



L1 - Online gambling and addiction

Dilemma 1

Jamie's family doesn't have much money. She often wishes that she had the kind of things that her friends have, such as designer clothes and the latest phone. When she's out at the newsagents, Jamie sees a story on a newspaper front cover about a man who won the lottery. She has £20 birthday money and sees the lottery kiosk.

Issues to consider 1

The influence of peer pressure (Jamie wants what her friends have) and the media (the front page story in the newspaper provides some evidence); The possible impulsive temptation to gamble, £20 sounds a lot for her to spend gambling given her family's situation.

Dilemma 2

David is looking at Instagram at home one night and sees an advert on his feed advertising a new sports betting site which is giving away free bets. To play, he needs to enter a credit card number. He takes his brother's card, justifying his decision as he is doing no harm because he only intends to use the free bets and not pay for anything on the card. David places free bets for that evening's football match and the buzz he gets is amazing. During the game he thinks of ways to spend his winnings if things go his way. At one point he is out of free play bets but is very close to the jackpot. He is tempted to pay to carry on playing.

Issues to consider 2

The influence of the media (the social media adverts encourage the behaviour). The techniques used to get people interested in gambling and maintain that interest. The belief that people can make money gambling. The draw of gambling sites. The possible temptation to gamble using others' money.

Dilemma 3

Ryan and his friends spend a lot of time gaming online. They have become very successful in various strategy and war games and have discussed whether they should now use these skills to make some money from online gambling. Ryan and his friends are all good at maths, understand odds and card games and think they can make lots of money playing online poker. It's Saturday afternoon and Ryan and his friends start taking steps to make it happen. He has saved up £80 to go and see a favourite band he likes later in the summer.

Issues to consider 3

The influence of peer pressure (Ryan and his friends may encourage each other – 'groupthink'). The media (the likelihood that online gaming has brought them into contact with online gambling) and types of thinking (knowing the odds doesn't mean a person can beat them) Different types of gambling and the element of skill v chance (poker has elements of skill unlike a lottery or roulette which is largely about chance). How much does he want to see the band in the summer and the implications if he doesn't go.