



REGULATION OF CASINO AND GAMBLING ESTABLISHMENTS AS AN EFFECTIVE TOOL FOR PREVENTING GAMBLING ADDICTION: CASE OF KAZAKHSTAN'S WORK WITH ORPHANED STUDENTS

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ABSTRACT

Objective: This study investigates the psychological and informational behavior patterns associated with gambling addiction among orphaned university students in Kazakhstan. The aim is to generate data-driven insights to support early intervention and prevention strategies within educational and community support systems.

Methodology: Thirty orphaned university students were assessed using the Murto and Nimelä Addiction Test, which classified participants into addicted and non-addicted groups alongside controls. A mixed-method diagnostic approach was applied, including Maslow's Self-Actualization Questionnaire, the Leonhard-Schmieschek Characterological Test, and the Spielberger-Khanin State-Trait Anxiety Inventory. Behavioral tendencies and psychosocial vulnerabilities were examined statistically through the Mann-Whitney U-test and Spearman correlation analysis.



Results: Gambling-addicted students demonstrated significantly lower self-actualization and spontaneity, reduced behavioral flexibility, and higher levels of state and trait anxiety. Correlation analysis revealed that negative environmental and familial conditions, financial instability, and social isolation were strongly associated with addictive behavior. The findings outline a distinctive behavioral and informational profile that differentiates addicted students from their non-addicted peers.

Contributions: The study provides an evidence-based behavioral risk profile to improve information-driven assessments for vulnerable youth. It shows that gambling addiction among orphaned students arises not only from psychological predispositions but also from informational and behavioral responses to social deprivation and emotional compensation. The research highlights the value of integrating diagnostic tools into community information systems to enhance early identification and personalized support. It further emphasizes the importance of decision-support tools and multi-level informational services in welfare and educational institutions to address behavioral risks among at-risk student populations.

Keywords: Psychological Characteristics, Orphaned Students, Addiction, Gambling

INTRODUCTION

The problem of dependency of the human psyche and consciousness, as well as the regulatory mechanisms of personality on gambling, has not yet been sufficiently explored at the general psychological level. It remains largely a niche issue within specialized branches of impact psychology, social psychology, and personality psychology. Meanwhile, investigating the determinants of consciousness, legal awareness, and lawful behavior of orphaned children in the modern context of socialization—saturated with various information technologies including gaming—is of particular interest to many psychological disciplines.

One of the core problems underlying the current study is the duality of human consciousness in the context of gambling, where the individual acts both as a subject (engaging in the game) and an object (being influenced by the game). When the game begins to dominate, the person becomes an object of influence: their behavior and actions, shaped by virtual scenarios and symbols, transform into real destructive outcomes driven by addiction. The traits and personality structures of the individual either foster or hinder the development of such dependence.

The relevance of the research is multifaceted. Firstly, it provides opportunities to expand psychological knowledge about how gambling affects changes in



consciousness and self-awareness. Secondly, it allows refinement of the conceptual and terminological framework for studying the psychological specificity of involvement in gambling. In essence, "gambling" (from the English *gambling*, derived from to *gamble*, a corrupted form of *gaming*) involves playing for stakes. Such involvement can become dangerous and pose serious risks to mental health.

The objective of this research is to identify the psychological traits of orphaned students addicted to gambling and to formulate strategies for prevention, psychological correction, and treatment of such addiction.

Object of the study – orphaned students who engage in gambling for stakes and subsequently develop a subjective dependency on it, reflected in addictive behavior patterns and destructive changes to their consciousness, personality, and identity.

Subject of the study – the psychological mechanisms and features underlying the development of gambling addiction in orphaned students, including their susceptibility to the narrative and mechanics of games, the social-psychological appeal of card games, and psychodiagnostic variables reflecting the qualitative and quantitative parameters of gambling addiction. These patterns manifest in various forms of addictive behavior, which disrupt the normal psychosocial development of individuals for whom gambling replaces real-life activity and growth.

Hypothesis: The personality traits of orphaned students addicted to gambling—especially when the addiction takes the form of pathological gambling—can be identified through manifestations of addictive behavior, impaired communication, and distorted relationships with others and with the self, distinguishing them significantly from mentally healthy peers.

Research tasks:

1. Identify potentially gambling-addicted orphaned students;
2. Show differences in levels of self-actualization between those prone and not prone to gambling addiction;
3. Reveal characterological features of gambling-addicted individuals;
4. Determine anxiety levels in personalities susceptible to gambling dependence.



Methodological foundation – systemic-structural and activity-based approaches to analyzing humans as subjects of gaming activity and as personalities affected by gambling addiction.

Research methods:

1. “Addiction Test” by M. Murto and I. Nimela (as used by Krasova & Chuikova, 2021);
2. A. Maslow’s Self-Actualization Questionnaire (Krasova & Chuikova, 2021);
3. Adapted Characterological Questionnaire by K. Leonhard – G. Schmieschek (Krasova & Chuikova, 2021);
4. State-Trait Anxiety Inventory by C.D. Spielberger – Yu.L. Khanin (Krasova & Chuikova, 2021).

Scientific significance: The study identifies and characterizes the psychological traits of orphaned students addicted to gambling and explores the behavioral and social preconditions for the development of gambling addiction among them.

LITERATURE REVIEW

Gambling refers to a pathological addiction to games of chance. Any form of game offering the illusory possibility of a massive win—be it roulette, betting pools, slot machines, or lotteries—can serve as the starting point for the development of gambling addiction. Sometimes, just a few hours of play are enough to form a persistent dependency (Barmaki, 2024). Gambling addiction is characterized by several factors: depth of involvement in the game, inability to stop playing, inability to manage cravings independently, distorted assessment of one's own behavior, efforts to hide the addiction, deceitfulness and concealment of financial losses, which eventually leads to social, psychological, or somatic maladjustment (Esparza-Reig et al., 2022). The root cause of this addiction lies not in an excess of money, but in the personal characteristics of the individual, including orphaned students: their upbringing, environment, and ineffective coping mechanisms for dealing with stress and deprivation. The core reason often lies in emotional emptiness and a lack of life purpose, from which gambling offers not protection, but merely temporary distraction.

Attention is drawn to gambling behavior as a way of solving emotional problems. Several stages of gambling addiction are identified: winning, losing,



excitement, recklessness, and despair (Caudwell et al., 2025; Nelson, 2025; Oslon et al., 2023; Gorzelańczyk et al., 2021).

The social risk factors for orphaned students include ineffective socialization in orphanages, participation in peer gambling activities, interest in games since childhood, a dependent attitude, materialism, overestimation of material wealth, fixation on false financial opportunities, envy toward wealthier peers, and the belief that all problems can be solved through gambling. The situational availability of gambling is also noted as a predisposing social factor by several researchers (Oslon et al., 2023; Nikolaeva et al., 2023; Qamar et al., 2022; Fatima & Arooj et al., 2024; Matyash et al., 2015).

The issue of dependence of the human psyche and consciousness on gambling, and the regulatory mechanisms of the personality, has yet to receive sufficient attention at the general psychological level. It remains a narrow concern within specialized branches of influence psychology, social and criminal psychology, and personality psychology. The phenomenon of gambling as a psychological reality has been explored within categorical systems (Barmaki, 2024; Latvala et al., 2025; McGrane et al., 2025), where behavior is seen as a condition for learning and solving adaptive tasks. As a result, successful strategies tested in the game are reproduced in real behavior, shaping a virtual image of success, where unlike in real life, all kinds of transformations and motivations are allowed. Personality categories are understood in terms of self-realization and self-actualization, while psychosocial relations compensate for a lack of real communication and interpersonal validation.

Floyd et al. (2025) argue that when a person engages in gambling, they evaluate both real and imagined activity. In this state, their consciousness becomes highly activated, which may lead to future dependence. The game and its attractive features act as external stimuli, while the addiction becomes an internal condition (Rogier et al., 2018).

As a person becomes more immersed in gambling addiction, qualitative changes occur on all levels of personality. At the activity level, real motives are replaced by illusory game motives. At the consciousness level, virtual values replace real values. At the personality level, structural and functional changes of a neurotic nature may arise (Cholewick & Daniel, 2025; Sanober & Chhaya, 2024; Toporetska et al., 2024).



According to Koç et al. (2023) and Prakash et al. (2024), gambling can be viewed as a unique psychological reality, as well as a specific way of structuring time among students. When analyzing a person's gambling behavior, Potenza et al. (2024) and Kürşat (2024) identify several core features that qualify gambling as a distinct psychological phenomenon:

- Gambling is driven more by intrinsic motivation than extrinsic, meaning it is pursued for its own sake rather than external rewards or pressures;
- The focus of gambling is not so much on the outcome, but on the process itself;
- Gambling is not just exploratory behavior but includes what the player can do with the game object;
 - It involves creating a narrative that connects objects and events;
 - The player is actively involved in the gaming activity;
 - There is a strong emotional component, where the pleasure derived from the game accompanies both the process and outcome.

Thus, gambling as a pathological behavior is an exceptional form of human behavioral disorder, closely related to substance dependence syndrome and mental disorders involving loss of control over internal impulses.

A key contradiction identified in the study is: the high prevalence of gambling addiction among youth, particularly students and orphaned students, contrasted with the lack of effective societal measures to prevent gambling dependence.

This contradiction and the resulting research problem—the gambling dependence of orphaned students—determined the aim of this study: to identify the psychological characteristics of gambling-addicted orphaned students and to develop recommendations for prevention, psychological correction, and treatment of gambling addiction.

METHODS

To study the situation regarding the development of gambling addiction, an experimental psychological study was conducted in 2024–2025 to examine the involvement of young people in gambling. The research subjects were young people—remote-learning orphaned students—who were engaging in gambling



activities and subsequently developing a subjective dependence on them. This dependence was expressed through addictive tendencies and behavioral patterns, as well as destructive changes in the system of consciousness and self-awareness, personality, and individuality.

The methods used to study gambling addiction included the “Addiction Test,” proposed in 1997 by Finnish psychologists M. Murto and I. Nimela, who researched gambling problems. The test identifies whether a person is prone to gambling addiction. Based on the test results, two samples were formed: an experimental group (gambling-addicted) and a control group (non-addicted), with 15 participants in each group.

Then, the following methods were applied in each group:

- A. Maslow’s Self-Actualization Questionnaire;
- Adapted Characterological Questionnaire by K. Leonhard – G. Schmieschek;
- State-Trait Anxiety Inventory by C. D. Spielberger – Yu. L. Khanin.

The experimental group consisted of 15 individuals addicted to gambling, aged 19 to 27, including 10 men and 5 women. The control group included 15 individuals who participated in gambling but did not suffer from any form of addiction, aged 19 to 27, including 11 men and 4 women.

Mathematical data processing was carried out using the STATISTICA program. Differences in the results obtained through the questionnaire in the experimental and control groups were determined using the Mann–Whitney U-test. Intra-group correlations were obtained using Spearman's rank correlation coefficient (Krasova & Chuikova, 2021).

RESULTS

Table 1 presents the results of the comparison of self-actualization data between the experimental and control groups using A. Maslow’s questionnaire.



Table 1. Results Of Comparison Between The Experimental And Control Groups Based On A. Maslow's Self-Actualization Questionnaire

Scale name	Experimental group	Control Group	p
Time Orientation	8.51 ± 1.58	9.66 ± 2	0.1741
Support	41.22 ± 8.52	46.77 ± 4.82	0.1022
Value Orientation	9.84 ± 2.25	11.22 ± 3.63	0.3137
Behavioral Flexibility	11.41 ± 2.99	12.66 ± 3.54	0.4091
Sensitivity	6.4 ± 1.17	7.88 ± 2.15	0.0742
Spontaneity	4.82 ± 1.69	6.88 ± 1.83	0.0191
Self-Esteem	5.83 ± 2.57	9.22 ± 2.28	0.0073
Self-Acceptance	9.35 ± 3.13	11.44 ± 2.74	0.1324
View of Human Nature	3 ± 1.25	4.88 ± 1.96	0.0215
Synergy	3.77 ± 1.34	3.88 ± 1.54	0.7778
Acceptance of Aggression	6.11 ± 3.31	9.22 ± 2.33	0.0312
Contact	8.95 ± 3.35	10.11 ± 3.18	0.4311
Cognitive Abilities	3.9 ± 1.66	5.33 ± 1.58	0.0718
Creativity	6.92 ± 3.7	5.88 ± 2.26	0.4881

The degree of difference between the groups was determined using the Mann–Whitney U-test, where p indicates the statistical significance of the differences between the experimental and control groups.

From the table, it can be seen that the experimental group scored lower on almost all scales (except the “Creativity” scale) compared to the control group. Statistically significant differences were observed on the Spontaneity, Self-Esteem, View of Human Nature, and Acceptance of Aggression scales. Additionally, differences on the Sensitivity and Cognitive Abilities scales approached statistical significance.

The results of the comparison of average scores on A. Maslow's scales between the studied groups show that the experimental group scored lower on nearly all scales (except “Creativity”) than the control group. This indicates that, on average, respondents addicted to gambling have lower levels of self-actualization than those without addiction.

A low score in Spontaneity among the experimental group suggests that gambling-dependent respondents are afraid to openly express their feelings and



emotions in behavior, indicating a closed (reserved) character. A high score in the control group suggests that individuals without addiction are able to express emotions through unplanned actions.

Analyzing the Self-Esteem scale shows that non-addicted respondents value themselves more and like themselves more (compared to the experimental group), provided there are objective grounds for this. Addicted respondents, on the contrary, demonstrate low self-esteem, which manifests in behavioral insecurity and fear of trusting themselves, negatively affecting their mental health.

Differences in the View of Human Nature scale indicate different understandings of human nature. Control group respondents are more capable of seeing patterns in life phenomena and understanding that opposites like work and play, love and lust, egoism and altruism are not necessarily antagonistic. Experimental group respondents are less able to meaningfully link contradictory life phenomena.

The experimental group's low score on the Acceptance of Aggression scale reflects a low capacity to accept their own aggression. This suggests that gambling-dependent respondents tend to hide or suppress this trait. It also points to their closedness and inability to accept themselves and their inner world as they are. Control group respondents better understand that aggressiveness and anger are natural human traits and can manifest in interpersonal interactions.

Results of the analysis of data obtained from the K. Leonhard – G. Schmieschek questionnaire. The distribution of psychological types in the studied groups is presented in Table 2.

Table 2. Distribution Of Personality In The Experimental And Control Groups According To K. Leonhard – G.

Character Type (K. Leonhard – G. Schmieschek)	Number of cases in groups	Nº n/n
	Experimental Group	9.66 ± 2
Hyperthymic	4	1
Excitable	4	2
Emotive	1	3
Dysthymic	2	4
Anxious-Fearful	1	5
Affective-Exalted	3	6
Affective-Labile	1	7
Stuck (Unbalanced)	2	8
Pedantic	0	9
Demonstrative	1	10



Analysis of the distribution of psychological types in both study groups revealed no statistically significant differences (method of proportion comparison).

As shown in Table 2, the experimental group had more individuals with a hyperthymic type compared to the control group. The other psychological types were similarly represented in both groups.

Results of the analysis using the C.D. Spielberger – Yu.L. Khanin questionnaire are presented in Table 3.

Table 3. Comparison Of Experimental and Control Groups Based On Spielberger – Khanin Anxiety Scale

Type of Anxiety	Groups		
	Experimental	Control	p
State Anxiety	47,9 ± 8,97	40,2 ± 5,99	0,0462
Trait Anxiety	54 ± 12,61	35,8 ± 5,77	0,0005

To study the severity of anxiety types, average scores were calculated for each type of anxiety in the study groups. Differences between the groups were determined using the Mann–Whitney U-test, where p indicates the significance of differences between the experimental and control groups.

As shown in Table III, the groups differed significantly in both types of anxiety. The experimental group showed significantly higher scores for both state and trait anxiety. The difference in trait anxiety was greater than that for state (reactive) anxiety.

High state anxiety in the experimental group reflects high personality reactivity and strong involvement in the interaction between internal and external factors. This level of anxiety corresponds to a melancholic temperament. The control group more closely corresponds to sanguine or choleric temperaments. This is explained by the different perceptions of gambling: for addicted players, gambling is a dominant life activity requiring time and effort that they cannot resist; for non-addicted players, gambling is merely a form of entertainment.

High trait anxiety in the experimental group indicates high personality activity, which corresponds to melancholic and sanguine temperaments.

Correlation analysis between indicators obtained in the experimental and control groups was performed using Spearman’s correlation coefficient (R).



Experimental group – statistically significant correlations were found between the following variables:

1. Age characteristic positively correlates with the trait anxiety indicator ($R = 0.90$);
2. Respondents who are married showed higher scores on the trait anxiety scale ($R = 0.81$);
3. Respondents with children showed lower scores on the Sensitivity scale ($R = 0.81$);
4. Respondents' income level negatively correlates with the Acceptance of Aggression scale indicator ($R = -0.65$);
5. Respondents living in poorer housing conditions had lower scores on the Sensitivity scale ($R = 0.89$) and higher scores on the Self-Acceptance scale ($R = -0.65$);
6. The presence of addiction among family members of respondents positively correlates with state anxiety level ($R = 0.70$), and negatively correlates with scores on the following scales:
 - Behavioral Flexibility ($R = -0.63$),
 - Spontaneity ($R = -0.65$),
 - Contactness ($R = -0.65$);
7. The frequency of visiting gambling halls negatively correlates with the Behavioral Flexibility score ($R = -0.71$).

The increase in trait anxiety with age can be explained by the fact that the expectations of gambling-addicted individuals are not being fulfilled, which indicates an inadequate perception of life reality.

Family presence, which increases trait anxiety, causes behavioral tension in addicted gamblers—in other words, the family burdens them, makes them feel oppressed, and is perceived as a constraint. A similar situation occurs with the presence of children: for an addicted gambler, children become a suppressive factor or competitors, leading to a sense of deficiency and reduced ability to perceive their own feelings and needs.

The relationship between income level and the Acceptance of Aggression scale suggests that the worse the financial condition of the gambler, the more



aggressive they become. This explains the tendency toward criminal behavior following major losses and large debts.

The connection between housing conditions and sensitivity is reflected in a diminished ability to sense personal experiences and a greater focus on external circumstances. The increase in self-acceptance with worsening housing conditions is due to pathological gamblers trying to justify their weaknesses by blaming poor living conditions.

The relationship between family addiction history and higher state anxiety, lower behavioral flexibility, spontaneity, and contactness can be attributed to hereditary factors in the formation of gambling addiction.

A low score on the Behavioral Flexibility scale indicates dogmatism and an inability to quickly respond to changing situations.

Low scores on the Spontaneity and Contactness scales reflect a closed character, difficulties in expressing emotions, and challenges in communication and building interpersonal relationships.

The correlation between gambling hall visit frequency and flexibility shows that the more a person gets involved in gambling, the harder it is to quit.

A. Control Group

Statistically significant correlations in the control group were found between the following variables:

1. Women showed higher scores on the “View of Human Nature” scale ($R = 0.50$);
2. Respondents’ level of education positively correlated with scores on the “View of Human Nature” scale ($R = 0.75$);
3. Married respondents had lower scores on the “Support” scale ($R = -0.73$);
4. Respondents with children showed lower scores on the “Value Orientations” scale ($R = -0.71$);
5. Respondents with higher income demonstrated:
 - a higher frequency of visiting gambling halls ($R = 0.71$),
 - more positive family attitudes toward gambling ($R = 0.80$),
 - higher self-esteem scores ($R = 0.69$),
 - and lower levels of state anxiety ($R = 0.67$);



6. Respondents living in poorer housing conditions had a higher frequency of visiting gambling halls ($R = -0.83$);

7. Respondents who visit gambling halls with friends or relatives showed a higher rate of gambling hall attendance ($R = 0.67$);

8. A negative attitude of relatives toward gambling correlated with higher scores on the “Acceptance of Aggression” scale ($R = -0.68$).

The correlation between respondents’ level of education and their scores on the “View of Human Nature” scale reflects a deeper understanding of human nature as a blend of good and evil, altruism and selfishness, insensitivity and sensitivity.

The decrease in support scores with the presence of a family reflects the growing importance of the family’s opinion in decision-making and the focus on the interests of the family. When children appear in the family, a restructuring of values occurs—more attention is given to the children, while parents put themselves second.

In the control group, the relationship between financial status and various indicators appears pragmatic. The higher the player’s income, the more frequently they can afford to gamble, the higher their level of self-esteem, the less criticism they receive from relatives, and the lower their situational anxiety.

The inverse relationship between housing conditions and gambling hall visits shows that dissatisfaction with living conditions leads the player to leave home and seek out gambling clubs.

Players who visit gambling halls with friends tend to gamble more frequently. This can be explained by the fact that they simply enjoy spending time in company and visit gambling clubs for leisure and pleasure from both the game and social interaction.

The correlation between relatives’ attitudes toward gambling and scores on the “Acceptance of Aggression” scale reflects an adequate and proportionate response to criticism.

B. Comparison of Correlational Relationships Between the Groups

- Gambling is driven more by intrinsic motivation than extrinsic, meaning it is pursued for its own sake rather than external rewards or pressures;
- The focus of gambling is not so much on the outcome, but on the process itself;



- Gambling is not just exploratory behavior but includes what the player can do with the game object;
- It involves creating a narrative that connects objects and events;
- The player is actively involved in the gaming activity;
- There is a strong emotional component, where the pleasure derived from the game accompanies both the process and outcome.

DISCUSSION

The conducted study stands out from the works of Cholewick & Bennett (2025); Toporetska et al. (2024); Potenza et al. (2024); Suleimenova et al. (2024); Sarbassova et al. (2024) in that it examines general psychological problems of human addiction to gambling and provides evidence-based confirmation of the following findings revealed in the course of the study:

- The personality traits of individuals addicted to gambling differ significantly from those of non-addicted individuals. People addicted to gambling demonstrate lower levels of self-actualization and higher levels of anxiety. Their personality is marked by traits such as emotional instability and insecurity, indecisiveness, sensitivity to offense, suspiciousness, depth and persistence of emotions with weak external expression.

- From a socio-psychological perspective, such individuals experience difficulties in communication and forming interpersonal relationships, including within their families and social groups. This is reflected in such individual traits as introversion, isolation, aggressiveness, and a negative view of human nature, along with psychological states such as depressed mood, rapid fatigue, low adaptability to changing life conditions, and difficulty making choices.

- The psychodiagnostic-focused experimental study revealed that a person's inclination toward loneliness is associated with their gambling addiction. For both gambling-addicted and non-addicted orphaned students, gambling serves as a means to compensate for a lack of communication and as a way to subjectively re-evaluate their legal self-identity.

- From a psychological standpoint, gambling addiction is defined by socio-psychological constructs within the personality structure, including:



1. Social and psychological orientation (a vector of loneliness directed toward oneself and others);

2. Values and emotional experiences (related to the process of gambling, its outcome, and the opportunity for communication);

3. Personal positions – subjectively experienced states of being unable to overcome loneliness without gambling (various forms of dependency).

– It was found that orphaned students aged 19–25 who engage in gambling are prone to seeking thrills, which is linked to loneliness caused by a lack of social contact and the absence of close and loyal friends. This emotional void is filled by the casino table, new acquaintances made during gambling, and the game process itself. Constantly visiting gambling venues in the hope of finding company and trying their luck gradually leads these individuals toward addiction and habituation. The process of gambling draws them in, creating the illusion of complete freedom and ease; interaction at the gambling table becomes a communicative norm. Without realizing it, they become gambling-addicted.

The issue of gambling addiction must be addressed at the national level. A legislative framework should be developed to regulate the operations of casinos and gambling establishments. Social institutions should be mobilized to conduct broader research into gambling addiction, involving psychologists, doctors, lawyers, and sociologists. Awareness campaigns should be conducted among the population to inform them about the harm and dangers of gambling. Only through the coordinated and collaborative efforts of all these parties can substantial and positive results in combating gambling addiction be achieved.

CONCLUSION

This article examined the psychological characteristics of orphaned students addicted to gambling. Orphaned students prove to be the most vulnerable during their transition into independent adult life, as the absence of support from family and loved ones—whom they do not have—prevents most of them from successfully overcoming emerging social barriers. Orphaned students with gambling addiction are typically characterized by a lack of goals, life intentions, and, more broadly, a sense of personal direction. A particularly alarming symptom is the absence of future perspectives or beliefs that give life meaning, which, in turn, can lead to a passive



attitude toward learning and their chosen profession. Their behavior also demonstrates impulsivity, rigidity of reactions, and an orientation toward external control. An important fact is that most gambling-addicted orphaned students tend to shift responsibility onto others.

Orphaned students are the most vulnerable category, exposed to intense negative social influences, compounded by social and psychological problems, as well as a lack of adequate social experience. The study experimentally identified and described the social determinants and psychological traits of orphaned students prone to gambling—such as the relationship between their gambling orientation and the balance of objective and subjective determinants of gaming behavior. It also revealed temperament types typical for gambling-addicted and non-addicted students in relation to individual psychological manifestations of situational and trait anxiety.

The goal of the study was achieved: the psychological characteristics of gambling-addicted orphaned students were identified, the behavioral and social conditions of the emergence and development of gambling addiction in this group were explained, and recommendations were developed for prevention, psychological correction, and overcoming of gambling addiction.

Thus, based on the findings, we conclude that these gambling-addicted orphaned students require targeted psychological and pedagogical support. It is essential to foster their responsibility and independence by encouraging their cognitive activity. The research results are recommended for practical use in educational institutions and orphanages in the process of socializing orphaned children.

A promising direction for further research may be the development of a more detailed, element-by-element model for the prevention, psychological correction, and overcoming of gambling addiction among orphaned students.

ACKNOWLEDGMENT

This research has been/was/is funded by the Science Committee of the Ministry of Science and Higher Education of the Republic of Kazakhstan (Grant No. AP23488962).



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