

TEMPLATE: Research Paper Outline

GROUP MEMBERS: 1. Air (Oxygen) 2. Joshua Edwin Rene Bonham 3. Mohammad Shaan Ibne Javed Soyfoo 4. William Law Hong Waye		
WORKING TITLE: International Governments Should Sanction Online Gambling amongst the Youth.		
KEYWORDS: Online, Gambling, Youth, International, Government, Legality		
INTRODUCTION	Hook:	The pandemic of online gambling is destroying the lives of today's youth at a drastically increasing rate (Montial et al., 2021).
	General Information:	<Gambling history> . With the rise of IT and internet capabilities, online gambling has become increasingly available for anyone with internet access around the world.
	Specific Information:	<ul style="list-style-type: none"> • Lose/win money at the comfort of one's home – higher stakes, higher interest. • Discuss range of online gambling. • Add market value statistics and growth rate.
	Thesis Statement:	This essay contains the following arguments: <ul style="list-style-type: none"> • Online gambling brings about addiction and mental illnesses. • Lack of regulations on deceptive marketing and its effects on youth gambling. • Online gambling brings about negative financial consequences. • [Online gambling should indubitably be sanctioned by international government to regulate usage among youth, improve online safety and decrease widespread fraud.]
BODY	MAIN POINT 1:	Mental health
	1st Supporting Information	Addiction Potential contribution to excessive gambling behaviors: <ul style="list-style-type: none"> • Large wagers • Continuous gambling • Rapid feedback • Easy access Internet use, including gaming, has led to calls for further research and specific consideration for pathological Internet gambling due to similarities with other addictions. (Gainsbury, 2023)
	2nd Supporting Information	Problem gambling and psychological distress – anxiety, stress, depression, social isolation, strained relationships, diminished self-esteem (Livazović, 2019) Potential cause: FOMO (N.Lakić et al., 2023)
3rd Supporting Information	Cognitive bias – sunk cost fallacy (Tait, 2019)	

	<p>MAIN POINT 2:</p> <p>1st Supporting Information</p> <p>2nd Supporting Information</p> <p>3rd Supporting Information</p> <p>MAIN POINT 3:</p> <p>1st Supporting Information</p> <p>2nd Supporting Information</p> <p>3rd Supporting Information</p> <p>MAIN POINT 4 (Counterargument):</p> <p>1st Supporting Information</p> <p>2nd Supporting Information</p>	<p>Unregulated deceptive marketing</p> <p>Consumer subjectivity (Potolia, 2021) or (López-González, (2017)</p> <ul style="list-style-type: none"> - Skill-enhancing advertising - Risk-lowering advertising - Enticing colors, designs, wordplay. - Betting connected to 'harmless' activities (i.e., gaming, sports) <p>Online influencers prey on vulnerable teenagers – Twitch (Abarbanel & Johnson, 2020)</p> <ul style="list-style-type: none"> - Use online 'community', raffles, Bits. - Twitch currency - Exploitation of viewers <p>'Dose-response' relationship between gambling advertising and gambling attitudes (Bouguettaya et al.,2020)</p> <p>Tie in - The risk of fraud and naïve youthful users– popular YouTuber accounts hacked, fake cryptos were “sold” using Elon Musk’s image.</p> <p>Negative financial consequences of online gambling</p> <p>Online gambling and money laundering (Sarfaraz Khan, 2022)</p> <p>Gambling related consumer credit use and debt problems (Thomas & Sally, 2019)</p> <p>Gambling and debt: the hidden impacts on family and work life (Carolyn & Ryan, 2010)</p> <p>Learning experiences</p> <p>In the context of online gambling, such as gacha games, there is KeqingMains website to prove that there are players who take the game seriously and learned to reverse engineer the game to maximize gains</p> <p>What can be learned about gambling from a learning perspective? (Ramnero, 2019)</p> <p>There are other, safer, alternatives to learning the same skills such as formal education like universities</p> <ul style="list-style-type: none"> • Knowledge and skills • Financial stability • Career prospects • Reduced risk of addiction • Social and family relationships • Legal and ethical consideration • Emotional and mental well-being <p>(Scott et al., 2017)</p>
--	---	--

	<p>3rd Supporting Information</p>	<p>Not all gambles can be predicted like horse betting. The risk is too high for practical loss.</p> <p>Gamblers tend to lose a lot of money making them realize that gambling is not profitable until the urge of betting kicks them and they're up to throwing money around again.</p> <p>Winning and losing in online gambling: effects on within-session chasing (Chen et al., 2022)</p>
<p>CONCLUSION</p>	<p>Summary of Main Points:</p> <p>Restate Stand and Thesis:</p> <p>Final Statement:</p>	<p>Mental illnesses (psychological distress), unregulated deceptive marketing, and negative financial consequences.</p> <p>[Online gambling should indubitably be sanctioned by international government to regulate usage among youth, improve online safety and decrease widespread fraud.]</p> <p>Government should sanction online gambling amongst youth.</p> <ul style="list-style-type: none"> - Form strict and detailed policies on online gambling websites i.e., implement age detection outlines – users should provide ID before logging into OG sites. (Long login process and less anonymity may discourage young adults) - Create an OG crime unit to enforce legal action on fraudulent OG websites. - Promote anti-gambling campaigns amongst youth.