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ON-LINE GAMBLING AMONG MALE STUDENTS OF NNAMDI AZIKIWE UNIVERSITY, AWKA: CAUSES, CONSEQUENCES AND MEASURES

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ABSTRACT
The studyinvestigatedthe causes and consequences of on-line gambling amongst male students of NnamdiAzikiwe University, Awka.Three research questions guided the study. The study adopted descriptive survey research design. The population of the study consisted of all the first year undergraduate students of 2019/2020 academic session in the fourteen faculties in NnamdiAzikiwe University, Awka. There total is 29,794 comprising 14232 males and 15,562 females. The older students were not involved because they are used to gambling and see it as a source of income.The sample of the study was 700 undergraduates. In composing the sample, simple randomsampling technique was used to select 7 out of 14 faculties. In the 7 selected faculties simple random sampling was used to select 1 department from each of the seven faculties. From each of the department, 100 male undergraduate students were selected. The instrument used in collecting data for the study was the researchers


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constructed structured questionnaire titled "On-line gambling among male undergraduate students of OGMUS".To establish the reliability of the questionnaire, trial testing method was used on 50 undergraduate students of ChukwuemekaOdumegwu University, Igbariam outside the study area. The reliability was calculated using Cronbach Alpha for each of the subsections. At the end of the analysis, the scores obtained were 0.9 for causes of gambling, 0.8 for consequences of gambling and 0.85 for solutions of gambling.Mean and standard deviation were use to analysis the data.The result of the study showed thedifferent causes of on-line gambling exhibited by male undergraduates of NnamdiAzikiwe University, Awka. Some of the respondents agreed to convenience as one of the major causes of gambling, followed by 24hrs access to their android phones with internet faculties. They equally have access to the websites. So wherever the student finds himself, he can engage in on-line gambling except there is no network. On-line gambling is a distraction to male undergraduates because the time that would have been used for assignments, researches and studies are devoted to on-line gambling. There is no relationshipbetween studentship and gambling. Should students be made to face their studies squarely, on line gambling should be a thing of the past. By way of recapitulation, male undergraduates of Nnamdi Azikiwe University, Awka engage in online gambling because of socio-economic reasons which in turn hampers their academic engagements and goals.It was recommended among others thatthe university should carry out proper orientation of the newly admitted students on the side effects of gambling

INTRODUCTION

The importance of education can never be over emphasized. In any democratic society, education is a potent force that brings about change in the attitude, skills, values and interest of individuals. In a man's life, the whole of the environment is the instrument of his education but in that environment, certain factors stand out more prominently than others in influencing behabviours, values and thoughts systems. Four such factors are the home, the school, the church, and the mass media. The school and the home are pervasive. In most societies, the school system has taken over the educative functions of the home. The schools assist in the shaping of the personalities of the crèche to the university level. In the university, the students are independent and are exposed to negative behaviours

like stealing rape, drug addiction and gambling.

Gambling is also known as betting. It is the wagering of money or something of value referred to as the "stakes" on an event with an uncertain outcome, with the primary intent of winning money or material goods. Gambling requires three elements to be present: consideration that is an amount wagered, risk that is chance and a prize. Sometimes the outcome of the wager could be immediate or takes a longer time frame. Gambling is common to people especially youths and adults. It serves as leisure to them. The gambling process involves putting small value in anticipation of a greater one in the future. The outcome of gambling is by chance (Anayo, 2013).Gambling is a cross-cultural and global activity which typically involves the wagering of money or item of monetary value on an outcome that is governed by chance (Derrick, 2018). Gambling is neither financial free nor psychological free. It implies a situation whereby individuals pursue financial gains without much laboring for it. Official Age for gambling is 18yrs and above.

Gambling nowadays has become more popular than decades ago due to development of internet technologies. Use of Android phones with internet technologies made gambling easily accessible. It could be done venue based or online. Individuals have the option to access gambling through the internet. On line gambling or internet gambling is any kind of gambling conducted on the internet. On line betting has become more popular around the world and tends to on the increase among male undergraduates. On line gambling allows for different types of belting: poker, casinos and sports betting. These are games of chancewhere your success purely depends on luck. Amongst the types of online betting, sports bettings seems to be the most common of all. It is the activity of predictor sports result and placing a wager on the outcome. The frequency of sports bet varies by culture with the vast majority of bets being placed on association football, American football, basketball, baseball, lockey etc. Sports betting can also extend to non athletic events such as reality show, contests and political elections and non human contests such as horse racing, greyhound racing and illegal under ground cockfighting. It allows you to bet on which team will win, to which score they will win, and even players will get booked among other options.

There are many categories to select in online sports betting. Some sites include features like Live bets, in this

case, you bet on matches that are ongoing. The one line sports bet sits will usually tell about bets that you can make as well as the returns you can get, if you will win. They offer a number of sports that you can bet on and it all depends on your preference on which to be on. With the number of on line ambling web sites out there are: Bet365 Naija, 360 bet, Sure bet 247, Naira bet, Betaja, 1960Bet, Merrybet, betre publican, Betcoloy, Lovingbet, RSS Betete (Olayinka&Fageyinbo 2015). Any amount can be won depending on the number of odds. Students choose the one that works best for them. It is not uncommon for sports betting websites to offer wagers for entertainment events such as Grammy Awards, the Oscars and the Emmy Award. Sports betters place their wagers legally through bookmaker/sports book. The term book is a reference to the books used by wager brokers to track wagers, payouts and debts.

On line gamblers help to facilitate gambling problems particularly in individuals who are already vulnerable to gaming problems. Unique risks to online gamblers are: 24 hours access, convenience, social isolation, drinking and substance taking while gambling. Male undergraduates tend to prefer online gambling to venue based because of its associated convenience and comfort mode of playing. Online gambling is a social activity that can be predicted by many factors. Many people gamble for tune, same gamble to get rid of their psychological challenges while others gamble to win money or to build their activity to face challenge in life, for enjoyment and excitement, to socialize and escape negative feelings (Dumont &Ladoueur 2012). Some students gamble to meet up with financial problems, entertainments & fun and out of boredom. Present indication shows that male undergraduate students get more involved in it and some even perceived it as a major source of income as a result, it affects their studies.

Amongst the youths, male undergraduates are the gamblers globally in Africa and Nigeria (Okeke, 2011). They bear the loss and profit of on line gambling in every society of the world (Chiedu, 2012). On line gambling possess serious risk to those male undergraduates that are predisposed to gamble excessively. It can lead to addiction, this happens when a student is unable to control his gambling behaviour or the urge to gamble. Students encounter economic and social problems after gambling because of high prevalence of gambling participation. From social view, male undergraduates

became gambling addict, which is very difficult to break the cycle. Many factors contribute to gambling addiction, such as desperation, to win money, desire to experience thrills, highs and entertaining atmosphere of the mainstream gambling scene gambling can degenerate to crimes such as robbery, kidnapping, cultism, rape according to (Rawe 2012). This indicates that there is a strong relationship between male undergraduate involvement in crime and gambling. Economically, many undergraduates have become drop outs because they invested the money meant for their education in online gambling. The student will never have any savings and can resort to theft, embezzlement and similar crimes in order to get cash.

Above all, the major causes of on-line gambling amongst students are: One struggling with money problems sees gambling as the best opportunity that will solve his financial problems. The quest to solve financial problems make students to gamble, search for excitement as a means of socializing with other people; to some students, it tills a wide that is giving them what to do and also create opportunity to spend time with others doing it in order to win, Greed, boredom, peer pressure family problems, Alcohol abuse, drug abuse, parental influence, frustration and environmental influence and convenience, 24 hours access to android phone.

It results to poor academic performance, drop out from school, absent mindedness especially in the class, severe debts, depression, drug or alcoholic addiction, bad company, health problems especially, mental issues, criminal activities, loss of focus, absenteeism from class, psychological problems, heavy financial loss, impulse spending, renders one useless in life, impoverishment and committingsuicide. Some of the measures to reduce online gambling among undergraduates include: Students should be contented with what they have, parents should ensure that they send reasonable amount of money to them as at when due, parents should stop comparing their children with others whose source of income they do not know, parents who are not buoyant enough to sponsor their male children in the university should send them to learn trade or crafts instead of asking them to manage in the school, students should be studious and focused in the school, should learn to avoid all sorts of distractions, parents should sensitive their children at home on the ills of gambling before they get admission in the university, students should form study groups by so doing it

will enable them to be a watch dog over others in order to avoid gambling.This situation therefore requires urgent attention, hence the problem of the study which is to investigate the causes and consequences of on-line gambling amongst male students of NnamdiAzikiwe University, Awka.

Research Questions

The following research questions guided the study:

1. What are the causes of on-line gambling amongst students of NnamdiAzikiwe University, Awka?
2. What are the consequences of on-line gambling amongst students of NnamdiAzikiwe University, Awka?
3. What are the solutions to on-line gambling amongst students' male students of NnamdiAzikiwe University, Awka?

Method

The survey design was adopted in the study. The population of the study consisted of all the first year undergraduate students of 2019/2020 academic session in the fourteen faculties in NnamdiAzikiwe University, Awka. There total is 29,794 comprising 14232 males and 15,562 females. The older students were not involved because they are used to gambling and see it as a source of income.The sample of the study was 700 undergraduates. In composing the sample, simple randomsampling technique was used to select 7 out of 14 faculties. In the 7 selected faculties simple random sampling was used to select 1 department from each of the seven faculties. From each of the department, 100 male undergraduate students were selected. The instrument used in collecting data for the study was the researchers constructed structured questionnaire titled "On-line gambling among male undergraduate students of OGMUS". The questionnaire has two parts, A and B. Part A sought information on the respondents. Part B sought information required to answer the research questions. It has 1,2,&3 and these were concerned with information regarding, causes, consequences and solutions and they contained 12, 18 and 9 items respectively. The four point response mode of strongly Agreed (SA = 4 points), Agree (A = 3 points), Diagree (D = 2 points) and Strongly Disagree (SD = 1 point) was adopted in the student.

The questionnaire was validated by three experts, two in the area of sociology of education and the other in measurement and evaluation, all in NnamdiAzikiwe University, Awka. The

validators were requested to assess the items of relevance, clarity and adequacy. Their inputs were reflected in the final production of the questionnaire. To establish the reliability of the questionnaire, trial testing method was used on 50 undergraduate students of ChukwuemekaOdumegwu University, Igbariam outside the study area. The reliability was calculated using Cronbach Alpha for each of the subsections. At the end of the analysis, the scores obtained were 0.9 for causes of gambling, 0.8 for consequences of gambling and 0.85 for solutions of gambling. The results showed high reliability of the questionnaire.

The questionnaire was administered to the respondents by the researchers with the help of 14 research assistants, who were paired for each of the seven faculties. Administration of the questionnaire was done during the first semester of 2019/2020 academic session. All copies of the questionnaire distributed were collected back because of on the spot delivery method and collection technique applied. Mean and standard deviation were use to analysis the data. The four point response mode used, informed the use of mean 2.50 as the cut-off point for decision. The decision rule was that mean scores of items of 2.50 and above were regarded as positives while mean scores below 2.50 were regarded as negative.

Results

Research question one:

What are the causes of on-line gambling amongst undergraduate male students of NnamdiAzikiwe University, Awka?

Results for this research question was show in-

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Table 1:
The following are the causes of on-line gambling among male undergraduate students of NnamdiAzikiwe University, Awka

S/N	ITEMS	$\overline{X}$	SD	DEC
1.	Excitement	3.44	0.84	Agreed
2.	Quest for materialism	3.66	0.87	Agreed
3.	24 hours access to android phone	3.17	0.82	Agreed
4.	Loneliness	2.42	0.61	Disagreed
5.	Financial problems	3.19	0.82	Agreed
6.	Parental influence	3.13	0.80	Agreed
7.	Convenience	3.14	0.80	Agreed
8.	Peer pressure	3.45	0.85	Agreed
9.	Family problems	3.44	0.84	Agreed
10.	Alcohol abuse	3.27	0.83	Agreed
11.	Drug abuse	3.11	0.79	Agreed
	Cluster total	35.42	8.87	
	Cluster **X**	3.22	0.80	Agreed

Data in Table 1 showed that, apart from item 4 which attracted negative responses with score of 2.41, the respondents gave positive responses to the rest of the items with mean scores well above 2.50. The cluster mean of 3.22 indicated thatthe respondents agreed to the stated cause of online gambling amongstmale undergraduate students of NnamdiAzikiwe University, Awka.

Research Question two:
What are the consequences of gambling to male undergraduates of Nnamdi Azikiwe University, Awka?
Results for this research question was show in-

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Table 2:
The following are the consequences of on-line gambling among male undergraduate students of NnamdiAzikiwe University, Awka

S/N	ITEMS	$\overline{X}$	SD	DEC
12.	It leads to severe debts	2.55	0.68	Agreed
13.	It results to anxiety	2.62	0.71	Agreed
14.	It can render one useless in life	2.62	0.71	Agreed
15.	It result to poor academic performance	2.72	0.74	Agreed
16.	It result to drug and alcoholic addiction	2.88	0.77	Agreed
17.	It result to students joining bad company	3.11	0.79	Agreed
18.	It can lead to sale of students properties	2.66	0.73	Agreed
19.	It can result to students having health issues	2.53	0.67	Agreed
20.	It can result to committing suicide	2.61	0.70	Agreed
21.	It can result to engaging in criminal activities	2.62	0.71	Agreed
22.	It can make students lose focus in life due to depression	2.72	0.74	Agreed
23.	It leads to absenteeism from classes	2.87	0.76	Agreed
24.	It can lead to psychological and social problems	3.00	0.78	Agreed
25.	It leads to financial loss	2.66	0.73	Agreed
26.	It amounts to impulse spending	2.71	0.74	Agreed
27.	It can make a student dropout of school	3.11	0.79	Agreed
28.	It leads to poverty	3.53	0.83	Agreed
29.	It results to absent mindedness in the class	3.44	0.80	Agreed
	Cluster total	50.96	13.38	
	Cluster **X**	2.88	0.74	

Data in table 2 showed that all the items attracted positive responses with scores well above 2.50. With the cluster mean of 2.88 indicated agreement with the listed consequences of gambling amongst male undergraduates of Nnamdi Azikiwe University, Awka.

Research Question three:

What are the measures to reduce gambling among male undergraduates of Nnamdi Azikiwe University, Awka?

Results for this research question was show in-

Table 2:

The following are the measures to reduceon-line gambling among male undergraduate students of NnamdiAzikiwe University, Awka

S/N	ITEMS	$\overline{X}$	SD	DEC
30.	Students should be contented with what they have	2.62	0.69	Agreed
31.	Parents should ensure that they send reasonable amount of money to them as at when due	3.19	0.82	Agreed
32.	Parents should stop comparing their children with others whose sources of income they don't know	3.11	0.79	Agreed
33.	Education is expensive. Therefore if parents cannot sponsor their children in the university, there is no need sending them to school in order to manage	3.23	0.81	Agreed
34.	Students should stay focused in the school and be more studious	3.21	0.82	Agreed
35.	Parents should sensitize their children at home on the ills of gambling before joining the university	3.13	0.79	Agreed
36.	Students should form study groups to alienate the temptation of gambling	3.14	0.80	Agreed
37.	Total abstinence from gambling by students is the best option to stay free	3.19	0.82	Agreed
38.	Students should make themselves available for treatments/therapy like visit programme in a support group like GA which stands for gamblers anonymous.	2.69	0.73	Agreed

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Once you enter, you will meet those who have the same problem seeking a way out		
Cluster total	27.51	7.07
Cluster **X**	3.05	0.78

Da**t**ain table 3 showed that all the respondents gave positive responses to all the items with mean scores above 2.50. The cluster mean of 3.05 showed the respondents agreement with the listed solutions to on-linegambling to male undergraduates of Nnamdi Azikiwe University, Awka.

Discussion

The results as presented in table 1 showed that apart from the disagreement registered by the respondents for item 4 which states "Loneliness". They agreed to all other ones as the major causes of on-line gambling amongst NnamdiAzikiwe University students. Some of the findings are in line with Griffiths, Parke & Mood (2016) that 24 hour access and convenience are some of the major causes of gambling. He added that individuals prefer on-line gambling to venue based because of its associated convenience, comfort and ease. Also in line with Wood, Griltiths&Parke (2014) who stated that many male undergraduate students have increased freedom and fall into the age group of (18-24yrs) who are frequent internet users. This makes use of android phone inevitable to them.

In relation to consequences of on-line gambling as presented in table 2 showed that the respondents agreed to all the following, it leads to severe debts, it results to ancient, it can render a student useless in life, it results to poor academic performance, it results to drug and alcoholic addiction, it results to students join bade company, it can lead to sale of students properties, it can result to students having mental problems or health issues, it can result to committingsuicide, it can result to engaging in criminal activities, it can make students lose focus in life due to depression, it leads to absenteeism from classes, it can lead to psychological and social problems. It leads to financial loss, it amounts to impulse spending, it can lead to dropout from school, it leads to poverty and absent mindedness in the class. Some of the findings confirmed the observation of Wood, Griltiths& Parkes (2014) that Tertiary students have been identified as at risk group where problem of gambling peaks. Others confirmed that drinking alcohol and

taking of substance aids on line gambling because of convenience.

As regards solutions, the respondents agreed to all the listed items, some of which are students should be contented with what they have, total abstinence from gambling by students is the best option to stay free, parents should stop company their children with others, Education is expensive, it a parent cannot sponsor his/her children in the school, there is no need asking the student to manage thereby exposing the student to danger.

Conclusion

The result of the study showed thedifferent causes of on-line gambling exhibited by male undergraduates of NnamdiAzikiwe University, Awka. Some of the respondents agreed to convenience as one of the major causes of gambling, followed by 24hrs access to their android phones with internet faculties. They equally have access to the websites. So wherever the student finds himself, he can engage in on-line gambling except there is no network. On-line gambling is a distraction to male undergraduates because the time that would have been used for assignments, researches and studies are devoted to on-line gambling. There is no relationshipbetween studentship and gambling. Should students be made to face their studies squarely, on line gambling should be a thing of the past. By way of recapitulation, male undergraduates of Nnamdi Azikiwe University, Awka engage in online gambling because of socio-economic reasons which in turn hampers their academic engagements and goals.

Recommendations

1. The government should declare gambling illegal and arrest gamblers to serve as a deterrent to others.
2. Parents who cannot sponsor their children education should send them to learn artisans or trade because everybody must not be educated.
3. Parents should monitor their children from home to make sure they did not engage in gambling and leach them to ills gambling.
4. The federal government should reintroduce the payment of bursary awards to help augment the monthly allowance of students.
5. The university should carry out proper orientation of the newly admitted students on the side effects of gambling.
6. The government should shut gambling websites in order to

restrain students from engaging in on-line gambling

7. Addicted gamblers should go for psychologicaltherapy where they will be counselled. They should also avoid their friends that are still into gambling.
8. The government should impose heavy tax on gamble business to scare those in the gambling business.

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