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Tuesday, July 13, 2021

The WAGER, Vol. 26(7) - Is spending on trading cards related to problem gambling?

Various in-person and online games allow players to purchase randomized packs of rewards, such as collectible card packs and virtual items. Some places are imposing regulations on video games offering [loot boxes](#)—purchasable virtual containers with randomized items—as they seem to fit traditional definitions of gambling. Indeed, people who report more problem gambling symptoms tend to [spend more on loot boxes](#). Due to some similarities with loot boxes, collectible card game ‘booster packs’ have come under scrutiny as well. Collectible card games (CCGs) allow for the purchasing of physical booster packs containing cards that are sealed and random in game value. This week, The WAGER reviews a [study](#) by David Zendle and colleagues that examined the association between problem gambling symptoms and the amount of money spent on physical booster packs of trading cards.

What was the research question?

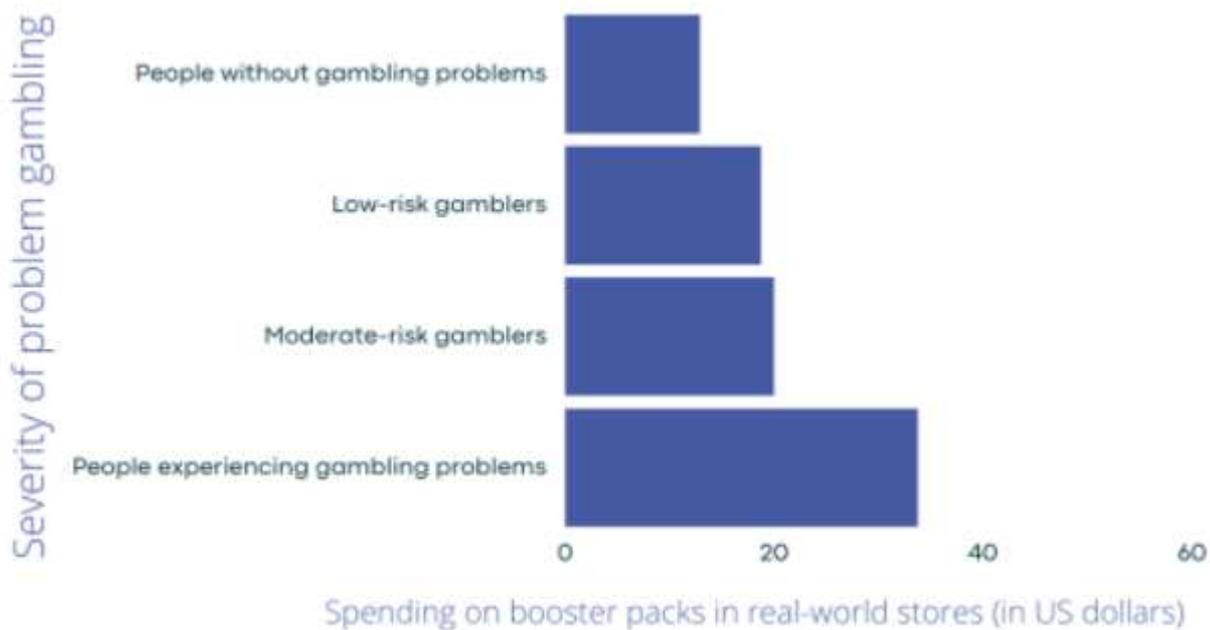
What is the relationship between the severity of problem gambling symptoms and the quantity of money spent on collectible card game booster packs in real-world and digital stores?

What did the researchers do?

The researchers used a [cross-sectional](#) survey advertised on the online message board [Reddit](#), and obtained 726 usable responses from participants 18 and older. About 60% of respondents were from the U.S., but many different countries were represented. The survey asked participants about CCG physical booster pack spending in (1) real-world stores and (2) digital stores within the past month. It also assessed problem gambling using the [Problem Gambling Severity Index](#) (PGSI). The researchers used PGSI scores to classify respondents as non-problem gamblers (n = 429), low-risk gamblers (n = 244), moderate-risk gamblers (n = 35), and people experiencing gambling problems (n = 18). They then used [Kruskal–Wallis tests](#) to examine if respondents in different PGSI groups differed in terms of how much money they spent on physical booster packs in real-world stores and digital stores.¹

What did they find?

Zendle and colleagues did not find evidence for an association between problem gambling and quantity spent on booster packs in real-world stores (see Figure). Even though there was a [statistically significant](#) relationship for problem gambling and the quantity of money spent on booster packs in digital stores, the [effect](#) was too small to be considered [clinically significant](#). There was also no significant difference in quantity spent on booster packs between people with and without gambling problems.



No significant differences were found between the mean ranks.

Figure. Problem gambling severity and spending (in US dollars) on booster packs in real-world stores among survey respondents (total $n = 726$). Although the authors performed their statistical tests on mean ranks, we provide medians to illustrate the trends across PGSI categories. The [interquartile range \(IQR\)](#) around each median was \$39 for people without gambling problems ($n = 429$), \$50 for low-risk gamblers ($n = 244$), \$69 for moderate-risk gamblers ($n = 35$), and \$119 for people experiencing gambling problems ($n = 18$). [Click image to enlarge.](#)

Why do these findings matter?

This study suggests that while booster packs in collectible card games may appear similar to gambling in some ways, users do not seem to engage with them in ways comparable to traditional gambling activities. Thus, regulations—like [those developed for loot boxes](#)—might not be necessary for booster packs. This suggests that there is likely a difference in the ways that players interact with physical booster packs and digital loot boxes. Ultimately, the findings were cross-sectional, so cannot establish [causality](#); additional [longitudinal](#) and/or experimental research would help better understand the specific factor that accounts for the difference in loot box and booster packs' relationship with problem gambling symptoms.

Every study has limitations. What are the limitations of this study?

Participants were recruited from Reddit's online message boards targeting fervent players of collectible card games. An over-representation of enthusiastic players in the study's sample may lead to findings that are not [representative](#) of more casual players. [Social desirability bias](#) through self-reporting may also contribute to participants misrepresenting their true spending or gambling behaviors. The most severe PGSI category had only 18 people in it, which likely limited the chances that the authors would statistically detect a difference among groups.

For more information:

Do you think you or someone you know has a gambling problem? Visit the [National Council on Problem Gambling](#) for screening tools and resources. For additional resources, including gambling and self-help tools, please visit The BASIS [Addiction Resources](#) page.

-- Taylor Lee

What do you think? Please use the comment link below to provide feedback on this article.

[1] The authors used rank transformations and Kruskal–Wallis tests to [replicate](#) past research in this area, and because they could not be sure if their spending data would meet the normality distribution assumptions of ANOVA.

Posted at 09:58 AM in [The Worldwide Addiction Gambling Education Report \(The WAGER\)](#) | [Permalink](#)



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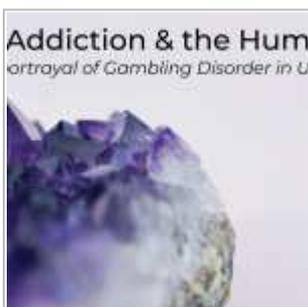
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[Addiction & the Humanities - The portrayal of Gambling Disorder in Uncut Gems](#)

This week, Addiction & the Humanities looks at a portrayal of Gambling Disorder in *Uncut Gems*, a film that depicts the story of a New York City jewelry dealer who continues to gamble despite his increasing debt.



[Addiction & the Humanities - Does Netflix have a smoking problem?](#)

Depictions of tobacco use are on the rise in programming found on streaming platforms. This week, Addiction & the Humanities investigates smoking imagery in popular shows that attract young viewers, such as Netflix's *Stranger Things*.

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