



澳門特別行政區政府
Governo da Região Administrativa Especial de Macau

社會工作局
Instituto de Acção Social

Central Registry System of Individuals with Gambling Disorder

2015 Annual Report

Summary

Central Registry System of Individuals with Gambling Disorder

2015 Annual Report

Summary

Since the gaming monopoly of Macao ended, its gross gaming revenue has undergone notable growth. The total gross gaming revenue of Macao jumped from MOP 29,000,000,000 in 2003 to MOP 230,000,000,000 in 2015, while the number of casinos went up from 11 to 36. Yet, gambling addiction is a possible by-product brought in by the thriving gaming industry. In 2011, the Social Welfare Bureau (IAS) had established the “Central Registry System of Problem Gamblers”. Following the publication of the 5th edition of "Diagnostic and Statistical Manual of Mental Disorders" (DSM-5) of the American Psychiatric Association, in which the name of Pathological Gambling has been revised to gambling disorder, therefore, the system has been renamed as “Central Registry System of Individuals with Gambling Disorder” since 2015. It aims to gather statistical information of help-seekers, and tries to understand their gambling situation and characteristics. The collected data serves as resources for mapping up different social services. So far, IAS and 16 local social service facilities are the participants of the “Central Registry System of Individuals with Gambling Disorder”, which gathers data via the electronic networks. As to protect privacy, the data collection is performed in a way that the person in concern is unidentifiable. The summary of data collected from 1 January to 31 December 2015 is listed as below:

- Total registration: 147
- Over 70% of the help-seekers are male.
- Among the help-seekers, the majority of them fall within the age range of “30-39”. The youngest of all is aged 16 while the oldest is 82 years old. The average age is 40.69.
- Over 80% of the help-seekers are holders of Macao SAR Resident Card.
- About 60% of the help-seekers are married.
- Over 50% of the help-seekers are with educational attainment at secondary level.
- Within help-seekers who stated they are employed, about 20% of them works as “dealer/croupier”.

- About 50% of the help-seekers have to work on shifts.
- Over 60% of the help-seekers have an average monthly income of MOP 14,000 above.
- Over 40% of the help-seekers stated they have been gambling for no longer than 5 years.
- About 60% of the help-seekers stated their family members are not habituated in gambling.
- Among various types of casino games, most of the help-seekers played “Baccarat”, seconded by “Slot Machines” and “Sic-bo/Big and Small”.
- The majority stated the main reason behind gambling is to “resolve financial difficulties”.
- About 40% of the help-seekers stated they are not sure how much they spent monthly in gambling. About 30% of the help-seekers stated they spent monthly “MOP10,000 to no more than MOP50,000” in gambling.
- Over 20% of the help-seekers stated they are not in debt.
- Among those who are in debt, over 60% of them stated their debts amounted to MOP100,000 or more.
- In regard to assessment tools, over 60% of the help-seekers refers to the DSM-5, and over 30% are applied to other assessment tools.
- For cases where it is applied the DSM-5, over 40% of the help-seekers to which they refer are affected by the disorder severe degree of gambling addiction, about 40% are carriers of said moderate disorder, over 10% are affected in a slight way, and the remaining are at risk of addiction.