Łódzki Kwestionariusz Problemów Hazardowych wśród Adolescentów ŁKPHA - badania na użytek konstrukcji i walidacji narzędzia

Engl. transl.: The Lodz Questionnaire for Gambling Problems among Adolescents (ŁKPHA)- tool construction and validation studies

# Details

## Year

2015

## Issued

2015

## Language

English

## Start Page

## End Page

## Editors

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## Type

Book chapter

## Book title

Hazard i inne uzależnienia behawioralne: doniesienia z badań

## Publisher

Res Humanae

## Place

Warszawa

## Topics

* Researching children online: methodology and ethics
* Online safety and policy regulation
* Internet usage, practices and engagement

## Sample

1,505 respondents: 50% of the respondents were boys, 48.5% girls, 1.5% of the respondents did not provide data on gender; 13 years (16%), 14 (18.2%), 15 years (16.3%), 16 years (22%), 17 years (17.7%), 18 years (8.3%), 1.5% of respondents did not provide age information; 30 therapists dealing with the prevention and treatment of behavioral addictions among adolescents.

## Implications For Parents About

Parenting guidance / support

## Implications For Educators About

Digital citizenship

## Implications For Policy Makers About

* High-quality content online for children and young people
* Creating a safe environment for children online
* Stepping up awareness and empowerment
* Other

## Other PolicyMaker Implication

(Online) gambling

## Implications For Stakeholders About

* Researchers
* Industry
* Healthcare

# Abstract

Gambling is a risky type of behaviour, which can have acutely destructive individual and social consequences. The risk is greater when it concerns the involvement of young people - adolescents. The key in the context of prevention is the application of the appropriate diagnostic tools. The article presents basic information on the procedure of construction of a new tool for measuring the gambling experience (reported behaviour), gambling consequences and irrational gambling beliefs. The article also includes the norms and basic descriptive statistics on the population results in the range of scales mentioned above.

# Outcome

The aim of the study was to develop a new tool to measure adolescent gambling involvement. The study was realized using a conglomerate of quantitative-qualitative methods. Created tool allows to do diagnose hazard problems thanks to the use of scales that measure: frequency of gambling behavior, the consequences of engaging in gambling and irrational gambling thinking.