

Title: Calculated risks: new perspectives on gambling.

Date: Thursday 17th and Friday 18th September

Location: Small Hall / Cinema, Goldsmiths

Time: 9.30-8 Thursday, 9-8 Friday.

Confirmed speakers:

Thomas Malaby, University of Wisconsin-Milwaukee

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Beyond the Gambling Den: Games and Capitalism in a Digital Age.

Theoretical approaches to gambling

Kahryn May, Leeds University.

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Title: The time of our lives: Time, identity and Internet gambling

Abstract: In repeat life history interviews with self-identified 'problem' Internet gamblers and one-off in-depth interviews with their significant others, in a study funded under a joint ESRC and Responsibility in Gambling Trust (RIGT) initiative, we observed there was no core narrative of problem Internet gambling across our participant sample. Instead, when and why Internet gambling becomes a problem, in participants' accounts, is as porous as when and why it ceases to be a problem. However, despite this diversity, our analyses suggest that understanding different aspects of time is key to understanding processes of meaning formation around problem gambling, how this meaning formation is achieved both by the gambler independently within his/her understandings of the constraints and possibilities characterising their particular 'real lives' context; and achieved through ongoing negotiation and definition between the gambler and those we have chosen to characterise as their significant others. This presentation will consider how, by viewing participants' narratives through the lens of 'time' and viewing 'time' in the narratives, we are able to move from trying to explain 'states' in gamblers' identities (e.g. 'problem', 'non-problem') to observing how identities and intimate relationships migrate and are re/worked over time.

Moshe Levy, Ariel University Centre, Israel

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Title: Towards a Weberian theory of gambling

Abstract: Among the various sociological theories of gambling, there are only a handful of works based on the ideas of Max Weber, and especially his thesis of rationalization. This paper explores the reasons for this absence and seeks to suggest the use of Weberian theory to analyse gambling in modern society for a number of reasons. Firstly, this kind of analysis can benefit from the multivocality of the concepts of rationality and rationalization in Weber's theoretical writings. According to Weber, actions in certain areas of life, which are considered irrational and even superstition-driven according to criteria taken from other

areas of life, can, in certain circumstances, be considered rational. A theory that uses such a conceptual framework will thus prevent a limited treatment of gambling as an irrational practice and enable the identification of rational processes at work. Secondly, a Weberian theory of gambling will enable to develop beyond the focus on the individual and the significance of gambling for him, and will provide a wider explanation of gambling as a phenomenon, with reference to its political, economic and cultural context. Lastly, a Weberian explanation may help to overcome the tendency of gambling theories to over-generalize in their explanations of the nature of gambling and will focus on a specific historical constellation that led to the emergence and expansion of gambling in a specific society at a given time.

Simon Planzer, Harvard, M Law, M.A., Attorney at Law; Visiting Researcher at Harvard Law School, Visiting Scholar at the Division on Addictions (Harvard Medical School), Lecturer of Law at the University of St.Gallen.

Title: Gambling, public morals and the margin of appreciation: a comparative view of the European Court of Human Rights and the European Court of Justice

Abstract: The margin of appreciation (discretion) offered by the European Court of Justice (ECJ) to EU Member States regarding public morals policies plays a crucial role in gambling cases. This paper compares the use of this key doctrine by the ECJ and the European Court of Human Rights (ECtHR).

The ECJ, the EFTA Court and the WTO Appellate Body have recognised public morals as grounds of justification for restrictions to gambling services. EU Member States have argued that cultural differences of moral views on gambling would justify a large discretion for national authorities when deciding on restrictive measures. The author questions the significance of these differences and explains the true reasons that are rather political.

Different moral standards may not only be pleaded with regard to restrictions to trade but also to the interpretation of human rights. Like the ECJ, the ECtHR applies a certain self-restriction when assessing moral issues. Scholars of international human rights law have described this reasoning as 'cultural relativism': the interpretation of human rights may differ from one country to another. It was the ECtHR which largely shaped the margin of appreciation doctrine in international law. By comparing the approaches of the two courts, the author concludes that the margin of appreciation offered by the ECJ regarding restrictions to gambling is too large, leading to a jurisprudence which does not sufficiently address the real issues: prevention of gambling disorders and crime. The approach of the ECtHR would in fact lead to more satisfying outcomes.

Regulation

Seamus Murphy, De Montfort
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Title: The Willink Commission

The 1949 Royal Commission on Betting, Gaming and Lotteries, or the 'Willink Commission' as it was commonly referred to, was established to investigate all forms of gambling activity, illegal and legal, indulged in by the general public. However, the single most important factor behind the initiation of the commission was to find a system

that could legally control off course cash betting on horseracing. The commission's recommendations regarding cash betting would, after considerable delay, be successfully incorporated into the 1960 Betting and Gaming Act.

The 'Willink Commission' also discussed all forms of gaming in the UK, in particular, gaming parties. The results of these discussions illustrate a contradiction to the commission's much praised 'liberal' outlook. Gaming, in particular gaming organized for commercial profit, still appeared well 'beyond the pale' for many of the commission's members and require further evaluation.

This paper will attempt to illustrate the nature of the opposition against gaming and gaming parties and readdress at least one assumption surrounding the deliberations of the 'Willink Commission', its unprejudiced evaluation of gaming activity in the post-war period.

Alan Littler, Faculty of Law and Tilburg Law and Economics Centre (TILEC), Tilburg University

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Title: The regulation of gambling in the European Union

Abstract: During this presentation I will discuss the broad outlines of my PhD research on the regulation of gambling in the European Union. The overall objective of my project is to consider the compatibility of national approaches on regulating gambling with EC Law, primarily the free movement principles which underpin the internal market. A considerable part of this research has been dedicated to establishing the status quo, both in terms of national regulation and the requirements of EC Law. In describing this part of the project attention will be given to the manner in which three Member States (France, the Netherlands and the United Kingdom) regulate various forms of gambling, including both bricks-and-mortar venues and internet-based gambling opportunities. However, it must be appreciated that the conditions which national regulations have to meet in order to be considered compatible with EC Law are far from certain; this state of affairs will be outlined. In light of this I shall provide some examples which I have found of where it is likely that national regulations are incompatible with Community Law and moreover where challenges are likely to exist in terms of regulating gambling in the context of the internal market. Against this backdrop the omnipresent question of whether the EU should acquire some degree of competence to regulate or coordinate elements of gambling regulation will be sketched. I will defend my PhD in December 2009 and then embark upon further research into the regulation of this sector. To conclude my presentation, and hopefully open some debate, I will outline two strands of this research as they currently stand; firstly the regulation of gambling in the context of the General Agreement on Trade in Services (of the WTO); and secondly exploring the extent to which existing European consumer protection legislation could apply to, and satisfy the consumer protection objectives of, national gambling regulatory regimes.

Julie Scott, London Met

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Title: Coffee shops, croupiers and casinos: gambling in Northern Cyprus

Abstract: The development of northern Cyprus' casino sector reflects its post-colonial history and dependent relationship on Turkey. The late 1960s and early 70s saw the

opening of a small number of casinos modelled on the private clubs run by Turkish Cypriots in London's Soho and Mayfair, and continued in a fairly low key way for 20 years or so, following the 1974 Cyprus war. The situation changed with the legalisation, and subsequent banning, of live gambling in Turkey in 1997. Turkish casino owners shifted their operations to northern Cyprus, which, thanks to its status of unrecognised territory, became an 'off-shore' gambling haven for Turkish, Israeli, and, since 2003, Greek Cypriot gamblers, with close to 30 casinos, many of them attached to (by local standards) large, luxury hotels. However, it was whilst researching the convergence between casino gambling and tourism, and the lives of female croupiers in northern Cyprus, that I first became aware of the extent and significance of the 'pre-casino' gambling tradition, and its ambivalent place within the cultural norms and values of Cyprus. Whilst the casino sector, with its 'industrialisation' of gambling, occupies an increasingly 'formal' and 'mainstream' place within globalised leisure culture, the worlds of the coffee shop, the cock pit, the *shehir kulubu* and the private card party – semi-clandestine activities associated with deviant 'third' spaces – have traditionally expressed and articulated complex gender, class and ethno-national relations in all their transgressive potential.

Machines, gambling, politics

Gerda Reith, University of Glasgow

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Title: Addiction, irrationality and risk: the 'problem' gambler and excessive consumption

Abstract: This paper critically examines the relationship between problem gambling and consumption in modern western societies. It argues that current perceptions of 'the problem' of problem gambling actually tell us more about the cultural assumptions and practices of the societies in which they exist than they do the behaviour of gamblers themselves. It critically analyses these notions as a set of discourses organised around general beliefs about addiction, irrationality, risk and control, and relates them to wider socio-economic and political trends in consumer societies.

Charles Livingstone, Department of Health Social Science, Faculty of Medicine, Nursing and Health Sciences, Monash University

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Title: Machineries of Gambling: indeterminacy, harm, commodity, and revenue

Abstract: Contemporary commercial gambling, in its Australasian and North American manifestations, relies on the commodification of a stream of indeterminacy. This appears to be most efficiently achieved at present via the deployment of electronic gambling machines – EGMs, slots, VLTs or pokies – at local suburban gambling venues in pubs and sporting or social clubs. In Australia and New Zealand, these are ubiquitous.

Commodification of the stream of indeterminacy is itself an interesting subject for research, presenting opportunities for exploring the whole ethos of commodity and what it has become, or what it has been revealed to be. Of course, much of the focus of 'gambling research' has traditionally been on the pathologised individuals who are seen to experience problems with 'their' gambling. Industry, government, and some researchers, tend to concentrate on 'responsible gambling' – in public health terms, a

very downstream site for research focus – and this concentration has arguably distracted from more fundamental considerations of harm production and the ethos of consumption. It has also successfully preserved significant revenue streams. This paper discusses the stream of indeterminacy, its commodification, the production of harm and the consequences of these for developing a more upstream research agenda in gambling studies.

Fiona Nicoll, University of Queensland
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Title: The 'Pokie Lounge' as a figure of neoliberal fino-power Australia.

Abstract: Between 1988 and 2008 Australians' expenditure on electronic gaming machines (or 'pokies') rose to more than double that spent on other gambling forms such as lotteries, horse racing and casino table games. This not only made the cultural technology of pokies a site of considerable moral and political panic; it also raised concerns about the emergence of the pokie lounge as a new cultural space in Australia. Following a generic description of this space, I will examine a range of cultural responses to it across different media and genres from pop music and amateur theatre production to representations in current affairs, documentary and sketch comedy TV. I then present three case studies which show how the pokie lounge reflects and contributes to the social and cultural dynamics of neo-liberal fino-power in Australia.

Capturing gambling

Erica Yu, UCL
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Title: Know your bandit: Model-based learning for gambles

Abstract: To make optimal choices in sequential gambling tasks, players learn about hidden reward processes. Previous research has found conflicts between experienced and remembered utility, characterized by poor integration of affective information over time and leading to the observation of a suboptimal "peak-end" rule in retrospective judgments and prospective choices (Kahneman, Wakker, & Sarin, 1997). Building on these findings, we demonstrate that fruit machine players' learning is strongly influenced by initial beliefs about the machine. We argue that this evidence supports a model-based approach to sequential learning – considering outcomes and updating beliefs about hidden processes over time.

Subjects played computer-simulated fruit machines with unknown stationary payout processes (as an exploration-exploitation task with feedback from the chosen machine) and retrospectively made evaluations.

In Experiment 1, subjects played pairs of machines for 30 or 80 trials. The machines had different payout distributions, matched for expected value but differing on the presence of a peak payout (high value, low probability) and variance. Subjects with little experience (30 trials) at the machines made upwardly-biased judgments about the average payout of the "peak" distribution, while experienced subjects (80 trials) converged with normative standards.

In Experiment 2, subjects were given different initial models (payout tables): high quality with accurate information, low quality with skewed information, or erroneous with

inaccurate information. After 30 trials, subjects in the low quality condition made skewed judgments while subjects in the erroneous condition made judgments similar to subjects in the high quality condition. After 80, subjects all made similar judgments.

In the face of a small sample of information, subjects used misleading cues, resulting in a pattern of skewed and suboptimal judgments. Eventually with experience, subjects were able to overcome this bias. The evidence suggests subjects used and updated models, in contrast to the predictions of a model-free approach to learning.

Sara Lueddeke, University of Southampton

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Title: Metacognition and Gambling: Applying a Type 2-Signal Detection Framework to Explore Decision-Making Differences between Social Gamblers and Non-Gamblers.

Abstract: In this presentation, two experiments will be discussed which compared manipulations of difficulty and penalties between social gamblers and non-gamblers in a computerised probability-based gambling task. Type-2 signal detection theory was applied to the data to separate three main cognitive and metacognitive performance parameters: accuracy, monitoring, and gambling criteria. The results indicated that both the social gamblers and non-gamblers responded to the difficulty of the task and penalties for errors in setting their gambling criteria, but that regular gamblers were more sensitive to these manipulations. Results are discussed with applications to everyday gambling.

Ben Haden, and John Lepper, National Lottery Commission

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Title: The NLCLiP: A Short Screen for Pathological Gambling Among Young People

Abstract: Part of the National Survey of Adolescent Gambling, conducted in the past year, was a test of a short screen to explore gambling problems among young people. The screen tested was an adaptation of the NODS-CLiP proposed by Toce-Gerstein and Volberg. It consists of three short questions about cutting down on, lying about and being preoccupied with gambling (hence CLiP). This paper sets out the underlying rationale of the screen, explains the design of the screen, describes the way in which the screen was tested and sets out the results that were obtained. The paper also draws lessons for the future.

Gambling in Britain

Emma Casey, London Metropolitan University

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Title: 'Gambling at Home: Domestic Experiences of Risk'

Abstract: Drawing on recently conducted research exploring the gendered experiences of UK National Lottery play, this paper examines 'home' as a novel space for the pursuit of gambling. It seeks to re-clarify sociological notions of risk by considering some of the strategies for assessing and dealing with risk within the context of everyday routines of gambling practices.

Carolyn Downs, Salford University

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Title: Girls Playing With Risk: The Potential of Social Networking to Alter Patterns of Gambling Participation

Abstract: The costs and benefits of social networking are currently being hotly debated with neuro-scientist Baroness Susan Greenfield expressing concern that excessive exposure to sites such as Facebook and Bebo may lead to young people's brains being irreversibly 'infantilised', stating that there was a need for research into the social implications of "a much more marked preference for the here-and-now, where the immediacy of an experience trumps any regard for the consequences. This type of activity, a disregard for consequence, can be compared with the thrill of compulsive gambling or compulsive eating. (House of Lords Hansard 12 February 2009 <http://www.theyworkforyou.com/lords/?id=2009-02-12a.1285.1>)

In contrast, the Digital Youth Project (based at the University of California and led by Mizuko Ito) found a range of benefits to young people from social networking, including 'creating new opportunities for young people to grapple with social norms, explore interests, develop technical skills and work on new forms of self-expression.' (<http://digitalyouth.ischool.berkeley.edu/report-announcement>)

While there is clearly scope for further research into the benefits or harms of using social networking sites what is clear is that these sites are extraordinarily popular and are now an intrinsic part of youth culture, impacting on ever younger children as the digital divide is lessened as a result of government policy. In 2008 Ofcom found that 27% of eight - eleven year olds who were aware of social networking sites had a profile; amongst older children coverage rose to 49%, with girls more likely than boys to spend time on social networking sites (Ofcom, April 2008). While social networking sites have age-restrictions in place the Byron Review (2008) found these were not adhered to and may be impossible to police in practice, making it essential that there is a thorough understanding of the impact these sites and their content have on young people using them.

Using the findings of a small pilot study that is the basis of a research grant to the EPSRC this paper will explore the ways in which virtual gambling games and the gambling presence on social networking sites exploit desire for virtual goods and generate associated advertising. The paper will also consider the potential for content-generated harms associated with virtual gambling games to be gender differentiated and suggest a framework for further research.

Janette Davis, Psychology Department, Greenwich

Title: Internet Gambling in the UK - Research work in progress

Abstract: Online gambling is a relatively new type of gambling. It has already become popular in the UK, being played more regularly and more frequently than some forms of traditional UK land gambling. It is also associated with problem gambling to a greater extent than many other forms of land gambling. As online gambling is new, popular and associated with problem gambling it is an important area for research focus. Research into internet gambling in the UK is underway in the Psychology Department at Greenwich University. In 2008 a qualitative research project into women's internet gambling was completed. This has now been extended into an internet gambling PhD project, incorporating further qualitative research into men's and women's internet gambling and introducing quantitative research to support qualitative findings. The

overall aims of the PhD research are to identify; how men and women's internet gambling preferences, patterns and behaviours differentially evolve over time, how and why some people develop serious problems with internet gambling, whereas others do not, and, who is most at risk of experiencing harmful effects from internet gambling or developing problem internet gambling, in terms of gender, game choice, individual vulnerabilities and lifestyle. Whilst the initial women's gambling project is complete, the extended PhD research is still in its early stages. The aim of this presentation is to describe the research processes so far, highlighting how the current data from the women's research project has been analysed and is informing the extended research.

Chinese players

Hans Steinmuller, LSE

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Title: Liuhecai Lotteries in Rural China

Abstract: In recent years, Liuhecai lotteries have become increasingly common in many regions of central China. This lottery (called "Mark Six" in English) is a state lottery in Hongkong; in mainland China it is an underground lottery that is officially prohibited. Whilst in Hongkong the draws are broadcast on TV, in mainland China numbers are publicised mainly via mobile phone and internet, and a huge number of sideline bets (including colours of the lottery balls, combinations of Chinese zodiac signs, and Chinese characters) are added. Based on long term fieldwork in Hubei Province, in this paper I describe the Liuhecai lottery and how it is played in the countryside of central China now. The lotteries are officially forbidden, yet in many villages there are huge numbers of people betting regularly. The underground economy of bookmakers and intermediaries has grown rapidly in the last years, and whilst local governments are increasingly concerned about this form of gambling, control and prohibition of the lottery are selective at best. I conclude that the Liuhecai lottery is emblematic of how boundaries of acceptable sociality are moving in the Chinese countryside.

Eva Liu, Goldsmiths

Title: "My option out of no options"--- case studies of three Chinese immigrants in Manchester

Abstract: In this paper I look into three informants' stories I've collected during my fieldwork in Manchester. Among these three informants, there is one who calls herself excessive gambler (烂赌鬼), there is another one who regularly visited casinos and betting shops but doesn't call herself a gambler, the third one always refuses to go to a casino with me and says she does not gamble at all but had lost lots of money out of her risky decisions. Through studying these three cases, I intend to find out the connections between risk taking, trust building, and gambling which appear to be recurrent elements in many of the Chinese immigrants' life.

Claire Loussouarn, Goldsmiths

Title: London casinos and Chinese gamblers: a relation of space, time and money

Abstract: Anyone entering one of the three casinos situated in the vicinity of London's Chinatown, in which premises I carried out fieldwork, might feel that these casinos are

'Chinese' due to the high proportion of Chinese players frequenting them and due to the use of Chinese characters on the machine screens and in the leaflets provided inside. Drawing from a material culture approach, I propose to go beyond the simple description of those casinos as 'Chinese places' in order to examine how social relationships and being Chinese are being shaped by the material environment of those casinos, and how individual Chinese gamblers make use of this material environment to construct their own sense of self in relation to others in London. For this purpose, I understand the space of the casino to be intrinsically interdependent with time and money and to be taking different shapes depending on the individual who is making use of the space and depending on his/her relationships to other 'TimeSpace' (Thrift & May 2001). Although the casino is an environment created for commercial ends and where, as such, any sign of the time passing outside is purposely absent, this doesn't mean that gamblers are limited to the spatio-temporal boundaries constructed by the casino. On the contrary, with the money they circulate in gambling, the Chinese gamblers of my research create their own sense of spatiality and temporality. The casino then becomes a place where to construct a positive identity for oneself especially for those who have less or no opportunities to do so in the outside world. For them, the casino is a place where they are not quiet and invisible anymore. This shows that the space of the casino must be understood in parallel to the existence of other space-time combinations (e.g. the work environment, the family...) and in comparison to how Chinese individuals who go to the casino evolve in those other 'Timespaces' as persons.

Different games, different players

William Kelly, Oxford Brookes University.
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Title: Gambling in Japan: reflections on the perception and mediation of risk

Abstract: This paper examines the changing orientation of gaming and gambling activities within Japanese society. Focusing on the notion of risk and the perceived risks that gambling poses to both individuals and society as a whole, the paper examines the various ways in which these perceived risks have been mediated, not only through the use of legislation which has circumscribed the bounds within which gaming and gambling have been sanctioned, but also by industry attempts to 'manage' the image and therefore the appeal of various gaming and gambling activities, including horse-racing and pachinko. This management of risk is also central to discourses related to the proposed introduction of legalized casino gaming which has been under consideration for several years – discourses within which the risks of introducing casinos have been offset against the risks of missing out of on the expanding consumer/tourist market for casino gaming and gambling in East Asia.

The paper also examines the geography and demographics of participation in various forms of gaming and gambling in Japan and the attempts of gaming and gambling industries to appeal to a wider demographic. One example is the rebranding of gaming and gambling activities as leisure and entertainment, making them appear (or attempting to make them appear) less 'risky', less stigmatized and more wholesome.

The individual financial risk associated with participation in gaming and gambling is also considered, as is the relationship between gaming and gambling activities and the quasi-religious practices undertaken to ameliorate individual risk.

Drawing on specific examples of gaming and gambling activities in Japan, the comparative experience of other East Asian societies and theoretical insights from anthropology/sociology, the paper examines the recent 'social life' (Appadurai 1986) of gaming and gambling practices in Japan.

Rebecca Lynch, UCL, (PG)

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Title: 'Just in Case': Notions of Luck and Superstition Amongst Gamblers in London

Abstract: Gambling is often associated with superstitions, some authors stating that the two are inextricably linked. A focused study on the use of superstitions, belief in a casual connection based on limited data that affects an outcome, and gamblers' notions of luck can assist in revealing what gambling is about for participants, how they choose and engage in their actions and how much control, knowledge and skill they feel they have when they gamble. Luck and superstition can be difficult to explore however and, as found by this project, are varied and difficult to pin down. This study employed participant observation, questionnaires and follow-up interviews to study a range of different types of gamblers, from lottery players to professionals. Notions of luck were found to be internalised and embodied by the actors and filled with many inherent contradictions that fused together to make sense to the individual but were personal, difficult to explain and potentially embarrassing. Superstitions were used on different occasions, most frequently when the outcome of the gamble was not within personal control (such as in roulette or the national lottery). Factors such as time also affected whether the superstition was carried out. Women tended to undertake more superstitious rituals than men and superstitions were passed on from mothers and grandmothers. Gamblers also stated that they did not necessarily think that their actions would make a difference but that they undertook actions "just in case" they did. This pilot study provides an insight into the notions of luck and superstition employed by gamblers, as well as a basis for exploring these issues more widely within British society. It also highlights the effectiveness of using different research methods to access data from gamblers in different situations and provides a foundation for further work on the subject.

Stine Simonsen Puri, Copenhagen University.

Title: Gambling with Destiny: an anthropological study on gambling in India

Abstract: The paper presents the Hindu mythology on gambling, as part of a pre-study to an upcoming fieldwork in India, in which the impact on Hindu cosmology on gambling practices is investigated. Interestingly, Hindu mythology is packed with stories on gambling, both between Kings and people and between gods and goddesses. In these stories there both seem to be a condemnation and a celebration of gambling. In India most gambling is illegal, yet it is estimate that India ranks 9th worldwide in terms of gross-profit from gambling (Mahajan 2004). Sociological studies has suggested that religious affiliation has an impact on gambling frequency, calling for more ethnographic examinations on the significance of religion for gambling in different contexts (Clarke et al. 2006, Gitching 1986). The upcoming study seeks to understand how Hinduism frames

the gambling practices and experience through ethnographic fieldwork in a number of gambling settings in India. Focus will be on how Hindu mythology presents ideas of destiny (karma) and the relationship between divine and human powers. The paper will also discuss methodological implications for the integration of a cosmological scale to a study on gambling. The aim is to link this scale with a socio-economic understanding of the Indian context, in which questions of caste and class is related to both economy and cosmology.

**Calculated Risk: new perspectives on gambling
Cinema / Small Hall, Goldsmiths, University of London**

Thursday 17th September, 9.30 - 8.00

9.30 -10 Register

10 -11 Thomas Malaby, keynote speech:
'Beyond the Gambling Den: Games and Capitalism in a Digital Age'.

11-11.30 Coffee

11.30 -1.30 Theoretical approaches to gambling

1.30 – 2.30 Lunch

2.30 – 4.30 Regulation

4.30 – 5.00 Tea

5.00 – 7.00 Machines, gambling, politics

7.00 – 8.00 Drinks, Rosemary Branch Pub, Lewisham Way

8.00 Dinner, Thai restaurant, Lewisham Way (all speakers as our guests)

Friday 18th September, 9-8

9 -11 Capturing gambling behaviour

11-11.30 Coffee

11.30 -1.30 Gambling in Britain

1.30 - 2.30 Lunch

2.30 - 4.30 Chinese players

4.30 - 5 Tea

5 – 7 Different games, different players

7 - 8 Final reflections (TM)

All papers to be of no more than twenty-five minute duration (no exceptions), powerpoint welcome, bring your memory stick. Each panel of three speakers to be followed by twenty-five minutes of discussion and questions from the floor.

Schedule

Time	Topic	Contributors / Title		
Thursday				
10.00 – 11.00	Keynote speech: Beyond the gambling den: games and capitalism in a digital age	Thomas Malaby, Associate Professor of Anthropology, College of Letters and Science, University of Wisconsin – Milwaukee.		
11.30 -1.30	Theoretical approaches to gambling	Kahryn Hughes, Senior Research Fellow, Sociology and Social Policy, U of Leeds. The time of our lives: Time, identity and Internet gambling.	Moshe Levy, Dpt of Multi-disciplinary studies, Ariel University Center, Israel. Towards a Weberian theory of gambling.	Simon Planzer, Visiting Researcher, Harvard Law School. Gambling, public morals and the margin of appreciation: a comparative view of the European Court of Human Rights and the European Court of Justice.
2.30 – 4.30	Regulation	Seamus Murphy, International Centre for Sports History and Culture (ICSHC), De Montfort University. The Willink Commission.	Alan Littler, Faculty of Law and Tilburg Law and Economics Centre (TILEC), Tilburg University. The regulation of gambling in the European Union.	Julie Scott, Research Fellow, International Institute for Culture, Tourism and Development, London Metropolitan University. Coffee shops, croupiers and casinos: gambling in Northern Cyprus.
5.00 – 7.00	Machines, gambling, politics	Fiona Nicoll, Lecturer, Communication and Cultural Studies, School of English, Media Studies and Art History, Melbourne University. The 'Pokie Lounge' as a figure of neoliberal finopower Australia.	Gerda Reith, Professor, Sociology Dpt, U of Glasgow. Addiction, irrationality and risk: the 'problem' gambler and excessive consumption.	Charles Livingstone, Deputy Head, Department of Health Social Science, Faculty of Medicine, Nursing and Health Sciences, Monash University. Machineries of Gambling: indeterminacy, harm, commodity, and revenue.
Friday				
9.00 – 11.00	Capturing gambling	Erica Yu, Psychology Dpt, UCL. Know your bandit: Model-based learning for gambles.	Sara Lueddeke, Psychology Dpt, Southampton University. Metacognition and Gambling: Applying	Ben Haden and John Lepper, National Lottery Commission. The NLCLiP: A Short Screen for Pathological

			a Type 2-Signal Detection Framework to Explore Decision-Making Differences between Social Gamblers and Non-Gamblers.	Gambling Among Young People.
11.30 – 1.30	Gambling in Britain	Emma Casey, Senior Lecturer, Sociology Dpt, Kingston College. Gambling at Home: Domestic Experiences of Risk.	Carolyn Downs, Lecturer in Socially Responsible Gambling, Centre for the study of Gambling, Salford University Girls Playing With Risk: The Potential of Social Networking to Alter Patterns of Gambling Participation.	Janette Davis, Psychology Dpt, Greenwich University. Internet gambling in the UK: research work in progress.
2.30 – 4.30	Chinese gamblers	Hans Steinmuller, Anthropology Dpt, LSE. Liuhecai Lotteries in Rural China	Eva Liu, Anthropology Dpt, Goldsmiths. My option out of no options”: case studies of three Chinese immigrants in Manchester.	Claire Loussouarn, Anthropology Dpt, Goldsmiths. London casinos and Chinese gamblers: a relation of space, time and money.
5.00 - 7.00	Different games, different players	William Kelly, Professor, School of Global Studies, Tama University (Japan) Research Fellow, Europe-Japan Research Centre, Oxford Brookes University. Gambling in Japan: reflections on the perception and mediation of risk.	Rebecca Lynch, Research assistant, Clinical health psychology, UCL. Notions of Luck and Superstition Amongst Gamblers in London.	Stine Simonsen Puri, Anthropology Dpt, Copenhagen University. Gambling with Destiny: an anthropological study on gambling in India.
7.00 – 8.00	Final reflections	Thomas Malaby		