How to gamble: Information and misinformation in books and other media on gambling

Nigel Turner, Barry Fritz, Bronwyn Mackenzie

Abstract

Currently a large number of books, videocassettes and computer programs are available to teach people how to gamble. This article is an examination of this wealth of information. The paper begins by describing the number and types of materials on how to gamble available in an online catalogue and in libraries and bookstores (Study One). The paper then turns the discussion to an examination of the accurate and inaccurate information found in a sample of these materials (Study Two). The studies found that the majority of the material available was on skilled games, but a sizeable number of materials on non-skilled games were also found. The quality of these materials ranged from pure nonsense to accurate. The best materials found were in books on gambling in general and in materials on how to play poker. This paper includes a catalogue of the accurate and inaccurate information found in the books as well as a series of reviews on a number of books, Web sites and other gambling-related material.

Keywords

gambling; erroneous beliefs; public information

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Social media platforms are using the same techniques as gambling firms to create psychological dependencies and ingrain their products in the lives of their users, experts warn. These methods are so effective they can activate similar mechanisms as cocaine in the brain, create psychological cravings and even invoke "phantom calls and notifications" where users sense the buzz of a smartphone, even when it isn’t really there. "Facebook, Twitter and other companies use methods similar to the gambling industry to keep users on their sites," said Natasha Schüll, the author of Addiction by Design, w

Misinformation is false or inaccurate information. Examples of misinformation include false rumors, insults and pranks, while examples of more deliberate disinformation include malicious content such as hoaxes, spearphishing and propaganda. News parody or satire may also become misinformation if it is taken as serious by the unwary and spread as if it were true. The terms "misinformation" and "disinformation" have been associated with the neologism "Fake News," defined by some scholars as "fabricated"