





Using "Markers of Harm" to track risky gambling in two cohorts of online sports bettors

Online gambling data provides unique opportunities to detect and intervene with at-risk users.

A group of UK gambling companies developed and agreed to implement a "Markers of Harm" system to estimate the risk for gambling harm among their customers.



Analyzed **betting records** of bwin online sports bettors from 2005 - 2007 (n = 33,248) and 2015 - 2017 (n = 16,087).



Evaluated how well the Markers of Harm detected risk for gambling harm.

Bettors were assigned a **risk** score for each marker.

0 = no risk1 = low risk

2 = medium risk 3 = high risk

Marker scores were then added together to provide an overall risk score.

0 - 7 = no risk8 - 9 = low risk10 - 14 = medium risk 15 - 27 = high risk

Markers of Harm: selected behavioral measures that are believed to identify a gambler's risk for potential harm

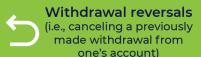








Using credit cards











Failed deposits (e.g., deposits made without enough money to cover them)

Ouestion

Prevalence

Are markers too rare or too common to identify those at risk?

Redundancy

Are markers redundant (i.e., measure the same concept) with other markers?

Temporary vs. Lasting

Are markers able to differentiate temporary situations from lasting patterns of risk?

Correlations

Are markers associated with extreme betting behavior, indicators of gambling harm, or demographics?

Results

Too rare. Few users (< 0.3%) had a risk score above 0 for any marker on any given day, except for using credit cards.

It varied. Some redundancy between measures (e.g., frequency of play, increase in frequency of play, deposit frequency).

Generally unable to differentiate. But, the ability to differentiate increases for individuals with

low-risk or very high-risk scores.

Strongly associated with extreme betting behavior. Associated with indicators of gambling harm, but not demographics.

The Markers of Harm identified a low number of online sports bettors as being at-risk for gambling harm.

Operators should lower score cut-offs to ensure they trigger interventions for a meaningful percentage of users.

Markers were associated with gambling involvement and indicators of harm.

Future work should differentiate predictors of gambling involvement from harm.