

Patterns of lottery play among loyalty program participants: Associations with problem gambling

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Background

- **Longstanding interest in behavioral health risk detection**
 - The SBIRT Project (2014-2017)
 - Consumer Credit Counseling Study
- **New ICRG grant on lottery gambling (2022)**
- **Mentor Connection** (Renee C. Williams)
- **Timetable**
 - Grant submission (Summer 2022)
 - Grant Award (Winter 2022)
 - Project Start (February 2023)
 - Data Collection (May 2023)
 - Analysis and Dissemination (2023-2025)

Articles from this Study



Main Findings

- 14% Problem Gamblers
- RF Analysis “Okay”
- Detected 91% of non-PGs
- Detected 50% of PGs
- Demographics & other gambling important



Main Findings

- Overall Motives = ↑Risk
- Coping Motives = ↑Risk
- Social Motives = ↓Risk
- Multiple sociodemographic risks: age, gender, race, income, marital status

The Current Study

- **Previous machine learning study**
 - Included non-lottery features (e.g., casino)
 - Supervised learning approach (Random Forests)
- **Move to unsupervised learning**
 - Identify subpopulations (or classes) of ticket upload patterns (“person-centered” approach)
 - Test whether being a given class of ticket upload pattern was associated with enhanced PG risk

Lottery gambling and PG Risk

- Gambling disorders -> harm to individuals, families & communities.¹
- Lottery = most popular form of gambling.^{2, 3, 4}
- Harm r/t lottery may be from overall gambling.^{3,5}
- Lottery loyalty prog's ↑ problem gamblers.^{6, 7}
- Person-centered analyses have been used to classify based on gambling patterns,^{8,9,10,11} but not in a sample of lottery loyalty participants

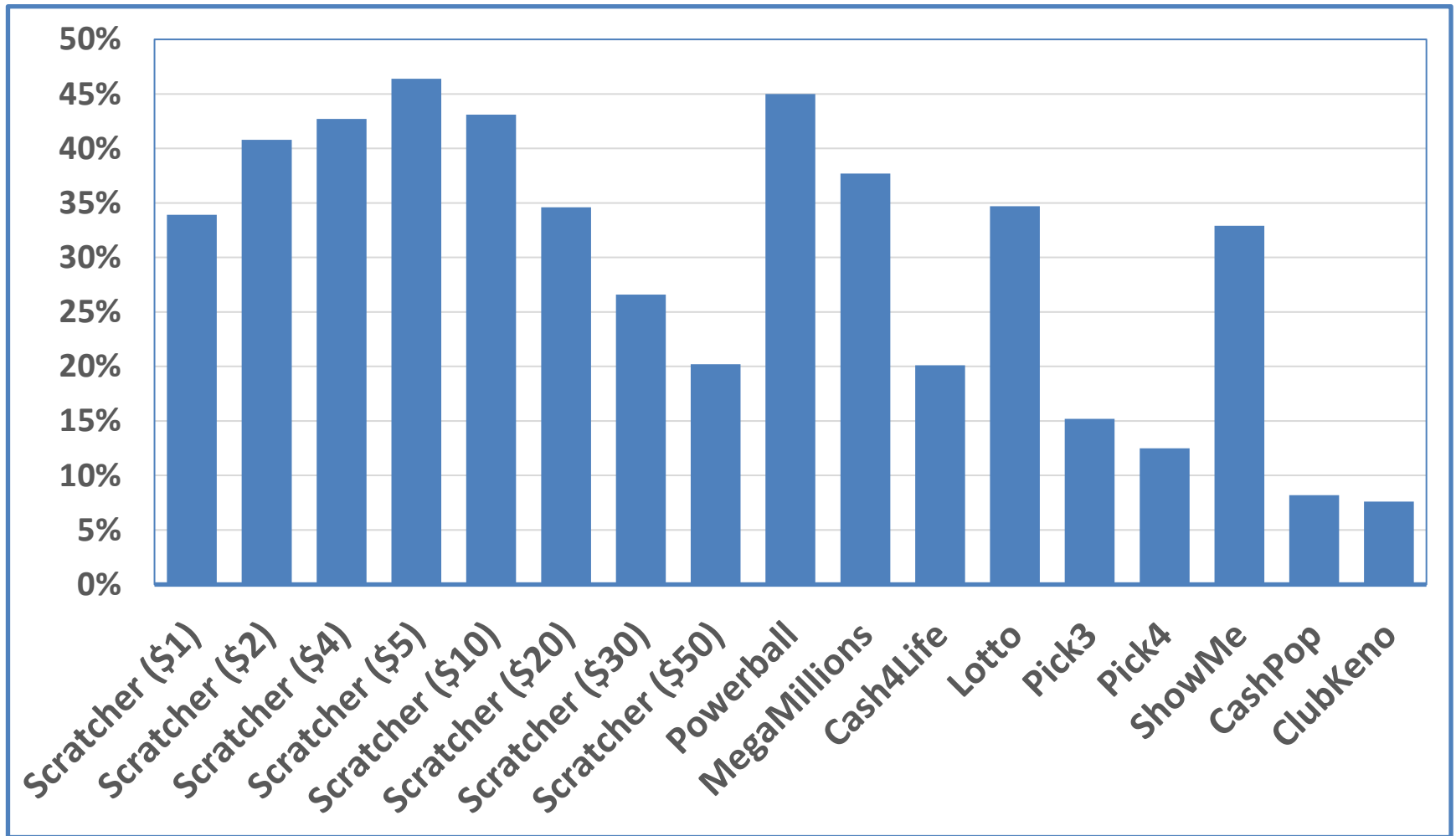
Sample: Ticket and Surveys

- 136,260 survey invitations and a total of 6,847 lottery players responded (5%).
- Data on survey responses was merged with data on lottery ticket uploads
- The sample was limited to cases where individuals were loyalty members for at least 30 days ($n=3,695$).

Sample Characteristics

- 14% PGSI (5+), higher than epidemiologic estimates.¹²
- Mean coping score 5.67 (SD=5.7; range 4-16).
- mean age 54.5 years old (SD=12.4).
- Men 40% of the sample.
- 11.7% African American & 1.3% as Latinx.
- Education: 34.2% high school degree or less; 36.7% some college education; 22.4% college degree & 6.7% advanced degree.

Percentage by Ticket Type



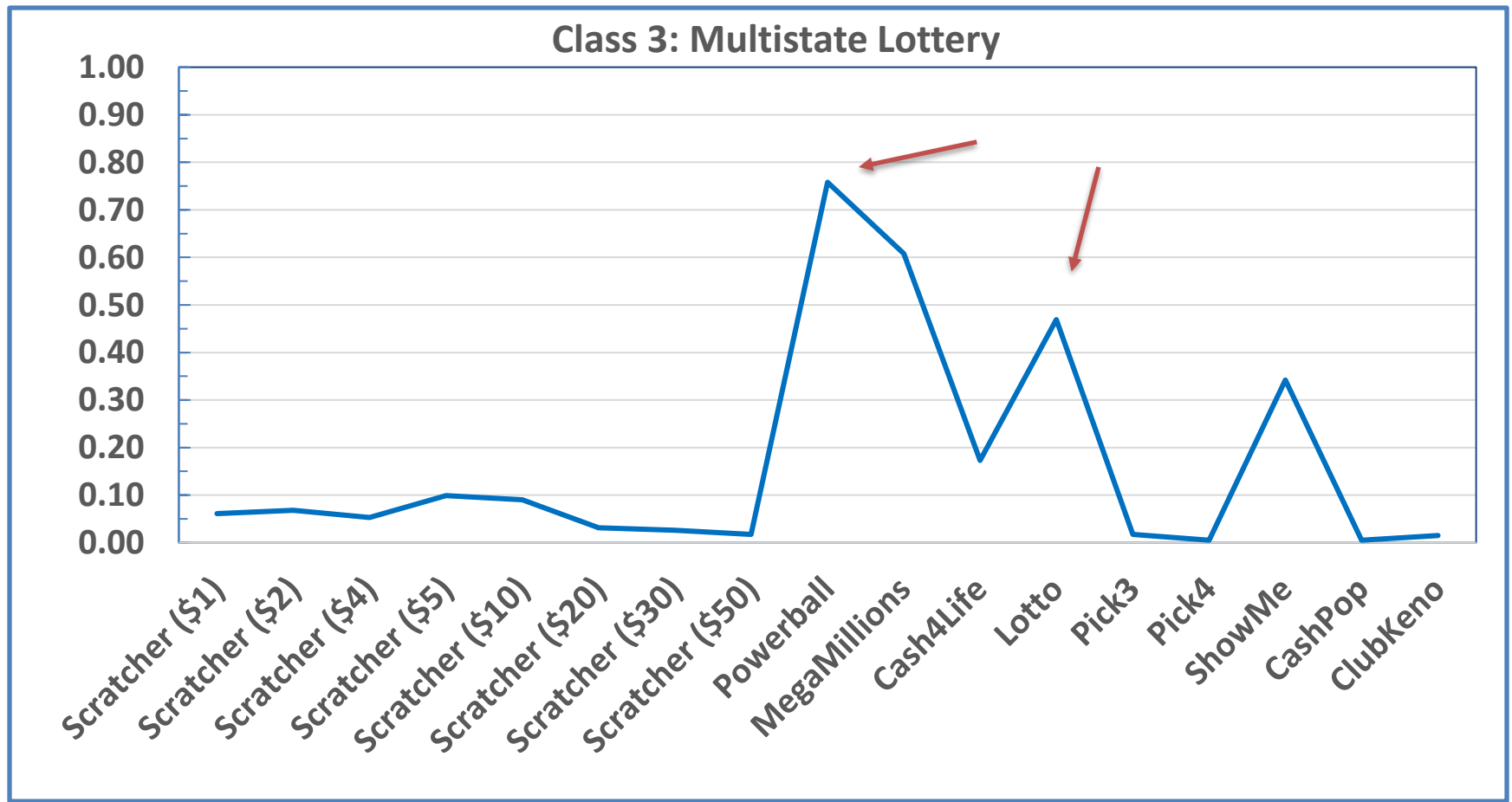
Latent Class Analysis¹³

- **Classification Model**
 - Series of nested models, 1-class, 2-class...
 - Compare models using AIC, BIC, entropy, etc.
 - Key ideas:
 - Classification based on binary 0/1 items
 - Not deterministic, but probabilities for each class
- **Prediction model**
 - Dependent variable – Latent class
 - Independent variables – PGSI(5+), Age, Male gender, Black race, Latino Ethnicity, Education, Unemployed, Coping Gambling

Eight Class Model

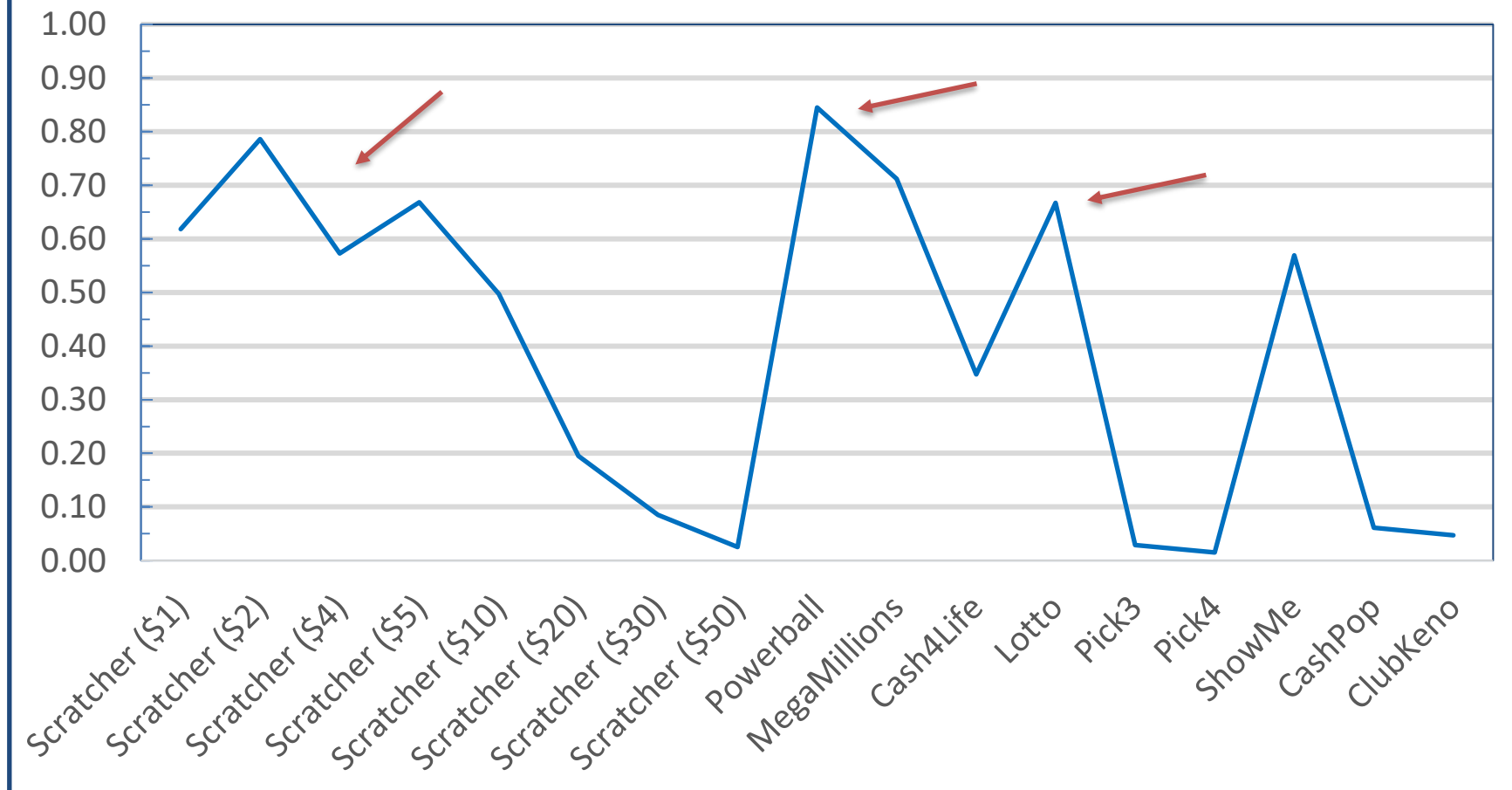
- **Class 1:** High Volume (11%)
- **Class 2:** High value Instant Win (7%)
- **Class 3:** Multistate Lottery (22%)
- **Class 4:** Daily Draws (4%)
- **Class 5:** High Instant Win (9%)
- **Class 6:** Low Value Instant and Interstate Lottery (8%)
- **Class 7:** Low Price Instant Win (26%)
- **Class 8:** Low Participation Instant win (13%)

Lowest Risk Class (ref.)

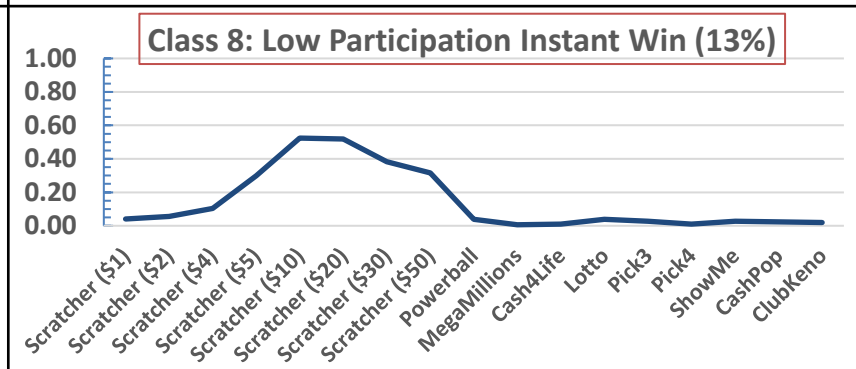
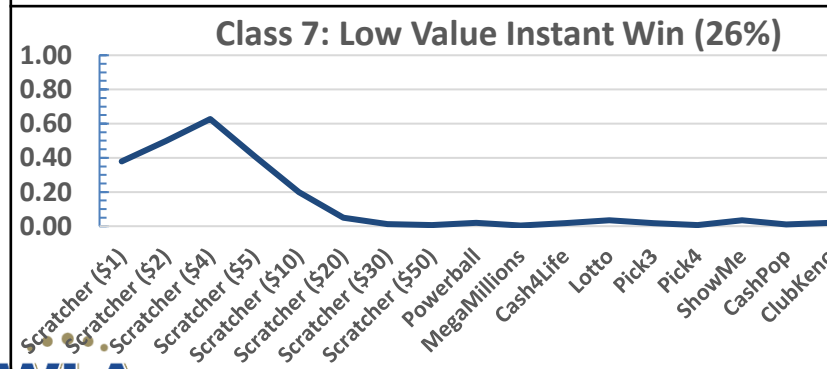
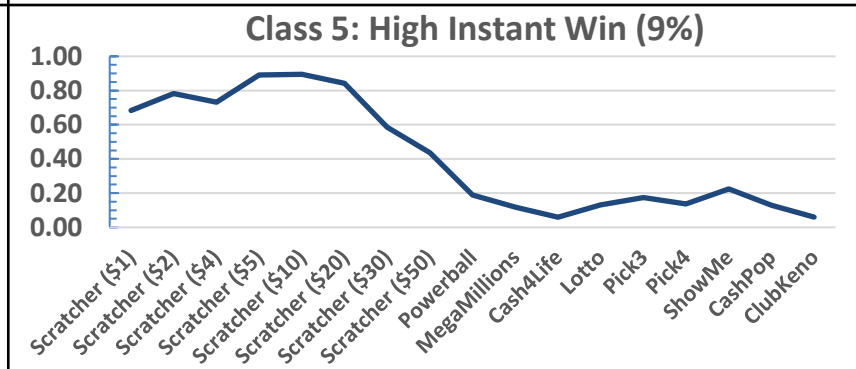
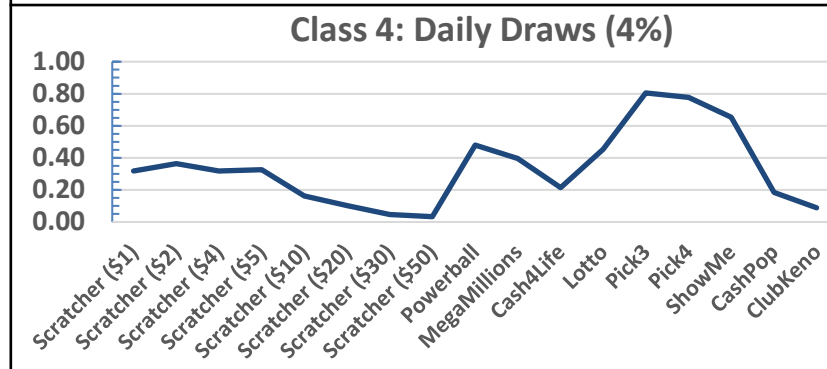
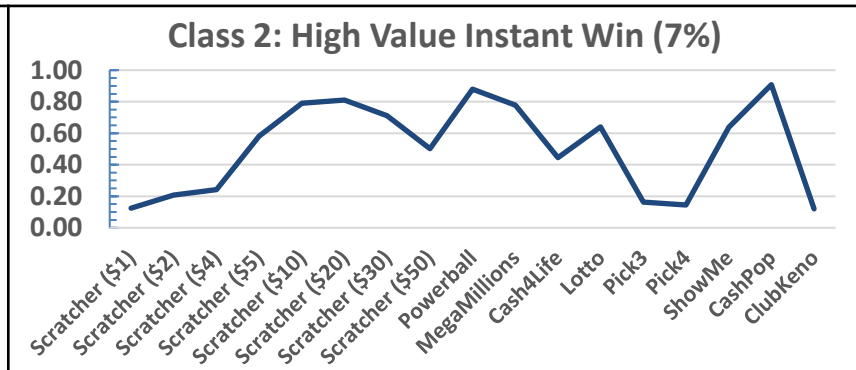
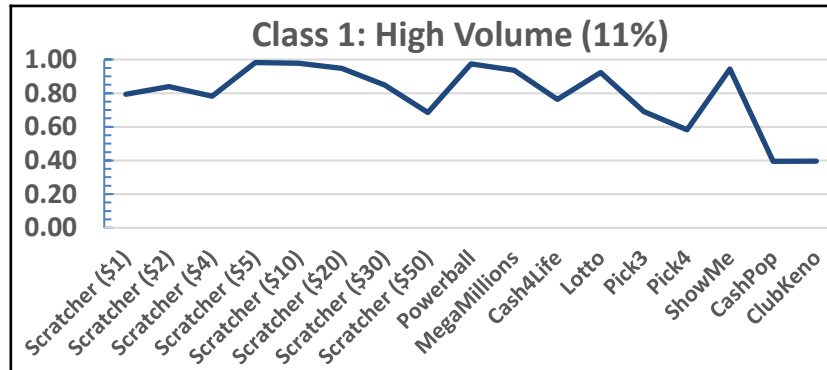


Low Risk: Class 6

Class 6: Low Value Instant Win & Multistate Lottery



High Risk Classes



Correlates of Latent Class

Reference class (C3: Multistate 22%)	C1: High Volume (11%)	C2: High value instant win (7%)	C4: Daily Draws (4%)	C5: High Scratchers (9%)	C6: Low Value Instant & Multi- state (8%)	C7: Low Price Instant Win (26%)	C8: Low Part Instant win (13%)
PGSI	6.58***	5.88***	9.05***	9.14***	1.72	5.67***	8.42***
Age (in years)	1.02	1.01	1.00	0.98**	1.01	0.95***	0.99
Male gender	0.83	1.39	0.94	0.69*	0.41***	0.36***	0.84
AA/Black race	1.71*	0.870	10.49***	1.43	0.92	0.92	1.089
Latino Ethnicity	0.28	1.06	0.61	0.66	0.99	0.68	1.10
Education Level	0.64***	0.80*	0.60***	0.62***	0.842	0.59***	0.79**
Unemployed	1.89	2.11	1.91	1.73	1.10	2.64	0.97
Coping Gambling	1.16***	1.11*	1.11*	1.14***	1.12*	1.14***	1.11**

Main Findings

- **Patterns of uploads that are lower risk?**
 - Multistate lotteries
 - Instant win tickets with lower face values
- **Multiple high-risk patterns involving...**
 - Higher value instant win tickets
 - Daily Draw tickets
- **Consistent sociodemographic correlates**
 - Education, Coping gambling, Gender
 - Class 5: Racial disparities & risk re: daily draws

Limitations

- **Low response rate**
 - PGSI is a reliable measure
 - But survey response is an issue
- **Limits of LCA**
 - Are the classes just outliers?
 - Nominal fallacy
- **Purchases not uploaded?**
 - Some players may be at high risk but don't upload tickets
- **Unexplored: Role of other gambling**

What it might mean

- **Some tickets may be more attractive to at-risk gamblers**
 - Scratch tickets^{14, 15, 16, 17, 18}
 - Higher payout
 - Lower cost
- **Draw tickets & African American purchasers**
 - May confer greater risk
 - Cultural history of numbers playing?¹⁹

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