User Manual of Revised Gambling Motives, Attitudes, and Behaviours Inventory (GMAB-R)

Anise M. S. Wu

Vivienne Y. K. Tao

Kwok-kit Tong

Shu Fai Cheung

Department of Psychology

University of Macau

Corresponding author: Dr. Anise M. S. Wu, Associate Professor, Department of Psychology, Faculty of Social Sciences & Humanities, University of Macau, Macao, China

Phone: 853-8397-8377

Fax: 853-2883-8312

E-mail: anisewu@umac.mo

Revised Gambling Motives, Attitudes, and Behaviours Inventory (GMAB-R)

Description

The indigenous 70-item Gambling Motives, Attitudes and Behaviours Inventory (GMAB; Tao, Wu, Cheung, & Tong, 2011) aims to identify the structure of the gambling motives, attitudes, and behaviors among Chinese gamblers who are known as having a high aptitude for gambling and possessing unique gambling-related beliefs like feng shui and cai wai. The inventory was developed with comprehensive literature reviews, focus group studies, as well as statistical tests such as exploratory factor analysis.

In 2012, the GMAB was further refined with another randomly sampled Chinese gamblers in Macao. The major changes included adding a new motivational factor – socialization, and the removal of a behavioral factor – casino exploration. The revised version, GMAB-R, now contains six subscales of motives (self-worth, monetary gains, sensation seeking, boredom alleviation, learning, and socialization), four of attitudes (fate and luck, negative consequences of gambling, techniques, and superstition), and five of behaviours (impaired control, gambling involvement, arousal reaction, superstitious behaviour, and controlled gambling). The motive and attitude items are in 5-point Likert scale, from1-stronly agree to 5-strongly disagree. Behavior items are in 4-point Liker scale from 1-never to 4-always.

Sample

The original sample contained 714, (57.3% male, 42.7% female) adult Chinese gamblers and they were randomly recruited and interviewed by phone in Macao, the only city in China allowing casino gambling.

Reliability

Cronbach's alphas were taken as an indicator of the internal consistency of GMAB-R subscales. For gambling motives, across all six factors, the reliabilities ranged from .66 to .84. For attitudes, the reliabilities ranged from .53 to .80. For behaviours, the reliabilities ranged from .46 to .76. Please note that the low reliabilities found in some subscales are plausibly because of their low scale length.

Validity

For each of the GMAB-R subscales, its degree of association with gambling urge and gambling problem (DSM-IV criteria of pathological gambling) was tested to determine the validity of the GMAB-R. In the original article, the zero-order correlations between every factor in the subscales and gambling urge as well as problem were reported. In general, people with greater motives, more favourable attitudes, and more gambling behaviours were more likely to report a greater gambling urge. Regarding gambling problem, all motivational factors, except socialization, showed significant positive zero-order correlations with gambling problems. For attitude, the correlation coefficients of gambling problem were found significant with factors of superstition, and fate and luck. For behavior, gambling problem had significant positive correlation with impaired control, gambling involvement, arousal reaction and superstitious behaviour, but a marginally significant negative correlation with controlled gambling.

Reference

The GMAB-R is written in Chinese and for academic purpose only. Users of the inventory or its subscale(s) must cite the following reference (i.e. Wu, Tao, Tong, & Cheung, 2012):

Wu, A. M. S., Tao, V. Y. K., Tong, Kwok-kit, & Cheung, S. F. (2012). Psychometric Evaluation of Inventory of Gambling Motives, Attitudes and Behaviors (GMAB) among Chinese gamblers. *International Gambling Studies*, 12, 331-347.

Other Reference

Tao, V.Y.K., Wu, A.M.S., Cheung, S.F., & Tong, Kwok-kit (2011). Development of an indigenous inventory GMAB (Gambling Motives, Attitudes and Behaviours) for Chinese gamblers: An exploratory study. *Journal of Gambling Studies*, *27*, 99–113.

本地博彩動機、態度與行為量表 – 修改版 (GMAB-R)

胡文詩博士

涂憶劬博士

唐國傑博士

張樹輝博士

澳門大學心理學系

通訊作者: 胡文詩副教授

地址:中國澳門,澳門大學心理學系

電話: 853-8397-8377

Fax: 853-2883-8312

電子郵件: anisewu@umac.mo

本地博彩動機、態度與行為量表 – 修改版 (GMAB-R)

簡介

本地博彩動機、態度與行為量表 (GMAB; Tao, Wu, Cheung, & Tong, 2011)是一個原有 70 道測題的量表,目的是測量中國賭博者的賭博動機、賭博態度與賭博行為。由於中國人有獨特的博彩文化 (例如他們獨有風水和財位等概念),因此一個以中國人的樣本來編製的測量工具是需要的。作者們透過大量的文獻分析、專題小組研究、及數據分析(如因子分析法等)以製作量表。

於 2012 年,作者們對 GMAB 進行再測試及修正,其中包括加入新的動機子量表及刪除行為子量表中的賭場探索(casino exploration)之測題。此修改版(GMAB-R) 現包括: 六個因子的動機子量表,分別為自我價值(self-worth)、金錢收益(monetary gain)、感覺尋求(sensation seeking)、緩和厭煩(boredom alleviation)、學習 (learning) 和社交(socialization); 四個因子的態度子量表,分別是賭博惡果 (negative consequences of gambling)、技巧(technique)、迷信(superstition)、與及命運和運氣(fate and luck); 五個因子的行為子量表,分別為控制力受損 (impaired control)、賭博參與(gambling involvement)、覺醒反應(arousal reaction)、迷信行為(superstitious behavior)、及克制賭博(controlled gambling)。所有動機和態度題目的分數範圍為 1(沒有) 到 4(經常)發生。

樣本

量表在編製時使用的數據來自於澳門(中國唯一一個開放賭權的地方)的一個電話調查。此調查以隨機抽樣方式訪問了714 博彩活動參與者,其中百分之57.3 為男性,百分之42.7 為女性。所有受訪者皆為18 歲或以上,並都曾於對上一年參與過任何形式的博彩活動。

信度

作者們使用 Cronbach's alpha 作為量度 GMAB-R 各子量表內部一致性信度的指標。對於動機子量表的六個因子,信度介乎於. 66 至. 84 之間。對於態度子量表,信

度則介於.53至.80之間。而對於行為子量表,信度介於.46至.76之間。要注意的是,某一、兩個子量表的低信度很可能是由此其量表過短而引致。

效度

GMAB-R 的每個子量表都與賭博衝動及精神疾病與診斷統計手冊(DSM-IV)中診斷病態賭博者的準則有一定的關聯度。胡文詩教授等(2012)描述了每個子量表的所有因子與賭博衝動及 DSM-IV 病態賭博的相關系數。概括而言,擁有較多動機、對賭博持正面態度、及過去有較多賭博行為的賭博者會有較大的賭博衝動。在賭博問題方面,所有動機因子都與病態賭博有正相關,但社交因子除外;對於態度子量表,病態賭博的相關系數與迷信(superstition)、及命運和運氣(fate and luck)是顯著的;而對於行為子量表,病態賭博分別和控制力受損(impaired control)、賭博參與(gambling involvement)、覺醒反應(arousal reaction)、及迷信行為(superstitious behavior)、有顯著的正相關,病態賭博和克制賭博(controlled gambling)則只有介乎邊緣顯著範圍的負相關。

參考資料

GMAB-R以中文撰寫,只用作學術用途,使用時請引用以下文獻 (i.e. Wu, Tao, Tong, & Cheung, 2012):

Wu, A. M. S., Tao, V. Y. K., Tong, Kwok-kit, & Cheung, S. F. (2012). Psychometric Evaluation of Inventory of Gambling Motives, Attitudes and Behaviors (GMAB) among Chinese gamblers. *International Gambling Studies*, 12, 331-347.

其他參考資料

Tao, V.Y.K., Wu, A.M.S., Cheung, S.F., & Tong, Kwok-kit (2011). Development of an indigenous inventory GMAB (Gambling Motives, Attitudes and Behaviours) for Chinese gamblers: An exploratory study. *Journal of Gambling Studies*, 27, 99–113.

Questionnaire 問卷

Motive 動機

- 1. 賭博可以讓你發揮你的能力
- 2. 你賭是因為贏錢很威風
- 3. 你是為了學會不同遊戲的玩法而賭博
- 4. 你賭係因為可以見下啲朋友
- 5. 你享受賭博之中做決定的過程
- 6. 賭博比其他活動更加好玩
- 7. 赌博使你快樂
- 8. 賭博令你覺得興奮
- 9. 你賭係因為可以同啲朋友一齊
- 10. 你因為有東西想買,所以參與賭博
- 11. 賭博可以降低你的壓力
- 12. 你為了尋求刺激所以去賭
- 13. 你是為了消磨時間而參與賭博
- 14. 你參與賭博是因為想「見識一下」
- 15. 你賭博是為想贏回輸掉的錢
- 16. 因為派彩多所以才賭
- 17. 你想透過賭博去實現自己的理想
- 18. 你賭是因為你想贏一些錢來用
- 19. 你是為了輕鬆一下而賭
- 20. 因為將來想在賭場工作,所以你參與賭博,希望認識多一點
- 21. 你賭係因為可以系放假或者節日同啲親戚朋友一齊玩
- 22. 賭博可以令你學多一點
- 23. 你賭是因為你想做回你自己

Motive (cont.) 動機 (續)

24. 你賭的原因是你想證明自己是專家

25. 因為你覺得無聊,所以參與賭博

Self-worth: 1, 2, 17, 20, 23, 24

Monetary gain: 10, 15, 16, 18

Sensation Seeking: 5, 6, 7, 8, 11, 12

Boredom alleviation: 13, 19, 25

Learning: 3, 14, 22

Socialization: 4, 9, 21

Attitude 態度

- 1. 透過研究,可提高贏的機會
- 2. 賭博的輸贏是取決於彩數
- 3. 智力可以提高赢的機會
- 4. 賭博對家人有負面影響
- 5. 有神保佑, 嬴錢的機會會大點
- 6. 特別的數字、顏色、物件或者衣著可以增加你贏的機會
- 7. 赌場莊家的贏面比賭客大
- 8. 輸贏主要是講技術
- 9. 經驗多,贏的機會比較大
- 10. 技術好, 贏面會大點
- 11. 有些日子是賭博的幸運日
- 12. 賭博的輸贏純粹是靠運氣
- 13. 賭博可以亂性
- 14. 賭博會減少與家人溝通的時間
- 15. 某些方位可以增加赢錢的機會
- 16. 不應讓青少年賭博
- 17. 嬴翰睇命水
- 18. 有好的眼光, 贏面會大點
- 19. 賭博有壞影響
- 20. 沉迷賭博,正如拿錢拋海

Negative Gambling Consequences: 4, 7, 13, 14, 16, 19, 20

Technique: 1, 3, 8, 9, 10, 18

Superstition: 5, 6, 11, 15

Fate and Luck: 2, 12, 17

Behavior 行為

- 1. 你經常去賭博
- 2. 你會賭光了錢才離開
- 3. 你會為了賭博而借錢
- 4. 如果你赢了,你會繼續玩
- 5. 你會做很多方面的研究去增加贏錢的機會
- 6. 你花在賭場賭的時間比花在與朋友賭的時間多
- 7. 你會定期去賭博
- 8. 你會收集一些可以增加你贏的機會的特殊物品
- 9. 如果你輸了,你會扳本
- 10. 你可以控制你參與賭博的時間與注碼
- 11. 你開心就會去賭
- 12. 你因為賭博而與家人的關係變壞
- 13. 你會玩好多不同類型的賭博活動
- 14. 你只會賭很小的注碼
- 15. 赢錢的時候,你會有很強烈的反應
- 16. 你有特殊的儀式或者行為去增加你贏的機會,例如去廁所轉運
- 17. 輸錢的時候,你的反應會很激烈
- 18. 你用很多錢去賭

Impaired Control: 2, 3, 4, 9, 12

Gambling Involvement: 1, 6, 7, 11, 13, 18

Arousal Reaction: 15, 17

Superstitious Behavior: 5, 8, 16

Controlled Gambling: 10, 14