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AMLÉ & Ulster
University



STUDENT GAMBLING BEHAVIOURS

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INITIAL RESULTS



In Autumn 2025 Aontas na Mac Léinn in Éirinn (formerly the Union of Students in Ireland), in partnership with Ulster University launched a survey on Gambling, Substance Use and Mental Health among students in third level education across the Island of Ireland. The study was funded by the Gambling Regulatory Authority of Ireland.

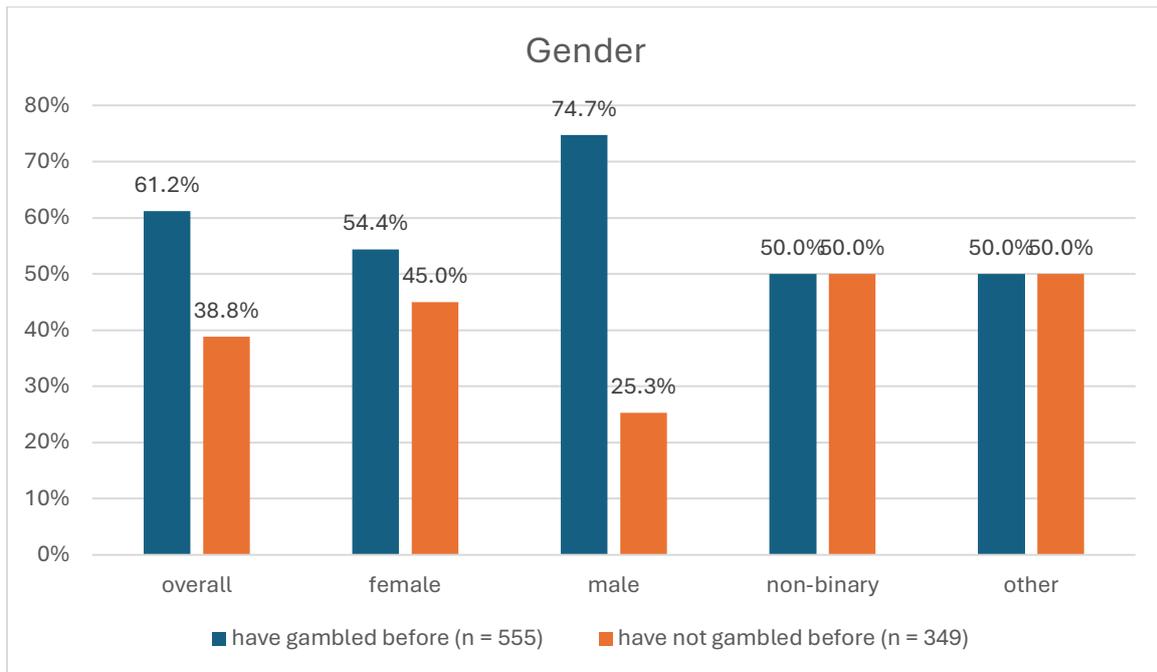
There has never previously been data available on gambling behaviours of students in Ireland. Data does exist on substance use and mental health in students, however, the most recent data was collected either before or during the COVID-19 pandemic, so it was important to gather more up-to-date data.

904 students took part; with 545 females, 311 males, 38 non-binary and 10 students who identified as another gender identity taking part. The findings presented here represent initial, high-level findings from that data on gambling behaviours. Data from the substance use and mental health sections are available in their respective reports. Further analysis will take place in due course.

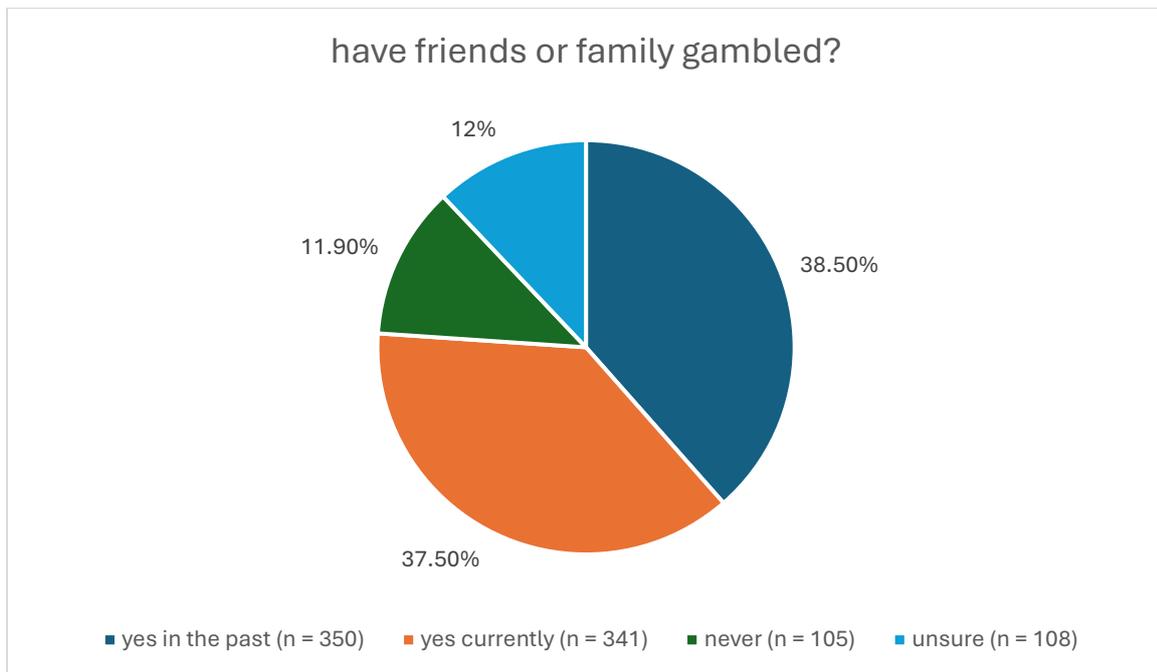
The researchers would like to thank the Gambling Regulatory Authority of Ireland for their funding, as well as all the students who took the time to complete the survey.

For any queries related to this study, please contact Sarah Hughes, Mental Health Programme Manager, Aontas na Mac Léinn in Éirinn at mentalhealth@amle.ie.

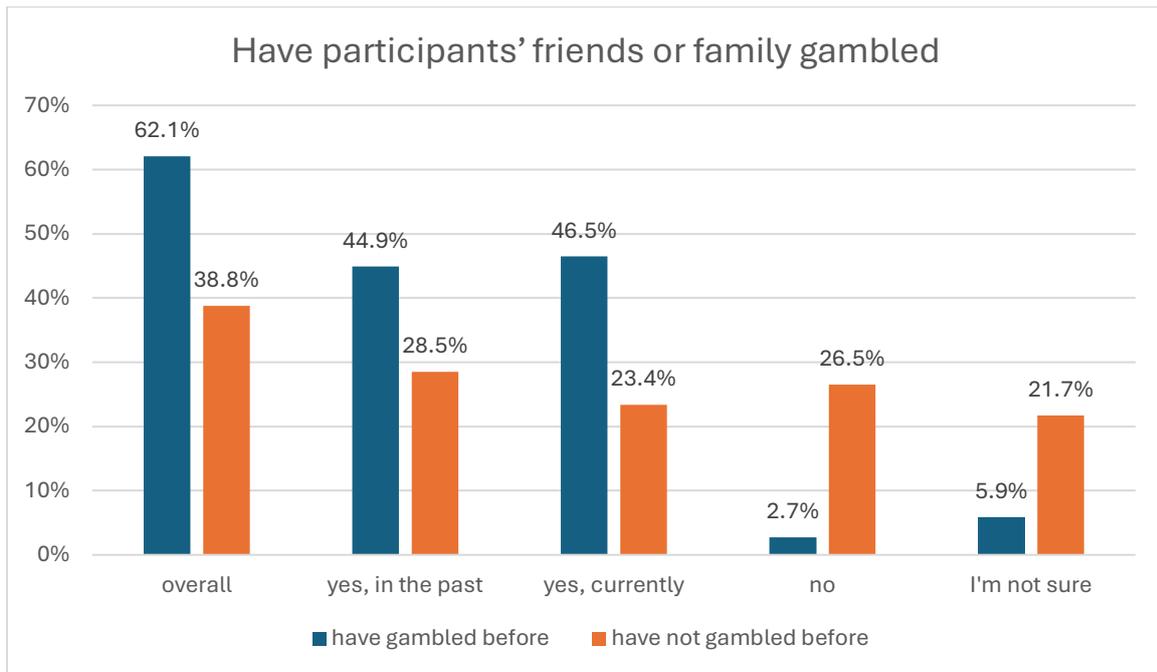
Has participant ever gambled (n = 904)??



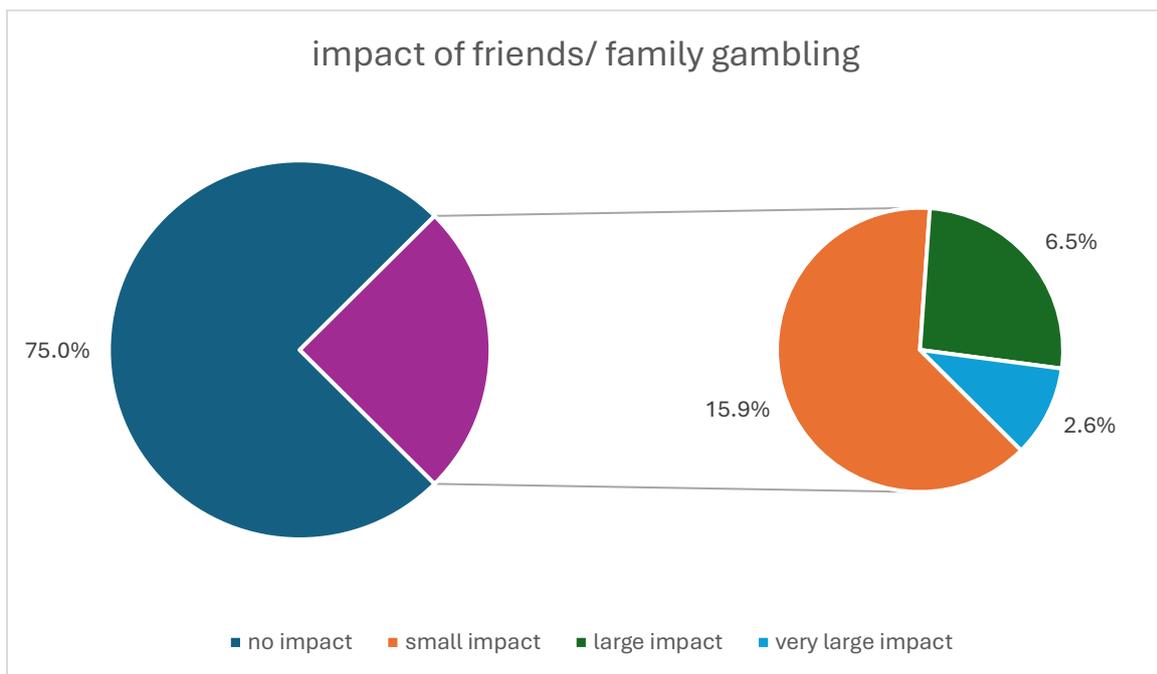
Have any of participants' friends or family gambled (n = 904)?



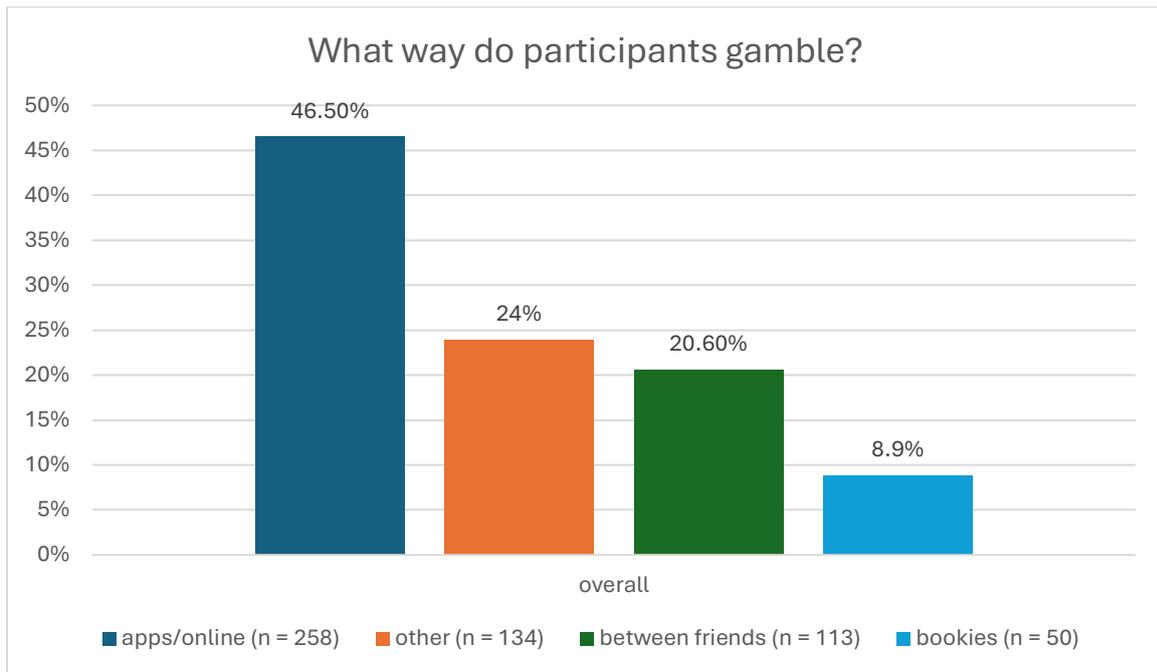
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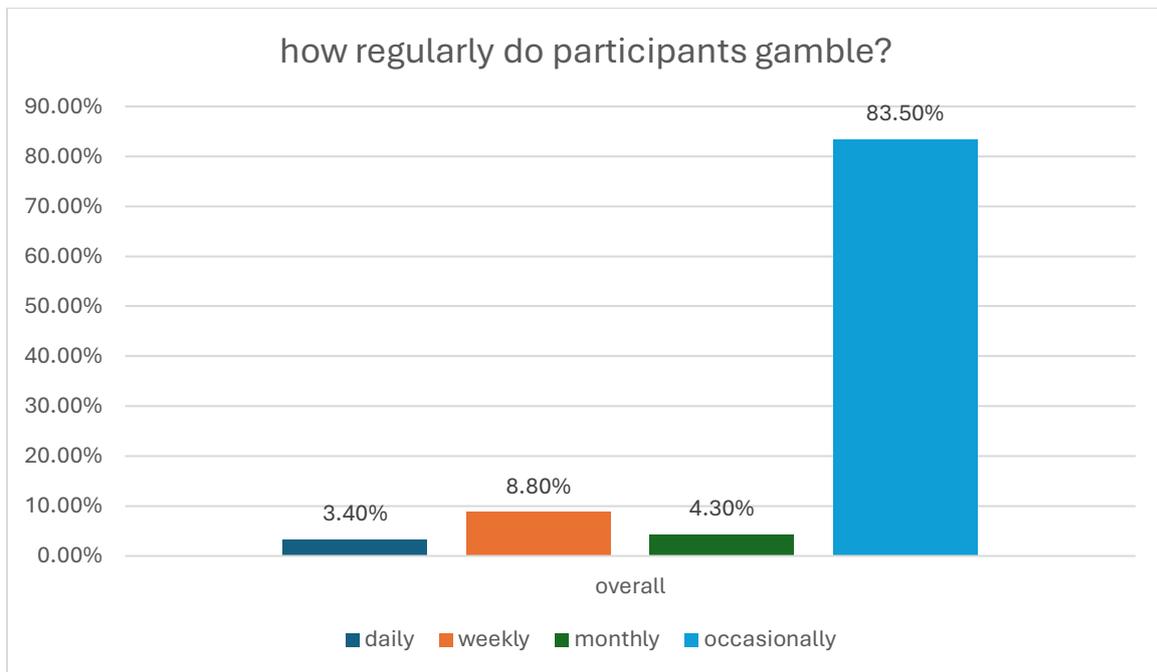
How much of an impact has friends'/ family members' gambling had on participants' life? (n = 691)



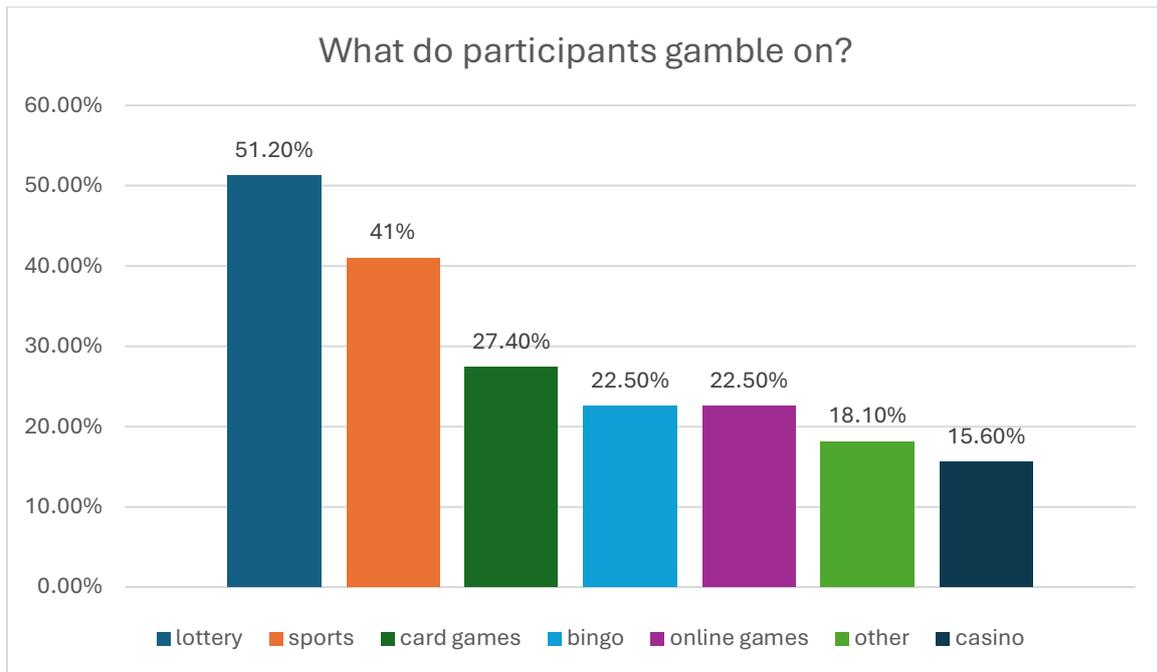
What ways do participants gamble? (n = 691)



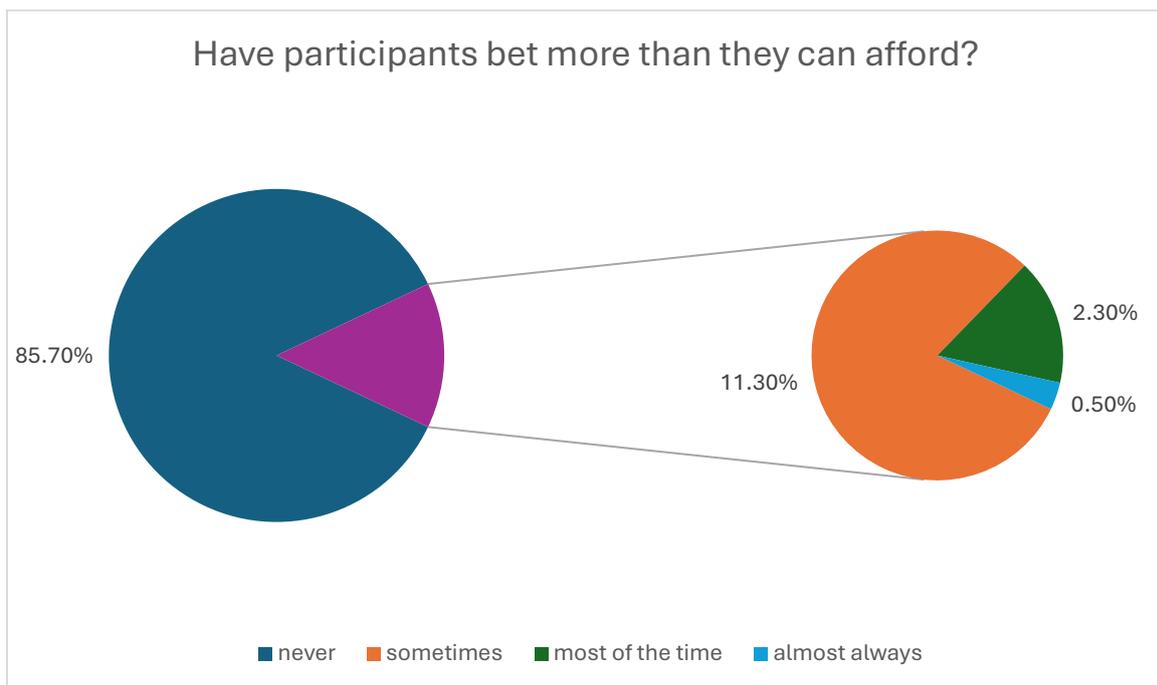
How regularly do participants gamble? (n = 691)



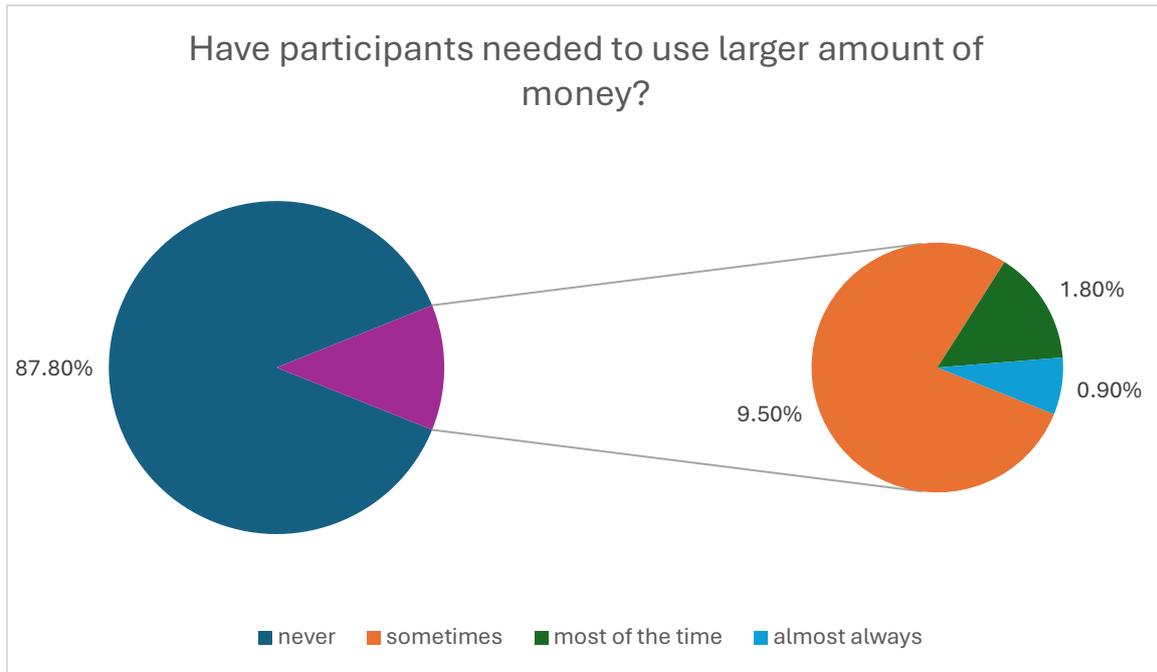
What things do participants gamble on? (n = 691)



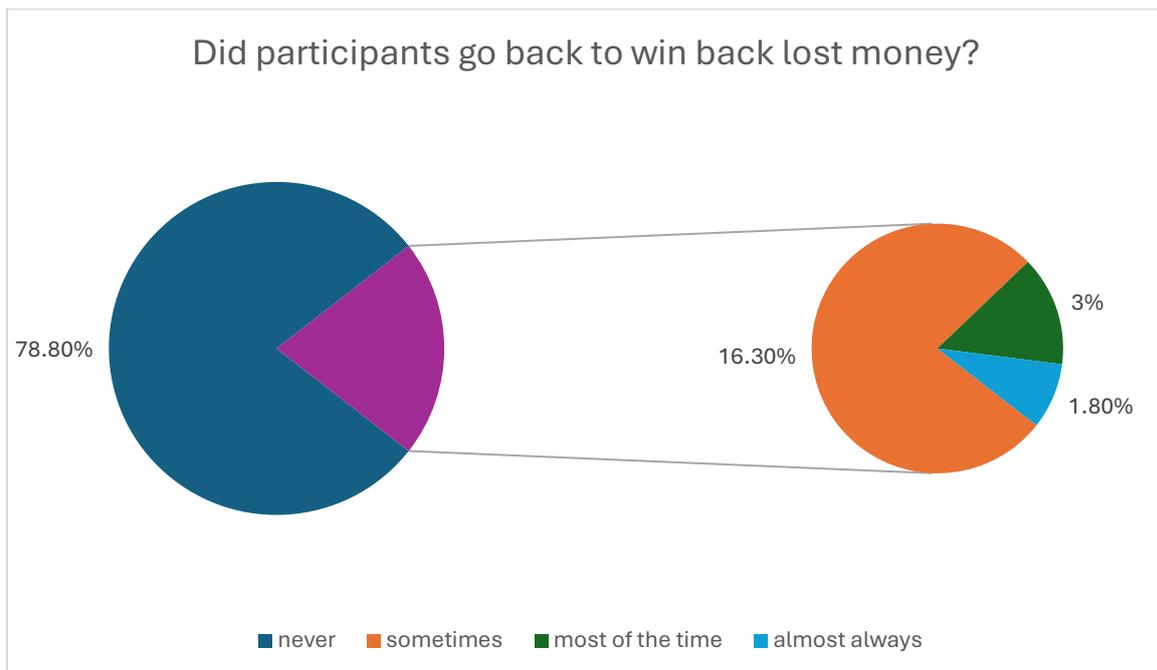
In the past 12 months have participants bet more than they could really afford to use? (n = 691)



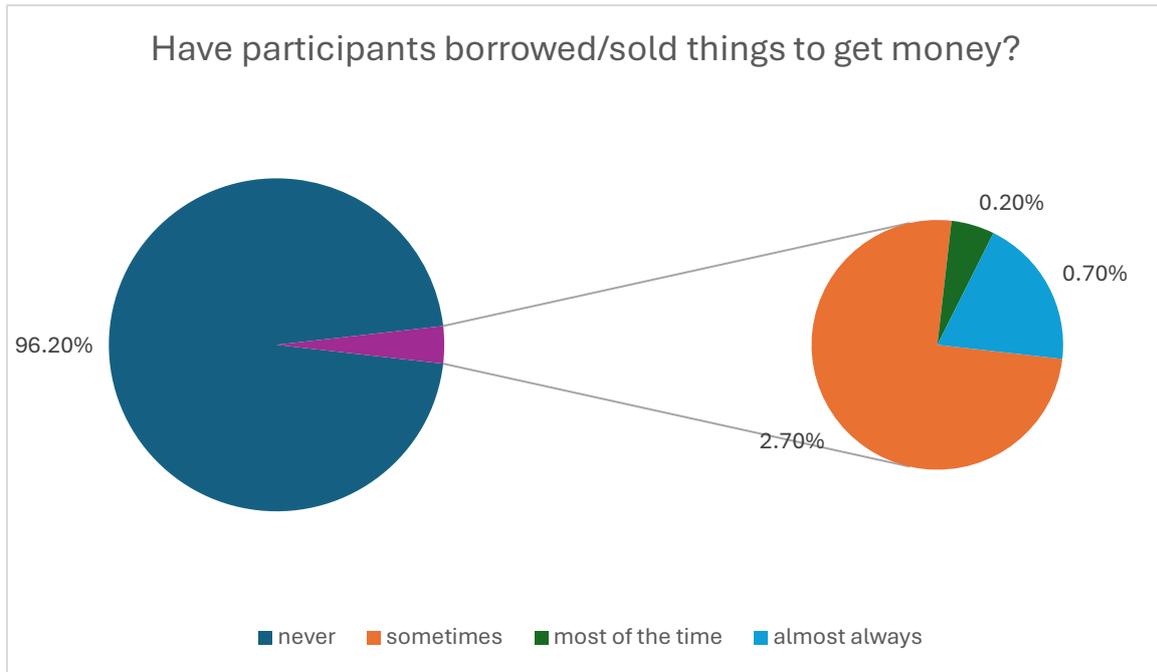
In the past 12 months have participants needed to gamble with larger amounts of money to get the same feeling of excitement? (n = 691)



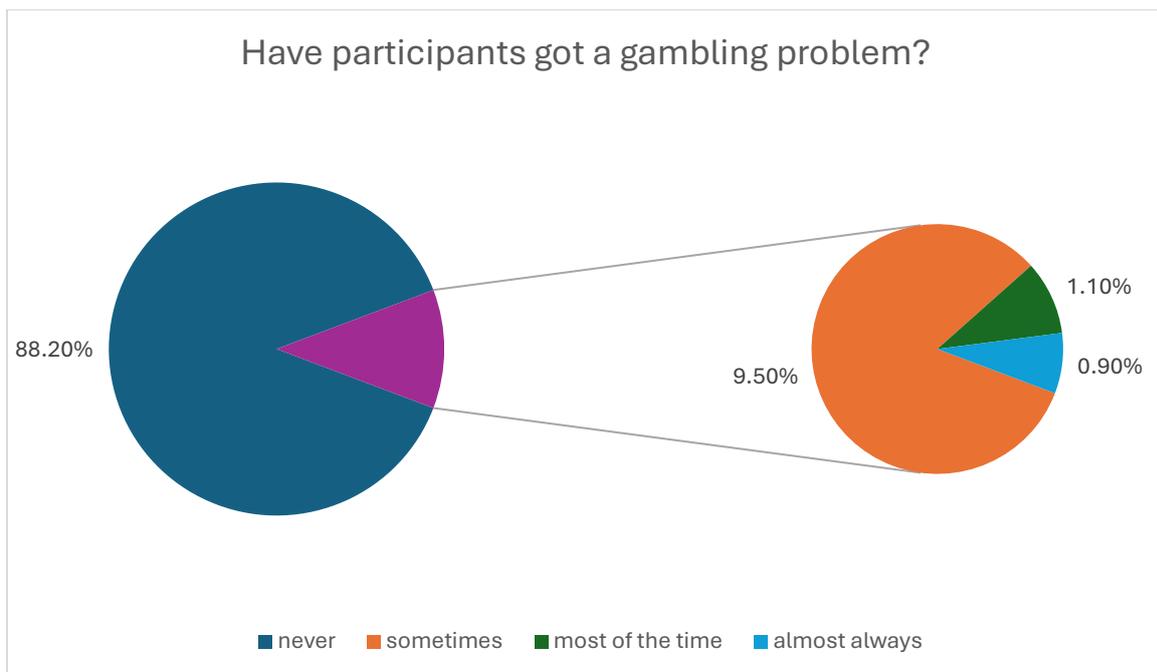
In the past 12 months when participants gambled, did they go back another day to try to win back the money they lost? (n = 691)



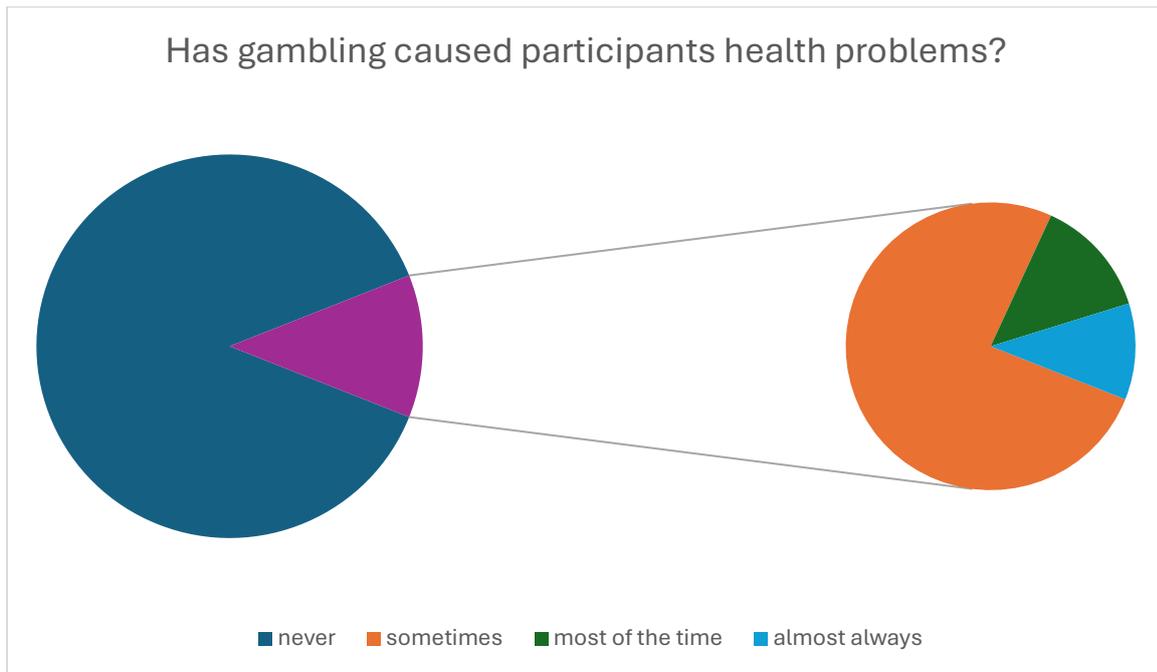
In the past 12 months have participants borrowed money or sold anything to get money to gamble? (n = 691)



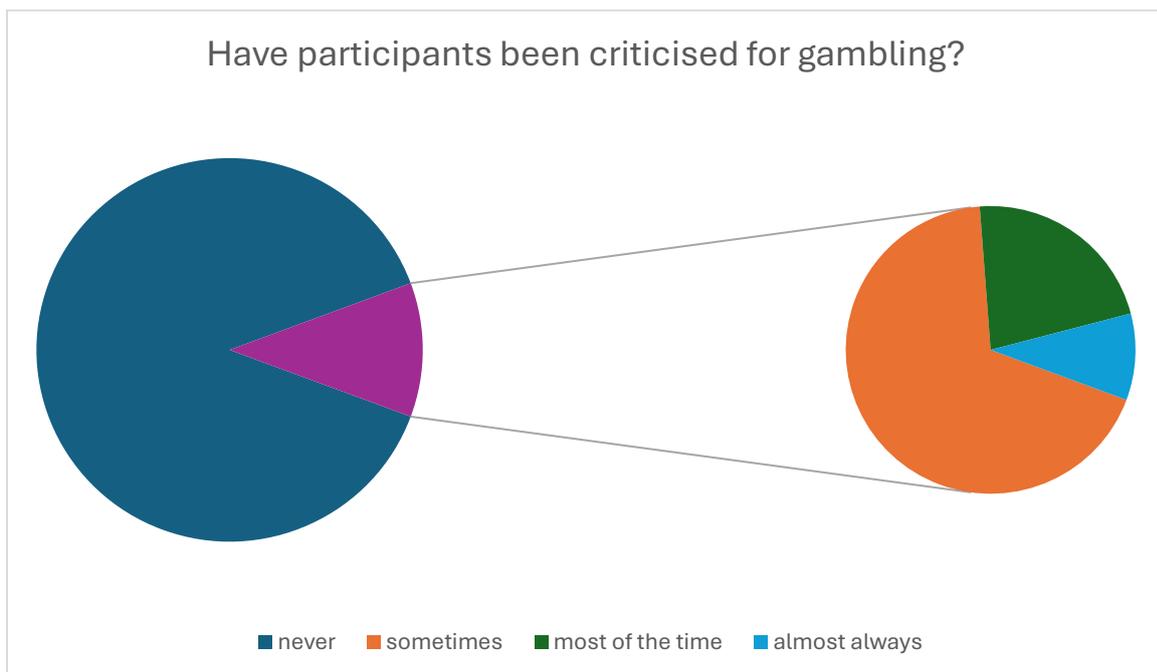
In the past 12 months have participants felt that they might have a problem with gambling? (n = 691)



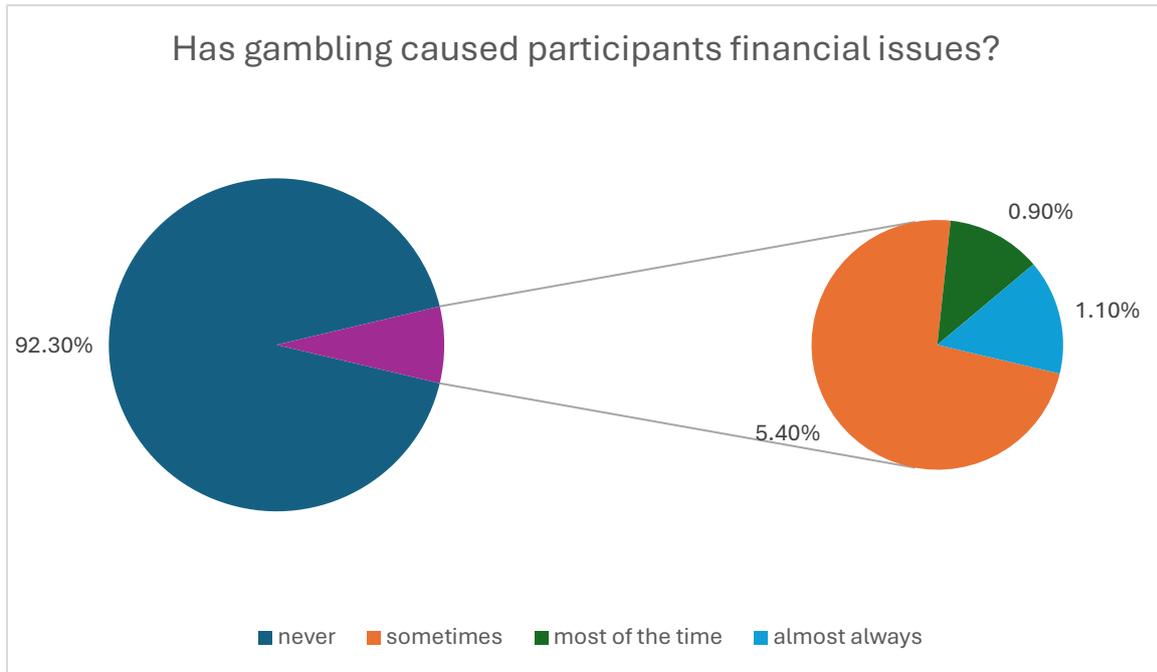
Has gambling caused you any health problems, including stress or anxiety? (n = 691)



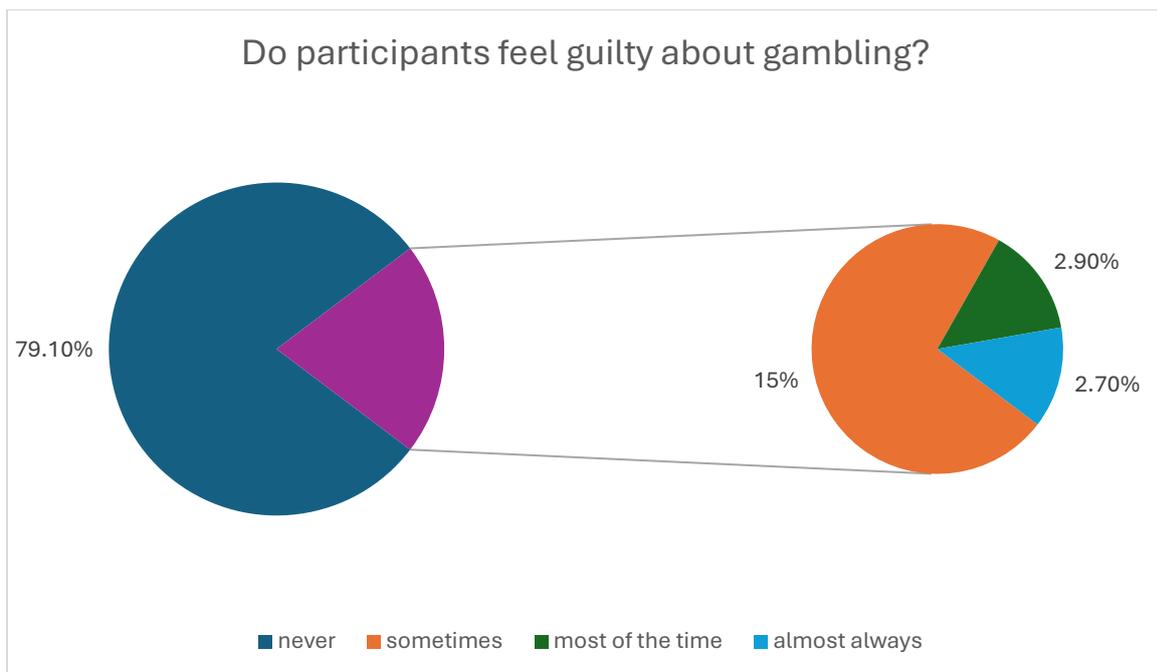
Have people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true? (n = 691)



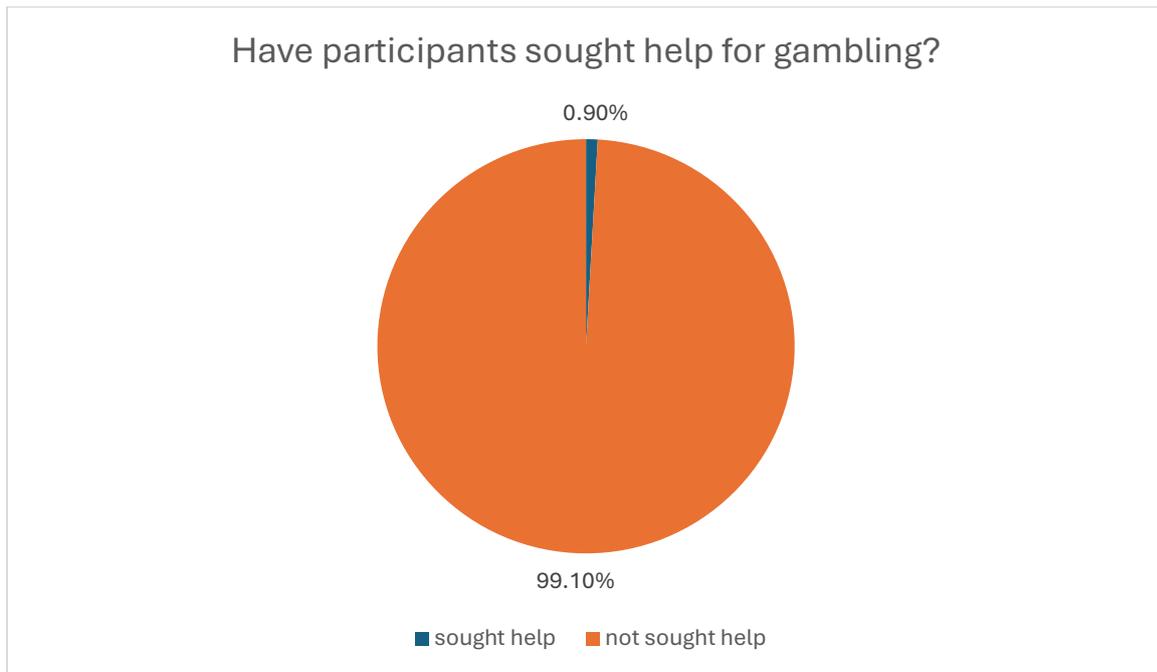
In the past 12 months has participants' gambling caused them any financial problems for them or their household? (n = 691)



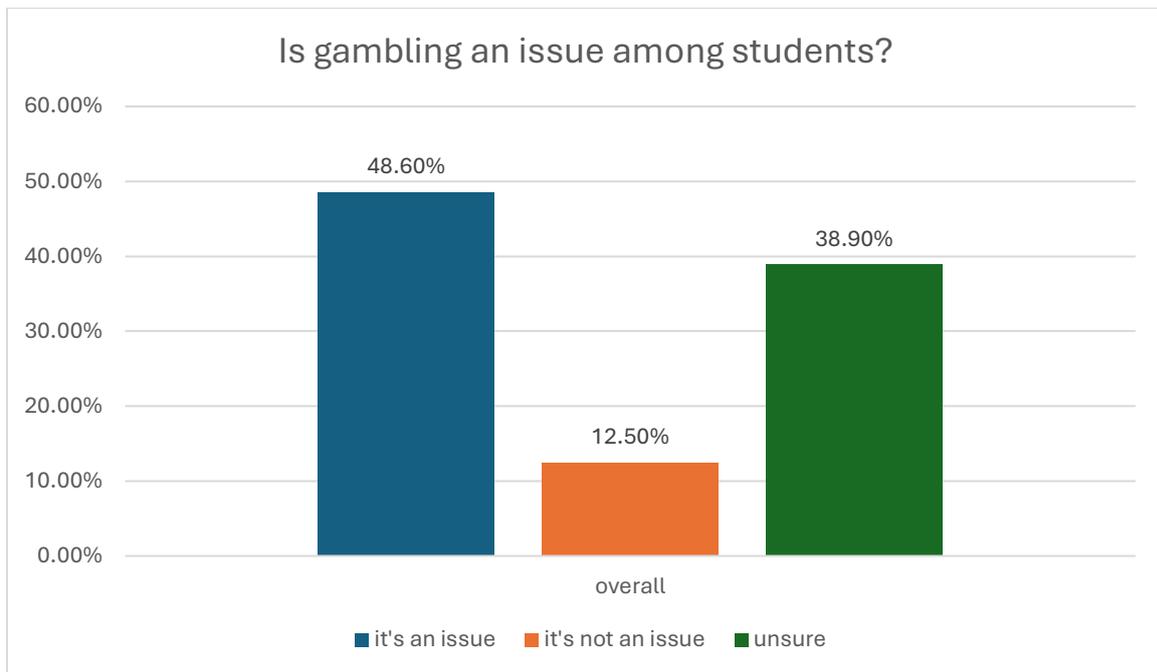
In the past 12 months have participants felt guilty about the way they gamble or what happens when they gamble? (n = 691)



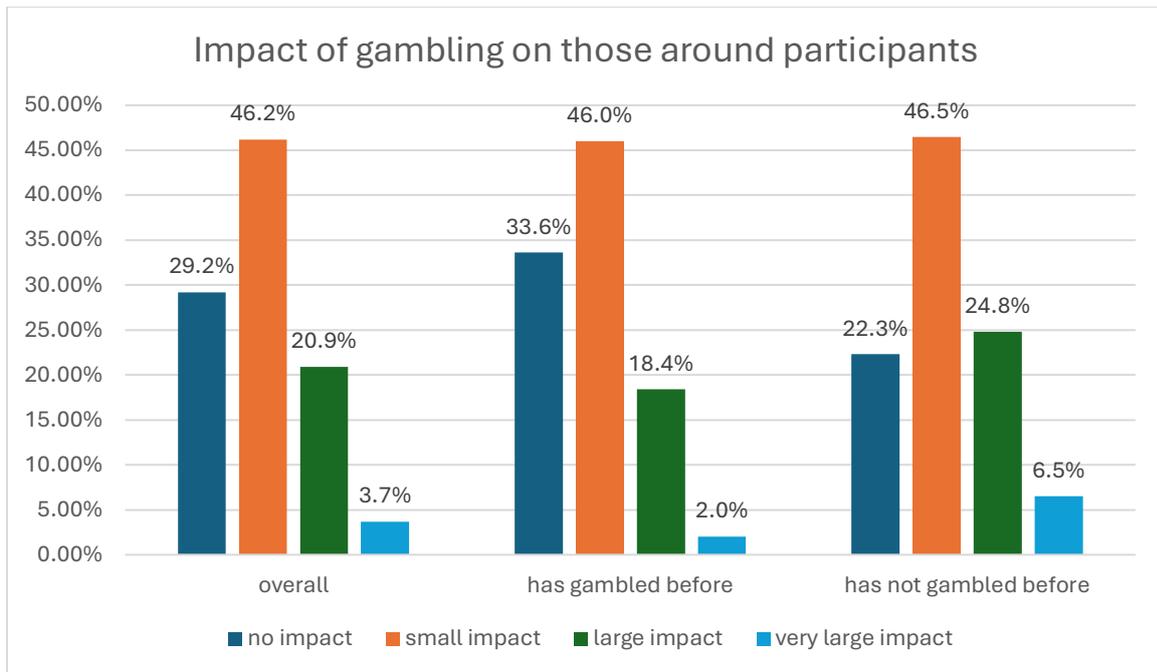
Have participants ever sought help for gambling or issues related to gambling? (n = 691)



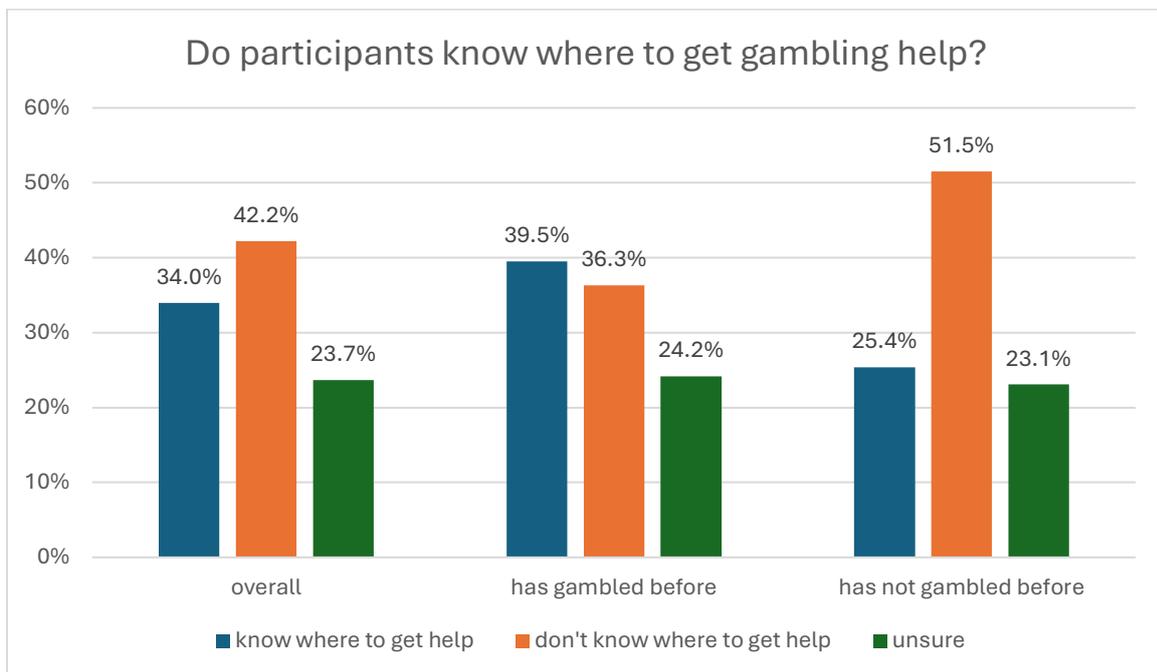
Do participants think that gambling is an issue among students? (n = 691)



How much of an impact do participants think gambling has on the lives of those around them? (n = 691)



Do participants know where they could get help about gambling if they or someone they knew needed it? (n = 691)



If participants have never gambled, for what reasons have they never gambled? (n = 349)

