





U.S. Gambling History and Expansion

Gambling History

According to noted gambling law expert I. Nelson Rose, gambling has gone through three waves of expansion in the US.

- <u>The first wave</u> of gambling, before the US was founded, was when lotteries were used to finance the settlement of the first colonies.
- The second wave happened during the 1800s when gambling was often tolerated (though not always legal) as we began to "go west"
- And the third wave began when Nevada legalized casinos (again) during the Great Depression in 1931.

The Field of Gambling Disorders

It was not until 1972 that Dr. Robert Cluster, a physician working at the Veterans' Administration hospital in Brecksville, Ohio, first proposed a clinical entity, which he termed compulsive gambling.

In 1980, the American Psychiatric Association incorporated "pathological gambling" into its diagnostic and statistical manual (American Psychiatric Association, 1980) and thus legitimated this entity within the mainstream mental health field.

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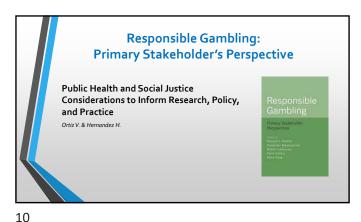
- Global casinos had a projected gross gaming yield of around 115 billion U.S. dollars in 2016, and this figure was forecasted to reach 130 billion U.S. dollars in 2019.
- The gambling industry contributed \$261.1 billion dollars to the American
 economy in 2017 and supported 1.8 million jobs, both increases from the
 most recent study in 2014, according to an Oxford Economics report
 commissioned by the American Gaming Association.
- There are efforts to evolve the gambling experience to reflect more of the video gaming experience.

The 4th Wave

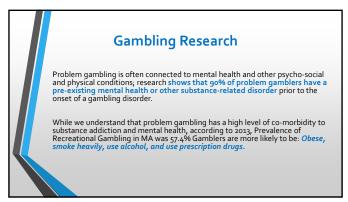
- The gambling environment is evolving
- Technologies initiatives and creations are growing
- Fantasy sports and social games (gaming vs gambling)
- Gambling is perceived as an ever more important source of public revenues
- Marginalized communities and health disparities
- Complexities and association to other related issues

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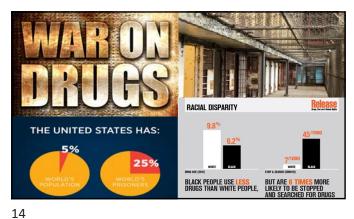


The Field of Gambling Disorders In 1999- Korn, D. A., & Shaffer, H. J. (1999). <u>Gambling and the health of the public: Adopting a public health perspective.</u> Journal of Gambling Studies, 15(4), 289-365 In 2002 – The Annual Review of Public Health published <u>Gambling and Related Mental Disorders: A Public Health Analysis</u> by Drs David Korn and Howard Shaffer. Both landmark studies were a first of its kind that analyzed gambling from a public health perspective.



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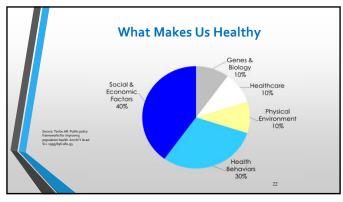






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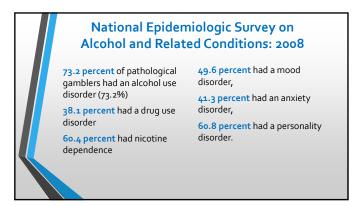


Health Disparities: Key Points

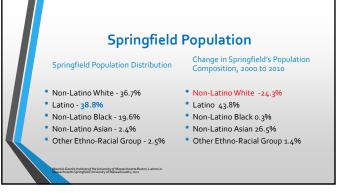
 Educational attainment and income provide psychosocial and material resources that protect against exposure to health risks in early and adult life

 Persons with low levels of education and income generally experience increased rates of mortality, morbidity, and risk-taking behaviors and decreased access to and quality of health care

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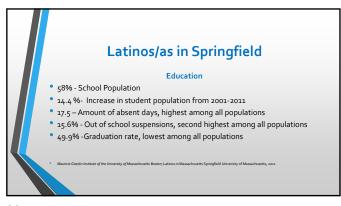
Labor Force

• 55.8% - Total workforce age 16 to 64, second lowest among all populations
• 20.8% - Rate of unemployment, highest among all populations
• 28.9- Rate of homeownership, lowest among all populations

Health
• 11.7% - Medical Insurance, highest among all populations
• Latino rank within the highest in regards to obesity, asthma, diabetes, HIV diagnoses, and cancer

Murcio Gardio Finithe of the University of Massachusetts Boston; Latinos in Massachusetts Springfield University of Massachusetts, 2011

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Health Disparities: Key Point

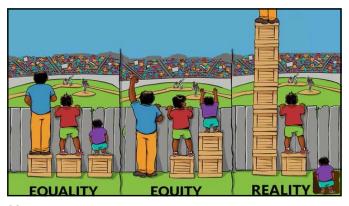
There are millions of people in the US that experience individualized and systemic discrimination "...based on race, ethnicity, socioeconomic status, age, sex, disability status, sexual orientation, gender identity, and residential location" (National Healthcare Quality and Disparities Report, 2015, p. 9).

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Health Equity

"Health equity is the principle underlying a commitment to reduce and, ultimately, eliminate disparities in health and in its determinants, including social determinants" (Braveman, 2014).

Building health equity is not about providing every individual with the same type of services or simply "treating" individuals or entire communities as the "same." Instead, building health equity requires that policy makers, responsible gambling program developers, problem gambling treatment providers, and health care systems strive to understand the specific and collective needs of individuals and entire communities. (Ortiz V. & Hernandez H., 2019)

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Health Equity

"to address racial and ethnic health disparities and build health equity, we must, among other things, understand the role and importance of culture, cultural humility, and developing cultural intelligence. (Ortiz V. & Hernandez H., 2019)

 Traditional disordered gambling programmatic efforts base their work on counseling, education, and individual interventions.

• The Health Impact Pyramid (Frieden, 2010) demonstrates that these approaches have the least effect or impact on the population at-large.

 In many cases, extant responsible gambling methods do not take into consideration socio-economic factors that are rooted in poverty, lack of education, and inequality

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Promoting Equity: A few thoughts.....

1 Language
2 Concepts
3 Self promoting labels
Promoting one's agenda
Open to learning and listening
Create space
Balance of power

Promoting Equity and Social Justice

Bryan Stevenson's four keys to increase justice

Get proximate to communities in need

Tell the truth to change the narrative

Be hopeful

Do the uncomfortable and inconvenient things

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Community Engagement and the Public's Health

- Public health <u>requires</u> "public" participation to plan, develop and implement strategies.
- Addressing the Social Determinants of Health and associated inequities require broad sectors' expertise <u>and direct engagement</u> with those impacted by inequities.
- A collective impact approach should be employed to address broad sweeping health disparities/inequities which requires deliberate collaboration.

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"We cannot create healthier communities and healthier society if we are not brave enough to get uncomfortable. We need good people to position themselves in difficult place"

Bryan Stevenson

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