

Gambling, Personality and Behaviour (#138999)

Created: 07/21/2023 05:06 AM (PT)

Public: 08/31/2023 02:40 PM (PT)

Author(s)

Eliot Kelly-Reilly (University of Sheffield) - emkelly-reilly1@sheffield.ac.uk

Matt Field (University of Sheffield) - matt.field@sheffield.ac.uk

1) Have any data been collected for this study already?

No, no data have been collected for this study yet.

2) What's the main question being asked or hypothesis being tested in this study?

The aim of this project is to assess the association between gambling severity and meaning in life via the moderation of gambling pathway classification and mediation of environmental reinforcement. Gambling severity refers to the extent to which gambling behaviour has become problematic or dysfunctional for the participant.

Meaning in life refers to an individual's perception of their purpose/meaning within their life. Gambling pathways are theorised categorical routes that have been identified as precursors to problem gambling behaviour. Environmental reinforcement refers to levels of enjoyment gained from mundane non-addiction based activities.

We aim to assess whether the link between gambling severity and gambling behaviour is related to alternative reinforcement and gambling pathways. These constructs have been commonly associated and linked throughout research of addiction in other areas such as substance use/prospective internet gaming disorder. This builds upon previous research assessing gambling severity and meaning in life with the inclusion of additional measures commonly utilised within other areas of addiction.

Hypothesis 1: Gambling severity, as measured via Problem Gambling Severity Index will be positively associated with Presence of Meaning, and negatively associated with Search for Meaning, as measured via the Meaning in Life Questionnaire.

Hypothesis 2: Presence of Meaning and Search for Meaning will differ significantly between gambling pathway classification, determined via the Gambling Pathways Questionnaire

Hypothesis 3: Environmental reinforcement, measured via the Environmental Reinforcement Observation Scale, will mediate the association between gambling severity and meaning in life.

3) Describe the key dependent variable(s) specifying how they will be measured.

Demographics - Demographic questions will be utilised to assess sample population representation. Questions include ethnicity, age, gender, sex and gambling frequency.

Gambling Severity - Measured via the Problem Gambling Severity index. This questionnaire assesses frequency of gambling related events within the last 12 months. Frequency is Answered via 4-point Likert Scale ranging from: 'Never, Sometimes, Most of the Time, Almost Always', scoring from 0-3 points respectively.

Environmental Reinforcement - Measured via the Environmental Reinforcement Observation Scale (EROS). This questionnaire assesses levels of enjoyment gained from environmental experiences, utilising a 4-point Likert Scale assessing level of agreement to each item, ranging from 'Strongly Disagree' to 'Strongly Agree'.

Presence of Meaning' and 'Search for Meaning' - Measured via the Meaning in Life Questionnaire. This measure provides scores for both 'presence of meaning' and 'search for meaning' via 7-point Likert Scale assessing level of agreement to related statements.

Gambling Pathway - Measured via a modified version of the Gambling Pathways Questionnaire (GPQ). Whereas this scale originally consisted of 48 items, 50% of questions were excluded from each subscale based upon factor loading score (lowest scoring questions were removed). This reduced the questionnaire to 26 items, for inclusion within the question battery and reducing potential attrition. Furthermore, the original questionnaire contained sensitive questions relating to sexual risk taking and child maltreatment. In order to minimise ethical concern, those questions were removed and replaced with others related to (non-sexual) risk-taking. Post modification, this measure consists of 22 items scored via 6-point Likert Scale.

4) How many and which conditions will participants be assigned to?

1. This is an observational survey/study.

5) Specify exactly which analyses you will conduct to examine the main question/hypothesis.

Data analysis will be conducted in R studios in which dependent variables will be analysed via mediation, moderation models.

6) Describe exactly how outliers will be defined and handled, and your precise rule(s) for excluding observations.

We will exclude participants who fail to pass at least 2 of implemented attention checks.

Participants with unreasonably fast survey completion times may also be excluded.

7) How many observations will be collected or what will determine sample size? No need to justify decision, but be precise about exactly how the number will be determined.

With study will assess 200 participants provided via prolific

8) Anything else you would like to pre-register? (e.g., secondary analyses, variables collected for exploratory purposes, unusual analyses planned?)

Nothing else to pre-register.