamble

SECTION I: GAME ATTITUDE INFORMATION

THE QUESTIONS IN THIS SECTION ARE RELATED TO GAMBLING ADDICTION

11. Please read and mark all the provisions that you consider to be the consequences of gambling addiction.

(Gambling is: playing on an online casino website or physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lottery)

It is possible to mark several answers

- Earn significant funds
- Loss of expensive items (mobile, jewelry, car)
- Loss of real estate (house, land)
- Damage to relationships with family members / loved ones
- Refuse to visit friends because of the game
- Skip important events due to the game
- Missing a job due to a game
- Missing school due to the game
- Missing a lesson with a private tutor because of the game
- Self-harm
- Buy more friends because of the game
- Losing a significant amount of money
- Stable income
- I do not know / find it difficult to answer
- Other - Please specify-

12. Please think and evaluate, in Georgia in general, how important is the problem of gambling addiction?

(Gambling is: playing on an online casino website or physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lottery)

Only one answer can be selected

- Very important
- More or less important
- Very insignificant
- I do not know / find it difficult to answer

13. Please think and evaluate, how important is the problem of gambling addiction in Georgia among your peers?

(Gambling is: playing on an online casino website or physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lottery)

Only one answer can be selected

- Very important
- More or less important
- Very insignificant
- I do not know / find it difficult to answer

14. Please think about and evaluate how much it is possible for you personally to become addicted to gambling?

(Gambling is: playing on an online casino website or physical casino, playing handball, playing in slot clubs or bookmakers, playing real money card or any other game, or playing the lottery / lottery)

Only one answer can be selected

- Not at all possible
- More or less possible
- It is entirely possible
- I think I am already addicted to the game
- I do not know / find it difficult to answer

15. Listed below are gambling related situations. Please read the list and circle whether you have personally found yourself in a similar situation.

	Yes	No
Seconds are a significant amount for me	<input type="checkbox"/>	<input type="checkbox"/>
Because of the game I had a conflict with my parents	<input type="checkbox"/>	<input type="checkbox"/>
Because of the game I had a conflict with friends	<input type="checkbox"/>	<input type="checkbox"/>
I missed an important gathering / event due to the game	<input type="checkbox"/>	<input type="checkbox"/>
I missed school / private tutoring because of the game	<input type="checkbox"/>	<input type="checkbox"/>
Because of the game he tried to injure himself	<input type="checkbox"/>	<input type="checkbox"/>
I was in a bad mood / depressed mood because of the game	<input type="checkbox"/>	<input type="checkbox"/>
Borrow money from a relative due to the game	<input type="checkbox"/>	<input type="checkbox"/>
Because of the game I was pawn / sold my personal item	<input type="checkbox"/>	<input type="checkbox"/>
Because of the game I was pawned / sold a family item	<input type="checkbox"/>	<input type="checkbox"/>
I was bombarded / sold by a friend / relative because of the game	<input type="checkbox"/>	<input type="checkbox"/>
I have won a significant amount of money	<input type="checkbox"/>	<input type="checkbox"/>
With the money I earned I bought things that were important to me	<input type="checkbox"/>	<input type="checkbox"/>
I will help my family financially with the money I earn	<input type="checkbox"/>	<input type="checkbox"/>
I will help a relative / acquaintance financially with the won money	<input type="checkbox"/>	<input type="checkbox"/>

SECTION E: GAME ADDICTION SOLUTION

IN THIS SECTION, QUESTIONS WILL BE ASKED ABOUT WAYS TO GET OUT OF THE GAME

E1. If you have information, if necessary, to whom should a game addict turn for help?

It is possible to mark several answers

- I do not know / I do not have information
- Organizations working in this direction
- To friends
- Parents
- To a psychologist
- To the teacher
- To the teacher
- To law enforcement
- Other - Please specify-

E2. Please recall and mark, have you heard of a specific organization / organizations that help people addicted to gambling?

Only one answer can be selected

- No, I have not heard
- Yes, I heard, but I do not remember the name of the organization
- Yes, I have heard and remember the name of this organization
Please specify.....

E3. Please imagine that you or your friend need the help of an organization to give up gambling. Where would you find information about organizations working in this field?

It is possible to mark several answers

- I asked in a circle of friends
- I asked my mother
- I asked my father
- I asked my sister / brother
- I was asking another family member / relative
- I was asking a neighbor / relative
- I asked a personal psychologist
- I asked the teacher
- I asked the teacher
- I would search the Internet with the help of a search engine (Google or similar page)
- I would find it through Facebook
- Other - Please specify-

E4. If necessary, how would you personally react if you realized that you were becoming addicted to gambling?

It is possible to mark several answers

- I will try to solve it by myself
- I appeal to the organization working in this direction
- I ask friends / peers for help
- I ask parents for help
- I ask for help and / or brother
- I ask for help from other family members / relatives
- I turn to a psychologist
- I turn to the priest
- I turn to the teacher
- I do not know / I find it difficult to answer
- Other - Please specify-

E5. Have you heard that Georgian law prohibits minors from gambling for money and online gambling websites. Register on the page?

- Yes, I heard
- No, I have not heard

SECTION 5: INFORMATION SOURCES

THE QUESTIONS IN THIS SECTION ARE FOR SOURCES OF INFORMATION

S1. Please indicate, in general, where do you get information about gambling?

It is possible to mark several answers

- Online Casino Web. Page
- social network
- Movies website (adjaranet; imovies, etc.)
- Internet / Search Engines
- SMS message
- Friend / Peer
- Neighbor / relative / relative
- Mother
- Father
- sister and brother
- Television
- Advertising on public transport / transport
- Street Advertising (Billboard, Flyer)
- I do not know / find it difficult to answer
- Other - Please specify-

S2. Please remember, where did you see any gambling ads during the last month?

It is possible to mark several answers

- Online Casino Web. Page
- social network
- Movies website (adjaranet; imovies, etc.)
- Internet / Search Engines
- SMS message
- Television
- cinema
- Advertising on public transport / transport
- Street Advertising (Billboard, Flyer)
- I do not know / find it difficult to answer
- Other - Please specify-

S3. Please rate how often you talk to your peers / friends about gambling or gambling addiction.

Only one answer can be selected

- very often
- More or less often
- I avoid talking about this issue
- I'm not talking at all

S4. Please recall, did you try to find information about gambling addiction through the internet?

Only one answer can be selected

- Yes, I tried and found the perfect information
- Yes, I tried, but I could not find the complete information
- No, I did not try

S5. Please note whether gambling information is called for:

It is possible to mark several answers

- Did not talk to anyone
- Mother
- Father
- Sister / brother
- To friends
- To a psychologist
- To the teacher
- To the teacher
- Other - Please specify-