

Course Information Sheet

Problem Gambling (2 education hours)

Course Description: Gambling, as a pure psychological compulsion, will be examined in this course. The course will offer information about two types of gambling problems with criteria listed for each type. An examination of the impact of gambling is presented, along with an NCAA research report on student athlete gambling. This is an introductory course for people who believe there may be an issue of gambling for themselves or family members.

Course Objectives:

1. Define gambling
2. Evaluate gaming statistics
3. Review diagnostic criteria
4. Differentiate between myth and fact
5. Recognize patterns of gambling, as well as available help

Click here to enroll in this course:

<http://substanceeducation.com/moodle-subed/course/view.php?id=40>