

Assignment 2: Report

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Background

[3]Sample [1] text [2]

Description of the Application

Usability Methodology

Results

Discussion

Conclusion

Bibliography

- [1] Nick Bryant. Asia-Pacific | Australia in thrall of gambling mania. 2007. URL: <http://news.bbc.co.uk/2/hi/asia-pacific/6313083.stm>.
- [2] Hyoun Kim et al. “Why do young adults gamble online? A qualitative study of motivations to transition from social casino games to online gambling.” In: Asian Journal of Gambling Issues & Public Health 7.1 (2017), pp. 1 –11. ISSN: 22187138. URL: <https://login.ezproxy.utas.edu.au/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=i3h&AN=124785695&site=eds-live>.
- [3] Ian McAllister. “Public opinion towards gambling and gambling regulation in Australia.” In: International Gambling Studies 14.1 (2014), pp. 146 –160. ISSN: 14459795. URL: <https://login.ezproxy.utas.edu.au/login?url=http://search.ebscohost.com/login.aspx?direct=true&db=hjh&AN=94796008&site=eds-live>.