

# Compulsory school grades and problem gambling among Swedish young women and men

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# **Outline**

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- 2. Methods
- 3. Results
- 4. Conclusions

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Original article

### The Association Between Compulsory School Achievement and Problem Gambling Among Swedish Young People



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# Different aspects in the school situation have been associated with gambling problems

- Truancy
- Conflicts
- Lower school achievement
- Few longitudinal studies



# Gambling/gambling problems



low achievement

Low achievement



gambling/gambling problems

Gambling problems



Low achievement





# The General Strain Theory by Agnew

- Sociological/criminological theory
- Strain (emotional distress, anger or frustration):
  - Not meeting/losing expected and valuable goals in life
  - Negative life events
- Deviant behaviours:
  - -relief, distraction, escape, or revenge
  - -incentive



#### Poor school achievement:

- failure
- circumscribed opportunities

### Gambling:

- become a winner
- dreams and fantasies
- renewed strength, outlet



The aims of this study were to examine:

1) the association between final grades in compulsory school and mild and moderate/severe problem gambling

2) whether there were any sex differences in the association between school grades and problem gambling



#### Methods:

## Study population:

- 16 to 25 year-olds in Wave I & II of Swelogs
- 3,816 person-yrs of follow up time

# Taking the same of the same of

SWELOGS Swedish Longitudinal Gambling Study

In studie om spel och hälsa. A study on gumbling and health

# Design:

Cohort study



#### Epidemiologial track

Representative sample of the Swedish population aged 16-24 years in 2008 N=5,296 The Swelogs cohort:
Wave I in 2008/2009
Respondents N=3,592
Response rate= 60.6%

The Swelogs cohort:
Wave II in 2009/2010
Respondents N =2,597
Response rate=72.3%

Non-response N=1,704 Lost to follow-up N=995



# Exposure

- Final grades in compulsory school (age 16 yrs)
- Official register
- Tertiles: high, average & low





#### Outcome

- Mild or moderate/severe problem gambling
- Based on PGSI-scores in wave I & II of Swelogs
- Self assessment telephone interview/ postal survey





# **Analysis**

- Multinomial logistic regression
- Stratification by sex and age groups
- Adjustment for potential confounders:
  - Age
  - Socio-demographic characteristics (age, origin, household income and lives with parents)
  - Alcohol use
  - Psychological distress



## Main finding:

Low and average school grades were associated with mild and moderate/severe problem gambling up to eight years after graduation,

adjusted for socio demographic characteristics, psychological distress, and alcohol use



Differences by sex and age groups

Adolescent men:

Low & average grades -> mild gambling problems

Men aged 20-25 yrs:

Low grades -> moderate/severe problem gambling



Men						
Mild		blem	Moderate/severe			
		95% CI		95% CI		
Adolescents:						
Average vs high	2.8	1.6-5.0	1.1	0.6-2.1		
Low vs high grades	2.3	1.3-4.0	1.0	1.0-1.8		
20 to 25 year-olds:						
Average vs high	1.1	0.3-3.4	2.2	0.6-7.2		
Low vs high grades	1.2	0.4-3.7	3.2	1.0-9.8		



#### Women:

Low grades \_\_ moderate/ severe problem gambling

In particular for adolescents



Women							
	Mild problem		Moderate/severe				
	OR	95% CI	OR	95% CI			
Adolescents:							
Average vs high	1.1	0.3-3.6	10.3	1.8-59.2			
Low vs high grades	0.8	0.4-2.0	6.0	1.6-22.4			
20 to 25 year-olds:							
Average vs high	1.5	0.4-6.6	0.0	0.0-2.2			
Low vs high grades	1.3	0.2-7.0	29.7	4.2-209.6			



# Sensitivity analysis

# In a subsample with:

- no history of gambling problems
- a 1st episode of problem gambling as outcome

Overall associations remained



# Strengths and limitations

- Large sample size
- Sex stratified analysis
- Low response rate
- Difficult to separate age from time
- Unmeasured confounding?



#### **Conclusions**

- Low school achievement, compared to high achievement, associated with gambling problems up to eight yrs after graduation
- Sex differences



#### Conclusions...

Low school achievement might lead onto a life path with social problems,

where problem gambling may be one component



