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REPORT
on
A study of Macao People's Participation
in Gambling Activities 2013

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Executive Summary

This research, *a study of Macao People's Participation in Gambling Activities 2013*, was commissioned by Macao Social Welfare Bureau and was conducted by The Institute for the Study of Commercial Gaming, University of Macao. It aims at studying the gambling participation and pathological gambling in Macao. By comparing the findings of this research with the previous studies of 2010 and 2007, our research team would like to present the referential scientific data to the Social Welfare Bureau for their future plan on the prevention and treatment of problem gambling.

In this survey, a computerized random-digit dialing method was adopted to conduct 2,158 telephone interviews (15- 64 years old Macao Resident). The findings were summarized as below:

- The data indicated that Macao residents' gambling participation rate in 2013 was 49.5%, which was lower than the results of 2010 (55.9%) and 2007 (59.2%).
- The findings of this research were same with the previous studies. People who were male, married, between 35-44 years old, employed, and higher income earners were more likely to participate in gambling activities.
- We compared the gambling participation rate between two youth groups. One was between 15-21 years old and the other one was between 22-29 years old, and found that the rate of latter group (48.5%) was 1.8 times as high as the former group (27.0%).
- Based on the 2,029 samples excluded the refusal cases, we found that both the monthly median gambling spent and monthly average gambling spent had decreased as compared with the previous studies. The monthly median gambling spent had decreased from MOP10 in 2010 to zero in 2013, and the monthly average gambling spent had decreased from MOP755 in 2010 to MOP505 in 2013.
- Except for the fact that "social gambling" was perceived as a kind of entertainment, it was generally recognized by the respondents that "the desire for winning money" was the main reason for people to take part in the gambling activities, namely, its nature was "gambling" rather than "entertainment". In this survey, a majority (over 50% Macao residents) regarded "Mark Six lottery", "Macao Casino" and "Horse racing" as a form of "gambling".
- Comparing with the survey of 2010, the participation rate of all the gambling activities addressed in this survey had decreased in different extent. Besides, the data indicated that "Mark Six lottery" (33.1%), "Social Gambling" (21.7%), "Macao Casino" (11.9%), "Slot Machine" (7.2%) and "Soccer/Basketball Marches Betting" (4.5%) were still the five most popular forms of gambling activities.
- Among the 2,158 interviewees, only 898 of them (41.6%) had participated in "business gambling" activities in 2013. The findings showed that the participation rate of business gambling had decreased from 47.7% in 2010 and 48.9% in 2007 to 41.6% in 2013.
- The findings of this research showed that the average monthly gambling spent of "Macao Casino" was the highest (MOP238) among the top-five gambling activities mentioned above, and that was 8 times higher than the lowest option "Mark Six lottery" (MOP29).

Besides, the average monthly gambling consumptions of “Soccer/ Basketball Marches Betting”, “Social Gambling” and “Slot Machine” were MOP200, MOP100 and MOP100 respectively. In conclusion, the gambling spent in 2013 was much lower than that of 2010.

- The survey found that there were some kinds of relations between the personal background characteristics and participation in gambling activities. First, people who were “employed”, “married”, “higher income earners” were more likely to participate in the “Mark Six lottery” activities. Second, people who were “male”, “born in Macao”, “employed” and “monthly earned between MOP35,000-50,000” were more likely to take part in “social gambling”. Third, people who were “male”, “elders”, “married”, “low levels of education”, “the group of technician” and “immigrants” were more likely to participate in “Macao Casino” activities. Fourth, people who were “married”, “between 55-64 years old” and “unemployed” were more likely to participate in the “slot machine” activities. Last, people who were “male”, “employed” and “shift workers” were more likely to participate in the “soccer/basketball marches betting”.
- The survey indicated that 1.9% of 2,158 respondents could be classified as probable problem gamblers and 0.9% of 2,158 respondents could be classified as probable pathological gamblers. The data showed that the problem gambling prevalence rate had decreased from 2.8% in 2010 to 1.9% in 2013, and the pathological gambling prevalence rate had decreased from 2.8% in 2010 to 0.9% in 2013.
- The findings of this research were consistent with previous studies: “Casino gambling” was still the most frequent participated gambling activity for the probable pathological gamblers in 2013.
- Comparing with the survey of 2007, we found that the community awareness of “Resilience Centre” or “government gambling rehabilitation service” increased in 2013. To be exact, the awareness of “Resilience Centre” had increased from 2.5% in 2007 to 7.8% in 2013. “Government gambling rehabilitation service” had increased from 25.5% in 2007 to 31.9% in 2013. The data reflected that the promotions were gradually taking effect.
- Logistic Regression test indicated that the respondents who had participated in “soccer/basketball marches betting” in the past twelve months tend to be more vulnerable to become problem and pathological gamblers. The odds were 2.9 times higher than the non-participants. Besides, the respondents who had participated in “casino gambling” were also more vulnerable to become problem and pathological gamblers. The odds were 8.6 times higher than the non-participants.

Conclusion

This research, *a study of Macao People's Participation in Gambling Activities 2013*, was commissioned by Macao Social Welfare Bureau and was conducted by The Institute for the Study of Commercial Gaming, University of Macao. By using the computerized random-digit dialing method, our research team successfully conducted 2,158 telephone interviews (15- 64 years old Macao Residents).

The results indicated that the Macao people's gambling participation rate had gradually decreased from 67.9% in 2003 to 49.5% in 2013. Besides, both the median and mean of the gambling consumption fell markedly as compared with the previous studies. The findings reflected that both Macao residents' gambling expenditure and participation simultaneously reduced in 2013.

In addition, the problem and pathological gambling prevalence rate fell over time. The problem gambling prevalence rate had decreased from 2.8% in 2010 to 1.9% in 2013 and the problem gambling prevalence rate had decreased from 2.8% in 2010 to 0.9% in 2013. The prevalence rate of Macao was no longer the top in the Asia.

In fact, the relevant research conducted by Macao Polytechnic Institute in 2012 had discovered that the problem/ pathological gambling prevalence rate had decreased. In this research, the findings were reinforced. Our research team believed that the trend of falling probably was the result of the aggressive promotion of "responsible gambling policy" and "responsible gambling knowledge" in the past few years. Moreover, the community awareness of "Resilience Centre" or "official gambling rehabilitation service" had significantly increased. This reflected that more Macao residents knew how to seek help and to prevent themselves from becoming problem/ pathological gamblers.

All in all, problem/ pathological gambling behaviors still have significant impacts on Macao society and they need more concern and discussion, although the rates seem to be declining. In this research, we found that the "soccer/basketball matches betting" participants and "casino gambling" participants tend to be more vulnerable to become a problem/ pathological gamblers. Since these two forms of gambling activities were relatively convenient to Macao residents, our research team believed that the messages of responsible gambling might still need to be promoted persistently and vigorously in future in order to minimize the negative impact caused by gaming industry.