

## **Central Registry System of Individuals with Gambling Disorder Annual Report Summary 2017**

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 83,800,000,000 in 2007 to MOP 266,600,000,000 in 2017, while the number of casino went up from 28 to 40. 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 5<sup>th</sup> 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 21 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 2017 is listed as below:

- Total registration: 157
- Over 60% of the help-seekers are male.
- Among the help-seekers, the majority of them fall within the age range of “40-49”. The youngest of all is aged 20 while the oldest is 73 years old. The average age is 44.2.
- Over 80% of the help-seekers are holders of Macao SAR Resident Card.
- Over 50% of the help-seekers are married.

- Over 50% of the help-seekers are with educational attainment at secondary level.
- Over 10% of the help-seekers stated they are unemployed.
- Within help-seekers who stated they are employed, over 10% of them works as “dealer/croupier”.
- About 30% of the help-seekers have to work on shifts.
- About 30% of the help-seekers have an average monthly income of MOP 17,500 above.
- About 50% of the help-seekers stated they have been gambling for 10 years or above.
- Over 50% 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”, “Sports Lottery” and “Sic-bo/Big and Small”.
- The majority stated the main reason behind gambling is to “resolve financial difficulties”.
- About 50% of the help-seekers stated they are not sure how much they spent monthly in gambling.
- About 30% of the help-seekers stated they are not in debt.
- Among those who are in debt, about 30% of them stated their debts amounted to MOP250,000 or more.
- In regard to assessment tools, over 70% of the help-seekers refers to the DSM-5.
- For cases where it is applied the DSM-5, over 40% of the help-seekers to which they refer are affected by the disorder moderate degree of gambling addiction, over 30% are carriers of said severe disorder.