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Video Games and Gambling

Nigel E. Turner, Ph.D.^{1,2,3*}

Citation: Turner, N.E. (2024). Video Games and Gambling. *Journal of Gambling Issues*. 54, 1-4.

Editor-in-Chief: Nigel E. Turner, PhD

ISSN: 1910-7595

Received: 07/16/2024

Accepted: 07/18/2024

Published:

¹Institute for Mental Health Policy Research and Campbell Family Mental Health Research, Centre for Addiction and Mental Health, Toronto, Ontario, Canada

²Dalla Lana School of Public Health, University of Toronto, Ontario, Canada

³**ORCID:** 0000-0002-1035-2064

*Corresponding author: Nigel E. Turner, nigel.turner@camh.ca

Abstract: None

Keywords: Videogames; Gambling.



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In 2023, we put out a call for a special issue on video gaming for the Journal of Gambling Issues entitled: 'Thinking Outside the Loot Box: Psychology, Regulation, and Beyond.

However due to the vagaries of peer review, revisions and publication, the list of papers organized for this special issue have been spread across Issue 53 and 54 of the JGI.

So for this editorial I will focus in part of those papers on video gaming in these two issues of the journal and also make a short note of some of the gambling papers that have been included in this issue.

The items related to this special issues of video gaming, included in issue 54 are by Grosemans et al. (2024) and Juhász et a. (2024). In addition four papers in Issue 53 also dealt with video gaming including, Batmaz et al., (2024), Kronstein, et al., (2024), Zohn and Bleakley (2024), and Turner and Shi (2024).

Grosemans et al., (2024) focus directly on gambling like elements in video games that go beyond loot boxes. In their study, they used multiple regression analyses to show that watching gambling streams, spinning prize wheels, and spending money in social casino games predict monetary gambling. Juhász et al., (2024) examine body weight issues among Hungarian video game players and in particular report that regular gamers were more likely to be overweight or obese.

In addition, from Issue 53, Batmaz et al., (2024) provided a paper on how social anxiety leads to the fear of missing out (FOMO) which results in increased phubbing. Phubbing they define as paying excessive attention to ones phone or rather engaging in conversations or other activities. Kronstein, et al., (2024) examines the relationship of impulsivity and sensation seeking to increased gaming during Covid. In addition two papers examined the convergence of gambling and gaming. Zohn and Bleakley (2024) examined match-fixing in esports. An esports is competitive playing of video games, but people bet on it as it was a sport. People gamble on esports in the same way they gamble on regular sports. Turner and Shi (2024) examined how rewarding loyalty points to video game players that can then be cashed out for gift cards, has made free to play video games into an indirect form of gambling. Each of these papers extends out knowledge of video gaming and its relationship with gambling.

As noted above, four papers in this issue focus on gambling. Malkin and Stacey (2024) examine gender differences in gambling-related harms and gambling-motivated crime in a sample of people from Gamblers anonymous. Kovan, (2024) provides us with a literature review about the state of gambling research and gambling treatment in Turkiye. The paper highlight the fact that more clinical research in Turkiye is needed. Zinina and Gurieva (2024) provide us with a clinical study of the relationships between time perspective and life-sense orientations in people with gambling disorder in a rehabilitation setting. Their research results revealed the dynamics in the development of positive correlations between time perspective and life-sense orientations and these may be useful in increasing

interest in building a meaningful life beyond gambling. Finally, Lameky (2024) provides a review of a new book on counseling and treatment approaches for problem gambling written by Landon, Rodda, and Zangeneh (2023). Each of these article will provide addition insights into the treatment of problem gambling.

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