

Family Factors and Personal Characteristics of Gambling in Students from Seventh to Eleventh Grade of the Instituto Experimental La Asunción, Lechecuagos, León, III Quarter

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ABSTRACT

Gambling addiction or pathological gambling is not a type of vice, or an expression of mental weakness, it is a psychological disorder that affects various aspects of the personal, family, work, social and economic life of those who suffer from it, since their ability of self-control and finds it difficult to say 'No', being, therefore, unable to postpone the impulse or desire to play. The gambler's brain stops functioning rationally and enters a distortion of reality that will lead them to think that they can play in a controlled way again. This could be influenced by family factors such as family structure, absence of rules and limits, family supervision or learning of gaming behavior through a family model in which there are positive attitudes towards it, as well as personal characteristics, highlighting anxiety, emotional instability, self-control deficit, unrefreshing sleep also manifests as a result of insomnia, etc. The study was descriptive, quantitative and transversal where the population was made up of 201 students between 12 and 19 years old, seventh and eleventh grade students, of both sexes, from the La Asunción Fe y Alegría Experimental Institute, Lechecuagos. A data collection instrument was applied on family factors and personal characteristics of gambling addiction. For the participants, the act of playing is of utmost concern, since this occurs at home, school or other places, there is no limit on playing time. Although they are aware of the risks and continue to carry out this practice.

Keywords: Gambling Addiction, Video Games.

INTRODUCTION

The World Health Organization (WHO) and the American Psychiatric Association (APA) define gambling addiction as a pathology that triggers serious repercussions on people who suffer from it and their families, becoming a social problem [1]. Therefore, since 1992, the World Health

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Organization (WHO) has recognized problem gambling as a disease classified within Habit and Impulse Control Disorders. A gambler is a person who has an irrepressible urge to gamble, being unaware of the personal, social and economic consequences of his or her behavior [2].

A systematic review in 2021 revealed that between 3% and 4% of gamers around the world were addicted to video games, meaning there may be up to 60 million people or more who suffer from it [3].

Young people between 25 and 34 years old are the most susceptible, since it is estimated that, in the United Kingdom, 147,577 people within this age group are addicted to games. Meanwhile, in the 15 to 24 age group, it is estimated that 129,980 suffer from this addiction. Between 35 and 44 years old, it is estimated that there are 129,134 addicted players [4].

In Peru, the relationship between online gaming addiction and social adjustment in adolescents was studied, which involved 111 adolescents. The instruments used were the IGD-20 test and a social adaptation questionnaire, concluding that there is a strong relationship between the variables, since 56.8% of adolescents are addicted to online games, as they show negative effects such as an increase in prosocial behavior [5].

On the other hand, in Nicaragua, a research carried out on the effectiveness of cognitive behavioral treatment in adolescent video game users concluded that adolescents had a high frequency of use and addiction to video games [6].

In León, it is not exempt from gambling addiction, an investigation into the prevalence, predisposing factors and consequences of gambling addiction in people who visited the La Perla casino. It was concluded that the prevalence of gambling addiction was 9.6% according to the South Oaks Pathological Gambling (SOGS) questionnaire [7].

Adolescents and young people have a high incidence of gambling through video games, which is evident through practices in schools, homes, and even in recreational centers.

In 2015, García P, et al, carried out a study on risky consumption: minors and online games. The problem of responsible gambling, they concluded that some factors associated with the risk of excessive gambling are the age of initiation, the influence of parents, the consumption of stimulant substances, advertising, the attitudes of the peer

group and that the most serious consequence serious is pathological gambling, a true addictive disorder [8].

In 2019, Jiménez M, in his study entitled pathological gambling, a hidden addiction, concluded that this represents a growing public health problem, it generates enormous consequences with the family and economy being the most affected area, it develops to a greater extent in men and it is associated with other disorders, mainly personality and substance abuse [9].

In 2021, Rodríguez M, et al, carried out a study on the use of video games in adolescents, a public health problem, stating that video games significantly influence adolescents, there are predictive factors such as age, excessive use of games due to belonging to single-parent or mixed families, presenting school disaffection, level of sociability, aggressive and impulsive behaviors [10].

The problem of gambling addiction lies in the person's behavior, which is characterized by the inability to abstain and stop gambling, presenting a growing sensation of excitement and tension before going to play and the pleasant or relief experience. During the game. Currently, gambling addiction is on the rise, thus producing an increase in the number of people motivated by desire and ambition, who look for an escape from their problems in gambling, an alternative form of leisure, which finally becomes a serious problema [11].

Based on the above, the following research question is posed:

What are the family factors and personal characteristics of gambling in students from seventh to eleventh grade of the La Asunción Experimental Institute, Lechecuagos, León, III quarter 2023?

Setting our next objective: Describe the family factors and personal characteristics of gambling in students from seventh to eleventh grade of the La Asunción Experimental Institute, Lechecuagos, León, III quarter 2023.

MATERIALS AND METHODS

A quantitative, cross-sectional descriptive study was carried out. Descriptive: Because it addressed the data obtained in greater depth. Quantitative: Because it allowed the data obtained to be reflected and evaluated based on the results. Cross section: Because it allowed a cut in time during the study period. The study was carried out at the La Asunción Experimental Institute. Located in the Lechecuagos region,

La Ermita sector, 8 kilometers from the city of León. The limits are: To the north: House of Isidro Calero, to the south: Lechecuagos Cemetery, to the east: María Eugenia de Jesús Primary School, to the west: House of Nathalia Trujillo.

Regarding the universe, all students from seventh to eleventh grade, of both sexes, at the La Asunción Experimental Institute, Fe y Alegría. For a total of 420 students, the formula is applied to calculate a finite population sample on the total of 201 surveys to be carried out.

Sample

$n = Z^2 \times P \times Q \times N / (e)^2 (N-1) + Z^2 \times P \times Q$ N= Total population (420 students).

P= Proportion of occurrence in the event 50% (0.5)

Q= Complement of P (1-P)= 1-0.5

Z= Confidence level.

$n = 1.96^2 \times 0.5 \times (1-0.5) \times 436 / (0.05)^2 \times (436-1) + (1.96)^2 \times 0.5 \times (1-0.5)$

n= 201

The primary sources of information, surveys with closed questions obtained from students from ninth to eleventh grade of the Experimentla Institute, La Asunción, Fe y Alegría. Likewise, secondary sources of information such as magazines, theses, monographic works, research articles, biomedical journals, websites. One of the methods used to evaluate the surveys was the Likert scale.

Taking into account as inclusion criteria that the participants are students of the La Asunción Experimental Institute, that they are of both sexes, that they wish to participate in the study, and that they are active students.

The dependent variable of the study is gambling addiction and the independent variables are family factors and personal characteristics.

For data collection: To access the information, a letter requesting permission and authorization was delivered to the director of the La Asunción Experimental Institute, Fe y Alegría, explaining the objective of the research to obtain necessary information, and a survey was applied to students. From seventh to eleventh grade, the purpose of the study was established and that the information provided will be confidential.

The data collection technique and instrument: Information

collection was carried out through a survey with closed and open questions regarding sociodemographic data, family factors and personal characteristics of the La Asunción, Fe y Alegría Experimental Institute.

The pilot test was carried out with 10% of the sample, corresponding to 20 students from ninth to eleventh grade of the Sagrado Corazón de Jesús Parish School, who had similar characteristics to the study population, allowing the validity and reliability of the instrument to be verified.

After completing the surveys, the data collected was processed through the statistical program SPSS version 21, data that were presented in simple tables.

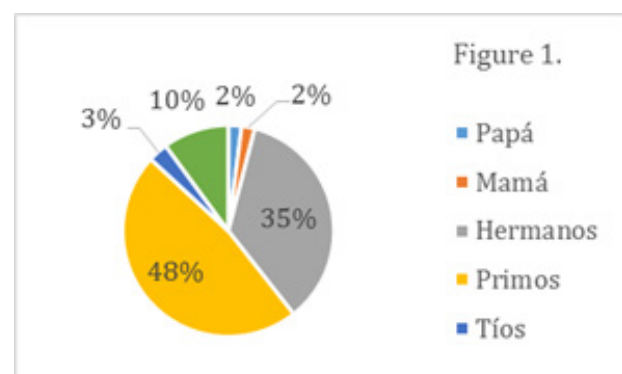
Regarding ethical aspects, a letter of consent and informed assent was prepared and delivered to each participant explaining the objective of the research. It was explained to the participants that the information would be anonymous and would be very useful for research purposes.

The participant made the decision to cooperate or withdraw at any time. The information provided was handled solely by the research team and used for academic and research purposes.

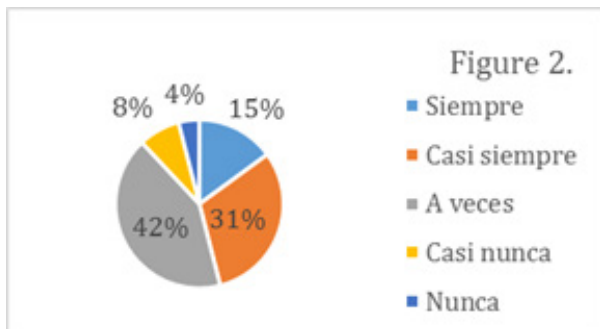
RESULTS

The study population was 201 students, of which the majority are male with 55%, the participants are between 12-19 years old, highlighting the age group of 15 to 16 years, 54% identify with the Catholic religion, with 28% of them attending ninth grade.

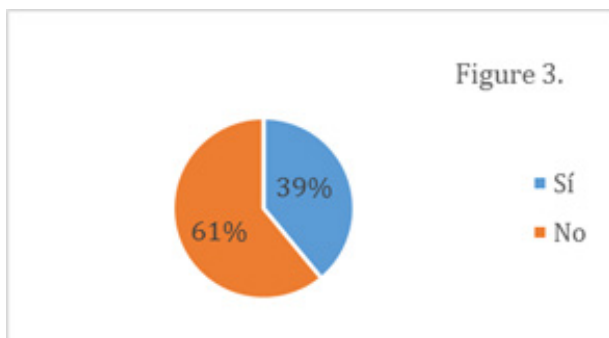
Regarding family factors, with respect to the members who play video games, 47% responded that cousins are the ones who play video games the most, followed by 35% who correspond to siblings (Figure 1). Which members of your family play video games?



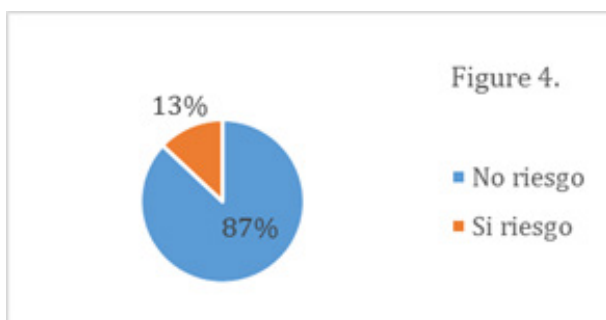
In relation to the leisure time they spend with their family, 42% of the participants, which correspond to 84 students, sometimes spend time with their family, followed by 31%, who are 63, of whom responded that they almost always spend time with their family leisure (Figure 2). How often do you spend leisure time with your family?



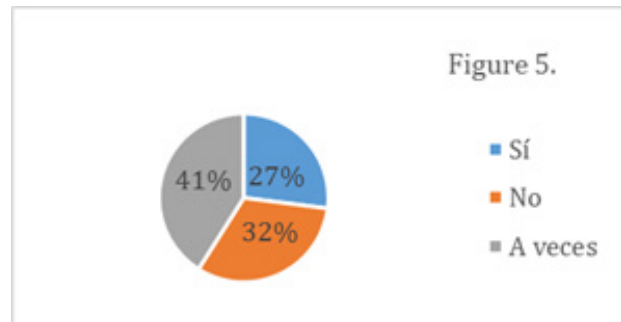
Considering the need to know about family supervision, the data obtained showed that 61% of parents do not control the video games that their children use and 39% do control them (Figure 3). Do your parents control the video games you use?



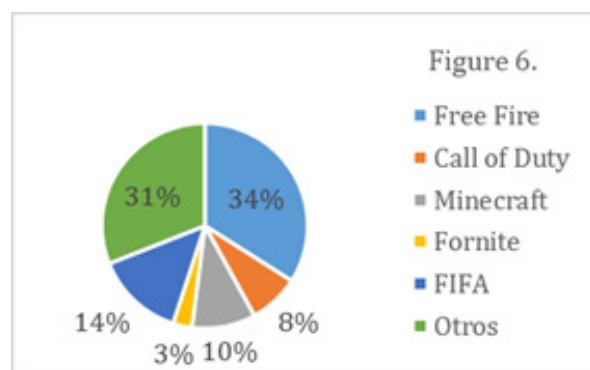
Regarding personal characteristics, according to the nine-item Internet Gaming Disorder Scale (IGD-9), 87%, 174 students are not at risk of developing possible Internet gaming disorder, however, 13%, 27 participants, if they have a greater possibility of suffering from said disorder (Figure 4). Nine-item Internet Gaming Disorder Scale (IGD-9).



Regarding the students who experience some emotional change, during the game, 41% reported that sometimes they tend to experience emotional changes, 32% do not experience any change and 27%, which corresponds to 54 participants, do experience changes in their emotions (Figure 5). While playing, do you tend to experience emotional changes (anger, sadness, joy)?



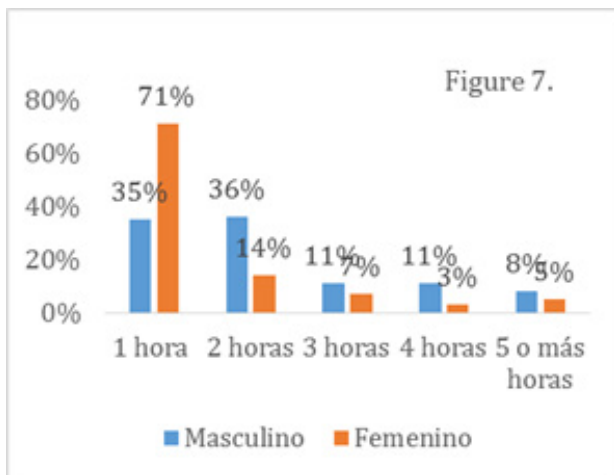
According to the video games that respondents use the most, 34%, equivalent to 70 students, responded that they play Free Fire most frequently. See figure 6. Which video game are you currently playing the most?



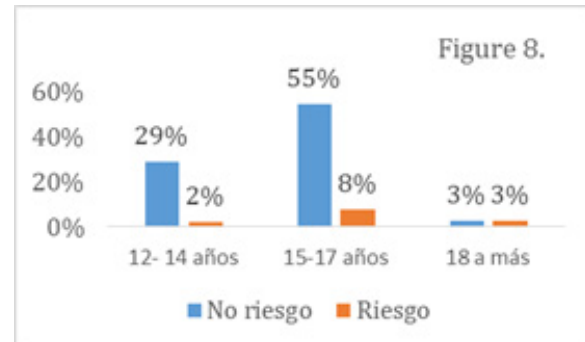
Contingency table

Contingency table Sex* How many hours do you spend playing during the day?

When relating sex to the number of hours they spend playing, 36% of males play 2 hours, followed by 35% who play one hour, 11% play 3 and 4 hours, and 8% play 5 or more hours unlike the female sex, who 71% play 1 hour, 13% play 2 hours, 7% 3 hours, 5% 5 or more hours and 3% spend 4 hours playing during the day (Figure 7).



Based on the relationship of students with risk and non-risk according to the assessment of the scale and the grouped ages, 55% who belong to the ages of 15-17 do not present the risk, however, 8% of this age group if you are at risk for the disorder (Figure 8).



Contingency table Nine-item Internet Gaming Disorder Scale* Grouped ages

Image 1



Image 2



DISCUSSION

According to the sociodemographic aspects, the mode is 15 years of age, in the studied population there was a predominance of male students, belonging to the Catholic religion, studying the ninth grade of secondary school. According to the study by Karla Martínez (2019), it shows that there is a higher prevalence of gambling addiction in men and according to Delareme, the age group of 15 to 24

years is estimated to suffer from video game addiction.

Regarding the family members who use video games the most, it is reflected that 47% correspond to cousins, followed by siblings with 35%. This information is corroborated by MiLinn-Pei who states that having peers or family members with a positive attitude towards gaming and who were regular users of it can directly influence the development of video game addiction. Likewise, according to Michelle Colder,

social motivations for gambling can aggravate the symptoms of pathological gambling.

When evaluating family leisure time, 42%, which is equivalent to 84 students, sometimes spend time with their family, followed by 31%, which is 63, of whom responded that they almost always spend leisure time with their family. However, Spilková states that there are no significant associations between the family environment and the development of risk behaviors in video game addiction in adolescents.

In relation to family supervision, the data obtained showed that 61% of parents do not control the video games that their children use and 39% do control them. Lee and Kim found that the lack of interest, vigilance and imposition of rules by parents in their children's online activities was associated with a greater risk of addiction to online gaming.

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According to the assessment according to the nine-item Internet Gaming Disorder Scale (IGD-9), 87% of students are not at risk of developing possible Internet gaming disorder; however, 13% of participants, if they are older, possibility of suffering from said disorder. This is related to the study by Carlos Buiza, who concluded that his study population, which corresponded to adolescents from 12 to 18 years old, 8.3% of his population presented 5 or more symptoms on the nine-item Internet Gaming Disorder Scale, which indicated possible internet gaming disorder.

Regarding the students who experience some emotional change during the game, 41% reported that they sometimes tend to experience emotional changes and 27%, which corresponds to 54 participants, do experience changes in their emotions. This is confirmed by Norman Osal that the use of video games causes a series of emotional effects, both negative and positive, with respect to the game.

Regarding the video games that respondents use the most, 34% of the students responded that they play Free Fire most frequently. This diverges with Céline Bonnaire's study, establishing that the most addictive video games are massively multiplayer online games, shooting games,

followed by online battle, role-playing, strategy and action games.

CONCLUSION

Regarding the descriptive study on "Family factors and personal characteristics of gambling in students from seventh to eleventh grade, Instituto Experimental La Asunción, Lechecuagos, León, III Quarter, 2023" it can be concluded that:

In relation to the sociodemographic data, the study population was made up of a sample of 201 students from seventh to eleventh grade of the La Asunción Experimental Institute, Lechecuagos, with a mean and mode of 15 years predominating. Mostly male, belonging to the Catholic religion.

Regarding family factors, it was determined that the majority of households are made up of 4 members, being the father; the head of the family, showing that they learned to play by themselves, with the cousins being the members of the family who use video games the most.

Likewise, it was highlighted that their parents do not control the video games they use and do not establish rules about the number of hours and days they should play.

Regarding personal characteristics, it was identified that the majority of participants are not at risk of possible internet gaming disorder; however, there is 13% who are at risk of developing said disorder. On the other hand, they reported that they dedicate an hour to playing, they do not interrupt their sleep periods.

Likewise, to evaluate personal characteristics, with respect to the questions asked, it was found that the majority consider themselves functional in activities other than playing, they consider that they have control in their life and do not tend to think that they are a failure and while they play Sometimes they experience emotional changes.

Consequently, the majority do not feel distant from the people around them, which means that it is not difficult for them to socialize with people other than through video games, in such a way that not everyone plays with other players online., nor do they establish friendly and loving relationships. However, given these data obtained, a small number of students who presented the personal characteristics were also found.

Therefore, most students have 3 video games downloaded on

their mobile phones, with the Free Fire game predominating, and the majority do want to play at some point.

With the present investigative study, significant information was obtained, which highlights a small population with a possible risk of developing Internet video game disorder. Family and environmental factors do not directly influence the actions and decisions of adolescents, as well as personal characteristics. Gambling addiction is a persistent and recurrent pathological gambling that can cause clinically significant deterioration or discomfort.

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