

# **Gambling & Gaming in PA: Cultural considerations for working with the Latino/a/x/e community**

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**Presenter:**

**Dr. Stephanie Diez-Morel, Ph.D., LCSW, IGDC, BACC, MCAP**

## OUR MAIN TOPICS TODAY

- Overview of current at-risk groups for gambling and igaming in Pennsylvania based on statewide data
- Describe cultural considerations for those working with communities more at risk who identify as Latino/Latina/Latinx/Latine
- Identify risk factors that can be utilized in targeted prevention and treatment work



# 2022 Data on Pennsylvania Gambling

**11% ENGAGE IN INTERACTIVE ONLINE GAMING/GAMBLING**

**28% ENGAGED IN GAMBLING ACTIVITY IN THE PAST YEAR**

**37% WHO ENGAGE IN ONLINE GAMBLING REPORTED  
AT LEAST ONE SYMPTOM OF GAMBLING DISORDER**

**ONLY 1.7% CONTACTED THE HELPLINE**



# Information on at-risk groups: Interactive Gaming

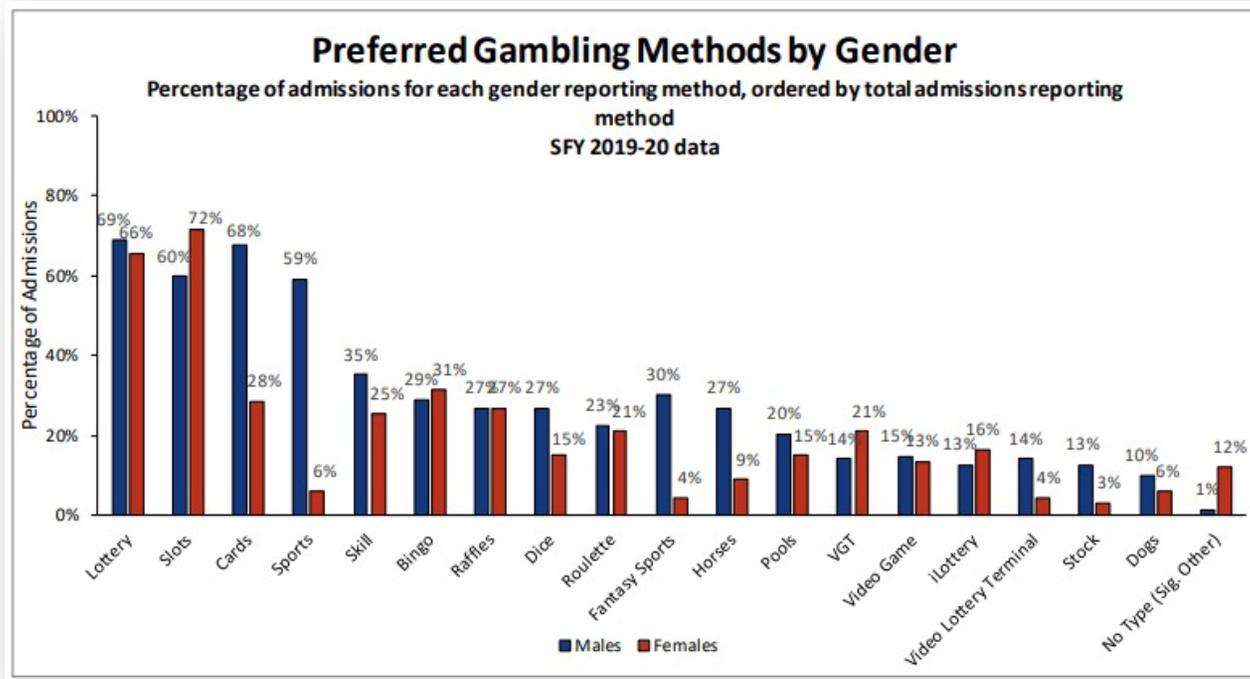
**Table 1: Pennsylvania Interactive Gaming Demographic Statistics**

Demographic Category	Percent	Demographic Category	Percent
<b>Gender</b>		<b>County Metro Status</b>	
Man	67.8%	Metropolitan	72.9%
Woman	31.3%	Non-Metropolitan	27.1%
Other	0.9%		
<b>Race/Ethnicity</b>		<b>Employment Status</b>	
African American/Black	15.8%	Full Time	57.7%
American Indian/Alaska Native	1.8%	Part Time	12.8%
Asian	6.8%	Self Employed	10.3%
Hispanic/Latino	12.7%	Retired	4.3%
White	73.4%	Student	1.7%
Some Other Race	3.2%	Other	7.5%
<b>Marital Status</b>		<b>Education</b>	
Married/Living with Partner	41.5%	High School or Less	22.9%
Divorced	5.1%	Some College	19.9%
Separated	1.6%	Associate Degree	9.0%
Widowed	1.6%	Bachelor's Degree	31.63%
Single/Never Married	44.5%	Above Bachelor's Degree	10.9%

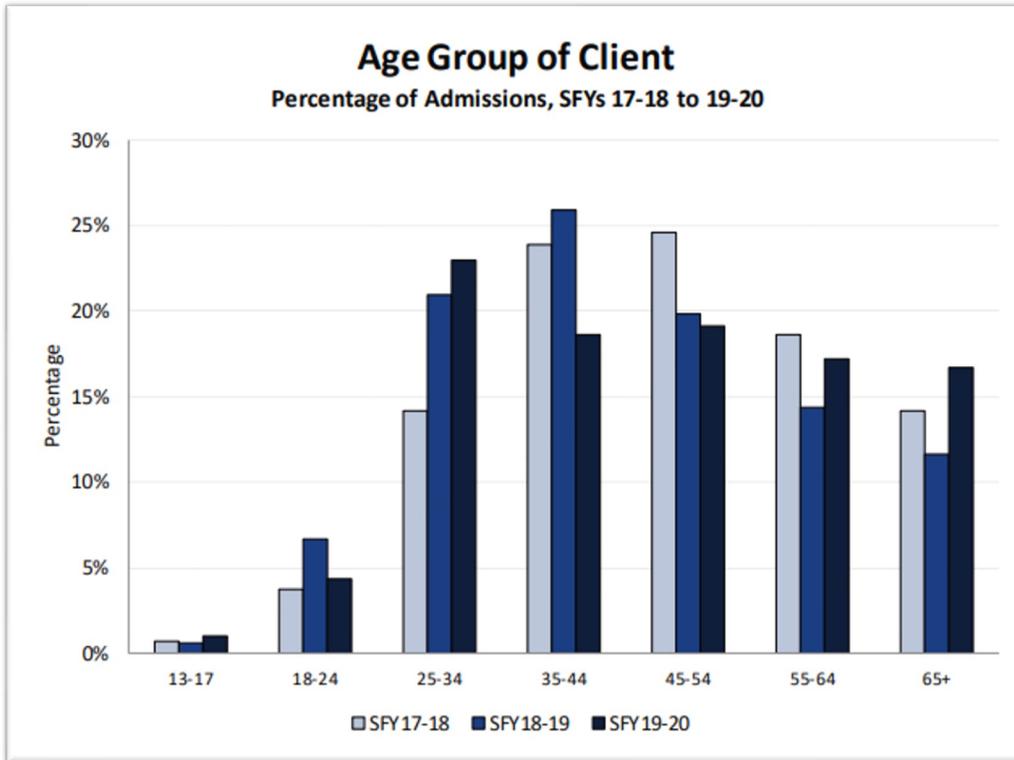


**The average age of  
Pennsylvanians  
Engaging in Interactive  
Gaming is 38**

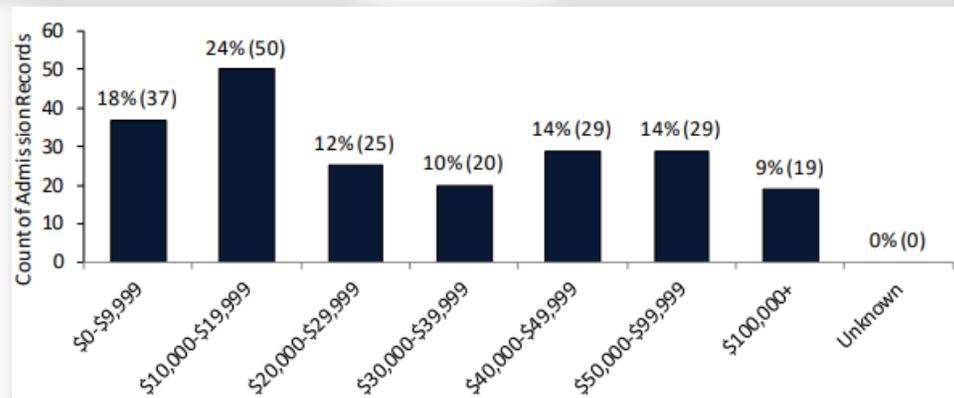
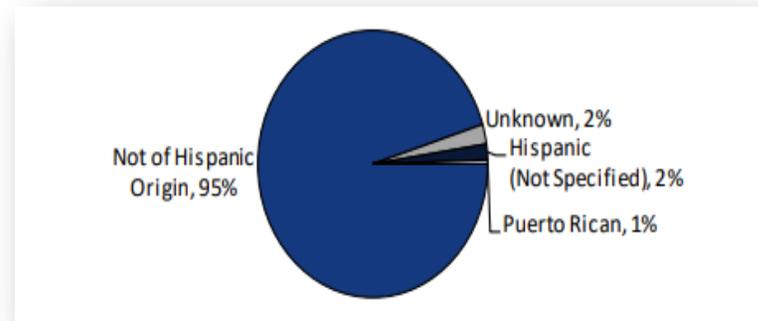
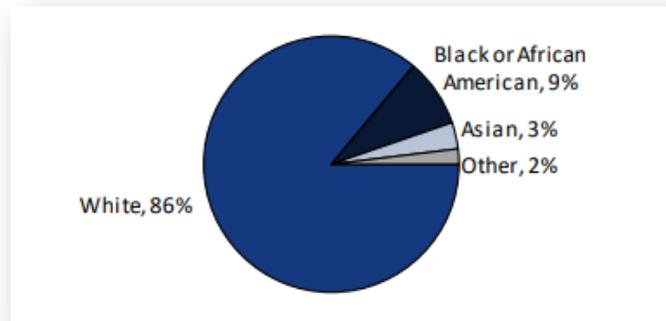
# Information on at-risk groups: Gambling activity



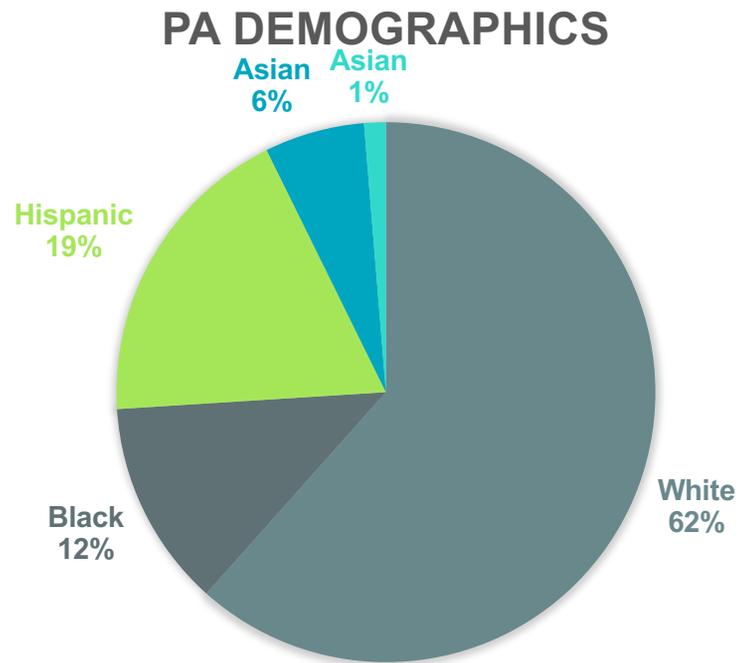
**Age Group of Client**  
Percentage of Admissions, SFYs 17-18 to 19-20



# Information on at-risk groups: Demographics



# PA Census Comparison

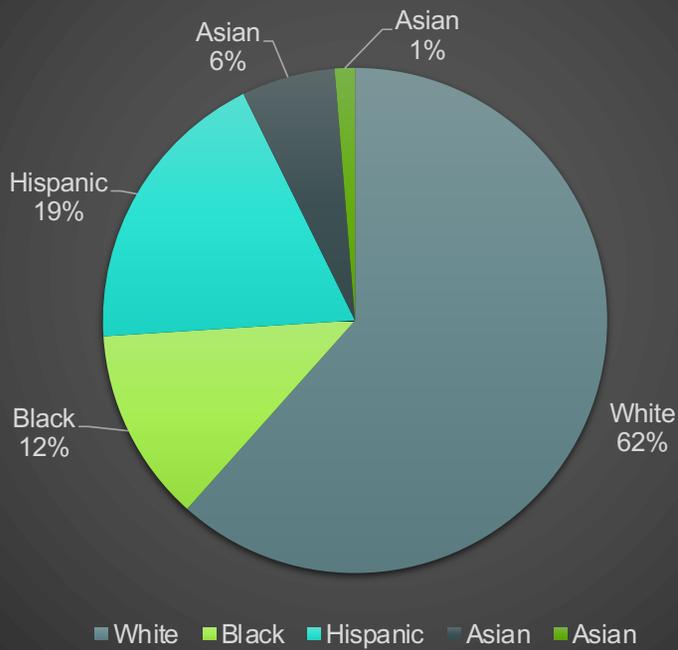


Diversity  
index:  
61.1%

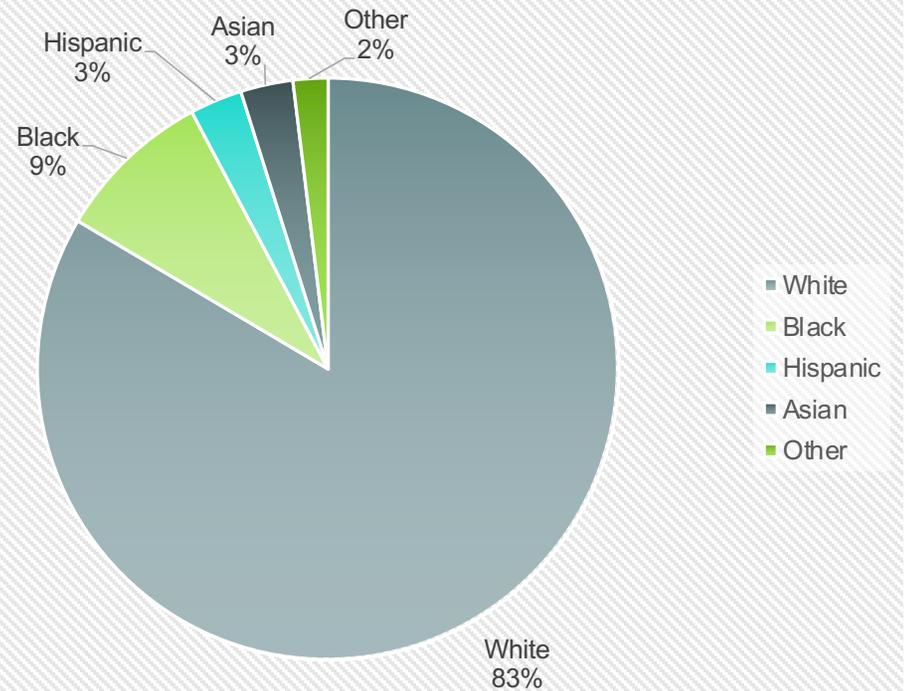


# Data comparison

## US Census Demographics



## PA Treatment Demographics



# Sports betting and the US Latino Community



61% either bet or were interested in betting on sports

19% bet at least once a week

15% bet at least once a month

18% that are not currently betting are interested in doing so in the future

49% looked upon sports betting favorably





# Gambling vs. Gaming

## DEFINITIONS AND INTERSECTIONALITY

### Gambling

Risking something you have, in hopes of gaining something you don't have, when the outcome is uncertain.

### Gaming

The behavior, action, or practice of engaging in video game playing that involves skills and/or luck in exchange for completion of a task to gain a virtual reward.

# Who is gaming?

## THE VIDEO GAME PLAYER COMMUNITY

The video game community is vast and diverse. Two thirds of Americans—people of all ages, races, genders and backgrounds—play video games. Video game players are about as likely to be female as male, and the majority of players are over 18.



There are **215.5 million** active video game players across all ages in the US. 🎮

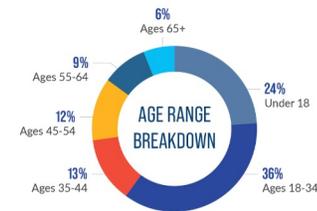
### VIDEO GAME PLAYERS ACROSS ALL AGES:



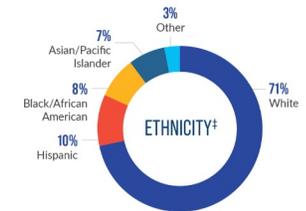
\* Throughout this report, "video game players" are those that play video games at least an hour a week.  
<sup>1</sup> Among respondents (18-4), 0.97% chose "other" or "prefer not to answer."



## THE VIDEO GAME PLAYER COMMUNITY



The average video game player is **33 years old**.  
Across all ages, **76%** of players are over 18.



**69%** of Americans have at least one video game player in their household



**31%** of players have children (under 18) in their household

Video game players are about as likely as non-players to participate in fitness/sports activities (34% for players vs. 37%) and outdoor recreation (24% for players vs. 23%).  
Video game players are significantly more likely to participate in creative hobbies than non-players (33% vs. 22%).



“I loved the graphics and the endless possibilities of worlds. The storytelling is always amazing, and I love the games where your choices affect the outcome—it’s like living a thousand lives in one life.”  
—a player on what got them into video games

<sup>†</sup> 13% chose not to answer.



# What are they playing?

## PLAYER HABITS AND PREFERENCES

### GAME PREFERENCES BY PLATFORM

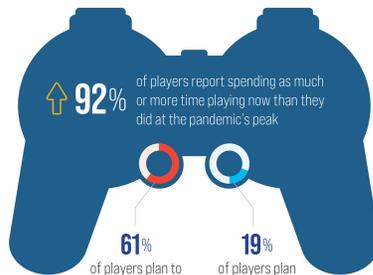
#### SMARTPHONE PLAYERS



#### GAME CONSOLE PLAYERS



#### PC PLAYERS



“They help me keep my mind sharp.”  
— a player on the benefits of video games



## THE VIDEO GAME MARKET AND PURCHASING HABITS

### TOP GAMES IN THE U.S. IN 2021<sup>§§</sup>

PC/Console  
(FULL-GAME SALES ONLY)  
BEST SELLERS

1	Call of Duty: Vanguard
2	Call of Duty: Black Ops: Cold War
3	Madden NFL 22
4	Pokemon: Brilliant Diamond/Shining Pearl <sup>†††</sup>
5	Battlefield 2042
6	Marvel's Spider-Man: Miles Morales
7	Mario Kart 8 <sup>†††</sup>
8	Resident Evil: Village
9	MLB: The Show 21 <sup>§§</sup>
10	Super Mario 3D World <sup>†††</sup>
11	Far Cry 6
12	FIFA 22
13	Minecraft
14	Animal Crossing: New Horizons <sup>†††</sup>
15	NBA 2K21 <sup>†††</sup>
16	Assassin's Creed: Valhalla
17	Super Smash Bros. Ultimate <sup>†††</sup>
18	Back 4 Blood
19	Mortal Kombat 11
20	Forza Horizon 5

Mobile  
TOP GROSSING<sup>\*\*\*</sup>



1	Candy Crush Saga
2	Roblox
3	Coin Master
4	Garena Free Fire
5	Pokemon GO
6	Genshin Impact
7	Homescapes
8	Lords Mobile: Tower Defense
9	Call of Duty: Mobile
10	Clash of Clans
11	Candy Crush Soda Saga
12	State of Survival
13	Bingo Blitz
14	PUBG Mobile
15	Gardenscapes
16	RAID: Shadow Legends
17	Project Makeover
18	Slotomania
19	Jackpot Party
20	Fishdom

TOTAL IN 2021:<sup>§§</sup>  
\$60.4 billion



TOTAL IN 2020:  
\$56.1 billion

TOTAL IN 2019:  
\$43.4 billion

<sup>§§</sup> Source: The NPD Group (Retail Tracking Service)/Digital Games  
<sup>\*\*\*</sup> Mobile data provided by Sensor Tower  
<sup>†††</sup> Digital sales not included  
<sup>††††</sup> Xbox digital sales not included



# Convergence of Gaming & Gambling

## It's in the Data

Top 3 mobile games all using gambling mechanics within their games

## Social casino games

Often social casino video games are marketed as adventure games or another genre

## It's all in the game

No regulations exist for video games/gaming regarding ratios of chance VS skill. And developers constantly vary their titles & genres to exploit this.



# What gaming & gambling can look like



# Intervention points: Gaming & Gambling Convergence

Free-to-play games (F2P)

Virtual currency/items

Loot boxes/microtransactions

Simulated casinos & social casinos

Esports betting and wagering: PVP or T2T

# Cultural considerations

- Languages = Variations
- Norms = Collectivistic culture
- Multigenerational homes = Traditions
- Acculturation = Dominant culture



# Gambling & Latino/a/x/e cultural factors to consider

Common social constructs that can impact gambling behavior include:

- Familismo
- Personalismo
- Simpatia
- Machismo & Marianismo

**IMPORTANT:** These generalizable constructs can vary from one community to another

Being aware of them can be helpful, yet ultimately those we work with will have individual familial structure and cultural identities that resonate most with them and their experiences



# Language matters: Terminology

## PERSON-SPECIFIC = PERSON-CENTERED

Latino (him/his pronouns)

Latina (she/her pronouns)

Latinx (gender neutral pronouns with grammatical influence from English language)

Latine (gender neutral pronouns with grammatical influence from Spanish language)



# Identity & identities intersect

## IDENTITY

YOUR IDENTITY IS  
WHAT IT MEANS TO BE  
"YOU"  
IN A SPECIFIC CONTEXT



PRACTICES



CATEGORIES



COMMITMENTS



# What is cultural humility?

- Cultural diversity and the rising emphasis on evidence-based practice sparked dialogues regarding cultural competence among mental health and other helping professionals
- Given the complexity of multiculturalism, it is beneficial to understand cultural competency as a process rather than an end product
- From this perspective, competency involves more than gaining factual knowledge — it also includes our ongoing attitudes toward both our clients and ourselves

“An ability to maintain an interpersonal stance that is other-oriented (or open to the other) in relation to aspects of cultural identity that are most important to the [person]”

Hook, Davis, Owen, Worthington and Utsey (2013)



# How to implement cultural humility into your work with others

Additional information and specialized trainings are available through NAADAC

<https://www.naadac.org/cultural-humility-resources>

[NAADAC Cultural Humility Webinar Series](#)



Reboot & Recover



Practice active listening strategies, giving undivided attention to the client during interactions

- Give your full attention to clients
- Avoid stigmatizing language
- Use active listening techniques: Repeat, paraphrase key points back to the client to ensure they were properly understood



Recognizing clients as both agents, and experts of their identity/identities

- Avoid telling clients what they need
  - Instead ask open-ended questions
- Focus on therapeutic relationship building
- Recognize client's strengths and validate their experiences



Ask Offer Ask

- Ask what they already know
- Ask if you can provide additional information
- Offer the information and ask what they think



All change is self-change

Reluctance to change is not resistance

Ambivalence, or holding two conflicting opinions about the same issue, is normal

# Additional practices for your work



## Reassuring others that you care

Use person first language and a person centered approach



## Words matter: Make yours count

Avoid using language that can be stigmatizing or pathologizes



## Supportive care with empathy

Consider using a trauma informed approach to engage in meaningful work



Reboot & Recover

# Thank You!

Questions? Let's connect!

EMAIL:

[STEPHANIE@REBOOTANDRECOVER.ORG](mailto:STEPHANIE@REBOOTANDRECOVER.ORG)

LINKEDIN

<HTTPS://WWW.LINKEDIN.COM/IN/STEPHANIELDIEZ/>