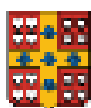


# IL CASO, LUCKY,



NON SI PUO' INFLUENZARE!



UNIVERSITÉ  
LAVAL



Regione Lombardia  
Famiglia e Solidarietà Sociale



# IL CASO, LUCKY, NON SI PUO' INFLUENZARE!

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## *Original Project:*



**Centre Québécois d'Excellence pour la  
Prévention et le Traitement du Jeu –  
Université Laval – Québec - Canada**



## *Italian Transposition and adaptation:*



**Traduzione e realizzazione Video:  
Dream & Dream - Milano**

**Adattamento: Daniela Capitanucci**



**Supervisione: Tazio Carlevaro**

**Realizzato nell'ambito del Progetto  
"Scommessa sul futuro"**

**Finanziato ex Legge 45/99**

**Responsabile di Progetto: Teresa Ponticelli**

**Dipartimento delle Dipendenze – ASL di Sondrio**



# Project Actors



Daniela Capitanucci



Robert Ladouceur



Teresa Ponticelli



Angela Biganzoli



Tazio Carlevaro



Marcello Dream&Dream



Roberta Smaniotto



Janice Romito

And:

Maddalena Alippi

Francine Ferland

Elisa Dream&Dream

## Why this video?

Change! Increased gambling offer in the last 10 years in Italy

more than 240.000 slot machines in bar, about 700 Bingo were opened, Lotto drawings passed from one to three per week, scartch cards were introduced, as well as new betting on sports stores and corners were opened, more than 500 internet gambling sites legalized, etc.

More people gambling

## Why this video?

Low culture and inadequate knowledge about gambling: gambling is still a confuse concept

Legal gambling = safe gambling

Difference between gambling (based on chance) and gaming (based on skill)

Difference between gambling (with money involved in a significant manner) and gaming (based on amusement and enjoying)





## Why this video?

This will be the first generation of adolescents and youngsters to face so many gambling opportunities with so few informations nor prevention nor risk alert

## Why this video?

No State funds for treatment and prevention!

Working on a low cost scale

Easier adapting a good instrument importing it from abroad!

Easy to use it (no competence required; wide diffusion possible; provides a basic info about gambling to a target population of young people)



The video “Il caso, Lucky, non si può influenzare!” was originally realized in french from “Centre québécois d’excellence pour la prévention et le traitement du jeu” [\[1\]](#) supervised by Prof. Robert Ladouceur.

This tool was meant to be used in school settings

[\[1\]](#) “Centro del Quebec per la prevenzione e il trattamento del gioco” - Università Laval, Quebec, Canada.





Its efficacy was tested in Canada since 1999: shown in junior high school, it raised interest in scholars and teachers

After watching the video students showed improved comprehension of gambling characteristics and a more realistic approach towards these type of activity.

[1] "Centro del Quebec per la prevenzione e il trattamento del gioco" - Università Laval, Quebec, Canada.



The main purpose of the video is to give an easy tool to teachers to treat the gambling topic with their students.

The video's goal is not to reduce gambling behaviors in adolescents or suggest the not to gamble, or that gambling is a risk for them.



The video's purpose is to improve adolescents knowledge about the typical characteristics of gambling giving them a more realistic point of view.

Reaching this goal will make youngsters to be more selective and conscious whenever they'll decide to engage in this kind of activity



The video lasts 20 minutes.

Research showed that to improve students' attitudes and to enlarge their knowledge about gambling it was enough showing the video during classwork without any other intervention of psychologists or teachers.

Nevertheless, evaluating the video efficacy showed that it could be improved adding some class exercise before watching the video.

This is because a classwork booklet was realized to accompany the video.

It contains a vocabulary explaining the principal concepts as well as it contains some exercises that teachers may play in class with their students

# DESCRIZIONE DEL VIDEO

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**“IL CASO, LUCKY, NON SI PUO’ INFLUENZARE!”**



As already said the video purpose is to give knowledge to students modifying their attitudes about gambling encouraging a more realistic approach.

The video lasts 20 minutes and uses humor to treat a serious theme.

# DESCRIZIONE DEL VIDEO

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“IL CASO, LUCKY, NON SI PUO' INFLUENZARE!”



The main actors are a clown, Lucky, and his assitent. Lucky is a gambler that had legal problems and for this was asked to do social work instead of jail

That's why he's in a school to explain to students his experience with gambling.



# DESCRIZIONE DEL VIDEO

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“IL CASO, LUCKY, NON SI PUO' INFLUENZARE!”



Lucky will explain the difference between games of chance and games of skill. He will talk about probability of winning in different types of gambling

After he treats important concepts such as the independence of events and the illusion of control.

# DESCRIZIONE DEL VIDEO

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**"IL CASO, LUCKY, NON SI PUO' INFLUENZARE!"**



This video faces only briefly excessive gambling among young people. Its purpose it's not to treat this problem but to treat in a rational way the approach to gambling atctivity.



# THE ITALIAN SPERIMENTATION

## METHODOLOGY

In order to assess whether the adaptation of the video (translation, little changes in gambling times and other cultural specificities, doubting,...) didn't lowered the video efficacy an experimental study was conducted in junior high schools in the Sondrio province (using the same methods used in Canada by Ladouceur et Al.)



# THE ITALIAN SPERIMENTATION

## METHODOLOGY

Two experimental condition (same instruments and procedures) :

- pre test; lecture/psychological activity in class; video; post test
- pre test; video; post test

A control sample was also tested (pre and post test only).

Another retest was made after six months



# THE ITALIAN SPERIMENTATION

## METHODOLOGY

N subj. Tot = 296;

15 schools.

Random sampling.

M=141; F=155;

age min= 13; age max= 15.

Retest after six months

N subj. Tot = 253 (associated with no doubts);



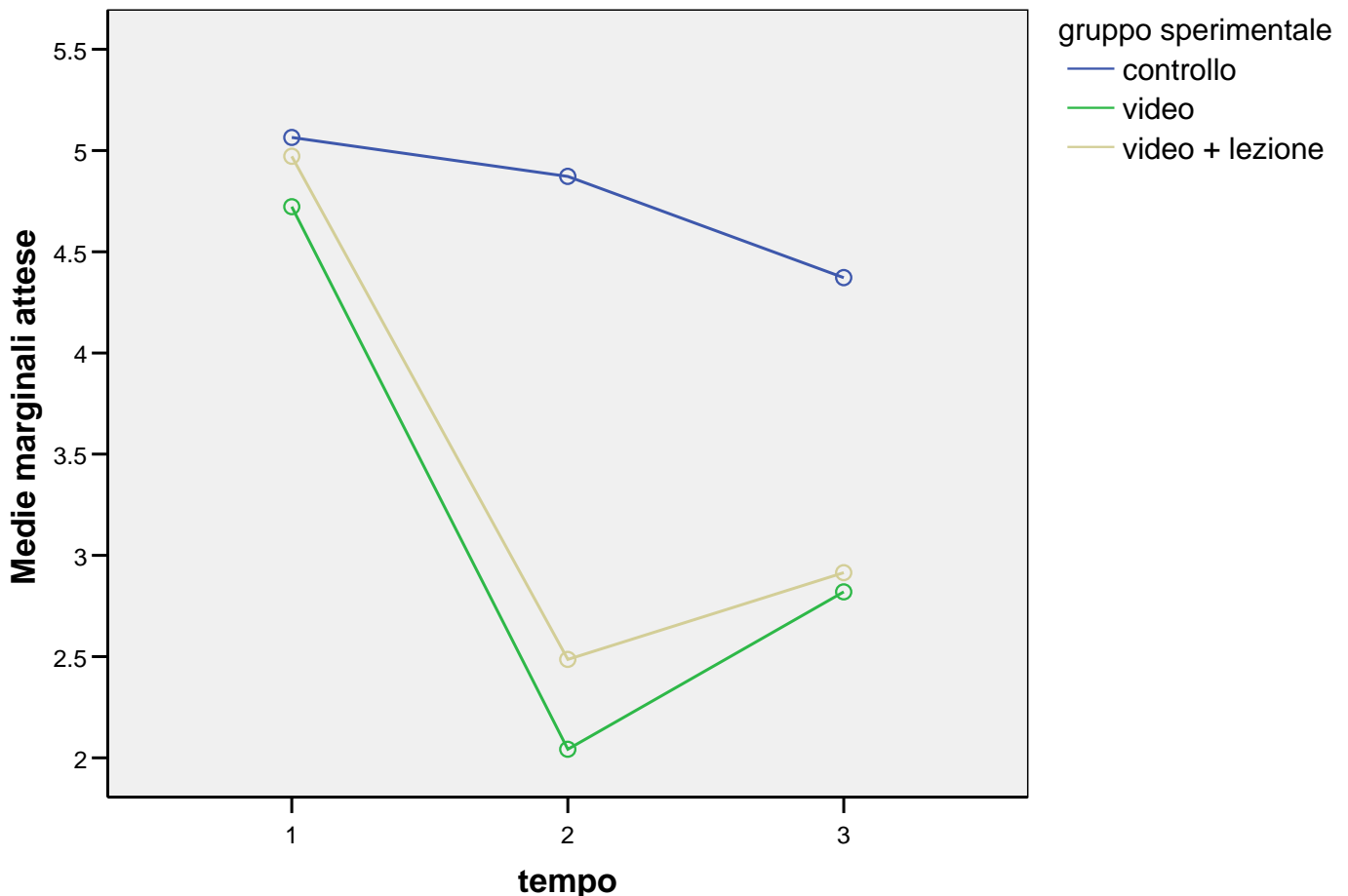
# THE ITALIAN SPERIMENTATION

## RESULTS

**First retest: sign. difference between control group and experimental groups; no sign. diff. between the two exp. groups**

**Six months retest: still sign. difference between control group and experimental groups; slight forgetting effect; sign. increment in erroneous thinking mistakes in the only video group ( $p < 0.0001$ ); no sign. increment in the video+ activity group**

Medie marginali attese di MEASURE\_1





Many thanks to Robert Ladouceur and Francine Ferland (responsable of the originale project) for the free authorisation to use the material and for their constant support during all the adaptation phases and sperimentation

Thanks also to Tazio Carlevaro, for supervising the italian version

And thanks to all the people that participated in the project.





IL CASO, LUCKY, NON SI PUO' INFLUENZARE!



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# Vietato ai maggiori....

## *Qui Gioco d'Azzardo solo per giovani!*

Ciao, ragazzi!

Speriamo che questo sito vi aiuti a rispondere ad alcune domande che magari vi siete fatti sul gioco d'azzardo.

Date un occhio ai nostri **Super-Links**. O surfate nella sezione **Miti e Realtà**: vi riveleremo alcuni dei misteri dell'azzardo. E poi, provate a rispondere al nostro **Quiz-zardo - il quizzone sull'azzardo**: se vi pare che il gioco sta andando fuori controllo, chissà, potrebbe fare al caso vostro! Se ancora non ne avete avuto abbastanza, buttatevi sulla zona **FAQs - domande frequenti**. E in ultimo, nella sezione **La Vostra Voce** date una letta alle testimonianze di ragazzi come voi che sono finiti nei guai per il gioco d'azzardo!

*Super-Links*

*La Vostra Voce*

*Quiz-zardo  
(il quizzone  
sull'azzardo)*

*Miti e Realtà*

*Scommettiamo che...  
non lo sai?*

*FAQs  
domande frequenti*



# Il Gioco d'Azzardo Problematico Giovanile

## *Spunti per genitori e insegnanti*

Anche se si pensa che il gioco d'azzardo problematico tocchi principalmente gli adulti, al giorno d'oggi risulta che le attività di gioco d'azzardo siano particolarmente attraenti anche per i ragazzi. Gli studi di prevalenza condotti negli USA, in Canada, in Nuova Zelanda, in Europa e in Australia hanno costatato l'aumento dei tassi di diffusione del comportamento di giochi d'azzardo legali e illegali tra i giovani. Circa l'80% degli studenti di scuola superiore afferma di avere giocato d'azzardo nell'ultimo anno: tra loro, una quota tra il 4 e l'8% evidenzia segni di grave gioco problematico e un'ulteriore quota tra il 10 e il 14% risulta essere a rischio di svilupparlo. Tuttavia, per la maggior parte dei genitori e dei ragazzi il gioco d'azzardo è considerato un innocuo comportamento quasi privo di conseguenze negative.

*Quando cominciano a giocare i ragazzi?*



*Le conseguenze negative del gioco problematico giovanile*

*Le conoscenze scientifiche attuali*

*Le ragioni per giocare*

