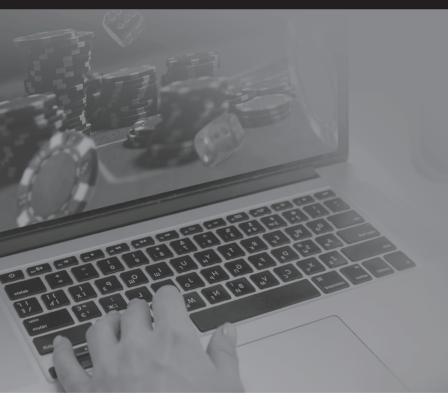
THE 1ST INTERNATIONAL SYMPOSIUM ON YOUTH AND JUSTICE

Substance Abuse and Gambling Problem in Youth

제1회 청소년-형사·법무 국제심포지엄: 청소년 약물 남용과 도박 문제



2024. 8. 12. (월) 14:00~18:00 신라스테이 서초 5층 미팅룸





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제1회 청소년-형사·법무 국제심포지엄

청소년 약물 남용과 도박 문제

PART 1 Opening Moderator: 최창욱 본부장, 한국청소년정책연구원		
13:30-14:00	Registration	
14:00-14:10	Opening Remarks 백일현 원장, 한국청소년정책연구원 하태훈 원장, 한국형사·법무정책연구원 Congratulatory Remarks	
14:10-14:15	심우정 차관, 법무부 Introduction of Participants	
14:15-14:40	Keynote Speech Strategies for Addressing Substance Abuse and Gambling Among Youth 청소년의 약물 남용 및 도박 문제 해결을 위한 전략 Prof. Kevin Wolff, John Jay College of Criminal Justice, The City University of New York	
14:40-14:50	Break Time	
PART 2	Youth and Substance Abuse Moderator: 최지선 실장, 한국형사·법무정책연구원	
14:50-15:05	Emerging Positive Education Intervention for Clean Sport Behavior 클린스포츠 행동을 위한 새로운 긍정적 교육 개입 Dir. Haslinda Abdullah , Institute for Social Science Studies, Universiti Putra Malaysia	
15:05-15:20	Korean Juvenile Drug Use: Isolated Islands Within the Community, A Neglected Growth History 한국 청소년 마약: 공동체 안의 작은 섬, 방치된 성장 역사 김낭희 박사, 한국형사·법무정책연구원	
15:20-15:35	Youth, Drugs, and Violence: Insights into the Situation and Preventive Measures in Thailand 청소년, 약물, 폭력: 태국 내 상황과 예방 조치에 대한 통찰 Dir. Kittipoom Neamhom, Thailand Institute of Justice	
15:35-15:50	Korean Adolescents' Attitudes Toward Using Controlled Substances for Appearance Enhancement 외모 향상을 위한 약물 사용에 대한 한국 청소년의 태도 배상률 박사, 한국청소년정책연구원	
15:50-16:05	Discussion	
16:05-16:30	Coffee Break	

TIME & AGENDA

PART 3 Youth and Gambling Problems		
	Moderator: 박지수 박사, 한국청소년정책연구원	
16:30-16:45	Gaming Versus Gambling: Perspectives in Context of Youth 게임 대 도박: 청소년의 관점과 맥락에서 Prof. Yatan Pal Singh Balhara, National Drug Dependence Treatment Centre and Department of Psychiatry, All India Institute of Medical Sciences	
16:45-17:00	Youth Cyber Gambling Experiences and Issues 청소년의 사이버 도박 경험과 문제 임지연 박사, 한국청소년정책연구원	
17:00-17:15	Unveiling the Appeal: Examining Malaysian Youth Attitude Toward Online Gambling 도박에 끌리는 이유: 온라인 도박에 대한 말레이시아 청소년의 태도 조사 Dep. Dir. Jeffrey Lawrence D'Silva, Institute for Social Science Studies, Universiti Putra Malaysia	
17:15-17:30	Current Issues and Controversies in Youth Gambling and Related Crimes청소년 도박 및 관련 범죄의 현재 문제와 논란조제성 박사, 한국형사·법무정책연구원	
17:30-17:45	Discussion	
17:45-18:00	Closing	





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제1회 청소년-형사·법무 국제심포지엄

청소년 약물 남용과 도박 문제

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Strategies for Addressing Substance Abuse and Gambling Among Youth

청소년의 약물 남용 및 도박 문제 해결을 위한 전략

Prof. **Kevin Wolff**, John Jay College of Criminal Justice, The City University of New York



MEET YOUR SPEAKER

- · Dr. Kevin T. Wolff
- Associate Professor / Doctoral Research Advisor
- · John Jay College of Criminal Justice, CUNY
- Kevin T. Wolff is an associate professor at John Jay College of Criminal Justice in New York City. He also serves as the research advisor to the doctoral program. He earned his PhD from the College of Criminology and Criminal Justice at Florida State University. Professor Wolff's research interests include childhood maltreatment, dynamic risk assessment, program evaluation, and quantitative research methods. A number of his research projects have been funded by the National Institute of Justice. In recognition of his contribution to the discipline, Dr. Wolff also received The Feliks Gross Award from The City University of New York and the Tory J. Caeti Memorial Award from The Academy of Criminal Justice Sciences.



ABOUT TALK

Topic: Strategies for Addressing Substance Abuse and Gambling Among Youth Summary:

This keynote address opens with a description of recent trends in substance use and among youth, sharing insights from relevant research. I highlight that while some global trends indicate a decline in adolescent substance use, other areas, especially during the COVID-19 pandemic, have seen increases. I emphasize the importance of comprehensive prevention strategies, such as school-based, community-based, and family-based programs, and effective treatment approaches like behavioral interventions and integrated mental health services.

On the topic of youth gambling, I highlight the rising normalization and accessibility of gambling, particularly through the internet. I describe specific challenges in regions like South Korea, where youth gambling rates are notably elevated. I underscore the need for multifaceted interventions to address risk factors like impulsivity, peer pressure, and pervasive gambling advertisements. This address concludes by urging researchers, educators, policymakers, and community leaders to collaborate on creating supportive environments and the implementation of effective prevention programs to address these critical issues.

Introduction:

I would like to thank the National Youth Policy Institute and the Korean Institute of Criminology and Justice for the invitation to participate in the **First International Symposium on Youth and Justice.** I am an Associate Professor in the Department of Criminal Justice at John Jay College in New York City and for more than 10 years I have conducted research in the area of youth justice to improve the successful rehabilitation of youth involved in the justice system.

It is, therefore, an honor to give a keynote address on what I have learned conducting juvenile justice research, including a focus on the prevalence and impact of substance abuse and gambling among youth. I hope that some of my insights will be the catalyst for further conversation during this conference and hopefully confirm what many of you, as the true experts, already know about what is needed to prevent problematic substance abuse and gambling among the youth people in your communities.

The theme for today's symposium is **Substance Abuse and Gambling Problems among Youth**. During my time with you today, I will discuss what we know (as a discipline) regarding youth involved in drug use and gambling, as well as the interrelationship between youth substance abuse and problem gambling. From there, I will highlight recent research on preventive strategies and intervention programs targeting youth, and policy implications to address drug and gambling-related crimes among youth.

Youth substance abuse and gambling are both complex issues influenced by a myriad of factors, including social, cultural, economic, and psychological aspects. Effective intervention requires a multifaceted approach tailored to specific regional and cultural contexts. Countries across the world face significant challenges but also share opportunities for learning and collaboration to address this global issue.

Youth Substance Abuse

I want to start by reviewing some recent research on the global trends on youth substance abuse. These studies offer valuable insights into the evolving landscape of adolescent substance use, especially during the unprecedented times of the COVID-19 pandemic.

The "Monitoring the Future" (MTF) study, a comprehensive and long-term research project, has been tracking substance use and related behaviors among U.S. adolescents since 1975. In its 2021 report, the MTF surveyed over 32,000 8th, 10th, and 12th students across 319 schools nationwide. The findings reveal a remarkable and broad decline in substance use across various categories. Specifically, the lifetime and annual prevalence of using any illicit drug dropped significantly by 7.8 and 7.4 percentage points, respectively. Marijuana, the most prevalent illicit drug, showed substantial declines in lifetime, annual, and 30-day prevalence, highlighting a significant shift in adolescent behavior during the pandemic. Despite the pandemic's detrimental impact, the study found no substantial increase in drug use, indicating the resilience of prevention efforts and changing social dynamics during this period.

In parallel, a study examining substance use trends among over one million South Korean adolescents from 2005 to 2021 provides a comparative perspective. This research, conducted through a nationwide serial cross-sectional survey, found that the overall prevalence of alcohol and substance use tended to decrease over the 17 years. However, during the pandemic years of 2020 and 2021, there was an unexpected increase in the prevalence of substance use. This trend was consistent across various demographics, including age, sex, area of residence, and smoking status, indicating the pandemic's profound impact on adolescent behavior.

In Canada, the COMPASS study on poly-substance use among high school students highlighted a significant rise in the concurrent use of multiple substances. Researchers found that more than 50% of substance-using students reported using multiple substances by 2017/2018, with e-cigarette

vaping becoming a prevalent component of substance-use combinations. These findings point to the necessity of multifaceted interventions that address the risks associated with the use of multiple substances simultaneously, as well as the demographic disparities that exist, with male and Indigenous students more likely to engage in poly-substance use.

Finally, a comprehensive systematic review of 49 studies was conducted to understand these trends, examining the use of substances such as alcohol, cannabis, tobacco, e-cigarettes, and other unspecified drugs among youth during the pandemic.ⁱⁱⁱ The findings revealed a general decline in substance use among youth, with some meaningful exceptions.

Alcohol use among youth showed a marked decrease in most studies, attributed to reduced social gatherings and the closure of venues where alcohol consumption typically occurs. Similarly, cannabis use also saw a reduction. However, findings varied, with some studies indicating stable or increased use, particularly among specific subgroups such as those with pre-existing mental health conditions.

Tobacco and e-cigarette use also presents a mixed picture. While some studies reported decreases in use, likely due to health concerns heightened by the pandemic and reduced social situations, other studies found stable or increased use, particularly in youth experiencing higher levels of stress and anxiety.

The use of unspecified drugs, including illicit substances, in characterized by more variability. Some studies noted increases, particularly in vulnerable populations living in resource-poor environments or challenging family situations. Mental health also emerged as a significant factor influencing substance use trends. The pandemic has severely affected young people's mental health, with increases in clinical depression, anxiety, and suicidal ideation reported. These increases underscore the pandemic's exacerbating effect on already at-risk groups.

Overall, these studies underscore the dynamic nature of adolescent substance use and the critical need for adaptive public health strategies. Next, I would like to discuss some of the emerging strategies related to preventing and treating substance abuse among youth.

Prevention

Addressing substance use among youth necessitates a comprehensive approach, starting with prevention strategies that encompass various environments and influences. One of the most effective measures includes prevention programs, which can be school-based, community-based, or family-based. School-based programs like "Life Skills Training" and "Project ALERT" focus on teaching essential social skills, selfmanagement, and drug resistance skills. These programs equip students with the tools to make informed decisions and resist peer pressure. Community-based initiatives, such as "Communities That Care," engage local members to prevent youth substance use through concerted local action, fostering a supportive environment that prioritizes the well-being of young people. Family-based programs, such as the "Strengthening Families Program," concentrate on improving family communication and relationships, which are crucial in preventing substance use. These programs help build a strong family foundation, offering youth the support and guidance they need at home.

Educational interventions are another vital aspect of prevention. By incorporating substance use education into school curricula, we can inform students about the risks associated with drug and alcohol use. Health education provides factual information that empowers students to make healthier choices. Peer education is also an effective strategy; training peers to educate each other leverages the influence of peer dynamics, making the message more relatable and impactful. Additionally, creating supportive environments with safe, structured, and engaging activities, such as sports, arts, and clubs, can reduce the likelihood of substance use by providing positive alternatives and fostering a sense of belonging.

Treatment

When prevention measures are not enough, effective treatment strategies are essential in addressing substance use among youth. Screening and early intervention approaches like SBIRT (Screening, Brief Intervention, and Referral to Treatment) are critical in identifying and intervening early with youth at risk of substance use disorders, providing timely support, and preventing escalation.

Behavioral interventions, such as Cognitive-Behavioral Therapy (CBT) and Motivational Interviewing (MI), play a significant role in treatment. CBT helps youth develop coping skills and address underlying issues contributing to substance use. At the same time, MI is a counseling approach that helps motivate individuals to change behavior by exploring and resolving ambivalence.

Despite the potential for pharmacotherapy combined with behavioral interventions to enhance treatment outcomes, there are currently no FDA-approved medications for adolescent SUD, except for buprenorphine for opioid use disorder in individuals aged 16 and older. The most commonly used substances in adolescence are alcohol and cannabis, with naltrexone showing promise for alcohol use and N-acetylcysteine for cannabis use. Although, small sample sizes, low retention rates, and insufficient data on long-term outcomes and optimal dosing limit research in this area.

Access to mental health services is another crucial component of treatment. Integrated treatment, which provides mental health services alongside substance use treatment, is essential in addressing co-occurring disorders common among youth with substance use issues. Providing youth with access to school-based health centers and mental health professionals ensures they receive comprehensive care that addresses both their mental health and substance use needs.

One of the most extensively researched programs is the Life Skills Training (LST) program, which has shown significant reductions in substance use among participants.^{vii} Studies on LST have demonstrated positive

outcomes across multiple domains, including decreased use of psychoactive substances, improved attitudes and beliefs toward substance use, and better social and emotional outcomes.

Additionally, recovery support programs like "Alateen" and "Youth Recovery Support Services" offer ongoing assistance for youth in recovery, helping them maintain sobriety and build a healthy, drug-free future. These programs provide a network of peers and professionals dedicated to supporting young people through their recovery journey and have shown to be effective in curbing youth substance abuse. However, the quality of these programs is mixed and programs are often plagued by inadequate/sporadic funding. viii

The rise in substance use among young people, exacerbated by the COVID-19 pandemic, underscores the urgent need for innovative and accessible intervention strategies. Digital interventions have emerged as a promising solution, offering engaging, non-stigmatizing, and readily available support tailored to the unique needs of young users. A recent review identified 43 studies highlighting the effectiveness of various digital technologies, including web-based, game-based, mobile, and virtual reality platforms. ix These interventions primarily target alcohol use, with a growing need to address tobacco, cannabis, and opioid use. Early interventions, which are the most common, focus on behavior change through personalized feedback and skills training, showing significant promise in reducing substance use and related harms. The evidence suggests that digital interventions can significantly improve substance use outcomes, but further research is needed to expand their scope and efficacy, particularly for the prevention and treatment of opioid use amidst the ongoing crisis. Policymakers and healthcare providers are encouraged to adopt and further develop these digital strategies to effectively support young people in overcoming substance use challenges.

Together, these prevention and treatment strategies form a multifaceted approach essential for effectively addressing substance use among youth, ensuring they have the resources and support needed to lead healthy,

fulfilling lives. Despite the effectiveness of programs like Life-Skills Training, a review of existing research underscores the importance of advancing methodological rigor in evaluating treatment and prevention strategies. Many studies suffer from methodological weaknesses, such as a lack of randomized control trials and insufficient power to detect significant effects. Therefore, it is crucial to enhance the quality of research to ensure reliable and actionable insights. Rigorous evaluation methods will help identify the most effective programming components and facilitate their replication and scaling in diverse settings and cultural contexts.

Youth Gambling

Shifting gears now to gambling. Gambling has become increasingly normalized and accessible, especially with the advent of the internet and the liberalization of gambling regulations. Alarming statistics indicate that a significant portion of our youth are engaging in gambling activities, with many at risk of developing problematic behaviors. Studies show that the first gambling experiences often occur between the ages of 10 and 19, a critical period in an individual's development. Recent data from a comprehensive review published by The Lancet reveals a startling reality: nearly 18% of adolescents globally have engaged in gambling activities in the past year, with rates significantly higher in adolescents compared to adults. The accessibility of gambling through smartphones and computers has made it difficult for parents to control, contributing to higher rates of problem gambling among youth. Traditional government measures, such as age restrictions, often fall short, as underage gambling persists both online and in land-based venues. As the gambling industry, particularly online gambling, continues its rapid expansion, the vulnerability of our youth becomes a critical concern.

In South Korea, the issue of youth problem gambling is particularly pronounced and complex. Research indicates that the prevalence rate of problem gambling among individuals under 19 years old is about 2.5%, but this figure skyrockets to approximately 30% among those aged 19 to 29.xi This alarming increase highlights the critical transition period as young

adults gain legal access to gambling, underscoring the urgent need for targeted interventions during these formative years in early adulthood.

Problematic youth gambling can lead to significant negative consequences, both immediate and long-term. Adolescents who engage in gambling are at risk of developing psychological issues such as anxiety, depression, and low self-esteem. Academically, problematic gambling often correlates with poor performance and increased school absenteeism. Socially, it can lead to strained relationships with family and peers due to deceit and financial conflicts. Financially, young gamblers may incur debts that burden themselves and their families. Furthermore, early exposure to gambling can increase the likelihood of developing a gambling addiction in adulthood, perpetuating a cycle of harmful behavior and associated consequences. Once again, prevention and early intervention become crucial.

Research suggests our approach to combating this issue must be multifaceted. First, we need to understand and address the risk factors associated with adolescent gambling. Factors such as impulsive personality traits, familial attitudes, peer pressure, and pervasive gambling advertisements are associated with the prevalence of problematic gambling. Adolescents are particularly vulnerable due to factors like increased access to technology and a propensity for risk-taking during this developmental stage. In a society where social conformity and maintaining group cohesion are highly valued, such as South Korea, young individuals are particularly susceptible to the influence of in-group norms (i.e., peer pressure). Studies have shown that South Korean youth are more likely to conform to perceived gambling norms when these norms are presented by their in-group.

Recent comprehensive reviews of existing research highlight the varied approaches taken to curb youth gambling. Most of these initiatives are implemented in educational settings, targeting high school and university students through universal and selective prevention strategies. Successful examples include the "Stacked Deck" program in the USA and the "Amazing Chateau" program in Romania. xiii These programs include a

school-based curriculum designed to prevent youth gambling by increasing awareness of gambling risks, promoting critical thinking, and developing coping skills. The target is middle and high school students using 5 to 6 interactive lessons that cover topics such as the nature of gambling, probability, the impact of gambling on the brain, common gambling fallacies, and decision-making skills. These programs use discussions, activities, and role-playing to engage students and have been shown to effectively increase gambling knowledge, reduce misconceptions, and decrease the intention to gamble. However, for these interventions to be truly effective, they must focus on long-term behavior change and incorporate emotional and social components.

Successful interventions often include educational components, cognitive-behavioral techniques, and the involvement of trained facilitators or digital platforms. Innovative strategies, such as motivational interviewing, personalized feedback interventions, and internet-based therapy, show promise in addressing the unique needs of youth gamblers. These approaches emphasize autonomy, correct normative misperceptions, and provide accessible support, which is crucial given this population's low rates of treatment-seeking. They effectively reduce gambling frequency, correct misconceptions, and enhance decision-making skills among youth.

Despite these promising results, there are significant challenges that we must address. Many studies in this area suffer from methodological limitations, such as short follow-up periods and reliance on self-reported data, which limit our understanding of the long-term efficacy of these interventions. As I mentioned, a crucial issue in addressing youth gambling is the low rate of help-seeking among adolescents. Many young problem gamblers do not seek treatment due to embarrassment or lack of awareness. Furthermore, longitudinal studies show mixed results on the stability of gambling behaviors from adolescence into adulthood, suggesting that while some individuals continue to gamble, others may outgrow these habits. To enhance the effectiveness of youth gambling prevention, future research should prioritize harm-based measures,

longitudinal analyses, and a nuanced understanding of the influence of gambling-like activities.

Recommendations call for early and universal implementation of prevention programs, supplemented by reinforcement sessions and long-term follow-up. *v* Effective programs should be engaging, technology-driven, and contextually relevant, addressing both the cognitive and social dimensions of gambling. *vi* Programs should also focus on educating young people about the risks of gambling within the context of their cultural values, promoting critical thinking about online content, and offering support through peer networks that emphasize healthy, non-gambling behaviors.

Enhanced methodological rigor in future studies, including consistent use of validated instruments and extended follow-up periods, is essential to establish best practices in gambling prevention. To truly make a difference, we must invest in developing and rigorously testing comprehensive prevention programs. These should be based on evidence-based principles and adapted to the evolving landscape of gambling, particularly the rise of online gambling. Additionally, we must equip educators with the necessary training to deliver these programs effectively, ensuring they can foster a deeper understanding and resilience among youth.

Much like substance abuse, the fight against youth gambling is multifaceted and ongoing. Addressing youth gambling requires a collaborative effort from schools, parents, and communities to create robust prevention and intervention frameworks. By continuing to refine our strategies and broadening our research scope, we can develop innovative strategies to prevent youth gambling and promote healthier behaviors among adolescents. Let us commit to this cause with the urgency and dedication it deserves.

Conclusion

I urge all stakeholders, including researchers such as you all in attendance today, as well as educators, policymakers, and community leaders, to prioritize the prevention of adolescent substance abuse and gambling. It is essential to foster collaboration and provide support for research and the implementation of effective prevention programs. Creating a supportive environment can help our youth develop positively and avoid engaging in risky behaviors.

In conclusion, I want to thank the organizers for allowing me to come to speak with you all today and for your commitment to addressing these critical issues affecting young people in Korea and abroad. Your dedication to this cause is vital in making a meaningful impact. I invite you to ask questions and engage in further discussion on this critical topic, as collective effort and dialogue are crucial for our continued progress in preventing substance abuse and gambling among youth.

References:

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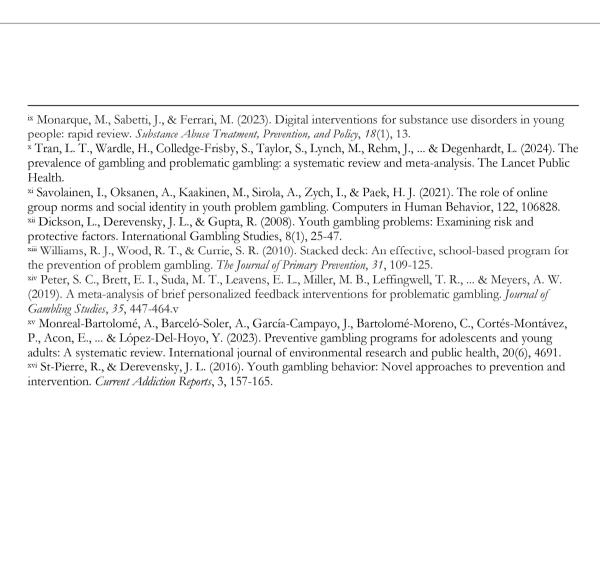
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PART 2 **Youth and Substance Abuse**

Emerging Positive Education Intervention for Clean Sport Behavior

클린스포츠 행동을 위한 새로운 긍정적 교육 개입

Dir. **Haslinda Abdullah**, Institute for Social Science Studies, Universiti Putra Malaysia

MEET YOUR SPEAKER

Prof. Dr. Haslinda Abdullah

Director
Institute of Social Science,
Universiti Putra Malaysia

Prof. Dr. Haslinda is specialized in applied psychology



Emerging Positive Education Intervention for Clean Sport Behavior

- Doping damages athletes' physical health and sports integrity, replacing fair competition with a
 false feeling of strength. Besides, young athletes are more prone to harmful behaviors when they
 do not have a solid ethical basis to guide them.
- Therefore, this study aims to assess the effectiveness of positive education intervention to focus on teaching them important lessons about fair play and value of competition while enhance the sports values and favorable attitudes towards doping.
- A total of 40 young athletes were included in this study. A true-experiment pre-test post-test with control group design was conducted at Malaysia National Sport School. Experiment group has been given positive education intervention, while control group has not been given anything
- The result indicates that clean sport likelihood, sport values, and knowledge about doping improved in experimental group compared to control group.

Introduction

- · Young athletes frequently have similar motives as they start their athletic careers (Chiang et al., 2018)
- · Young athletes are more prone to bad habits when they do not have a strong ethical foundation to guide them
- Favorable outcomes may eventually develop into harmful ones as adults, such as the use of performance-enhancing substances, or "doping."
- This issue is particularly acute among Malaysian adolescents, as research has highlighted the elevated risk of consuming harmful substances, encompassing both doping and non-doping substances
- The area of most concern for us is young athletes who have not made it to the top, who are attempting to make that breakthrough and are prone to use drugs since it is a shortcut, according to a 2015 statement made by the previous director general of WADA (Nicholls et al., 2020).

Research Problem

- A viable substitute is provided by positive psychology, an approach that investigates the factors influencing both individual and collective well-being. It implies that it is crucial to comprehend clean behavior and athletes' well-being (Singler, 2015).
- The PERMA Model (Seligman, 2018) is one positive psychology framework that sheds light on players' happiness and well-being in addition to clean athletic behavior. This strategy can change the conversation from doping to clean behavior, which is frequently disregarded.
- This study thus represents one of the first attempts to use the PERMA model in the Malaysian setting, with a particular
 emphasis on young athletes. The positive education intervention used in this study, based on the PERMA model, seeks
 to find successful ways to clean athletes to maintain their commitment to ethical athletic conduct.

Objective

- To develop a positive education intervention program grounded in PERMA model for Malaysian young athletes.
- 2. To compare the effectiveness of positive education intervention on clean sport behavior between experiment and control groups.

Hypothesis

- H1: There will be significant difference in clean sport behavior scores between experiment group and control group.
- H2: Positive education intervention will lead to significant reduction in favorable attitudes towards doping among young athletes in experiment group compared to control group.

Perma Mode by Seligman, 2018

Positive Emotion

• Encourage optimism creates a climate of passion and moral behavior in sports

ngagement

• Encourages players to respect the fundamental principles of sportsmanship and fair play as well as to enjoy the inherent joy of the game



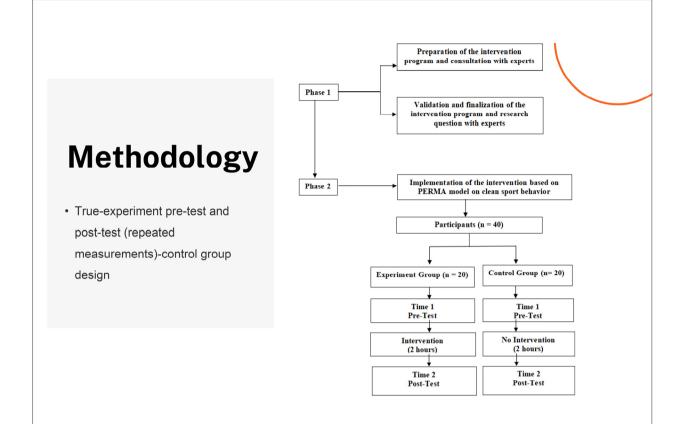
 Respect for and commitment to the rules of fair competition are more likely to be fostered by athletes who value these connections with both rivals and teammates



 Gives sports a deep purpose and encourages athletes to approach their athletic pursuits with a clear knowledge of the moral principles entwined with ethical sports behavior



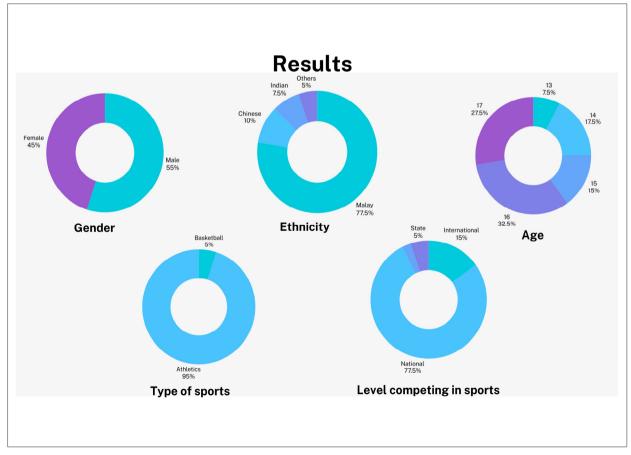
 Gives athletes a strong sense of accomplishment when they strive for notable accomplishments through moral methods

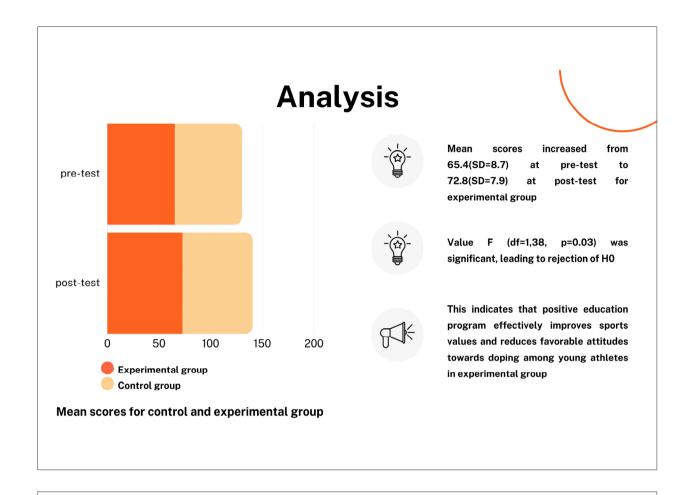


Intervention Activities

Objectives of activities	Types of activities
Promote engagement and intrinsic motivation Building resilience for clean sport behavior	Talk session about intrinsic and extrinsic motivation and resilience Time for reflection and resilience plan
Building trust and mutual respect in sports Conflict Resolution Training for Ethical Sportmanship	Talk session about building trust and mutual respect in sports Reflection time
Connect ethical behavior to meaning and personal gro wth 2. Inspiring ethical sportsmanship	Talk session about meaning in sports tied to ethical behavior Reading time: "Clean Sport Comic"
Measuring ethical success in sports Builfing a culture of ethical acheivement in sports	Talk session about accomplishment in context of ethical behavior and preventing doping Reflection time







Conclusion



The experimental group had notable changes as a result of positive attitudes promoted by positive education intervention program, which includes components of Positive Emotion (P), Engagement (E), Positive Relationship (R), Meaning (M) and Accomplishment (A).



The intervention can empower young athletes and assist development of habits that improve their general well-being by wisely promoting positive values.

School-based doping prevention intervention program has proved to be feasible and effective in increasing knowledge, reducing favorable attitudes towards doping, and enhancing clean sport values.



Future studiess should look at longer intervention periods and bigger sample numbers to understand the long-term advantages of positive education intervention for promoting clean sport in young athletes.







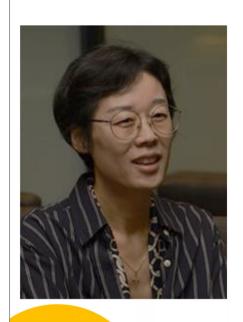


PART 2 Youth and Substance Abuse

Korean Juvenile Drug Use: Isolated Islands Within the Community, A Neglected Growth History

한국 청소년 마약: 공동체 안의 작은 섬, 방치된 성장 역사

김낭희 박사, 한국형사·법무정책연구원



MEET YOUR SPEAKER

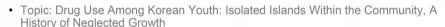
•NAME: Nang-Hee Kim
•TITLE: Research Fellow

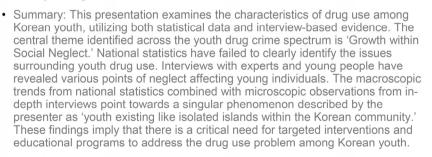
•AFFILIATION: Korean Institute of Criminology and Justice

•BIO: Dr. Kim's primary research areas include mental health and drugrelated policies, with a focus on drugrelated issues. Recently, Dr. Kim has been engaged in research on juvenile drug crimes, surveys on the state of drug-related crimes, and studies on the national five-year drug control strategy.



ABOUT TALK







[2024.8.12.]

Korean Adolescent Drug Use

- Isolated Islands Within the Community, A Neglected Growth History

Korean Institute of Criminology and Justice

Nang Hee Kim

3



[Statistic-Based] Current Status of Drug Use Among Korean Juvenile

White Paper on Drug Crimes (Supreme Prosecutors' Office)

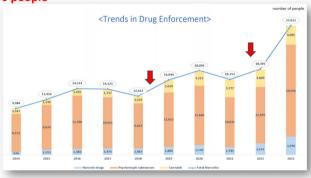
Current Status of Medical Narcotics Handling (Ministry of Food and Drug Safety)

Survey on the Current Status of Public Awareness of the Harmful Effects of Narcotics(Ministry of Food and Drug Safety)

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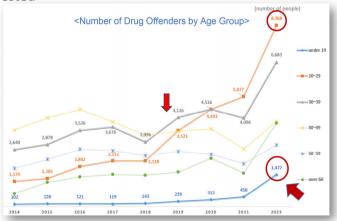
Status of Drug Offender Enforcement

- In 2023, 27,611 individuals were arrested
 - Number remained around 10,000 until a sharp increase after 2015
 - By the end of 2023, it accounted for **0.05%** of the registered population
 - The drug crime rate is 53.8% per 100,000 people



Increasing Trend of Younger Drug Offenders

- Significant increase among those in their 20s and 30s
- In 2023, 1,477 juveniles were arrested



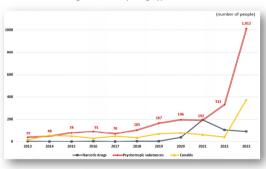
Juvenile Drug Offenders

- In 2023, **1,477 juveniles** were arrested, accounting for **5.3%** of all drug offenders
 - Under 15 years old: 92 individuals
 - Ages 15-18: 1,012 individuals
 - Age 19: 373 individuals
- Primarily use psychotropic drugs



Juvenile Drug Offenders





< Number of Drug Offenders by Drug Type for Those Over 20>



Estimated Number of Drug Users*



Lifetime experience with drugs among adults: 3.1%

- Estimated number of individuals with drug experience: approximately 1.34 million
- Estimated dark figure of crime rate: approximately 51 times



Lifetime experience with drugs among adolescents: 2.6%

- Estimated number of individuals with drug experience: approximately 200,000 people
- Estimated dark figure of crime rage: approximately 141 times

*Source: Ministry of Food and Drug Safety (2024.4.12). '3 out of 100 adults reported illegal drug use experience
- Results of Survey on the Current Status of Public Awareness of the Harmful Effects of Narcotics by MFDS'.

Estimated Number of Drug Users*

<Estimated Number of Drug Users>

Category	Under 19 Years	20 Years and Older
Registered Population of 2023 (a)	7,984,352 people	43,340,977 people
Number of Drug Enforcement Personnel (b)	1,477 people	26,134 people
Lifetime Drug Use Rate(c)	2.6%	3.1%
Estimated Number of Drug Users (d=a*c)	207,593 people	1,343,570 people
Dark Figure of Crime Rate (e=d/b)	141 times	51 times

*Source: Ministry of Food and Drug Safety (2024.4.12). '3 out of 100 adults reported illegal drug use experience
- Results of Survey on the Current Status of Public Awareness of the Harmful Effects of Narcotics by MFDS'.

Medical Narcotics Prescription

- Children and Adolescent Patients

Unit: 10,000 people, 10,000 pills

	2019		2020		2021		20	22	2023	
Category										
Total	1,850	168,225	1,748	175,139	1,884	182,788	1,946	187,360	1,991	189,411
Under 19 Years	67	3,608	56	3,595	57	4,228	61	4,932	62	5,732
20 s	142	11,567	143	13,130	147	14,297	145	14,606	139	14,214
30s	241	20,265	228	21,033	240	21,510	243	21,848	246	21,663
40s	365	26,833	336	28,117	376	29,157	384	30,065	388	30,101
50s	391	31,075	368	31,515	398	32,236	406	32,587	418	33,072
60s	316	30,064	319	32,248	358	34,759	374	35,630	389	36,225
70s	193	26,032	188	26,458	195	26,557	204	26,580	210	26,714
80s	88	15,486	88	16,330	94	17,217	102	18,092	104	18,353
Over 90s	11	2,063	12	2,293	13	2,476	14	2,655	15	2,861
Others	37	1,233	10	420	8	351	12	365	17	476

^{*}Source: National Statistical Portal (KOSIS) (https://kosis.kr/), "Current Status of Medical Narcotics Handling," Ministry of Food and Drug Safety 11

Average Prescription Volume Per Patient

- Children and Adolescent Patients

Unit: 10 000 people 10 000 pills

						Offit. 10,000 people, 10,000
Category			2021			Percentage Change from 2019 to 2023
Total	91	100	97	96	95	+4.7%
Jnder 19 Years	54	65	74	81	92	<u>+69.8%</u>
20 s	82	92	97	100	102	<u>+24.9%</u>
30s	84	92	90	90	88	+4.7%
40s	73	84	78	78	77	+5.5%
50s	79	86	81	80	79	-0.4%
60s	95	101	97	95	93	-2.3%
70s	135	141	136	130	127	-6.1%
80s	177	185	184	178	176	-0.5%
Over 90s	182	192	193	187	190	+4.3%
Others	33	43	45	30	28	-16.3%

 $*Source: National Statistical Portal (KOSIS) (\underline{https://kosis.kr/}), "Current Status of Medical Narcotics Handling," \\ \underline{Ministry of Food and Drug Safety} \\ \underline{And Drug Safety$

Average Prescription Volume of Fentanyl Patch Per Patient - Children and Adolescent Patients

Unit: 10,000 people, 10,000 pills

		Overall		Under 19 Years				
Category			Prescription Volume per patient	Patients				
2019	190,900	3,486,800	18	979	44,105	45		
2020	178,314	3,421,858	19	887	58,296	66		
2021	172,665	3,394,730	20	696	61,087	88		
2022	161,754	3,077,503	19	482	39,994	83		
Percentage Change from 2019 to 2022	-15.3%	-11.7%	+4.2%	-50.8%	-9.3%	+84.2%		

^{*}Source: Ministry of Food and Drug Safety (2023.7.19). 'Last year, 1 in 2.6 Koreans used medical narcotics'. [Appendix 2] Reanalysis of 'Major Statistics of Medical Narcotics (2019-2022)'.

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Summary of Adolescent Drug Use Situations

- Rapid increase
- About three times higher dark figure of crime compared to adults
- Concentrated prescriptions of performanceenhancing drugs like appetite suppressants and ADHD medications
- Blurred line between medical and illegal use of drugs



[Interview-Based] Juvenile Drug Crime Patterns

Study on the Status and Response Measures of Youth Drug Crime (Kim Nang Hee, Lee Sunhyoung, Weisheit R. A., 2023)

In-depth interviews with 11 experts and young people

1

Overview:

Characteristics of the Start and Progress of Juvenile Drug Crimes

(Category	Торіс				
Reasons for Start	ing Drug Crimes of Youth	Ignorance, Expectation, Environmental Influence				
Progress of	Youth Drug Crimes	'Self-perpetuating', Drug Transition, Status Change, Addiction				
	Characteristics based on Developmental Stage	Peers, Recklessness, Speed				
Characteristics of Youth Drug Crimes	Characteristics due to Social Neglect	Lack of Education, Neglect Outside Home and School, Victimized by Adults, Absence of Screening				
	Characteristics due to Social Environment Change	Online Environment Change Drug Crime Environment Change				

Reasons for Starting Drug Crimes

Topic	Content
Ignorance	Unaware it was illegal
Expectation	"Just because" Curiosity Expectation of positive effects
Environmental Influence	Means of earning money Fear of exclusion in peer relationship Started while studying abroad

- •"I wanted to lose weight, so I bought diet pills from the market."
- •"I heard about drugs on TV... so I tried it just once..."
- •"I heard it helps with concentration..."
- •"After running away from home and engaging in prostitution..."
- •"To pay off gambling debts..."
- •"Friends encouraged me to try it together..."
- •"I was afraid of being left out..."
- •"In countries where cannabis is legalized..."
- •"I couldn't adapt in Korea, so I went abroad..."

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Progress and Spread of Juvenile Drug Crimes

_		
	Topic	Content
	'Self-perpetuating'	Active Purchase
	Drug Transition	Transitioning to Hard Drugs, Illegal Drugs, and Multi-Drug Users
	Status Change	From "Superior" to "Inferior" Buyer to Drug Dealer and/or Target of Sexual Exploitation
	Addiction	Increased Dosage Solitary Drug Use Deterioration of Cognitive Ability

- •"I am curious about how other drugs are..."
- •"The seller promotes when new drugs come in..."
- •"Prescription drug resistance leads to stronger drugs..."
- •"Mixing down/up drugs to pioneer 'new world'"
- •"Purchasing expensive new drugs that are not detected"
- •"It seems easy to make money with drugs..."
- -"If trust is built with the seller, they sometimes ask me if I want to split the drugs for resale..."
- •"Engaging in sexual activities to get drugs...", "Body cam..."
- •"Afraid of getting caught... later, doing it alone..."
- \bullet "Daily conversation is possible, but they have a short memory and have difficulty understanding complex things..."

Developmental Stage- Based Characteristics

- "Playing by sharing drugs..."
- •"Seeing friends make money by selling drugs using methods like tossing..."
- •"Alone is scary, so trying to share the risk with friends...""
- •"Adults follow the dosage and usage guidelines... but children... "Showing off, bravado""
- "Every day is enjoyable," "There's nothing to worry about"
- •"Inviting friends who don't use drugs and spreading it quickly while having fun..."
- $\mbox{\ }^{\mbox{\tiny \bullet}}\mbox{\ }^{\mbox{\tiny \bullet$



Category	Content				
	Play Culture,				
Peers	Conformity,				
	Risk Distribution				
	"Bomb Drugs,"				
	Desire for Recognition,				
ecklessness	Seeking Strong Stimulation,				
	Lack of Motivation to Stop				
Conned	Rapid Spread,				
Speed	Quick Recovery				

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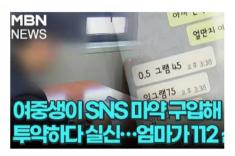
Characteristics Related to Social Neglect

- •"I've had sex education, but not drug education..."
- •"Minors don't get harsh punishments!"
- •"Is this marijuana? Synthetic marijuana?"
- •"Women should be pretty and slim, and men should have money."
- $\mbox{\ \ }\mbox{\ \$
- $\bullet \hbox{{\it ``l}}$ went to school but spent time with friends outside of school."
- •"In arranged dates...",
- -"Bought marijuana, and they sent sample drugs along with it..."
- •"I was just swindled out of money.""
- •It doesn't smell like alcohol or cigarettes..."
- •"Diagnosed with bipolar disorder based on symptoms..."

Category	Content
Lack of Education	No educational experience, Limited knowledge (in-depth vs. ignorance) low risk awareness, low legal awareness distorted values
Neglect Outside Home and School	Absence of parental supervision Absence of school supervision Absence of oversight in youth protection facilities
Victimized by Adults	Tools for sexual exploitation, Future clients, Victims of fraud, Victims of gambling
Absence of Screening	First-time offenders with long-term drug use, Undiagnosable, Lack of understanding of the actual status

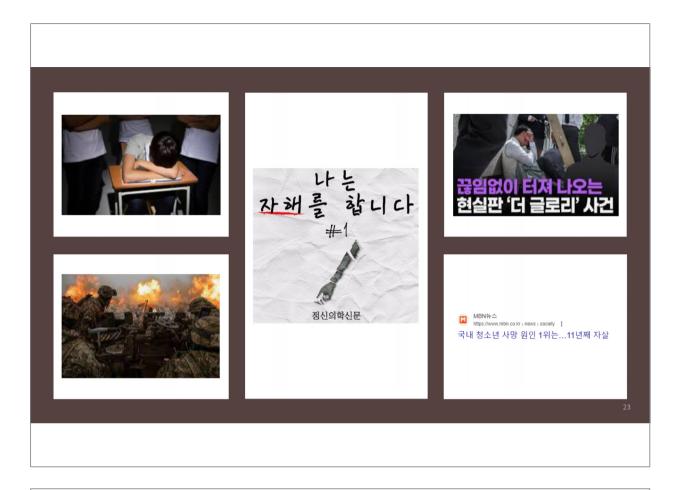
Characteristics Related to Social Environment Change

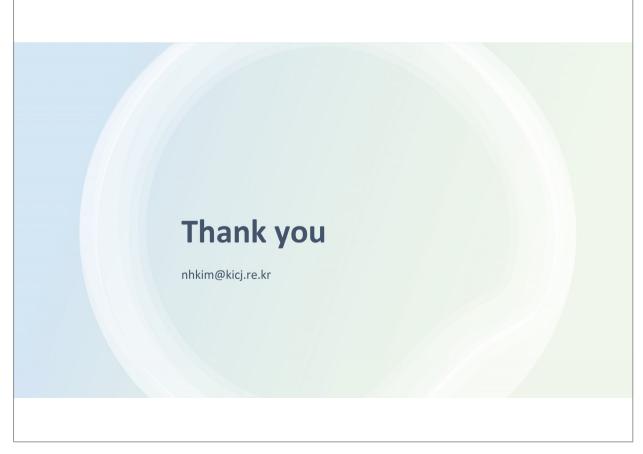
- •"You can find everything if you search."
- •"Sharing information about pharmacies where drugs can be easily obtained..."
- •"Talking about personal experiences on Telegram... makes me curious."
- •"Pills or patches instead of syringes."
- "Even a slight change in the chemical structure makes it undetectable..."
- $\bullet \hbox{{\it ``I}}$ can't use cryptocurrency, though?", "There are easy ways."
- •"Should I try creating a drug supply business plan?"



Category	Content				
Online Environment Change	Easy access to information Anonymity Use of second-hand trading sites				
Drug Crime Environment Change	Easy access, large quantities price decrease new types of drugs helpful guides proliferation of the drug industry				









PART 2 **Youth and Substance Abuse**

Youth, Drugs, and Violence: Insights into the Situation and Preventive Measures in Thailand

청소년, 약물, 폭력: 태국 내 상황과 예방 조치에 대한 통찰

Dir. Kittipoom Neamhom, Thailand Institute of Justice



MEET YOUR SPEAKER

- · Kittipoom Neamhom
- Expert of International Policy Coordination
- Thailand Institute of Justice (TIJ)

Kittipoom Neamhom currently serves as the Expert of International Policy Coordination at the Thailand Institute of Justice (TIJ), where he focuses on enhancing crime prevention initiatives in Thailand and across Southeast Asia. He contributes to the ASEAN crime prevention program, which utilizes sports to reduce crime and violence. Prior to his current role, Kittipoom dedicated eight years to international projects with the United Nations High Commissioner for Refugees (UNHCR). He also held a faculty position as a law lecturer at the National Institute for Development Administration in Thailand. Kittipoom holds a Master of International Law from the University of Strasbourg,

ABOUT TALK



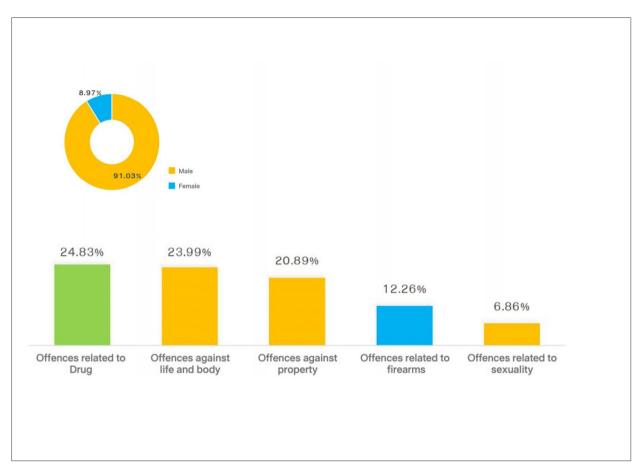
- Topic: Youth, Drugs, and Violence: Insights into the Situation and Preventive Measures in Thailand
- This presentation explores the intricate dynamics of youth involvement in drugs and violence within Thailand, offering an analysis of current trends and responses. It delves into the socioeconomic and cultural factors that predispose Thai youth to these issues, emphasizing the necessity of multifaceted prevention strategies. The Thailand Institute of Justice (TIJ) facilitates various approaches, including development-led crime prevention, which integrates reforms with social, educational, and cultural measures. Examples from projects initiated by TIJ, such as sports for crime prevention and targeted educational initiatives, illustrate strategies to build youth resilience and foster supportive community environments.

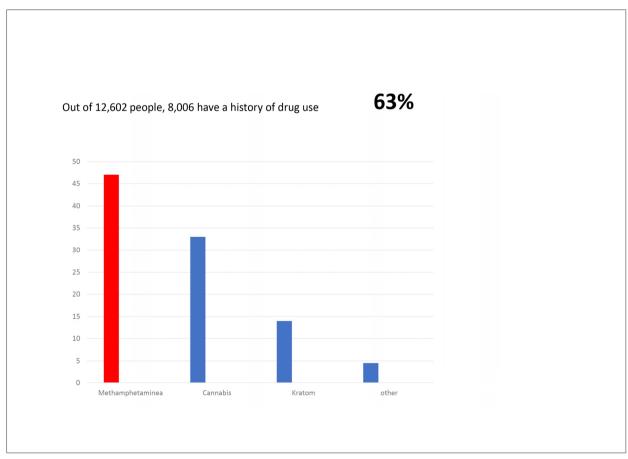
Youth, Drugs, and Violence: Insights into the Situation and Preventive Measures in Thailand

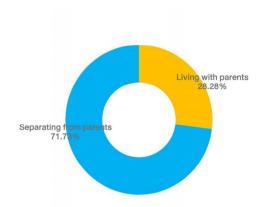
Kittipoom Neamhom

Expert on International Policy Coordination,
Thailand Institute of Justice (TIJ)









56% are currently studying only at the lower secondary level. Additionally, 16% are receiving primary education, while only 10% are studying at the upper secondary level.

In TIJ research conducted in 2020 with children and youth under the supervision of the Department of Juvenile Observation and Protection, totaling **1,573 individuals**:

it was found that 1,184 (or approximately 75.3%) were victims of violence, including physical assaults such as kicking, hitting, and beating, as well as severe forms of violence such as choking and assault with weapons.

100% of the total are victims of emotional violence before entering the justice system:

Level 1: Silent treatment, threats of punishment, expressions of disinterest.

Level 2: Shouting, offensive language, humiliation, derogatory remarks.

Level 3: Public shaming, exploitation of insecurities, false accusations.

Level 4: Threats of severe harm, extortion, coercion, physical threats.

Level 5: Theft or intentional destruction of valuable sentimental items.

75%

Victims of Physical Violence

100%

victims of Emotional Violence Reflection on the provided figures

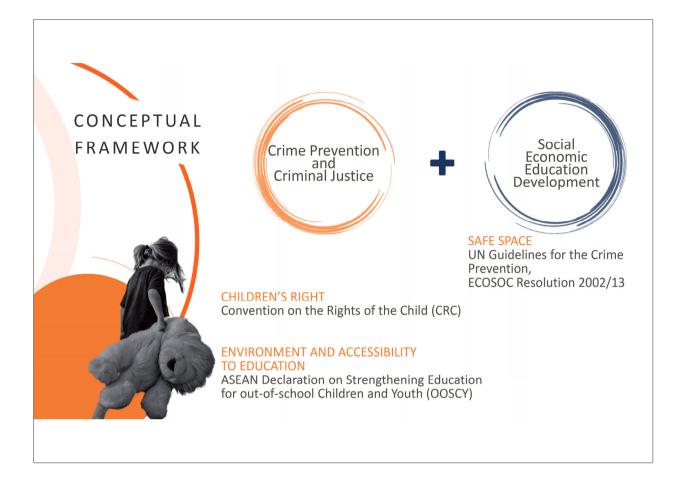
Drug Use Leads to Crime and Violence: The high percentage of drug use among youth offenders suggests a strong link between substance abuse and criminal behavior. Addressing drug use may be crucial in preventing crime and violence.

Impact of Family Structure: Many young offenders come from separated families, indicating that family instability may contribute to delinquent behavior. Support for families and interventions to address family dynamics could be important

Educational Levels Affect Criminal Behavior: The data shows a correlation between lower educational levels and criminal behavior. Improving educational opportunities and support for at-risk youth could help reduce offending.

Previous Victimization: Young offenders often experience prior physical and emotional violence. Recognizing and addressing past trauma may be essential in preventing future criminal behavior and supporting rehabilitation efforts.

Youth Crime Prevention: Key Lessons from TIJ's Initiatives



- •Primary Prevention: Aimed at the general population of children to prevent the onset of criminal behavior.
- •Secondary Prevention: Targeted at children who are at risk of engaging in criminal activities.
- •Tertiary Prevention: Focused on children who have already committed crimes or exhibited violent behavior, aiming to prevent recidivism.

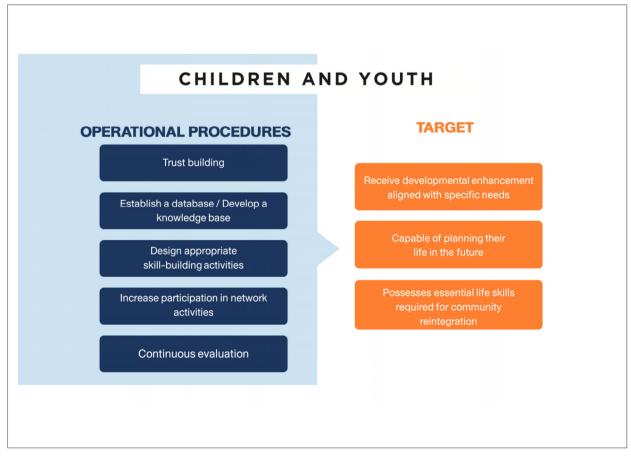














Life Skill Program



Little Cook Activity



Cover Dance Activity



Enhancing Global Understanding Activity



Boy Talk/Girl Talk Activity

ACTIVITIES FOR
CHILDREN AND YOUTH
AT THE RAYONG CHILD
WELFARE PROTECTION
CENTRE

Mental Counseling







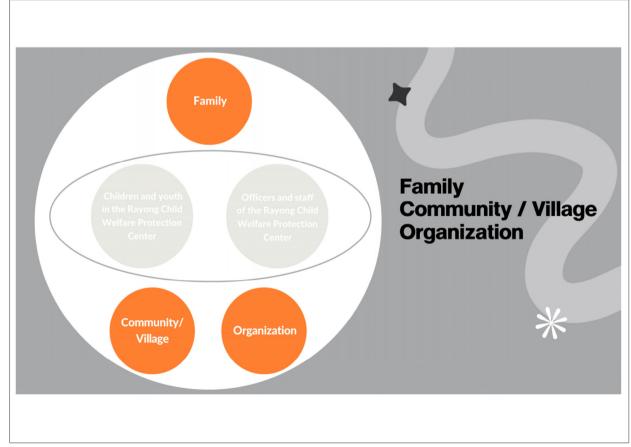


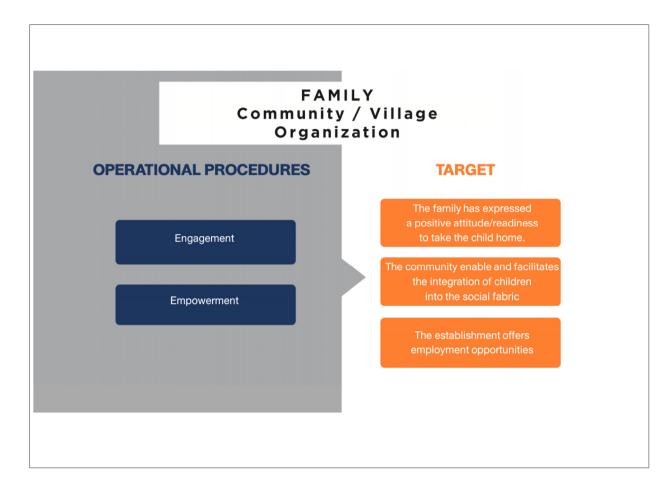
Mental Well-being Project





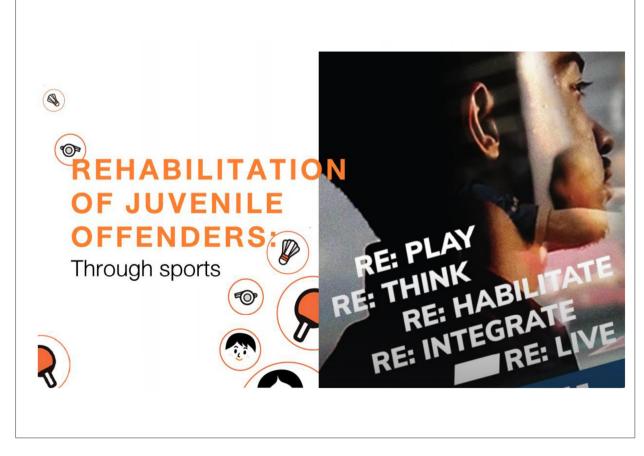
















Key Takeaway Messages from Crime Prevention Projects

- •Intersectoral Cooperation: Collaborate across justice, education, welfare, and recreation sectors, involving all community members for an inclusive approach.
- •Dedicated Leadership: Appoint a focal point or project manager to coordinate efforts and mobilize resources effectively.
- •Community and Staff Well-being: Support the well-being of both the community where youth live and the staff involved in the projects to ensure overall health and morale.
- •Continuous Evaluation: Regularly evaluate and use KPIs to monitor progress, keeping the program focused and identifying areas for improvement.

Thank you



PART 2 Youth and Substance Abuse

Korean Adolescents' Attitudes Toward Using Controlled Substances for Appearance Enhancement

외모 향상을 위한 약물 사용에 대한 한국 청소년의 태도

배상률 박사, 한국청소년정책연구원

Korean Adolescents' Attitudes Towards Using Controlled Substances for Appearance Enhancement

Sang Y. Bai, Ph.D. (drbai@nypi.re.kr)

Senior Research Fellow National Youth Policy Institute



Sang Y. Bai, Ph.D. Senior Research Fellow National Youth Policy Institute

BIO: Dr. Sang Y. Bai (Ph.D. in Journalism, University of Texas at Austin) has an extensive background in media and youth policy research. For over a decade, he has led key projects for the Ministry of Gender Equality and Family, including surveys on youth media usage and evaluations of the game 'shutdown' policy. When the Ministry of Education initiated its media education promotion project in 2020, Dr. Bai served as the project leader, researching media literacy education systems, developing teaching materials, and overseeing the development of a school media education support portal (i.e., miline.or.kr). At the National Youth Policy Institute, he has conducted various studies on youth media usage and served as the first head of the newly established Media Culture Research Division in 2021.





Korean Adolescents' Attitudes Towards Using Controlled Substances for Appearance Enhancement

This study investigated the attitudes of Korean adolescents towards using substances for appearance enhancement. The research methodology involved an online self-administered survey with structured questionnaires, conducted in September 2023, targeting 2,117 middle and high school students nationwide. The survey results showed that 8.6% of respondents agreed with the statement, "I would be willing to use illegal substances if it meant I could achieve a beautiful appearance."

Regression analysis was conducted to examine the influence of various factors on adolescents' intentions to use substances. These factors included demographic and sociological variables, substance-related variables, media usage variables, parental upbringing and psychological factors, and delinquent behavior factors.

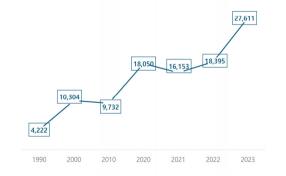
The key findings are as follows: Adolescents with prior experience of using illegal substances had higher intentions to use substances compared to those without such experience. Adolescents who recognized the risks of substance use had lower intentions to use substances. Adolescents who were more aware of the legal penalties for using illegal substances had higher intentions to use them. Unlike other media, longer SNS usage was associated with higher intentions to use substances. Greater smartphone dependency was linked to higher intentions to use substances. Service and intentions to use substances. Higher self-esteem was associated with lower intentions to use substances, whereas higher peer conformity was associated with higher intentions. Among the delinquent behavior factors, tolerance for violence, frequency of alcohol and tobacco use, and frequency of sexually explicit conversations showed a statistically significant positive relationship with intentions to use illegal substances.

These results highlight various factors that influence adolescents' intentions to use substances and provide crucial baseline data for developing prevention and education programs. This study contributes to a deeper understanding of how adolescents' attitudes towards substance use are shaped by media and social environments.

Annual Record for Drug Offender Enforcement

[Annual Record for Drug Offender Enforcement]

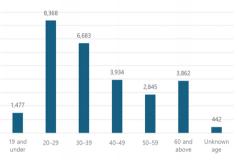
							(Unit: people)
	1990	2000	2010	2020	2021	2022	2023
Total	4 222	10 304	9.732	18.050	16 153	18.395	27 611

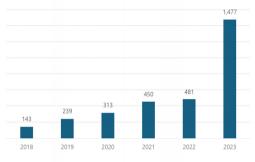


[Recent 5 Year Trend of Drug Offender Enforcement by Age Group]

	2019		20	2020		2021		2022		23	Average Annual
Age Group	N	%	N	%	N	%	N	%	N	%	Growth Rate (%)
19 and under	239	(1.5)	313	(1.7)	450	(2.8)	481	(2.6)	1,477	(5.3)	57.7
20–29	3,521	(21.9)	4,493	(24.9)	5,077	(31.4)	5,804	(31.6)	8,368	(30.3)	24.2
30–39	4,126	(25.7)	4,516	(25.0)	4,096	(25.4)	4,703	(25.6)	6,683	(24.2)	19.2
40–49	3,487	(21.7)	3,599	(19.9)	2,670	(16.5)	2,815	(15.3)	3,934	(14.2)	11.4
50–59	2,554	(15.9)	2,423	(13.4)	1,992	(12.3)	1,976	(10.7)	2,845	(10.3)	8.8
60 and ab	1,598	(10.0)	2,232	(12.4)	1,550	(9.6)	2,166	(11.8)	3,862	(14.0)	15.7
Unknown age	519	(3.2)	474	(2.6)	318	(2.0)	450	(2.4)	442	(1.6)	-3.9
Total	16,044	(100)	18,050	(100)	16,153	(100)	18,395	(100)	27,611	(100)	





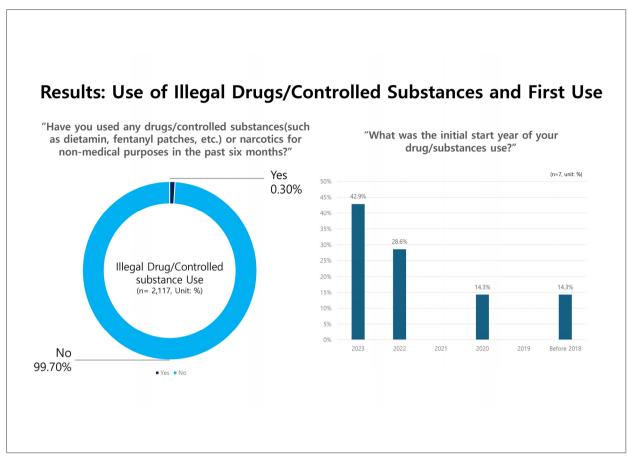


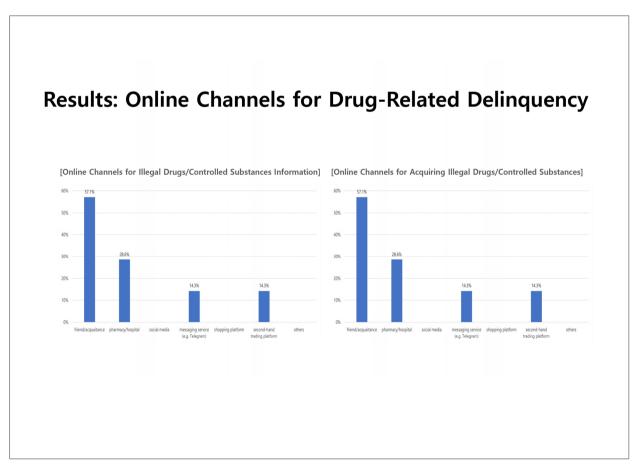
[2023 Drug Offender Enforcement by Age Group]

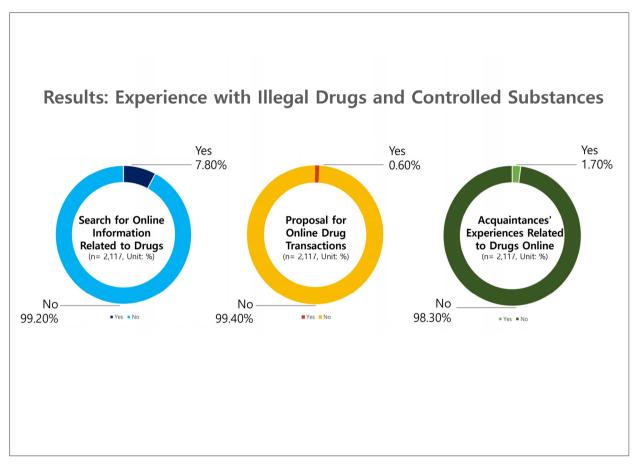
[Annual Record of Teen Drug Offender Enforcement]

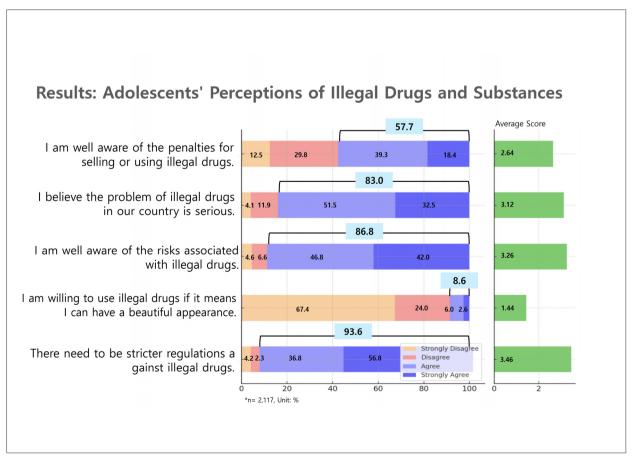
Study on Harmful Digital Environments and Risk Behaviors Among Adolescents (Bai et al., 2023)

- Research Methodology
- **1) Participants:** 2,117 middle and high school students nationwide in South Korea
- 2) Survey Period: September 2023
- 3) **Survey Method:** Web-based self-administered questionnaire with structured questions
- **4) Focus Areas:** Cyberbullying, Online sexual misconduct, Digital self-harm, Online gambling, Online illegal substance transactions

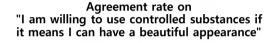


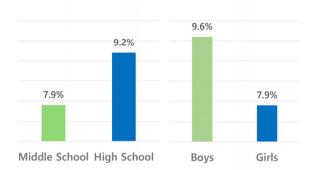




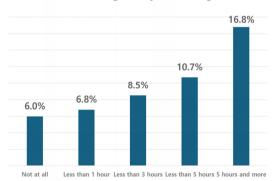








Agreement rate on "I am willing to use controlled substances if it means I can have a beautiful appearance" according to the average daily SNS usage time



Cultivation Effects

- Cultivation effects: Television's Construction of Reality (1970s)
- Heavy TV viewing contributes to beliefs about the real world.
- Long-term consumption of violent TV content: Mean World Syndrome
- Characteristics of Television:
 - 1) A primary agency for cultural transmission 2) Uniformity of messages

 - 3) Habitual viewers' non-selective consumption

Cultivation Effects

 Pro-Anorexia: The media provides standards of beauty and extreme dieting methods are shared through social media.



As the use of health and beauty content on social media and YouTube increases, adolescents engage more in negative body talk with friends. This leads to the idealization of thin bodies and a tendency to compare their own bodies to these idealized images. This phenomenon stems from comparisons with the idealized images on social media. (Lee & Lee, 2019).

Interview Scripts

• "I first tried it in March of last year. I needed to take my graduation photos, but since I stayed home because of COVID, I started gaining weight. I decided to try losing some of it, so I bought some and gave it a try. At first, I noticed that it helped me concentrate as well as lose weight. My studying improved so much that I was extremely focused during mock exams for the university entrance test. (When asked how and where she bought it) I got it from Twitter. It was D-amphetamine. I searched for it and bought it myself from individual sellers. The price varied, but it was usually around 6,000 won per pill. I took 20 pills in total and haven't used it since. Initially, I cut the pills in half. You could take a whole pill or just half, but I preferred to use half pills because I didn't want to waste any." (19, female)

Interview Scripts

- "Originally, I started taking it to lose weight, but I noticed that if I didn't take it, I felt really bad and became very irritable. So, even when I was feeling down, I would still take it. It has a stimulating effect, but it only boosts my mood temporarily. When it wears off, I feel worse than before. This has become somewhat known, and some people say you can easily get it at certain hospitals. So, I went to one of those hospitals. I told them, 'I'm a patient with bulimia, and I have an eating disorder, which makes things very difficult.' Or I would say, 'With premenstrual symptoms and mental anxiety, eating irregularly makes everything even harder. I feel like I want to die.' And they would prescribe it to me. You can usually get prescriptions from older doctors at less reputable clinics. Most of them are willing to prescribe it." (17, female)
- I take Dietamin during the day and sleeping pills at night because I have trouble sleeping. I've always had insomnia and I take a lot of sleeping pills at once. Normally, I try to avoid taking them, but when I take a large dose, I lose consciousness, and the next day I find food scattered everywhere because I must have eaten in my sleep. I keep a private diary on my blog that only I can see. I take pictures of everything and upload them. But when I wake up the next day and try to write in my blog, I find photos that I don't remember taking, mostly of food." (17, female)

Research Overview

- "I am willing to use controlled substances if it means I can have a beautiful appearance"
- Regression analysis examined various factors influencing adolescents' intentions to use substances, including:
 - Demographic factors
 - Substance-related factors
 - Media usage factors
 - Parental upbringing and psychological factors
 - Delinquent behavior factors

	Demograph	nic Factors	Substanc Fac		Media Usa	age Factor	Parenti Psychologi		Deviant Beh	avior Factors
	B(S.F)	Exp(B)	B(S.F)	Exp(B)	B(S.F)	Exp(B)	B(S.E)	Exp(B)	B(S.F)	Exp(B)
(constant)	1.443(.093)		2.858(.309)		2.586(.319)		2.882(.326)		2.368(.327)	
Gender	048	034	043	031	117	084***	107	077**	022	016
Grade	.016	.040+	.017	.042+	.015	.037	.011	.028	.008	.019
School Performance	021	034	020	032	014	023	004	007	007	011
Household Income	.019	.023	.018	.022	.016	.019	.030	.036	.028	.033
Experience with illegal drug use	-	-	.872	.067**	.864	.067**	.591	.046*	.593	.046*
Friends/acquaintances using illegal drug	-	-	282	050∗	214	038+	175	031	131	023
Perceived risk of illegal drug use	-	-	117	129***	105	116***	067	074**	072	079**
Perceived penalties for illegal drug use	-	-	.039	.051*	.048	.063**	.058	.077**	.058	.076**
SNS usage time	-	-			.033	.095***	.030	.086***	.020	.057*
YouTube usage time	-	-	-	-	031	080	030	077**	029	075**
Online Gaming usage time	-	-	-	-	012	035	019	053*	024	066**
Smartphone Overdependence	-	-	-	-	.134	.129***	.100	.096***	.072	.069**
Parental interest in children's media usage	-	-	-	-			041	057*	029	041+
Positive parenting practices	-	-	-	-			084	075**	077	068**
Self-esteem							078	075**	074	071**
Peer conformity							.116	.111***	.097	.093***
Tolerance for violence									.129	.141***
Alcohol and tobacco use_log									.154	.076**
Sexual jokes									.033	.052*
Cyberbullying (ostracism)_log									.032	.016
R ²	.00)4	.0.	27	.054		.088		.120	
Adjusted R ²	.00)2	.0.	23	.0.	49	.080		.111	
F	2.075	5***	7.20	0***	9.88	15***	12.331***		13.970***	
Durbin-Watson				2.	023					

^{*}p<.10, *p<.05, **p<.01, ***p<.001

Ref. 0 = Male, None; Grade: Middle school 1st grade to High school 3rd grade

	Demographic Factors		Substance Fact		Media Usa	ge Factor	Parentii Psychologid		Deviant Beha	vior Factor	
	B(S.E)	Exp(B)	B(S.E)	Exp(B)	B(S.E)	Exp(B)	B(S.E)	Exp(B)	B(S.E)	Exp(B)	
(constant)	1.443(.093)		2.858(.309)		2.586(.319)		2.882(.326)		2.368(.327)		
Gender	048	034	043	031	117	084***	107	077**	022	016	
Grade	.016	.040+	.017	.042+	.015	.037	.011	.028	.008	.019	
School Performance	021	034	020	032	014	023	004	007	007	011	
Household Income	.019	.023	.018	.022	.016	.019	.030	.036	.028	.033	
Experience with illegal drug use	-	-	.872	.067**	.864	.067**	.591	.046*	.593	.046*	
Friends/acquaintances using illegal drug	-	-	282	050*	214	038*	175	031	131	023	
Perceived risk of illegal drug use	-	-	117	129***	105	116***	067	074**	072	079**	
Perceived penalties for illegal drug use	-	-	.039	.051*	.048	.063**	.058	.077**	.058	.076**	
SNS usage time	-	-			.033	.095***	.030	.086***	.020	.057*	
YouTube usage time	-	-	-	-	031	080	030	077**	029	075**	
Online Gaming usage time	-	-	-	-	012	035	019	053*	024	066**	
Smartphone Overdependence	-	-	-	-	.134	.129***	.100	.096***	.072	.069**	
arental interest in children's media usage	-	-	-	-			041	057*	029	041+	
Positive parenting practices	-	-	-	-			084	075**	077	068**	
Self-esteem							078	075**	074	071**	
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Tolerance for violence									.129	.141•••	
Alcohol and tobacco use_log									.154	.076**	
Sexual jokes									.033	.052*	
Cyberbullying (ostracism)_log							_		.032	.016	
R²	.00	4	.02	27	.054		.088		.120		
Adjusted R ²	.00	2	.02	.023		.049		.080		.111	
F	2.075***		7.200*** 9.885***		12.331***		13.970***				

*p<.10, *p<.05, **p<.01, ***p<.001

Ref. 0 = Male, None; Grade: Middle school 1st grade to High school 3rd grade

Key Findings

- Adolescents with prior experience of using illegal substances showed higher intentions to use substances.
- Recognition of the risks of substance use correlated with lower intentions to use substances.
- Awareness of legal penalties for using illegal substances was linked to higher intentions to use them.
- Longer SNS usage was associated with higher intentions to use substances.
- Greater smartphone dependency correlated with higher intentions to use substances.
- Positive parental upbringing and self-esteem reduced intentions to use substances.
- Higher peer conformity correlated with higher intentions to use substances.
- Delinquent behavior factors, such as tolerance for violence and frequency of alcohol and tobacco use, showed a statistically significant positive relationship with intentions to use illegal substances.

Thank You!



PART 3 **Youth and Gambling Problems**

Gaming Versus Gambling: Perspectives in Context of Youth

게임 대 도박: 청소년의 관점과 맥락에서

Prof. **Yatan Pal Singh Balhara**, National Drug Dependence Treatment Centre and Department of Psychiatry, All India Institute of Medical Sciences



MEET YOUR SPEAKER

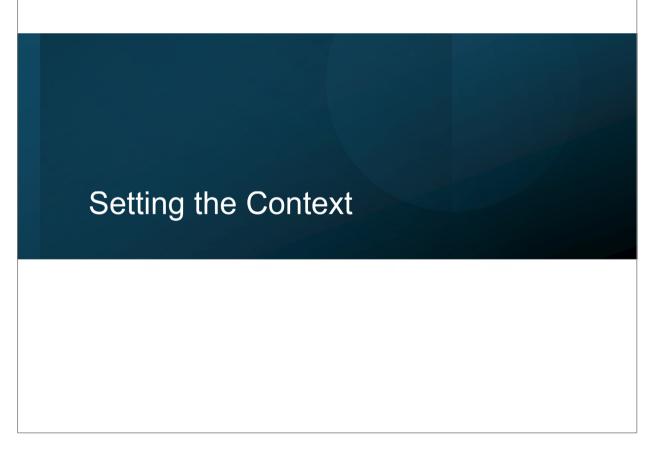
- · NAME: Yatan Pal Singh Balhara
- TITLE: Professor of Psychiatry (Dr)
- AFFILIATION: All India Institute of Medical Sciences, New Delhi, India
- BIO: At AlIMS, he runs the Dual Diagnosis Clinic and B ehavioral Addictions Clinic
- · Secretary of the World Association on Dual Disorders
- Offers consultancy to World Health Organization and U NODC
- Global Master Trainer on DDR for The Colombo Plan and UNODC
- Member of various national and international committee s including WHO expert group on addictive behaviors
- · Published more than 300 research papers



ABOUT TALK

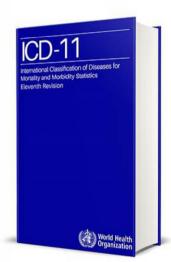
- Topic: Gaming versus Gambling: Perspectives in Context of Youth
- Summary: There has been a growing interest in the gaming and gambling among policy makers, academics and researchers. This increase in interest has gained great momentum among the mental health professionals as the most recent version of the ICD-11 by the World Health Organization (WHO) has included gambling disorder and gaming disorder as diagnosable addictive behaviors. One of the main areas of debate has been the demarcation between gambling and gaming. The overlap between gambling and gaming has been discussed and debated at various platforms. The current presentation is focused on this overlap between gambling and gaming in the context of youth. The possible areas of overlap and the implication of these in context of policy, prgramme and service delivery perspective shall be discussed and presented as part of this session. The existing complexities and possible way forward shall be shared.



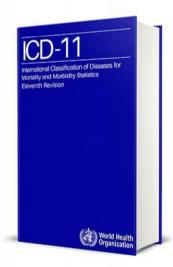


▽ICD-11 for Mortality and Morbidity Statistics

- **>01** Certain infectious or parasitic diseases
- **>02** Neoplasms
- ▶03 Diseases of the blood or blood-forming organs
- **▶04** Diseases of the immune system
- >05 Endocrine, nutritional or metabolic diseases
- ▶06 Mental, behavioural or neurodevelopmental disorders
- **>07** Sleep-wake disorders
- \triangleright 08 Diseases of the nervous system
- **>09** Diseases of the visual system
- ▶10 Diseases of the ear or mastoid process
- ▶11 Diseases of the circulatory system
- \triangleright 12 Diseases of the respiratory system
- ▶13 Diseases of the digestive system
- ▶14 Diseases of the skin
- \triangleright 15 Diseases of the musculoskeletal system or connective tissue



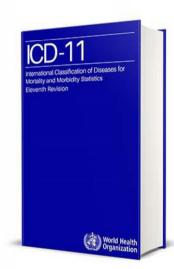
- Neurodevelopmental disorders
- Schizophrenia or other primary psychotic disorders
- **Catatonia**
- >Anxiety or fear-related disorders
- Dbsessive-compulsive or related disorders
- Disorders specifically associated with stress
- Dissociative disorders
- ▷ Feeding or eating disorders
- Elimination disorders
- Disorders of bodily distress or bodily experience
- Disorders due to substance use or addictive behaviours
- Dimpulse control disorders
- \triangleright Disruptive behaviour or dissocial disorders
- Personality disorders and related traits
- Paraphilic disorders
- > Factitious disorders
- Neurocognitive disorders
- Mental or behavioural disorders associated with pregnancy, childbirth or the puerperium



 □ Disorders due to substance use or addictive behaviours

Disorders due to substance use

Disorders due to addictive behaviours



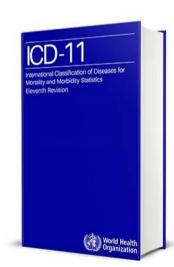
∇Disorders due to addictive behaviours

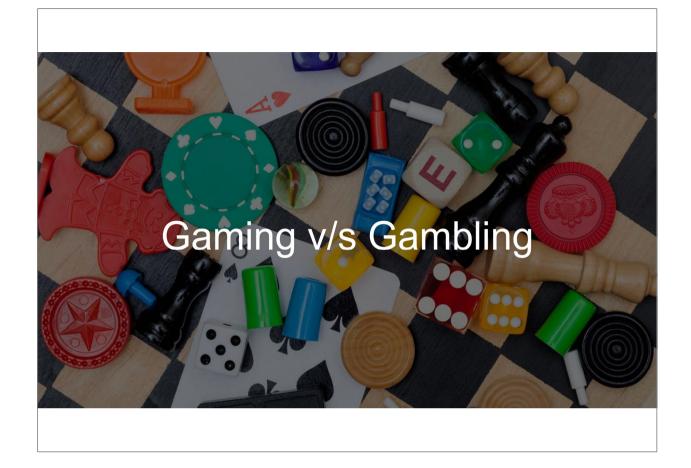
>6C50 Gambling disorder

▶6C51 Gaming disorder

6C5Y Other specified disorders due to addictive behaviours

6C5Z Disorders due to addictive behaviours, unspecified



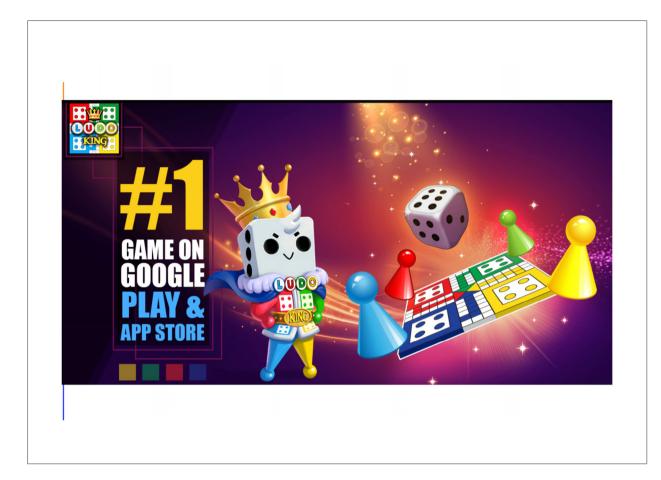


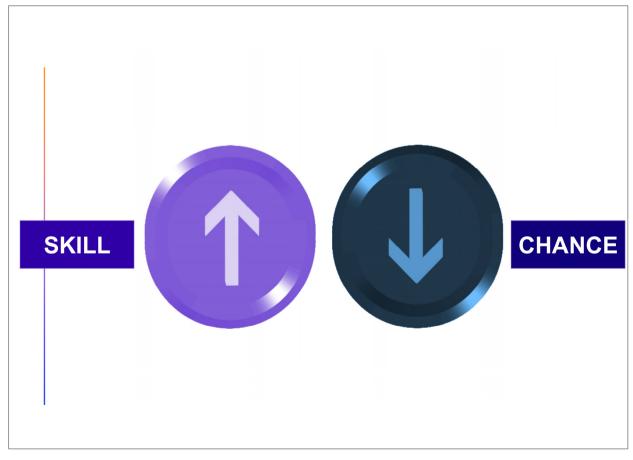
Gaming

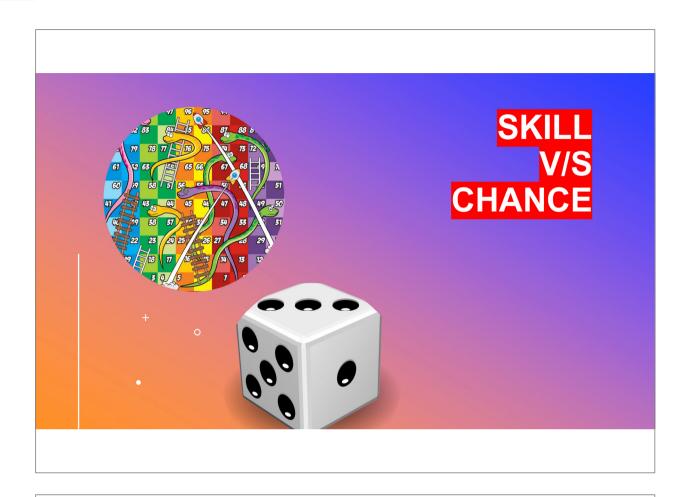
- More acceptable
- Perceived as innocuous
- Permissible attitude from the users, family members and s ociety

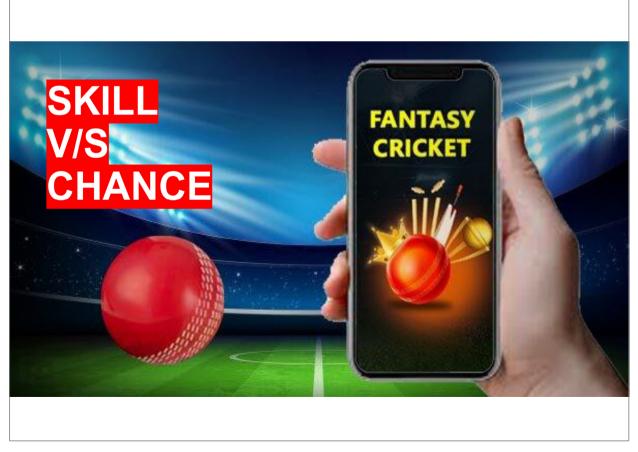
Gambling

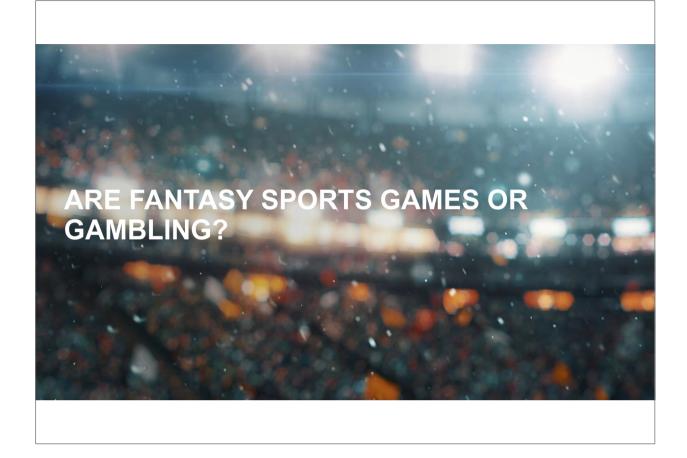
- Limited acceptance
- Perceived as harmful/ danger ous/ immoral
- Non- permissive attitude





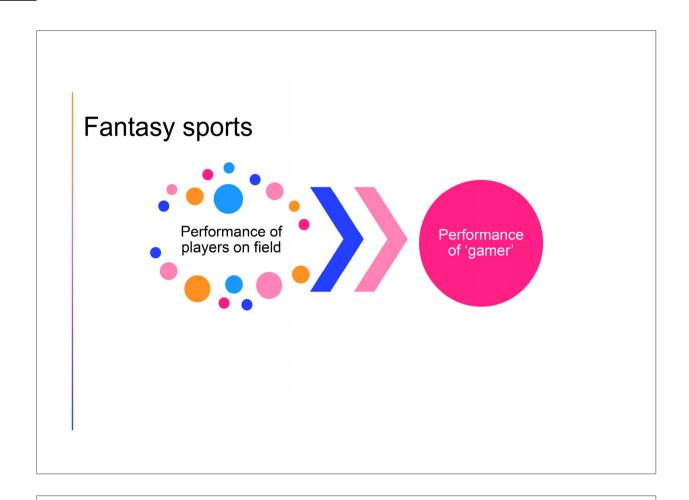






Gambling

• 'staking money or something of material value on an event having an uncertain outcome in the hope of winning additional money and/or item of material value'



Fantasy sports

- Pooling of money from players
- Calculation and distribution of rewards based on amounts proposed and received and outcome of winning and losing

The Legal Status of Fantasy Sports in the US

Fantasy sports legalization is a federal and state issue in the United States. The demand for fantasy sports in the US is so high that the government needs to enact laws that support the regulation of fantasy sports. An Interstate Wire Act was introduced, allowing legal gambling but banning sports betting.

In 2006, a new law was introduced called the Unlawful Internet Gambling Enforcement Act, which exempted fantasy sports from the field of gambling or betting.

Source: https://www.orioninfosolutions.com/blog/legal-status-of-fantasy-sports-in-worldwide

Legal Status of Fantasy Sports in the UK

In the UK, the fantasy sports legal position is more settled and straightforward. Under UK law, fantasy sports betting operations are considered gambling and are subject to the Gambling Act 2005's jurisdiction as a regulator of the Gambling Commission. Specifically, it is considered pool betting.

Source: https://www.orioninfosolutions.com/blog/legal-status-of-fantasy-sports-in-worldwide

Legal Status of Fantasy Sports in Australia

Similar to India, Australia has also been too tight about online fantasy sports. Earlier, fantasy sports were treated as gambling in Australia and were prohibited from running such a business. But later, the new rules and regulations were introduced, and the Interactive Gambling Act 2001 came into effect.

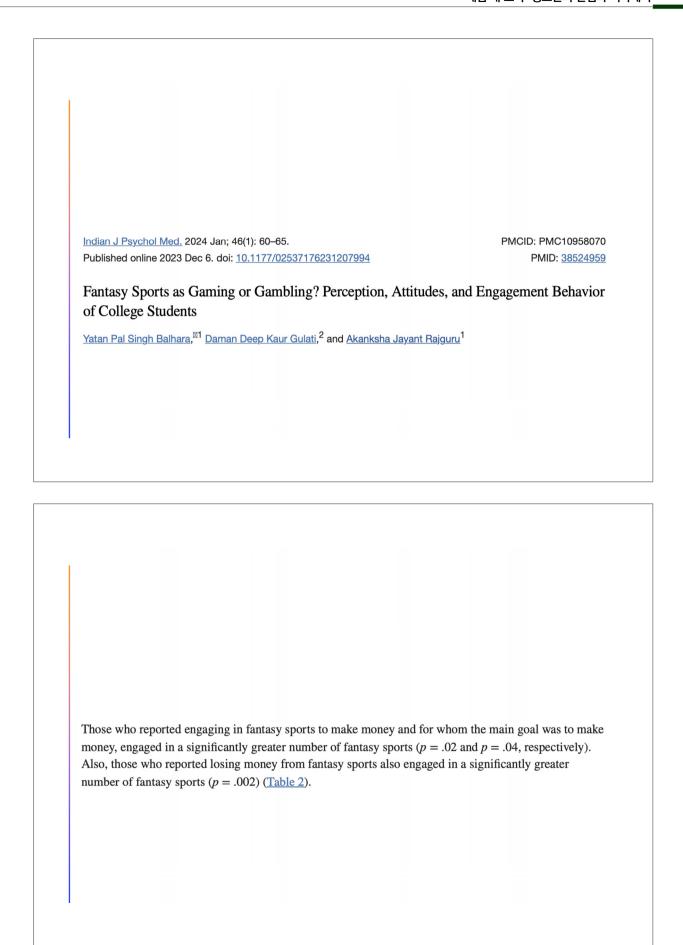
The Interactive Gambling Act 2001 changed the whole scenario of the fantasy sports industry in Australia. However, a fantasy sports business operator should possess online gaming licenses to make their platform legal to play for users.

Source: https://www.orioninfosolutions.com/blog/legal-status-of-fantasy-sports-in-worldwide

Are Fantasy Sports Games or Gambling?

- Some jurisdictions in India, like states of Telangana, Assam, Odisha, Andhra Pradesh, Sikkim, Karnataka, and Nagaland have banned one or more such fantasy sports either currently or in the past
- The Supreme Court of India has upheld one online fantasy sport format as a 'game of skill' in its order in 2021





The extent of agreement with the statement that fantasy sports are similar to gambling did not differ significantly between those who engaged in gambling and those who did not (t = -1.281, p = .10) and between those who engaged in fantasy sports to make money and those who did not (t = -0.842, p = .20). However, those who engaged in fantasy sports with the main goal of making money had a higher degree of agreement with the statement that fantasy sports are similar to gambling as compared to those who did not engage in fantasy sports with the main goal of making money (t = -2.19, p = .01).

THE PUBLIC GAMBLING ACT, 1867

SECTIONS

- Interpretation-clause.

 "Common gaming-house".
- 2. Power to extend Act.
- 3. Penalty for owning or keeping, or having charge of, a gaming-house.
- 4. Penalty for being found in gaming-house.
- 5. Power to enter and authorise police to enter and search.
- Finding cards, etc., in suspected houses, to be evidence that such houses are common gaminghouses.
- 7. Penalty on persons arrested for giving false names and addresses.
- 8. On conviction for keeping a gaming-house, instruments of gaming to be destroyed.
- 9. Proof of playing for stakes unnecessary.
- 10. Magistrate may require any person apprehended to be sworn and give evidence.
- 11. Witnesses indemnified.
- 12. Act not to apply to certain games.

Maharashtra Prevention of Gambling Act

[1887: IV

An Act to consolidate and amend the law for the prevention of gambling in the ¹[State] of Bombay

Preamble. WHEREAS it is expedient to consolidate and amend the law for the prevention of gambling in the ²[State] of Bombay; It is enacted as follows:—

Short title,

1. This Act may be cited as ³[the Maharashtra Prevention of Gambling Act].

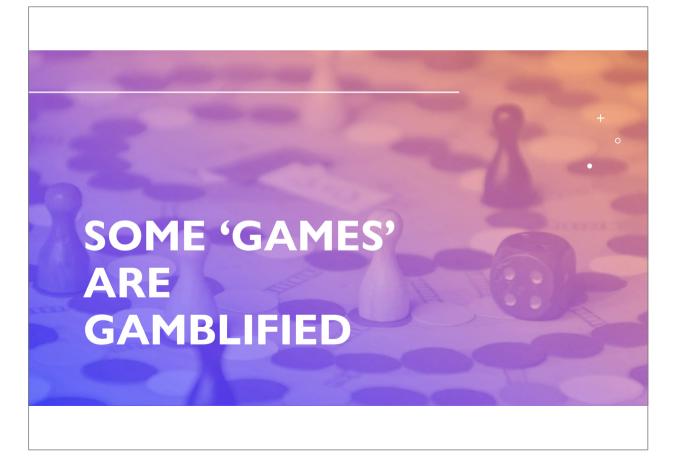
Extent.

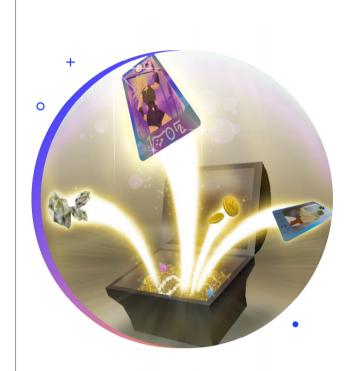
⁴[It extends to the whole of the ⁵[State of Maharashtra].

2. [Repeal of enactments] Rep. Act XVI of 1895.

"Gaming"

3. ⁶[In this Act "gaming" includes wagering or betting except wagering or betting defined. upon ⁷[a horse-race, or dog race] when such wagering or betting takes place —





Loot box

 A consumable virtual item which can be redeemed to receive a randomized selection of further virtual items- loot



'Pay to win' gameplay systems

- Favor those that spend real money on loot boxes
- Regulated under national gambling laws in some countries

Conclusions

- · Considerable overlap between gaming and gambling
- Blurring boundaries between the two
- Fantasy sports are in a grey zone
- Gamblification of gaming is another area of concern

THANK YOU

ypsbalhara@gmail.com

🗶 @yatan_balhara



PART 3 **Youth and Gambling Problems**

Youth Cyber Gambling Experiences and Issues

청소년의 사이버 도박 경험과 문제

임지연 박사, 한국청소년정책연구원

Speaker Bio

- Jeevoun Lim (PhD.)
- Senior Research Fellow / Ph.D. in Education
- National Youth Policy Institute

Dr. Jeeyoun Lim is currently researching [Youth's Experiences with Cyber Gambling] within the framework of [the Research on Improving Youth Protection Policies in Response to Social Environment Changes] for 2024 at the National Youth Policy Institute. Since 2022, Dr. Lim has been involved in the [Digital-Based Character Education Platform Operation Support and Performance Evaluation Project]. Her research focuses on enhancing the effectiveness of [Cyber Gambling Prevention Education] through active learning and learning presence in virtual spaces.





1

About Talk

- Topic: Youth Cyber Gambling Experiences and Issues
- Summary:
 - Statistics on youth gambling issues (Korean Institute for Gambling Prevention and Treatment, 2019-2022) reveal that 99% of youth gambling involves cyber gambling. The data also show an increasing proportion of middle school students participating, with the average age of first experiencing gambling issues being 16.5 years old and the average financial loss amounting to 14.11 million won. Most cases involve illegal online casinos, illegal sports betting, and online real-time gambling.
 - o This study aims to investigate youth cyber gambling experiences to assess the severity of youth gambling issues through socio-cultural lenses. It seeks to identify factors such as early exposure, initial responses, and secondary risks associated with cyber gambling. The research intends to collect empirical data to underscore the need for the revision of youth protection laws and regulations, with the goal of safeguarding adolescents and regulating operators in response to emerging harmful environments.

About Talk

Summary:

- In this study, youth cyber gambling is defined as gambling in which youths use the internet or other online networks to wager money and compete for gains based on chance (e.g., proxy betting, online gambling games, money betting games, baccarat). Given the evolving digital social environment, the scope of youth cyber gambling may broaden.
- This study is part of the ongoing research on [Youth's Experiences with Cyber Gambling] within the framework of [the Research on Improving Youth Protection Policies in Response to Social Environment Changes] for 2024 at the National Youth Policy Institute.
- This presentation highlights preliminary findings from a survey conducted in July 2024, which
 involved 481 youths with experience in cyber gambling. It will examine their experiences and issues
 related to youth cyber gambling and discuss the policy implications for developing effective
 countermeasures.

3

Youth Cyber Gambling Experiences and Issues

Presenter: Jeeyoun Lim (Senior Research Fellow, LJY522@nypi.re.kr)
National Youth Policy Institute

August 12, 2024. 1st International Symposium on Youth and Criminal Justice: Youth Substance Abuse and Gambling Issues

Introduction and Objectives

- This study began with the aim of proactively blocking harmful environments related to youth cyber gambling in response to changes in the social environment, thereby developing countermeasures and improving relevant legal systems to protect adolescents.
- We developed a framework for investigating youth cyber gambling experiences as a research tool. The framework, titled "Harmful Environment Pathways in Youth Cyber Gambling Experiences," visually represents the process of involvement in harmful cyber gambling environments, based on quantitative surveys and secondary video data analysis.
- The flowchart at the top of the framework illustrates the different situations a youth might face during their experience with cyber gambling. It covers the entire process, from first becoming aware of and accessing cyber gambling, to being pressured into shifting from a victim role to that of a perpetrator.
- The framework of the survey tool is presented in five stages: Initial Contact (awareness and access to cyber gambling), Execution (participation in cyber gambling), Result (gambling debt), Termination (secondary risks from cyber gambling), and Recurrence (transition from victim to perpetrator).

5

Methodology

Research Methods

 This study presents preliminary findings from a survey conducted in July 2024 involving 481 youths who have experienced cyber gambling. The analysis is ongoing. The study aims to examine youth cyber gambling experiences and issues and to discuss policy implications for developing countermeasures.

Research Questions

- What are the characteristics of the initial contact stage?
- What are the characteristics of the execution stage (Participation in cyber gambling)
- What are the characteristics of the results stage (Debts caused by cyber gambling)?
- What are the characteristics of the termination stage (Secondary risks from cyber gambling)?
- What are the characteristics of the recurrence stage (Transition from victim to perpetrator)?

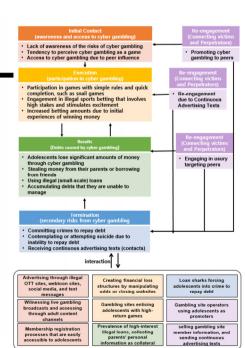


Figure 1. The framework of the survey tool : Harmful Environment Pathways in Youth Cyber Gambling Experiences

Results

1. Initial Contact Stage

Adolescents recognize that cyber gambling is illegal, but they do not perceive the risks associated with gambling debts and tend to view it as a game. Influenced by friends or peers (super spreaders) who promote cyber gambling at school, they begin to engage in it. Advertisements through illegal OTT sites, webtoon sites, social media, and text messages, as well as live gambling broadcast channels and adult content distribution channels, increase the likelihood of adolescents accessing cyber gambling. Additionally, the simple registration process of illegal gambling sites creates an environment that makes it easy for adolescents to participate.

2. Execution Stage

Adolescents primarily engage in games such as baccarat, ladder games, and snail games. These types of cyber gambling are designed with simple rules and quick completion times to easily captivate adolescents, while illegal sports betting appeals to those with a strong interest in sports. Importantly, illegal gambling sites manipulate odds and refuse to exchange winnings by shutting down the sites, making it impossible for adolescents to win money. They also use deceptive strategies to lure adolescents into high-stakes games. As a result, adolescents who start cyber gambling may initially experience winning money, which distorts their financial perceptions and strengthens irrational gambling beliefs, leading them to bet larger amounts.

7

Results

3. Result Stage

 In this stage, adolescents accumulate gambling debt. To recoup their losses from cyber gambling, they may borrow from friends or take out illegal (small-scale) loans. However, these loans come with high interest rates and collateral requirements, resulting in debts that adolescents are unable to manage.

4. Termination Stage

• In this stage, secondary risks from cyber gambling become apparent. Adolescents may experience relationship issues with parents or friends due to their gambling behavior, and they might face violence (school bullying) from peers if they cannot repay borrowed money. Those unable to settle their debts are exposed to various secondary risks, including severe psychological pressure that could lead to suicide attempts.

5. Re-Engagement (Recurrence) Stage

This stage marks the shift from being a victim to becoming a perpetrator due to an inability to manage gambling debt. Adolescents may be coerced by friends or loan sharks into repaying their debts, leading them to engage in crimes such as fraud, sex work, drug use, theft, and usury. Additionally, gambling site operators exploit the ease with which cyber gambling spreads among adolescents by using them as promotional tools. Even if adolescents try to quit cyber gambling, they continue to receive advertising texts due to the sale of their personal information, which leads them to succumb to temptation and re-engage in gambling.

What is Cyber Gambling (Online Money Betting Games)?

Cyber gambling refers to online betting games (via internet or mobile) where participants wager money (or items) and either win or lose based on the outcome. This definition applies specifically when participants use their own money (or items) in the bets.

(unit: %, multiple responses, N=481)

	(unit: %, multiple responses, N=461)					
Types of Cyber Gambling Experience	Direct experience	Observed peers experience				
1) Online Lottery (using 'DH Lottery' website)	34.5	42.4				
2) Official Online Sports Betting (using 'Betman' website)	27.0	36.8				
3) Private Online Sports Betting (private Toto/Proto, other than 'Betman' website)	44.9	61.1				
4) Online Money Betting Games (e.g., ladder games, bingo, snail games)	30.8	43.2				
5) Online Casino Games (e.g., baccarat, blackjack, holdem)	41.2	49.7				
6) Online Proxy Betting (indirect participation through proxy betting in personal broadcasts, etc.)	13.3	24.5				
8) Online Web Board Games (e.g., Go-Stop, Seotda, Poker)	23.1	32.8				
9) Other Internet Money Betting Games	1.9	1.7				

Results

Table 1. Reasons for Starting Cyber Gambling

(unit: %, Multiple responses)

Number of Cases (Persons)	Seeing my friends gambling	Easy to access via smartphone	Heard about a friend winning money	Friends' recommendations	No punishment	Exposed to gambling ads on social media/text messages	Exposed to gambling ads on webtoon and game sites
481	59.3	48.6	34.7	22.5	19.3	11.4	8.5

Table 2. Reasons for Lending Money to a Friend Despite Knowing It Was for Gambling

(unit : %)

								(aine 70
Number of Cases (Persons)	To help because the friend was in a difficult situation	The friend pleaded excessively (e.g., followed them home)	To receive interest	Coerced or threatened verbally	The friend is skilled at gambling	Belief that the friend's parents would repay the money	Other	Due to direct violence
(118)	43.2	15.3	14.4	9.3	7.6	4.2	3.4	2.5

Results

Table 3. Considerations for Unmanageable Cyber Gambling Debt

(unit: %, Multiple responses)

Number of Cases (Persons)	Inform parents	Confide in friends	Worry	Feel tempted to commit crimes like fraud or violence	gambling	Seek help from specialized agencies	Notify a teacher	Thoughts of suicide	Go into hiding	Other
481	57.4	28.1	27.7	14.1	12.5	9.8	9.1	7.3	6.2	1.0

Table 4. Reasons Why It Is Difficult to Quit Cyber Gambling

(unit: %)

Number of Cases (Persons)	Easy access to gambling sites	The thrill of winning money	Quick and easy way to make money	Friends who gamble	No punishment despite being illegal	Fast-paced and entertaining like a game	Constant exposure to gambling ads via text messages and social media
481	53.2	42.8	37.6	36.8	33.5	19.5	7.3

11

Results

Table 5. Reasons for Not Seeking Help Despite Harm from Cyber Gambling

								(1	unit: %, Multiple r	esponses
Number of Cases (Persons)	Don't know where to seek help	punishment		Belief that gambling debt is a problem no one can help with	Intend to solve the problem alone by winning more money	Fear of friends or teachers finding out (school gossip)	Fear of retaliation	ostracized or bullied	Concerns about personal information confidentiality	Otner
481	40.1	37.6	36.8	31.2	20.4	15.4	10.4	8.3	4.4	0.2

Table 6. Helpful Measures for Quitting Cyber Gambling

(unit: %, Multiple

Number of Cases (Persons)	Leisure programs more engaging than cyber gambling	numbers to block	Avoiding smartphone use	Professional	ts (e.g.,	Isolated environmen ts (e.g., psychiatric hospital admission)	Parental awareness education	Lectures by mentors with recovery experience	Teacher awareness education	Other
(118)	39.9	37.4	31.4	31.4	23.3	18.9	17.5	15.0	14.1	1.0

Results

- Adolescents know that cyber gambling is illegal, but it remains easily accessible and entertaining, much like a game, and they are aware that there are no punishments for participating. They understand that enforcing penalties against illegal operators or participants is challenging. Often, they begin due to curiosity and the desire to make quick money, influenced by friends at school. The environment is increasingly conducive for adolescent to gamble.
- As a result, youth cyber gambling extends beyond the initial experience, leading to secondary risks from gambling debt. Adolescents who fall victim to cyber gambling may be coerced or threatened into committing other crimes as perpetrators.
- Cyber gambling is not merely an issue affecting individual adolescents, but a broader social problem driven by the harmful environments surrounding them. Therefore, instead of solely blaming adolescents for their involvement in cyber gambling, it is crucial to address and improve the harmful environments that contribute to their participation and victimization.
- Furthermore, the Ministry of Education must raise awareness about the dangers of cyber gambling among adolescents and implement proactive preventive education to curb its spread within schools.

13

Youth Cyber Gambling Experiences and Issues

	redui Cyber Carribining Dq	
Stage	Current Status	Policy Implications
	Initial Contact Stage: Awareness and Access to Cyber Gambling	
1. Initial Contact	 Initial interest in cyber gambling is often sparked by observing friends who gamble. Awareness that gambling is illegal but the perception of no punishments for participating. Insufficient awareness of gambling debt risks. 	 Eradication of Gambling Operations in Schools Strengthen education on cyber gambling's illegality and penalties. Enhance awareness of gambling debt risks and secondary damages. Suspend accounts of illegal gambling sites. Implement proactive measures to block harmful environments that facilitate easy access to gambling.
	Execution Stage: Experience of Cyber Gambling Participation	
2. Execution	 Reasons for gambling. Induced gambling mentality (greed), reinforced irrational gambling beliefs, and easy accessibility The number of bank accounts used by adolescents for gambling 	Eradication of gambling mentality and education on rational financial management Strengthening management of adolescents' phones and bank accounts.
	3. Outcome Stage: Gambling Debt	
3. Outcome	 Experiences of borrowing or lending money for gambling. Borrowing from loan sharks to pay off gambling debt (illegal online loans, high-interest payments to friends). Loss amounts including cyber gambling debt (100,000 ~ over 20 million won). 	 Penalize illegal youth loans more strictly. Support for reporting and addressing gambling debt. Provide psychological and legal counseling.
	4. Termination Stage: Secondary Risks from Cyber Gambling	
4. Termination	Guardian (parent) awareness of the child's cyber gambling issue Secondary risks from unmanageable gambling debt Violence, involvement in crime, academic disruption, homelessness, suicide attempts,	Enhance awareness and education for parents and teachers Strengthen 24/7 counseling and reporting centers for adolescent gambling-related issues (gambling debt, violence, depression, social withdrawal, etc.)
	5. Recurrence of Gambling Issues: Transition from Victim to Perpetrator	
5. Recurrence of Gambling Issu es	 Reasons adolescents find it difficult to stop cyber gambling: Cambling mentality, easy accessibility, lack of punishment, friends' gambling activities, entertainment value, gambling ads, gambling debt, etc. Experiences of illegal activities to repay gambling debt. Fraud (e.g., online scams involving used goods), theft, violence, selling personal information, sexual exploitation, drug delivery, involvement in harmful businesses (e.g., illegal part-time jobs), promoting gambling sites, voice phishing, high-interest loans for gambling funds. 	 Strong prevention education against gambling proliferation in schools The need for institutional support for stopping gambling Improve legal and institutional frameworks through collaboration between schools, police, gambling specialists, and research institutions Secondary harms from gambling debt (e.g., becoming involved in violence, fraud, and other crimes to fund gambling) Smartphone use regulation Providing isolated environments (e.g., natural healing programs, hospitalization) Cyber gambling awareness education for schools and parents



Thank you

Korean Youth Policy Institute (2024). Study on Improving Youth Protection Policies in Response to Social Environmental Changes 1.

* This presentation was conducted by supplementing some parts of the ongoing research on youth cyber gambling.



PART 3 Youth and Gambling Problems

Unveiling the Appeal: Examining Malaysian Youth Attitude Toward Online Gambling

도박에 끌리는 이유: 온라인 도박에 대한 말레이시아 청소년의 태도 조사

Dep. Dir. **Jeffrey Lawrence D'Silva**, Institute for Social Science Studies, Universiti Putra Malaysia



MEET YOUR SPEAKER



- •NAME: JEFFREY LAWRENCE D'SILVA, PhD
- •AFFILIATION: UNIVERSITI PUTRA MALAYSIA
- •BIO: Jeffrey Lawrence D'Silva is the Deputy Director, Institute for Social Science Studies, Universiti Putra Malaysia



ABOUT TALK

Topic:

Unveiling the Appeal: Examining Malaysian Youth Attitude on Online Gambling

Summary:

Many forms of gambling are legal and popular in Malaysia. Research into gambling is limited in Malaysia due to the nature and the laws governing it. This paper summarizes the gambling landscape of Malaysia, attitude of youth towards gambling and gives some recommendations on the way forward.

Introduction



Malaysia is a South East Asian country with a population of approximately 34 million people.

Malaysia has a multi-ethnic population, with Malay making up 57.9%, Chinese making up approximately 22.6%, Indians making up 6.6% and other Bumiputras 12.2%. Islam is the predominant religion (61.3%), followed by Buddhism (19.8%), Christianity (9.2%) and Hinduism (6.3%). Gambling is forbidden under Islamic law (Sharia law) so most Muslims do not engage in legal gambling.

- In the context of Malaysia, punting on horse racing and participating in number forecasting totalisators are the most common forms of gambling/gaming.
- Number forecast companies which are regulated under the Racing (Totalisator Board) Act (1961) have been part of the nation's social landscape ever since Independence.
- The value of the bet can be as low as USD0.42 to USD1.70.
- Besides the legal means, there is also the existence of black/illegal market.
- These are the illegal empat ekor (4D) operators and demand is known to be 1.5 to two times larger than the legal market and could contribute to the government losing up to RM3 billion annually (*The Star*, Jan. 14, 2023).

• Despite being illegal, online gambling has been increasing in popularity over the past few years in Malaysia. Betting on badminton and football (English Premier League) is immensely popular.

Technological advancements have made online gambling opportunities more accessible and more affordable.

Although illegal, international betting sites accept customers from Malaysia and process deposits and withdrawals in ringgits (Malaysian currency)

Laws in Malaysia

Three major legal frameworks:

- 1. The Betting Act 1953 most important
- 2. The Common Gaming Houses Act 1953
- 3. Shariah Law gambling forbidden

Past studies gambling research in Malaysia

- Sheela et al (2016) studied on Malaysian adolescents and found that around 30% of them participated in some form of gambling over a 12-month period. Also noted that being male and high-risk behaviours were associated closely with adolescent gambling.
- Loft & Loo (2014) analysed sleep difficulty, sleep habits, arousability, self-regulatory capacity and problem-gambling severity in 59 treatment-seeking gamblers and noted that self-regulatory capacity mediated the relationship between problem gambling and sleep difficulty, and that it was a significant mediator between problem gambling and negative sleep habits.
- Loo & Ang (2013) studied the prevalence of problem gambling in Malaysia's largest state (Selangor) and found that 4.4% of the general population were problem gamblers and 10.2% were moderate-risk gamblers.

Current study

- Not many studies have been carried out to determine the level of attitude towards gambling among Malaysian youth.
- Experience of positive and negative consequences associated with gambling contribute to shaping people's opinions toward gambling. Attitudes can be understood as 'a relatively enduring and general evaluation of an object, person, group, issue or concept on a dimension ranging from negative to positive' (American Psychological Association, 2022).

- A number of studies have found more acceptance or positive attitudes toward gambling to be associated with a higher gambling frequency (Chiu & Storm, 2009; Delfabbro & Thrupp, 2003; Hardoon & Derevensky, 2002; Williams et al., 2006; Wood & Griffiths, 2004) and gambling-related problems (Chiu & Storm, 2009; Delfabbro & Thrupp, 2003; Williams et al., 2006; Wood & Griffiths, 2004).
- Hence, measuring attitudes towards gambling could be useful for predicting gambling behavior and to possibly identify individuals with a risk of developing problem gambling.
- The aim of this study is to determine the level of attitude towards gambling among non-Muslim youth and its determining factors

Methodology

- Research design cross-sectional survey/correlational design
- Instrument adapted from previous studies
- Population all non-Muslim youth in Malaysia
- Sample size 266 respondents
- Sampling technique non-stratified sampling
- Data Collection Techniques online survey
- Data Analysis descriptive and inferential techniques

Results

Demographic Profile

Characteristics	Frequency	Percentage
Gender		
Male	232	87.2
Female	34	12.8
Age		
24-26 years	75	28.2
27-29 years	191	71.8
Marital Status		
Single	175	65.8
Married	91	34.2

To make quick money by gambling, how often does one need to gamble online at least once?

	Frequency	Percentage
Forthnightly	139	52.3
Monthly	127	47.7

Which gambling product is easiest for making quick money

	_	
	Frequency	Percentage_
Casino games	10	3.8
Live matches/sports betting	126	47.4
Lotteries	99	37.2
Virtual games/racing	31	11.7

Attitude toward Gambling

Descriptive Statistics

	N	Mean	SD
Attitude towards Gambling	266	2.900	0.24908

	Frequency	Percentage
Low	6	2.3
Moderate	260	97.7

	ITEM ANAL	YSIS				
Item		SD	D	N	A	SA
There are too many opportunities gambling nowadays	for online	-	-	9.0%	8.3%	82.7%
Online gambling is dangerous for	family life			14.7%	8.6%	76.7%
Online gambling should be discou	ıraged	-	47.0%	1.1%	51.9%	-
People should have the right to p gambling whenever they want	articipate in online	-	-	17.3%	51.9%	30.8%
Most people who gamble online	do it sensibly	-	-	70.7%	3.8%	25.6%
It would be better if online gamb altogether	ling is banned	-	-	61.7%	-	38.3%
Online gambling livens up life		-	-	3.4%	-	96.6%
On balance, online gambling is go	ood for society	-	34.2%	17.7%	48.1%	

Comparing Differences/Relationships

	Attitude towards Gambling				Mean	SD	t	Sig
Age Pearson Correlation	177**							
Sig. (2- tailed)	0.000		Attitude	towards Gambling			2.239	.000
N	266			24-26 years	2.9542	0.15476		
**. Correlation is level (2-tailed)	s significant at the 0	0.01		27-29 years	2.8788	0.27494		

Implications

- Easy access to online gambling can contribute to the development of gambling problems among youth.
- Gambling can lead to financial strain, conflict, and ultimately the breakdown of family bonds.
- The study raises awareness about the potential negative consequences of youth gambling, such as mental health issues.
- Allowing unrestricted youth gambling could potentially increase gambling revenue for industries.

Implications

- Youth might hold the misconception that online gambling is harmless or a common form of entertainment without understanding the potential addictive nature.
- Youth have the tendency to be influenced by gambling advertisements and promotions.
- Youth might see both sides of the argument, recognizing the potential harms of gambling addiction but also acknowledging the entertainment value for some.
- Youth may have a superficial understanding of gambling, viewing it primarily as entertainment rather than a potential addiction.
- A belief in online gambling youth among youth may lead to the risk of developing gambling addiction projecting towards higher rates of crime, debt, and mental health issues, imposing a burden on society

Recommendations

- **Promote financial literacy:** Encourage financial education that emphasizes budgeting, saving, and investing as alternatives to gambling.
- **Highlight the psychological impacts:** Educate young adults about the mental health consequences of gambling, such as anxiety, depression, and stress.
- Challenge the glamorization of gambling: Counteract the portrayal of gambling as a glamorous or easy way to wealth through social media campaigns and educational content.
- Foster healthy coping mechanisms: Promote stress management techniques, mindfulness, and other positive ways to cope with life challenges.

Recommendations

- **Encourage open conversations:** Create platforms for young adults to discuss gambling openly without judgment, fostering a supportive environment.
- Challenge gambling-related peer pressure: Equip young adults with strategies to resist peer pressure to gamble.
- **Develop gambling awareness apps:** Create interactive apps that provide information about gambling risks, addiction, and responsible gaming.
- Implement social media campaigns: Use social media platforms to spread awareness about the dangers of gambling
- Implement Strict Age Verification: Enforce rigorous age verification measures for all online gambling platforms to prevent under-age access.



Thank you

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PART 3 **Youth and Gambling Problems**

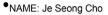
Current Issues and Controversies in Youth Gambling and Related Crimes

청소년 도박 및 관련 범죄의 현재 문제와 논란

조제성 박사, 한국형사·법무정책연구원



MFFT YOUR SPEAKER



TITLE: Research Fellow

AFFILIATION: KICJ

Planning & Evaluation Team

BIO: Dr. Jeseong Cho majored in criminology and is most interested in youth studies. He is currently conducting research on drugs and gambling, and has conducted individual in-depth interviews with adolescents on the relationship between gambling and drugs.



ABOUT TALK

- · Topic: Current Issues and Controversies in Youth Gambling and Related Crimes
- · Summary:

The announcement aims to raise awareness of how youth gambling can be linked to crime in South Korea. Many people say that youth gambling is not yet a serious problem, but they are wrong. In fact, this presentation includes that gambling can be linked to a variety of crimes, including drugs, prostitution, fraud, and assault. It also makes it clear that the crimes linked to gambling are not the choice of the individual, but the victimization of criminal organizations.

The main focus of the presentation was on how gambling experiences lead to the perpetration or victimization of other crimes.In total, three models are presented, in which three cartels are described: 1) gambling-sexual exploitation, 2) gambling-gambling parlor operations, and 3) gambling-drugs.We hope that this presentation will serve as an important contribution to the discussion on youth gambling problems.



Youth & Justice Symposium Presentation

Current Issues and Controversies in Youth Gambling and Related Crimes

Korean Institute of Criminology and Justice Dr. Jeseong Cho, Research Fellow,



- The New Paradigm of Youth Gambling
- Gambling-Linked Crime
- Criminal Organizations and Youth Gambling
- Current Issues in Youth Gambling Response



How serious a social problem is youth gambling?

Curiosity ??

Property Crime - Running a gambling site - Drug use - Sexual exploitation

Suicide !!



The New Paradigm of Youth Gambling

1 Youth Gambling Has Changed

Previous Paradigms

- Paradigm 1: Play
- Paradigm 2: Curiosity
- ▶ Paradigm 3: Online Gaming (gambling addiction)
- Paradigm 4: Using illegal gambling

New Paradigm

- Criminal offense experience: property crime, drug transportation
- ▶ Criminal victimization experience: prostitution, drug use

Illegal gambling site operation

Illegal exchange of virtual currency

Sexual exploitation

2 Trends and Characteristics of Youth Gambling

Characteristics of youth gambling

- > Age downgrade
 - : Middle school students' experiences with illegal gambling have emerged, with elementary school students soon to follow.
- > Criminal connections: Linked to various criminal offenses and victimization.
- Vulnerability
 - : Low awareness of risk, especially among female youth, who are at risk of being exposed to sex trafficking.

Trends in youth gambling

Play (Game)

Gambling

Creating a negative vision (gambling business)



Gambling-Linked Crime

1 Perception Survey Results

Perception survey results among illegal gamblers

- ▶ Youth gambling is linked to gambling addiction in adulthood: 78.1% (33.1% strongly agree)
- ▶ Youth gambling is associated with harmful experiences such as loan sharking and illegal collections: 69.6% (Strongly agree: 34.1%)
- > Youth gambling is linked to experiences with fraud and theft: 71.5% (Strongly agree: 29.0%)
- ▶ Youth gambling is associated with drug use: 66.7% (21.4% strongly agree)

Regression Analysis Results

- > Youth gambling experience has a significant impact on perceived association with sexual exploitation victimization
- > Youth gambling experience has a significant impact on perceived association with perpetrating fraud and theft

Criminal Victimization (Sexual Exploitation)

Youth Gambling

Criminal Offenses (Fraud and theft)

2 In-Depth Interview

Is Gambling a Simple Problem?

- ▶ Family : Responding to problem gambling, Low perception of severity
- Schools: Education, prevention, and care
- Social System: Virtual currencies, youth accounts, and bad adults.
- Criminal Justice System: Lack of management of gambling-related offenses, Managing after release from juvenile detention
- Characteristics of Online Spaces: Banners shown with gambling ads, Telegram, etc.

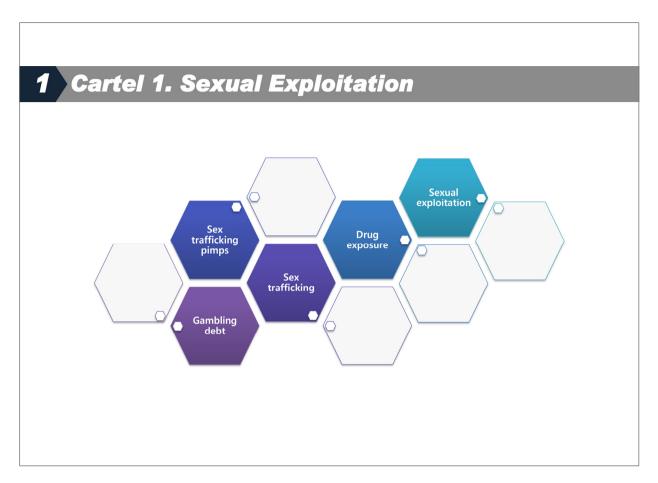
Case studies

Father's infidelity, gambling to sex trafficking, sex trafficking to drugs, low severity for drugs (e.g., euphemism "came down")

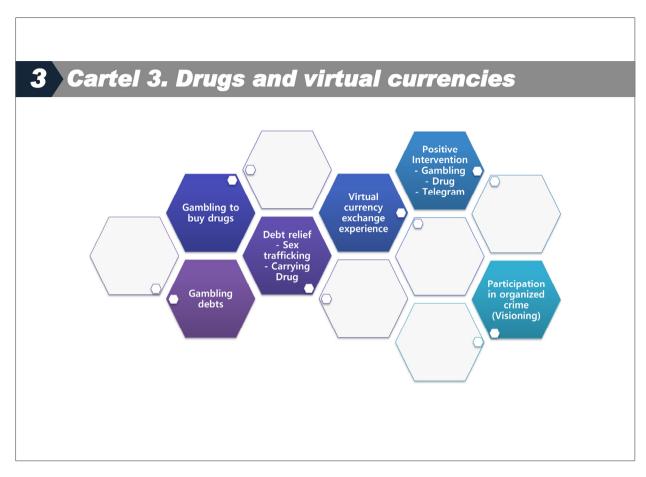
Solicited by an acquaintance, gambled & sold sex to get drugs, worked as a Telegram operator, convinced he would take again

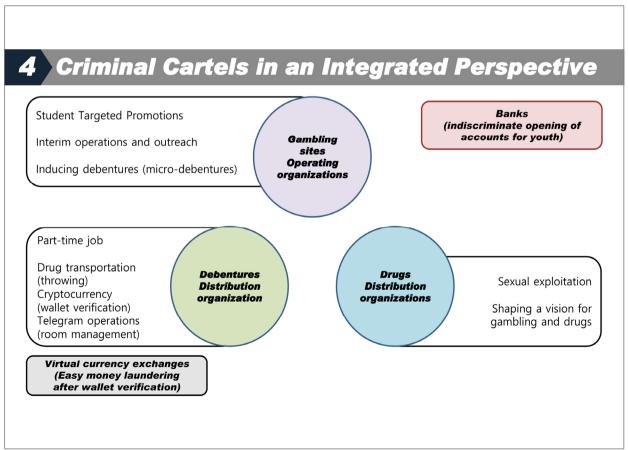


Criminal Organizations and Youth Gambling











Current Issues in Youth Gambling Response

1 Prevention and Promotional strategies

Prevention

- ▶ Need to develop expert instructors
- Need to change society's perception of meanders
- Development of online blocking technology and institutional improvement (solutions for account tracking: undercover investigation, joint investigation with military prosecutors, reward system for youth reporting, etc.)

Promotional strategies

- Need to change instructor-oriented prevention education
 introduce algorithmic exposure method using less than 1 minute videos and AI
- ▶ Need to imprint the seriousness

High association with drugs beyond criminal value and damage

The unfortunate reality of gambling debts leading to suicide

Problem of forming an idealized vision of illegal activities such as gambling

2 Changing the criminal justice system

Investigate specific cases of juvenile offenders

- Specific case investigation needed to highlight the derivative nature of gambling
- For property crimes involving gambling, further investigate whether the offender has gambling experience

Need to change the criminal justice system for juvenile offenders

- Need for additional criminalization and victimization response systems for people with gambling experience
- Need to refine the management system after probation and juvenile prison

Need for recidivism management

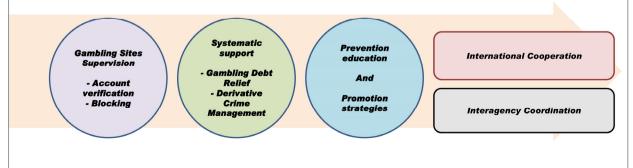
Need to monitor subsequent derivation of criminal harm and victimization

Need for strategic interventions to resolve gambling debts

3 Establishment of a gambling control tower

Current governance

- Investigation: prosecutors and police, etc. (difficulty in investigating because more than 90% of gambling is online)
- Support
 - support is limited to the relevant laws and varies within the scope specified in the law
- Supervision
 - : lack of legal basis to serve as a focal point
- Management
 - : Problems with educational content development, manpower, and budget are scattered





How serious a social problem is youth gambling?

Curiosity ??

Property Crime - Running a gambling site - Drug use - Sexual exploitation

Suicide !!



Thank you

Dr. Jeseong Cho / cjslife@kicj.re.kr





MEMO

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