

FEATURED INFORMATION



[Jeu : aide et référence](#) celebrated its thirtieth anniversary with a benefit event held at La Fabrik8. They participated in an afternoon of panel discussions followed by cocktails and networking.

[Prévention et sensibilisation aux jeux de hasard et d'argent: défis, besoins, vision pour le futur.](#)

[Jeux vidéo, cyberdépendance, jeux de hasard et d'argent: soutenir l'entourage des joueurs.](#)

PUBLICATIONS

Murch, W. S., **Kairouz**, S., & **French**, M. (2024). [Establishing the temporal stability of machine learning models that detect online gambling-related harms](#). Computers in Human Behavior Reports, 14, 100427.

Murch, W. S., Ferrari, M. A., & Clark, L. (2024). [Post-reinforcement pauses during slot machine gambling are moderated by immersion](#). Quarterly Journal of Experimental Psychology (Hove). Advance online publication.

Savard, A., **Kairouz**, S., & Romo, L. (2023). [La face cachée des jeux de hasard et d'argent : Quand Les discours dominants invisibilisent](#). Addiction(s) : recherches et pratiques. 1(8): 34-36.

Fiedler, I., Ante, L., Von Meduna, M., Steinmetz, F., **Kairouz**, S., & **Costes**, J.-M. (2024). [Simulated Gambling: An Explorative Study Based on a Representative Survey](#). Journal of Gambling Studies, 40, 255–274.

NEWS FROM THE GAMBLING FIELD

Gemini Research. (2024). [Impacts of legalized gambling in Connecticut.](#)

This report covers the first research commissioned by the Connecticut Department of Mental Health and Addiction Services (DMHAS) to examine the social and economic impacts of gambling since the legalization of online casinos and sports betting in 2021.

Duffy, L (2024), [Electronic gaming machine environment study – Wave 2 summary. Victorian Responsible Gambling Foundation, Melbourne \(2024\).](#) This study provides an overview of the gaming environment and the attitudes and behaviours of customers and staff in the Victoria region of Australia. The results of this study will enable the continued review and improvement of risk minimization policies and approaches in Victorian gaming venues.

Lischer, S., Schwarz, J., Wallimann, H., Mustafić, M., & Jeannot, E. (2024). [The effect of exclusion on subjective well-being indicators and problem gambling in Swiss casinos. International Gambling Studies. Advance online publication.](#) This research evaluates the impact of exclusion as a harm reduction strategy on gambling behaviour, help-seeking motivation and well-being.

Rossi, R., & Nairn, A. (2024). Priming Young Minds: [The Appeal of Gambling Advertising to Children and Young People. Journal of the Association for Consumer Research, 9\(2\), 187-199.](#) This study aims to investigate the impact of current gambling advertising on children and young people, particularly on platforms like Twitter. It seeks to understand how these advertisements are perceived by different age groups and to evaluate whether the existing advertising guidelines effectively minimize the appeal to minors.

Singer, J., Wöhr, A. & Otterbach, S. (2024). [Gambling Operators' Use of Advertising Strategies on Social Media and Their Effects: A Systematic Review. Current Addiction Reports. \(2024\).](#) This systematic review identifies English-language articles published since 2021 that focus on gambling advertising on social networks.

Suomi, A., Lucas, N., Dowling, N. et al. (2024) [Gambling Harm Experienced by Children Exposed to Parental Gambling: An Online Survey of Australians. Journal of Gambling Studies. \(2024\). 40, 181–200.](#) The study examines the specific harms suffered by children as a result of their parents' gambling problems, focusing on areas such as financial pressure, psychological distress, interpersonal problems and the transmission of gambling problems from one generation to the next.

Zhang, K., Rights, J. D., Deng, X., Lesch, T., & Clark, L. (2024). [Between-session chasing of losses and wins in an online eCasino. Journal of Behavioral Addictions.](#) This study examines chasing behavior, in particular the time it takes to return to an online gaming site after a winning or losing episode. The data comes from the online casino site PlayNow.com, the online gaming platform of British Columbia's (Canada) state-owned British Columbia Lottery Corporation, and includes 15,544 players and 1,909,681 gaming sessions.

CONFERENCES

The [Lisbon Addictions Conference](#) will be held in Lisbon, Portugal, October 23rd to 25th, 2024

For comments or further information,

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