

## The First Major Gambling Cohort Study in the US

In 2015, the MAGIC team launched the first adult longitudinal cohort study of gambling and problem gambling in the US. With a sample of 3,139 Massachusetts residents, the MAGIC study surveys the same individuals over time. This provides information on how gambling and problem gambling develop, progress, and remit, and will identify demographic groups particularly at risk of experiencing gambling related harm. This research also highlights risk and protective factors important in developing effective prevention, intervention, treatment, and recovery support services. The stability and movement in and out of different gambling behaviors is a key focus of the MAGIC study and is further detailed in [Analysis of MAGIC 2: Incidence and Transitions](#).

### Transitions between Gambling Behavior Groups from Wave 1 to Wave 2

		WAVE 2									
		Non-Gambler		Recreational Gambler		At-Risk Gambler		Problem or Pathological Gambler		Shift	
GAMBLING STATUS		N	%	N	%	N	%	N	%	N	%
WAVE 1	Non-Gambler	298	64.4	158	34.1	7	1.5	0	0.0	165	35.6
	Recreational Gambler	177	8.3	1,723	80.3	223	10.4	22	1.0	422	19.7
	At-Risk Gambler	8	2.0	201	50.9	148	37.5	38	9.6	247	62.5
	Problem or Pathological Gambler	–	–	16	20.3	23	29.1	39	49.4	40	50.6
TOTAL		484		2,098		401		99			

Note: Cells with sample size of 5 or less are blank

Note: Italics indicates estimates are unreliable, relative standard error > 30%

#### Key findings:

- Recreational Gamblers and Non-Gamblers display the most stable pattern of gambling behavior
  - 80% of Recreational Gamblers stayed Recreational Gamblers
  - 64% of Non-Gamblers remained Non-Gamblers - A sizable portion transitioned into Recreational Gambling
- Only 49% of Problem or Pathological Gamblers stayed in this category
  - Sizable portions transitioned into At-Risk Gambling and Recreational Gambling
- At-Risk Gamblers display the most unstable pattern of gambling behavior
  - Only 37% remained in this category
  - Most transitioned to Recreational Gambling
  - A significant minority transitioned to Problem or Pathological Gambling

#### MAGIC PROJECT OVERVIEW

MAGIC is a project that uses experts from several disciplines to elucidate the incidence and etiology—the cause or causes of a disease or condition—of problem gambling, which is central to the Massachusetts Gaming Commission’s research effort. The project team is dedicated to working closely with many other groups throughout the Commonwealth. The study uses state-of-the-art design, rigorous data collection and research methods, and a careful analytic approach to understand the effects of casino gambling on gambling behavior. The MAGIC team collects its own data and is funded by the Massachusetts Gaming Commission.