



主辦單位

防範青少年 沉迷賭博 問卷調查 2022 研究報告

*The Research on the
Participation of Teenagers
in Gambling 2022
Research Report*



贊助單位

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The Research on the Participation of Teenagers in Gambling 2022 Research Report

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1. 問卷調查背景

這次問卷調查是透過鮑思高青年服務網絡「自由Teen地」和「澳門社會工作局」資助舉辦的「預防青少年沉迷賭博專題服務計劃2022」內進行。參與這個計劃的團體會安排學生或會員參加預防沉迷賭博主題的訓練營。內容除了讓青年人認識沉迷賭博的原因和禍害，還會介紹朋輩間拒絕賭博的技巧，務求讓受訪者的“對抗沉迷賭博”能力能有所提升。營會中會利用問卷讓受訪者作出自我評估，以了解他們對賭博的認知，並讓他們思考賭博是否對自己和家人構成影響。

2. 調查方法和日期

這次調查在2022年1月至12月期間進行，合共舉行37次營會，成功回收問卷1,055份。

整份問卷分為三個主要部份：第一部分是訪問同學及其家長的賭博情況，第二部分主要問到同學的家庭經濟狀況和跟家人相處的感受。最後一部分是有關同學是否出現賭博問題的分析，此部分共有九個題目，題目源自DSM-V和DSM-IV-MR-J。每個題目中若干選項會以△標示，受訪者的評分會按所答題目的△數目多寡分為三個不同層次。

受訪者會以不記名方式填寫問卷，並接受賭博問題評估(DSM-V)。受訪者會記下自己在評估中的分數，待交回問卷後，機構會公佈評分準則和所得分數的界定，讓受訪者能了解自己的狀況。

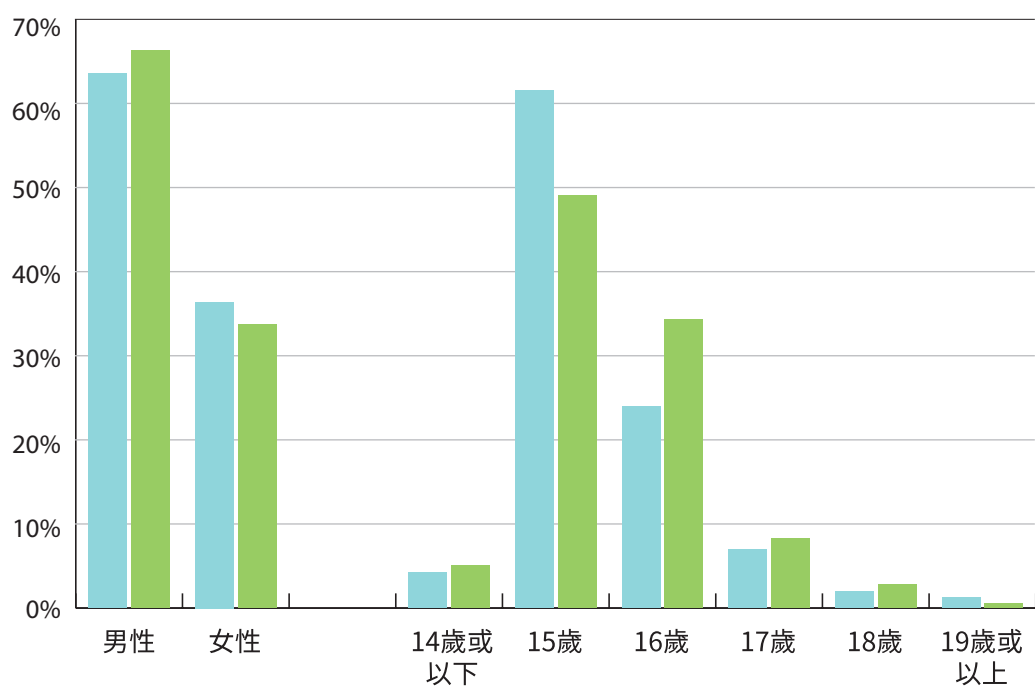
3. 回應者性別及年齡

在這次收回的1055份問卷中，共有656名男性和334名女性¹，分別佔回應者66.3%和33.7%。營會的受訪者主要來自不同學校，年齡介乎14至19歲之間，當中最多為15歲(佔49.1%)、其次是16-17歲(共佔42.5%)，18-19歲共有3.3%，比例跟去年相若(參考下圖)。

¹ 65位受訪者沒標示性別。

受訪者背景

	2021		2022	
	人數	百分比	人數	百分比
男性	444	63.6%	656	66.3%
女性	254	36.4%	334	33.7%
14 歲或以下	31	4.2%	54	5.1%
15 歲	457	61.5%	516	49.1%
16 歲	178	24.0%	360	34.2%
17 歲	52	7.0%	87	8.3%
18 歲	15	2.0%	29	2.8%
19 歲或以上	10	1.3%	5	0.5%
	743	100.0%	1051 ²	100.0%



² 4位受訪者沒有回答本題。

4. 青少年賭博失調問卷調查資料分析

這部分我們會以DSM V和IV的問卷，來分析青少年的賭博問題。問卷內共有九條題目，詳情如下：

在過去一年裡，你是否...

- 1 腦海裡經常充滿關於賭博的事情(例如：持續重溫過往的賭博經驗、預測賭博結果或計劃下一次賭博、構思尋找賭本的方法)。
○沒有 □1-2次 △有時 △經常
- 2 需增加金錢來下注，才可以達到所渴望的刺激。
△是 ○不是
- 3 曾多次控制、減少或停止賭博但都未能成功。
△是 ○不是
- 4 當嘗試減少或停止賭博時會感到坐立不安或煩躁。
○沒有 □1-2次 △有時 △經常 ☆沒有嘗試減少
- 5 經常於不愉快時(如無助、內疚、焦慮、抑鬱)，便會賭博。
○沒有 □1-2次 △有時 △經常
- 6 當賭輸錢後，常於另一日折返再賭，期望追回輸掉的錢。
○沒有 □少於一半時間 △多於一半時間 △每次
- 7 你有沒有因為賭而對你家人、朋友等說謊。
○沒有 △1-2次 △有時 △經常
- 8 你有沒有因為賭博而在未得家人/別人同意下用去這些金錢：
膳食費及活動費/家中的錢/家中以外的錢
○沒有 △1-2次 △有時 △經常
- 9 賭博已對你重要的關係和學習造成影響。
○沒有 △1-2次 △有時 △經常

答案中每一個△是一分，可分為三個不同程度的影響：

- 0分 ：表示賭博行為暫時未對學業、家庭和人際關係造成影響。
1-3分 ：表示賭博行為可能嚴重影響學業、家庭和人際關係。
4分或以上 ：表示受訪者可能有賭博失調行為。

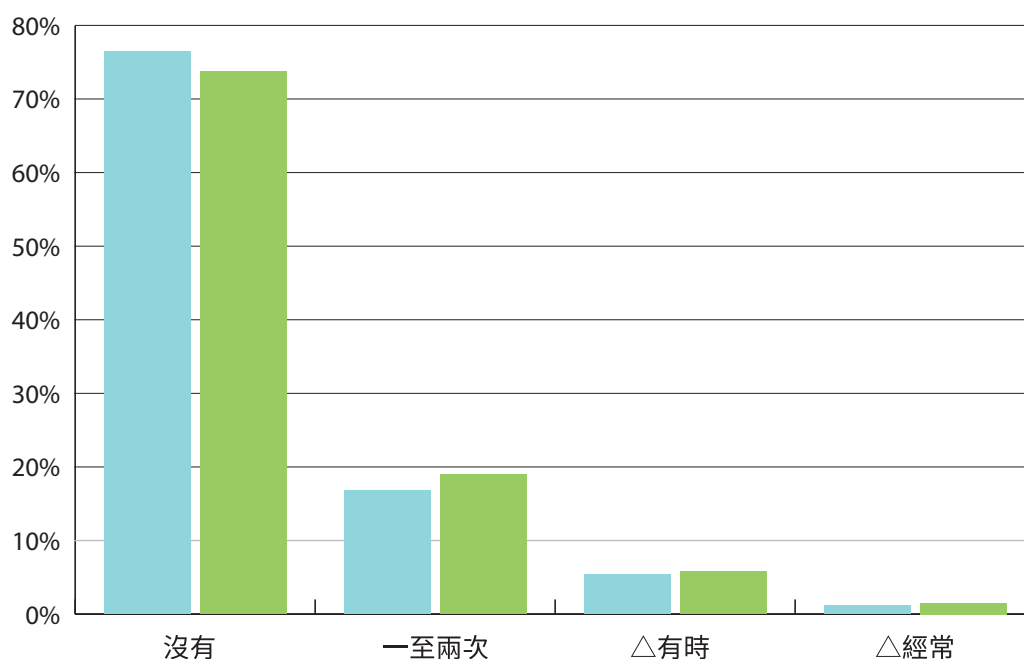
4.1 描述性統計

4.1.1 賭博的自控和依賴

在過往一年，你腦海裡是否經常充滿關於賭博的事情？

在過往一年，腦海裡是否經常充滿關於賭博的事情，例如是持續回想過往的賭博經驗、預測賭博結果或計劃下一次賭博、構思尋找賭本的方法等³。從下表可見，有19%受訪者有“一至兩次”這樣的經驗，有5.8%的受訪者“有時”會這樣，而“經常”思考賭博的事情的受訪者有1.5%。顯示有大約兩成六的受訪者曾試過(“一至兩次”、“有時”及“經常”)腦海裡充滿關於賭博的事情，情況略多於去年。

	2021		2022	
	人數	百分比	人數	百分比
沒有	563	76.5%	777	73.7%
一至兩次	124	16.8%	200	19.0%
△有時	40	5.4%	61	5.8%
△經常	9	1.2%	16	1.5%
	736	100.0%	1054 ³	100.0%

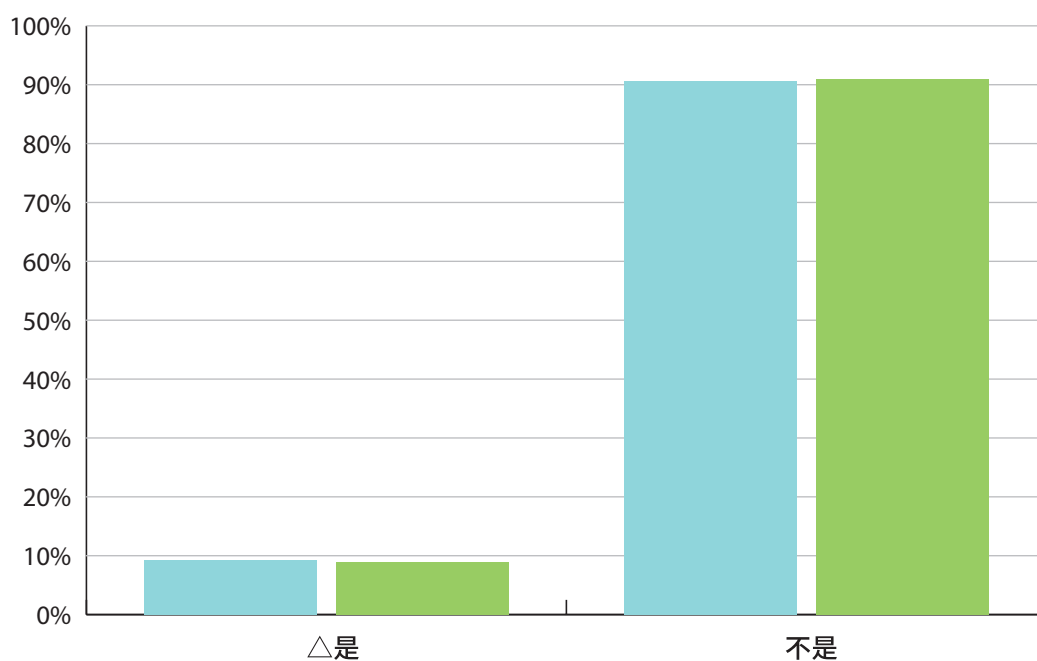


³ 1位受訪者沒有回答本題。

在過往一年，你需要增加金錢來下注才可以達到所渴望的刺激？

從下表可見，有9.0%的受訪者表示，在過往一年曾經有試過想為刺激，而需要加大賭注。這題目也顯示大約有一成受訪者在賭博自控上出現問題。今年的數字與去年相若。

	2021		2022	
	人數	百分比	人數	百分比
△是	68	9.3%	95	9.0%
不是	667	90.7%	959	91.0%
	735	100.0%	1054 ⁴	100.0%

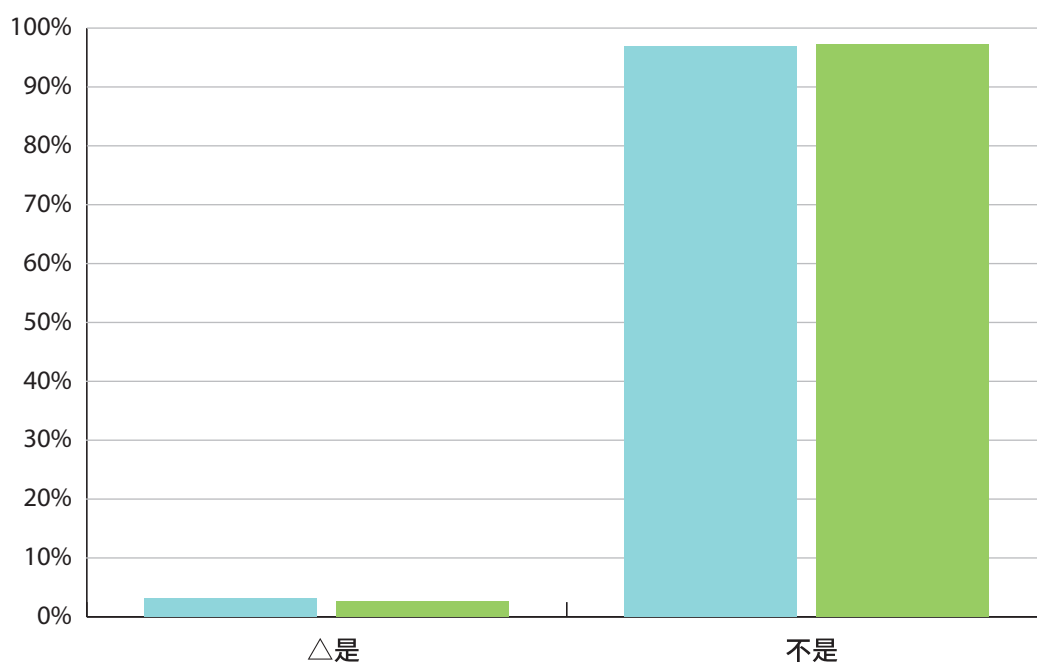


⁴ 1位受訪者沒有回答本題。

過往一年，曾多次控制、減少或停止賭博但都未能成功？

從下表可見，有大約2.6%受訪者曾多次控制、減少或停止賭博但都未能成功。情況略為低於去年。

	2021		2022	
	人數	百分比	人數	百分比
△是	23	3.1%	27	2.6%
不是	711	96.9%	1026	97.4%
	734	100.0%	1053 ⁵	100.0%

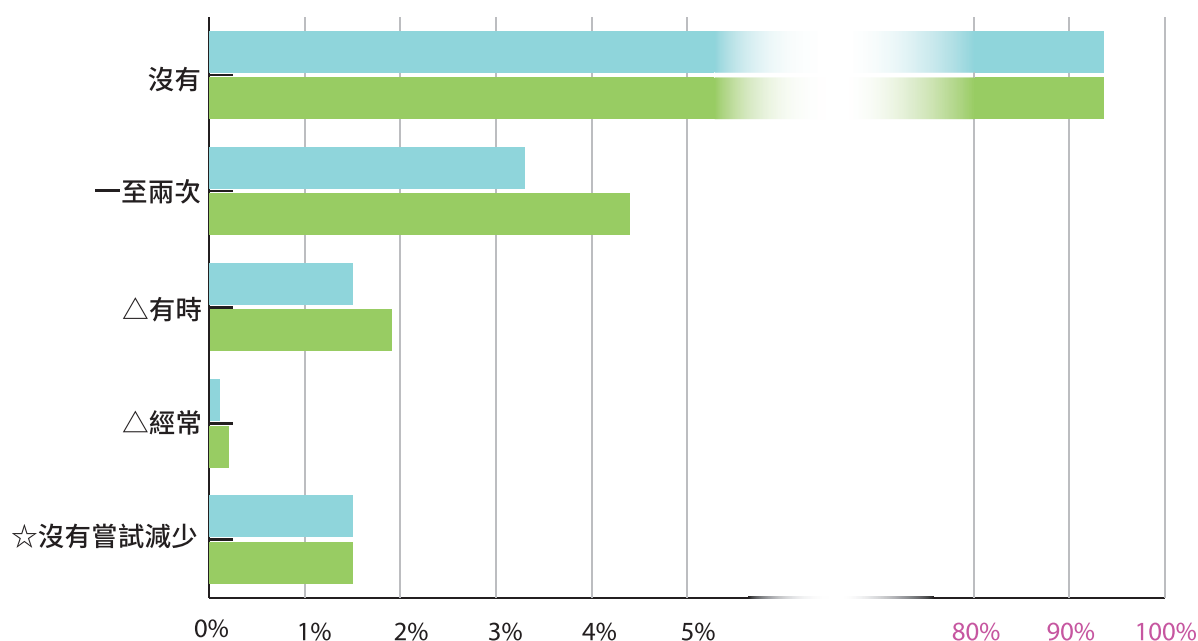


⁵ 2位受訪者沒有回答本題。

當嘗試減少或停止賭博時會感到坐立不安或煩躁。

有92.0%受訪者表示，從沒有因為嘗試停止或減少賭博而感到煩躁不安或厭倦，而曾因為嘗試停止或減少賭博而感到不舒服或厭煩為6.5%。其中4.4%為一至兩次，1.9%受訪者表示有時，0.2%表示經常有這情況。數字比起2021年時有所上升。

	2021		2022	
	人數	百分比	人數	百分比
沒有	687	93.6%	969	92.0%
一至兩次	24	3.3%	46	4.4%
△有時	11	1.5%	20	1.9%
△經常	1	0.1%	2	0.2%
☆沒有嘗試減少	11	1.5%	16	1.5%
	734	100.0%	1053 ⁶	100.0%

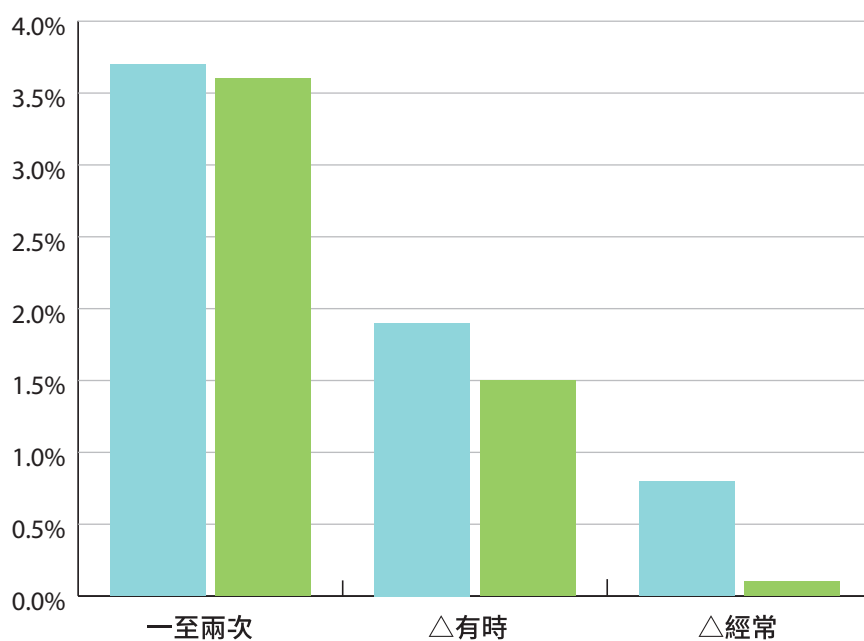


⁶ 2位受訪者沒有回答本題。

經常於不愉快時(如無助、內疚、焦慮、抑鬱)，便會賭博。

大多數的受訪者(94.8%)表示沒有在不愉快時去賭博，有1.6%的受訪者會“有時”或“經常”這樣做。如跟去年比較，今年情況稍微改善。

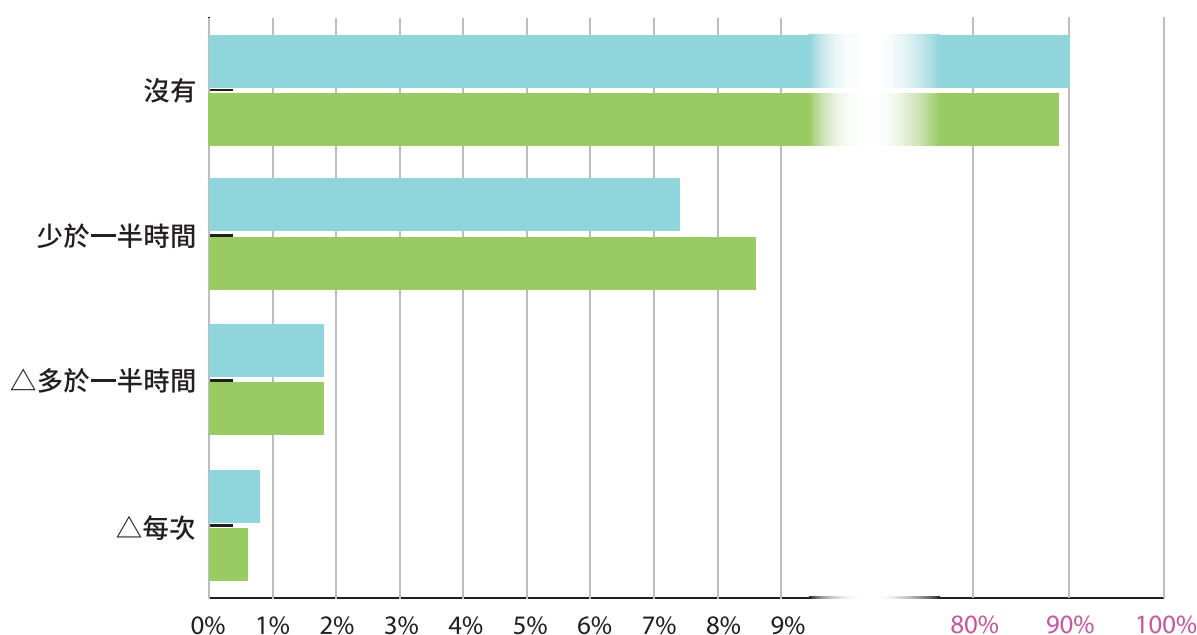
	2021		2022	
	人數	百分比	人數	百分比
沒有	689	93.6%	1000	94.8%
一至兩次	27	3.7%	38	3.6%
△有時	14	1.9%	16	1.5%
△經常	6	0.8%	1	0.1%
	736	100.0%	1055	100.0%



當賭輸錢後，常於另一日折返再賭，期望追回輸掉的錢。

跟2021年的情況相約，在輸了錢後，接近九成受訪者不會在另一天再參與賭博(89.0%)。約有8.6%受訪者表示“少於一半時間”會再去賭，期望能追回輸掉的錢。有2.4%受訪者會有“多於一半時間”(1.8%)或“每次”(0.6%)都在第二天去賭以求贏回金錢。情況跟去年相約。

	2021		2022	
	人數	百分比	人數	百分比
沒有	661	90.1%	938	89.0%
少於一半時間	54	7.4%	91	8.6%
△多於一半時間	13	1.8%	19	1.8%
△每次	6	0.8%	6	0.6%
	734	100.0%	1054 ⁷	100.0%



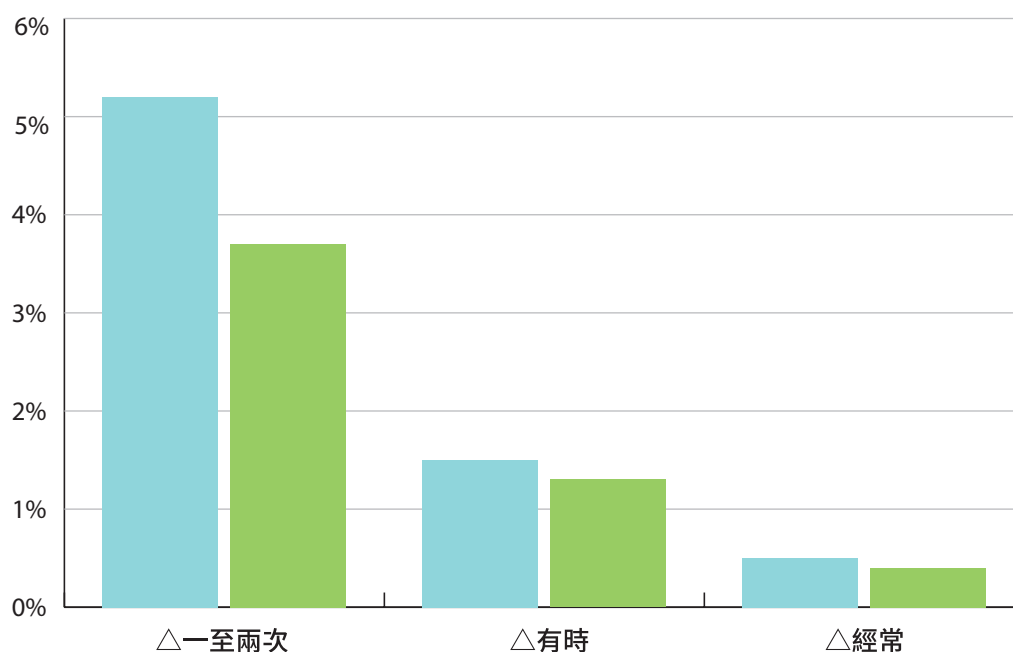
⁷ 1位受訪者沒有回答本題。

4.1.2 賭博對自己或家庭的影響

你有沒有因為賭而對你家人、朋友等說謊。

大部份受訪者都表示沒有因為賭博而對家人、朋友等說謊(94.6%)，今年有3.7%受訪者表示有“一至兩次”試過這種情況。表示“有時”和“經常”因為賭博而向自己的家人說謊分別為1.3%和0.4%，整體情況略低於去年。

	2021		2022	
	人數	百分比	人數	百分比
沒有	682	92.8%	995	94.6%
△一至兩次	38	5.2%	39	3.7%
△有時	11	1.5%	14	1.3%
△經常	4	0.5%	4	0.4%
	735	100.0%	1052 ⁸	100.0%

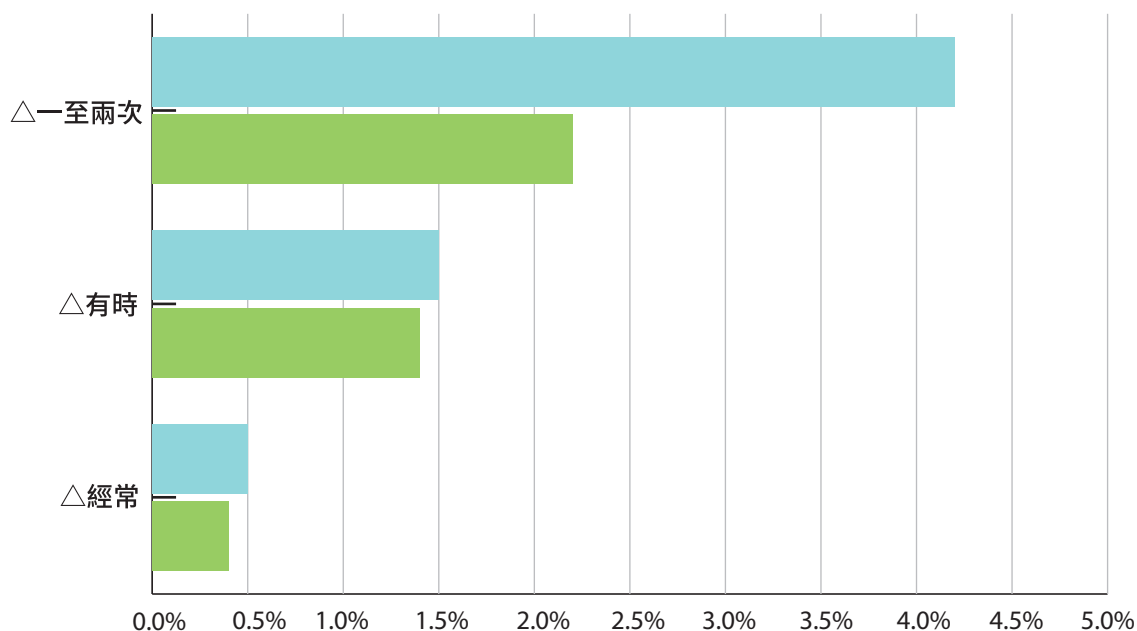


⁸ 3位受訪者沒有回答本題。

你有沒有因為賭博而未得家人或別人同意下用去這些金錢：膳食費及活動費/家中的錢/家中以外的錢。

絕大部份的受訪者都沒有未經批准使用生活費用如膳食費、家中的錢來賭博(96.0%)。2.2%的受訪者表示曾有“一至兩次”未經批准地把生活費用於賭博。“有時”會這樣做、“經常”會這樣做的受訪者分別佔1.4%和0.4%，整體情況較去年理想。

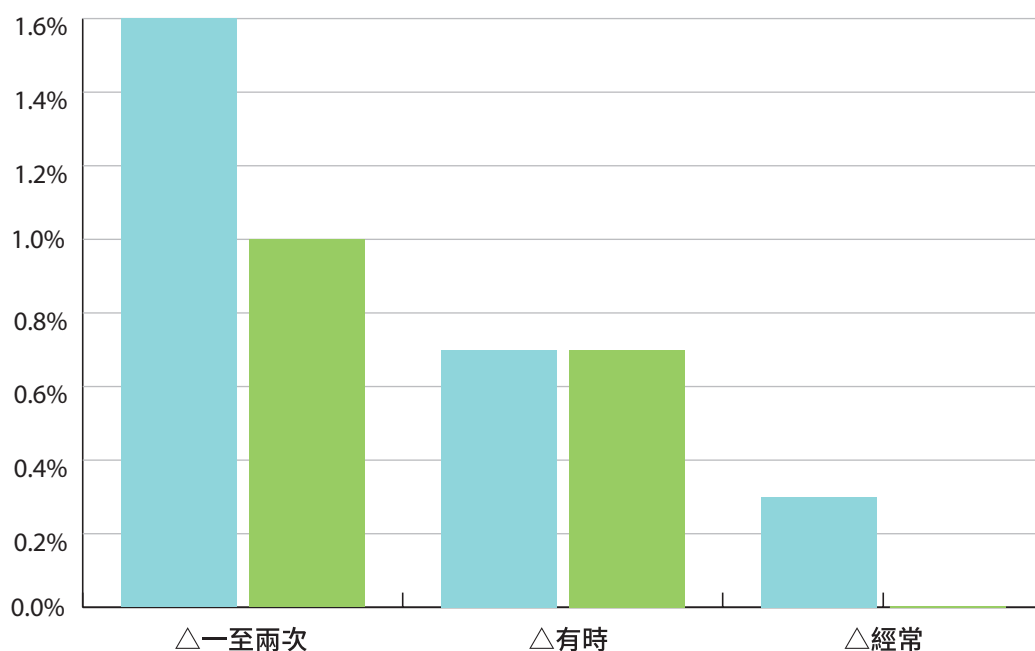
	2021		2022	
	人數	百分比	人數	百分比
沒有	689	93.7%	1013	96.0%
△一至兩次	31	4.2%	23	2.2%
△有時	11	1.5%	15	1.4%
△經常	4	0.5%	4	0.4%
	735	100.0%	1055	100.0%



賭博已對你重要的關係和學習造成影響。

大部份受訪者都表示，沒有因為賭博而導致重要的關係和學習受到影響(98.3%)，因為賭博而有“一至兩次”、“有時”和“經常”影響人際關係和學習的，分別佔1.0%、0.7%和0.0%。整體情況較去年有所改善。

	2021		2022	
	人數	百分比	人數	百分比
沒有	716	97.4%	1035	98.3%
△一至兩次	12	1.6%	11	1.0%
△有時	5	0.7%	7	0.7%
△經常	2	0.3%	0	0.0%
	735	100.0%	1053 ⁹	100.0%



⁹ 2位受訪者沒有回答本題。

4.2 問題賭博整體情況

下表綜合了上述9條DSM-V題目中，受訪者答案取得△的次數。△次數越多，顯示受訪者出現更多問題賭博的特徵，其中有5位受訪者已有六項或以上特徵(0.5%)。

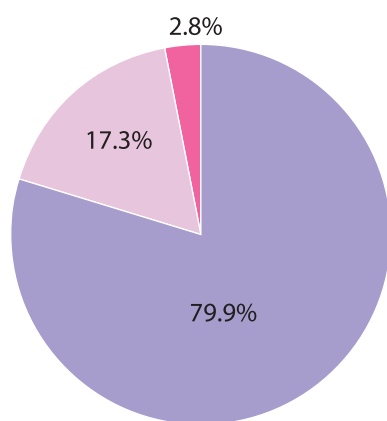
2022	△次數	百份比
0	855	81.0%
1	112	10.6%
2	40	3.8%
3	23	2.2%
4	15	1.4%
5	5	0.5%
6	3	0.3%
7	0	0.0%
8	2	0.2%
總數	1055	100.0%

答案中每一個△是1分，可分為三個不同程度的影響：

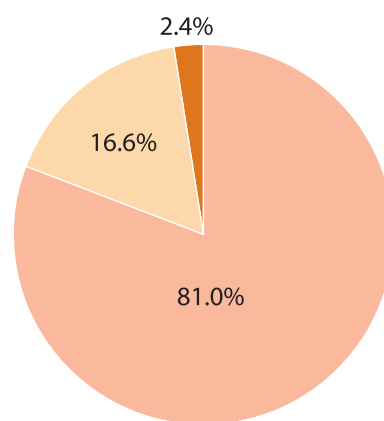
- 0分：表示賭博行為暫時未對學業、家庭和人際關係造成影響。
- 1-3分：表示賭博行為可能嚴重影響學業、家庭和人際關係。
- 4分或以上：表示受訪者可能有賭博失調行為。

下表列出最後得分為0分的受訪者共855人(81.0%)，顯示大部份受訪者暫時未受賭博影響其生活和行為。1-3分的受訪者為175人，佔16.6%；而4分以上的受訪者有25人，佔2.4%。這個結果顯示16.6%青少年有機會因賭博對學業、家庭和人際關係出現問題，而2.4%青少年更可能有賭博失調行為。整體分數比去年略有改善。

	2021		2022	
	人數	百分比	人數	百分比
△0個	596	79.9%	855	81.0%
△1-3個	129	17.3%	175	16.6%
△4個或以上	21	2.8%	25	2.4%
	746	100.0%	1055	100.0%



■ △0個
■ △1-3個
■ △4個或以上



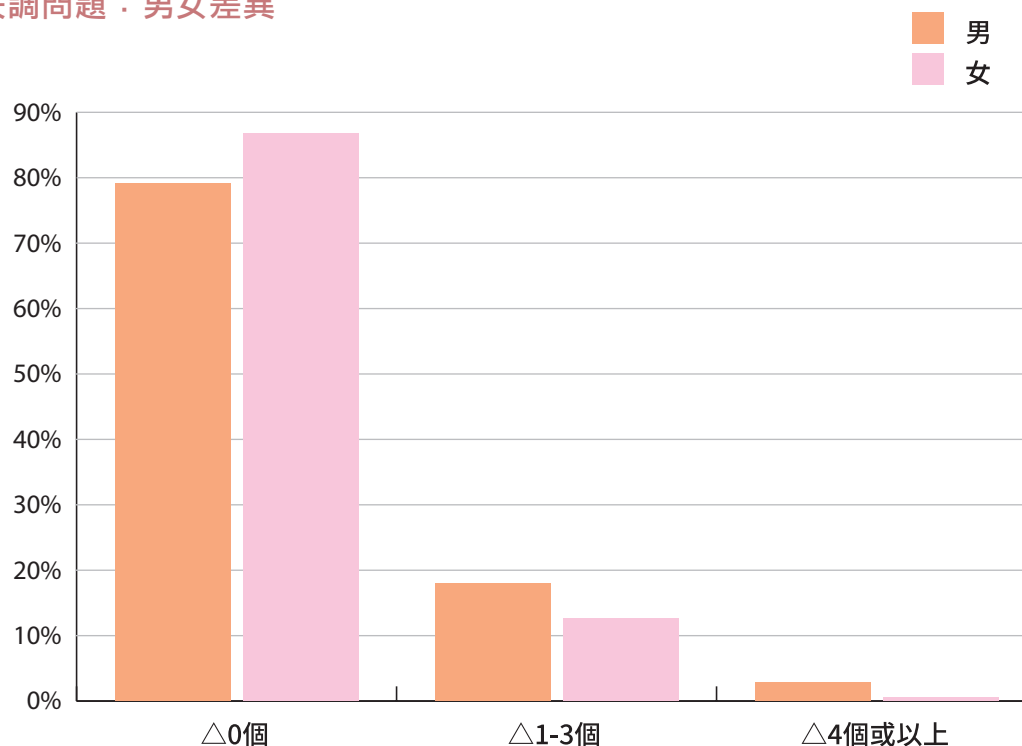
■ △0個
■ △1-3個
■ △4個或以上

4.3 比較兩性受訪者的賭博問題

如果比較兩性在DSM-V問卷上的分數，可以看見賭博問題在男性方面比較嚴重。如果比較兩性在DSM-V問卷上的分數，可以明確看見賭博問題在男性方面比較嚴重¹⁰。△1-3個的受訪者男性比例為18.0%，而女性只有12.6%。有△4個以上的情況，男性受訪者有2.9%，而女性有0.6%。從兩者比較，可見男性受訪者的賭博問題較女性嚴重。

2022	男	女
△0個	519 (79.1%)	290 (86.8%)
△1-3個	118 (18.0%)	42 (12.6%)
△4個或以上	19 (2.9%)	2 (0.6%)
	656 (100.0%)	334 (100.0%)

賭博失調問題：男女差異



¹⁰ Chi-sq測試的結果指兩者有差異， $p < 0.01$ 。

男性受訪者的DSM-V分數

從男性受訪者的列表中可見，最後得分為0分的受訪者共519人(79.1%)，顯示大部份受訪者暫時未受賭博影響其生活和行為。1-3分的受訪者為118人，佔18.0%；而4分以上的受訪者亦有19人，佔2.9%。結果顯示有大約兩成男性青少年有機會因賭博對學業、家庭和人際關係出現問題；而2.9 %更可能有問題賭博行為。1-3分的數字及4分或以上的數字都跟2021年相約。

	2021	2022
△0個	348 (78.4%)	519 (79.1%)
△1-3個	83 (18.7%)	118 (18.0%)
△4個或以上	13 (2.9%)	19 (2.9%)
	444 (100.0%)	656 (100.0%)

女性受訪者的DSM-V分數

從女性受訪者的列表中可見，最後得分為0分的受訪者共290(86.8%)，顯示大部份受訪者暫時未受賭博影響其生活和行為。1-3分的受訪者為42人，佔12.6%；而4分以上的受訪者有2人，佔0.6%。1-3分的數字及4分或以上的數字均低於2021年。

	2021	2022
△0個	210 (82.7%)	290 (86.8%)
△1-3個	37 (14.6%)	42 (12.6%)
△4個或以上	7 (2.8%)	2 (0.6%)
	254 (100.0%)	334 (100.0%)

下表顯示上述九條問題中，有△的情況。從下表可見，女性受訪者的賭博自控能力較男性為佳，賭博問題情況不太嚴重。

在男性受訪者中，最常出現的問題是「需要增加金錢來下注才可以達到所渴望的刺激」(10.4%)和「腦海裡經常充滿關於賭博的事」(8.5%)，還有是「你曾試過因為賭而對你家人、朋友等說謊」(5.9%)。

女性受訪者最常出現的問題跟男性受訪者大致相同。最常出現的問題是「需要增加金錢來下注才可以達到所渴望的刺激」(5.7%)、「腦海裡經常充滿關於賭博的事」(4.2%)和「你曾試過因為賭而對你家人、朋友等說謊」(3.3%)。

對賭博的自控和依賴

	男	女
• 腦海裡經常充滿關於賭博的事情	56 (8.5%)	14 (4.2%)
• 需要增加金錢來下注才可以達到所渴望的刺激	68 (10.4%)	19 (5.7%)
• 曾多次控制、減少或停止賭博但都未能成功	18 (2.7%)	5 (1.5%)
• 當嘗試減少或停止賭博時會感到坐立不安或煩躁	13 (2.0%)	3 (0.9%)
• 經常於不愉快時(如無助、內疚、焦慮、抑鬱)，便會賭博	11 (1.7%)	2 (0.6%)
• 當賭輸錢後，常於另一日折返再賭，期望追回輸掉的錢。	16 (2.4%)	6 (1.8%)

賭博做成影響

	男	女
• 你曾試過因為賭而對你家人、朋友等說謊	39 (5.9%)	11 (3.3%)
• 你曾試過未得家人或別人同意下用膳食費及活動費/家中的錢/家中以外的錢去賭博	30 (4.6%)	8 (2.4%)
• 你曾試過因為賭博而引至與家人/朋友或他人爭執/不上學	11 (1.7%)	3 (0.9%)

5. 青少年參與賭博的情況

5.1 青少年及家人參與賭博的項目(多選)

跟以往的調查相似，青少年最多參與的賭博項目為夾公仔機(30.2%)，其次為麻雀(24.1%)和撲克牌(23.2%)，可見青少年賭博活動仍然以社交賭博為主。捕魚機佔第4位(5.4%)，而六合彩排第5位，佔3.8%。

青少年參與賭博情況

博彩項目	2021	2022
賭馬/賭狗	4 (0.5%)	4 (0.4%)
即發彩票	14 (1.9%)	19 (1.8%)
賭波(例如足球、籃球)	22 (2.9%)	26 (2.5%)
進入賭場/幸運博彩(如百家樂、牌九、輪盤)	9 (1.2%)	5 (0.5%)
白鴿票	3 (0.4%)	0 (0.0%)
角子老虎機	3 (0.4%)	2 (0.2%)
六合彩	35 (4.7%)	40 (3.8%)
麻雀	159 (21.3%)	254 (24.1%)
撲克牌 (例如21點、鬥地主、鋤大Dee)	185 (24.8%)	245 (23.2%)
網上賭博	24 (3.2%)	33 (3.1%)
捕魚機	36 (4.8%)	57 (5.4%)
夾公仔機	233 (31.2%)	319 (30.2%)

家長最多參與的項目分別為麻雀(29.8%)和六合彩(19.8%)，情況跟去年相約。其後是撲克牌(18.7%)、進入賭場(11.3%)和賭波(9.2%)。而進入賭場的比例由2021年的7.8%增加至本年的11.3%，這可能跟新冠疫情的情況有關。

家長參與賭博情況

博彩項目	2021	2022
賭馬/賭狗	22 (2.9%)	48 (4.5%)
即發彩票	36 (4.8%)	57 (5.4%)
賭波(例如足球、籃球)	71 (9.5%)	97 (9.2%)
進入賭場/幸運博彩(如百家樂、牌九、輪盤)	58 (7.8%)	119 (11.3%)
白鴿票	10 (1.3%)	13 (1.2%)
角子老虎機	23 (3.1%)	45 (4.3%)
六合彩	164 (22%)	209 (19.8%)
麻雀	208 (27.9%)	314 (29.8%)
撲克牌 (例如21點、鬥地主、鋤大Dee)	136 (18.2%)	197 (18.7%)
網上賭博	23 (3.1%)	28 (2.7%)
捕魚機	16 (2.1%)	20 (1.9%)
夾公仔機	60 (8.0%)	93 (8.8%)

家長參與項目和同學參與項目的關係

如進一步分析較多家長和同學參與的幾項活動，包括賭波、六合彩、麻雀、撲克牌和網上賭博等，都會看見如家長有參與該項活動，同學參與同一賭博活動的比例會較高。這情況以社交賭博最為顯著。

下表顯示，在家長有打麻雀的家庭中，有五成(55.1%)同學曾打麻雀。而家長沒有打麻雀的家庭中只有10.9%同學曾於去年打麻雀。而賭撲克牌也有類似的情況。賭撲克的家庭中，有63.9%同學曾賭撲克，而沒有賭撲克的家庭中，曾賭撲克的同學只有13.9%。這兩個結果，反映了不少社交賭博活動都可能由家庭開始。

2022	家長有打麻雀	家長沒有打麻雀
同學有打麻雀	173 (55.1%)	81 (10.9%)
同學沒有打麻雀	141 (44.9%)	660 (89.1%)
	314 (100.0%)	741 (100.0%)

2022	家長有賭撲克	家長沒有賭撲克
同學有賭撲克	126 (63.9%)	119 (13.9%)
同學沒有賭撲克	71 (36.1%)	739 (86.1%)
	197 (100.0%)	858 (100.0%)

即使在非社交賭博的活動，例如賭波、六合彩和網上賭博也有類似的情況，如家長有參與賭波，同學參與比例亦較高(12.4% vs 1.9%)。而家長有投注六合彩，同學參與比例亦較高(12.0% vs 1.8%)。可見家人的賭博情況，是青少年會否參與賭博的關鍵。

2022	家長有賭波	家長沒有賭波
同學投注賭波	12 (12.4%)	14 (1.5%)
同學沒有投注賭波	85 (87.6%)	944 (98.5%)
	97 (100.0%)	958 (100.0%)

2022	家長有投注六合彩	家長沒有投注六合彩
同學有投注六合彩	25 (12.0%)	15 (1.8%)
同學沒有投注六合彩	184 (88.0%)	831 (98.2%)
	209 (100.0%)	846 (100.0%)

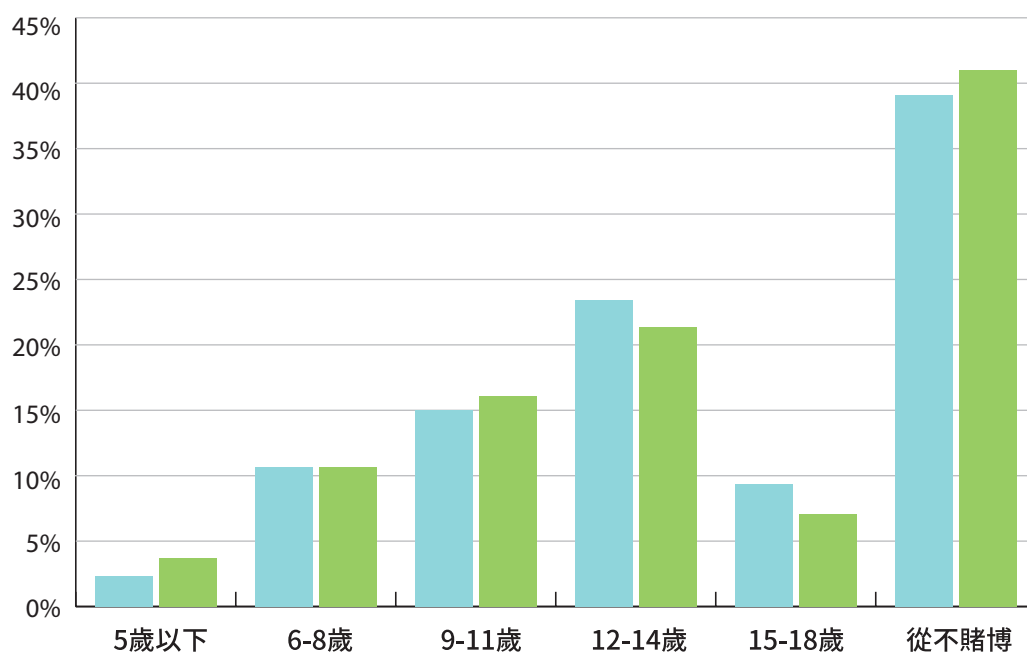
2022	家長有網上賭博	家長沒有網上賭博
同學有網上賭博	7 (25.0%)	26 (2.5%)
同學沒有網上賭博	21 (75.0%)	1001 (97.5%)
	28 (100.0%)	1027 (100.0%)

5.2 首次參與博彩的年齡和原因

初次賭博的年齡

從下表可見，有超過一半受訪者曾經參與賭博(59.0%)，8歲以下便首次賭博的有14.4%，略多於2021年。最多是“12-14歲”開始賭博(21.4%)，其次是“9-11歲”(16.1%)。可見大部份受訪青少年都是在高小至初中期間首次參與賭博，而本年“從不賭博”的人數增加到41%，情況較去年有所改善。

	2021		2022	
	人數	百分比	人數	百分比
5歲以下	17	2.3%	38	3.7%
6-8歲	78	10.7%	111	10.7%
9-11歲	110	15.0%	168	16.1%
12-14歲	171	23.4%	223	21.4%
15-18歲	69	9.4%	74	7.1%
從不賭博	286	39.1%	427	41.0%
	731	100.0%	1041 ¹¹	100.0%



¹¹ 14位同學沒有回答這問題。

初次賭博的原因(多選)

受訪者初次參與賭博的原因，主要是娛樂(39.0%)和朋輩間的社交活動(21.5%)，這結果反映最初讓青少年參與賭博的會是朋輩(朋友和同學)，一如以往，娛樂和社交賭博是青少年賭博的最主要原因。

	2021		2022	
	人數	百分比	人數	百分比
個人投注	33	4.4%	41	3.9%
協助父母投注	45	6.0%	70	6.6%
朋輩間社交活動	148	19.8%	227	21.5%
想賺錢	19	2.5%	38	3.6%
娛樂	299	40.1%	411	39.0%

5.3 過往一年的賭博習慣

青少年的主要賭博伙伴(多選)

跟過去兩年的調查相約，青少年的主要賭博伙伴是朋友(36.1%)，其次是家人(29.0%)和同學(18.2%)。情況跟去年大致相同。獨自進行賭博活動的受訪者大約佔一成(11.5%)。

	2021		2022	
	人數	百分比	人數	百分比
家人	205	27.5%	306	29.0%
朋友	266	35.7%	381	36.1%
同學	141	18.9%	192	18.2%
自己一個	102	13.7%	121	11.5%

每月花在賭錢的時間

有約58.4%的受訪同學表示過去一年沒有參與賭博活動。平均每月賭博“一小時以下”的佔24.1%。而每月花“1-5小時”和“6-10小時”參與涉及金錢的賭博活動的受訪者分別是12.8%和2.4%。每個月花11小時以上賭博的受訪者佔2.3%。這些數字都反映本年度的受訪者每月花在賭博的時間較去年略多。

	2021		2022	
	人數	百分比	人數	百分比
一小時以下	217	29.3%	254	24.1%
1-5小時	92	12.4%	135	12.8%
6-10小時	16	2.2%	25	2.4%
11-15小時	4	0.5%	10	0.9%
15小時以上	6	0.8%	15	1.4%
過往一年沒有賭博	405	54.7%	616	58.4%
	740	100.0%	1055	100.0%

每月花費在賭博的金錢

本年有62.3%受訪者完全沒有把錢花在博彩活動上，有33.0%的青少年每月平均花費\$500以下在賭博上。每月平均花費\$500或以上進行賭博的受訪者約4.7%。整體來說，沒有花錢在賭博上的人數比例有所增加。

	2021		2022	
	人數	百分比	人數	百分比
沒有賭錢	420	56.7%	657	62.3%
\$1-\$500	288	38.9%	348	33.0%
\$501-\$1,000	18	2.4%	30	2.8%
\$1,001-\$3,000	7	0.9%	13	1.2%
\$3,001-\$10,000	3	0.4%	5	0.5%
\$10,001以上	5	0.8%	2	0.2%
	741	100.0%	1055	100.0%

賭博的金錢來源

跟去年一樣，大部分受訪者賭博的金錢來自“零用錢”(34.4%)，其餘為“個人儲蓄”(17.1%)、和“家人提供”(14.7%)。但“向別人借”和“非自己擁有的家中金錢”則有所上升。

	2021		2022	
	人數	百分比	人數	百分比
零用錢	258	34.3%	363	34.4%
家人提供	124	16.6%	155	14.7%
個人儲蓄	135	18.1%	180	17.1%
兼職工資	23	3.1%	33	3.1%
向別人借	2	0.3%	6	0.6%
非自己擁有的家中金錢	1	0.1%	7	0.7%

6. 受訪者家庭狀況及家庭與賭博失調的關係

6.1 受訪者家庭狀況

受訪者家庭經濟情況

在問卷的第二部份，我們訪問有關受訪者的家庭社會經濟情況，以瞭解當中跟賭博失調有沒有關連。下表列出受訪者感受到的家庭經濟情況。大部份受訪者認為家庭經濟屬小康(64.4%)，認為家庭經濟屬中產的受訪者，佔17.0%；認為家境一般或貧窮的，佔16.4%。

2022	人數	百份比
富裕	22	2.1%
中產	177	17.0%
小康	670	64.4%
一般	116	11.2%
貧窮	55	5.3%
	1040 ¹²	100.0%

近半受訪者並不太清楚家庭收入情況(49.3%)，表示月入高於四萬的家庭佔15.8%。

2022	人數	百份比
<\$10,000	20	1.9%
\$10,000-\$19,999	51	4.9%
\$20,000-\$29,999	67	6.4%
\$30,000-\$39,999	68	6.5%
>\$40,000	166	15.8%
不清楚	517	49.3%
拒絕作答	160	15.2%
	1049	100.0%

¹² 15人沒有回答這問題。

父母教育及工作狀況

從下表可見，受訪者父母的教育程度分佈相當接近，大部份受訪者父母的教育程度為中學(父：47.4%，母：54.9%)，其次為大學或以上(父：28.7%，母：27.2%)。

2022	父親		母親	
	人數	百份比	人數	百份比
小學或沒受正式教育	147	14.6%	86	8.5%
中學	479	47.4%	559	54.9%
大專	88	8.7%	96	9.4%
大學或以上	290	28.7%	277	27.2%
	1004	100.0%	1018	100.0%

家長的教育程度，對子女的賭博情況有一定的相關性。過去數年的數據顯示，父母教育背景為小學/中學程度的家庭，相對父母教育程度較高的家庭，有較多子女有賭博失調的情況。從下表可見，父親的教育程度為小學的家庭，子女有賭博失調的情況較多，其餘組之間稍有差別，但情況並不顯著。

父親教育程度	小學	中學	大專	大學
△0個	115 (78.2%)	394 (82.3%)	70 (79.5%)	233 (80.3%)
△1-3個	23 (15.6%)	77 (16.1%)	18 (20.5%)	49 (16.9%)
△4個或以上	9 (6.1%)	8 (1.7%)	0 (0.0%)	8 (2.8%)
	147 (100.0%)	479 (100.0%)	88 (100.0%)	290 (100.0%)

母親教育程度	小學	中學	大專	大學
△0個	70 (81.4%)	452 (80.9%)	71 (74.0%)	228 (82.3%)
△1-3個	14 (16.3%)	90 (16.1%)	23 (24.0%)	45 (16.2%)
△4個或以上	2 (2.3%)	17 (3.0%)	2 (2.1%)	4 (1.4%)
	86 (100.0%)	559 (100.0%)	96 (100.0%)	277 (100.0%)

從下表可見，受訪者父母大部份為在職人士(父：73.2%，母：72.0%)，在家照顧家庭的母親佔16.9%。

2022	父親		母親	
	人數	百份比	人數	百份比
在職	765	73.2%	755	72.0%
打理家務	18	1.7%	177	16.9%
退休	50	4.8%	10	0.9%
失業	25	2.4%	19	1.8%
不清楚/不作答	185	17.7%	88	8.4%
	1043	100.0%	1049	100.0%

從下表可見，受訪者父親和母親從事跟博彩投注相關的行業分別為15.4%和34.5%。父親主要為技術人員(19.7%)和公務員(13.6%)，而母親從事博彩業以外的主要為服務業人員(18.4%)及文職人員(17.8%)。

2022	父親		母親	
	人數	百份比	人數	百份比
專業人員	74	7.0%	63	7.9%
服務業人員	63	6.0%	147	18.4%
文職人員	56	5.3%	142	17.8%
公務員	144	13.6%	71	8.9%
自僱人士	97	9.2%	40	5.0%
技術人員	208	19.7%	29	3.6%
非技術工人	34	3.2%	30	3.7%
直接博彩投注相關的從業員	162	15.4%	275	34.5%
		100.0%		100.0%

受訪家庭的婚姻狀況

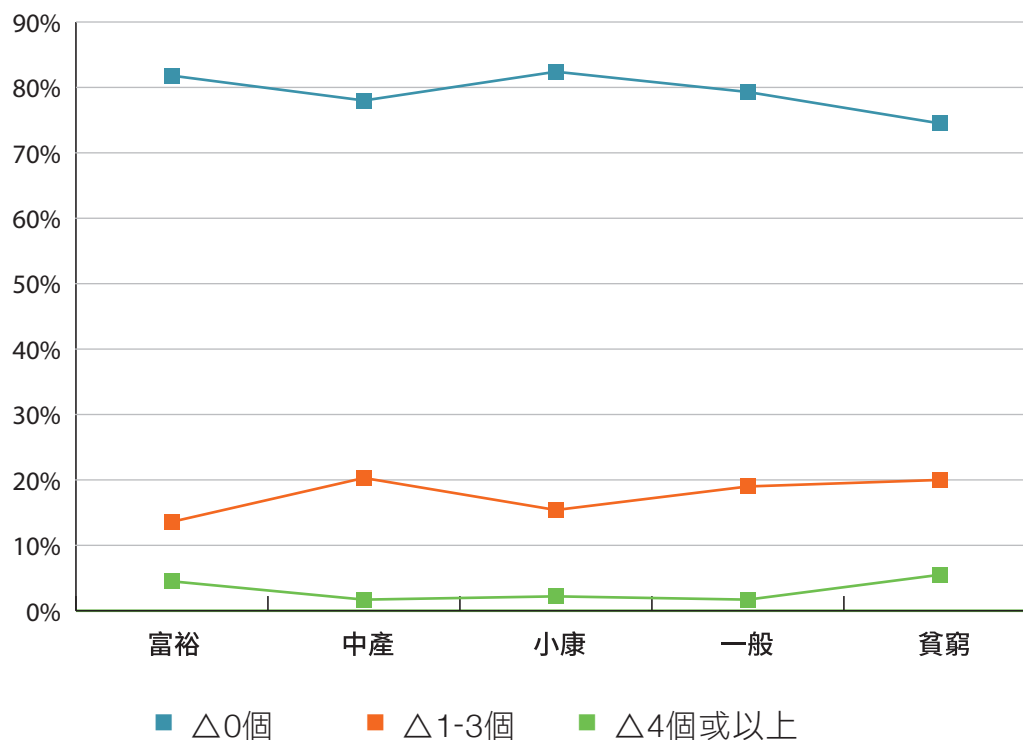
從下表可見，大約八成受訪者父母仍處於婚姻中(同住)，分居及已離婚的家庭佔大約一成八。

2022	人數	百分比
婚姻中(同住)	817	78.1%
分居	62	5.9%
離婚	126	12.1%
其他	41	3.9%
	1046	100.0%

6.2 家庭經濟和婚姻狀況跟賭博的關係

下表中顯示自覺家庭經濟情況為“貧窮”的有較多賭博危機(20.0%)和賭博失調問題(5.5%)，但情況並不顯著。

	富裕	中產	小康	一般	貧窮
△0個	18 (81.8%)	138 (78.0%)	552 (82.4%)	92 (79.3%)	41 (74.5%)
△1-3個	3 (13.6%)	36 (20.3%)	103 (15.4%)	22 (19.0%)	11 (20.0%)
△4個或以上	1 (4.5%)	3 (1.7%)	15 (2.2%)	2 (1.7%)	3 (5.5%)
	21 (100.0%)	177 (100.0%)	670 (100.0%)	116 (100.0%)	55 (100.0%)



從下表可見，家長的婚姻狀況對賭博失調有所影響。離婚家庭中有較高比例的同学有賭博問題。

	婚姻中	分居	離婚	其他
△0個	677 (82.9%)	49 (79.0%)	89 (70.6%)	31 (75.6%)
△1-3個	125 (15.3%)	11 (17.7%)	30 (23.8%)	9 (22.0%)
△4個或以上	15 (1.8%)	2 (3.2%)	7 (5.6%)	1 (2.4%)
	817 (100.0%)	62 (100.0%)	126 (100.0%)	41 (100.0%)

6.3 家人對受訪者賭博的看法

家人對我參與賭博的反應(多選)

從下表可見，家人對受訪者參與賭博的反應差異很大。有接近三成五的受訪者表示家人大多沒有太大反應(34.3%)，只有約一成家長會勸他少賭(10.7%)。由此可見，家長對青少年賭博的態度亦較為模糊，積極干預教導的家長只有大約一成。家人不知道受訪者賭博佔大約一成(7.6%)，情況值得關注。

	2021		2022	
	人數	百份比	人數	百份比
要我戒賭	12	1.6%	21	2.0%
勸我少賭	70	9.4%	113	10.7%
鼓勵參與	12	1.6%	20	1.9%
沒太大反應	258	34.6%	362	34.3%
擔心我輸錢	17	2.3%	53	5.0%
參入賭本	7	0.9%	19	1.8%
避而不談	10	1.3%	17	1.6%
不知道我賭	63	8.4%	80	7.6%

從下表可見，表示父母對自己賭博沒太大反應的受訪者，有較多受賭博困擾的情況。由此可見父母如何處理子女的賭博問題，對於子女會否出現賭博失調甚有影響。

2021	父母沒太大反應	沒選父母沒太大反應
△0個	200 (77.5%)	396 (81.1%)
△1-3個	51 (19.8%)	78 (16.0%)
△4個或以上	7 (2.7%)	14 (2.9%)
	258 (100.0%)	488 (100.0%)

2022	父母沒太大反應	沒選父母沒太大反應
△0個	269 (74.3%)	586 (84.6%)
△1-3個	83 (22.9%)	92 (13.3%)
△4個或以上	10 (2.8%)	15 (2.1%)
	362 (100.0%)	693 (100.0%)

有7.6%受訪者表示家人並不知道自己參與賭博。在他們當中，有5.0%的DSM-V分數為4分以上，而1-3分的受訪者亦佔38.8%。兩個數值均較平均為高，可見在家長不知情的情況下，部分子女已受到賭博影響。

2021	父母不知道我賭	沒選父母不知道我賭
△0個	38 (60.3%)	558 (81.7%)
△1-3個	19 (30.2%)	110 (16.1%)
△4個或以上	6 (9.5%)	15 (2.2%)
	63 (100.0%)	683 (100.0%)

2022	父母不知道我賭	沒選父母不知道我賭
△0個	45 (56.3%)	810 (83.1%)
△1-3個	31 (38.8%)	144 (14.8%)
△4個或以上	4 (5.0%)	21 (2.1%)
	80 (100.0%)	975 (100.0%)

你認為家人的賭博情況是否嚴重？

由同學自己判別家人賭博的情況，從結果可見，同學認為家人賭博問題嚴重和非常嚴重分別佔2.3%和0.9%，情況略高於去年。

	2021		2022	
	人數	百份比	人數	百份比
家人沒有賭博	279	37.7%	382	36.5%
完全不嚴重	237	32.0%	337	32.2%
不嚴重	114	15.4%	137	13.1%
一般	95	12.8%	158	15.0%
嚴重	8	1.1%	24	2.3%
非常嚴重	7	0.9%	10	0.9%
	740	100.0%	1048	100.0%

6.4 受訪者跟家人相處的感受

這次調查採納了家庭關懷度指數值APGAR Index問卷，以加強分析受訪者家庭關係跟賭博失調情況的相關性。家庭關懷度指數由五個部份組成，包括適應度、合作度、成長度、情感度和親密度。

從下表可見，受訪者大體在跟家人相處上都有正面的感受(得分高於平均值的2.5)。其中得分最高是在「很滿意家人與我共度時光的方式」(2.93)及「從事新的活動或發展時，家人都能接受且給予支持」(2.92)。

	平均數	SD
當我遇到困難時，可以從家人得到滿意的幫助。	2.86	1.565
我很滿意家人與我討論各種事情以及分擔問題的方式。	2.59	1.001
當我希望從事新的活動或發展時，家人都能接受且給予支持。	2.92	0.937
我很滿意家人對我表達情感的方式及對我情緒的反映。	2.54	0.965
我很滿意家人與我共度時光的方式。	2.93	0.946
(1 = 幾乎從不，2 = 偶然，3 = 有時，4 = 經常)		

當我遇到困難時，可以從家人得到滿意的幫助。

	幾乎從不	偶然	有時	經常	
人數	96	297	350	305	1048
百分比	9.2%	28.3%	33.4%	29.1%	100.0%

我很滿意家人與我討論各種事情以及分擔問題的方式。

	幾乎從不	偶然	有時	經常	
人數	164	341	311	235	1051
百分比	15.6%	32.4%	29.6%	22.4%	100.0%

當我希望從事新的活動或發展時，家人都能接受且給予支持。

	幾乎從不	偶然	有時	經常	
人數	82	260	367	338	1047
百分比	7.8%	24.8%	35.1%	32.3%	100.0%

我很滿意家人對我表達情感的方式及對我情緒的反映。

	幾乎從不	偶然	有時	經常	
人數	159	362	330	199	1050
百分比	15.1%	34.5%	31.4%	19.0%	100.0%

我很滿意家人與我共度時光的方式。

	幾乎從不	偶然	有時	經常	
人數	86	252	363	348	1049
百分比	8.2%	24.0%	34.6%	33.2%	100.0%

綜合上述各表可見：

- 六成以上受訪者(62.5)表示，有時或經常在遇到困難時，可以從家人得到滿意的幫助。但有9.2%受訪者表示幾乎從來沒有這情況。
- 有超過一半受訪者(52.0%)表示有時或經常很滿意家人與我討論各種事情以及分擔問題的方式。但有15.6%受訪者表示幾乎從來沒有這情況。
- 有近七成受訪者(67.4%)表示，有時或經常在從事新的活動或發展時，家人都能接受且給予支持。但有7.8%受訪者表示幾乎從來沒有這情況。
- 有一半受訪者(50.4%)表示有時或經常很滿意家人對我表達情感的方式及對我情緒的反映。但有15.1%受訪者表示幾乎從來沒有這情況。
- 有七成以上受訪者(67.8%)表示有時或經常很滿意家人與我共度時光的方式。但有8.2%受訪者表示幾乎從來沒有這情況。

6.5 家庭關懷指數跟賭博失調的關係

把以上五個題目換算成分數，計算出家庭關懷指數(0至10分，由低至高家庭功能滿意度)如下表。得分為0-3分顯示家庭功能有較嚴重障礙，4-6分為家庭功能中度障礙，7分或以上家庭功能運作良好。下表顯示有14.1%在家庭功能上有較嚴重障礙。

	2022	
	人數	百分比
家庭功能有較嚴重障礙(0-3分)	149	14.1%
家庭功能有中度障礙(4-6分)	578	54.8%
家庭功能運作良好(7分以上)	328	31.1%

從下表可見，家庭功能運作良好的一組受訪者，在賭博失調的問題比例上較其餘兩組為低，統計上亦具有顯著的差異。可見如果家庭功能運作良好，子女得到家人的關心、支持和理解，有助減少賭博失調問題。

APGAR Index跟DSM-V的關係

	APGAR Index		
	0-3分	4-6分	7-10分
△0個	114 (76.5%)	455 (78.7%)	286 (87.2%)
△1-3個	30 (20.1%)	105 (18.2%)	40 (12.2%)
△4個或以上	5 (3.4%)	18 (3.1%)	2 (0.6%)
	149 (100.0%)	578 (100.0%)	328 (100.0%)

6.6 家長從事跟博彩投注相關的行業對子女賭博失調的影響

以下兩表總結了父親和母親從事博彩投注相關行業，跟DSM-V分數的關係。從下表可見，父親從事博彩投注相關行業，同學的賭博失調情況略高，但統計上並沒有顯著分別。

父親從事博彩投注相關行業	是	否
△0個	126 (77.8%)	729 (81.6%)
△1-3個	32 (19.8%)	143 (16.0%)
△4個或以上	4 (2.5%)	21 (2.4%)
	162 (100.0%)	893 (100.0%)

母親從事博彩投注相關行業的情況也一樣，同學的賭博失調情況略高，但在統計上並沒有達到顯著程度。

母親從事博彩投注相關行業	是	否
△0個	214 (77.8%)	641 (82.2%)
△1-3個	51 (18.5%)	124 (15.9%)
△4個或以上	10 (3.6%)	15 (1.9%)
	275 (100.0%)	780 (100.0%)

6.7 家長從事輪更工作的影響

以下兩表分析了父親和母親輪更工作對賭博失調的影響。從兩表可見，無論父母親是否從事需要輪更的工作，對賭博失調的情況，在統計上並沒有顯著的影響。

父親從事輪更工作	是	否
△0個	257 (80.1%)	445 (82.3%)
△1-3個	54 (16.8%)	88 (16.2%)
△4個或以上	10 (3.1%)	8 (1.5%)
	321 (100.0%)	541 (100.0%)

母親從事輪更工作	是	否
△0個	268 (81.0%)	327 (83.6%)
△1-3個	57 (17.2%)	56 (14.3%)
△4個或以上	6 (1.8%)	8 (2.1%)
	331 (100.0%)	391 (100.0%)

7. 結果討論

青少年的問題賭博情況

青少年在對賭博的自控力和依賴性跟去年的結果相約。有時和經常在腦海裡充滿賭博事情的比例從6.6%上升至7.3%，而減少賭博會引致煩躁不安或厭倦的比例，亦由去年的1.6%升至2.1%。渴望增加注碼以獲得更大刺激、嘗試減少賭博卻未成功的比率，則略低於去年的情況。今年表示曾經輸了錢在第二天要再賭去贏回的人數約有一成。而有時或經常在不愉快時去賭博的受訪者有1.6%，略低於去年的2.7%。整體而言，青少年對賭博的自控力和依賴性情況跟去年情況相約。

在賭博造成的影響上，5.5%受訪者曾因為賭博而對家人、朋友等說謊(2021年是7.2%)。4.0%受訪者曾未經批准挪用金錢去賭博，情況略低於去年的6.3%。而1.7%受訪者表示因賭博對自己重視的關係和學習造成影響(2021年是2.6%)。三者都比去年為佳。

本年度DSM-V問卷得分為0分(賭博行為暫時未對學業、家庭和人際關係造成影響)為81.0%。1-3分(賭博行為可能嚴重影響學業、家庭和人際關係)佔16.6%，跟去年17.3%相約。4分或以上(可能有賭博失調情況)為2.4%(2021年為2.8%)，亦略為回落。整體而言，有賭博失調危機的青少年的比率有所減少。

從2009年至今，1-3分的人數由13%(2009)升至20%左右。今年情況亦達16.6%。而4分以上的情况亦由1%(2009)反覆上升至今年的2.4%。今年這些數字雖然青少年賭博失調情況沒有再上升，潛在風險仍然不容忽視。

在兩性差異上，一如往年，男性受訪者的DSM-V分數較女性為高。有18%男性DSM-V分數達1-3分，4分以上佔2.9%。而女性受訪者則分別為12.6%和0.6%。跟文獻所述一樣，男同學的賭博問題，相對較女同學嚴重。這從2013年至今，情況都一直持續著。

研究指出，賭博失調對青少年的影響包括增加犯罪行為(Gupta, Derevensky, & Marget, 2004)、與家人關係變差(Politzer, Yesalis & Hudak, 1992)，學業成績下降，工作表現轉差、缺乏動力，甚至濫用藥物等。在這次調查中，有10.4%男同學和5.7%女同學需要增加金錢來下注才可以達到所渴望的刺激、有8.5%男同學和4.2%女同學腦海裡經常充滿關於賭博的事情，有5.9%男同學和3.3%女同學試過因為賭博而向家人/朋友說謊，都顯示已有不少青少年，因為賭博問題而受到影響。

青少年賭博活動情況

不少外國研究都指出，病態賭徒很多時都是在兒童階段參與賭博，加上參與賭博機會愈來愈多，導致病態賭徒年輕化(Griffiths & Wood, 2000)。也就是說，參與賭博年紀越小，日後成為問題賭徒的可能性越大。這次調查中顯示，青少年最常開始參與賭博的年齡是9至14歲，佔37.5%。但有超過一成都是從8歲或以前參與賭博活動。雖然大部份受訪者都只花500元以下在賭博上，但值得留意是有1.9%受訪者表示每月會花費1,000元以上在賭博上。

跟去年相同，最多青少年參與的博彩活動為夾公仔機(30.2%)、麻雀(24.1%)和撲克牌(23.2%)，其後為捕魚機(5.4%)和六合彩(3.8%)。從夾公仔機和捕魚機的比率來看，一些介乎娛樂和賭博的活動，更容易吸引年輕人參與。受訪者初次參與賭博的原因，主要是作為娛樂(39.0%)和朋輩間的社交活動(21.5%)，這結果反映最初讓青少年參與賭博的是朋輩(朋友和同學)和家人，一如以往，娛樂和社交賭博是青少年賭博的最主要原因。

家庭經濟背景跟子女問題賭博的相關性

在國際上有多個研究表明，社會經濟地位較低家庭的子女，一般在問題賭博上的風險，會比社會經濟地位較高家庭的子女為高。這跟這次研究中結果相約，認為家庭屬貧窮的受訪者，相對其他組別面對較多賭博危機和有較多賭博失調的情況。家長的教育程度方面，本年度的結果顯示父親的教育程度為小學的家庭，子女有賭博失調的情況較多，其餘組之間稍

有差別，但情況並不顯著。無論如何，要更有效地預防賭博問題，家長亦需要得到足夠的支援。例如教育程度較低的家長可能未必懂得有效地處理子女的賭博問題。故此，協助家長學習正確的理財知識和財務管理技巧，教導子女如何管理財務，會有助家長提升教導子女和監管子女賭博行為的技巧，改善子女賭博的問題。

家庭對子女的影響

不少研究都顯示家庭因素例如家庭環境都跟青少年賭博有關(Maas, 2016)。研究指出一般人都在家裡學習如何賭博，繼而在社交場合加以練習(NGISC, 1999)。香港中文大學在2010年發表的報告顯示，有可能增加青少年成為病態賭徒機會的因素包括：缺乏父母支持和灌輸正確理財生活、賭博朋友多、父母有賭博習慣、缺乏自我控制能力、和其他外在壓力事件等。

研究顯示，若父母參與該類賭博活動較多，子女參與的比例亦較高(Vitaro et al, 2004)。本研究發現，在家長有打麻雀的家庭中，有超過五成子女都有參與。而沒有打麻雀的家庭中，子女的參與度只有一成左右。家長參與賭博活動，有12.4%的子女也有參與。相反，如家長沒有賭博，參與賭博的青少年只有1.5%。由此可見，家人參與賭博活動會增加青少年參與這些活動的可能性。如要減少賭博對青少年的影響，家長必須要以身作則減少賭博，並不要以賭博作為家庭娛樂。否則只會事倍功半。

有部分家庭對青少年參與賭博並沒有適當地教導。例如有超過一成半青少年賭博的金錢都是由家人提供(14.7%)。而會作出勸喻或訓斥的家長只有一成(12.7%)。大部分家長都不會有太大反應(34.3%)。這顯示不少父母對賭博有習以為常的傾向。一如去年，父母對子女賭博沒太大反應，以及父母不知道子女賭博的家庭，都有較多子女出現賭博失調的行為。可見如父母對青少年參與賭博有較正面的態度，青少年會有較大機會參與賭博和出現賭博失調。所以，積極推動家庭教育，鼓勵父母向子女灌輸正確理財觀念等，都是預防青少年賭博問題的重要工作。

本年度再次使用家庭關懷指數來加強分析家庭對子女賭博的影響。這次研究結果顯示，家庭功能有較嚴重障礙的組別，佔受訪者14.1%，比去年的11.2%為高；家庭功能運作良好組別有31.1%，亦較去年的34.8%為遜色。家庭功能運作嚴重障礙的一組受訪者，在賭博失調的問題比例上較其餘兩組為高，統計上具有顯著的差異。可見如果家庭功能運作良好，子女得到家人的關心、支持和理解，有助減少賭博失調問題。

本年度再次探討家長從事跟博彩投注相關的行業對子女賭博失調是否有影響。研究結果未有太大定論，雖然結果顯示父母親從事博彩相關行業，同學的問題賭博情況略高，但在統計上並沒有達到顯著程度。所以父母親從事博彩投注相關行業與否對子女的賭博失調並沒有明顯的影響。需要繼續收集相關數據作進一步的分析。

結論

總結而言，本年度的調查顯示青少年賭博問題情況跟去年相約。面對青少年賭博問題，政府和社會服務機構應從多方面入手去減低青少年賭博問題的風險。不少青少年對賭博活動都抱有較正面的看法，他們傾向認為這些博彩活動是正當娛樂或社交活動，部份人甚至以賭博作為賺錢的途徑。

基本工作包括要打破「小賭怡情」的神話，讓青少年明白小賭是大賭的起點、甚至「輸錢皆因贏錢起」。其次是要減低青少年參與賭博的機會，例如家長需要加強教導和監管，並以身作則去減少賭博。政府亦應研究堵塞網上賭博的問題，以減少青少年在網上參與賭博的機會。最後，亦應加強教育青少年正確的賭博知識、拒絕參與賭博的技巧和正確理財概念，讓青少年能作出合適選擇，減低出現賭博失調的機會。

這次研究亦進一步肯定，在青少年賭博失調問題上，家庭扮演著極為重要的角色。父母跟子女的溝通關懷，能有效地減低子女出現賭博失調的風險。而父母從事輪班和賭業相關工作，並未有太確切的證據，肯定跟子女的賭博情況有關，未來值得進一步分析，以釐清當中有沒有關係。

1. Research Background

Gambling Disorder refers to any gambling behavior that causes problems for adolescents and those around them, including family and friends (Ferris & Wynne, 2001). It can negatively affect various areas of a young person's life. One of the key objectives of the Bosco Youth Services Network is to prevent gambling disorder through its youth programs. The "Youth Gambling Prevention Project 2022" is sponsored by the Macau Social Welfare Bureau and aims to enhance students' abilities to resist gambling and reduce the risks of adolescent gambling disorder.

The program involves students from different schools and institutes participating in a day camp, where they engage in various activities to learn about the causes and dangers of gambling disorder, develop coping skills for social gambling, and learn effective prevention measures. Students are also required to complete a self-assessment to examine their attitudes toward gambling and review the impacts of their gambling activities on their school life and interpersonal relationships.

2. Research Method

We conducted the survey in 37 day-camps from January to December 2022, where we successfully collected 1,055 questionnaires with a 100% response rate. We used these data for our analyses.

The self-administered questionnaire comprised three sections:

1. The gambling behavior section asked participants about their own and their family members' gambling activities in the past 12 months, motives for gambling, choice of games, amount of money wagered, and time spent gambling. It also inquired about who introduced them to gambling and whether their parents and peers gambled with them.

2. The socioeconomic background section asked for information about the participants' parents, including their income, educational level, work experience, and marital status. We used the family APGAR index to examine the family function of the participants.

3. The Diagnostic and Statistical Manual of Mental Disorders, Fifth Edition (DSM-V) - Multiple Responses Format assessed the severity of gambling problems among participants. Students who endorsed more than four criteria were diagnosed with gambling disorder, and those who endorsed one to three criteria were identified as having a risk of problem gambling. We provided participants with their assessment results to help them better understand their situations.

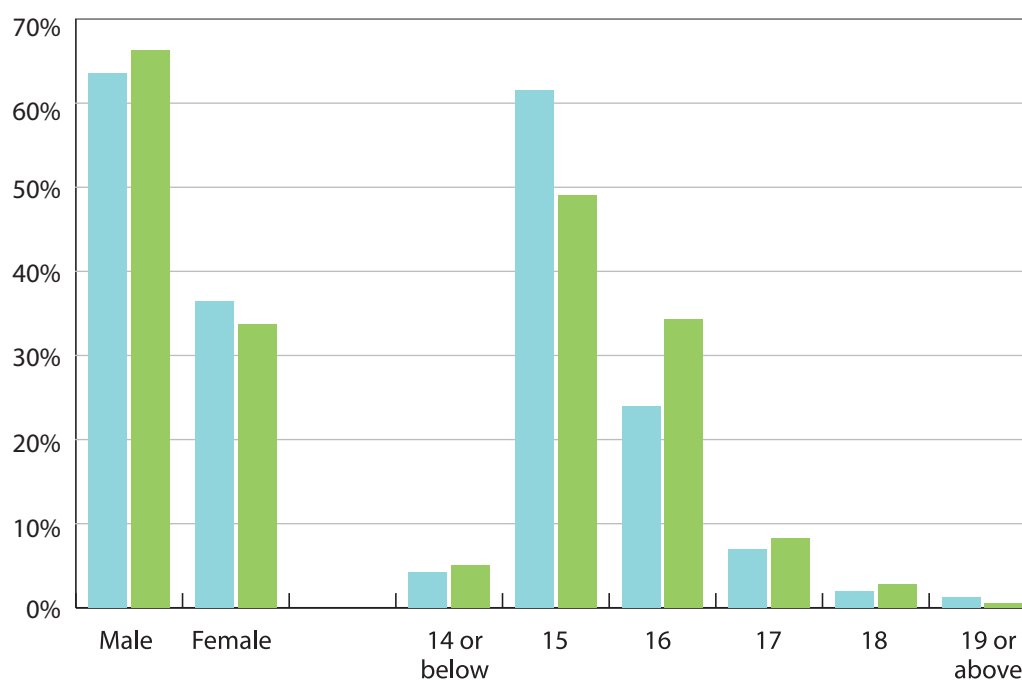
¹ APGAR – Adaptation, Partnership, Growth, Affection, Resolve

3. Participants

We collected 1,055 questionnaires from the day camps, with all survey participants being students from different schools in Macau. Participants were aged between 14 to 19 years, with 656 (66.3%) being boys and 334 (33.7%) being girls ¹. The majority of participants (49.1%) were 15 years old, followed by the group of students aged 16-17 (42.5%). Only a small proportion of participants (3.3%) were aged 18 or above. The following table provides a breakdown of the participants' age distribution.

Background of Participants

	2021		2022	
	Frequency	%	Frequency	%
Male	444	63.6%	656	66.3%
Female	254	36.4%	334	33.7%
14 or below	31	4.2%	54	5.1%
15	457	61.5%	516	49.1%
16	178	24.0%	360	34.2%
17	52	7.0%	87	8.3%
18	15	2.0%	29	2.8%
19 or above	10	1.3%	5	0.5%
	743	100.0%	1051 ²	100.0%



¹ 65 respondents did not report their sex.

² 4 respondents did not report their age.

4. Problematic Gambling Behaviors of Youngsters

We assessed the respondent's gambling disorder by the symptoms identified in DSM-V, that is, persistent and recurrent problematic gambling behavior leading to clinically significant impairment or distress, as indicated by the individual exhibiting four (or more) of the following in a 12-month period. The nine questions are as follows:

- 1 Are you often preoccupied with gambling (e.g., having persistent thoughts of reliving past gambling experiences, handicapping or planning the next venture, thinking of ways to get money with which to gamble)?
☐ No ☐ 1-2 times ☐ Often ☐ Always
- 2 Do you need to gamble with increasing amounts of money in order to achieve the desired excitement?
☐ Yes ☐ No
- 3 Have you made repeated unsuccessful efforts to control, cut back on, or stop gambling?
☐ Yes ☐ No
- 4 Are you restless or irritable when attempting to cut back on or stop gambling?
☐ No ☐ 1-2 times ☐ Often ☐ Always ☆ No attempt is made
- 5 Do you often gamble when feeling distressed (e.g., helpless, guilty, anxious, depressed)?
☐ No ☐ 1-2 times ☐ Often ☐ Always
- 6 After losing money gambling, do you often return another day to get even ("chasing" one's losses)?
☐ No ☐ Occasionally ☐ Often ☐ Always
- 7 Do you lie to conceal your extent of involvement with gambling?
☐ No ☐ 1-2 times ☐ Often ☐ Always
- 8 Have you ever taken money from any of the following without permission to spend on gambling: Dinner money or fare money? Money from family? Money from things you've sold? Money from outside the family? Somewhere else?
☐ No ☐ 1-2 times ☐ Often ☐ Always
- 9 Have you jeopardized or lost a significant relationship, job, or educational or career opportunity because of gambling?
☐ No ☐ 1-2 times ☐ Often ☐ Always

Each ☐ scores 1 mark, and there are three different levels of influence:

- 0 mark : Gambling behavior did not have any influence on the respondent's significant relationship or education.
- 1-3 marks : Gambling behavior may have an influence on the respondent's significant relationship or education.
- 4 marks or above : The respondent may have gambling disorder.

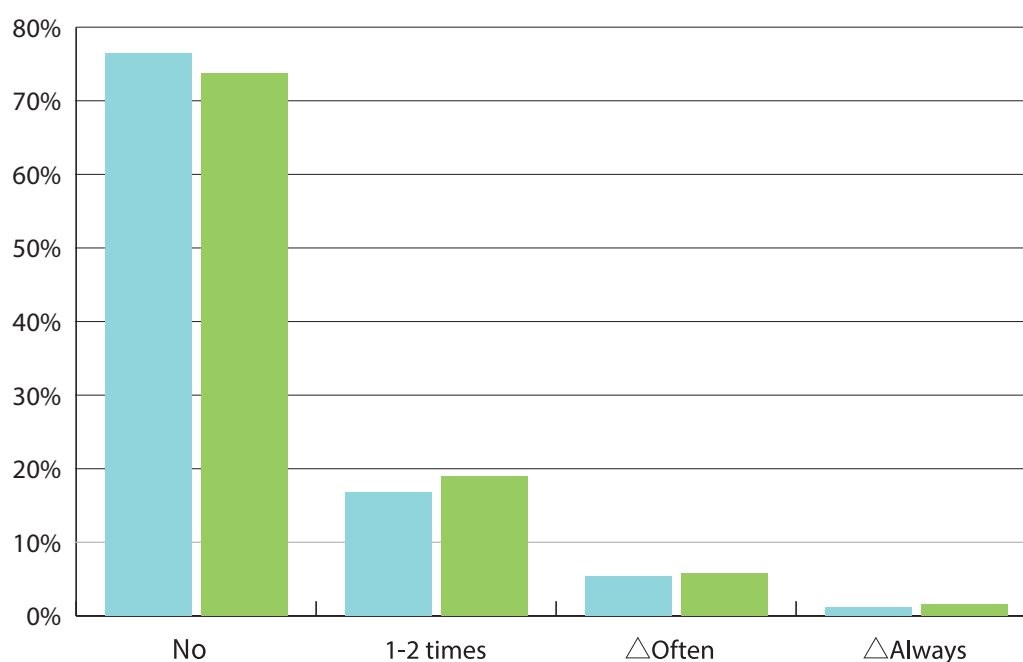
4.1 Descriptive Statistics

4.1.1 Self-Control and Reliance on Gambling

Preoccupied with gambling

During the past 12 months, did the respondent experience preoccupation with frequent gambling, such as persistent thoughts of reliving past gambling experiences, planning the next venture, handicapping, or thinking of ways to obtain money for gambling? The following table shows that 19% of respondents reported experiencing this preoccupation once or twice, 5.8% often experienced it, and 1.5% were always preoccupied with gambling. These figures are slightly higher than those reported in the previous year.

	2021		2022	
	Frequency	%	Frequency	%
No	563	76.5%	777	73.7%
1-2 times	124	16.8%	200	19.0%
△ Often	40	5.4%	61	5.8%
△ Always	9	1.2%	16	1.5%
	736	100.0%	1054 ³	100.0%

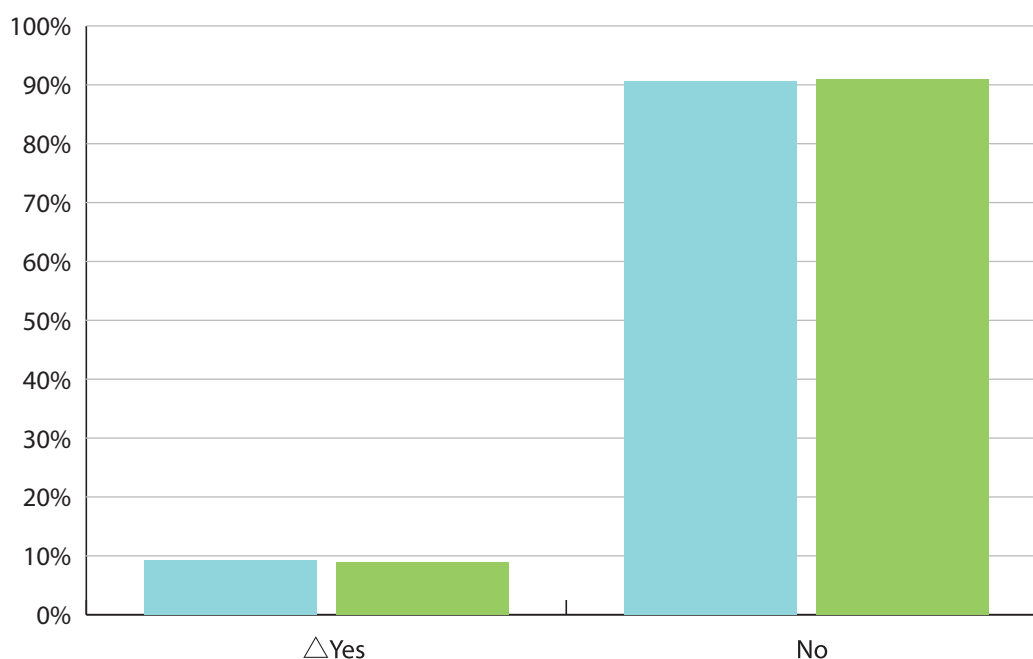


³ 1 respondent did not answer this question.

Increases amounts of money to achieve the desired excitement

The following table shows that 9% of respondents need to gamble with increasing amounts of money to achieve the desired excitement. This situation reflects that 9% of respondents have problems controlling their gambling behavior. The figure this year is similar to that of last year.

	2021		2022	
	Frequency	%	Frequency	%
△ Yes	68	9.3%	95	9.0%
No	667	90.7%	959	91.0%
	735	100.0%	1054 ⁴	100.0%

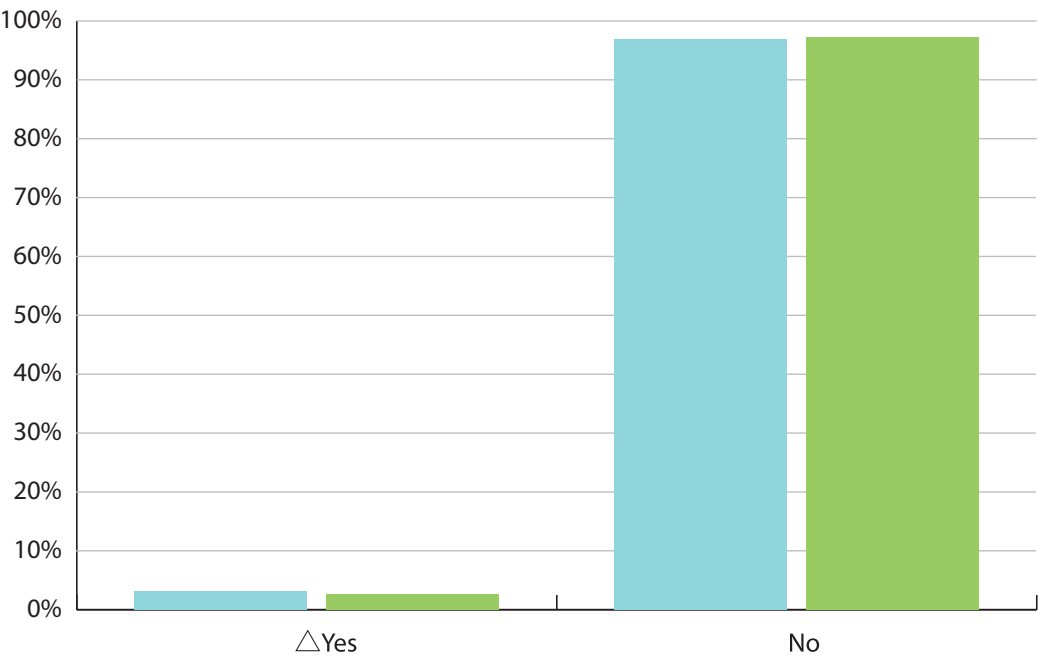


⁴ 1 respondent did not answer this question.

Repeats unsuccessful efforts to control, cut back on, or stop gambling

As shown in the upcoming table, 2.6% of respondents have made repeated unsuccessful efforts to control, cut back on, or stop gambling. The figure is slightly lower than that in 2021.

	2021		2022	
	Frequency	%	Frequency	%
△ Yes	23	3.1%	27	2.6%
No	711	96.9%	1026	97.4%
	734	100.0%	1053 ⁵	100.0%

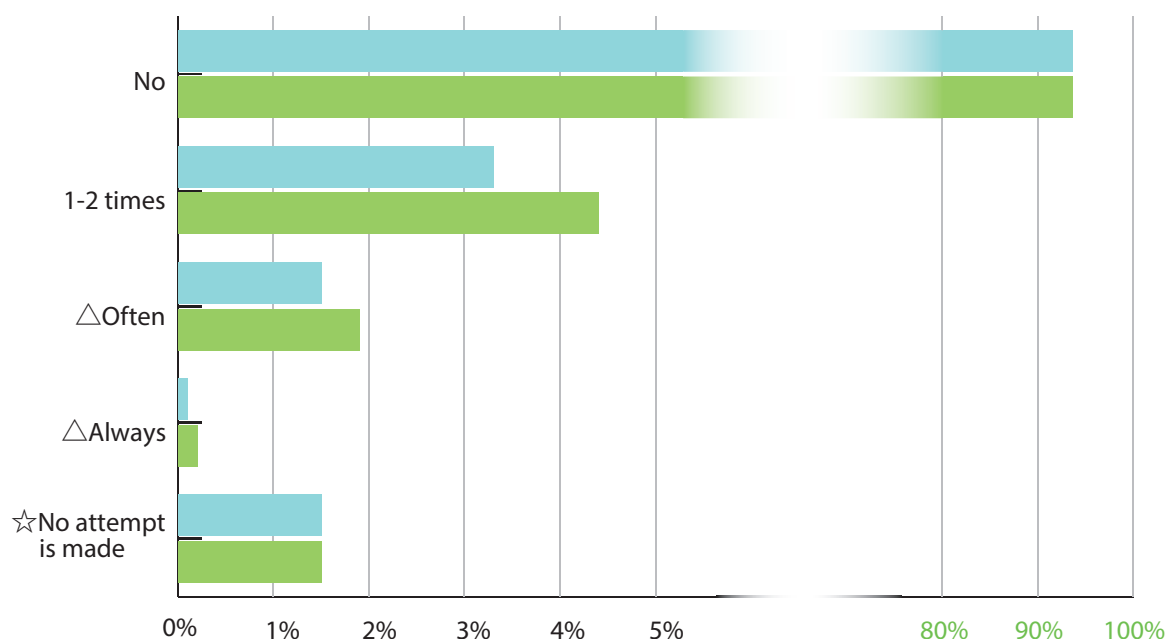


⁵ 2 respondents did not answer this question.

Expresses restlessness or irritability in cutting back on or stopping gambling

92% of respondents said they did not feel restless or irritable when attempting to cut back on or stop gambling. 6.5% of respondents feel restless or irritable when attempting to cut back on or stop gambling (1.9% 'often' and 0.2% 'always'). The percentage is slightly higher than that of 2021.

	2021		2022	
	Frequency	%	Frequency	%
No	687	93.6%	969	92.0%
1-2 times	24	3.3%	46	4.4%
△ Often	11	1.5%	20	1.9%
△ Always	1	0.1%	2	0.2%
☆ No attempt is made	11	1.5%	16	1.5%
	734	100.0%	1053 ⁶	100.0%

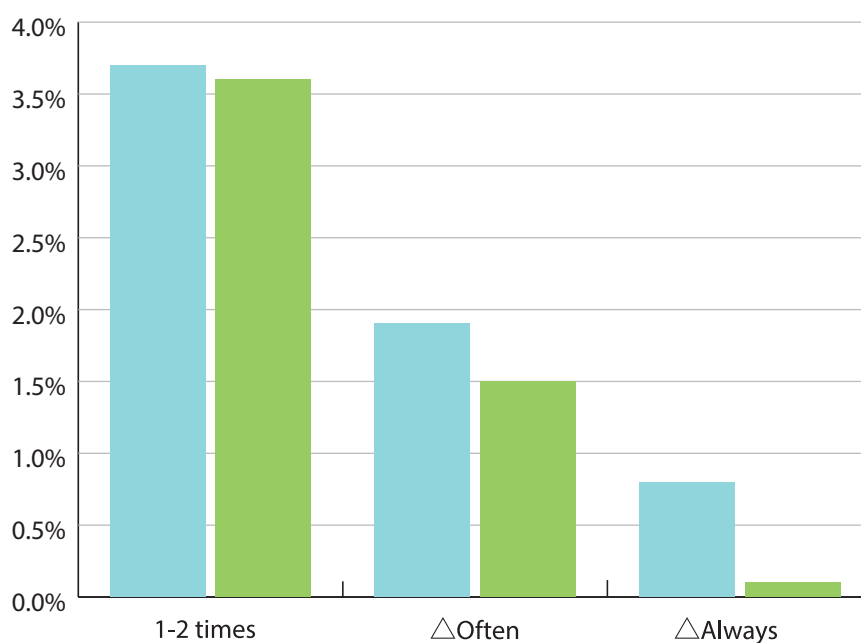


⁶ 2 respondents did not answer this question.

Gambles when feeling distressed

Most respondents will not use gambling as a way to reduce feelings of distress or other negative feelings such as helplessness, guilt, and anxiety (94.8%). 1.6% of respondents said they often or always gamble when feeling distressed. The figures are lower than those of last year.

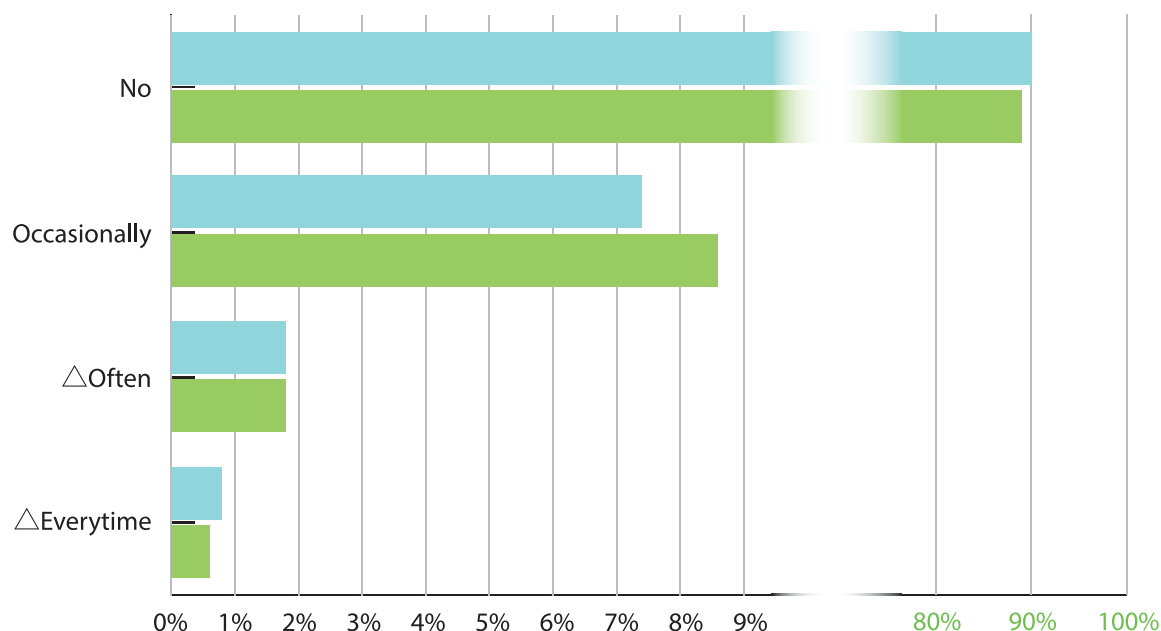
	2021		2022	
	Frequency	%	Frequency	%
No	689	93.6%	1000	94.8%
1-2 times	27	3.7%	38	3.6%
△ Often	14	1.9%	16	1.5%
△ Always	6	0.8%	1	0.1%
	736	100.0%	1055	100.0%



Chases one's losses

After losing money gambling, most students will not return another day to get even (89%). 8.6% of respondents said they occasionally return another day to get even. 1.8% of respondents admitted they often return another day to get even, and 0.6% of respondents said they do so every time. These figures are similar to those in the last year.

	2021		2022	
	Frequency	%	Frequency	%
No	661	90.1%	938	89.0%
Occasionally	54	7.4%	91	8.6%
△ Often	13	1.8%	19	1.8%
△ Everytime	6	0.8%	6	0.6%
	734	100.0%	1054 ⁷	100.0%



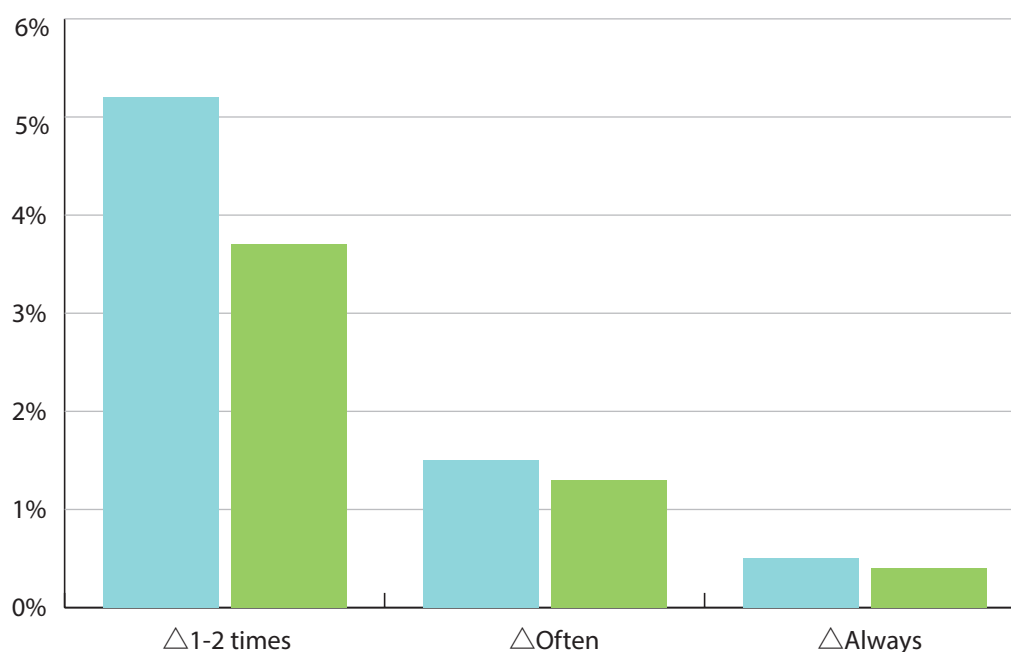
⁷ 1 respondent did not answer this question.

4.1.2 Influence on self and family

Lies to conceal the extent of involvement with gambling

Most students did not lie to conceal the extent of their involvement with gambling in the last year (94.6%). In 2022, 3.7% of respondents have lied one to two times. Some students have often (1.3%) and always lied (0.4%) to conceal the extent of their involvement in gambling. The results are slightly lower than those of last year.

	2021		2022	
	Frequency	%	Frequency	%
No	682	92.8%	995	94.6%
△ 1-2 times	38	5.2%	39	3.7%
△ Often	11	1.5%	14	1.3%
△ Always	4	0.5%	4	0.4%
	735	100.0%	1052 ⁸	100.0%

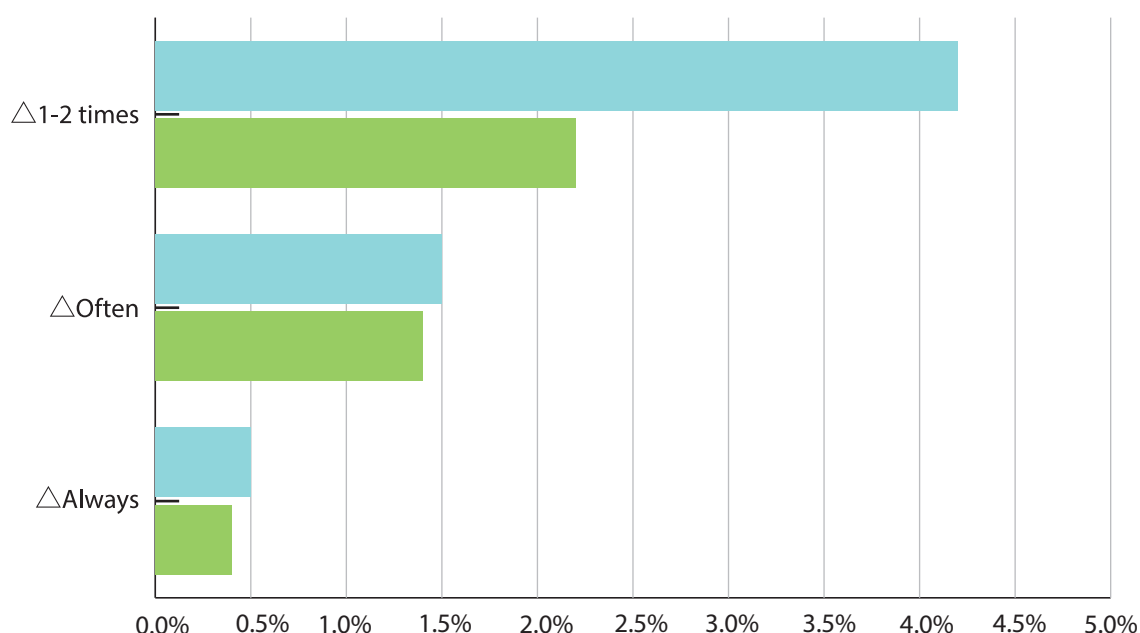


⁸ 3 respondents did not answer this question.

Takes money to spend on gambling without permission

The majority of respondents (96%) reported that they did not take money from their family, dinner money, fare money, or any other money outside of the family without permission to spend on gambling. Only 2.2% of the respondents reported doing this once or twice. A small proportion of students (1.4%) reported often taking money without permission to spend on gambling, while 0.4% reported always doing so. These figures are lower than those reported in the previous year.

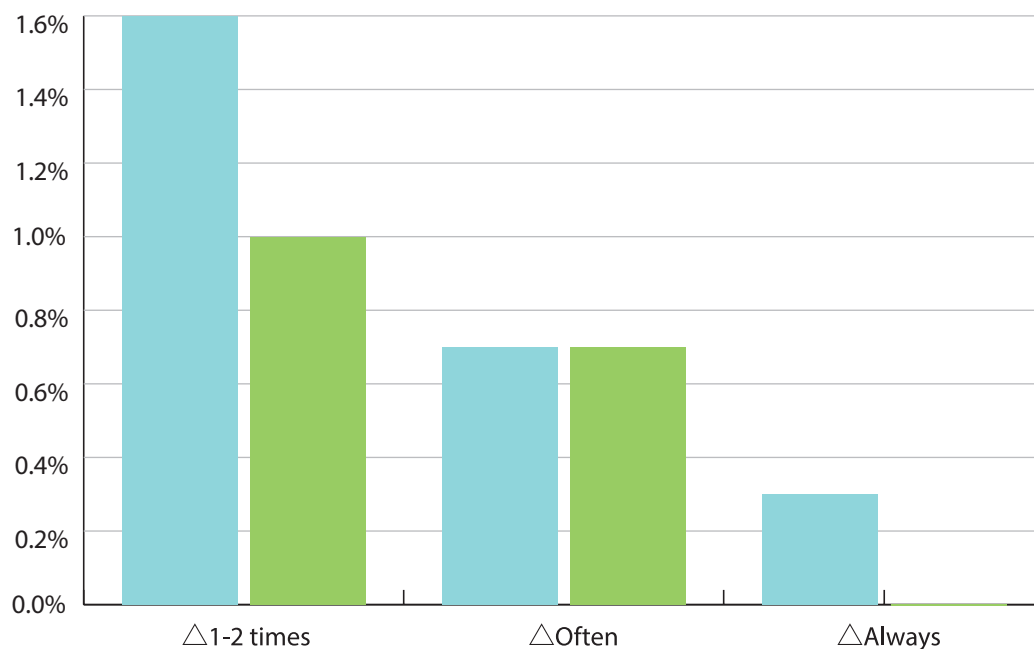
	2021		2022	
	Frequency	%	Frequency	%
No	689	93.7%	1013	96.0%
△ 1-2 times	31	4.2%	23	2.2%
△ Often	11	1.5%	15	1.4%
△ Always	4	0.5%	4	0.4%
	735	100.0%	1055	100.0%



Risks relationships and studies

Most respondents (98.3%) did not have the experience of losing a significant relationship or education opportunity because of gambling. Some respondents said that gambling has influenced their relationships and studies one to two times (1%). 0.7% of respondents expressed that gambling often or 0% always affects their relationships and studies. The situation is better than last year.

	2021		2022	
	Frequency	%	Frequency	%
No	716	97.4%	1035	98.3%
△ 1-2 times	12	1.6%	11	1.0%
△ Often	5	0.7%	7	0.7%
△ Always	2	0.3%	0	0.0%
	735	100.0%	1053 ⁹	100.0%



⁹ 2 respondents did not answer this question.

4.2 Problematic Gambling Behaviors

The following table summarizes the number of respondents with different scores. nine respondents (0.5%) have 6 to 9 marks, which display moderate to severe problematic gambling behaviors.

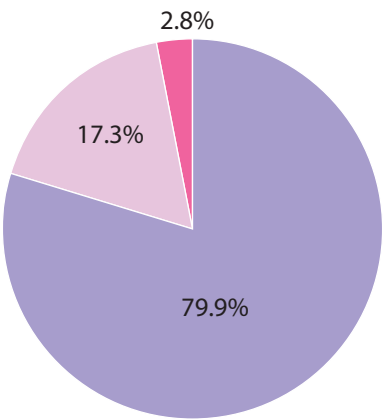
2022	△Frequency	%
0	855	81%
1	112	10.6%
2	40	3.8%
3	23	2.2%
4	15	1.4%
5	5	0.5%
6	3	0.3%
7	0	0.0%
8	2	0.2%
Total	1055	100.0%

Each △ scores 1 mark, and there are three different levels of influence:

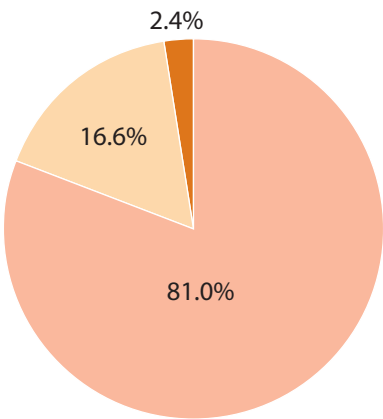
- 0 mark : Gambling behavior did not have any influence on the respondent's significant relationship or education.
- 1-3 marks : Gambling behavior may have an influence on the respondent's significant relationship or education.
- 4 marks or above : The respondent may have gambling disorder.

Out of the total respondents, 855 (81%) received a score of 0, indicating that gambling did not have any influence on their daily life and behavior. 175 respondents (16.6%) received a score of 1 to 3, indicating that they may have experienced negative impacts due to their gambling behaviors. 2.4% of the respondents received a score of 4 or above, indicating that they may have suffered from gambling disorder. Overall, the situation is slightly better than that reported in the previous year.

	2021		2022	
	Frequency	%	Frequency	%
△0	596	79.9%	855	81.0%
△1-3	129	17.3%	175	16.6%
△4 or more	21	2.8%	25	2.4%
	746	100.0%	1055	100.0%



- △0
- △1-3
- △4 or more



- △0
- △1-3
- △4 or more

4.3 Gender Differences on Problematic Gambling

It is well established that gambling and gambling disorders are more prevalent among males than females, and our results confirm that girls have a lower risk of experiencing gambling problems than boys. In this study, male respondents displayed more problematic behaviors than female respondents, with 18% of boys receiving 1 to 3 marks compared to 12.6% of girls. Moreover, 2.9% of boys and 0.6% of girls reported experiencing four or more gambling disorder symptoms¹⁰. The following tables summarize the DSM-V score of male and female respondents, respectively.

The following tables summarize the DSM V score of male and female respondents, respectively.

2022	Male	Female
△0	519 (79.1%)	290 (86.8%)
△1-3	118 (18.0%)	42 (12.6%)
△4 or more	19 (2.9%)	2 (0.6%)
	656 (100.0%)	334 (100.0%)



¹⁰ Chi-sq result showed significant difference, $p < 0.01$.

DSM-V Scores of Male Respondents

This year, out of the male respondents, 519 received a score of 0 marks (79.1%), 118 received a score of 1 to 3 marks (18.0%), and 19 received a score of 4 marks or above (2.9%). This situation is similar to that of last year.

	2021	2022
△0	348 (78.4%)	519 (79.1%)
△1-3	83 (18.7%)	118 (18.0%)
△4 or more	13 (2.9%)	19 (2.9%)
	444 (100.0%)	656 (100.0%)

DSM-V Scores of Female Respondents

In this year, 210 girl respondents scored 0 marks (82.7%), 37 girl respondents scored 1 to 3 marks (14.6%), and 7 girl respondents scored 4 marks or above (2.8%). These figures are worse than 2020 and the percentage of girl respondents with 4 marks are similar to that of boy respondents.

	2021	2022
△0	210 (82.7%)	290 (86.8%)
△1-3	37 (14.6%)	42 (12.6%)
△4 or more	7 (2.8%)	2 (0.6%)
	254 (100.0%)	334 (100.0%)

The table below presents the differences between male and female gamblers with respect to their gambling disorder behaviors. For male respondents, the primary gambling problem was “increasing amounts of money to achieve the desired excitement” (10.4%). Additionally, 8.5% of male respondents reported experiencing preoccupation with gambling, and 5.9% reported lying to conceal the extent of their involvement with gambling.

The pattern of gambling problems among female respondents was similar to that of male respondents. The major gambling problems reported by female respondents included “increasing amounts of money to achieve the desired excitement” (5.7%), “preoccupation with gambling” (4.2%), and “lying to conceal the extent of involvement with gambling” (3.3%).

Self-control over Gambling	Male	Female
• Preoccupied with gambling	56 (8.5%)	14 (4.2%)
• Increases amounts of money to achieve the desired excitement	68 (10.4%)	19 (5.7%)
• Repeats unsuccessful efforts to control	18 (2.7%)	5 (1.5%)
• Expresses restlessness or irritability in cutting back on or stopping gambling	13 (2.0%)	3 (0.9%)
• Gambles when feeling distressed	11 (1.7%)	2 (0.6%)
• Chases one's losses	16 (2.4%)	6 (1.8%)
Influence of Gambling	Male	Female
• Lies to conceal the extent of involvement with gambling	39 (5.9%)	11 (3.3%)
• Takes money to spend on gambling without permission	30 (4.6%)	8 (2.4%)
• Risks relationships and studies	11 (1.7%)	3 (0.9%)

5. Adolescent Gambling Behaviors

5.1 Gambling Preferences of participants and parents

Among the entire sample of participants, 30.2% reported playing claw machine, 24.1% reported wagering on Mahjong, and 23.2% reported wagering on card games, indicating that many of them engage in social gambling activities. The fourth and fifth most preferred gambling activities among participants were fishing machine (5.4%) and Mark Six (3.8%).

Gambling Preferences of Participants

Gambling Activities	2021	2022
Horse races/greyhound races	4 (0.5%)	4 (0.4%)
Instant lottery	14 (1.9%)	19 (1.8%)
Sports betting	22 (2.9%)	26 (2.5%)
Macau casino gambling	9 (1.2%)	5 (0.5%)
Pacapio (Chinese lottery)	3 (0.4%)	0 (0.0%)
Slot machines	3 (0.4%)	2 (0.2%)
Mark Six	35 (4.7%)	40 (3.8%)
Mahjong	159 (21.3%)	254 (24.1%)
Card games	185 (24.8%)	245 (23.2%)
Online gambling	24 (3.2%)	33 (3.1%)
Fishing machine	36 (4.8%)	57 (5.4%)
Claw machine	233 (31.2%)	319 (30.2%)

The preferred gambling activities among parents remained consistent with last year, with the majority wagering on Mahjong (29.8%) and Mark Six (19.8%). The third, fourth and fifth most preferred gambling activities were card games (18.7%), Casino Gambling (11.3%) and Sports betting (9.2%) respectively. The proportion of parents who participated in casino gambling increased from 7.8% in 2021 to 11.3% this year, possibly due to the impact of the recovery from COVID-19 pandemic.

Gambling preference of parents

Gambling Activities	2021	2022
Horse races/ greyhound races	22 (2.9%)	48 (4.5%)
Instant lottery	36 (4.8%)	57 (5.4%)
Sports betting	71 (9.5%)	97 (9.2%)
Macau casino gambling	58 (7.8%)	119 (11.3%)
Pacapio (Chinese lottery)	10 (1.3%)	13 (1.2%)
Slot machines	23 (3.1%)	45 (4.3%)
Mark Six	164 (22.0%)	209 (19.8%)
Mahjong	208 (27.9%)	314 (29.8%)
Card games	136 (18.2%)	197 (18.7%)
Online gambling	23 (3.1%)	28 (2.7%)
Fishing machine	16 (2.1%)	20 (1.9%)
Claw machine	60 (8.0%)	93 (8.8%)

The Relationship between Gambling Preference of Parents and Students

The cross-tabulation analysis revealed that parents' gambling preferences are positively associated with their children's gambling behaviors. If parents participate in sports betting, Mark Six, Mahjong, card games, or online gambling, there is a higher proportion of their children who also engage in these activities. This relationship is particularly significant in social gambling.

The following tables present the relationship between parents' and students' gambling preferences in social gambling. In families where parents engage in Mahjong, approximately 55.1% of students have played Mahjong, compared to only 10.9% of students in families where parents did not participate in Mahjong. Similarly, in families where parents play card games, 63.9% of students have participated in card games, while only 13.9% of students have played card games in families where parents did not participate in this activity.

2022	Parents wagered in Mahjong	Parents did not wager in Mahjong
Student wagered in Mahjong	173 (55.1%)	81 (10.9%)
Student did not wager in Mahjong	141 (44.9%)	660 (89.1%)
Total	314 (100.0%)	741 (100.0%)

2022	Parents wagered in Card Games	Parents did not wager in Card Games
Student wagered in Card Games	126 (63.9%)	119 (13.9%)
Student did not wager in Card Games	71 (36.1%)	739 (86.1%)
Total	197 (100.0%)	858 (100.0%)

Even for nonsocial gambling such as sports betting, Mark Six, and online gambling, we also found similar patterns. A higher proportion of respondents participate in these activities if their parents also participate in these activities. In other words, the family members' gambling activities have a direct relationship with those of their sons or daughters.

2022	Parents wagered in Sport Gambling	Parents did not wager in Sport Gambling
Student wagered in Sport Gambling	12 (12.4%)	14 (1.5%)
Student did not wager in Sport Gambling	85 (87.6%)	944 (98.5%)
Total	97 (100.0%)	958 (100.0%)

2022	Parents wagered in Mark Six	Parents did not wager in Mark Six
Students wagered in Mark Six	25 (12.0%)	15 (1.8%)
Students did not wager in Mark Six	184 (88.0%)	831 (98.2%)
Total	209 (100.0%)	846 (100.0%)

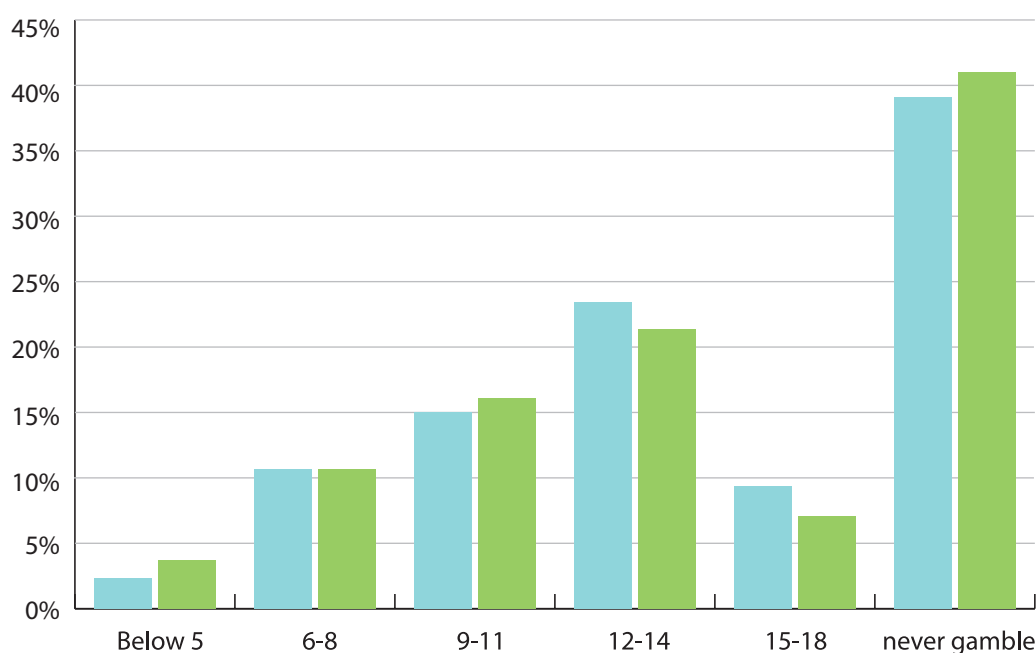
2022	Parents wagered in Online Gambling	Parents did not wager in Online Gambling
Students wagered in Online Gambling	7 (25.0%)	26 (2.5%)
Students did not wager in Online Gambling	21 (75.0%)	1001 (97.5%)
Total	28 (100.0%)	1027 (100.0%)

5.2 Gambling Pattern and Partners

Age at Which Gambling Started

Among the entire sample of gamblers, over half of the respondents have gambled before (59.0%). 21.4% reported making their first bet at ages 12-14 and 16.1% at ages 9-11. Furthermore, 14.4% of respondents reported making their first bet before the age of 8, which is slightly more than last year. The statistics indicate that most gamblers made their first bet in Primary 6 or Secondary 1. This year, the percentage of participants who reported never gambling increased from 39.1% to 41%, indicating an improvement in the results compared to the previous year.

	2021		2022	
	Frequency	%	Frequency	%
Below 5	17	2.3%	38	3.7%
6-8	78	10.7%	111	10.7%
9-11	110	15.0%	168	16.1%
12-14	171	23.4%	223	21.4%
15-18	69	9.4%	74	7.1%
Never gamble	286	39.1%	427	41.0%
	731	100.0%	1041 ¹¹	100.0%



¹¹ 14 respondents did not answer this question

Reasons for Starting Gambling

Respondents gambled to seek entertainment (39.0%) and to socialize with peers (21.5%). This result shows that the peers play a major role in influencing youngsters' participation in gambling. Entertainment and social gambling remain the two most common reasons for gambling.

	2021		2022	
	Frequency	%	Frequency	%
To try betting	33	4.4%	41	3.9%
To cope with familial gambling	45	6.0%	70	6.6%
To socialize with peers	148	19.8%	227	21.5%
To win money	19	2.5%	38	3.6%
To seek entertainment	299	40.1%	411	39.0%

5.3 Gambling Habits in the Past Year

Major Gambling Partners

Chinese people have a gambling culture with a long history, and social bonding is one of the reasons for this. People gamble together to maintain or develop kinship, friendship, or business ties. Similar to past years, youngsters' major gambling partners include friends (36.1%), family members (29.0%), and classmates (18.2%). 11.5% of respondents gambled alone.

	2021		2022	
	Frequency	%	Frequency	%
Family members	205	27.5%	306	29.0%
Friends	266	35.7%	381	36.1%
Classmates	141	18.9%	192	18.2%
Alone	102	13.7%	121	11.5%

Gambling Frequency

58.4% of respondents reported not gambling at all. Among those who did gamble, the majority were infrequent players who bet for less than one hour per month (24.1%). 12.8% played for 1-5 hours per month, while 2.4% played for 6-10 hours per month. Additionally, 2.3% of gamblers spent more than 11 hours per month on gambling activities. These figures indicate that more respondents spent 11 hours or more on gambling compared to the previous year.

	2021		2022	
	Frequency	%	Frequency	%
1 hour or below	217	29.3%	254	24.1%
1-5 hours	92	12.4%	13	12.8%
6-10 hours	16	2.2%	25	2.4%
11-15 hours	4	0.5%	10	0.9%
15 hours or above	6	0.8%	15	1.4%
No gambling last year	405	54.7%	616	58.4%
	740	100.0%	1055	100.0%

Spending in Gambling Activities

In 2022, 62.3% of respondents did not wager in gambling activities. 33.0% of youngsters on average spent less than \$500 on gambling activities, while 4.7% spent more than \$500 on gambling activities. Overall, fewer people wager in gambling activities this year.

	2021		2022	
	Frequency	%	Frequency	%
No gambling last year	420	56.7%	657	62.3%
\$1-\$500	288	38.9%	348	33.0%
\$501-\$1,000	18	2.4%	30	2.8%
\$1,001-\$3,000	7	0.9%	13	1.2%
\$3,001-\$10,000	3	0.4%	5	0.5%
\$10,001 or above	5	0.8%	2	0.2%
	741	100.0%	1055	100.0%

Finances for Gambling

Respondents mainly finance their gambling activities using 'pocket money' (34.4%), money from 'personal savings' (17.1%), and 'family members' (14.7%). However, there are increase in the choices of 'borrow from others' and 'money owned by others'.

	2021		2022	
	Frequency	%	Frequency	%
Pocket money	258	34.3%	363	34.4%
From family members	124	16.6%	155	14.7%
Personal savings	135	18.1%	180	17.1%
Salary from part-time job	23	3.1%	33	3.1%
Borrow from others	2	0.3%	6	0.6%
Money owned by others	1	0.1%	7	0.7%

6. Family Status and Relationship with Gambling Disorder

6.1 Respondents' Family Economic and Social Status

Economic Status

The second part of this questionnaire asked respondents to report their family's economic and social status to analyze the relationship with gambling disorder. The following table shows how respondents perceive the economic status of their family. As shown in the table, the majority of them perceive as lower middle class (64.4%), 17.0% of them perceive their family as upper middle class, while 16.4% of them perceive themselves as working class or poor.

2022	Frequency	%
Wealthy	22	2.1%
Upper Middle	177	17.0%
Lower Middle	670	64.4%
Working class	116	11.2%
Poor	55	5.3%
	1040 ¹²	100.0%

49.3% of respondents did not have a clear idea about their family's economic status. 15.8% of them believed that their monthly family income is higher than \$40,000.

2022	Frequency	%
<\$10,000	20	1.9%
\$10,000-\$19,999	51	4.9%
\$20,000-\$29,999	67	6.4%
\$30,000-\$39,999	68	6.5%
>\$40,000	166	15.8%
Not know	517	49.3%
Refused to answer	160	15.2%
	1049	100.0%

¹² 15 respondents did not answer this question.

Educational Background and Work Experience of Parents

The following table shows that the patterns of fathers and mothers' educational background are similar. Most students reported that their parents have completed secondary education (father: 47.4%, mother: 54.9%) and university education (father: 28.7%, mother: 27.2%).

2022	Father		Mother	
	Frequency	%	Frequency	%
Primary school or below	147	14.6%	86	8.5%
Secondary school	479	47.4%	559	54.9%
Tertiary education	88	8.7%	96	9.4%
University or above	290	28.7%	277	27.2%
	1004	100.0%	1018	100.0%

The results of this study suggest that parents' educational background is one of the predictors for students' gambling behaviors. Data from the past few years have shown that students whose parents have lower educational attainment tend to have more problematic gambling behaviors. This year's result showed that more respondents are probable gambling disorder in the group whose fathers have primary school education. There are slight differences between the remaining groups, but the results are not significant.

Father's education level	Primary School	Secondary School	Tertiary Education	University or above
△0	115 (78.2%)	394 (82.3%)	70 (79.5%)	233 (80.3%)
△1-3	23 (15.6%)	77 (16.1%)	18 (20.5%)	49 (16.9%)
△4 or above	9 (6.1%)	8 (1.7%)	0 (0.0%)	8 (2.8%)
	147 (100.0%)	479 (100.0%)	88 (100.0%)	290 (100.0%)

Father's education level	Primary School	Secondary School	Tertiary Education	University or above
△0	70 (81.4%)	452 (80.9%)	71 (74.0%)	228 (82.3%)
△1-3	14 (16.3%)	90 (16.1%)	23 (24.0%)	45 (16.2%)
△4 or above	2 (2.3%)	17 (3.0%)	2 (2.1%)	4 (1.4%)
	86 (100.0%)	559 (100.0%)	96 (100.0%)	277 (100.0%)

The following table shows that most parents are working (father: 73.2%, mother: 72%). 16.9% of mothers are housewives.

2022	Father		Mother	
	Frequency	%	Frequency	%
In work	765	73.2%	755	72.0%
Housework	18	1.7%	177	16.9%
Retired	50	4.8%	10	0.9%
Unemployed	25	2.4%	19	1.8%
Not know/ Refused to answer	185	17.7%	88	8.4%
	1043	100.0%	1049	100.0%

15.4% of father and 34.5% of mother worked in companies associated with gambling industries. The major occupation types for respondents' father were technical (19.7%) and civil servants (13.6%). Apart from gambling related work, the major occupation types for respondents' mother include service personnel (18.4%) and clerical (17.8%).

2022	Father		Mother	
	Frequency	%	Frequency	%
Professionals	74	7.0%	63	7.9%
Service Personnel	63	6.0%	147	18.4%
Clerical	56	5.3%	142	17.8%
Civil servants	144	13.6%	71	8.9%
Self-employed	97	9.2%	40	5.0%
Technical	208	19.7%	29	3.6%
Unskilled	34	3.2%	30	3.7%
Worked in gambling related industries	162	15.4%	275	34.5%
		100.0%		100.0%

Parents' Marital Status

This table shows that 78.1% of respondents' parents are still married. A total 17.8% of respondents' parents are separated or divorced.

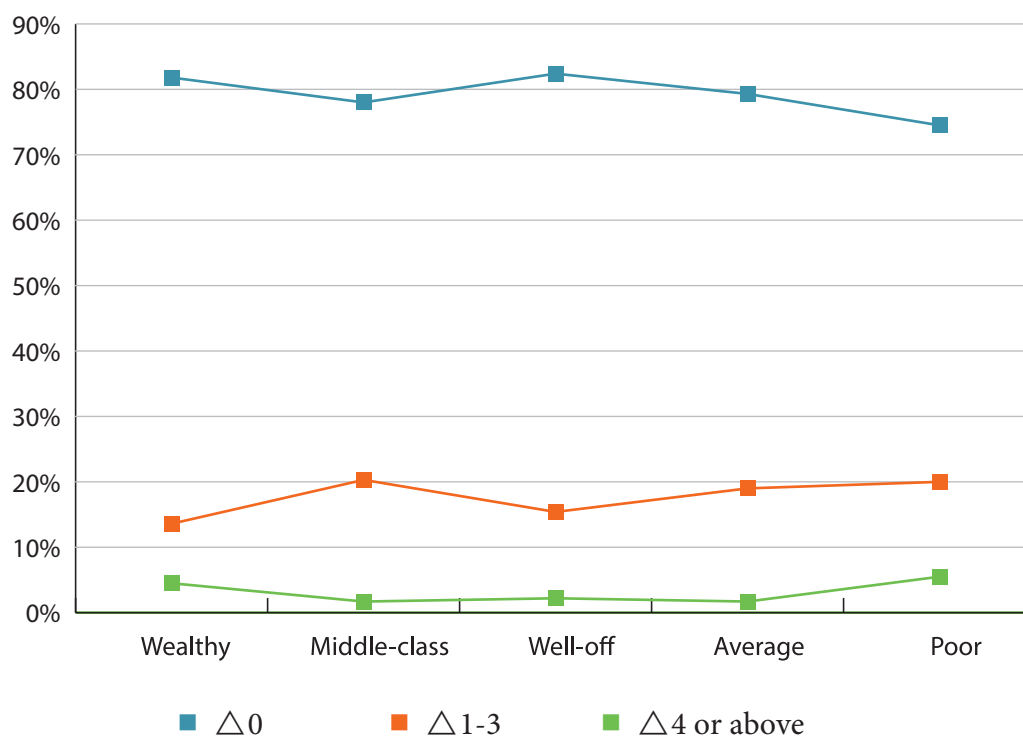
2022	Frequency	%
Married	817	78.1%
Separated	62	5.9%
Divorced	126	12.1%
Other	41	3.9%
	1046	100.0%

6.2 Family Economic Situation and Gambling Behaviors

The following table shows respondents who perceive their family to be 'Poor' display the highest proportion of at risk (20.0%) and gambling disorder (5.5%), but the situation is not significant.

	Wealthy	Middle-class	Well-off	Average	Poor
△0	18 (81.8%)	138 (78.0%)	552 (82.4%)	92 (79.3%)	41 (74.5%)
△1-3	3 (13.6%)	36 (20.3%)	103 (15.4%)	22 (19.0%)	11 (20.0%)
△4 or above	1 (4.5%)	3 (1.7%)	15 (2.2%)	2 (1.7%)	3 (5.5%)
	21 (100.0%)	177 (100.0%)	670 (100.0%)	116 (100.0%)	55 (100.0%)

Perceived Economic Status and DSM-V Scores



The following table shows the relationship between parents' marital status and gambling disorder of their sons or daughters. Respondents from divorced family have significantly higher proportion of problematic gambling behaviors (29.4%).

	Married	Separated	Divorced	Others
Δ 0	677 (82.9%)	49 (79.0%)	89 (70.6%)	31 (75.6%)
Δ 1-3	125 (15.3%)	11 (17.7%)	30 (23.8%)	9 (22.0%)
Δ 4 or above	15 (1.8%)	2 (3.2%)	7 (5.6%)	1 (2.4%)
	817 (100.0%)	62 (100.0%)	126 (100.0%)	41 (100.0%)

6.3 Parents' Attitudes toward Respondents' Gambling Behavior

Parents' Responses

The parents' responses vary. 34.3% of respondents reported that their parents do not have much of a response to their gambling behaviors. Only 10.7% of parents ask them to reduce gambling. The table shows that many parents do not provide clear guidance to their children regarding gambling activities. Also, 7.6% of parents do not know about their children's gambling behaviors.

	2021		2022	
	Frequency	%	Frequency	%
Ask them to stop gambling	12	1.6%	21	2.0%
Ask them to reduce gambling	70	9.4%	113	10.7%
Encourage them to win	12	1.6%	20	1.9%
Not much response	258	34.6%	362	34.3%
Worry them lose money	17	2.3%	53	5.0%
Encourage by providing money	7	0.9%	19	1.8%
Avoid discussing this topic	10	1.3%	17	1.6%
Not know about their gambling behaviors	63	8.4%	80	7.6%

Parents' passive behavior may have negative impacts on youngsters' problematic gambling behaviors. As shown in the following table, in the group where parents do not have much of a response to their children's gambling behaviors, the respondents have a higher proportion of gambling disorder symptoms displayed.

2021	Parent not much response	Not select this option
△0	200 (77.5%)	396 (81.1%)
△1-3	51 (19.8%)	78 (16.0%)
△4 or above	7 (2.7%)	14 (2.9%)
	258 (100.0%)	488 (100.0%)

2022	Parent not much response	Not select this option
△0	269 (74.3%)	586 (84.6%)
△1-3	83 (22.9%)	92 (13.3%)
△4 or above	10 (2.8%)	15 (2.1%)
	362 (100.0%)	693 (100.0%)

7.6% of respondents reported that their parents do not know about their participation in gambling activities. This group of students also displayed a higher proportion of gambling disorder. 5% of them scored 4 marks or above, and 38.8% scored 1 to 3 marks. Both scores are above average. In other words, some students are being affected by gambling even though their parents are unaware.

2021	Parents do not know	Not select this option
△0	38 (60.3%)	558 (81.7%)
△1-3	19 (30.2%)	110 (16.1%)
△4 or above	6 (9.5%)	15 (2.2%)
	63 (100.0%)	683 (100.0%)

2022	Parents do not know	Not select this option
△0	45 (56.3%)	810 (83.1%)
△1-3	31 (38.8%)	144 (14.8%)
△4 or above	4 (5.0%)	21 (2.1%)
	80 (100.0%)	975 (100.0%)

Do Your Parents Gamble Too Much?

3.2% of students said their parents have serious gambling problems (2.3% agree and 0.9% strongly agree). The result is slightly higher than last year.

	2021		2022	
	Frequency	%	Frequency	%
No gambling	279	37.7%	382	36.5%
Strongly disagree	237	32.0%	337	32.2%
Disagree	114	15.4%	137	13.1%
Neutral	95	12.8%	158	15.0%
Agree	8	1.1%	24	2.3%
Strongly agree	7	0.9%	10	0.9%
	740	100.0%	1048	100.0%

6.4 Satisfaction with Family Function

The Family APGAR index was first introduced in 1978 to assess family functioning. The five-item questionnaire was developed based on the premise that an individual's perception of family function could be evaluated through their report of satisfaction with five parameters of family function: adaptation, partnership, growth, affection, and resolve.

Most items on the Family APGAR index received a mean score higher than 2.5, indicating that respondents generally have a positive attitude toward their family. They reported being more satisfied with how their family spends time together (mean score of 2.93), as well as their family's acceptance and support of their directions (mean score of 2.92).

	Mean	SD
I am satisfied that I can turn to my family for help when something is troubling me.	2.86	1.565
I am satisfied with the way my family talks over things with me and shares problems with me.	2.59	1.001
I am satisfied that my family accepts and supports my wishes to take on new activities and directions.	2.92	0.937
I am satisfied with the way my family express affections, and responds to my emotions such as anger, sad, and love.	2.54	0.965
I am satisfied with the way my family and I share time together.	2.93	0.946
(1=Almost never, 2=Occasionally, 3=Sometimes, 4 = Always)		

I am satisfied that I can turn to my family for help when something is troubling me.

	Almost never	Occasionally	Sometimes	Always	
Frequency	96	297	350	305	1048
%	9.2%	28.3%	33.4%	29.1%	100.0%

I am satisfied with the way my family talks over things with me and shares problems with me.

	Almost never	Occasionally	Sometimes	Always	
Frequency	164	341	311	235	1051
%	15.6%	32.4%	29.6%	22.4%	100.0%

I am satisfied that my family accepts and supports my wishes to take on new activities and directions.

	Almost never	Occasionally	Sometimes	Always	
Frequency	82	260	367	338	1047
%	7.8%	24.8%	35.1%	32.3%	100.0%

I am satisfied with the way my family express affections, and responds to my emotions such as anger, sad, and love.

	Almost never	Occasionally	Sometimes	Always	
Frequency	159	362	330	199	1050
%	15.1%	34.5%	31.4%	19.0%	100.0%

I am satisfied with the way my family and I share time together.

	Almost never	Occasionally	Sometimes	Always	
Frequency	86	252	363	348	1049
%	8.2%	24.0%	34.6%	33.2%	100.0%

According to these tables:

- The majority of respondents (62.5%) reported that they can turn to their family for help when they are facing difficulties. However, 9.2% of respondents reported being almost never satisfied with their family's support.
- More than half of the respondents (52%) reported being satisfied with the way their family communicates with them and shares problems with them. However, 15.6% of respondents reported being dissatisfied with their family's communication.
- A significant proportion of respondents (67.4%) reported that their family accepts and supports their wishes to take on new activities and directions. However, 7.8% of respondents reported being dissatisfied with their family's support for their aspirations.
- In terms of expressing affections and responding to emotions, half of the respondents (50.4%) reported being satisfied with their family's behavior. However, 15.1% of respondents reported being dissatisfied with the way their family expresses and responds to emotions.
- The majority of respondents (67.8%) reported being satisfied with the way their family spends time together. However, 8.2% of respondents reported being dissatisfied with how their family shares time together.

6.5 Relationship between Family APGAR Index and Gambling Disorder

The original instrument allows three possible responses to each of the five items. Responses to the items are added, and scores are rescaled to a range from 0 to 10 points (low to high satisfaction with family function). Families can be characterized as a functional family (7-10 marks) or dysfunctional family (6 marks or below). A dysfunctional family can still be classified as mild (4 to 6 marks) and severely dysfunctional (3 marks or below). The following table shows that 14.1% of respondents perceive that their family is severely dysfunctional.

	2022	
	Frequency	%
Severely Dysfunctional (0-3points)	149	14.1%
Mild Dysfunctional (4-6points)	578	54.8%
Functional(7-10points)	328	31.1%

The table below demonstrates that respondents from functional families exhibit significantly lower levels of gambling disorder compared to those from dysfunctional families. This suggests that the quality of communication and support provided by the family can have a positive impact on reducing students' gambling problems.

Relationship between APGAR Index and Gambling Disorder

DSM V	APGAR Index		
	0-3 marks	4-6 marks	7-10 marks
△0	114 (76.5%)	455 (78.7%)	286 (87.2%)
△1-3	30 (20.1%)	105 (18.2%)	40 (12.2%)
△4 or above	5 (3.4%)	18 (3.1%)	2 (0.6%)
	149 (100.0%)	578 (100.0%)	328 (100.0%)

6.6 Relationship between Parent's Working in Gambling Industry and Gambling Disorder

The following tables explore the relationship between parental employment in the gambling industry and DSM-V scores of respondents. The tables indicate that respondents with a father or mother working in the gambling industry have a slightly higher proportion of gambling disorder, but not statistically significant.

Father work in gambling industry	Yes	No
△0	126 (77.8%)	729 (81.6%)
△1-3	32 (19.8%)	143 (16.0%)
△4 or above	4 (2.5%)	21 (2.4%)
	162 (100.0%)	893 (100.0%)

Mother work in gambling industry	Yes	No
△0	214 (77.8%)	641 (82.2%)
△1-3	51 (18.5%)	124 (15.9%)
△4 or above	10 (3.6%)	15 (1.9%)
	275 (100.0%)	780 (100.0%)

6.7 Relationship between Parents' Working on shift and Gambling Disorder

The following tables explore the relationship between parent's working on shift and DSM-V scores of respondents. The results suggested that there is no significant relationship between parents' working on shift and respondents' gambling disorder.

Father working on shift	Yes	No
△0	257 (80.1%)	445 (82.3%)
△1-3	54 (16.8%)	88 (16.2%)
△4 or above	10 (3.1%)	8 (1.5%)
	321 (100.0%)	541 (100.0%)

Mother working on shift	Yes	No
△0	268 (81.0%)	327 (83.6%)
△1-3	57 (17.2%)	56 (14.3%)
△4 or above	6 (1.8%)	8 (2.1%)
	331 (100.0%)	391 (100.0%)

7. Discussion and Conclusion

Youngsters' Problem Gambling

Teenagers' self-control and dependence on gambling are largely unchanged from last year's results. The proportion of those who sometimes or frequently have gambling-related thoughts increased slightly from 6.6% to 7.3%, while the proportion of those feeling anxious or bored when trying to reduce gambling increased slightly from 1.6% to 2.1%. The rates of those desiring to increase bets for stimulation or having unsuccessfully tried reducing gambling are marginally lower than last year. Similar to 2021, 11% of respondents reported trying to recoup losses by gambling the next day. The percentage of teenagers who sometimes or frequently gamble when unhappy is 1.6%, a bit lower than last year's 2.7%. Overall, teenagers' gambling compulsions and dependencies remain similar to last year's levels.

In terms of gambling's impacts, 5.5% of respondents admitted lying to family/friends due to gambling (versus 7.2% in 2021). 4.0% reported unauthorized use of money for gambling, a bit lower than last year's 6.3%. 1.7% stated gambling had impacted key relationships and learning (compared to 2.6% in 2021). All three measures show some improvement over last year.

This year's DSM-V scores were 0 (no academic/family/social impacts) for 81.0% of respondents. Scores of 1-3 (potentially serious impacts) accounted for 16.6%, on par with last year's 17.3%. Scores of 4+ (possible gambling disorder) were 2.4% (versus 2.8% in 2021), which is marginally lower. Overall, the rate of teenagers in gambling crisis has slightly declined.

From 2009-present, the percentage with scores of 1-3 rose from 13% (in 2009) to around 20% in current years (16.6% this year). Those scoring 4+ also increased slightly from 1.0% to 2.4% over this period. Although this year's teenage gambling disorder rates did not rise, the ongoing potential risks cannot be ignored.

In terms of gender differences, as in prior years, male respondents had higher DSM-V scores than females - 18% of males scored 1-3 and 2.9% scored 4+, versus 12.6% and 0.6% for females. As other research and our past studies show, gambling issues tend to be more severe among male students. This pattern has continued since 2013.

Research indicates gambling disorder impacts on teens include increased crime (Gupta et al., 2004), damaged family relationships (Politzer et al., 1992), declining academics, poor work performance, demotivation, and even drug abuse. In this survey, 10.4% male and 5.7% female respondents needed bigger bets for stimulation, 8.5% male and 4.2% female respondents were preoccupied with gambling, and 5.9% of males and 3.3% of females lied due to gambling - all suggesting many teens are affected by gambling problems.

Adolescent Gambling Activities

Numerous foreign studies indicate many pathological gamblers start during childhood. With growing gambling opportunities, problem gamblers' age is decreasing (Griffiths & Wood, 2000). That is, the earlier gambling begins, the higher the eventual problem gambling risk. This survey shows the most common age adolescents begin gambling is 9-14 years old (37.5%). However, over 10% started by age 8 or earlier. Though most respondents wager less than \$500 on gambling, 1.9% reported spending over \$1,000 monthly.

Similar to the figures in 2021, the most popular youth gambling activities of 2022 are claw machines (30.2%), mahjong (24.1%), and poker (23.2%), followed by fishing machines (5.4%) and mark-six lottery (3.8%). Judging by the participation rates of claw machines and fishing machines, entertainment-based gambling activities are more attractive to young people than traditional gambling. The top reasons respondents first gambled were entertainment (39.0%) and social activities among peers (21.5%). This reflects that peers (friends/classmates) and family members often introduce adolescents to gambling, with entertainment and social gambling as the main motivations to gamble.

Family Economic Background and Adolescent Problem Gambling

Numerous international studies show children from lower socioeconomic families tend to have higher problem gambling risks than those from higher socioeconomic strata. This pattern also appears in this study, as respondents from impoverished families were more prone to gambling disorders than other groups. Regarding parental education, this year's result showed that more respondents are probable gambling disorder in the group whose fathers have primary school education. There are slight differences between the remaining groups, but the results are not significant. In any case, preventing youth gambling issues requires adequate support to parents. For instance, parents with lower education level may not have sufficient knowledge on addressing their children's gambling problems effectively. Equipping parents with proper financial management knowledge and skills to impart to their children could aid both monitoring of youth gambling and mitigating their gambling issues.

Family Influence on Adolescents' Gambling Behaviour

Many studies show family factors like household dynamics is associated with youth gambling (Maas, 2016). Research indicates that gambling is often learned at home and then practiced socially (NGISC, 1999). According to a report by the Chinese University of Hong Kong (2010), factors elevating the likelihood of pathological gambling included weak social bonding with family and school, social learning of gambling, social strain such as negative relations with family members and peers, and psychological factors pertaining to low self-control and strong sense of uncertainty.

Research result showed that greater parental gambling participation associates with higher child gambling rates (Vitaro et al, 2004). In this study, more than half of participants whose parents play mahjong also play, versus only around 10% participants play mahjong if their parents did not. And 12.4% of participants whose parents bet on sports also bet on sports, compared to just 1.5% of those whose parents don't. Hence, family

gambling increases the likelihood of adolescent gambling. To reduce youth gambling impacts, parents should act as role models and curtail their own gambling, rather than treat gambling as a family activity - as that will likely backfire.

Some families fail to properly educate their children about gambling risks. For instance, over 14.7% participants receive gambling money from family, and only 12.7% participants are advised or reprimanded by parents not to gamble. Most parents have little reaction (34.3%). This suggests many parents normalize gambling in their daily lives. As in 2021, youths whose parents condone or ignore gambling have higher rates of disordered gambling. Therefore, promoting family education and encouraging parents to instill proper financial values in children are key to preventing youth gambling problems.

This year's Family APGAR Index analysis showed that 14.1% participants perceived their family as severely dysfunctional, which is higher than last year's 11.2%. 31.1% participants perceived that their family as functional, which is lower than last year's 34.8%. Participants of families which are severely dysfunctional had significantly higher disordered gambling, indicating functional, caring families can help reduce gambling disorders.

This year's study also explored whether parents working in gambling-related industries have an impact on children's gambling disorders. Although the result showed that the risk of gambling disorder is higher for participants whose parents are working in gambling-related industries, it does not reach a statistically significant level. This suggested that parental employment does not directly influence youth gambling disorders. Further data collection and analysis would be useful here.

Conclusion

In summary, this year's survey indicates youth gambling problem rates remain largely similar to last year's. To reduce adolescent gambling risks, government and social services should undertake multiple measures.

Many youths view gambling as legitimate entertainment or socializing, even a money-making opportunity. Basic awareness-building is needed to counter myths that "small bets are harmless fun" and communicate that small bets can lead to large ones and financial loss. Secondly, youth gambling opportunities should be reduced through greater parental involvement in teaching, monitoring, and self-restraint in gambling, while government should take on stricter measures in restricting underage online gambling. Finally, education should provide youths with accurate gambling knowledge, skills to refuse peer pressure, and proper financial management concepts to enable better choices and lower disordered gambling rates.

This study further confirms families play an important role in youth gambling disorders. Parent-child communication and care can significantly curb gambling disorder risks. No clear evidence yet exists linking parents' shift work or gambling industry employment directly with youth gambling problems - further analysis would be beneficial.

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