

Ethics and e-Inclusion – Ethical Concerns to Consider When Working with Marginalised Young People

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Key ethical concerns when working with marginalised young people and ICT

- **To be aware** of the negative impacts of ICT for marginalised young people
- As you use ICT technologies remember that instead of a learning and empowerment tool ICT can cause more harm than positive results. It may become an addiction form 1) GAMING (problematic usage)
2) Online - GAMBLING / Money games (casinogames, wild gameproducers, Internet Poker and diverse national lottery and betting games etc.)

Key Ethical Concerns....

- Other harmful addiction behaviour on internet that adults should be aware of:
 - Cybersexual addiction: compulsive surfing of pornographic sites
 - Cyber-related addiction: compulsive engagement in online chat
 - Internet addiction: online gambling, Internet Trading, virtual shares

Key Ethical Concerns.....

- Information overload: compulsive surfing and searching of databases
 - Computer game addiction: compulsive computer game playing

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Prevention - More ethical concerns

- To educate young people about problematic gaming and gambling and their consequences
- To educate parents about the harm of excessive use of internet related activities and gambling
- To be aware of the incapacity of illiterate parents to encourage their children towards harmless internet usage
- To create harm reduction programmes already at the elementary school level for teachers, school curators and other personell working with young people - start from your own work place

Consultation and Rehabilitation – More Ethical Concerns

- To facilitate help for young people and families that have a gaming/gambling problem
- To discuss this problem behaviour / addiction at an early stage
- To discuss this behaviour even if it seems difficult and even if it is not your area of expertise
- To consult with these families so that they will get help and support
- To obtain information from the crisis services in your own community/city/state.

What is Computer Game Addiction? – Background Information

- One study shows that the secretion of dopamine during the playing of computer games may explain addiction (dopamine is believed to strengthen the creation of addiction to alcohol and drugs)
- Current studies of the effects of high frequency playing (Shotton 1989) are still lacking
- Ethnologically and sociologically oriented studies give a more complex picture of high frequency computer game playing – the escapism factor

How to measure addiction?

- There are valid tests to diagnose both gambling and internet addiction
- Gambling:
 1. Lie-Bet (2 questions about gambling with money)
 2. Diagnostic questions based on DSM-IV
 3. Diagnostic questions based on SOGS
- Internet Addiction
 1. Internet Addiction Test (IAT)

Why do young people get addicted to gaming and gambling?

- “Escapism”- to escape real life problems. Young people are playing in order to avoid thinking about their real-life concerns.
- Adjustment of one’s mind, changing one’s mood. An attempt to gain harmony of mind.
- A learned form of spending time.
- Socialisation to this type of behaviour. Person’s close community (friends, school, family etc) reinforces gaming or gambling life style.
- Hope for economic profits and rapid succes in life.

More about GAMING

- What problems do young people consider to be the likely results of high consumption of WoW?

- Time consumption – grounds for several problems:
Problems arise due to how it's related to the player's everyday life:- eating habits become disturbed, problems at school arise, rows begin at home with parents, personal hygiene and other recreational activities are neglected, relationships with friends and boyfriend/girlfriend become affected.
- The game structures one's time in a way that demands the player's complete attention for a certain period.

More About GAMING

- For people with a permanent illness or who are disabled:
No such problems arise because the game does not compete in the same way with other social activities

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More About Gambling- Consequences

- Social
- Psychological
- Economic

Social Consequences

- Lying and creating secrets
- Rows with family and parents
- Problems with time consumption
- Neglecting other hobbies
- Problems in relationships
- Displacement from studies and work
- Loss of confidence in other's
- Loss of family / partner

Psychological and Physical Consequences

- Depression
- Anxiety
- Shame
- Guilt
- Eating disorders
- Sleeping problems
- Self disgust
- Low self-esteem
- Changes in personality



Economic Consequences and Social Harm

- Running into debt
- Other economic problems
- Inability to pay the rent / housing expenditures (young adults)
- Inability to take care of basic everyday needs
- Unemployment
- Criminal behaviour – exclusion from work and normal life

Signs of Problem Gambling

- The young person uses more and more money on gambling and on a regular basis
- The debts accumulate
- The young person expects a huge profit or win
- The young person gives empty promises to minimize gambling
- The young person refuses to talk about his/her gambling
- Lies
- Sharp variations in mood
- Bragging about winning



Signs continued....

- The young person's playing takes precedence over other recreational activities
- The young person seeks activities which provide "kicks"
- The young person starts to borrow money and is desperate when asking for a loan
- The young person has no money
- The young person has a lot of cash
- The young person talks about playing
- School performance declines and truancy begins

Quicktest "Lie Bet"

- Have you ever spent more time gambling than you planned?
- Have you ever lied about your gambling to your family or friends?

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