

## **GAMBLING AMONG RESIDENTS OF ILORIN METROPOLIS: A STUDY OF CAUSATIVE FACTORS**

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### **Abstract**

*Gambling has become a rampant occurrence globally. With technological advancement, gambling has been made even easier such that it can be done without the hassle of a bookmaker. This has further increased the number of people that gamble. As such, it becomes a problem when people are addicted to it. Gambling is hazardous physically, psychologically, financially and even socially. Addicts stop at nothing in an attempt to gratify their desires. The continuous loss of money in bets could even result in the individual committing suicide. As such, this study seeks to understand the causative factors behind gambling in Ilorin metropolis. The theory of reasoned action is used to shed more light on gambling. Using the purposive sampling technique, a sample size of 240 respondents were drawn. Copies of questionnaire were distributed to the respondents, with the retrieved data analyzed using the spearman rank correlation and chi-square techniques. The findings indicated a significant relationship between peer influence and engagement in gambling. The findings also revealed a significant relationship between gender and engagement in gambling. Following this, the study recommends that the government arrange therapies for gambling addicts to help them with their ordeal.*

**Keywords:** Gambling, Residents, Metropolis, Gender, Peer Influence

### **Introduction**

Deciding the root of gambling is a troublesome project. In its most genuine structure, gambling has been around for a huge number of years, as individuals have dependably bet on the result of an occasion between two contenders. It is known that numerous Roman rulers delighted in gambling and for a long time it was just lawful to put down a wager in Rome at the carnival or at the chariot races. Gambling is a term used to cover a wide scope of bets on the results of occasions, or occasions that happen inside bigger occasions. For instance, betting on who will win a match of tennis, through to who will win the main set inside a match of tennis. Or on the other hand who will win a match of football, or even on which group in a series of recreations will have the best winning edge. What the occasions share practically speaking is relative vulnerability of what will occur, what result will happen.

Gambling is a type of conduct that has been distinguished to have genuine results on individuals' wellbeing, study habit, scholastic execution, and has been accounted for to be identified with some criminal related conduct (Oyebisi, Alao, & Popoola, 2012). Gambling has been commonly characterized as wagering or betting cash or something of significant worth on an occasion that has a questionable result with the likelihood of winning cash or materials (Korn & Shaffer, 1999). Betting customarily incorporates exercises, for example, betting at gambling clubs, on lotteries, creature hustling, card recreations, games, video lottery, and Internet card and gambling

club diversions (Potenza, Fiellin, Heninger, Rounsaville & Mazure, 2002). A high rate of gambling has been found in various populace, crosswise over nations. Individuals take part in a wide scope of betting practices, including playing the lottery, poker/cards for cash, club diversions (i.e., spaces/poker machines), horse dashing, wagering on games and web betting (McComb & Hanson, 2009).

Likewise, the predominance of grown-up gambling in the United States has been assessed at 86% (Potenza et al., 2002). In the US, the pervasiveness of grown-up "lifetime" problem gamblers has been assessed at 3.8%, and "past year" issue players evaluated at 2.8% (Potenza et al., 2002). Be that as it may, gambling may incorporate regular exercises that may not typically be related with undertones of the word betting, for example, pools supported by networks or associations, bingo, or youth tabletop games. Gambling can likewise be comprehended as the built up routine with regards to staking cash or different resources on diversions or occasions of a questionable result (Binde, 2005). Open view of gambling are frequently deceptive. From one viewpoint, individuals are generally mindful that gambling postures genuine dangers to the individuals who are inclined to bet too much. In any case, then again, it is additionally recognized that betting can have positive ramifications for networks (for example by means of giving a wellspring of income to brandishing clubs or compassionate causes) and can be a charming distraction for people (Vong, 2009).

There is abundant proof demonstrating that individuals' frames of mind toward gambling are great indicators of how much individuals bet and that they are so prone to encounter betting related issues. A typical finding is that the individuals who hold increasingly inspirational frames of mind toward betting are bound to bet and to encounter betting related problems (Chiu & Storm, 2010). The Nigerian populace are engaging themselves in gambling as a means of surviving; this is a multifaceted issue of unique worry as this conduct may incline them to obsessive/habitual gambling (Oyebisi, Alao, & Popoola, 2012). The effect of the broad accessibility, promoting, and authorizing of legitimized gambling is of worry in the fields of public health and addictions.

Gambling is an unsafe business which is basic among grown-ups and the rate at which individuals are taking part in the exercise each day is expanding. Gambling exercises incorporate and are not restricted to 1960 wagers, web based gaming, lotteries, and theory. For the most part, betting conduct is not illicit and this has expanded its commonness in the general public. Today gambling companies, for example, Betnaija, Nairabet, Betway, and so forth are extremely prevalent where individuals need to anticipate the result of games. The higher the quantity of chances connected to the expectation, the higher the normal profit if the forecast bears fulfillment.

With innovative advancement, individuals simply need to sit in their room and stake online for forecasts. This has expanded different ramifications of gambling among the people (Oyebisi, Alao, & Popoola, 2012). Gambling is a major issue in Nigeria today. An abnormal state of involvement in gambling may result into problem gambling which is likewise called gambling addiction. This issue has been accounted for to incline youth to different health related issues, for example, melancholy and the abuse of psychoactive substances.

The fever of gambling is spreading everywhere throughout the world and it has made up for lost time with Nigeria. Gambling has turned into a 21st century cash turning, spellbinding endeavor

for the Nigerian populace, who have grasped it with two hands for financial succor. Gambling is as addictive as intoxicants if not more, with associates of the gambling industry advancing the motto that "champs realize when to stop". In actuality, "champs don't have a clue when to stop" until they are totally drawn into it and are done monetarily, mentally and turn out to be potentially self-destructive.

As indicated by Philip (2014), gambling leads to people wagering significant funds on a questionable occasion. It is needy, incompletely or completely, on chance. Over the long haul, the bet hurts the gambler when opportunity is squandered. Gambling is a game of chance in which the likelihood of winning is random. That is, just as there are opposite sides to a coin, there are likewise just opposite sides in betting. It is possible that you win or you lose. There is no such thing as middle ground in a wager.

In a bid to contribute to the available researches on gambling, this study seeks to ascertain the causes and consequences of gambling among residents of Ilorin metropolis, Nigeria.

### **Objectives**

The general objective of the study is to ascertain the causes of gambling among residents of Ilorin metropolis, Nigeria. In a bid to achieve this, the study entails the following specific objectives:

1. A determination of peer influence as a factor leading to gambling.
2. A determination of the relationship between gender and engagement in gambling.

### **Gambling**

The term gambling is viewed as a recreational action which is regularly attempted by individuals of various statements of faith, societies, races, financial and socioeconomics. In any case, issue gambling is up to this point hard to characterize because of its expanded acknowledgment and support by various individuals. The expression "gambling" needs normal grounds on its definition (Reith, 1999; Messerlian & Derevensky, 2005; Griffiths, 1995). In Australia an endeavor has been made to characterize betting by the Australian Psychological Society (APS).

Gambling has been divided into two sorts; plays or rounds of aptitudes and plays of shot. Plays of aptitudes stipulates that the dimension of the players abilities has the affinity to impact result while the other operate on the undetectable laws of shot and incorporate lottery, and games with results controlled by machine (Reith, 1999).

In an explicit nature, gambling has been caught under four principle headings; one which includes the trading of cash or a significant item (for example poker machine play), wagering on future occasion (for example football coordinate), lotteries that stick to the characteristic law of possibilities and finally, theories that envelop ventures, protection and financial exchange dealings. Gambling as a social commitment has drawn the consideration of specialist, researchers and investigators who have discovered that youngsters bet for different reasons and among them are; they appreciate betting and feel progressively energized while doing it, bet to acquire cash or significant thing while others bet on the grounds that their companions are doing same (Purdie, 2011).

### **Peer Influence and Gambling**

A few researches utilizing grown-up and adolescents as sample give scientific prudence to the view that social impacts are critical for understanding a person's gambling conduct. For instance, trusting that one's family and companions endorse gambling and partake in it (seen as positive social standards with respect to gambling) has been observed to be prescient of gambling recurrence (Larimer & Neighbors, 2003; Moore & Ohtsuka, 1999). Additionally, expanded parental checking was related with lower dimensions of youthful gambling (Magoon & Ingersoll, 2006).

Gambling dispositions likewise give off an impression of being affected by social variables, including family betting history and friend connections. In connection to family betting history, it gives the idea that the association with gambling frames of mind may rely upon regardless of whether significant others experience issues regarding their gambling activities. A study revealed that young people whose guardians bet consistently held more positive dispositions toward gambling contrasted with those whose guardians bet less much of the time. Be that as it may, those with guardians or relatives who had encountered gambling related issues held increasingly negative dispositions (Orford, Griffiths, Wardle, Sproston & Erens, 2009).

### **Gender and Gambling**

Males are bound to gamble more than females (Moore & Ohtsuka, 1997). This gender distinction is additionally obvious in youth gambling. Olason, Kristjansdottir, Einarsdottir, Haraldsson, Bjarnason & Derevensky (2010) found that out of 1,537 adolescent primary and secondary school students, males bet more often and more consistently than females. Guys have more betting issues than females and invest more energy in gambling (Chiu & Storm, 2010). They additionally have all the earmarks of being more engrossed with contemplations about gambling (Splevins, Mireskandari, Clayton & Blaszczyński, 2010).

In a similar vein, Ellenbogen, Derevensky and Gupta (2007) not just discovered that male teen gamblers were bound to report being distracted with gambling, they expected to participate in increasingly bouts of gambles to accomplish a similar dimension of energy and pursued misfortunes. Females are not insusceptible to betting. Hing and Breen (2001) found that Sydney female club individuals experienced problem gambling at levels equivalent to guys. In any case, their part in different sorts of gambling exercises differed from males'. They favored bingo, lotto, lotteries, pools, and gaming machines and bet less every now and again on now and on-course wagering and casino games.

Delfabbro, King, Lambos, and Puglies (2009) discovered that of 2,669 Grade 8 to 12 South Australian school students, young men were bound to bet on card games, sports, lotteries, on Keno, on the Internet; with young ladies favouring bingo. Essentially, Derevensky and Gupta (2000) found that guys favored games or amusement related gambles, while females would in general report acquiring lottery scratch tickets, betting on cards, and playing bingo.

### **Consequences of Gambling**

For the periodic gambler, these practices may give a harmless chance to energy, socialization, or fatigue alleviation. At the point when these practices increase, neurotic gambling sets in making

for negative results in a person's money related, social, and general wellbeing. Gambling investigated through the public health point of view takes a gander at its impact on individual prosperity and wellbeing, familial wellbeing, communal wellbeing, human services framework and public policy. Korn and Shaffer (1999) recognized some negative social outcomes of gambling: betting disorders, family problems and abusive behavior at home, youth and underage betting, liquor and other drug issues, mental conditions, suicide and suicide ideation, critical money related issues, and criminal conduct. Negative money related results are among the most unmistakable outcomes of gambling.

As indicated by Blinn-Pike, Worthy and Jonkman (2010), these risky financial practices were related with sensation-chasing and chance taking exercises like gambling. Students frequently use assets, for example, visas, debit cards, or borrowed cash to bet; this is basic for adult gamblers also, however these propensities may have more noteworthy negative monetary results in a more youthful populace. Atkinson, Sharp, Schmitz and Yaroslavsky (2012) found that the mean measure of cash went through on betting in a month was just shy of \$200 by undergraduates. Further, the author found that 48% of gamblers said they had spent more cash on betting than they needed to and 32% said they lost beyond what they could bear. Another negative outcome of gambling is poor academics. Potenza et al (2002) found a relationship between poor school performance and neurotic gambling in teen gamblers (ages 14-18). Substantial internet betting was related with grade D or lower (Potenza et al., 2002).

### **Theoretical Framework**

The Theory of Reasoned Action (TRA) was crafted by Fishbein and Ajzen (1975) who recommend that a conduct is impacted by one's goal to play out that demonstration and that one's expectation is affected by dispositions and emotional standards in regards to that conduct. In view of this, gambling is seen as a conduct that is contemplated by the performer. The performer is first presented to gambling conditions by social variables (peers, family, and so on). An introduction to these powers come full circle into the performer choosing to take part in gambling or not. As of late, an adjustment of the TRA; the theory of planned behavior (Ajzen & Fishbein, 1980) included the development of apparent social control to represent a person's impression of command over practices that they may almost certainly control totally (Ajzen, 1991).

The focal factor in the TPB is the person's expectation to play out a given conduct, which shows how hard individuals are happy to try and how much exertion they will apply to play out a conduct that is under their volitional control (Ajzen, 1991). The theory proposes three autonomous determinants of intention: disposition toward the conduct, abstract norm, and imagined social control. As indicated by the theory, as the frame of mind, emotional standard, and imagined social control with respect to a conduct (gamble) turn out to be progressively positive, so does the person's goal to play out that conduct (gamble). Further, as per the TPB, intents decidedly relate with an engagement in the conduct of intrigue (Ajzen, 1991). Researchers have inspected a few segments of this procedure among gamblers (e.g., Larimer & Neighbors, 2003; Moore & Ohtsuka, 1997). For instance, Moore and Ohtsuka (1997) found that intent to bet connected unequivocally and emphatically with both betting recurrence and problem gambling.

## Methodology

The study was carried out in Ilorin, Kwara State which is in Nigeria. The people of Ilorin majorly belong to either the Hausa, Yoruba or Igbo ethnic group although there are other ethnic groupings present as well. In the aspect of religious composition, there are noteworthy numbers of Muslims and Christians. Lots of religious ceremonies take place in the city throughout the year. Ilorin operates a relatively well-developed intra-city public transportation, and the major roads within the city are good. Ilorin is home to a number of betting shops. They can be found scattered all over the city. These shops are mostly used by prospective gamblers without access to internet facilities.

The study adopted the purposive sampling technique in the selection of respondents. This is to ensure that the respondents have adequate knowledge on the topic. Hence, the population entails people in Ilorin who have sufficient knowledge on what gambling is or have engaged in it. With the use of the purposive sampling, a sample size of 240 respondents was drawn. Following this, copies of questionnaire were distributed to the selected respondents. Out of the 240 copies of questionnaire distributed, 209 of them were found to be valid. The analysis was consequently based on this.

## Test of Hypotheses

### Hypothesis One

$H_0$  = Peer influence does not determine the level of engagement in gambling.

Table 1: Correlation of peer influence against rate of gambling

|                |                  |                         | Peer influence | Rate of Gambling |
|----------------|------------------|-------------------------|----------------|------------------|
| Spearman's rho | Peer influence   | Correlation Coefficient | 1.000          | .706**           |
|                |                  | Sig. (2-tailed)         | .              | .000             |
|                |                  | N                       | 209            | 209              |
|                | Rate of Gambling | Correlation Coefficient | .706**         | 1.000            |
|                |                  | Sig. (2-tailed)         | .000           | .                |
|                |                  | N                       | 209            | 209              |

\*\*. Correlation is significant at the 0.05 level (2-tailed).

Source: Researchers' fieldwork (2019)

A Spearman's correlation was run to assess the relationship between peer influence and the rate of gambling, with the analysis based on 209 respondents. There is a strong positive correlation between peer influence and the rate of gambling, which was statistically significant,  $r_s = .706$ ,  $p = 0.05$

## Hypothesis Two

$H_0$  = Gender is not a significant factor determining engagement in gambling.

Table 2: Cross-tabulation of gambler's gender against rate of gambling

|                  |        | Rate of gambling |     | Total |
|------------------|--------|------------------|-----|-------|
|                  |        | High             | Low |       |
| Gambler's gender | Male   | 122              | 30  | 152   |
|                  | Female | 19               | 38  | 57    |
| Total            |        | 141              | 68  | 209   |

*Source: Researchers' fieldwork (2019)*

$$\chi^2 c = 41.594$$

$$\chi^2 t = 3.841$$

$$DF = 1$$

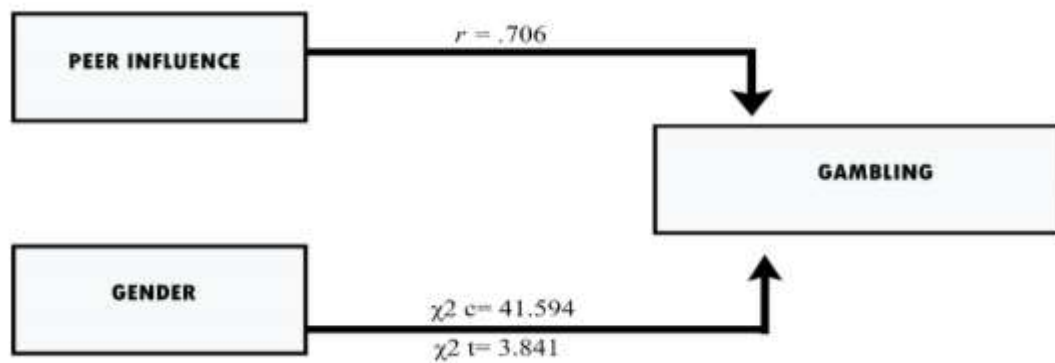
$$\text{Alpha level} = 0.05$$

Decision Rule:

Since the  $\chi^2 c$  is more than the  $\chi^2 t$ , the null hypothesis is rejected. Hence, gender is a significant factor determining engagement in gambling. This indicates that males are more likely to engage in gambling related activities than females.

### Discussion of Findings

Figure 1: A model representing the relationship between peer influence, gender and gambling



*Source: Researchers' fieldwork (2019)*

Hypothesis one revealed a significant relationship between peer influence and engagement in gambling. A person that is associated with friend that participates in gambling is also vulnerable to gambling related activities. This can be justified based on the fact that an individual who fails to conform to group norms may face social rejection. Peer pressure exert big influence on an individual, because of the fear of social rejection, individual is projected to follow the group rules including acts which may be damaging to their work-life and domestic relations such as gambling. The research finding builds upon revelations by Magoon and Ingersoll (2006) on social forces that impact the engagement in gambling. It was stated that increased parental monitoring was associated with lower levels of adolescent gambling. The findings of Orford et al (2009) that people with parents or relatives/peers who had experienced gambling-related problems are more likely to gamble also holds water here. It goes to accentuate that the gregarious nature of humans can affect actions undertaken by individuals.

The second hypothesis revealed that gender is a significant factor determining engagement in gambling. Women generally have been reported to participate less in gambling related activities when compared to their male counterparts. The findings of Dickerson (1990) claim that conventionally females tend to be less players when it entails predictive behaviour such as gambling. Their findings advocate that on run-of-the-mill, males tend to partake in higher level of gambling behaviour than their female counterpart.

Furthermore, when it also entails to problems linked with gambling behaviour, Dickerson also proposes that males exhibit significant higher rates of gambling addiction than their female counterpart. Their findings advocate that males are more susceptible to gambling addiction than their female counterparts. The findings of Heater and Patton (2006) validate the claim of Dickerson (1990) when they stated that male and female is differed when it comes to partaking in gambling behaviour. The findings propose that male respondents show significant higher level of gambling behaviour than their female counterpart. The study shows that almost 71% of total respondent are facing gambling addiction which has ruined their work and household life. The result of their findings indicate that significant higher numbers of male are partaking in gambling in taverns, hotels and eateries than their female respondent. Their findings are able to prove the validity and dependability of past studies such as the work of Dickerson (1990). Findings by Cox, Bruckner and Stabb, (2003) reveal that men are more likely to be aggressive when losses are suffered in gambling related activities. McCormick, Delfabbro and Denson (2012) revealed that females on the other hand cry when losses are suffered in gambling related activities.

### **Conclusion and Recommendations**

The findings of the study reveal that peers have strong influence on an individual's involvement in gambling activities. Gambling is pervasive such that it is viewed in Nigerian society as normal thing''. With a large portion of people involved in one way or another, this serves to influence those who do not engage in gambling activities as they want to have a sense of belonging. The findings also revealed that males are more likely to engage in gambling. A conclusion is therefore drawn here that both peers and gender influence the engagement of an individual in gambling and related acts in Ilorin metropolis.

It is based on these that the study recommends that the government organize therapies for gambling addicts. Traditionally, talk therapy is advocated for. Techniques such as psychoanalysis have been known to be used in which the therapist traces the cause of gambling to some

unresolved tensions in the patient's childhood. Gambling is like a disease. It requires treatment to keep it from getting worse. Gambling is also treated with medications such as opioid antagonists and mood stabilizers. The study further recommends that the families of gambling addicts keep in touch with the patient. The provision of support and understanding can be critical in keeping the gamblers from falling off the band wagon. In addition, gambling addicts should try to maintain self-control. Priorities have to be set with the individual willing to follow through on commitments made. It costs more to cure gambling addiction than to prevent it. The study therefore recommends the organization of programs geared towards the prevention of gambling. To achieve this, talks can be organized in which people are enlightened on the dangers of gambling.

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