

IMPACT OF GAMBLING ON YOUTHS' ATTITUDES TOWARDS ACADEMIC HARD WORK IN ODOGBOLU AND IJEBU NORTH LOCAL GOVERNMENT AREAS

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Abstract

The increase in the prevalence of gambling have engrossed numerous young people across the globe, and it is taken to be a risky action in the hope of a desired result, no wonder it was recognised as a social menace among some Nigerians. Hence, this study investigated the impact of gambling on youth's attitude towards academic hardwork in Odogbolu and Ijebu North local government areas of Ogun State. Four research questions were developed and one research hypothesis was formulated. Purposive sampling technique was used to select the two towns used for the study, while simple random sampling technique was used to select the sample for the study. The instrument used for data collection was a self-developed questionnaire drafted by the researchers titled "Gambling and Youths' Attitude towards Hard Work Scale" [GYATHWS] with reliability of 0.74. Data obtained were analysed using frequency counts and percentages while the research hypothesis was tested using chi-square (χ^2) inferential statistics. Findings revealed that there was a significant relationship existed between gambling and youth's attitude towards academic hard work since the calculated value $\chi^2_c = 290.59$ is greater than the table value $\chi^2_t = 9.48$. This implies that gamblers don't believe in hard work. The study further revealed that the consequences of gambling have not only affected their attitude towards hard work rather changed their mindset about wealth creation. The study concluded that gambling has become a social hazard in contemporary society. Based on the findings of the study, it was recommended among others that government should create more employment opportunities for youths so as to reduce unemployment rates and gambling activities among them.

Keywords: Gambling, Academic, Hard work, Youth

Introduction

Gambling is as any activity (a game of chance or skill) where an item of value is placed at risk in an attempt to gain something of greater value. Gambling is taking a risky action in the hope of a desired result (Adigun, 2020). Gambling is the wagering of money or property on the outcome of a game or event that is largely random with the intent to win more money or property (Baird, Yopez & Fairey 2011). Gambling exists in different forms but varies in popularity among different groups and classes of people; some of those forms include lotteries, casinos, sport betting, poker, gaming and pool betting. Gambling is a big business globally to the extent that it is now taxable and regulated as a legitimate business (Requirement of Online Sports Betting in Lagos 2015 and National Sport Policy of Nigeria 2009 cited in Adigun (2020)).

Over the years, many gambling companies have emerged in Nigeria. They include, Nairabet, Merrybet, Bet9ja, Naijabet, Lovingbet, Surebet247, Supabets, 1960bet, Nairastake, Parknbet, 360bet, Sportybet, Plusbet, Skybetnaija, 9jadollarbet, Visabet, Winnersgoldenbet, and many more. Gambling outlets is widespread in nearly every street in Nigeria's major cities. The gambling was legalized by the National Lottery Act, 2005 and gambling was defined by the Chapter 22 of the Criminal Code Act enacted in 1990. It is important to note that gambling is illegal for youngsters below 18 years of age in Nigeria.

Gambling supporters argue that regulated and legal gambling provides both psychological and economic benefits. Some psychologists claim that gambling brings out the "fortune-hunter" within us, creates opportunities to exercise control, and helps people to release tension and stress. Others believe that going to a casino is a form of entertainment, similar to attending a movie, show, or sporting event (Baird, Yopez & Fairey, 2011). Baird, Yopez and Fairey (2011) also reiterate that proponents of gambling argue that gambling adds significant economic value to communities in the form of employment opportunities and higher tax revenue.

In the other hand, Baird, Yopez and Fairey (2011) state further that the positive psychological effects of gambling can be addictive, especially for pathological gamblers. The social ills associated with problem gamblers are widespread and often go beyond an addiction to gambling. Problems with gambling can lead to bankruptcy, crime, domestic abuse, and even suicide. A single bankruptcy could potentially impact 17 people. Most public surveys indicate that people generally hold negative attitudes towards gambling which is considered harmful, too prevalent and not sufficiently regulated

by the authorities (Delfabbro & Kina, 2020). In addition, Jack (2023) observed that in this digital age, young people are exposed to gambling more than ever before. In some countries, gambling is regarded alongside drug addiction, smoking, and drinking. Moreover, all these behaviors are often mutually reinforcing.

Furthermore, Adigun (2020) opines that gambling poses a significant challenge to the public health. Recent statistics showed that adolescents and young adults face highest risk of developing gambling problems. This is because of the increase in gambling centres, where the underage people are daily being exposed to unregulated forms of gambling and are daily succumbing to the temptation and pressure to engage in the act. As in most game of chance, money is spent to get more money. For youth who rely on their parents for their daily bread, the money to bet has to be gotten from their parents under false pretext. If this fails, they look for other means of getting the money to satisfy their urge to gamble. At this point, gambling becomes an addiction. This is otherwise known as problem gambling, gambling disorder, or pathological gambling for the chronic aspect of it. . Moreover, Lungu (2020) identified eight negative health and social consequences of gambling, these are gambling disorders, family dysfunction and domestic violence, youth and underage gambling, alcohol and other drug problems, psychiatric conditions, suicide and suicide ideation, significant financial problems, and criminal behavior. Negative financial outcomes are among the most tangible consequences of gambling. University students are at a higher risk for financial problems than older adults due to other financial obligations from college expenses and tuition, as well as potential debt from the increased credit card availability to young adults (Norvilitis & Maria, 2002; Robb, 2011 as cited in Lungu, 2020).

Several factors have been deduced by various researchers who have done one form of work or the other regarding gambling in Nigeria as causes of youth involvement in gambling.. Findings showed about six major factors responsible for the engagement of youth in gambling and why the level of involvement in betting games by Nigerian youth kept increasing by the day. Some of the factors include the following:

Eboh, 2015 opined that Innovation and internet betting option is one of the major contributors to the involvement of youth in gambling in Nigeria over the years is the influence of internet and innovation added to give more betting options to players of betting games. The use of internet and information technology has also increased the participation of youth in playing betting

games and has given them room to play betting games from the comfort of their homes or wherever they are (Eboh, 2015). The ability and comfort the betting companies give betting game players make it easy to place a stake on games and also check online if they win; this has been made easy through innovation and the use of the internet.

Another contributor to the increased youth involvement in gambling in Nigeria, is the increased involvement of known Nigerian indigenous company's participation in the sector. When betting games were still offline and with low indigenous company participation, the rate at which betting games were played in Nigeria by the youth was very low. But with the population explosion in Nigeria coupled with unemployment and underemployment among the youth and betting companies identifying business opportunities in the betting game industry, this made many indigenous companies in Nigeria to invest into the sector. Their investment into the sector led to the eruption of betting centres and shops across Nigeria which also led to the increased participation of youth in betting games in Nigeria (Gupta & Derevensky, 2014).

It has been observed by Eboh (2015) that new games offering also contributed to youth involvement in gambling. The introduction of new games and flexible betting options also increased the involvement and participation of Nigerian youth in betting games. The betting companies were able to identify the kinds of games that will appeal to the Nigerian youth and flexible options that can aid their ability to play betting games without stress. Some of the betting companies also sponsor various social events and employ popular footballers, models and musicians to help promote their brand (Eboh, 2015).

Furthermore, population increase also contributed to youth involvement in gambling. The geometric increase in Nigeria's population coupled with the increasing issue of unemployment and underemployment are some of the issues pushing youth into involvement in betting games in Nigeria, as most of this youth are not engaged in anything productive and find solace in playing betting games which rapidly becoming an addiction among Nigerian youth (Ahaibwe, Lakuma, Katunze & Mawejje, 2016),

Another factor causing youth involvement in gambling is opined by Killick and Griffiths (2018) is changing family values. The crisis experienced in Nigeria changed a lot of things in Nigeria. The values and system in the country witnessed a new trend as the usual single income, polygamous family and the usual stay at home housewives or mother system changed, while women and children

began active participation in economic activities in Nigeria. Many women experienced freedom after the crisis which also led to many of them involving in betting games and the youth were quick to also get involved in betting games, as it provides another avenue to make quick money if there are lucky after placing a stake on betting games (Killick & Griffiths, 2018). A new economic relation was created that changed the orientation and created a shift from the traditional agricultural and collective economic pursuit to what is now termed individualistic and competitive economy pursued by each individual (Griffiths, 2010).

More so, many Nigerian youths have developed the mindset of getting rich quick which is encouraged by the loss in the age-old value system where the watchword was the dignity of labour. That age-old value system is now jettisoned by many youths in Nigeria and has since increased the drive to get rich quick mindset and will engage in anything to make them get rich quick. Most youth in Nigeria now run to play betting games with the hope that it will make them get rich quick while jettison hard work and dignity (Oyebisi Alao & Popoola, 2012).

Finally, financial strain experienced by youths could be a determining factor that triggers gambling attitude among youth. This could be as a result of unemployment, bad governance, and economy recession. Many youths see gambling as a means to an end and they do not believe in hard work. Gambling behaviour often results in behavioural, emotional, relationship, or financial problems which may develop into a diagnosable condition known as problem or pathological gambling if not properly handled. Also, high availability and easy accessibility of various patterns of gambling render many youths vulnerable to gambling. As a result of onset and continued gambling, many youths experience bankruptcy, loss of job, broken homes, substance use abuse, depression, maladjustment, frustration among others. Hence, this study examined the impacts of gambling on youth's attitude towards academic hard work in Odogbolu and Ijebu North Local Government areas of Ogun State, Nigeria.

Objectives of the Study

The objectives were specifically to:

1. find out the modes of gambling among youths in Odogbolu and Ijebu North Local Government areas of Ogun State.

2. find out the perception of youths about gambling in Odogbolu and Ijebu North Local Government areas of Ogun State;
3. ascertain the factors responsible for gambling among youths in Odogbolu and Ijebu North Local Government areas of Ogun State;
4. determine the effects of gambling on the attitude of youths towards hard work in Odogbolu and Ijebu North Local Government areas of Ogun State.

Research Questions

The study provided answers to the following research questions;

1. What are the modes of gambling among youths in Odogbolu and Ijebu North Local Government areas of Ogun State?
2. How do youths perceive gambling Odogbolu and Ijebu North Local Government areas of Ogun State?
3. What are the factors responsible for gambling among youths in Odogbolu and Ijebu North Local Government areas of Ogun State?
4. Does gambling have impact on the attitude of youths towards hard work in Odogbolu and Ijebu North Local Government areas of Ogun State?

Research Hypothesis

This hypothesis was tested in this study;

Ho1: There is no significant impact of gambling on youth's attitude towards hard work in Ijebu North and Odogbolu local government areas of Ogun State Nigeria.

Methodology

This study employed a descriptive survey design. Descriptive research design was employed because it is a quantitative research methodology used to unveil in-depth knowledge of a phenomenon. Descriptive survey research uses surveys to gather data about varying topics. Descriptive research is a type of research that is used to describe the characteristics of a population. The survey research design was suitable for the study since data were collected through questionnaire from respondents on the impacts of gambling on youth's attitude towards academic hard work in Odogbolu and Ijebu North local government areas of Ogun State, Nigeria. The study population

consisted all youths in Odogbolu Local Government area, which are around 52,000 (Brinkhoff, 2022a) and Ijebu North Local Government areas, which are about 113,000 (Brinkhoff, 2022b). Odogbolu and Ijebu North Local Government areas were purposively selected for the study because there were many students, who were also youths residing the local government areas. This is so because there were five major public tertiary institutions in the two local governments. Hence, they were attracted and then chosen for the study. The sample of the study was 292 youths. Youths in this context are the young ones between the ages of 18 and 49. These youths were selected with the use of simple random sampling technique from twenty-three different gambling joints. Consents of participants were sought before GYATHWS was given to them. The instrument used for data collection was a self-developed questionnaire drafted by the researchers titled “Gambling and Youths’ Attitude towards Hard Work Scale” [GYATHWS]. The instrument has two parts. Part one deals with demographic information of the respondents while part two deals with items on gambling and youths’ attitudes towards hard work. The questionnaire was designed with some items in form of four points Likert Scale type with the response modes of Strongly Agreed (SA-4), Agreed (A-3), Disagreed (D-2) and Strongly Disagreed (SD-1) respectively. Content, face and construct validities of the instrument was ensured through a systematic examination of the items in the questionnaire to ensure that all the variables under study were well addressed. To enhance the reliability of the instrument, a pilot study was conducted and Test-re-test method was used. Thirty copies of the instruments were administered to the respondents at Abeokuta South local government area, which was outside the selected sample. Pearson Product Moment Correlation was used to determine the reliability value of the instrument which is 0.74. Data obtained were analysed using frequency counts and percentages while the research hypothesis was tested using chi-square (χ^2) inferential statistics.

Data Analysis and Discussion

Research Question 1: What are the modes of gambling among youths in Odogbolu and Ijebu North local government areas in Ogun State?

Table 1: Modes of Gambling among Youths in Odogbolu and Ijebu North Local Governments

S/N	Modes of gambling	Yes	%	No	%
1.	Lottery (Pool, Baba Ijebu etc.)	137	46.9	155	53.1
2.	Sporting events (Sporty bet, Bet9ja, Betkings, 1960 bet etc.)	214	73.3	78	26.7
3.	Local games such as rolling of dice etc.	167	57.2	125	42.8
4.	Cards (Whot etc.)	173	59.2	119	40.8
5.	Video games (Play station, Xbox etc.)	194	66.4	98	33.6

Table 1 shows that sporting events such as Sporty bet, Bet9ja, Betkings, 1960 bet are the most patronized forms of gambling (73.3%), followed by video games (play station, Xbox etc. (66.4%), cards (59.2%), local games such as rolling of dice etc. (57.2%) and lottery such as pool, Baba Ijebu etc. (46.9%).

Research Question 2: How do youths perceive gambling in Odogbolu and Ijebu North local government areas in Ogun State?

Table 2: Perception of Youths on Gambling in Odogbolu and Ijebu North Local Governments

S/N	Items	SA	A	D	SD
6	Gambling gainfully engage unemployed youths.	32(11.0%)	126(43.2%)	134(45.9%)	-
7	Gambling brings easy wealth.	21(7.2%)	169(57.9%)	92(31.5%)	10(3.4%)
8	Gambling is easy to do.	21(7.2%)	132(45.2%)	129(44.2%)	10(3.4%)
9	Gambling brings about entertainment.	21(7.2%)	151(51.7%)	109(37.3%)	11(3.8%)
10	Gambling serves as means to create social welfare.	23(7.9%)	89(30.5%)	170(58.2%)	10(3.4%)
Total		118	677	634	41

According to table 2, 54.2% of the respondents agreed that gambling gainfully engage unemployed youths while 45.9% disagreed. 65.1% agreed that gambling brings easy wealth while 34.9% disagreed. 52.4% agreed that gambling is easy to do while 47.6% disagreed. Also, 58.9% agreed that gambling brings about entertainment while 41.1% disagreed. However, 61.6% disagreed that gambling serves as means to create social welfare while 38.4% agreed.

Research Question 3: What are the factors responsible for gambling among youths in Odogbolu and Ijebu North local government areas in Ogun State?

Table 3: Factors Responsible for Gambling among Youths in Odogbolu and Ijebu North

S/N	Items	SA	A	D	SD
11	Gamblers involve in gambling because they want to hit jackpot.	70(24.0%)	125(42.8%)	87(29.8%)	10(3.4%)
12	Gamblers involve in gambling because it is easy to stake a bet on football games and other sports.	32(11.0%)	118(40.4%)	132(45.2%)	10(3.4%)
13	Gamblers involve in gambling because it is the only means of survival they have at the moment.	27(9.2%)	88(30.1%)	177(60.6%)	-
14	Gamblers involved in gambling so as to escape boredom.	26(8.9%)	89(30.5%)	161(55.1%)	16(5.5%)
15	Gamblers involve in gambling because it is one of the quickest ways to make money without stress.	31(10.6%)	131(44.9%)	99(33.9%)	31(10.6%)
Total		186	551	656	67

Table 3 shows that 66.8% of the respondents agreed that gamblers involve in gambling because they want to hit jackpot while 33.2% disagreed. 51.4% agreed that gamblers involve in gambling because it is easy to stake a bet on football games and other sports while 48.6% disagreed. 39.3% agreed that gamblers involve in gambling because it is the only means of survival they have at the moment while 60.7% disagreed. Also, 39.4% agreed that gamblers involved in gambling so as to escape boredom while 60.6% disagreed. In addition, 55.5% agreed that gamblers involve in gambling because it is one of the quickest ways to make money without stress while 44.5% disagreed.

Research Question 4: Does gambling have impact on the attitude of youths towards hard work in Odogbolu and Ijebu North, Ogun State?

Table 4: Impact of Gambling on the Attitude of Youths towards Academic Study

S/N	Items	SA	A	D	SD
16	Gambling has made many lost focus on their career plans by reducing their concentration and interest at work.	105(36.0%)	96(32.9%)	86(29.5%)	5(1.7%)
17	Gamblers' quality of life have been greatly improved as a result of their involvement in gambling.	26(8.9%)	94(32.2%)	125(42.8%)	47(16.1%)
18	Gamblers don't believe in hard work because they have made more money from gambling than their normal work.	32(11.0%)	192(65.8%)	68(23.3%)	-
19	Gambling ease stress because one can take games online.	33(11.3%)	106(36.3%)	148(50.7%)	5(1.7%)
20	Gamblers believe that gambling has done good to youths than what hard work has done.	64(21.9%)	108(37.0%)	110(37.7%)	10(3.4%)
Total		260	596	537	67

Table 4 shows that 66.8% of the respondents agreed that gamblers involve in gambling because they want to hit jackpot while 33.2% disagreed. 51.4% agreed that gamblers involve in gambling because it is easy to stake a bet on football games and other sports while 48.6% disagreed. 39.3% agreed that gamblers involve in gambling because it is the only means of survival they have at the moment while 60.7% disagreed. Also, 39.4% agreed that gamblers involved in gambling so as to escape boredom while 60.6% disagreed. In addition, 55.5% agreed that gamblers involve in gambling because it is one of the quickest ways to make money without stress while 44.5% disagreed.

Testing of Hypothesis

The statistical tool that is used to test the stated hypothesis is chi-square (X^2) statistical test. Chi-square is a statistical sample distribution that is used to test the significant difference between observed and expected values.

Chi – square X^2 statistical; test is composed using the formula below:

$$\sum \frac{(O-E)^2}{E}$$

Defining the above parameters, we have;

O – Observed frequency

E – expected frequency

Σ - Summation of all the quadrants

X^2 – Chi – square

To find X^2 the difference between the observed and expected value of each item in the series, divide by the expected value and then add up all the quotients. Since the research study is verifying a null hypothesis assuming that null hypothesis formulated is correct, and then expect that an equal number would respond to each question or hypothesis raised.

Degree of Freedom is obtained by using

$$Df = (r-1) (c-1)$$

This is not appropriate for the data which a single study.

Thus, the degrees of freedom can be obtained by (n-1) which is number of responses i.e. (5-1) given (4) four as degree of freedom $df=4$ critical value of 5% or 0.05 level of significance with $df=4$ is 9.48

Decision rule: Accept H_0 and reject H_1

$$X^2_c < 9.48$$

Reject H_0 and Accept H_1 if X^2_c

Df – Degree of freedom

X^2 – Chi-square calculated

X^2_t – Chi-square tabulated

$$8 \text{ ————— } 15.50$$

$$5 \text{ ————— } 11.07$$

Hypothesis: There is no significant impact of gambling on youth's attitude towards academic hard work

Reference to item 18

Table 5: Chi-Square showing the impact of gambling on youth's attitude towards academic hard work

Responses	O	E	O-E	(O-E) ²	(O-E) ² /E
SA	32	73	-41	1681	23.02
A	192	73	119	14161	193.98
D	68	73	-5	25	0.59
SD	0	73	-73	5329	73
Total	292				290.59

$$X^2_c = 290.59$$

$$X^2_t = 9.48$$

Interpretation: Since X^2_c (290.59) is greater than $X^2_t = 9.48$, we reject the null hypothesis and accept the alternative hypothesis. This means there is a significant impact of gambling on youth's attitude towards hard work in Odogbolu and Ijebu-North local government areas of Ogun State.

Discussion

In table 1, the study reveals that lottery, e.g. pool and baba Ijebu; sporting events such as sporty bet, bet9ja, betkings and 1960 bet; local games, such as rolling of dice, and video games such as play station, xbox are the common types of gambling that youths in Odogbolu and Ijebu North engaged in. This corroborates with the submission of Gambling Research Exchange Ontario (GREO)

who stated that lotteries, instant lotteries, number games (such as bingo and Keno), sports betting, horse betting, poker and other card games, casino table games (such as roulette and craps), bingo, and electronic gaming machines are the forms of gambling. Likewise, Aguocha and George (2020) stated the findings of study about the types of gambling in Nigeria. Aguocha and George (2020) opined that the most popular forms of gambling in present-day Nigeria are online sports betting (e.g. football league promotions and the pools), the lottery and slot machines. The study also reveals that gambling engaged unemployed youths.

More so, in Table 2, the findings reveals that Moreso, the study reveals that youths perceived that gambling engaged unemployed youths, and that it brought wealth and entertainment to the youths. It is also perceived that it served as means of recreation to the youths. This corroborates the findings of Baird et.al (2011), who state that gambling brings out the “fortune-hunter” within us, creates opportunities to exercise control, and helps people to release tension and stress. Baird et.al (2011) also submitted that going to a casino is a form of entertainment, similar to attending a movie, show, or sporting event. Baird et.al (2011) also reiterated that gambling added significant economic value to communities in the form of employment opportunities and higher tax revenue, it is a way of engaging unemployed youths.

In Table 3, the study reveals that the reasons youths involved in gambling are because of economic survival, to avoid boredom and to make quick money. This is in line with the study of Ahaibwe et.al (2016) who stated that increasing issue of unemployment and underemployment are some of the factors pushing youths into involving in gambling in Nigeria, as most of this youth are not engaged in anything productive and found solace in playing betting games which rapidly becoming an addiction among Nigerian youth. Oyebisi et.al (2012) also corroborate the findings by stating that many Nigerian youths have developed the mindset of “getting rich quick” which is encouraged by the loss in the age-old value system where the watchword was the dignity of labour.

Furthermore, in Table 4, the study reveals that gambling makes many youths lost focus, concentration and interest at work; gamblers do not believe in hardwork because they have made more money through it, hence, many youths believe that gambling has done more good to them than hardwork. This finding is corroborated with the study of Olaore, Adejare and Udofia (2020) who revealed that youths who were involved in gambling did not believe in hard work. Akinlotan (2022) who stated that negative consequence of heavy gambling is poorer academic standing. Potenza and

colleagues (2011) as cited by Akinlotan (2022) also found an association between poor academic performance and pathological gambling in young adults (ages 14-18). Heavy Internet gambling was associated with grade averages of D or lower, Potenza et al., (2011) stated.

The result of the hypothesis of the study established differences/relationships between the study findings and the reviewed literature. This was done based on the tested hypothesis. In table 5, it was found out that a significant gambling had a significant impact on youth's attitude towards academic hard work since the calculated value $X^2_c = 290.59$ is greater than the table value $X^2_t = 9.48$. This implies that gamblers don't believe in hard work. The finding is congruent with the study of Olaore, Adejare and Udofia (2020) who revealed that youths who were involved in gambling did not believe in hard work. In support of the above finding, Njemanze, Nwokporo, Agha and Nwosu (2020) also found out that gambling had negative effects on the socio-economic lives of the youths which affected their attitude towards hard work.

Conclusion

It is established in this study that gambling has significant impact on youth's attitude towards academic hard work in Odogbolu and Ijebu North Local Government areas of Ogun State. This showed that the prominence of gambling through local bets, sporting bets, cards etc. has changed the perception of youths towards hard work. The study further revealed that the consequences of gambling have not only affected their attitude towards hard work rather changed their mindset about wealth creation. The study finally concludes that gambling has become a social hazard in contemporary society.

Recommendations

Arising from the findings of the study, the following recommendations were made:

Ogun State Government should establish entrepreneurial and vocational training center to empower idle youths who normally fall prey to gambling as way of life. This will enable them to engage in productive ventures that will go a long way in reducing their patronage of betting as means of making money.

Government should create more employment opportunities for the youths so as to reduce unemployment rates and gambling activities among them.

The government in collaboration with National Orientation Agency (NOA) and Ministry of Youth and Culture should organise an orientation programme to educate the youths on the socioeconomic effects of gambling.

Public sensitization/education on responsible gambling should be regularly organised by the State Government and other civil societies using appropriate media to educate the masses on the effects of gambling.

Regulatory bodies such as the National Lottery Commission should step up their efforts to ensure that the practice is not exposed to persons under age 18.

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