Relationship between gambling behaviors and reasons for gambling and aggression levels of young adult sports spectator

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Abstract

The aim of the study is to examine the relationship between gambling behaviors and reasons and aggression levels of sports spectators in young adulthood. Relational survey model, one of the descriptive research methods, was used in the study. The demographic information form prepared by the researcher was used as the data collection tool in order to access the demographic information of the participants. In the study, the Reasons for Gambling Scale, the Gambling Related Cognitions Scale and the Buss-Perry Aggression Scale were used to examine the aggression levels of the participants. Percentage, frequency, mean, minimum and maximum values were used for descriptive statistics. Pearson correlation coefficient was calculated to examine the relationship levels. The findings of the study revealed significant relationships between the sub-dimensions of the aggression scale and the sub-dimensions of the reasons for gambling scale and the cognitions about gambling scale.

Keywords: Young adult, gambling, aggression

Genç yetişkinlikteki spor seyircilerinin kumar oynama davranışları ve nedenleri ile saldırganlık düzeyleri arasındaki ilişki

Özet

Araştırmanın amacı, genç yetişkinlik döneminde olan spor seyircilerinin kumar oynama davranışları ve nedenleri ile saldırganlık düzeyleri arasındaki ilişkinin incelenmesidir. Araştırma yönteminde betimsel araştırma metotlarından ilişkisel tarama modeli kullanılmıştır. Veri toplama aracı olarak araştırmacı tarafından hazırlanmış olan demografik bilgi formu katılımcıların demografik bilgilerine ulaşabilmek adına kullanılmıştır. Araştırmada Kumar Oynama Nedenleri Ölçeği, Kumara İlişkin Bilişler Ölçeği ve katılımcıların saldırganlık düzeylerinin incelenebilmesi için Buss-Perry Saldırganlık Ölçeği kullanılmıştır. Tanımlayıcı istatistik için yüzde, frekans, ortalama, minimum ve maksimum değerler kullanılmış. İlişki düzeylerinin incelenmesi için ise pearson korelasyon katsayısı hesaplanmıştır. Araştırma bulgularında saldırganlık ölçeği alt boyutları ile kumar oynama nedenleri ölçeği ve kumara ilişkin bilişler ölçeği alt boyutlarında anlamlı ilişkiler tespit edilmiştir.

Anahtar Kelimeler: *Genç yetişkinler, kumar, saldırganlık*

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Genişletilmiş Türkçe Özet makalenin sonunda yer almaktadır.

INTRODUCTION

Gambling and games of chance have occurred in different forms throughout human history and have been a phenomenon affecting society (Lam, 2007). Gambling includes many games such as 'card games, games requiring skill, bingo, lottery, lottery, Numerical Lotto, Chance Ball, Number Ten, Win Now, horse races, iddaa, Super Lotto, Spor Toto, Bingo, poker, dice, roulette and stock exchange' (Gonzále et al., 2017). Increasing technological developments and easier and faster access to online games lead to an increase in online gambling and it becomes difficult to prevent gambling (Calado et al., 2017; González et al., 2017). It has been suggested that gambling behaviors are part of the life experiences of many young people, either actively or passively (Hayer & Griffiths, 2015). It is a known fact that young people now play and spend as much time playing these games as adults (Lam, 2007). It is reported that problem gambling is not only specific to adults, but is also common among adolescents and young people (González et al., 2017). At the same time, it has been indicated in some studies that the frequency of gambling is higher in young individuals than in adults (Calado & Griffiths, 2016; Nowak, 2017; Vayısoğlu et al., 2019; Lorains et al., 2011). These studies have indicated that the prevalence of gambling disorder for adults is between 0.1-2.7%. Hodgins et al. (2011) stated that 0.2-5.3% of people exhibit gambling behavior in a known part of their lives. It is observed that the desire to take risks in young individuals is a risk factor in gambling behavior (Leeman & Potenza, 2012; Erel, 2013; Nowak & Aloe, 2014).

With the formation and development of the understanding of leisure time, individuals have turned to play different betting games. With the influence of mass media, betting has become a serious consumption sector (Yaşar, 2010). It is stated that online gambling may increase according to the frequency and preferability of table gambling due to easy access, attractive, attractive interfaces, advertisements, and easy spending-winning (access to money) (Gainsbury, 2015). It was also stated that 10% of offline gambling (table, casino, dealer, café, etc.) was replaced by online gambling and the probability of individuals being diagnosed with gambling disorder increased by 8.8-12.6% (Effertz et al., 2018). Changes in gambling behaviors and progression to the degree of disorder is a situation that should also be examined in terms of aggression. Losing in betting and gambling games can be thought to drive individuals to aggressive behaviors. The aggression behaviors of sports spectators have been examined by many scientists (Spracklen, 2021; Dimmock, 2005), and today, sports managers are trying to take measures to prevent aggression behaviors. Examining the relationship between sports spectators' gambling behaviors, gambling-related cognition levels and aggression levels will

be useful in better understanding these aggression behaviors. The hypotheses of the research prepared within the framework of this idea are given below.

H₁= There is a positive significant relationship between reasons for gambling and aggression.

H₂= There is a negative significant relationship between the level of knowledge about gambling and aggression.

METHOD

The study was designed based on the relational survey model, one of the descriptive research methods, in order to achieve its purpose. This model aims to determine whether there is a significant relationship between two and/or more variables and to what extent this relationship exists (Karasar, 2017).

Population and sample

The study population consists of individuals in the young adult age category who gamble. Simple random sampling method was used in the study (Büyüköztürk et al., 2013). The participants took part in the study on a completely voluntary basis.

Data collection tools

Within the scope of the study, the demographic information form prepared by the researchers was used to determine the socio-demographic characteristics of the participants. The Reasons for Gambling Scale was used to determine the reasons for gambling, the Gambling Related Cognitions Scale was used to determine the cognitions related to gambling, and the Aggression Scale was used to determine the level of aggression.

Reasons for gambling scale

The adaptation of the reasons for gambling scale, which was developed by Lee et al. (2007) to determine the variables that motivate gambling, to Turkish culture was carried out by Arcan and Karancı (2014). The scale consists of four sub-dimensions named as fun/excitement, avoidance, making money and socialization. Within the scope of our study, the internal consistency coefficient of the responses to the scale was examined with Cronbach's Alpha. The values of .890 for the fun/excitement sub-dimension, .853 for the avoidance sub-dimension, .724 for the making money sub-dimension and .74 for the socialization sub-dimension were determined. Alpha values above .70 for all sub-dimensions indicate that internal consistency is high.

Gambling related cognitions scale

The Gambling Cognitions Scale, which was developed by Raylu and Oei (2004) to measure the levels of cognitions related to gambling, was adapted to Turkish culture by Arcan and Karancı (2015). The scale consists of five sub-dimensions named as thoughts of stopping gambling, illusion of control, gambling expectations, interpretative bias, and predictive control. Within the scope of our study, the internal consistency of the responses to the scale was examined with Cronbach Alpha's coefficient. The Cronbach Alpha values of the sub-dimensions were found to be ,713, 719, ,761, ,769, ,725, respectively. We can say that these results show high internal consistency.

Aggression scale

The Buss-Perry Aggression Scale was used to determine the aggression levels of the participants. The scale developed by Buss-Perry (1992) was adapted to Turkish culture by Demirdaş-Madran (2012). The scale consists of four sub-dimensions named as physical aggression, verbal aggression, anger and hostility. Within the scope of our study, the internal consistency of the responses to the scale was examined with Cronbach Alpha's coefficient. The Cronbach Alpha values of the sub-dimensions were found to be ,704, 791, ,704, ,732 respectively. We can say that these results show high internal consistency.

Statistical analysis

SPSS 22.0 program was used for the analysis of the data obtained. Reliability analysis was applied to determine whether the data related to the subscales of the scales were reliable and Cronbach's Alpha (α) values were examined. The normality distribution of the responses to the scale was tested by examining the histogram, mean, median, mode, kurtosis and skewness values. When the histogram graphs obtained were examined, it was seen that the distribution was close to normal. In addition, kurtosis and skewness values were found to be between +1 and -1 and therefore, it was accepted that the distribution was close to normal distribution. Peaarson correlation coefficient (r^2) was used to examine the relationship between the variables. In addition, frequency and percentage distributions of the responses to the questions in the personal information form were analyzed. Mean, standard deviation, minimum and maximum values of descriptive statistics related to the subscales of the scale were analyzed.

FINDINGS

Table 1. Descriptive statistics (Percentage measurements, frequency, mean, minimum, maximum)

Group	f	%
Gender		
Female	244	29.9
Male	573	70.1
Age Group		
18-20	184	22.5
21-23	272	33.3
24-26	157	19.2
27-29	156	19.1
29+	48	5.9
Economic Level		
0-2000 TL	284	34.8
2001-5000 TL	440	53.9
5001-10000 TL	43	5.3
10000+ TL	50	6.1
Employment		
Employed	312	38.2
Unemployed	505	61.8
Making Exercises		
Yes	310	37.9
No	507	62.1
Leisure club or virtual membership		
Yes	303	37.1
No	514	62.9
Age of first bet		
18-	97	11.9
18-20	231	28.3
21-23	192	23.5
24-26	137	16.8
26+	160	19.6

	$\overline{\text{X}}$	S.d	Min.	Max.
Reasons for Gambling Scale				
Enjoyment / excitement	3.78	0.443	3	5
Avoidance	3.74	0.562	2	5
Making money	3.86	0.542	2	5
Socialization	3.76	0.644	2	5
Gambling Related Cognitions Scale				
Thoughts about stopping gambling	4.48	0.595	3	5
The illusion of control	4.36	0.694	3	5
Expectations of gambling	4.53	0.635	3	5
Bias based on interpretation	4.49	0.617	3	5
Estimated control	4.14	0.575	3	5
Aggression Scale				
Physical aggression	3.23	0.330	2	4
Verbal aggression	3.21	0.582	1	4
Anger	3.08	0.436	2	4
Hostility	3.24	0.396	2	4
Total: 817				

When the table 1 is examined, we see that 29.9% of the participants were female, 70% were male, 22.5% were in the 18-20 age group, 33.3% were in the 21-23 age group, 19.2% were in the 24-26 age group, 19.1% were in the 27-29 age group, and 5.9% were in the 29+ age

group. 34.8% of the participants have a monthly income of 0-2000 TL, 53.9% have a monthly income of 2001-5000 TL, 5.3% have a monthly income of 5001-10000 TL, 6.1% have an income of 10000+ TL and 38.2% are employed. 37.9% of the participants regularly play sports, 37.1% are members of leisure or virtual clubs, 11.9% of the participants bet for the first time when they were under the age of 18, 28.3% between the ages of 18-20, 23.5% between the ages of 21-23, 16.8% between the ages of 24-26, and 19.6% over the age of 26. It is seen that the participants' scores on the subscales of the reasons for gambling scale are above the medium level, their scores on the subscales of the cognitions about gambling scale are at a high level, and their scores on the subscales of the aggression scale are at a medium level.

Table 2. Examination of the relationship between reasons for gambling, gambling behaviors and aggression

Scale	Sub-scale		Aggresion Scale			
			Physical Aggression	Verbal Aggression	Anger	Hostility
		N	r	r	r	r
Reasons for Gambling Scale	Enjoyment / excitement	817	0.011	-0.104**	0.081*	0.009
	Avoidance	817	-0.036	0.006	-0.007	0.004
	Making money	817	-0.044	-0.059	0.050	-0.009
	Socialization	817	0.008	0.001	0.029	-0.018
Gambling Related Cognitions Scale	Thoughts of not being able to stop gambling	817	0.086*	0.027	0.010	-0.006
	The illusion of control	817	0.024	-0.005	-0.011	-0.037
	Expectations of gambling	817	0.100**	-0.015	-0.005	0.004
	Bias based on interpretation	817	0.064	-0.016	-0.053	0.031
	Estimated control	817	0.049	-0.145**	0.168**	-0.115**

*p<0,05; **p<0,01

The relationship between participants' reasons for gambling, cognitions about gambling and aggression levels was analyzed with Pearson correlation coefficient. It was found that there was a low level negative and significant relationship between the fun/excitement sub-dimension of RFGS and verbal aggression (r=-0.104). There was also a low level positive and significant relationship between the inability to stop gambling sub-dimension of the gambling cognitions scale and physical aggression (r= 0.086). It was also revealed that there was a negative low-level significant relationship between GRCS estimated control sub-dimension and verbal aggression sub-dimension (r= -0,145), a low-level positive significant relationship with anger sub-dimension (r= 0.168), and a low-level negative significant relationship with hostility sub-dimension (r= -0.115).

DISCUSSION AND CONCLUSION

This study was conducted to examine the gambling behaviors and reasons of sports spectators in the 18-35 young adulthood period in terms of different variables such as age,

gender, economic level, employment status, sports playing status, entertainment club or virtual membership status, at what age they first started betting and to determine whether aggression levels have an effect.

As a result of the findings, it is concluded that the participants' scores on the subscales of the reasons for gambling scale are above the medium level, their scores on the subscales of the cognitions about gambling scale are at a high level, and their scores on the subscales of the aggression scale are at a medium level.

According to the results of the research, no statistically significant difference was found between the sub-dimensions of the reasons for gambling scale, which are fun/excitement, avoidance, making money, socialization, and physical aggression, which is one of the sub-dimensions of the aggression scale. Wee and Pang (2018), found a significant relationship between the sub-dimension of having fun and physical aggression among the reasons for gambling in their study on undergraduate students. Similarly et al. (2011), and Willoughby (2013), also found a significant relationship between gambling behaviors and physical aggression. In addition to this information, Najavits et al. (2011), concluded in their study that pathological gamblers showed less aggression behavior than individuals with posttraumatic stress disorder. Another result of our study is that there is a negative and weak significant relationship ($p < 0.01$) between having fun/excitement, one of the reasons for gambling, and verbal aggression, one of the sub-dimensions of the aggression scale. Mahmood and Toneato (2020) found a significant relationship between gambling behavior and verbal aggression in their study. It is seen that there is a positive and weak significant relationship ($p < 0.05$) between having fun/excitement, one of the reasons for gambling, and anger, one of the sub-dimensions of the aggression scale. Li et al. (2017), who reached similar results to our findings, determined the feeling of anger among the negative emotions felt for the first time by gamblers in their study for the comparison of gambling harms. However, as a result of the study, a significant relationship was found between gambling behavior and anger emotion. Aymamí et al. (2014), who reached findings in the opposite direction to our results, stated that there was no significant relationship between gambling behavior and anger. Mishra et al. (2017), concluded in their study that anger behavior is associated with thrill-seeking, one of the personality traits, and that it is also associated with both problem gambling tendencies and general reasons for gambling.No statistically significant difference was found between the sub-dimensions of the reasons for gambling scale, which are fun/excitement, avoidance, making money, socialization, and hostility, which is one of the sub-dimensions of the aggression scale. Mahmood and

Toneato (2020), and Coşkun (2017), who reached the opposite conclusion with our findings, found a significant relationship between gambling behavior and hostility. Studer, et al. (2016), found that individual gamblers and casino gamblers reported higher levels of thrill seeking in relation to personality traits. While there was a relationship between thrill seeking and hostility in individual gamblers and casino gamblers, electronic lottery and casino gamblers were found to have higher levels of aggression-hostility than individual gamblers and large-scale gamblers. In addition, Estevez et al. (2015), evaluated the mediating effect of seeking excitement in the emergence of pathological gambling and gambling and general symptomatology (depression, anxiety, phobic anxiety, somatization, obsessive-compulsive behavior, interpersonal sensitivity, hostility, paranoid ideation and psychoticism) and concluded that it mediated the emergence of hostility. In addition, although thrill seeking partially mediated hostility, a statistically significant relationship was found.

According to the research findings, it was found that there was a positive and weak significant relationship between thoughts of not being able to stop gambling, one of the sub-dimensions of the cognitions about gambling scale, and physical aggression, one of the sub-dimensions of the aggression scale ($p < 0.05$). In their study examining gambling-related cognitions and behaviors, Mestre et al. (2021), observed significant differences between all reasons for gambling and gambling-related cognitions subscales, except for those related to the perception of inability to stop gambling. In a different study, Ledgerwood et al. (2020), concluded that the number of gambling disorder symptoms was significantly associated with the inability to stop gambling scores, which is a sub-dimension of the gambling-related cognitions scale. When assessed using the Behavior and Symptom Recognition Scale, a greater association was found between gambling-related cognitions scale subscales and psychiatric difficulties. It was found that there was a positive and weakly significant relationship ($p < 0.01$) between gambling expectations, one of the sub-dimensions of the gambling cognitions scale, and physical aggression, one of the sub-dimensions of the aggression scale. It was determined that there was a negative and weak significant relationship ($p < 0.01$) between predictive control, one of the sub-dimensions of the cognitions about gambling scale, and verbal aggression and anger, two of the sub-dimensions of the aggression scale. It is also observed that there is a positive and weakly significant relationship ($p < 0.01$) between predictive control, one of the sub-dimensions of the gambling cognitions scale, and hostility. In a study conducted in Nigeria et al. (2021), found a positive relationship between predictive control, which is a sub-dimension of the cognitions about gambling scale, and gambling intention. In addition to this information,

Aslan (2020), stated in his study that cognitive structures related to gambling are a risk factor on the reasons for gambling.

In the context of the research results, it is thought that providing continuous information to young adults who watch sports about the harms of gambling and not encouraging gambling and increasing cognition about gambling will be beneficial in reducing aggression levels.

In future studies, examining the levels of aggression in the sample of individuals with gambling addiction problems will provide benefits to gambling and aggression literature.

In order to reduce gambling addiction, which is one of the biggest causes of aggression among sports spectators, various information can be provided through federations and ministries in sports environments.

GENİŞLETİLMİŞ ÖZET

GİRİŞ

Kumar ve şans oyunları insanlık tarihi boyunca farklı şekillerde meydana gelen durumlardan oluşmuş ve toplumu etkileyen bir olgu olmuştur (Lam, 2007). Kumar; 'iskambil- kart oyunlarını, beceri isteyen oyunları, tombala, piyango, Sayısal Loto, Şans Topu, On Numara, Hemen Kazan, at yarışları, iddaa, Süper Loto, Spor Toto, Bingo, poker, zar, rulet ve borsa' gibi çok oyunu içinde bulundurur (González ve ark., 2017). Teknolojik gelişmelerin artması ve online oyunlara ulaşmanın daha kolay ve hızlı olması, online kumar oyunlarının artmasına neden olmakta ve kumar oynamanın engellenmesi zorlaşmaktadır (Calado ve ark., 2017; González ve ark., 2017). Kumar oynama davranışlarının birçok genç insanın aktif ya da pasif olarak yaşam deneyimlerinin bir parçası olduğu ileri sürülmüştür (Hayer & Griffiths, 2015). Gençlerin de bu oyunları artık yetişkinler kadar oynadığı ve vakit harcadığı bilinen bir gerçekliktir. (Lam, 2007). Kumar oynama sorununun sadece yetişkinlere özgü olmayan, ergenler ve gençler arasında da yaygın şekilde görüldüğü belirtilmektedir (González ve ark., 2017). Aynı zamanda kumar oynama sıklığının genç bireylerde yetişkinlerden daha yüksek olduğu bazı çalışmalarda belirtilmiştir (Calado & Griffiths, 2016; Nowak, 2017; Vayısoğlu ve ark., 2019; Lorains ve arkadaşları (2011). Yetişkinler için kumar oynama bozukluğu yaygınlığının %0,1-2,7 arasında olduğunu belirtmişlerdir. Hodgins ve arkadaşları (2011), insanların %0,2-5,3'ünün hayatlarının bilirli bir kısmanda kumar oynama davranışı sergilediğini belirtmişlerdir. Genç bireylerde risk alma isteğinin kumar oynama davranışında risk etmeni olduğu görülmektedir (Leeman ve Potenza, 2012; Erel, 2013; Nowak & Aloe, 2014). Kumar oynama davranışlarının değişmesi ve bozukluk derecesinde ilerlemesi bireylerin saldırganlık açısından da incelenmesi gereken bir durumdur. Bahis ve kumar oyunlarında kaybetme duygusu bireyleri saldırgan davranışlara sürükleyeceği düşünülebilir. Spor seyircilerinin saldırganlık davranışları birçok bilim insanı tarafından incelenmiş (Spracklen, 2021; Groove, 2005) ve günümüzde de saldırganlık davranışlarının önüne geçilebilmesi için spor yöneticileri önlem alma

çabasındadır. Spor seyircilerinin kumar oynama davranışları, kumara ilişkin biliş düzeyleri ile saldırganlık düzeyleri arasındaki ilişkinin incelenmesi söz konusu saldırganlık davranışlarını daha iyi anlamada fayda sağlayacaktır. Bu düşünce çerçevesinde hazırlanan araştırmanın hipotezlerini aşağıda verilmiştir.

H_1= Kumar oynama nedenleri ile saldırganlık arasında pozitif anlamlı bir ilişki vardır.

H_2= Kumara ilişkin bilgi düzeyi ile saldırganlık arasında negatif yönde anlamlı bir ilişki vardır.

YÖNTEM

Araştırma amacına ulaşabilmek amacıyla, betimsel araştırma yöntemlerinden ilişkisel tarama modeli temel alınarak tasarlanmıştır. Söz konusu model iki ve/veya daha fazla değişkenler arasında anlamlı bir ilişki olup olmadığını ve bu ilişkinin ne derecede olduğunu tespit etmeyi amaçlamaktadır (Karasar, 2017).

Evren örneklem

Araştırma evrenini genç yetişkin yaşa kategorisinde bulunan ve kumar oynayan bireyler oluşturmaktadır. Araştırmada basit seçkisiz örnekleme yöntemi kullanılmıştır (Büyüköztürk ve ark., 2013). Araştırmaya katılımcılar tamamen gönüllülük esası ile katılım göstermişlerdir.

Veri toplama araçları

Araştırma kapsamında katılımcıların sosyo-demografik özelliklerini belirlemek amacı ile araştırmacılar tarafından hazırlanmış olan demografik bilgi formu kullanılmıştır. Kumar oynama nedenlerinin tespit edilebilmesi için Kumar Oynama Nedenleri Ölçeği, kumara ait bilişlerin belirlenebilmesi amacı ile Kumara İlişkin Bilişler Ölçeği ve saldırganlık düzeylerinin belirlenebilmesi amacı ile Saldırganlık Ölçeği kullanılmıştır.

TARTIŞMA

Araştırma sonuçlarına göre, kumar oynama nedenleri ölçeği alt boyutları olan eğlenme/heyecanlanma, kaçınma, para kazanma, sosyalleşme ile saldırganlık ölçeği alt boyutlarından olan fiziksel saldırganlık arasında istatistiksel olarak anlamlı bir farklılık tespit edilememiştir. İlgili konuda literatür taraması yapıldığında genellikle çalışmamızla zıt yönde bulgulara ulaşılmıştır. Wee ve Pang (2018) lisans öğrencileri üzerine yaptıkları çalışmada kumar oynama nedenlerinden eğlenme alt boyutu ile fiziksel saldırganlık arasında anlamlı bir ilişki bulmuşlardır. Benzer şekilde Yip ve arkadaşları (2011) ve Adachi ve arkadaşları (2013), de çalışmalarında kumar oynama davranışları ile fiziksel saldırganlık arasında anlamlı bir ilişki tespit etmişlerdir. Bu bilgilere ek olarak, Najavits ve arkadaşları (2011), yaptıkları araştırmalarında patolojik kumar oynayıcılarının, travma sonrası stres bozukluğu yaşayan bireylere göre daha az saldırganlık davranışı gösterdiği sonucuna ulaşmışlardır. Çalışmamızın bir diğer sonucu kumar oynama nedenlerinden eğlenme / heyecanlanma ile saldırganlık ölçeği alt boyutlarından sözel saldırganlık arasında negatif ve zayıf anlamlı ilişki olduğu ($p<0,01$) dur. Mahmood ve Toneato (2020), yaptıkları çalışmada kumar oynama davranışı ile sözel saldırganlık arasında anlamlı

bir ilişki tespit etmiştir. Kumar oynama nedenlerinden eğlenme / heyecanlanma ile saldırganlık ölçeği alt boyutlarından öfke arasında ise pozitif ve zayıf anlamlı ilişki olduğu (p<0,05) görülmektedir. Bulgularımıza benzer yönde sonuçlara ulaşan Li ve arkadaşları (2017), kumar zararlarının karşılaştırılması için yaptıkları çalışmada kumar oynayıcıları tarafından ilk kez hissedilen olumsuz duygular arasında öfke duygusunu tespit etmişlerdir. Bununla birlikte çalışma sonucunda kumar oynama davranışı ile öfke duygusu arasında anlamlı bir ilişki bulunmuştur. Sonuçlarımıza zıt yönde bulgulara ulaşan Aymamí ve arkadaşları (2014), ise kumar oynama davranışı ve öfke arasında anlamlı bir ilişki olmadığını belirtmişlerdir. Mishra ve arkadaşları (2017), yaptıkları araştırmada öfke davranışının kişilik özelliklerinden heyecan arama ile ilişkili olduğu hem problemli kumar oynama eğilimleriyle hem de genel kumar oynama nedenleriyle de ilişkili olduğu sonucuna ulaşmışlardır. Kumar oynama nedenleri ölçeği alt boyutları olan eğlenme/heyecanlanma, kaçınma, para kazanma, sosyalleşme ile saldırganlık ölçeği alt boyutlarından olan düşmanlık arasında istatistiksel olarak anlamlı bir farklılık tespit edilememiştir. Bulgularımızla zıt yönde sonuca ulaşan Mahmood ve arkadaşları (2020); Coşkun (2017), yaptıkları çalışmada kumar oynama davranışı ile düşmanlık arasında anlamlı bir ilişki bulmuşlardır. Studer ve arkadaşları (2016), ise araştırmalarında kişilik özellikleriyle ilgili olarak, bireysel kumar oynayıcıları ve kumarhane oynayıcılarının daha yüksek düzeyde heyecan arayışı bildirdiklerini tespit etmişlerdir. Bireysel kumar oynayanlar ve kumarhane oynayıcılarının heyecan arayışı ile düşmanlık arasında ilişki bulunurken, elektronik piyango ve kumarhane oynayıcılarının, bireysel kumar oynayıcıları ve geniş alanda kumar oynayanlara göre daha yüksek düzeyde saldırganlık-düşmanlığa sahip olduğu tespit edilmiştir. Buna ek olarak, Estevez ve arkadaşları (2015), patolojik kumar oynama ile kumar oynama ve genel semptomatolojinin (depresyon, anksiyete, fobik anksiyete, somatizasyon, obsesif-kompulsif davranış, kişilerarası duyarlılık, düşmanlık, paranoid düşünce ve psikotizm) ortaya çıkmasında heyecan arayışının aracılık etkisi değerlendirilmiş ve sonuç olarak düşmanlık duygusunun ortaya çıkmasına aracılık ettiği sonucuna ulaşılmıştır. Ayrıca heyecan arayışı, düşmanlık duygusuna kısmi olarak aracılık etse de istatistiksel olarak anlamlı ilişki bulunmuştur.

Araştırma sonuçları bağlamında, spor izleyici genç yetişkinlere kumarın zararlarına dair sürekli bilgilendirmeler yapılması ve kumarın özendirilmemesinin kumara ilişkin bilişin arttırılmasının saldırganlık düzeylerini düşürmede faydalı olacağı düşünülmektedir.

İlerleyen araştırmalarda kumar bağımlılık sorunu yaşayan bireyler örnekleminde saldırganlık düzeylerinin incelenebilmesi söz konusu kumar ve saldırganlık literatürlerine fayda sağlayacaktır.

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KATKI ORANI *CONTRIBUTION RATE*	AÇIKLAMA *EXPLANATION*	KATKIDA BULUNANLAR *CONTRIBUTORS*
Fikir ve Kavramsal Örgü *Idea or Notion*	Araştırma hipotezini veya fikrini oluşturmak *Form the research hypothesis or idea*	Doğukan Batur Alp GÜLŞEN
Tasarım *Design*	Yöntem ve araştırma desenini tasarlamak *To design the method and research design.*	Serkan ZEZGİN
Literatür Tarama *Literature Review*	Çalışma için gerekli literatürü taramak *Review the literature required for the study*	Erdi KAYA
Veri Toplama ve İşleme *Data Collecting and Processing*	Verileri toplamak, düzenlemek ve raporlaştırmak *Collecting, organizing and reporting data*	Ümmügülsüm EKİNCİ
Tartışma ve Yorum *Discussion and Commentary*	Elde edilen bulguların değerlendirilmesi *Evaluation of the obtained finding*	Burcu FİDEL

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