



**Gambling in Gaming  
Prevention Curriculum  
2022-2023  
Program Evaluation**

## **Gambling in Gaming prevention curriculum implementation**

*The North Carolina Problem Gambling Program integrated the Second Edition of the Stacked Deck program with middle and high school aged youth throughout the state during the 2022-2023 academic year. In addition to the Stacked Deck curriculum, a supplemental lesson was developed by Dr. Stephanie Diez-Morel.*

*The lesson focuses on the convergence with Gambling, Gaming, and problematic internet media use amongst youth. Based on community discussion of the most effective modalities for distributing the prevention curriculum, the lesson was developed to be delivered as two separate teaching modalities. As a result, this program evaluation examines the impacts of those modalities.*

*One modality was a self-driven autonomous method via a learning management system (LMS). The Gambling in Gaming curriculum was adapted by the content expert Dr. Stephanie Diez-Morel. This included recorded brief videos, text & images, as well as gamified quiz questions throughout the lesson. This combination made the LMS teaching modality interactive.*

*The second modality was an instructor-led method. Instructors received training and power points that were adapted for instructor led teaching of the Gambling in Gaming curriculum. In addition, pre and post knowledge, attitudes and beliefs as well as at risk behaviors were measured to examine the effectiveness of the prevention curriculum.*



# Table of Contents

Gambling in Gaming prevention curriculum implementation .....	2
<b>Program Evaluation Summary .....</b>	<b>5</b>
Combined Results of Knowledge Assessment Quiz .....	5
2022-2023 Combined Knowledge Assessment Quiz Responses Comparison.....	5
<b>Expressing how gambling in gaming can be problematic .....</b>	<b>6</b>
<b>Knowledge, attitudes, &amp; beliefs for instructor-led modality .....</b>	<b>7</b>
Gaming knowledge for instructor-led modality .....	8
Gaming beliefs and attitudes for instructor-led modality .....	8
Gambling in gaming engagement of youth completing the instructor-led modality .....	9
Gambling behaviors engagement of youth completing the instructor-led modality.....	10
Risk factors for problem gambling of youth completing the instructor-led modality.....	11
<b>Knowledge, attitudes, &amp; beliefs for LMS modality .....</b>	<b>12</b>
Gaming knowledge for LMS modality.....	12
Gaming beliefs and attitudes for LMS modality.....	13
Gambling in gaming engagement of youth completing the LMS modality .....	13
Gambling behaviors engagement of youth completing the LMS modality .....	14
Risk factors for problem gambling of youth completing the LMS modality .....	16
<b>Gambling in Gaming Results by School and Term .....</b>	<b>16</b>
MAMS Fall 2022 Report.....	16
Lesson on Gambling in Video Gaming .....	16
Murphy Hughes Fall 2022 Report.....	17
Lesson on Gambling in Video Gaming .....	17
North Stokes Fortner Fall 2022 Report .....	18
Lesson on Gambling in Video Gaming .....	18
MAMS Spring 2023 Report.....	19
Lesson on Gambling in Video Gaming .....	19
Ranger School Spring 2023 Report.....	20
Lesson on Gambling in Video Gaming .....	20
North Stokes Spring 2023 Report .....	21
Lesson on Gambling in Video Gaming .....	21
South Stokes Spring 2023 Report.....	22
Lesson on Gambling in Video Gaming .....	22
West Stokes Spring 2023 Report.....	23
Lesson on Gambling in Video Gaming .....	23

Southeastern Stokes Spring 2023 Report .....24  
    Lesson on Gambling in Video Gaming .....24  
Nantahala School Spring 2023 Report.....25  
    Lesson on Gambling in Video Gaming .....25  
Piney Grove Spring 2023 Report .....26  
    Lesson on Gambling in Video Gaming .....26  
Conclusion .....28

# Program Evaluation Summary

Middle and high school aged youth received the Learning Management System (LMS) modality of the Stacked Deck Program. In addition to the knowledge assessment for each of the Stacked Deck lessons and additional bonus lessons, all participants completed a baseline survey on gambling, gaming, and mental health knowledge attitudes and beliefs.

Of these, 54% identified as male and 46% identified as female. Ages of the participants ranged from 13-18 years old with 36% identified as age 14, 33% as age 13, 18% as age 15, 10% identified as age 12, and 3% as age 16-17. Participants self-reported their current school grade level, with 45% answering grade 8th, 28% answered grade 9th, 26% answered grade 7th, and 2% in grades 10th and 12th. Participants reported the name of the school through which they completed the LMS modality of Prevention. With 27% reported Southeastern Stokes Middle School, 25% reported Mount Airy Middle School, 17% reported Piney Grove Middle School, 13% reported South Stokes High School, 6% reported North Stoke High School, 5% reported Ranger School, 4% reported West Stokes High School, and 3% reported Nantahala School.

## Combined Results of Knowledge Assessment Quiz

A total of 417 responses (Fall 2022 n=107; Spring 2023 n= 310) were completed for the Gambling in Gaming Prevention Curriculum Knowledge Assessment questions during the 2022-2023 academic school year across all schools and programs in North Carolina who completed the Prevention program. Below is a comparison for Fall 2022 and Spring 2023 percentage of correct responses for the questions asked to assess knowledge gained after completing the Gambling in Gaming Prevention Curriculum

### 2022-2023 Combined Knowledge Assessment Quiz Responses Comparison

Question	Correct response	Correct response
	Fall 2022	Spring 2023
1. <i>What best describes a PVP gamer?</i>	93%	96%
2. <i>What problems might someone experience when living with problematic gaming?</i>	91%	93%
3. <i>Gambling activities and elements are being added into games</i>	88%	89%
4. <i>How has gambling been added to video games?</i>	89%	91%
5. <i>Betting and wagering in a video game is based on the skill of the player</i>	78%	76%
6. <i>What is PIMU?</i>	87%	86%
7. <i>Technology is designed to keep us getting back online</i>	87%	82%
8. <i>Playing a video game that has more chance than skill is more directly related to a gambling activity.</i>	84%	82%
9. <i>What are the benefits of playing video games?</i>	97%	99%
10. <i>What statement(s) best describes a loot box?</i>	85%	89%
11. <i>It is important to create a balanced media diet</i>	99%	98%

## *Experience with instructor-led lesson on gambling in gaming and problematic media use*

Out of 697 youth who completed the post-survey for the instructor led modality of the prevention program, 88% reported their instructor reviewed a PowerPoint lesson on gambling in gaming and problematic internet media use.

In addition, youth reported the following regarding their experience with completing the instructor led curriculum:

- 57% have been able to recognize forms of gambling in games which I have previously not thought to be gambling
- 88% were asked questions and engaged with the instructor regarding the curriculum
- 65% were engaged in group discussions regarding the curriculum

### **Expressing how gambling in gaming can be problematic**

Youth were asked open-ended questions to express their thoughts and behaviors surrounding problematic gaming and gambling in gaming. Below are highlights of the most commonly reported youth experiences.

Youth reported the following ways they gambling in video games verbatim:

- “Buying in-game purchases, skins, or loot”
- “Buying things without knowing and leaving it all up to chance”
- “I go to the casinos inside video games, like in GTA 5, and spend money”
- “I bet my friends that I will win”
- “Depending on the game, some game whole point is to have a point system which you use for boxes and randomly pick items”
- “I don’t spend real money but I do take risks”
- “Sometimes I bet money or rare items on blackjack or dice”
- “Taking chances on RNG”
- “I bet with in game currency”

Youth reported the following regarding how gaming may lead to problems in their life:

- “Can cause you to be addicted to gaming”
- “Can cause you to be addicted to it/obsessed. My grandpa is obsessed and can’t stop gambling.”
- “If you play games too much, you may not want to do other stuff”
- “It can lead to depression, drug abuse, anxiety, and severe debt.”
- “It could affect your mental health, and relationships if you game too much. It could even lead to disorders anxiety, depression, etc.”
- “They can be addicting and lead you to playing them can make you do it every day and cause you to lose days of getting to do things”
- “They can affect your mental health in ways and may cause problems with friends or family.”
- “You could spend all your money and start stealing money from family members.”
- “You get lazy and don’t want to go to work. This an experience from someone I know.”
- “You’re spending money that you most likely need and gaining less. Your family needs that money you need that money. It causes stress and making you wanting to do it over and over again, like a drug.”

## **Knowledge, attitudes, & beliefs for instructor-led modality**

A total of 944 participants who received the Teacher-led modality of the Prevention Program completed a survey on gambling, gaming, and mental health knowledge, attitudes, and beliefs prior and after (pre and post) completing the prevention curriculum.

Of these, 53% identified as male and 47% identified as female. Ages of the participants ranged from 8-18 years old. Of these, 21% identified as age 14, 17% as age 16, 16% as age 15, 13% as age 13, 11% as age 12, 13% as ages 8-11 and 10% ages 17-18. Participants answered the grade Level question on the survey. Of these, 22% answered grade 9, 17% grade 8, 16% grade 11, 14% grade 6, 14% in grade 10, 10% in grades 7 and 12, and 7% in grades 3-5. Participants reported the name of the school or community organization through which they participated in the Teacher-Lead Modality of The prevention program. With 31% reporting Wake County, 25% in Macon County, 10% in Stokes County, 8% in Haywood County, 8% in Graham County, 7% in Yadkin County, 7% in Durham County, and approximately 6% in Cherokee County.

The following tables indicate changes in youth’s knowledge, attitudes, beliefs related to gambling in gaming. Known risk factors for gambling where also measured and the tables indicate changes in youth’s engagement of these behaviors pre-prevention program and after completing the prevention program.

## Gaming knowledge for instructor-led modality

Knowledge Content Area	Question	Pre-Correct Response	Post Correct Response	Change in Pre- & Post
Gaming Knowledge Questions	Gaming can impact the brain by	44%	59%	15%
	What is problematic gaming?	55%	79%	24%
	What does the spectrum of gaming behavior mean?	49%	77%	28%
	How does gambling appear in video games?	47%	70%	23%
	Gaming can release hormone on our brain that can impact our moods	73%	94%	21%

## Gaming beliefs and attitudes for instructor-led modality

Knowledge Content Area	Question	Pre-Responded Yes	Pre-Responded No	Post-Responded Yes	Post-Responded No
Gaming Beliefs Questions	Do you think gaming leads to any problems in your life?	22%	68%	30%	70%
	Do you gamble when playing video games?	8%	92%	10%	90%
	Do you think what you see on the internet impacts how you feel?	18%	72%	23%	77%
Gaming Attitudes Questions	Over the past three months, I felt the need to play games more often or for longer periods of time	29%	61%	19%	81%
	Over the past three months, I have been able to recognize forms of gambling in games which I have previously not thought of gambling.	36%	54%	57%	43%
	Do you plan to gamble on any game in the next three months?	26%	74%	10%	90%



## Gambling in gaming engagement of youth completing the instructor-led modality

Specific behavior	Frequency	Pre-Percentage	Post-Percentage	Change in pre-& post
<b>Skin betting (cosmetic items in video games)</b>	2 to 7 times per week	4%	3%	1%
	Once a week	6%	5%	1%
	2 to 3 times a month	7%	3%	4%
	Once a month or less	8%	8%	0%
	Did not gamble or spent money on this activity	75%	81%	6%
<b>Skin purchases (cosmetic items in video games)</b>	2 to 7 times per week	5%	4%	1%
	Once a week	7%	3%	4%
	2 to 3 times a month	7%	4%	3%
	Once a month or less	10%	10%	0%
	Did not gamble or spent money on this activity	71%	79%	8%
<b>Esports games &amp; tournaments (betting on teams playing video games)</b>	2 to 7 times per week	5%	4%	1%
	Once a week	5%	3%	2%
	2 to 3 times a month	5%	3%	2%
	Once a month or less	7%	4%	3%
	Did not gamble or spent money on this activity	78%	86%	8%
<b>Loot boxes (video game treasure chests)</b>	2 to 7 times per week	5%	4%	1%
	Once a week	7%	4%	3%
	2 to 3 times a month	5%	3%	2%
	Once a month or less	7%	7%	0%
	Did not gamble or spent money on this activity	76%	82%	6%
<b>In-app purchases in social games (Minecraft, etc.)</b>	2 to 7 times per week	7%	3%	4%
	Once a week	7%	3%	4%
	2 to 3 times a month	8%	6%	2%
	Once a month or less	12%	13%	-1%
	Did not gamble or spent money on this activity	66%	75%	9%

## Gambling behaviors engagement of youth completing the instructor-led modality

Specific behavior	Frequency	Pre-Percentage	Post-Percentage	Change in pre-& post
<b>Betting on games of skill against other people</b>	2 to 7 times per week	10%	6%	4%
	Once a week	7%	4%	3%
	2 to 3 times a month	5%	3%	2%
	Once a month or less	11%	9%	2%
	Did not gamble or spent money on this activity	67%	78%	11%
<b>Playing cards for dice for money</b>	2 to 7 times per week	5%	4%	1%
	Once a week	7%	4%	3%
	2 to 3 times a month	5%	2%	3%
	Once a month or less	9%	5%	4%
	Did not gamble or spent money on this activity	74%	85%	11%
<b>Sports betting</b>	2 to 7 times per week	4%	3%	1%
	Once a week	6%	3%	3%
	2 to 3 times a month	6%	4%	2%
	Once a month or less	8%	7%	1%
	Did not gamble or spent money on this activity	76%	83%	7%
<b>Lottery tickets</b>	2 to 7 times per week	4%	2%	2%
	Once a week	6%	2%	4%
	2 to 3 times a month	5%	3%	2%
	Once a month or less	8%	6%	2%
	Did not gamble or spent money on this activity	77%	87%	10%
<b>Scratch off tickets</b>	2 to 7 times per week	3%	4%	-1%
	Once a week	6%	2%	4%
	2 to 3 times a month	5%	3%	2%
	Once a month or less	11%	8%	3%
	Did not gamble or spent money on this activity	75%	83%	8%
<b>Bingo</b>	2 to 7 times per week	4%	3%	1%
	Once a week	6%	3%	3%
	2 to 3 times a month	6%	2%	4%
	Once a month or less	8%	6%	2%
	Did not gamble or spent money on this activity	76%	86%	10%
<b>Slot machines</b>	2 to 7 times per week	4%	2%	2%
	Once a week	4%	2%	2%
	2 to 3 times a month	4%	2%	2%
	Once a month or less	5%	2%	3%

	Did not gamble or spent money on this activity	83%	91%	8%
Horse or dog races	2 to 7 times per week	3%	2%	1%
	Once a week	5%	2%	3%
	2 to 3 times a month	5%	3%	2%
	Once a month or less	4%	2%	2%
	Did not gamble or spent money on this activity	83%	91%	8%
Internet gambling	2 to 7 times per week	4%	3%	1%
	Once a week	5%	2%	3%
	2 to 3 times a month	5%	2%	3%
	Once a month or less	7%	6%	1%
	Did not gamble or spent money on this activity	79%	87%	8%
Social casino games	2 to 7 times per week	5%	3%	2%
	Once a week	4%	3%	1%
	2 to 3 times a month	5%	2%	3%
	Once a month or less	6%	3%	3%
	Did not gamble or spent money on this activity	80%	89%	9%

## Risk factors for problem gambling of youth completing the instructor-led modality

Risk factor for Problem Gambling	Pre-Behavior	Post-Behavior	Change in pre-& post
Gambled longer, with more money or more frequently than you planned	12%	6%	6%
You often go back to try and win back the money you lost	11%	7%	4%
Make repeated attempts to reduce or control your gambling	10%	6%	4%
Worry about money	15%	7%	8%
Have stress, anxiety, or depression	14%	8%	6%
Have problems at school (missing classes, not handing in work, poor achievement) due to gambling	12%	7%	5%
Have arguments with friends and family	15%	7%	8%
Have physical health problems	10%	5%	5%
Experience problems at work (missing work, poor performance, arguments with coworkers or boss) due to gambling	10%	5%	5%
Gambling made you do something illegal (e.g. steal)	10%	4%	6%

# Knowledge, attitudes, & beliefs for LMS modality

A total of 476 participants who received the Learning Management System (LMS) modality of the Prevention Program completed a survey on gambling, gaming, and mental health knowledge, attitudes, and beliefs prior and after (pre and post) completing the prevention curriculum and two bonus lessons.

Of these, 54% identified as male and 46% identified as female. Ages of the participants ranged from 13-18 years old. Of these, 36% identified as age 14, 33% as age 13, 18% as age 15, 10% identified as age 12, and 3% as age 16-17. Participants self-reported their current school grade level, with 45% answering grade 8th, 28% answered grade 9th, 26% answered grade 7th, and 2% in grades 10th and 12th. Participants reported the name of the school through which they completed the LMS modality of The prevention program. With 27% reported Southeastern Stokes Middle School, 25% reported Mount Airy Middle School, 17% reported Piney Grove Middle School, 13% reported South Stokes High School, 6% reported North Stoke High School, 5% reported Ranger School, 4% reported West Stokes High School, and 3% reported Nantahala School.

The following tables indicate changes in youth’s knowledge, attitudes, beliefs related to gambling in gaming. Known risk factors for gambling where also measured and the tables indicate changes in youth’s engagement of these behaviors pre-prevention program and after completing the prevention program.

## Gaming knowledge for LMS modality

Knowledge Content Area	Question	Pre-Correct Response	Post Correct Response	Change in Pre- & Post
Gaming Knowledge Questions	Gaming can impact the brain by	48%	67%	%
	What is problematic gaming?	65%	75%	%
	What does the spectrum of gaming behavior mean?	56%	73%	%
	How does gambling appear in video games?	53%	62%	%
	Gaming can release hormone on our brain that can impact our moods	82%	95%	%

## Gaming beliefs and attitudes for LMS modality

Knowledge Content Area	Question	Pre-Responded Yes	Pre-Responded No	Post-Responded Yes	Post-Responded No
Gaming Beliefs Questions	Do you think gaming leads to any problems in your life?	22%	78%	25%	75%
	Do you gamble when playing video games?	13%	87%	12%	88%
	Do you think what you see on the internet impacts how you feel?	26%	74%	25%	75%
Gaming Attitudes Questions	Over the past three months, I felt the need to play games more often or for longer periods of time	30%	70%	26%	74%
	Over the past three months, I have been able to recognize forms of gambling in games which I have previously not thought of gambling.	34%	66%	51%	49%
	Do you plan to gamble on any game in the next three months?	21%	79%	20%	80%

## Gambling in gaming engagement of youth completing the LMS modality

Specific behavior	Frequency	Pre-Percentage	Post-Percentage	Change in pre-& post
Skin betting (cosmetic items in video games)	2 to 7 times per week	7%	6%	1%
	Once a week	8%	6%	2%
	2 to 3 times a month	7%	7%	0%
	Once a month or less	11%	8%	3%
	Did not gamble or spent money on this activity	67%	73%	6%
Skin purchases (cosmetic items in video games)	2 to 7 times per week	6%	7%	1%
	Once a week	8%	7%	1%
	2 to 3 times a month	12%	9%	3%
	Once a month or less	17%	16%	1%
	Did not gamble or spent money on this activity	57%	61%	4%
Esports games & tournaments (betting on teams playing video games)	2 to 7 times per week	5%	4%	1%
	Once a week	6%	5%	1%
	2 to 3 times a month	9%	5%	4%
	Once a month or less	10%	8%	2%
	Did not gamble or spent money on this activity	70%	78%	8%

<b>Loot boxes (video game treasure chests)</b>	2 to 7 times per week	8%	7%	1%
	Once a week	7%	5%	2%
	2 to 3 times a month	9%	9%	0%
	Once a month or less	14%	12%	2%
	Did not gamble or spent money on this activity	62%	67%	5%
<b>In-app purchases in social games (Minecraft, etc.)</b>	2 to 7 times per week	7%	5%	2%
	Once a week	8%	6%	2%
	2 to 3 times a month	13%	9%	4%
	Once a month or less	17%	23%	6%
	Did not gamble or spent money on this activity	55%	57%	2%

## Gambling behaviors engagement of youth completing the LMS modality

<b>Specific behavior</b>	<b>Frequency</b>	<b>Pre-Percentage</b>	<b>Post-Percentage</b>	<b>Change in pre-&amp; post</b>
<b>Betting on games of skill against other people</b>	2 to 7 times per week	14%	10%	4%
	Once a week	8%	9%	1%
	2 to 3 times a month	8%	7%	1%
	Once a month or less	12%	13%	1%
	Did not gamble or spent money on this activity	58%	61%	3%
<b>Playing cards for dice for money</b>	2 to 7 times per week	5%	4%	1%
	Once a week	9%	9%	0%
	2 to 3 times a month	7%	8%	1%
	Once a month or less	12%	8%	4%
	Did not gamble or spent money on this activity	67%	70%	3%
<b>Sports betting</b>	2 to 7 times per week	4%	4%	0%
	Once a week	6%	5%	1%
	2 to 3 times a month	10%	8%	2%
	Once a month or less	13%	11%	2%
	Did not gamble or spent money on this activity	67%	73%	6%
<b>Lottery tickets</b>	2 to 7 times per week	4%	3%	1%
	Once a week	7%	6%	1%
	2 to 3 times a month	8%	5%	3%
	Once a month or less	13%	8%	5%
	Did not gamble or spent money on this activity	68%	78%	10%

<b>Scratch off tickets</b>	2 to 7 times per week	7%	3%	4%
	Once a week	5%	4%	1%
	2 to 3 times a month	6%	6%	0%
	Once a month or less	15%	14%	1%
	Did not gamble or spent money on this activity	67%	73%	6%
<b>Bingo</b>	2 to 7 times per week	4%	4%	0%
	Once a week	5%	4%	1%
	2 to 3 times a month	7%	7%	0%
	Once a month or less	14%	10%	4%
	Did not gamble or spent money on this activity	70%	75%	5%
<b>Slot machines</b>	2 to 7 times per week	4%	3%	1%
	Once a week	5%	4%	1%
	2 to 3 times a month	8%	6%	2%
	Once a month or less	7%	5%	2%
	Did not gamble or spent money on this activity	76%	82%	6%
<b>Horse or dog races</b>	2 to 7 times per week	4%	4%	0%
	Once a week	7%	7%	0%
	2 to 3 times a month	7%	3%	4%
	Once a month or less	6%	5%	1%
	Did not gamble or spent money on this activity	76%	81%	5%
<b>Internet gambling</b>	2 to 7 times per week	7%	3%	4%
	Once a week	5%	6%	1%
	2 to 3 times a month	7%	9%	2%
	Once a month or less	7%	11%	4%
	Did not gamble or spent money on this activity	74%	71%	3%
<b>Social casino games</b>	2 to 7 times per week	7%	5%	2%
	Once a week	7%	6%	1%
	2 to 3 times a month	6%	6%	0%
	Once a month or less	6%	5%	1%
	Did not gamble or spent money on this activity	74%	78%	4%

## Risk factors for problem gambling of youth completing the LMS modality

Risk factor for Problem Gambling	Pre-Behavior	Post-Behavior	Change in pre-& post
Gambled longer, with more money or more frequently than you planned	18%	10%	8%
You often go back to try and win back the money you lost	11%	8%	3%
Make repeated attempts to reduce or control your gambling	13%	9%	4%
Worry about money	20%	13%	7%
Have stress, anxiety, or depression	12%	14%	+2%
Have problems at school (missing classes, not handing in work, poor achievement) due to gambling	13%	13%	0%
Have arguments with friends and family	16%	13%	3%
Have physical health problems	13%	9%	4%
Experience problems at work (missing work, poor performance, arguments with coworkers or boss) due to gambling	9%	11%	+2%
Gambling made you do something illegal (e.g. steal)	13%	11%	2%

## Gambling in Gaming Results by School and Term

Analysis examined the student's responses completed for each lesson within the Prevention curriculum and supplemental lessons which included:

Gambling in Gaming and Problematic Media Use

This information demonstrates student's performance and understanding per Knowledge Content Area (KCA) and is divided by school and academic terms.

### *MAMS Fall 2022 Report*

#### **Lesson on Gambling in Video Gaming**

59 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, "What best describes a PVP gamer?" 90% of responses answered correctly and 10% answered incorrectly.

58 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, "What problems might someone experience when living with problematic gaming?" 91% of responses answered correctly and 9% answered incorrectly. Of the 58 responses that completed the Lesson 6 Video 2 questions 91% passed on the first attempt and 9% passed on the second attempt.

52 responses were completed in Lesson 6 Video 3 of the Prevention Program in response to the second question. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with "true" or "false" to the statement, "Gambling activities and elements are being added into games." 79% of responses answered correctly and 21% answered incorrectly. The



second question asks, “How has gambling been added to video games?” 90% of responses answered correctly and 10% answered incorrectly. Of the 52 responses that completed the Lesson 6 Video 3 questions, 98% passed on the first attempt and 2% passed on the second attempt.

65 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 79% of responses answered correctly and approximately 22% answered incorrectly. Of the 65 responses that completed the Lesson 6 Video 4 questions, 79% passed on the first attempt and approximately 22% passed on the second attempt.

57 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 90% of responses answered correctly and approximately 11% answered incorrectly. Of the 57 responses that completed the Lesson 6 Video 5 questions 90% passed on the first attempt, 9% passed on the second attempt, and 2% on the third attempt.

59 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online” 86% of responses answered correctly and 14% answered incorrectly. Of the 59 responses that completed the Lesson 6 Video 6 questions 86% passed on the first attempt and 14% passed on the second attempt.

51 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 90% of responses answered correctly and 10% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 88% of responses answered correctly and approximately 13% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 94% of responses answered correctly and 6% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 53% of responses answered correctly and 47% answered incorrectly. Of the 51 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *Murphy Hughes Fall 2022 Report*

### **Lesson on Gambling in Video Gaming**

10 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “Which of the following is the best definition of gambling?” 80% of responses answered correctly and 20% answered incorrectly. Of the 10 responses that completed the Lesson 6 Video 1 questions 80% passed on the first attempt, 10% passed on the second attempt, and 10% passed on the third attempt.

10 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 80% of responses answered correctly and 20% answered incorrectly. Of the 10 responses that completed the Lesson 6 Video 2 questions 80% passed on the first attempt, 10% passed on the second attempt, and 10% passed on the third attempt.

8 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks, “Gambling activities and elements are being added into games.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “How has gambling been added to video games?” 88% of responses answered correctly and approximately 13% answered incorrectly. Of the 8 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

11 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “How has gambling been added to video games?” 73% of responses answered correctly and approximately 27% answered incorrectly. Of the 11 responses that completed the Lesson 6 Video 4 questions, 73% passed on the first attempt and 27% passed on the second attempt.

8 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “Betting and wagering in a video game is based on the skill of the player.” 100% of responses answered correctly and 0% answered incorrectly. Of the 8 responses that completed the Lesson 6 Video 5 questions 100% passed on the first attempt.

9 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “Technology is designed to keep us getting back online” 89% of responses answered correctly and 11% answered incorrectly. Of the 9 responses that completed the Lesson 6 Video 6 questions 89% passed on the first attempt and 11% passed on the second attempt.

8 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks, “Playing a video game that has more chance than skill is more directly related to a gambling activity.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 100% of responses answered correctly and approximately 0% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 75% of responses answered correctly and 25% answered incorrectly. The fourth question asks, “It is important to create a balanced media diet,” 100% of responses answered correctly and 47% answered incorrectly. Of the 8 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *North Stokes Fortner Fall 2022 Report*

### **Lesson on Gambling in Video Gaming**

38 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” 100% of responses answered correctly and 0% answered incorrectly. Of the 38 responses that completed the Lesson 6 Video 1 questions, 100% passed on the first attempt.

33 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 100% of responses answered correctly and 0% answered incorrectly. Of the 33 responses that completed the Lesson 6 Video 2 questions, 100% passed on the first attempt.

33 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 97% of responses answered correctly and 3% answered incorrectly. The second question asks, “How has gambling been added to video games?” 97% of responses answered correctly and 3% answered incorrectly. Of the 33 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

41 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” Approximately 81% of responses answered correctly and approximately 20% answered incorrectly. Of the 41 responses that completed the Lesson 6 Video 4 questions, 81% passed on the first attempt, 17% passed on the second attempt, and 2% passed on the third attempt.

37 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 89% of responses answered correctly and 11% answered incorrectly. Of the 37 responses that completed the Lesson 6 Video 5 questions, 89% passed on the first attempt, approximately 5% passed on the second attempt, 3% passed on the third attempt, and 3% passed on the fourth attempt.

39 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online.” 85% of responses answered correctly and 15% answered incorrectly. Of the 39 responses that completed the Lesson 6 Video 6 questions 85% passed on the first attempt and approximately 16% passed on the second attempt.

33 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 94% of responses answered correctly and 6% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 100% of responses answered correctly and 0% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 79% of responses answered correctly and 21% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 94% of responses answered correctly and 6% answered incorrectly. Of the 33 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *MAMS Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

37 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” 92% of responses answered correctly and 8% answered incorrectly. Of the 37 responses that completed the Lesson 6 Video 1 questions 92% passed on the first attempt and 8% passed on the second attempt.

35 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 97% of responses answered correctly and 3% answered incorrectly. Of the 35 responses that completed the Lesson 6 Video 2 questions 97% passed on the first attempt and 3% passed on the second attempt.

35 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 97% of responses answered correctly and 3% answered incorrectly. The second question asks, “How has gambling been added to video games?” 46% of responses answered correctly and 54% answered incorrectly. Of the 35 responses that completed the Lesson 6 Video 3 questions, 97% passed on the first attempt and 3% passed on the second attempt.

39 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 87% of responses answered correctly and approximately 13% answered incorrectly. Of the 39 responses that completed the Lesson 6 Video 4 questions, 87% passed on the first attempt and approximately 13% passed on the second attempt.

42 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 81% of responses

answered correctly and approximately 19% answered incorrectly. Of the 42 responses that completed the Lesson 6 Video 5 questions 81% passed on the first attempt, 14% passed on the second attempt, and 5% on the third attempt.

35 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online.” 97% of responses answered correctly and 3% answered incorrectly. Of the 35 responses that completed the Lesson 6 Video 6 questions 97% passed on the first attempt and 3% passed on the second attempt.

33 responses were completed in Lesson 6 Gaming and Gambling Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 97% of responses answered correctly and 3% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 97% of responses answered correctly and approximately 3% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 97% of responses answered correctly and 3% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 91% of responses answered correctly and 9% answered incorrectly. Of the 33 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *Ranger School Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

29 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” 69% of responses answered correctly and 31% answered incorrectly. Of the 29 responses that completed the Lesson 6 Video 1 questions 69% passed on the first attempt, 14% passed on the second attempt, 10% passed on the third attempt, and 7% passed on the fourth attempt.

25 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 80% of responses answered correctly and 20% answered incorrectly. Of the 25 responses that completed the Lesson 6 Video 2 questions 80% passed on the first attempt, 12% passed on the second attempt, 4% passed on the third attempt, and 4% passed on the fourth attempt.

20 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “How has gambling been added to video games?” 85% of responses answered correctly and 15% answered incorrectly. Of the 20 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

27 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 74% of responses answered correctly and approximately 26% answered incorrectly. Of the 27 responses that completed the Lesson 6 Video 4 questions, 74% passed on the first attempt, 19% passed on the second attempt, and 7% passed on the third attempt.

27 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 74% of responses answered correctly and approximately 26% answered incorrectly. Of the 27 responses that completed



the Lesson 6 Video 5 questions 74% passed on the first attempt, approximately 19% passed on the second attempt, 4% on the third attempt, and 4% passed on the fourth attempt.

21 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online.” 95% of responses answered correctly and 5% answered incorrectly. Of the 21 responses that completed the Lesson 6 Video 6 questions 95% passed on the first attempt and 5% passed on the second attempt.

20 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 85% of responses answered correctly and 15% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 75% of responses answered correctly and approximately 25% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 95% of responses answered correctly and 5% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 90% of responses answered correctly and 10% answered incorrectly. Of the 20 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *North Stokes Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

29 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” 97% of responses answered correctly and 3% answered incorrectly. Of the 29 responses that completed the Lesson 6 Video 1 questions 96% passed on the first attempt and approximately 3% passed on the second attempt.

28 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 100% of responses answered correctly and 0% answered incorrectly. Of the 28 responses that completed the Lesson 6 Video 2 questions 100% passed on the first attempt.

28 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 96% of responses answered correctly and 4% answered incorrectly. The second question asks, “How has gambling been added to video games?” 93% of responses answered correctly and 7% answered incorrectly. Of the 28 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

37 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 76% of responses answered correctly and approximately 24% answered incorrectly. Of the 37 responses that completed the Lesson 6 Video 4 questions, 76% passed on the first attempt and approximately 24% passed on the second attempt.

31 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 90% of responses answered correctly and approximately 10%

answered incorrectly. Of the 31 responses that completed the Lesson 6 Video 5 questions 91% passed on the first attempt and approximately 10% passed on the second attempt.

30 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online.” 93% of responses answered correctly and 7% answered incorrectly. Of the 59 responses that completed the Lesson 6 Video 6 questions 93% passed on the first attempt and 7% passed on the second attempt.

28 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 100% of responses answered correctly and 0% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 100% of responses answered correctly and 0% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 100% of responses answered correctly and 0% answered incorrectly. Of the 28 responses that completed the Lesson 6 Gaming and Gambling Final Quiz questions, 100% passed on the first attempt.

## *South Stokes Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

68 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” 93% of responses answered correctly and 7% answered incorrectly. Of the 68 responses that completed the Lesson 6 Video 1 questions 93% passed on the first attempt and 7% passed on the second attempt.

63 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 100% of responses answered correctly and 0% answered incorrectly. Of the 63 responses that completed the Lesson 6 Video 2 questions 100% passed on the first attempt.

63 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 97% of responses answered correctly and 3% answered incorrectly. The second question asks, “How has gambling been added to video games?” 79% of responses answered correctly and 21% answered incorrectly. Of the 63 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

111 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 78% of responses answered correctly and approximately 22% answered incorrectly. Of the 65 responses that completed the Lesson 6 Video 4 questions, 77% passed on the first attempt and approximately 23% passed on the second attempt.

74 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 85% of responses answered correctly and approximately 15% answered incorrectly. Of the 74 responses that completed the Lesson 6 Video 5 questions 85% passed on the first attempt, 12% passed on the second attempt, and 3% on the third attempt.

68 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or

“false” to the statement, “Technology is designed to keep us getting back online.” 93% of responses answered correctly and 7% answered incorrectly. Of the 59 responses that completed the Lesson 6 Video 6 questions 93% passed on the first attempt and 7% passed on the second attempt.

63 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 95% of responses answered correctly and 5% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 98% of responses answered correctly and approximately 2% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 94% of responses answered correctly and 6% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 98% of responses answered correctly and 2% answered incorrectly. Of the 63 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *West Stokes Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

24 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” Approximately 92% of responses answered correctly and approximately 8% answered incorrectly. Of the 24 responses that completed the Lesson 6 Video 1 questions 92% passed on the first attempt and 8% passed on the second attempt.

27 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” Approximately 82% of responses answered correctly and approximately 19% answered incorrectly. Of the 27 responses that completed the Lesson 6 Video 2 questions 82% passed on the first attempt, 7% passed on the second attempt, approximately 4% passed on the third attempt, approximately 4% passed on the fourth attempt, and approximately 4% passed on the fifth attempt.

22 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “How has gambling been added to video games?” 82% of responses answered correctly and 18% answered incorrectly. Of the 22 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

32 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 69% of responses answered correctly and approximately 31% answered incorrectly. Of the 32 responses that completed the Lesson 6 Video 4 questions, 69% passed on the first attempt and approximately 31% passed on the second attempt. 27 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?”

82% of responses answered correctly and approximately 19% answered incorrectly. Of the 27 responses that completed the Lesson 6 Video 5 questions 82% passed on the first attempt and approximately 19% passed on the second attempt. 22 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep

us getting back online.” 100% of responses answered correctly and 0% answered incorrectly. Of the 22 responses that completed the Lesson 6 Video 6 questions 100% passed on the first attempt.

22 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 82% of responses answered correctly and 18% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 100% of responses answered correctly and 0% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” approximately 96% of responses answered correctly and approximately 5% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 82% of responses answered correctly and 18% answered incorrectly. Of the 22 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *Southeastern Stokes Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

115 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” 95% of responses answered correctly and 5% answered incorrectly. Of the 115 responses that completed the Lesson 6 Video 1 questions 95% passed on the first attempt, 4% passed on the second attempt, 1% passed on the third attempt, and 1% passed on the fourth attempt.

114 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 96% of responses answered correctly and 4% answered incorrectly. Of the 114 responses that completed the Lesson 6 Video 2 questions 96% passed on the first attempt and 4% passed on the second attempt.

109 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “How has gambling been added to video games?” 95% of responses answered correctly and approximately 6% answered incorrectly. Of the 109 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

127 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 86% of responses answered correctly and approximately 14% answered incorrectly. Of the 127 responses that completed the Lesson 6 Video 4 questions, 86% passed on the first attempt and approximately 14% passed on the second attempt.

119 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 92% of responses answered correctly and approximately 9% answered incorrectly. Of the 119 responses that completed the Lesson 6 Video 5 questions, approximately 92% passed on the first attempt, 7% passed on the second attempt, and 2% on the third attempt.

113 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online.” 96% of responses



answered correctly and 4% answered incorrectly. Of the 113 responses that completed the Lesson 6 Video 6 questions 96% passed on the first attempt and 4% passed on the second attempt.

109 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 91% of responses answered correctly and 9% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 98% of responses answered correctly and approximately 2% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 88% of responses answered correctly and 12% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 97% of responses answered correctly and 3% answered incorrectly. Of the 109 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 99% passed on the first attempt and 1% passed on the second attempt.

## *Nantahala School Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

13 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “Which of the following is the best definition of gambling?” 100% of responses answered correctly and 0% answered incorrectly. Of the 13 responses that completed the Lesson 6 Video 1 questions 100% passed on the first attempt.

13 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 100% of responses answered correctly and 0% answered incorrectly. Of the 13 responses that completed the Lesson 6 Video 2 questions 100% passed on the first attempt and 0% passed on the second attempt.

13 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “How has gambling been added to video games?” 100% of responses answered correctly and 0% answered incorrectly. Of the 13 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

17 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” Approximately 77% of responses answered correctly and approximately 24% answered incorrectly. Of the 17 responses that completed the Lesson 6 Video 4 questions, approximately 77% passed on the first attempt and approximately 24% passed on the second attempt.

16 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 81% of responses answered correctly and approximately 19% answered incorrectly. Of the 16 responses that completed the Lesson 6 Video 5 questions 81% passed on the first attempt, 19% passed on the second attempt.

13 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online.” 100% of responses answered correctly and 0% answered incorrectly. Of the 13 responses that completed the Lesson 6 Video 6 questions 100% passed on the first attempt and 0% passed on the second attempt.

13 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question

asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 100% of responses answered correctly and 0% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 100% of responses answered correctly and approximately 0% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 100% of responses answered correctly and 0% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 100% of responses answered correctly and 0% answered incorrectly. Of the 13 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

## *Piney Grove Spring 2023 Report*

### **Lesson on Gambling in Video Gaming**

89 responses were completed in Lesson 6 Video 1 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What best describes a PVP gamer?” 92% of responses answered correctly and 8% answered incorrectly. Of the 89 responses that completed the Lesson 6 Video 1 questions 92% passed on the first attempt and 8% passed on the second attempt.

84 responses were completed in Lesson 6 Video 2 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What problems might someone experience when living with problematic gaming?” 98% of responses answered correctly and 2% answered incorrectly. Of the 84 responses that completed the Lesson 6 Video 2 questions 98% passed on the first attempt and 2% passed on the second attempt.

82 responses were completed in Lesson 6 Video 3 of the Prevention Program. The KCA was assessed with a quiz made up of 2 questions. The first question asks participants to respond with “true” or “false” to the statement, “Gambling activities and elements are being added into games.” 99% of responses answered correctly and 1% answered incorrectly. The second question asks, “How has gambling been added to video games?” Approximately 92% of responses answered correctly and approximately 9% answered incorrectly. Of the 82 responses that completed the Lesson 6 Video 3 questions, 100% passed on the first attempt.

117 responses were completed in Lesson 6 Video 4 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Betting and wagering in a video game is based on the skill of the player.” 73% of responses answered correctly and approximately 27% answered incorrectly. Of the 117 responses that completed the Lesson 6 Video 4 questions, 100% passed on the first attempt.

92 responses were completed in Lesson 6 Video 5 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks, “What is PIMU?” 89% of responses answered correctly and approximately 11% answered incorrectly. Of the 92 responses that completed the Lesson 6 Video 5 questions 89% passed on the first attempt, 10% passed on the second attempt, and 1% on the third attempt. 82 responses were completed in Lesson 6 Video 6 of the Prevention Program. The KCA was assessed with a quiz made up of 1 question. The question asks participants to respond with “true” or “false” to the statement, “Technology is designed to keep us getting back online.” 100% of responses answered correctly and 0% answered incorrectly. Of the 82 responses that completed the Lesson 6 Video 6 questions 100% passed on the first attempt.

82 responses were completed in Lesson 6 Gambling in Video Games Final Quiz of the Prevention Program. The KCA was assessed with a quiz made up of 4 questions. The first question asks participants to respond with “true” or “false” to the statement, “Playing a video game that has more chance than skill it is more directly related to a gambling activity.” 89% of responses answered correctly and 11% answered incorrectly. The second question asks, “What are the benefits of playing video games?” 98% of responses answered correctly and approximately 2% answered incorrectly. The third question asks, “What statement(s) best describes a loot box?” 98% of responses answered

correctly and 2% answered incorrectly. The fourth question asks participants to respond with “true” or “false” to the statement, “It is important to create a balanced media diet,” 98% of responses answered correctly and 2% answered incorrectly. Of the 82 responses that completed the Lesson 6 Gambling in Video Games Final Quiz questions, 100% passed on the first attempt.

# Teaching modalities effective for reducing at-risk and problematic behaviors amongst youth

*Overall, the instructor-led modality demonstrated a higher rate of reduced risk factors for problem gambling and problem gaming amongst all organization and schools.*

*Both the LMS modality and instructor-led demonstrated a positive change in youth's knowledge, attitudes, and beliefs regarding gambling and gaming behaviors.*

*It would be recommended to deliver the prevention curriculum and supplemental lessons with an instructor-led approach when feasible as this offers the highest change in behaviors. However, the LMS modality is a good alternative as well as it provides a reduction in risky and problematic behaviors while increasing knowledge relating to gambling.*

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## Conclusion

*The Gambling in Gaming and Problematic Internet Media Use curriculum was found to be an effective prevention intervention for increasing knowledge about problem gambling in gaming, decreasing risk factors and supporting resiliency amongst North Carolina middle and high school aged youth.*

**Thank you to all who contributed to the success of the Prevention Program as an effective prevention program for problematic gambling in gaming throughout the state of North Carolina.**

**Additional thanks to all the educators, community members, youth, families, staff, and caregivers who have been a part of these efforts during the 2022-2023 academic year and in previous years.**

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