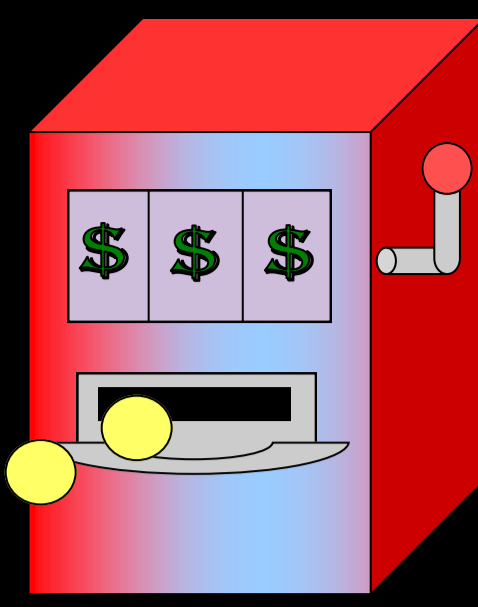


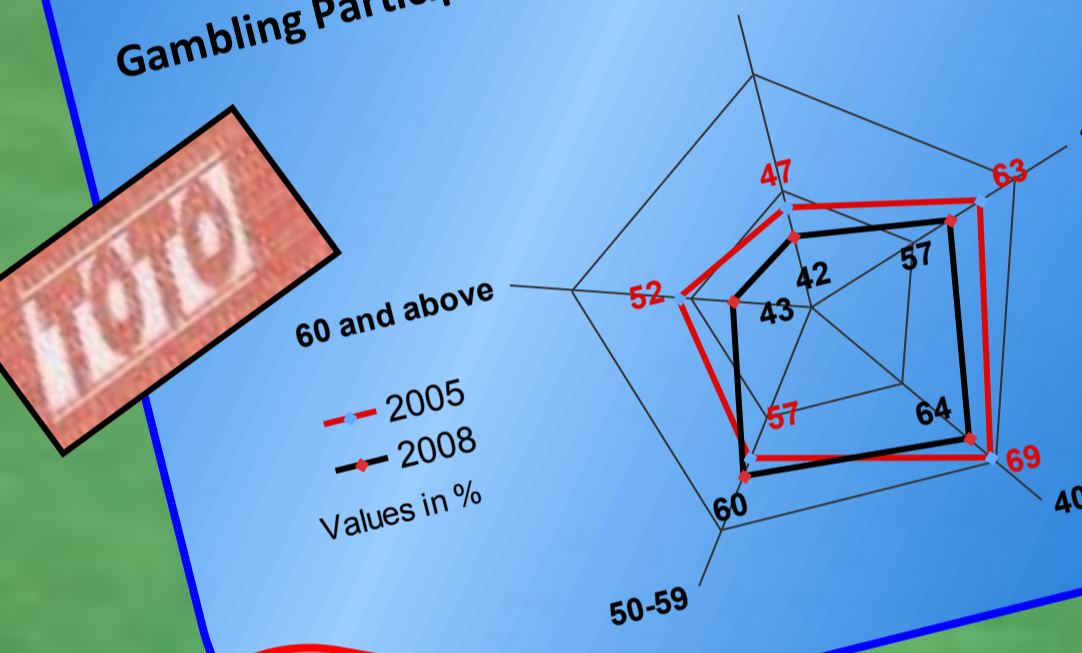
TO BET OR NOT TO BET?



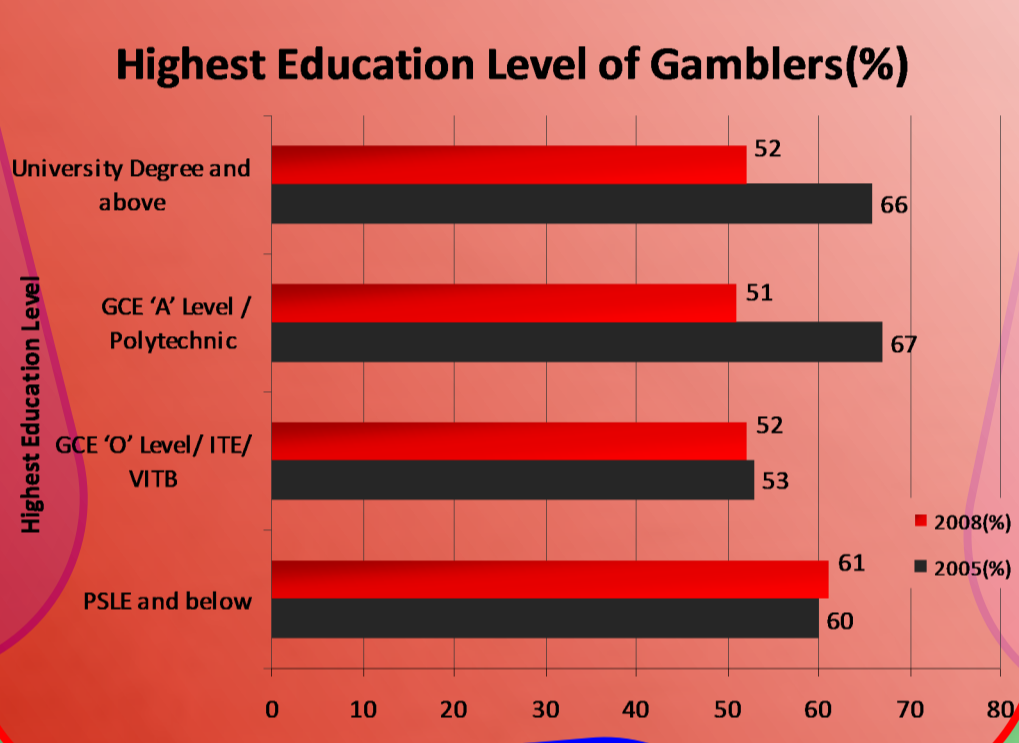
We theorise that gamblers would begin to gamble more often in anticipation of the opening of the casinos and there would be a sharp increase in percentage of survey participants who gamble, especially table games and in foreign casinos. We however also feel that the participation in simple games such as Singapore Sweep and TOTO would decrease due to the increased awareness on the harmfulness of gambling.

HYPOTHESIS

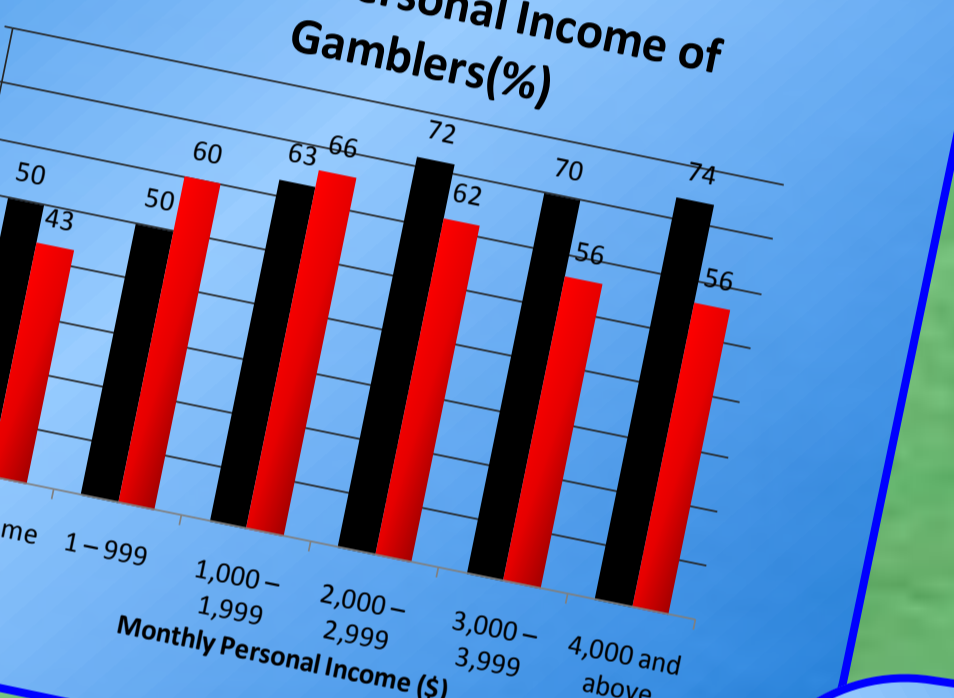
A Generally the participation rates for most age groups have decreased and this shows that the government's measures to discourage gambling in the past from 2005-2008 were effective as the average percentage of gamblers has decreased from 57.6% to 53.2%.



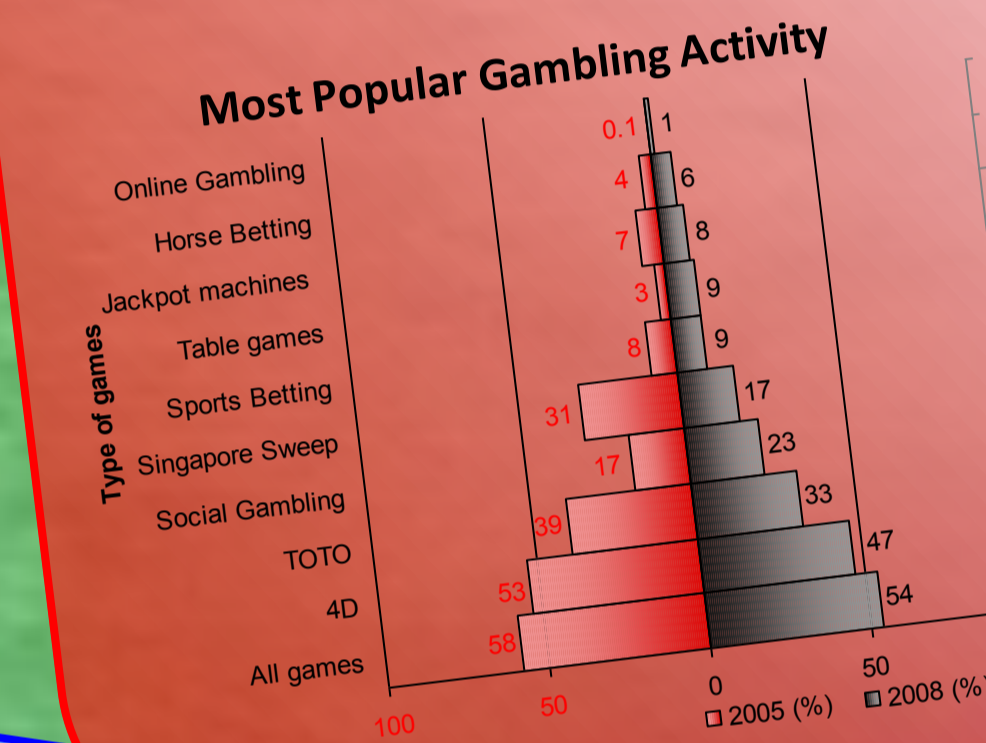
2 There is a significant decrease in the number of gamblers who have a tertiary education and higher, which can attribute this to the effectiveness of education in informing people about the evils of gambling. The rise in number of gamblers with education level PSLE and lower could be because they want to earn quick money due to less job opportunities.



3 Previously in 2005, wealthier people gamble more, but in 2008, gamblers peaked in the mid-range income of \$1000-\$1999. The rich might be more informed, hence they stop squandering away their money on entertainment. Mid-range incomers of the average population likely gambler as leisure.

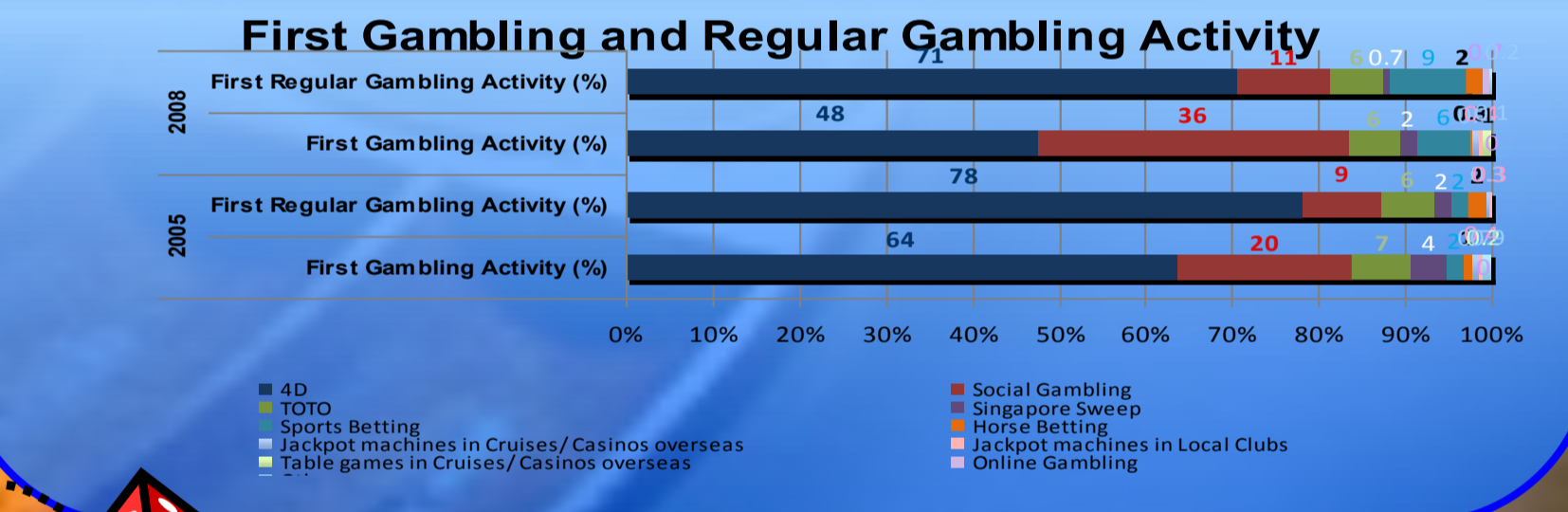


4 Around half of those surveyed participated in the gambling of 4-Digits(4D). The announcement of the IR and its opening a few months ago caused an increased interest in table games. Singapore sweep, Toto and 4D are the only ones that saw a decrease. It is likely that the education finally pulled off and people realize that the chance of winning are slimmer than playing table games or jackpot machines.

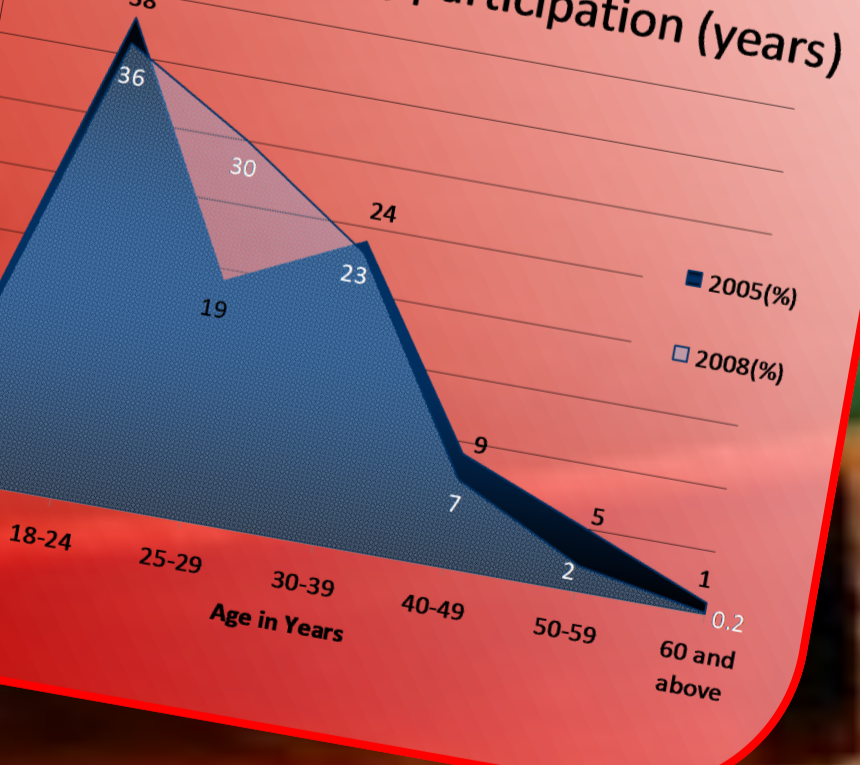


Ever since 2005, when Prime Minister Lee announced the plan to open a casino in Singapore, talks about on how it would impact the gambling culture in Singapore and its moral and social impact on the society. As such, the Ministry of Community Development, Youth and Sports (MCYS) has conducted a survey to track the profile of gambling among Singapore residents, of which we have plotted graphs with to make meaning to them and look at how the gambling trends have changed from 2005 to 2008. The data was collected by conducting a face-to-face interview on a structured questionnaire to randomly selected Singapore residents.

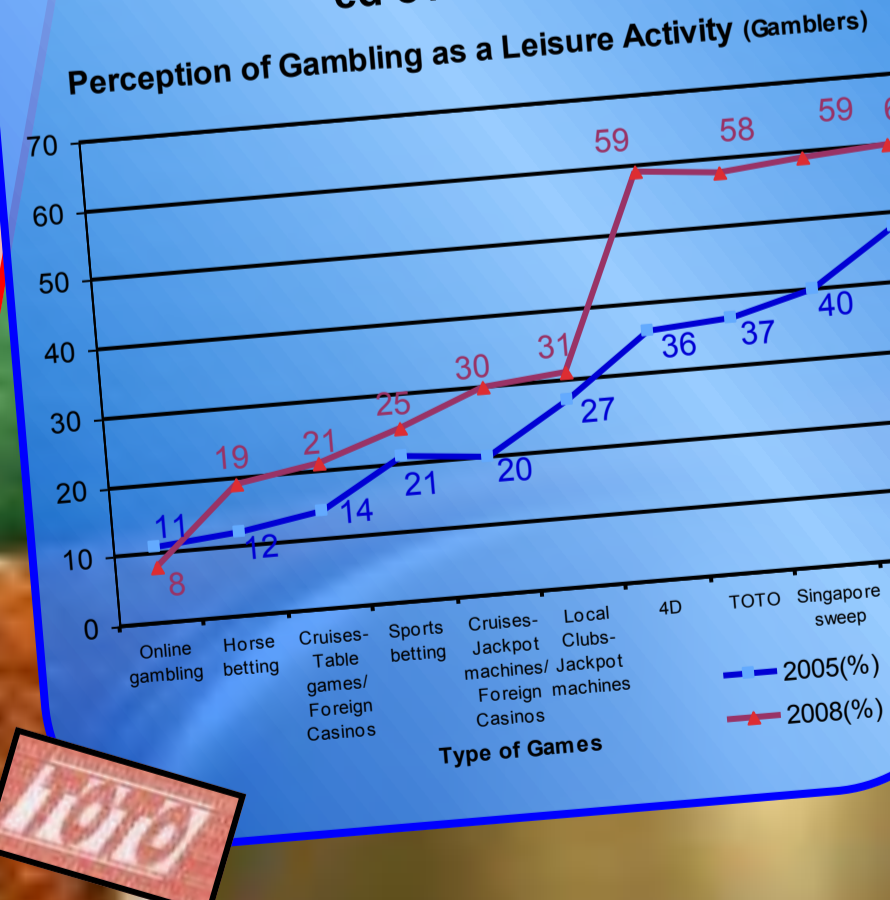
5 From the graph below, most people's first encounter and regular gambling habits revolve around 4D, it being a dominant practice, followed by Social gambling. This could be due to the convenience of buying a 4D ticket compared to gathering friends. Contrary to popular belief, despite the announcement of IR, the interest in casino gambling has decreased. We can infer that the form of gambling which one actively participates in is not so much related to the one that they first experienced, except simple games like 4D and TOTO, which are more convenient.



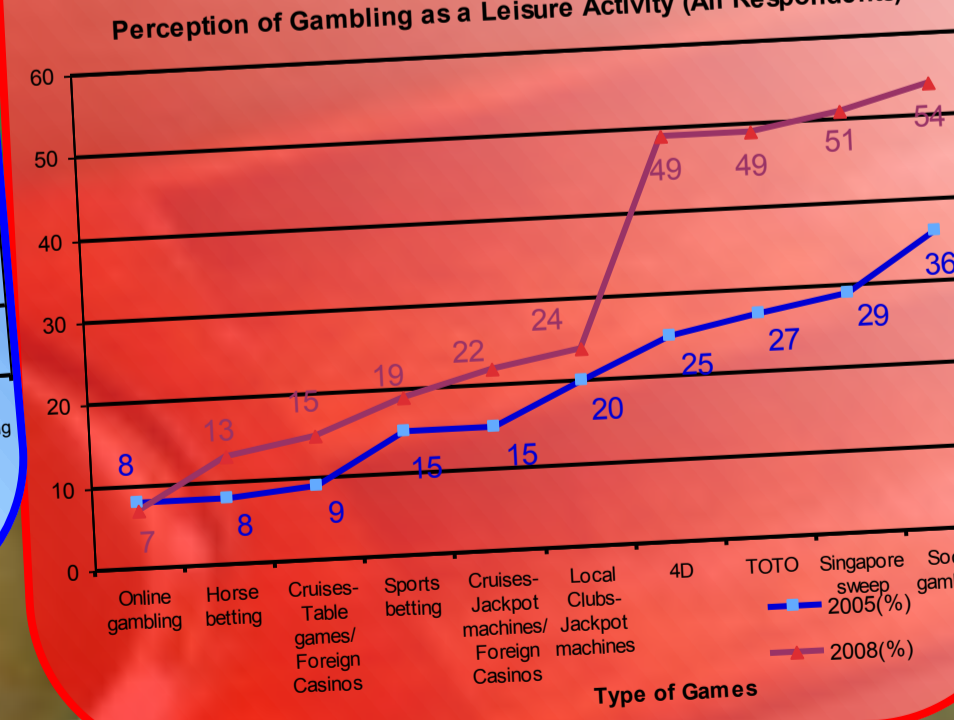
6 Looking at the graph, it is good to see less gamblers start before embarking into society, proving that education did improve their awareness of gambling. However, gambling still caught up with them in their mid-years, as seen from the sharp increase in the graph. This could be due to the increasing stress in society and they look upon gambling as a way to relieve work-related stress.



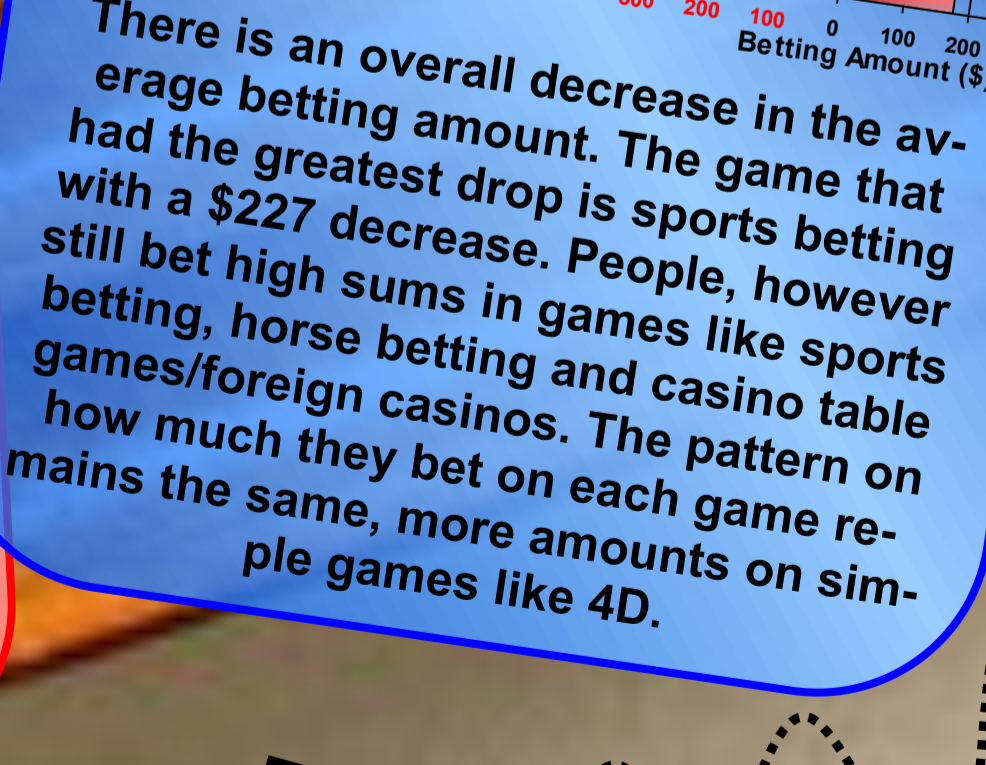
7 It can be seen that more gamblers view gambling activities as leisure activities. Although the trend is similar to that of all respondents, the percentage of participation is still generally higher, with 8 to 48% for gamblers while 8 to 36% for all respondents. It is a possible that people treat some games as leisure activities and become addicted over time.



8 It can be seen that the public's perception towards gambling is changing from a vice to a leisure activity, especially in simple games like Singapore Sweep and social gambling. This could be both a pro and con as people who see gambling as a leisure activity may end up addicted to it. On the other hand, they may have found a new avenue of entertainment.



9 There is an overall decrease in the average betting amount. The game that had the greatest drop is sports betting with a \$227 decrease. People, however still bet high sums in games like table betting, horse betting and casino table games/foreign casinos. The pattern on how much they bet on each game remains the same, more amounts on simple games like 4D.

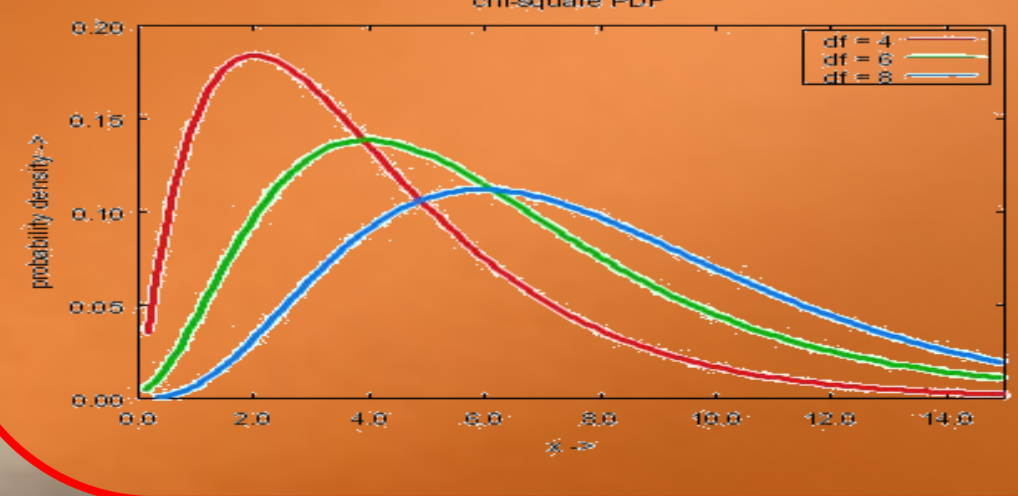


10 Pearson's chi-square test The chi squared test is used to test whether there is a significant difference between two variables or if one variable affects the other. In this case, whether finding a type of game popular would affect whether people viewed it as a leisure activity.

Where X^2 is the chi square, O the observed values and E the expected values.

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

Since the chi value from our data(15.93) is higher than the one on the standard chi square distribution table (15.51), we can conclude that the popularity of the game does, to a small extent, affect whether people see the game as a leisure activity.



degrees of frequency = $(2-1)(9-1) = 8$
 p-value = 0.05
 value from chi square distribution table = 15.51
 calculated chi value = 15.93

CONCLUSION

In conclusion, we observe an increasing trend in gambling across the population. There is however, a decreased trend of addictive gambling and it shows that government efforts in helping addicted gamblers are doing well. With the opening of the 2 casinos, we believe the gambling trend is likely to increase further and hopes that government efforts like the restraining order will prove effective and support the declined of addictive gambling.