# **Gambling on Civvy Street**: Assessing the Impact of Gambling Related Problems on UK Armed Forces Veterans and their Families





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#### Rationale

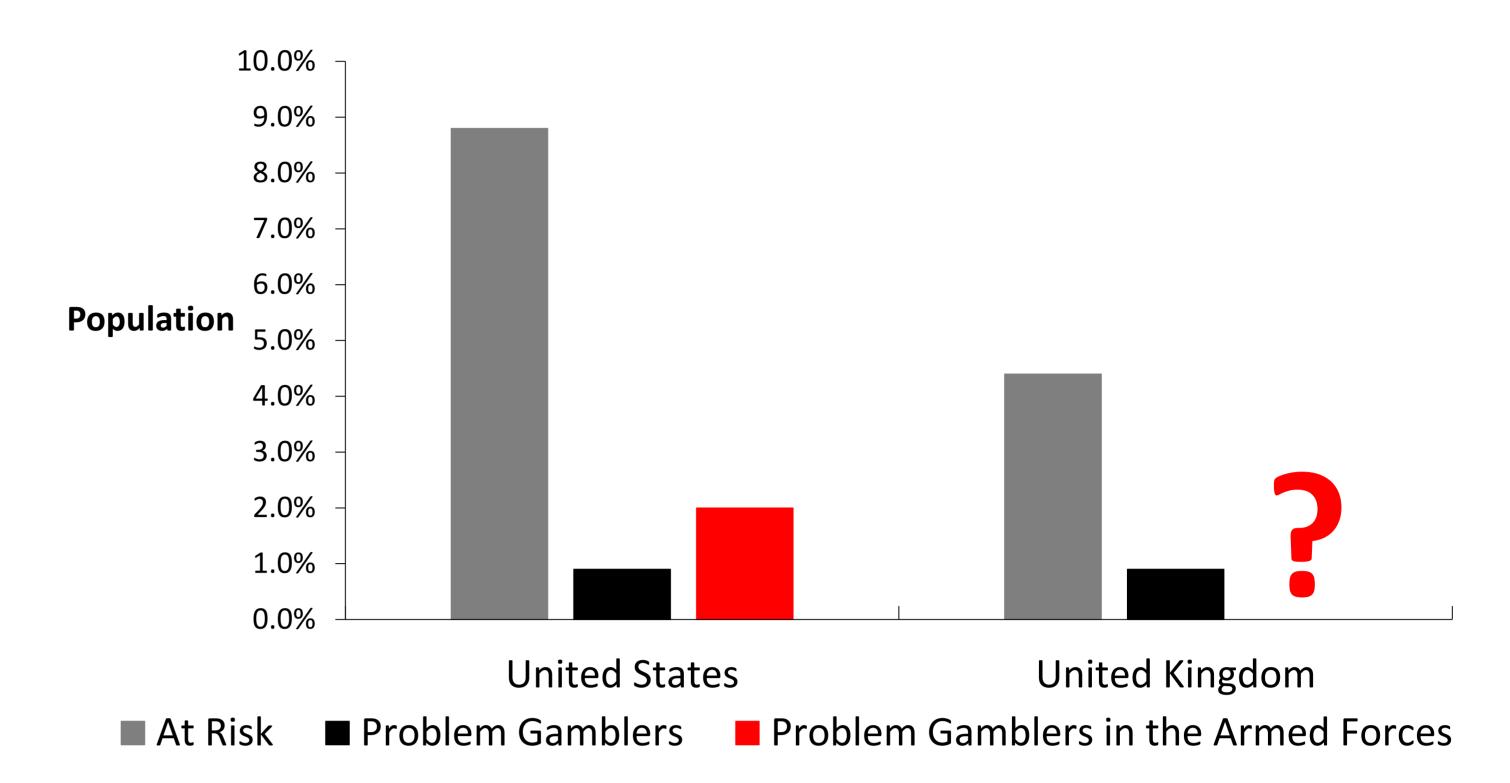
During transition to civvy street, Armed Forces veterans are:

- At increased risk of developing risky behaviours (e.g., alcohol and drug abuse, and excessive gambling)<sup>c</sup>
- More prone to developing mental health conditions (e.g., depression, anxiety, and PTSD)<sup>d</sup>

#### **Research Question:**

Do UK Armed Force veterans suffer from a hidden gambling problem?

#### **Project Aims**



**Figure 1**: Rates of problem gambling in the general population and the Armed Forces of the United States <sup>a</sup> and the United Kingdom <sup>b</sup>.

- To assess the prevalence of problem gambling in UK Armed Forces veterans.
- To determine the impact of problem gambling, if any, on UK Armed Forces veterans and their families.

## Study 1: Secondary analysis of an existing dataset:

### The Adult Psychiatric Morbidity Survey (APMS) 2007 The APMS 2007 (n=7461) is a nationally representative survey of community

- The APMS 2007 (*n*= 7461) is a nationally representative survey of community dwelling adults in England and includes questions on both military service and gambling.
- Compare prevalence in veterans to age- and sex-matched non-veterans
- Identify trends as a function of length of service, and identify associations between family-related variables (e.g., traumatic life events involving family members)

#### Study 2:

#### **UK-wide large sample survey**

- Recruit from clinical and community settings
- Identify associations between demographics, combat experience/length/nature,
   use of emergency finances and, co-morbidities
- Multi-medium delivery to maximise engagement and minimise attrition.

#### Study 3:

#### Family focus-group interviews

- At risk and problem gamblers recruited from Study 2
- Semi-structured interviews with veterans and their families
- Identify impact on relationship, family finances and, children (if any)
- Thematic analysis to develop first order themes.



Figure 2. Sgt Stew Duffus (RE) "The first or second day after payday I would throw half or all of my money away on gambling and not pay the bills. I would then beg, steal and borrow to get through the month."

#### References:

<sup>a</sup> Westermeyer et al. (2013, Am J Addiction) <sup>b</sup> Wardle et al. (2012, Int J Mental Health Addict) <sup>c</sup> Steenbergh et al. (2008, Mil. Med.) <sup>d</sup> Kennedy et al. (2005, Mil. Med.)





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