

## **Proliferations of Online Betting Centers and it Effect on Youths Behaviour in Rivers State**

**By**

**Patrick Cooney, PhD<sup>1</sup>**

**Department of Mass Communication,  
Nation Builders University, Port Harcourt.  
(Affiliate to Obong University Uyo, Akwa Ibom State)  
pattycooney2021@gmail.com**

**&**

**Cajetan Onugha, PhD<sup>2</sup>**

**Department of English and Communication Art,  
Ignatius Ajuru University of Education, Port Harcourt.  
Tel: + 234 0806 331 9423**

### **Abstract**

This study, Proliferations of Online Betting Centers and its effect on Youths' Behaviour in Rivers State, was to find out the motive behind youths gambling and how online betting has affected youths' behaviour in Rivers state. Since the discovery of online betting in Nigeria, it has become a nationwide concern. betting can be described as gambling money or some form of property on the outcome of a game or event that is ultimately based on chance. staking has become a way of life in Nigeria which has led to a high rate of gambling among youths in Rivers State. Youths in Rivers state have been identified as vulnerable group, because many has increased freedom at this age and have frequent internet use and fall into age bracket between 18-29 years where youthful exuberance is at its peaks. Survey method was used and copies of the questionnaire was employed to collect data from a sample of 150 respondents, finding shows that the prevalence of betting is high among youths in Rivers state, indicating that Rivers youths do bet and the motivation for betting was mainly lack of employment and enjoyment, again. Betting has an influence on youth's behavior, as it raises their quest for getting quick and easy money. Based on these findings, this paper recommends that clear policy decisions on gambling should be put in place. Also, there is

need for gambling regulations and awareness seminars in Rivers State and Nigeria at large.

**Key words:** Behavior, Betting Centre, Effects, Rivers state, Youths

### **Introduction**

In Nigeria, online betting has swept the country like storm, online betting has recently gained great popularity and has become the most promising of gambling business, especially when it comes to betting on international football with the English premier league gaining the most attention, in that most people bet on daily basis.

In Rivers state, online betting started since 2013 when the first online sports betting company lotto was registered. Other companies that have since been registered include: Bet9ja, Naira Bet, betbonanza, Bet WCB, VP mega etc. most worrisome is that, the promoter make attractive advertisement in mass media using Nigeria's cherished celebrities like: kanu Nwankwo, Austin Jay Jay Okoccha, Daniel Omokachi etc., to lure youths to its bait. Again, these celebrities flaunts huge sums of money in an enticing way, no doubt Nigerian bettors have enjoyed online and mobile sports betting by occasionally winnings their stake and spending the proceeds on meaningless purchases such as expensive phones, clothing, shoes, others use theirs for prostituting, clubbing, drinking etc. hoping to stake and win again.

This new trend of gambling among youths has been explained in many ways. Sammut (2010) indicates that many communities, often those suffering economic hardship and social problems, consider gambling as a panacea to those ills. Indeed, a number of communities plagued by high unemployment have found a form of economic relief through gambling, particularly through the development of lotto and online betting. The youths have resulted into gambling and most often they do it at the expense of their education. In several instances, young people have committed suicide after losing their stake, some have failed to write exams or even drop out of school because they used the money that was meant for their school fees to stake and lost.

Whilst gambling had not been a problem in Nigeria in the 80s and 90s in that, it was played by older adult in form of pool but, today it has become a serious problem among the youths. Although, gambling problem exists in all age categories, the youths are particularly vulnerable group, as growing up often represents the first move away from family dependency with few associated restrictions on their activities (Shaffer, H., Donato, A., LaBrie, R., Kidman, R., LaPlante, D., 2005).

Gambling is defined as an exchange of wealth determined by outcome of event which is unknown at the time of the wager. Gambling also is described as betting money or some form of property on the outcome of a game or event that is ultimately based on chance (Sammut 2010). Gambling therefore, is a type of game in which financial loss or gain for the players is part of or even the main point of the results of the game.

The origins of gambling cannot be known for certain as it has been with mankind since pre historic times. Gambling and risk taking have been part of human culture since ancient times. Early accounts of gambling apparatus dates back many centuries, with ivory dice recovered from Egyptian tombs made sometime before 1500 B.C. The Chinese, Japanese, Greeks and Romans were also known to practice games of skill and chance for amusement as early as 2300 B.C. (American Gaming Association, (AGA) 2003). Other findings indicates that the oldest back- gammon set to have ever been discovered is thought to be five thousand years old, was found in modern day Iran, and is older than the one found in ancient Mesopotamia, considered being the cradle of civilization (Sammut 2010). Gambling seems to be so important to mankind since it has been around longer than civilization itself and is present in every society, it is postulated that the origin of gambling might have come from the practice of divination that is the casting of sticks, stones and bones as a means of communication with the gods or spirits.

Sammut (2010) explains that man's nature to question his surroundings and to seek meaning in existence provided the basis for religion as well as science; and his fascination with the random can easily be seen to have given rise to the charm of gambling. Also, it is indicated that native Americans, believed gods determined their luck and chance and developed games and language related to gambling.

The British colonization of America was partly financed through various lottery game proceeds, beginning in the early 17th century (AGA, 2003). During the Georgian era in England, lotteries were viewed as a popular form of taxation, thereby becoming popular in America as European settlers arrived. Gambling can be done with the use of money, pets or any form of property. Most people who do gamble with money (that is approximately 70% of the population, according to the British Gambling Prevalence Survey in 2007), can be said to do so responsibly and in moderation. Sammut (2010) further indicates that gambling, like most games, can be seen as a representation or reproduction of life and these can be interesting to explore and learn from, however if one becomes too preoccupied with games, their real life may suffer.

What makes gambling so attractive to individuals is the element of risk; this means that by its very nature, excessive gambling will ultimately cause one to lose their stake. Unfortunately, they might end up losing more than money, as their relationships with their family and friends as well as their work life are directly impacted by the money and time spent. However, gambling causes problems, which arise when it is done in excess. youths seem to encounter several problems due to gambling, for example in 2021, a youth in Diobu, Port Harcourt Rivers state committed suicide after losing a stake, and many other youths have dropped out of school after using their fee money to bet and lost. There are also cases whereby university students have engaged in heavy drinking and abuse of drugs after winning thousands of Naira (monies) in their bets.

### **Statement of the Problem**

The daily proliferations of many online gaming centers in Port Harcourt is alarming, leading to incident of depression among youths in the country. World Health Organization recognizes online game addiction as a mental health condition. Again, The Nigeria Association for Mental Health, correlated online game addiction and depression to adolescents' misbehaviour, making youths to exhibit all manners of deviant behaviours .Okujiagu (1998) in Elechi and Ogbondah (2006,p.163) defines deviant behaviour as any behaviour, activity or action that negates the expected behaviour by society as stated in the constitution of the society or the rules and regulations that guide the behaviour in that society. Elechi and Ogbondah (2006) listed the following as some offences which constitute

deviant behaviour: stealing, dishonesty, Sex offences, disobedience, assault and insult, wickedness, drug offences, cultism and possession of dangerous weapons, mass demonstration etc.

The level of crimes has increased, Oyebamiji and Otamiri (2016) affirmed that crimes leading to violence occurs as a result of youths' appetite for things beyond their income. These unlawful and inhuman restive activities are mainly championed by the youths that are supposed to be agent of development. The most worrisome is that some of the youths involved in these unwholesome activities have been imprisoned before and are expected by virtue of Correctional center's programmes to have changed and become better citizens, but the reverse has been the case. It is on this backdrop that this study seeks to examines the proliferations of online Betting centers and it effect on youths' behaviour in Rivers state.

**Three objectives were raised for the study:**

- (i) examine the prevalence of gambling among youths in Rivers state
- (ii) find out the motive for gambling among youths in Rivers state
- (iii) establish the influence of gambling on youths' behaviour

**Three research questions were used to guide the study:**

- (i) what is the prevalence of gambling among youths in Rivers state?
- (ii) what is the motive for gambling among youths in Rivers state?
- (iii) how has gambling influence youths' behaviour in Rivers state?

**The types of gamblers**

(Custer R. M.), 1985, identifies six types of gamblers, these are:

1. professional gamblers
2. antisocial or personality gamblers
3. casual/ social gamblers
4. serious social gamblers
5. escape gamblers
6. compulsive gamblers.

**Professional gamblers:** gambling is a job and therefore, to be successful they must be skilled at the type of gambling they choose. They carefully calculate what they

can afford to bet against their bankroll and are always in control, able to stop gambling when it becomes unprofitable for them. Professional gamblers are not said to be addicted to gambling.

**Antisocial gamblers:** are similar to professional gamblers as they also use gambling to make money, however they tend to cheat or scam people and they use casinos to do this. Casual social gamblers generally gamble for relaxation, fun or as a social event.

**Casual social gamblers:** may play occasional poker games with friends; play the lottery if there is a large jackpot or bet large sums of money on infrequent sporting events, such as the world cup.

**Serious social gamblers:** are similar to casual social gamblers, however, gambling to them is their hobby using this as their main form of recreation. Serious social gamblers always put their family and job before gambling and are always in control of their betting.

**Escape gamblers:** tend to prefer types of gambling that involve no real skill, such as machine gambling or bingo. They become engrossed in these games and by doing so get relief from feelings of anxiety, depression, boredom and loneliness. Gambling does not give much excitement for escape gamblers; rather it provides a numbing effect allowing an escape from their problems.

**Compulsive gamblers:** gambling interferes with every aspect of their life as it progresses. They are not in control of their gambling and they view it as most important thing in their life, putting it before their family and work, which naturally suffer the consequence. If they do not have any money to gamble, they will go against their morals and lie, sell properties, borrow, cheat and steal to get it. Compulsive gamblers cannot stop gambling, no matter how much they want to, or how hard they try.

Most youth in Port Harcourt seem to fall into all these different groups in that the professional gamblers have taken it as their daily job and they even play a big role in guiding the other gamblers on how to gamble. Compulsive gamblers do not

attend classes because of the effects of losing or winning bets. The casual social gamblers do it for fun and relaxation and many at times they do it because they don't want to be left out.

### **The effect of gambling on youths' behavior**

Gambling has various effects on the gambler's behavior. While majority of gamblers will indulge without getting hooked, a small number will suffer from the worst of gambling addiction. Problem is gamblers become so engulfed in gambling that they basically cease to exist as socially functional human beings, always in debt, financial ruin, theft, job losses, ruined relationships and even suicide have been reported among compulsive gamblers who must indulge regardless of harm done to self or loved ones. The effects of gambling are highly determined by the type of gambler the person is. For example, the National Research Council (1999) established that social or recreational gamblers gamble for entertainment, they typically do not risk more than they are able to afford and have little preoccupation with gambling. According to the National Council on Problem of Gambling (NCPG), key features of problem and pathological gambling include increasing preoccupation with gambling, the need to bet more money more frequently, chasing losses, and loss of control by continuation of the gambling behavior in spite of mounting serious negative consequences. The gamblers preoccupation with gambling increases as they reminisce about past wins and begin to chase their losses. Their relationships at home and at work begin to suffer as gambling debts increases and lie about their gambling pressure; they may rely on others to bailed them out of their desperate situation at this point.

These negative consequences can include crime, financial debt and bankruptcies, loss of career, homelessness, damaged family and personal relationships, and even suicide (National Council on Problem Gambling), Gamblers seeking help suggest that as many as 20% will attempt suicide and that two thirds of those seeking help have participated in criminal activity to support their gambling. According to Jeffrey Derevensky (2007), Youth Gambling Institute at Mc Gill University, Montreal, Canada, college students are the riskiest demographic and the highest-risk age group because "they think they are smarter than everyone else and invulnerable." Derevensky further contends that there is a keen awareness of binge drinking and drug abuse on campus, while gambling is rarely brought to

the forefront. Williams (2006) found that for most college students gambling provides a benign entertainment diversion with only minor amounts of time or money being lost to the activity. There are, however, a small minority of youths that gamble excessively with large amounts of money, potentially foreshadowing continuing and more severe problems for some of these individuals (Lesieur, et al., 1991; Williams, 2006)

### **Report suicide cases \Necessitated by gambling**

A 21-year-old apprentice mechanic identified as Sunday Orime has allegedly committed suicide at his residence in Wobo street in Mile 3, Diobu axis of Port Harcourt, Rivers State. Though the cause of the incident was yet to be ascertained but many who knew him, believe that it may not be unconnected with loses in online betting. residents said the victim took his own life on Thursday night.

### **Available-at-<https://punchng.com/21-year-old-mechanic-commits-suicide-rivers-police-begin-probe/>**

Tony John reported that, a young man simply identified as a Justice from Rivers State was found death with rope tied on his neck and hung on a tree at back of Octopus Sand fill jetty at Eagle Island on Sunday morning.

They described him as a hard working young man and wondered what could have led him to committing suicide.

Available at, retrieved on 5th Feb., 2023 from, <https://www.sunnewsonline.com/man-commits-suicide-in-rivers/>

### **Investigations have shown that there has been an upsurge in suicide especially among young people in the last 12 months.**

Newspaper reports reviewed by *Daily Trust* showed that no fewer than 51 persons comprising males and females took their own lives within the period

The suicide cases were recorded in 22 states – Anambra, Bayelsa, Benue, Cross River, Delta, Edo, Ekiti, FCT, Imo, Jigawa, Kaduna, Kano, Katsina, Kwara, Lagos, Nasarawa, Ondo, Osun, Oyo, Plateau, Rivers and Zamfara. It showed an increase of 17 when compared with the 34 suicide cases recorded in Nigeria in 2020. The



figure does not include the multitude of cases of suicide that have not been reported in the media because of many factors, among them the reluctance of family members to divulge information. Eighty-five people reportedly killed themselves in Nigeria in 2019, Suicide is a criminal offence in Nigeria. Under Section 327 of the Criminal Code Act, attempting to kill self carries a penalty of up to one year in prison. Any person who attempts to kill himself is guilty of a misdemeanour and is liable to imprisonment for one year," the section said. A Consultant Psychiatrist, Mohammed Mahmood Yusuf, said suicide is an act of taking one's life, deliberately initiated and carried out by the person concerned with the intention of a fatal outcome.

### **Signs of trouble**

Medical experts said some of the signs that someone might be thinking or planning to commit suicide include a change in behaviour or the presence of entirely new behaviours; when a person is always talking or thinking about death or killing self; when a person loses interest in things he or she used to care about before, and making comments about being worthless, helpless or hopeless.

According to the World Health Organization (WHO), suicide remains one of the leading causes of death worldwide. It occurs throughout the lifespan and was the fourth leading cause of death among 15-29-year-olds globally in 2019 after road injury, tuberculosis and interpersonal violence. Any person who attempts to kill himself is guilty of a misdemeanour and is liable to imprisonment for one year," the section said. A Consultant Psychiatrist, Mohammed Mahmud Yusuf, said suicide is an act of taking one's life, deliberately initiated and carried out by the person concerned with the intention of a fatal outcome. Mohammed said that vulnerable groups to suicide include: males, older adults, the poor (people experiencing economic hardship), people experiencing relationship breakdown (such as divorce), past attempters, people with mental illnesses, persons with drugs abuse, persons with chronic medical conditions like chronic pains, epilepsy, people with lost of valuables, such as money, property of means of livelihood, people with no job satisfaction, people with disabilities or disfigurement. preventive measures need to be multi-sectoral and systematic involving education, the justice system, legislation, agriculture, the media and social welfare.

Dr Taiwo Lateef Sheikh, a consultant psychiatrist at Ahmadu Bello University, Zaria, linked the increasing suicide rate in the country to a lack of effective national suicide prevention strategies and non-passage of the mental health bill. Sheikh, who is also the President of the Association of Psychiatrists of Nigeria (APN), explained that a comprehensive suicide prevention policy is a whole document that includes measures such as addressing social, psychological, mental health and infrastructural determinants which involved improvement in mental healthcare services.

Available at, <https://dailytrust.com/suicide-on-the-rise-as-nigeria-records-51-cases-in-12-months>

## **Theoretical Framework**

### **Uses and Gratification Theory**

The study is anchored on the Uses and Gratification theory, the theory is of the notion that people use the media to their benefit. The uses and gratifications theory view the audience as active; meaning that they actively seek out specific media and content to achieve certain result or gratifications that satisfy their personal needs (Rossi, 2002). The theory seeks to investigate what people do with communication content, instead of what communication content does to them. Folarin (1998) was of the opinion that, the media does not do things for people but rather people do things with the media. In other words, the influence of the media is limited to what people allow it to be. There are as many reasons for using the media as there as media users. Basic needs, social situations and individual's background, such as experiences, interests and education, affects people's ideas about what they want from the media and which media best meet their needs. That is, audience members are aware of and can state their own motives and gratifications for using different media. In this study, people use the media to find the best staking sites that can gratify their betting need.

### **Methodology**

The peculiarity of this study necessitated the descriptive survey. The interest in descriptive survey, according to Wimmer and Dominick (2011), is "in discovering the current situation in the area under study" (p.167). Survey no doubt enables a researcher investigate problems in realistic settings. The justification for its use however is hinged on its versatility in eliciting data from a variety of people.

In descriptive terms, 150 youths in Port Harcourt, the capital of River State, formed the population of this study. That is, young people between the age bracket 18-25 were purposively streamlined bearing in mind the fact that, their appetite for quick and easy money is high within this age. Youths at this age ought to have a comparative advantage, over their older counterpart, on the issues of effect of gambling.

### **Population of study**

The population of the study comprised youths resident in Port Harcourt. The 2006 National Census Population puts the population of Rivers state at 5, 564, 525. Considering that the state's population would have increased within 16 years period, it became imperative that the current population be determined. Therefore, the United Nations projection formula will be use. The United Nations Development Programme puts the annual growth rate at 3.2 percent (UNDP, 2014) Therefore, the projection formula is presented thus:

$$P_p = G_p \times p_i \times T$$

Where:  $P_p$  = projected population

$G_p$  = given population (as at last census)

$P_i$  = population increase index

$T$  = period believed the given population and year of study.

Thus  $p_p = 5, 564, 525$

$P_i = 3.2\%$  or  $0.0032$ ,  $2006-2022=16$  years

$$P_p = 5,564,525 \times 0.032 = 178,064,8$$

Therefore:

$$P_p = 178, 064, 8 \times 16 = 22,792,192$$

In view of the above, the Rivers state has increased by 22,792,168 in sixteen (16) years to get the current population. Therefore, the research added the projected population (22,792,168) to the given population at the last census (5,564, 525), i.e.  $5,564, 525 + 22,792,168 = 28,356,689$ . This therefore, suggests that the population of Rivers state is 28,356,689.

Therefore: The Population of youths today in Rivers State is *14,178,344 teenagers*. These are people from 14 to 25 years of age. Of these, 616, 449 lives in Port Harcourt Retrieved on 2nd Feb, 2023, from <https://www.google.com/search?sxsrf=what+is+the+population+of+Rivers+state+,nigeria&spell=1&sa=X&ved=2ahUKEwjNzt>

To determine the sample size, the researcher adopted the check market website for the calculation of sample size. The check market website provides a space where the researcher is expected to enter a margin of 5%. The 95% confidence level implies that 109 number of respondents needed where estimated response rate is 20, thus: 545 is the working sample. Due to the difficulties all 545 responds at time allotted for this work, the researcher, in descriptive terms used 150 youths in Port Harcourt, the capital of River State to form the population of this study. That is, young people between the age bracket 18-25 were purposively streamlined bearing in mind the fact that, their appetite for quick and easy money is high within this age. Youths at this age ought to have a comparative advantage, over their older counterpart, on the issues of effect of gambling.

Copies of the questionnaire served as measuring instrument and data collection for the study.

Wimmer & Dominick (2011, p. 175). Opined that “validity of the instrument is the degree to which an instrument actually measures what it sets out to measure”. The questionnaire was examined by project supervisor for clarity, coherence and comprehensibility. This was done to test the extent the research questions were consistent with the study variables and as such address the general and specific objectives raised in this study (Okwu, 2017).

## **Data Presentation, Analysis and Discussion of Findings**

### **Questionnaire Distribution**

A total of 200 copies of the questionnaire were administered on the respondents. Out of this number, 150 copies were properly filled and returned. Data presented in this study therefore, were based on 150 copies of the questionnaire that were found useful. Table 1 below shows the return rate summary of the questionnaire.

**Table 1: Return rate of the questionnaire**

<b>Variable</b>	<b>Number of questionnaire distributed</b>	<b>Number of questionnaire retrieved</b>	<b>Percentage</b>
Boys	120	90	60%
Girls	50	35	25%
Older adults	30	25	1.5%
<b>Total</b>	<b>200</b>	<b>150</b>	<b>100</b>

source: field survey 2023

Table 1. data reveal that there are more young boys than girls' respondents who filed and returned their questionnaire.

### **Analysis of Psychographic data**

The analysis of the psychographic data looked at data related to the research questions raised in the study. The questions were meant to elicit information from respondents in line with the research questions. Response was also analyzed quantitatively and presented accordingly.

**Table 2 Respondents distribution on exposure to online gambling**

<b>Variable</b>	<b>Frequency</b>	<b>Percentage</b>
Yes	130	86.6 %
No	20	13.3%
Can't say	-	0%
<b>Total</b>	<b>150</b>	<b>100</b>

source: field study 2023

Based on the data provided in the table 2, it can be deduced that majority of the respondents at 86.6% are exposed to online gambling.

**Table 3: Respondents view on awareness of negative effect of gambling**

variable	Frequency	Percentage
Aware	60	40%
Not aware	20	13.3 %
Not sure	70	46.6%
Total	150	100

source: field study 2023

From the table above, some of the respondents claimed that they are aware that online gambling has negative effect on them, while others said they are not sure it has any negative effect on them. It can be deduced that, majority of the respondents at 46.6% has to not taken time to find out if online gambling has negatively affected their change in behaviour.

**Table 4: Respondents Distribution on reason for gambling**

	Frequency	Percentage
Quest for easy money	20	13.3 %
Fun and entertainment	20	13.3%
Financial constraints	50	33%%
Lack of employment	60	40%
Total	150	100

source: field study 2023

Table 4. reveals that majority of respondents at 40% were of the view that lack of gainful employment is one of the major reasons for youths' enrolment in online gambling.

**Table 5:**how has gambling influence youths' behaviour in Rivers state?

Perception	Frequency	Percentage
1.borrow money to bet	40	26.6%
2. Lack concentration	35	23.3%
3.lost interest in other things	25	16.6%
4. have you ever consider suicide due to losses	30	20%
5. sell property to stake	20	13.3%
<b>Total</b>	<b>150</b>	<b>100</b>

Source: field survey 2023

Findings from table 5 reveals that, most of the youths 26.6% who engage in online gaming often borrow money to stake, while smaller percentage (13%) sell property to ensure they partake in their habitual rituals.

### Discussion of findings

Three research objectives were formulated for the study.

Objective one: examines the prevalence of gambling among youths in Rivers state Findings revealed in table 3 showed high extent of exposure to online gaming among youths in Port Harcourt. According to Folarin (1998) on uses and gratification theory on which this study was based, was of the opinion that, the media does not do things for people but rather people do things with the media. In other words, the influence of the media is limited to what people allow it to be. There are as many reasons for using the media as there as media users. This research findings support the above theory as 40% respondents are well aware of the negative effect of gambling, yet due to inability to break from the addiction still indulge in it. In a civil society, each individual has the responsibility of behaving responsibly.

### Objective two: find out the motive for gambling among youths

Findings established that, money was the biggest motivator with 46% of the youths stating it as their main reason. This is evident in that the mass media

broadcasts show how the winners celebrates with large sums of money in an attractive advertisement, luring infant minds to continue betting since they have chances of winning millions of Naira with little staking fees. Youths also seem to rely on the money from the bets for their daily up keep and entertainment. Other motivating factor of betting is lack of meaningful engagements, youths, which make up 60% of Nigeria's population, they have the time and energy which are not being tapped, as the saying goes, " an idle mind is the devil's workshop', When the youths get bored, they will find something, either positive or negative to take away the boredom, instead of being idle they utilize their leisure time by betting.

### **Objective three: establish the influence of gambling on youths' behaviour**

Majority of the youths often use school time for gambling, which makes them lose concentration for other things, this is due to anxiety of the game outcome. It is because of this fear of losing their stake, especially when such monies were borrowed or property sold. This explains why some youths commit suicide for the reason of unfavourable gaming outcome. Therefore, they often found themselves thinking about gambling. These findings indicate that youths in Port Harcourt can spent much of their time thinking about bets, how to match/predict games so as to win. The study indicates that gambling affects youth behavior in that it makes most of them anxious and aggressive, not being able to sleep, is a sign of disorder and provokes youths to get involved in other issues like taking sleeping drugs and other harmful substances. Youths' behaviors after losing or winning is evident in that majority of them return as soon as possible so as to win back or win more. This habit leads to addictive gambling. Many of the youths borrow money or sold something so as to finance gambling fees. This is evident in that students can develop habits of persistently borrowing money from friends and relatives for gambling. Again, youths often use their up keep money or school fees to stake. this maybe the reason many youths in Port Harcourt have been reported to have missed exams or having dropped out of school because of nonpayment of fees after using the money to bet and lose



## Conclusion

Based on the findings, the following conclusions were made:

- 1) The number of youths in Port Harcourt who are participating in gambling is at least more than 70% hence the prevalence of gambling among youths in Port Harcourt is high
- 2) Majority of youths in Port Harcourt who participate in gambling are motivated by money. Enjoyment and boredom,
- 3) Gambling can lead to negative influence on youths' behavior, and if not discovered on time and remedy put in place can lead to death.

## Recommendations

- 1) The government, education policy makers and curriculum planners should incorporate gambling counseling in school programs to create early awareness among the youths
- 2) The Government should come up with a clear rules and regulations on gambling and also create awareness seminars for youths in Port Harcourt.
- 3) The community, parents and other stakeholders should sensitize youths on the effects of gambling, The schools should do screening of problem gamblers and refer them for guidance and counseling.

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