



Gambling Among College Students

Executive Summary

This study was conducted in partnership with Seton Hall University's
Stillman School of Business
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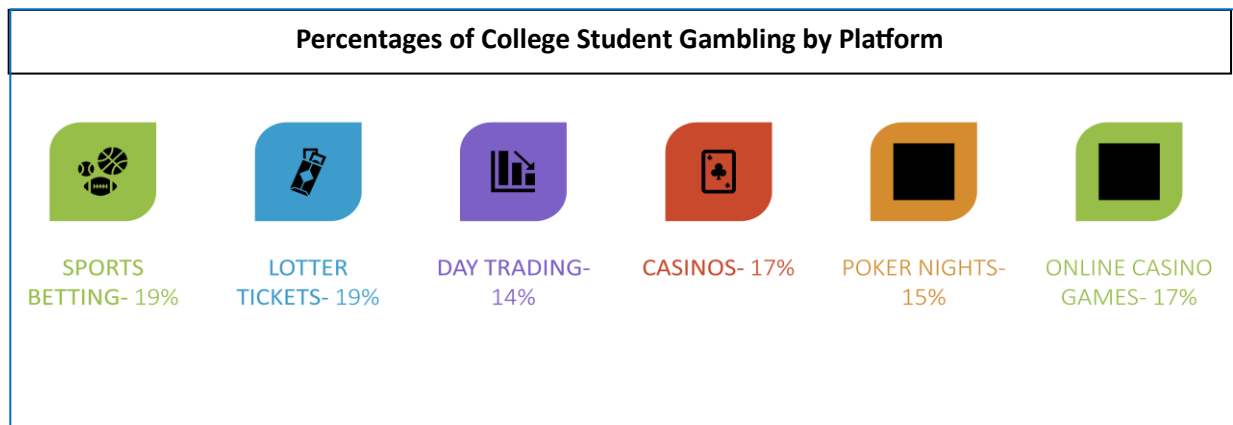
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The Council on Compulsive Gambling of New Jersey (CCGNJ) partnered with Seton Hall's Center on Market Research in the spring of 2022 to examine the gambling prevalence and proclivities of college students. The project surveyed 330 undergraduates on their gambling behaviors.

Key findings from the survey included the high percentage of undergraduates who gamble on a regular basis. This includes more than half of college gamblers (56 percent) reporting that they bet every day; 26 percent said they gamble two or three times a week, with another 10 percent gambling once a week. On the low end, just 3 percent reported gambling between one and two times a year.

Student gambling was disbursed evenly across various betting platforms: sports betting, lottery, online casinos, and in-person casinos all were within 2 percentage points of one another, ranging from 19 percent to 17 percent. The highest two forms of gambling reported were sports betting and lottery play. Poker nights and day trading were at 15 percent and 14 percent, respectively.



Most respondents said they view gambling in a positive light. When asked to rate their relationship with gambling on a scale of one to ten, with one being terrible and ten excellent, the most common response was eight (8). Three in 10 students rated their relationship with gambling between one and five.

The main influences on student gambling are friends, family, and membership in a Greek organization, in that order. Students most likely to gamble were those involved in certain clubs, athletics, or fraternities/sororities.

The survey found that amounts wagered were higher than one might expect among college students: while the most common bet was \$10, the second most common amount wagered per bet was \$100. The fifth most common amount per bet was \$80.

Perhaps most surprising was the high percentage of respondents who said they want to stop gambling altogether: More than seven in ten (72 percent) said they wanted to put a stop to their gambling.

The survey provided a scale from one to seven to gauge how likely respondents were to access resources to manage their gambling. Nearly one in five (19 percent) rated themselves as a seven to seek out resources. Another 22 percent gave a rating of five. On the low end of accessing resources, one in four (25 percent) gave a rating of either two or three.

When it comes to the resources students would be most likely to turn to if they developed a gambling problem, one-on-one counseling was chosen by nearly a quarter of respondents (24 percent), while 23 percent said they would use a gambling treatment program. A gambling helpline, group therapy, and gambling awareness/educational tools each were selected by 15 percent of respondents.