

Background

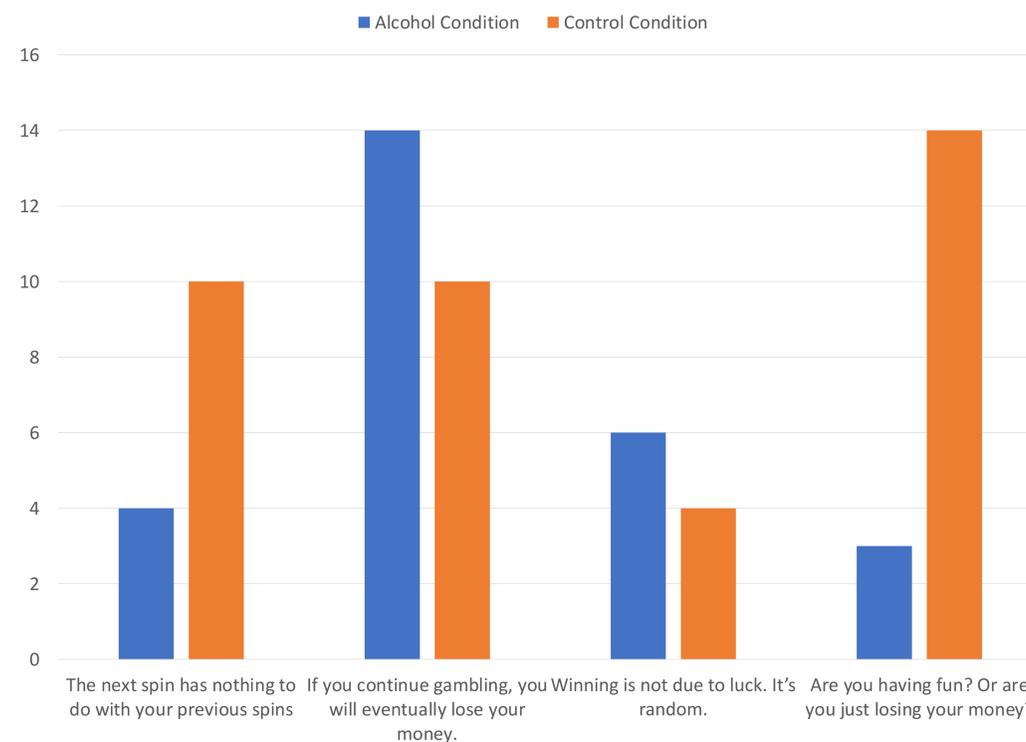
- Warning messages appearing on electronic gambling machines (EGM) inform consumers of the risks of gambling, and these messages reduce gambling involvement.
- However, it's unclear if contextual variables, such as alcohol consumption influences the recall of warning messages.
- In this laboratory study, we examined whether alcohol consumption influenced recall and recognition of warning messages, relative to no alcohol consumption.

Results

- No differences in gambling behavior across conditions were observed, $ps > 0.05$
- 81% of participants recalled the messages' gist (the general idea); no significant differences observed across conditions.
- No differences in number of messages correctly recalled across conditions, $F(1, 76) = 1.63, p = 0.20$.
- The control condition was significantly more accurate than the alcohol condition, $t(76) = -3.62, p = 0.001, d = 0.77$.

	Alcohol Condition <i>n</i> = 39 <i>M</i> (<i>SD</i>)	Control Condition <i>n</i> = 40 <i>M</i> (<i>SD</i>)	<i>t</i> (<i>df</i>)	<i>p</i>
Total Perceived number of Messages Seen	5.74 (1.82)	6.74 (2.40)	-2.07 (76)	0.04
Actual Total Number of Messages Seen	7.92 (0.35)	7.85 (0.53)	0.72	0.48
Perceived Number of Unique Messages	3.15 (1.81)	3.26 (0.89)	-0.34 (55.64)	0.74
Number of Messages Correctly Recalled	0.69 (0.86)	0.93 (0.89)	-1.18 (77)	0.24
Recall Confidence	4.67 (1.63)	4.98 (1.25)	-0.95 (77)	0.35
Accuracy (<i>d'</i>)	-0.56 (1.54)	0.56 (1.17)	-3.62 (76)	0.001
Recognition Confidence	5.00 (1.43)	5.49 (1.35)	-1.54 (76)	0.13

Frequencies for Gist Recall & Messages Correctly Recalled



Discussion

- The general idea of the warning messages were received regardless of beverage condition although differently. Alcohol interfered with message accuracy, particularly on messages design to prompt reflection.
- Perhaps simple direct messages are understood while reflections, which require more cognitive processes are impaired by alcohol.
- Efforts need to be directed to how alcohol and other contextual elements may interfere with the reception of responsible gambling efforts.

Method

- 79 participants (*M*_{age} = 26, 60% female) were randomly assigned to consume alcohol or a juice beverage before gambling.
- In the alcohol condition, BAC was tested to ensure range of 0.06% to 0.08% BAC (avg. BAC = 0.07%)

Procedure

- Participants gambled on an EGM with warning messages appearing every 25 spins
- Participants then completed a filler task followed by free recall and recognition assessments.