CAN PERSONALITY AND SOCIAL NORMS EXPLAIN GAMBLING BEHAVIOUR IN ADOLESCENTS?

Resumen:

Este trabajo pretende estudiar la relación entre las normas sociales y los rasgos de personalidad de la Escala de Perfil de Riesgo de Uso de Sustancias (SURPS; Robles-García et al., 2014) con la frecuencia de juego y el juego patológico en adolescentes, ya que tanto las normas sociales como diferentes rasgos de personalidad se han visto asociados al juego patológico, sin embargo, no hay estudios que examinen la relación de la SURPS con el juego patológico. La muestra de este estudio estaba compuesta por 178 participantes con una media de edad de 16.4 años (sd=.93), de los cuales un 64.6% eran hombres y un 35.4% mujeres. Los participantes informaron sobre la frecuencia con la que jugaban a juegos de azar y la gravedad del juego, mediante los cuestionarios Ludens (Chóliz, 2017) y NODS (Gerstein et al.,1999) respectivamente. Por una parte, dentro de las normas sociales distinguimos entre las descriptivas, que se refieren a la percepción que los participantes tienen sobre la prevalencia de juego en otros, y de aceptación, referidas a la percepción de la aceptación, por parte de otras personas, sobre las conductas de juego. También se pueden dividir entre las normas sociales que se refieren a los familiares o las que se refieren a los amigos. Por otra parte, la SURPS mide 4 facetas de personalidad (Desesperanza, Búsqueda de Sensaciones, Impulsividad y Sensibilidad a la Ansiedad) que se han visto asociadas a vulnerabilidad al uso de sustancias, así como adicciones comportamentales. Los principales resultados muestran que las normas sociales descriptivas referentes a los amigos son las que mejor predicen una mayor frecuencia de juego y juego patológico, así como la impulsividad y una baja sensibilidad a la ansiedad predicen una mayor frecuencia de juego, pero no de juego patológico.

Abstract:

The aim of this paper is to study the relationship between social norms and personality traits of the Substance Use Risk Profile Scale (SURPS; Robles-García et al., 2014) with the frequency of gambling and pathological gambling in adolescents, since both social norms and different personality traits have been associated with pathological gambling, however, there are no studies that examine the relationship of the SURPS with pathological gambling. The sample of this study was composed of 178 participants with a mean age of 16.4 years (sd=.93), of which 64.6% were men and 35.4% women. The frequency of gambling and the severity of gambling were reported by means of the Ludens (Chóliz, 2017) and NODS (Gerstein et al.,1999) questionnaires respectively. On the one hand, within the social norms we differentiate between descriptive norms which refer to the perception that the participants have about the prevalence of gambling in others, and injunctive norms, which refer to the perception of acceptance, by other people, about gambling behaviours. They can also be divided into social norms referring to family members or those referring to friends. On the other hand, the SURPS measures 4 personality traits (Hopelessness, Sensation Seeking, Impulsivity and Sensitivity to Anxiety) that have been associated with vulnerability to substance use, as well as behavioural addictions. The main results show that descriptive social norms regarding friends are the ones that best predict a higher frequency of gambling and pathological gambling, as well as impulsivity and low sensitivity to anxiety predict a higher frequency of gambling, but not pathological gambling.

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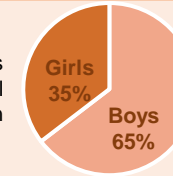TFG Psicología 2019-2020 (PS1048)

INTRODUCTION

Among the different psychological and social variables that can influence the gambling behaviour of young people are personality characteristics and the influence of the social context (i.e., family, friends...). Social norms have been described as predictors of gambling in many studies (i.e., Flack & Morris, 2017; Lee, 2013; León-Jariego et al., 2019). Thus, social norms theory defines two types of norms, descriptive and injunctive norms (Berkowitz, 2002), also we can differentiate between social norms referring to friends and family, as well as several studies have done. Therefore Neighbors et al. (2007) shows a relationship between social norms of friends and family with gambling behavior, however, Canale et al. (2016) and Meisel & Goodie (2014) in a sample of adolescents and undergraduates respectively, finds that descriptive norms, especially that referred to friends, predict gambling problems. Furthermore, some research has observed relationships between gambling behaviour and personality traits such as neuroticism, low conscientiousness (Brunborg et al., 2016), negative urgency, low premeditation, unconscientious and disagreeable disinhibition and negative affect (McLaren et al., 2011). Specifically, four personality factors have been identified that are related to vulnerability to substance use and behavioral addictions (hopelessness, sensation-seeking, impulsivity, and anxiety sensitivity) (Conrod et al., 2000), as a result, The Substance Use Risk Profile Scale (SURPS) allows to evaluate briefly, this specific personality traits (Woicik et al., 2009). However, there no studies that link SURPS and gambling, or pathological gambling.

- **Objective:** Investigate the relationship between social norms (friends and family) and personality traits of SURPS, to the frequency of gambling and pathological gambling in a sample of adolescents.

- **Hypotheses:**
  1. Boys will show a higher frequency of gambling, as well as higher levels of pathological gambling (Chóliz et al., 2019).
  2. The 4 traits of SURPS will be significantly related to frequency of gambling and pathological gambling (Conrod et al., 2000), specifically the trait of impulsivity (McLaren, 2011).
  3. Social norms will be significantly related to frequency of gambling and pathological gambling (Flack & Morris, 2015).
  4. Friends social norms will be related to gambling behaviour to a greater extent than family norms (Hardoon, Gupta, & Derevensky, 2004)

METHOD

Participants:
This study involved 178 students from IES Miralcamp, Vila-real (Castellón), aged 15-20 with an average of 16.4 (sd=.93)

Girls 35% / Boys 65%

Materials:
SURPS Spanish-Mexican version (Robles-García et al., 2014).
Social norms were assessed using a 12-item Likert scale that evaluates descriptive and injunctive norms.
Ludens (Chóliz, 2017) evaluate gambling frequency of online and offline gambling.
NODS (Gerstein et al., 1999) evaluate pathological gambling considering the main clinical criteria of gambling addiction of DSM-IV.

Procedure:
These tests were administered online through the Qualtrics platform at an institute attended by members of the research team. The students completed the survey in the computer classrooms, via tablets or, in some cases by their mobile phones.

Statistical analyses:
- Descriptive analyses
- T-test to compare the different variables between sexes and the Cohen's d (Cohen, 1992).
- Reliability analysis of the scales used
- Bivariate correlations between the different variables
- Regression analysis

RESULTS

	Whole sample			Females		Males			
	Mean	SD	Alpha	Mean	SD	Mean	SD	t	d
HOPE	1.74	.43	.751	1.77	.47	1.72	.41	.70	.11
IMP	2.47	.58	.668	2.51	.62	2.44	.56	.77	.12
SS	2.73	.54	.578	2.68	.63	2.76	.49	-.87	.12
AS	2.38	.57	.62	2.57	.59	2.28	.53	3.31***	.51
SN Total	28.17	8.13	.712	25.17	8.45	29.81	7.49	-3.77***	.58
D Fam	6.82	2.70	.586	6.71	2.77	6.88	2.68	-.39	.06
D Fri	9.29	4.37	.782	7.84	3.92	10.09	4.42	-3.37***	.54
I Fam	5.16	2.44	.256	4.67	2.36	5.43	2.45	-2.05*	.32
I Fri	6.89	2.40	.003	5.95	2.61	7.41	2.13	-4.03***	.61
Online G	.25	.42	-	.08	.20	.34	.48	-3.99***	.68
Offline G	.28	.32	-	.15	.19	.34	.36	-3.99***	.68
Total G	.26	.34	-	.12	.17	.34	.39	-4.34***	.75
PG	.95	1.71	.759	.33	.66	1.24	1.96	-2.79**	.62

	D Fri	I Fam	I Fri	SN Total	Offline G	Online G	Total G	PG
D Fam	.23**	.36***	.11	.59***	.04	-.08	-.03	-.12
D Fri	-	.08	.53***	.79***	.36***	.39***	.41***	.33***
I Fam		-	31***	.55***	.07	.07	.08	-.03
I Fri			-	.71***	.20**	.23**	.23**	.08
SN Total				-	.29***	.27***	.30***	.16

	IMP	SS	AS	Offline G	Online G	Total G	PG
HOPE	.06	-.19**	-.18*	-.08	.05	-.002	.14
IMP	-	.44***	.14	.12	.10	.13	.13
SS		-	.16*	.01	.06	.04	-.02
AS			-	-.21**	-.16*	-.19**	-.06
PG				.51***	.56***	.59***	-

	Offline G		Online G		Total G		PG	
	B	ΔR2	β	ΔR2	β	ΔR2	β	ΔR2
Step 1		.09***		.09***		.10***		.07*
Sex	.27***		.27***		.29***		.22*	
Age	.07		.09		.09		.10	
Step2		.06*		.03		.04		.06
HOPE	-.13		.04		-.04		.17	
IMP	.20*		.11		.16*		.19	
SS	-.09		.01		-.04		-.09	
AS	-.19*		-.11		-.16*		.00	
Step3		.07**		.13***		.11***		.13**
D-Fam	-.06		-.21**		-.15*		-.21*	
D-Fri	.32***		.40***		.40***		.43***	
I-Fam	.05		.10		.09		.03	
I-Fri	-.08		-.06		-.07		-.23*	

DISCUSSION

As in previous studies, the results showed that boys show a higher frequency of gambling, as well as higher levels of pathological gambling than girls (Chóliz et al., 2019). When studying the relationship between the personality facets of SURPS and Gambling, anxiety sensitivity is related to online and particularly offline gambling, so the lower anxiety sensitivity predicts higher frequency of gambling, it could be due to worse anticipation of negative consequences. In the same way of the metanalysis of McLaren (2011) the impulsivity predicts higher frequency of offline gambling, that may due to emotional lability. On the other hand, social norms are related to gambling and pathological gambling, in line with the study of Meisel & Goodie (2014) descriptive norms shown a greater signification than injunctive norms, above all, the norms referred to friends have a greater influence on the frequency of gambling and pathological gambling. These results can be read as in adolescence the variable that most influences in gambling behaviour is the gambling behaviour of friends, even more than psychological variables such as personality, which seem to be more important at other stages of life.

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