

**INFLUENCE OF UNEMPLOYMENT ON YOUTH GAMBLING IN
NAIROBI, KENYA**

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**A RESEARCH PROJECT SUBMITTED IN PARTIAL FULFILLMENT OF
THE REQUIREMENTS FOR THE AWARD OF MASTER OF ARTS
DEGREE IN RURAL SOCIOLOGY (COMMUNITY DEVELOPMENT),
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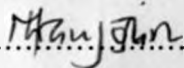
OCTOBER 2012

DECLARATION

This is to declare that this is my original work that has not been presented to any other University or Institution of higher learning for examination.

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Declaration by supervisor

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DEDICATION

To my family, my dear husband Joe and my precious son Andrew for their steadfast support, encouragement and understanding that greatly spurred my performance during the entire period I undertook this project.

ACKNOWLEDGEMENTS

I would like to thank my supervisor Dr Robinson Ocharo for his patience and professional guidance that made me reach this far. I wish also to acknowledge the department of Betting Control and licensing Board for having made it possible with the requisite resources to pursue and complete this course. Special recognition to my classmates and colleagues, for their support throughout the entire project period.

ABSTRACT

The study was on the influence of unemployment on youth gambling in Nairobi, Kenya and the objectives of the study were to; explore the extent to which the youth engage in gambling, determine whether youth unemployment contributes to gambling, establish whether the youth engage in gambling as a source of income and to determine the social-economic characteristics of youth engaging in gambling. The design of the study was a descriptive survey and was undertaken in the casinos in Nairobi County. The study targeted two groups of respondents; 60 respondents who were involved in gambling and 60 respondents who never gambled.

Data was collected through a questionnaire and was analyzed using both descriptive statistics and relationship statistics. The type of descriptive statistics used was frequency distribution tables, while the relationship statistics type used was the Chi-square. The researcher formulated a hypothesis and tested it by use of both null hypothesis and alternative hypothesis. The null hypothesis (H₀) was, Youth unemployment does not contribute to youth gambling while the alternative hypothesis (H₁) was Youth unemployment contributes to youth gambling. The study revealed that majority of the respondents visited the casinos twice per week which depict that youths deeply involved in gambling as over 70% of them visited casinos 2-3 times per week. They engage in gambling to try their luck and win money, thus the majority of the youths engage in gambling to generate income. Most of the respondents involved in gambling had been gambling for 1-5 years and that they went to the casinos both during daytime and at night which depicts that the youths had been gambling for many years and that gambling was part of their lifestyle. The study found out that most youth were involved in gambling, however youth unemployment had no influence to their gambling, hence the null hypothesis was accepted and the alternative hypothesis rejected, meaning that there are other factors that contribute to gambling by the youth.

The study recommends that the government, non-governmental organizations and other stakeholders should come up with policies and strategies to govern gambling business in Kenya to protect the youths from engaging into gambling prematurely and also to sensitize the youths on the effect of gambling and its negative effects.

The researcher recommends other studies should be carried on, factors contributing to youth gambling in Kenya and also on the social and economic impact of gaming in Kenya.

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LIST OF ACRONYMS

ADHD – Attention Deficit Hyperactivity Disorder

AIDS---Acquired Immune Deficiency

GOK—Government of Kenya

HIV—Human Immune deficiency virus

ICT—Information Communication Technology

ILO—International Labour Organization

KCS—Kenya Charity Sweepstakes

KNYP—Kenya National Youth Policy

NCBD—Nairobi Central Business District

SMS—short messaging Services

UN--United Nations

UNDP—United Nations Development Programs

UNESCO—United Nations Educational Scientific and Cultural Organization

UNFPA—United Nations Population Fund

UNICEF—United Nations Children's Education Fund

WHO—World Health Organization

CHAPTER ONE: INTRODUCTION

1.1 Background of the study

The youth represent 30 percent of Kenya's population and their unemployment is twice the country's average. Almost 1/3 of Kenyans are between 15 and 29 years and the total reached almost 11 million people in 2006 compared to 8.5 million in 1999. According to Kenya poverty and inequality assessment (2008), this age cohort is now at a historical high (in absolute and relation terms). Youth definitions are contextual, depending on the social, cultural, political and economic environment. According to Durham (2000), the concept "youth" is a "social shifter", it is a relational concept situated in a dynamic context, a social landscape of power, knowledge, rights, and cultural notions of agency and personhood. The experiences of youth in various socioeconomic and political conditions and their outcomes largely define youth.

Certain experiences such as war, conflict, poverty and the HIV and AIDS pandemic blur the social divide between youth and adult. Within these environments, young people constantly cross the frontier between childhood and adulthood, as they actively create and recreate their roles in the face of changing conditions (Boeck and Honwana, 2005). While these views construct youth as a fluid concept, other definitions look at youth as a static category in the society, with distinctive responsibilities based on their age. Consequently, youth-hood is viewed as a specific stage between childhood and adulthood when people have to negotiate a complex interplay of both personal and socio-economic changes in order to maneuver the "transition" from dependence to independence, take effective control of their own lives and assume social commitments (UNESCO, 2004). The United Nations defines youth as persons between 15 and 24 years⁵. The World Health Organization (WHO) identifies three categories of youth- adolescents (10-19 years), youth (15-24 years), and young people (10-24 years).

The African Union (AU) considers youth as persons between 15 and 34 years. In Kenya, there are various aged-based definitions of youth. The Kenyan National Youth Policy (NYP) defines youth as persons aged 15-30 years. The policy vaguely states that the definition takes account of the physical, psychological, cultural, social, biological and political aspects, which explain the Kenyan youth situation. The new Constitution defines youth as all individuals in the republic of Kenya who have attained the age of 18 years but have not attained the age of 35 years (GoK, 2010).

The youth development programs which the government has been implementing target persons aged 15 to 35 years. Lack of consistency in the definition of Kenyan youth reflects the difficulty that most African societies have in specifying the age bracket of youth.

In African societies, responsibilities such as marriage are more important in defining the category where one belongs-adult or youth. Biological age has been used to define policies and laws of inclusion and exclusion, in contexts such as obligatory schooling, right to vote, obtain identity cards and driving license and drink alcohol (Hansen, 2008). The exclusionary tendencies of policies targeting youth have denied youth opportunities to contribute in development and also exposed them to tight regulations whose interpretation and implementation is left to the law enforcing authorities.

The youth in Kenya face serious challenges including high rates of unemployment, under employment and limited investment opportunities. The overall unemployment rate for youth is double the adult average at about 21 percent. Statistics on joblessness suggest that the magnitude of the unemployment problem is larger for youth with 38 percent of youth neither in school nor work (aggregating the rates of reported unemployment and inactivity) These challenges have made it very difficult for them to engage in any meaningful contribution in the society; consequently most of them have resulted to anti-social behaviors such as drugs and substance abuse, the Hiv and Aids pandemic, crime ,school drop-out and gambling among others.

Despite efforts made by the government and a number of youth serving organizations such as the World Bank, OXFAM (GB), UNFPA, UNICEF, GTZ, ACTION-AID and the Commonwealth Youth Programme, youth problems have continued unabated (Kenya National Youth Policy 2003) This study dwelt on the issue of youth gambling in relation to unemployment.

The economic growth has not been sufficient to create enough employment opportunities to absorb the increasing labour force of about 500,000 annually. Only about 25 percent are absorbed leaving 75 percent to bear the burden of unemployment. The rate of unemployment in Kenya has been on an upward trend since independence. The number of available job opportunities can not in any way absorb the increasing number of school leavers' despite their attractive and outstanding grades and qualifications. (Kenya National Youth Policy 2003)

The youth appear to be the most affected by lack of employment opportunities. The number of youth participating in gambling has also been very high especially in Casinos, Lotteries and other

games of chance. In as much as gambling is meant to be purely for leisure and entertainment a number of people have resulted to gambling as a source of livelihood especially with the high jackpots or cash awards offered in some of the lotteries and competitions. (GOK 2010)

Kenya's National Youth Policy is aimed at promoting youth participation in community and civic affairs and to ensure that youth programmes are youth centred. The policy recognizes that the youth are a key resource that can be tapped for the benefit of the whole country. Thus the policy endeavours to address issues affecting young people by including broad-based strategies that would provide the youth meaningful opportunity as other citizens to realize their fullest potential, productively participating in economic, social, political, cultural and religious life without fear or favour (Kenya National Youth Policy 2003). The policy further provides a broad framework within which all stakeholders, including the private and civil society, will contribute to youth development.

The policy defines the youth as persons resident in Kenya in the age bracket 15 to 30 years. The youth form about 32 percent of the Kenyan population and it's a critical mass which cannot be overlooked. The current government has taken key interest in youth issues in its efforts on national integration. This can be attested in the formulation of the National Youth policy, the formation of the ministry for youth and sports the famous youth development fund and the controversial kazi kwa vijana (GOK 2009). Rather than promote young people's well-being and development, certain policies have been used to constrain and deny them rights which are integral to their transition processes. Coles (1995) identifies 4 main transitional stages, these are, leaving the parental home and establishing new living arrangements, completing full time education, forming close stable personal relationships outside the family; and testing the labour market, finding work and possibly settling into a career, and achieving a more or less stable livelihood. These transitions are interconnected. For instance, leaving parental home and setting up a personal home require an independent source of income, and to reach this stage, a young person generally has to have acquired qualifications and to have succeeded in demonstrating his or her adulthood (Barry, 2005). Ironically, the transition between home and work has become less discontinuous with many young people delineating the course of their lives (Leccardi, 2005).

The uncertainty of the process compels young people to draw on diverse resources (economic, social, cultural and political), depending on where and who they are in gender and class terms, as they negotiate their everyday lives and orient themselves toward the future (Hansen, 2008). This

sociological bridge is dynamic, and sometimes too weak to support youth to cross over without falling off course (UNESCO, 2004).

In the contemporary society, a large proportion of young people do not experience the transition that the previous generation took for granted when they left school and went straight into full-time jobs. Thus, they enter adulthood much earlier than defined chronologically and biologically by dint of the responsibilities and roles they assume in the absence of proper functioning labour markets and in the face of changing social and political conditions. These conditions may lead the youth to proceed to various avenues of income generating activities, and with the scarcity of employment opportunities some may end up engaging in gambling. Gambling means playing of games of chance for winnings in money or money's worth (Cap 131) Betting or staking of something of value on the outcome of a game or event. Commonly associated with gambling are horse racing, boxing, numerous playing-card and dice games, cockfighting, jai alai, recreational billiards and darts, bingo, and lottery. (Reber 1996)

Gambling is by definition the wagering of money, or anything of value, upon the outcome of an event such as the roll of dice, a hand of cards (or other table game), or the outcome of a athletic contest. "Gaming" is sometimes used synonymously with "gambling;" sometimes it refers more narrowly to forms of wagering that require a gambler's participation such as dice, cards, and wheel games. (Deans Borgman 1980). In Kenya gambling is licensed and controlled by the betting Control and licensing Board under the Betting lotteries and Gaming Act cap 131 of 1966 of the laws of Kenya. The act provides for the control and licensing of betting and gaming premises; for the authorizing of public lotteries, prize competitions and control of illegal gambling. Gambling in Kenya has several forms; these include Casino gambling, public lotteries, bookmaking, sports betting and prize competitions. The gaming industry is too dynamic and has benefitted heavily from technological advancements. The introduction of mobile telephones has contributed a lot to gambling via short message services especially in lotteries and prize competitions. In Kenya the legal gambling age is 18 years and above while in the USA the law allows only those who are 21 years and above.

Those who support gambling claim the following benefits, it can be an enjoyable entertainment, it creates jobs, it generates revenue to the government and it also stimulates tourism. Critics of legalized gambling argue that, gambling has deep roots with organized crime, and legalized gambling can be a "legitimate" way for them to continue their activities. Gambling often has

negative effects on a community, attracting anti-social elements and dispersing positive citizens and organizations; The money raised through gambling is a "tax" coming disproportionately from the poor and the destructive effects of gambling on families and children have been demonstrated.

Available data indicate that 30 to 45 percent of the youth have been involved in gambling especially the short message services based lotteries and promotions (GOK 2010) The Kenya Charity sweepstake which is the oldest lottery operator in Kenya, since 1966 has a player base of about 16,000 and out of this number 30 percent are the youth (Kenya Charity Sweepstake 2010) . In the two of the recently concluded short messages service lotteries i.e. Shinda smart 6969 and Zawadi 2929 the percentage of youth players were 45 percent and 35 percent respectively and the same has been established in the sales promotions. In the sale promotions, between 35 percent and 40% of the participants are the youth, Masonko wa Safaricom is one example where 38 percent of those who participated were the youth, indeed the top prize of kshs 25 million was won by a twenty five year old!. (GOK 2010). Out of the estimated 1,500 people who gamble every day in Kenya's 36 operating casinos, nearly 25 percent of them are aged between 25 and 35. A cross survey of most of the winners revealed that they were not employed and were actually entering the lotteries and promotions to earn a living. This therefore makes it a major issue of concern not only to the Government but also the society.

In the U.S., Las Vegas and Reno, Nevada and Atlantic City, New Jersey have long been exceptional sites for legal gambling. In the 1980s and 1990s the number of cities allowing gambling, the use of river or ocean boats for gambling outside jurisdictions, and gambling on American Indian reservations have made legal gambling much more accessible. But what has brought gambling to perhaps a majority of Americans has been the rise of legal state lotteries.

By the late 1990s, every state except Hawaii and Utah had some form of legal gambling and advertising hype about huge payoffs is picked up by impressionable kids.

1.2 Statement of the Problem

The youth in Kenya face serious challenges including high rates of unemployment, under employment and limited investment opportunities. The overall unemployment rate for youth is double the adult average at about 21 percent. Statistics on joblessness suggest that the magnitude of the unemployment problem is larger for youth with 38 percent of youth neither in school nor work. These challenges have made it very difficult for them to engage in any meaningful

contribution in the society; consequently most of them have resulted to anti-social behaviors such as drugs and substance abuse, the Hiv and Aids pandemic, crime, school drop-out and gambling among others. (Kenya National Youth Policy 2003).

The youth form a substantial percentage of Kenya's population today and it is crucially important to ensure that they are adequately engaged and prepared to fit in the dynamic and turbulent environment in the society. The Government has indeed come up with ventures that are meant to develop and grow the youth with a view to making them self reliant and actively involved in community development. These ventures include The National Youth Policy, The Youth Development Fund, Kazi kwa Vijana in addition to other youth serving organizations such as the World Bank, OXFAM (GB), UNFPA, UNICEF, GTZ, ACTION-AID and the Commonwealth Youth Programme. Despite these efforts made by the government and other organizations; the problems affecting the youth are still escalating and in particular gambling. Available data indicate that 30 to 45 percent of the youth have been involved in gambling especially the sms (short messaging services) based lotteries and promotions. The Kenya Charity sweepstake which is the oldest lottery operator in Kenya, since 1966 has a player base of about 16,000 and out of this number 30 percent are the youth (K C S 2010).

In the two of the recently concluded short messages service lotteries i.e. Shinda smart 6969 and zawadi 2929 the percentage of youth players were 45 and 35 percent respectively and the same has been established in the sales promotions where between 35 and 40 percent of the participants are the youth, Masonko wa safaricom is one example where 38 percent of those who participated were the youth, indeed the top prize of kshs 25 million was won by a twenty five year old.(GOK 2010) Out of the estimated 2,500 people who gamble every day in Kenya's 36 operating casinos, nearly 40 percent of them are aged between 25 and 35. A cross survey of most of the winners revealed that they were not employed and were actually entering the lotteries and promotions to earn a living (GOK 2010).

This therefore makes it a major issue of concern and in particular given the high number of youth involved in gambling. The concern of the study was therefore, to find out whether the youths participation in gambling is driven by the lack of unemployment opportunities, therefore lack of source of income.

1.3 Objectives

- i. To explore the extent to which the youth engage in gambling
- ii. To determine whether youth unemployment contributes to gambling.
- iii. To establish whether the youth engage in gambling as a source of income
- iv. To determine the social-economic characteristics of youth engaging in gambling.

1.4 Research Hypothesis

According to Kothari (2004) hypothesis is a guess or an assumption. It is a tentative explanation for a certain behaviour patterns, phenomena, or events that have occurred or will occur. It is a tentative answer to what the researcher considers as ought to be the possible outcome of an existing problem or phenomena. Orodho and Kombo (2004) have defined hypothesis as educated guess about possible differences, relationships or causes of a research problems. This is what the research thinks will be the outcome of the study. The hypothesis were as follows:-

H_0 Youth unemployment does not contribute to youth gambling.

H_1 Youth unemployment contributes to youth gambling.

1.5 Scope and limitations

The study covered 19 casinos in Nairobi city. Focus was on youth gamblers both male and female who frequent the casinos, the casino management, employees and gaming inspectors as key respondents. The study was limited to the youth aged between 18 to 30 years. The focus was also the number of times they frequent the casinos. The study focused on their level of education, employment status and family type i.e. if they were from single parents, both parents or orphaned. The Study also focused on the amount of money they use every time they enter a casino. The study was further limited to those games played in the casino and not any other form of gambling like short messages services, horse racing or sports betting.

CHAPTER TWO: LITERATURE REVIEW

2.1 Introduction

This section presents the Literature Review. It focuses on the youth unemployment and the concept of gambling. Youth definitions are contextual, depending on the social, cultural, political and economic environment. According to Durham (2000), the concept “youth” is a “social shifter”, it is a relational concept situated in a dynamic context, a social landscape of power, knowledge, rights, and cultural notions of agency and personhood. The experiences of youth in various socioeconomic and political conditions and their outcomes largely define youth. Certain experiences such as war, conflict, poverty and the HIV/AIDS pandemic blur the social divide between youth and adult. Within these environments, young people constantly cross the frontier between childhood and adulthood, as they actively create and recreate their roles in the face of changing conditions (Boeck and Honwana, 2005).

While these views construct youth as a fluid concept, other definitions look at youth as a static category in the society, with distinctive responsibilities based on their age. Consequently, youth-hood is viewed as a specific stage between childhood and adulthood when people have to negotiate a complex interplay of both personal and socio-economic changes in order to maneuver the “transition” from dependence to independence, take effective control of their own lives and assume social commitments (UNESCO, 2004). The United Nations defines youth as persons between 15 and 24 years⁵. The World Health Organization (WHO) identifies three categories of youth-adolescents (10-19 years), youth (15-24 years), and young people (10-24 years). The African Union (AU) considers youth as persons between 15 and 34 years⁶. In Kenya, there are various aged-based definitions of youth. NYP defines youth as persons aged 15-30 years.

The Kenya youth policy vaguely states that the definition takes account of the physical, psychological, cultural, social, biological and political aspects, which explain the Kenyan youth situation. The new Constitution defines youth as all individuals in the republic of Kenya who have attained the age of 18 years but have not attained the age of 35 years (GoK 2010). Essentially, youth transition is presented as a linear, psychosocial development process starting in late childhood, which progresses in a piecemeal fashion towards the conventional goals of adulthood (Barry, 2005: 100). Coles (1995) identifies 4 main transitional stages, leaving the parental home and establishing new living arrangements, completing full time education, forming close stable

personal relationships outside the family; and testing the labour market, finding work and possibly settling into a career, and achieving a more or less stable livelihood.

These transitions are interconnected. For instance, leaving parental home and setting up a personal home require an independent source of income, and to reach this stage, a young person generally has to have acquired qualifications and to have succeeded in demonstrating his or her skills in the labour market or some equivalent subsection of the society (United Nations, 2007). The transition model assumes a predictable linear progression to a mainstream endpoint-adulthood (Barry, 2005). Ironically, the transition between home and work has become less discontinuous with many young people delineating the course of their lives (Hansen, 2008: 7).

The uncertainty of the process compels young people to draw on diverse resources (economic, social, cultural and political), depending on where and who they are in gender and class terms, as they negotiate their everyday lives and orient themselves toward the future (Hansen, 2008: 7). Consequently, there are not one but many trajectories along the continuum to adulthood, and no obvious point of arrival (Wyn and White, 1997). Significantly, debates about youth have raised concerns about the existence of youth as a distinct stage of life, since the realities facing most young people have negated the theoretical description of youth-hood.

According to Bynner et al (1997), youth is just an additional bridging stage between childhood and adulthood to exemplify the protracted transition brought about by tighter labour market restrictions on school leavers, extended education and often compulsory training. It thus offers a convenient sociological bridge between the widening poles of childhood and adulthood in the Western world (Barry, 2005). This sociological bridge is dynamic, and sometimes too weak to support youth to cross over without falling off course. In the contemporary society, a large proportion of young people do not experience the transition that the previous generation took for granted when they left school and went straight into full-time jobs. Thus, they enter adulthood much earlier than defined chronologically and biologically by dint of the responsibilities and roles they assume in the absence of proper functioning labour markets and in the face of changing social and political conditions. For Africa's youth, experience in adult responsibilities begins early, since children actively participate in productive tasks, paid labour, household chores and taking care of younger siblings (Riesman, 1995).

2.2 Youth and Development

Pittman, (1993) defines youth development as the ongoing growth process in which all youth are engaged in attempting to, meet their basic personal and social needs to be safe, feel cared for, be valued, be useful, and be spiritually grounded, and build skills and competencies that allow them to function and contribute in their daily lives.

Youth development, then, is a combination of all of the people, places, supports, opportunities and services that most of us inherently understand that young people need to be happy, healthy and successful. In developing countries, there are insufficient opportunities to develop/utilize relevant knowledge, skills, attitudes and behaviors effectively/productively. Educational institutions tend to endorse rote-learning approaches with limited open dialogue. This older approach inhibits critical thinking and creativity and stifles effective communication, leaving young people inadequately equipped to navigate through the social, political and economic realities of the 21st century.

New forms of engagement are therefore required to not only channel youth energy, but also to establish the foundation for caring and productive communities. (Annie 2009) Today, half the world's population is under 25 years the largest proportion of young people ever recorded. 80% live in developing countries where economic, civic and social opportunities are insufficient to address the diverse needs of transition to adulthood. The International Labor Organization (ILO) predicts that by 2015 period, around 300 million new jobs will have to be created just to absorb the growth in the labor force.

Global peace and prosperity would be determined by how well this youth bulge is integrated into both the labor force and social fabric. Because employment alone cannot absorb such a surge in labor supply, youth energy must be channeled towards other productive activities in their community. Our greatest challenge today is to provide young people with the **capabilities** and **opportunities** they need to drive and sustain development. Fortunately, young people are hungry to make a difference and represent an extraordinary window of opportunity to propel profound change in the world (Robert 2009).

The United Nations recognizes the challenges faced by the youth and the need to facilitate them to overcome them, indeed the UN declared 12 August 2010 – 11 August 2011 the international year of the youth with the theme: **“Dialogue and Mutual Understanding”** with the following objectives, Create awareness (increase commitment and investment in youth), Mobilize and engage

(increase youth participation and partnerships) and Connect and build bridges (increase intercultural understanding among youth). In Kenya, a mismatch exists between the aspirations of young people and the opportunities available to them. The majority of young Kenyans have high hopes and ambitions.

However, a demographic bulge of young people, poor macroeconomic performance, a lack of labor market opportunities, an education system that suffers from problems of access, quality, and relevance, and a society that negates the self-expression of young people mean that many young people are unable to translate their aspirations into a productive and fulfilling future.

High expectations, disappointing employment and life prospects, and marginalization among young people can fuel frustration and desperation. In response, some of these youths turn to criminal behavior, gambling, violence, substance abuse, and commercial sex work. These activities have negative repercussions on the young people themselves and contribute to growing physical insecurity for society as a whole. According to World Bank Social Development Paper called "Investing in Youth Empowerment and Inclusion" (World Bank, 2004c), everywhere from Kabul to Nairobi to Tirana, young people desire more access not just to job opportunities, but to a better quality of life, including leisure, information and entertainment.

Everywhere they resent being marginalized in decision-making processes and are eager to have greater control over their lives. Unless these gaps are addressed, conflict, violence, and a missed generation for global development will be the costs of neglect that more developed societies will also pay one way or another.

To demonstrate the importance Kenya attaches to youth development; the youth have been identified as one of the flag ship projects in the vision 2030 under the social pillar. This is further amplified in the Bill of rights under Article 55 of the new constitution of Kenya where the state shall take measures, including affirmative action programmes, to ensure that the youth access relevant education and training, have opportunities to associate, be represented and participate in political, social, economic and other spheres of life, access employment; and are protected from harmful cultural practices and exploitation. The youth development programmes which the government has been implementing target persons aged 15 to 35 years.

Lack of consistency in the definition of Kenyan youth reflects the difficulty that most African societies have in specifying the age bracket of youth. In African societies, responsibilities such as marriage are more important in defining the category where one belongs-adult or youth.

Biological age has been used to define policies and laws of inclusion and exclusion, in contexts such as obligatory schooling, right to vote, obtain identity cards and driving license and drink alcohol (Hansen, 2008). The exclusionary tendencies of policies targeting youth have denied youth opportunities to contribute in development and also exposed them to tight regulations whose interpretation and implementation is left to the law enforcing authorities. Rather than promote young people's well-being and development, certain policies have been used to constrain and deny them rights which are integral to their transition processes.

2.3 Adjustments and Sub Cultures

This focused on strategies used by the youth to adjust in order to fit in the society and also looked at how they adopt to the cultures already in place.

2.3.1 Unemployment and Underemployment

Youth unemployment has become a major challenge in the 21st Century. The Sub-Saharan Africa is one of the regions highly affected by youth unemployment. It is estimated to be more than 21% (ILO: 2003). According to ILO projection, Sub-Saharan Africa will witness substantial growth in additional labour force of 28 million - 30 million between 2003 and 2015.

In Kenya, youth unemployment is a serious development issue. It is estimated that 64 percent of unemployed persons in Kenya are youth. Interestingly only 1.5 percent of the unemployed youth have formal education beyond secondary school level and the remaining over 92 percent have no vocational or professional skills training and the majorities are found in the rural Kenya.

Due to inadequate employment and livelihood opportunities in rural areas the tendency is that they migrate to urban centers to look for such opportunities (Odhiambo, 2006). The economic growth rate has not been sufficient enough to create productive employment opportunities to absorb the increasing labour force of about 500,000 annually. Most of these are the youth and only about 25 percent are absorbed, leaving 75 percent to bear the burden of unemployment. Further, some of those absorbed are doing jobs that do not match their qualifications and specialization.

There are several dimensions to the problem of youth unemployment. There's a demographic dimension: Africa's population profile is shaped like a typical pyramid – it has a "youth bulge" at the base. Almost half of Africa's population is under 25; about 75 percent is under the age of 35. It is estimated that by 2050, Africa will account for 29 percent of all people aged 15 to 24. This is about 348 million of the total 1.2 billion persons globally (Odeny Odhiambo, 2006).

2.3.2 Crime and Deviant Behavior

Involvement of youth in criminal activities is noted to be on the increase. Many of the youth remain idle even after formal education for long periods of time. As a consequence, they try their hands in all openings, legal or illegal, with some ending up with deviant behavior (Kenya National Youth Policy 2006)

2.3.3 Limited Sports and Recreation Facilities

Sports and recreation facilities provide the youth with an opportunity to socialize and spend their time productively hence strengthening and developing their character and talents. However, the facilities are very scarce, and where they exist, the youth may find it difficult to access and utilize them.

2.3.4 Abuse and Exploitation

Due to their vulnerability, the youth are exposed to different kinds of abuse and due to societal attitudes, socio-cultural and economic barriers, and lack of proper organization, exploitation such as sexual, child labour and other forms of economic exploitation under the guise of employment. There is currently little protection from the authorities (Kenya National Youth Policy 2006).

2.3.5 Limited Participation and Lack of Opportunities

Despite their numerical superiority, youth are least represented in political and economic spheres (Kenya National Youth policy). There is also little or no representation of young people in socio-economic and political processes (GOK 2009). In most parts of the world, political participation is not providing a channel for young people to express their needs, aspirations and grievances.

Young people are often key figures in political movements – for example, revolutionary politics throughout Latin America relied on student activity, and student movements in Europe and the United States in the 1960s transformed the character of civil rights and societal structures, most of

the political rallies and campaigns for key politicians in Kenya are thronged and spearheaded by the youth. However, youth leadership rarely translates itself into the adult sphere of legislative or executive decision-making. The causes of the scarce youth involvement are generally traced back to a lack of interest on the part of young people. As a consequence, political institutions are often called upon to be more 'youth friendly', less bureaucratic and to 'speak the language of the youth' (UNESCO 2004).

2.4 Gambling

Gambling is by definition the wagering of money, or anything of value, upon the outcome of an event such as the roll of dice, a hand of cards (or other table game), or the outcome of a athletic contest. "Gaming" is sometimes used synonymously with "gambling;" sometimes it refers more narrowly to forms of wagering that require a gambler's participation such as dice, cards, and wheel games (Deans Borgman 1980).

Although gambling is increasingly becoming normalized in society, excessive youth gambling has been construed as problematic, akin to delinquency, since it has potentially negative consequences, such as addiction, truancy, poor grades, and theft (Gupta & Derevensky, 1998a). Given this, however, only a minority of school officials is aware of this growing problem, and few have adopted prevention curricula or policies (Shaffer, 2000). Since the 1970s, there has been an exponential expansion of gambling opportunities for adults across Canada and around the world (Shaffer et al., 2000).

There is little doubt that the recent expansion of legalized gambling has the potential to increase the prevalence of gambling disorders (Ladouceur, et al., 1999). One population that has received some attention in regards to gambling and gambling disorders has been adolescents. Today youths are bombarded with messages encouraging people to dream about big wins or achieve wealth by one form of gambling or another.

In addition, gambling advertisements are common on Internet web sites and junk email. Gambling can be a fun or relaxing way of spending time and money but youths, lured by the promise of instant wealth, might be particularly vulnerable to these messages. Given the ubiquity of gambling messages it is important to examine gambling problems among adolescents. The basis for this concern is three-fold. First, research on problem gambling among youth suggests that a substantial number endorse a wide variety of gambling problem symptoms (Adlaf & Ialomiteanu, 2000). In

fact, the prevalence of problem gambling amongst youth has been found to be 2 to 3 times higher than that of adults (Shaffer & Hall, 2001).

Second, it has been argued that gambling disorders tend to originate in adolescence (Gupta & Derevensky, 1998a). Third, many speculate that because the current cohort of adolescents are the first to become acculturated to legalized gambling, this cohort will experience higher rates of future gambling disorders (Shaffer & Hall, 2001). Gupta (Gupta & Derevensky, 1998b) and Jacobs (Jacobs, 1986) have argued that problem gambling is just another instance of a general addiction process that involves the combination of negative moods or stressful life events, use of escape coping and a physiological predisposition towards addiction. In contrast Blaszczynski & Nower, (2002) have argued that problem gambling is the result of a variety of different pathways that lead to three types of gamblers, normal problem gamblers who are basically normal, but have become overly involved in gambling because of positive experiences, social pressure, or erroneous beliefs. Emotionally vulnerable problem gamblers are people that were depressed or overly stressed prior to their gambling and physiological vulnerable problem gamblers are people that have some kind of physiological problem with their reward system (e.g., ADHD) that makes them more vulnerable to problem gambling.

The 2007 World Youth Report points out that despite the challenges associated with youth development in the contemporary society and inadequate access to education, the young people of today are on average, better educated than their preceding generations (United Nations, 2007). They are better connected to the world than any of the earlier generations of youth, and they are, as a result, more determined to find options to close the gap between their limited opportunities. The study of gambling and gambling-related problems among youth has become increasingly important to researchers and health professionals alike. Although research in the field of gambling is still in its infancy, work over the last decade suggests that youth gambling problems are a serious concern, with more young people gambling today than ever before. However, only recently has gambling emerged as a significant public health issue (Shaffer, 1999) despite the growing trend and the associated negative health, psychological, social, financial, and personal consequences.

There is concern that without a concerted focus on understanding and preventing problems among those most vulnerable, the burden of problem gambling among youth will persist. With the continuous expansion of the gambling industry worldwide, more gambling opportunities and types of gambling exist today than in the past. With this increased exposure, more adolescents, already

prone to risk-taking, have been tempted by the lure of excitement, entertainment, and potential financial gain associated with gambling. Research from North America and internationally suggests that approximately 80 percent of adolescents have participated in some form of gambling during their lifetime (Shaffer & Hall, (1996).

While there has been some debate over the prevalence of problem gambling in youth considerable research supports the claim that approximately 4 –8 percent of adolescents between 12 and 17 years of age gamble at a pathological level, and another 10 –15 percent are at risk of developing a serious problem. The consequences faced by youth with gambling problems are widespread and have an impact on psychological, behavioural, social, legal, academic, and family/interpersonal domains. Delinquency and criminal behaviour, poor academic performance, early school dropout, disrupted family and peer relationships, suicide, and other mental health outcomes such as anxiety and depression have been associated with gambling problems in adolescents. Youth gambling problems, therefore, affect not only individuals, but families, communities, and health services as well as society at large (Derevensky & Gupta, 2004).

2.5 Theoretical Framework

The study was based on the Basic Needs Theory (Abraham Maslow 1943), social structure, anomie and strain theory, and the Rational Choice Theory.

2.5.1 Basic Needs Theory

According to this theory, there are certain minimum requirements that are essential to a decent standard of living. The physiological needs have to be catered for before other needs like security, sense of belonging and affection and others can be pursued. Each of us is motivated by needs. Our most basic needs are inborn, having evolved over tens of thousands of years. Abraham Maslow's Hierarchy of Needs helps to explain how these needs motivate us all.

Maslow's Hierarchy of Needs states that we must satisfy each need in turn, starting with the first, which deals with the most obvious needs for survival itself. Only when the lower order needs of physical and emotional well-being are satisfied are we concerned with the higher order needs of influence and personal development. Conversely, if the things that satisfy our lower order needs are swept away, we are no longer concerned about the maintenance of our higher order needs. In order to meet these primary needs, the youth may make a choice rationally to engage in gambling.

2.5.2 Social Structure, Anomie and Strain Theory (Goal Means Gap)

Robert Merton began by stating that there are two elements of social and cultural structure. The first structure is culturally assigned goals and aspirations (Merton 1938, 672). These are the things that all individuals should want and expect out of life, including success, money, and material things. The second aspect of the social structure defines the acceptable mode for achieving the goals and aspirations set by society (Merton 1938, 673). This is the appropriate way that people achieve what they want and expect out of life. Examples include obeying laws and societal norms, seeking an education, and hard work. In order for society to maintain a normative function, there must be a balance between aspirations and the means by which to fulfill such aspirations (Merton 1938, 673-674). According to Merton, balance is maintained as long as the individual feels that he is achieving the culturally desired goal by conforming to the "institutionally accepted mode of doing so" (Merton 1938, 674).

In other words, there must be an intrinsic payoff, an internal satisfaction that one is playing by the rules, and there must also be an extrinsic payoff, achieving the goals. It is also important that the culturally desired goals be achievable by legitimate means for all social classes. If goals are not achievable through an accepted mode, then people may come to use illegal means to achieve the same goal. He described several possible "adaptations" to the "strain" such imbalance produces: Conformity, Innovation, Ritualism, Retreatism, and Rebellion.

This formed the basis of his famous strain theory. Merton presented five modes of adapting to strain caused by the restricted access to socially approved goals and means. He did not mean that everyone who was denied access to society's goals became deviant. Rather the response, or modes of adaptation, depends on the individual's attitudes towards cultural goals and the institutional means available to attain them.

This theory may be illustrated as shown below

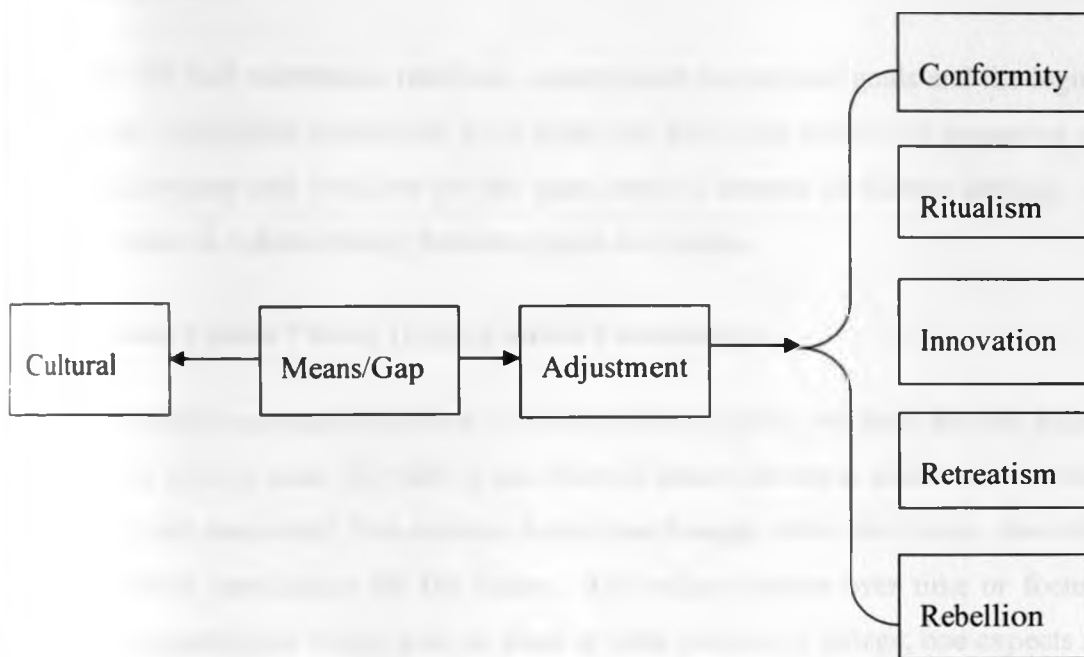


Figure 2.1 Diagrammatic representation of Anomie and Strain Theory

Definition of the terms:

Conformity is the most common mode of adaptation. Individuals accept both the goals as well as the prescribed means for achieving those goals. Conformists will accept, though not always achieve, the goals of society and the means approved for achieving them.

Innovation: individuals who adapt through innovation accept societal goals but have few legitimate means to achieve those goals, thus they innovate (design) their own means to get ahead. The means they adopt to get ahead may be through robbery, embezzlement, or other such criminal acts.

Ritualism: in ritualism, the third adaptation, individuals abandon the goals they once believed to be within their reach and dedicate themselves to their current lifestyle. They play by the rules and have a safe daily routine.

Retreatism is the adaptation of those who give up not only the goals but also the means. They often retreat into the world of alcoholism and drug addiction. They escape into a non-productive, non-striving lifestyle.

Rebellion: the final adaptation, rebellion, occurs when the cultural goals and the legitimate means are rejected. Individuals create their own goals and their own means, by protest or revolutionary activity. Innovation and ritualism are the pure cases of anomie as Merton defined it, because in both cases there is a discontinuity between goals and means.

2.5.3 Rational Choice Theory (Choice under Uncertainty)

There is no widely accepted definition of rational choice theory, but there are two important senses in which the term is used. The first is an informal sense: choice is said to be rational when it is deliberative and consistent. The decision maker has thought about what he or she will do and can give a reasoned justification for the choice. And taking choices over time or focusing on their choices about particular things, such as food or class choices in college, one expects rationality to lead to consistent (and relatively stable) choices. That is, one expects that there will be no wild and inexplicable swings in the objects of their choices and that the means chosen to effectuate the goals of the decision maker will be reasonably well-suited to the attainment of those goals (Nozick, 1993) Under the Rational choice Theory is the Choice under Uncertainty. The decision making under uncertainty posits that decision makers attempt to maximize their expected utility by combining three elements: their attitudes toward risk (risk neutrality, risk preferring, or, the most commonly-assumed attitude, risk aversion); their stable, well-ordered preferences for the possible outcomes; and estimates of the likelihood of the various possible outcomes.

The youth in Kenya having undergone challenges of joblessness may choose to get involved in gambling to try and see whether they can make some source of income. They become risk neutral with their minds focused on succeeding.

2.6 Conceptual Framework

In Kenya the acceptance among the youth is being able to meet the most basic needs. After completing school the youth are expected to find themselves a job in order to become self-reliant. With the serious challenge of unemployment, the youth have to look for ways to get some source of income to meet basic needs. This takes them various ways which could be deemed fast like

gambling. The youth after clearing school expect to gain technical training from colleges, after which they hope to be absorbed in the world of employment to earn a living and become successful. However in the absence of employment the youth engages in gambling to fill the gap and also in the hope of becoming successful.

Conceptual Framework

Interrelationship between Employment, Unemployment, Source of Income and Gambling

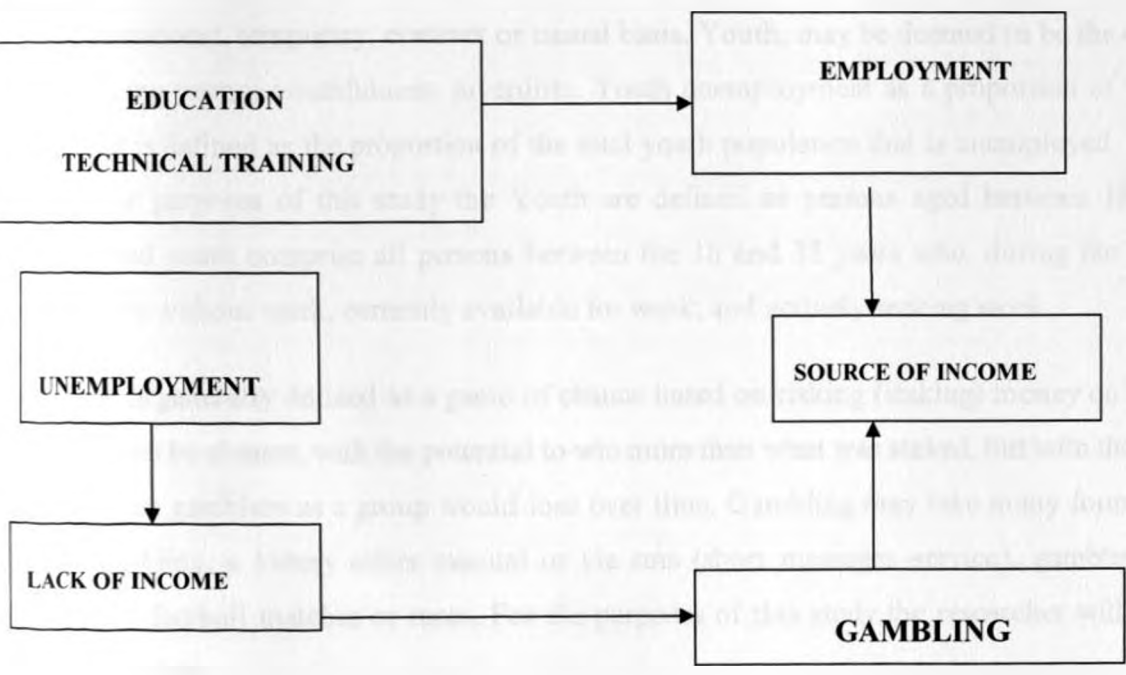


Figure 2.2. Conceptual framework

The conceptual frame work for this study is based on Abraham Maslow basic needs theory, the strain theory (goal means gap) and the rational choice theory.

The Maslow theory is framed on the urge to satisfy needs in a hierarchical manner and the youth just like every other member of the society have basic needs they need to satisfy and will result to any means to achieve them. The social structure, anomie and strain theory (goal means gap) refers to the frictions and pains experienced by an individual as he or she looks for ways to satisfy his or her needs, i.e. if the goals of a society become significant to an individual, actually achieving them may become more important than the means adopted. In the case of the unemployed youth, the frustrations of lack of employment may result to any means to get income.

The rational choice theory hinges on choice under uncertainty. In this case the youth may engage in undesirable indulges without consideration on the end result.

2.6.1 Conceptual Definitions

The following are the conceptual definitions of the various concepts used in the conceptual framework.

Employment is a form of contract with financial rewards for services rendered. These would include permanent, temporary, contract or casual basis. Youth, may be deemed to be the quality or state of being young; youthfulness; juvenility. Youth unemployment as a proportion of the youth population is defined as the proportion of the total youth population that is unemployed. In Kenya and for the purposes of this study the Youth are defined as persons aged between 18 and 35. Unemployed youth comprise all persons between the 18 and 35 years who, during the reference period, were without work, currently available for work; and actively seeking work.

Gambling is generally defined as a game of chance based on risking (staking) money on uncertain events driven by chance, with the potential to win more than what was staked, but with the ultimate certainty that gamblers as a group would lose over time. Gambling may take many forms such as casino gambling, a lottery either manual or via sms (short messages service), gambling on the outcome of football matches or races. For the purposes of this study the researcher will dwell on casino gambling.

2.7 Operationalization of Variables

In this study the independent variable was employment status, while the dependent variable was gambling. The indicator for employment status was the number of youth employed and those who were not employed. The indicator for unemployment was the many number of people who were not working were looking for work and are able to work. The unemployment may be measured by numbers and percentages. The indicator for gambling was the number of gambling facilities and modes available and the same was measured with the frequency of visiting the facility and the amount of money spent. The indicator for the youth was the age i.e. those aged between 18 and 35 and the measurement was nominal.

CHAPTER THREE: RESEARCH METHODOLOGY

3.1 Introduction

This section outlines the methodology used in the study. It describes the research design, target population, sample size and sampling techniques, research instruments and data analysis techniques.

3.2 Research Site

The study was undertaken in Nairobi County Kenya. The research site was selected since most of the youth gamblers are in the city and by the fact that out of the 36 operating casinos in Kenya, 19 of them are in Nairobi. Most of the casinos are located within close proximity of one another in the city centre and the Westland's part of the Nairobi; hence accessibility was also easy since the researcher was also based in Nairobi. Nairobi is the hub of gambling in Kenya, it has the greatest concentration of casinos not only in numbers but also in size as well the revenue generated from the gambling activities

3.3 Research Design

The research design in this study was a descriptive survey design. Descriptive research survey is a method of collecting information by interviewing or administering a questionnaire to a sample of individuals (Orodho, 2004). The descriptive survey seeks to ascertain respondent's perspectives or experiences on a specified subject in a predetermined structured manner. According to Kothari (2004) descriptive studies are not only restricted to fact findings, but may also result in formulation of important principles of knowledge and solution to significant problems. The design is deemed suitable since it helps describe the state of affairs as they exist without manipulation of variables (Nsubuga, 2000).

3.4 Target Population

A population is a group of individuals, objects or items from which samples are taken; it refers to the entire group of persons or elements that have at least one thing in common (Denscombe, 2008). These sentiments have been echoed by Mugenda and Mugenda (2008) where they indicate that target population is an entire group of individual's events or objects having common characteristics. The target population was the youth who gamble in Nairobi's 19 Casinos.

Out of the gambling population of 1500 in Kenya about 800 of them gamble in Nairobi casinos of which about 25% (200) are aged between 18 and 35 (GOK 2010).

3.5 Sample size and Sampling techniques

According to Orodho and Kombo (2002), sampling is the process of selecting a number of individuals or objects from a population such that the selected group contains elements representative of the characteristics found in the entire group. To enable this study 30 percent (60) of the youth who gamble in Nairobi casinos were sampled. To ensure that this number (60) was representative, a proportionate numbers of both male and female youth gamblers were sampled for interview. The type of sampling employed was Purposive sampling; and was done by identifying people believed to be reliable for the study in the 19 casinos. The researcher visited the 19 casinos and identified at least 3 specific youth gamblers in every casino for interview. The researcher identified and interviewed key informants in the casinos who provided vital information on the study. The key informants comprised of gamblers and casino management. The study also sampled another 60 respondents who never gambled, using snowball method as recommended by Kothari (2004).

3.6 Data collection Techniques

Data collection refers to gathering of information to serve or prove some facts. (Denscombe, 2008). Data was collected from primary sources, where primary data was collected from the both gambling and non gambling youths in Nairobi casinos.

The researcher identified and established rapport with youth gamblers, at least 3 in each of the 19 casinos and then carried out one on one interview. Those who were not interviewed were issued with questionnaire to fill them independently; the questionnaires were collected on an agreed upon time/date.

3.7 Research Instruments

This study used questionnaires as interview guide to collect data from the youth gamblers. The questionnaires were cheap to administer and enabled better exposure of the interviewees a personal perspective, their deeper thoughts, emotions and ambitions. (Nsubuga, 2000). The instrument was pre-tested to ensure its effectiveness.

3.8 Data analysis and hypothesis testing

Data analysis refers to examining what has been collected in a survey or experiment and making deductions and inferences. (Orodho & Kombo, 2002). The data collected is both qualitative and quantitative. The data is analyzed using both Descriptive statistics and relationship statistics. The descriptive statistics has given a good quick picture of how the variables behaved. The type of descriptive statistics used frequency distribution while the relationship statistics type used was the Chi-square. Chi-square is a statistical test commonly used to compare observed data with data we would expect to obtain according to a specific hypothesis. The researcher formulated a hypothesis and tested it by use of both null hypothesis and alternative hypothesis.

CHAPTER FOUR:

DATA ANALYSIS, INTERPRETATION AND PRESENTATION

4.1 Introduction

This chapter presents analysis and findings of the study as set out in the research methodology. The results were presented on the influence of unemployment on youth gambling in Nairobi, Kenya. The study targeted two groups of respondents; 60 respondents who were involved in gambling and 60 respondents who never gambled. All the respondents who participated in the research returned questionnaires duly filled, in contributing to 100 percent response rate. This response rate was excellent and representative and conforms to Mugenda and Mugenda (1999) stipulation that a response rate of 50 percent is adequate for analysis and reporting; a rate of 60 percent is good and a response rate of 70 percent and over is excellent. This commendable response rate was due to extra efforts that were made via personal calls and visits to remind the respondent to fill-in and return the questionnaires. The chapter covers the demographic information, analysis and the findings based on the objectives.

4.2 Demographic information

4.2.1 Gender distribution of the respondents

The study sought to establish the respondents' gender and the findings are as stipulated in table 4.1 below.

Table 4.1 Gender distribution of the respondents

	Respondents involved in gambling		Respondents not Gambling	
	Frequency	Percent	Frequency	Percent
Male	41	68%	34	57%
Female	19	32%	26	43%
Total	60	100%	60	100%

The research found that majority 68 percent of youths who gambled were males while 32 percent were females. On the other hand, the majority 57 percent of youths who never gambled were males while 43 percent of them were females. The findings reveal that gambling by youths in Kenya is

male dominated sector. A delineating line between male and female gamblers is the "risk-taking" behavior. Men are more risk takers than women. Female gender is known to be risk-averse and rarely get involved in a venture whose outcome they are not sure of. The findings are also in line with the prospect theory which argues that individuals make choice between alternatives that involve risk where they chose less risky activities. Studies under this theory conclude that women underestimate high probabilities of positive outcomes, hence the reason why few of them may be involved in gambling (Blaszczynski, 2002). According to Leanne Valentine, (2008) exposure to gambling-related media has a direct positive association with both male and female college student gambling behaviors, and that exposure to gambling-related media has an indirect, positive association with male college student behaviors through positive expectancies. However, exposure to gambling-related media is not associated with positive expectancies about gambling for female college students. This position is further backed by the social economic impact study on legalized gambling (2009) in south Africa which found out that the propensity to abstain from gambling of 70.3 percent for females was substantially higher than the 56.2 percent for males (Byrne, 2009).

Relationship between gender and gambling

The study utilized Chi-square test in testing the relationship between the various aspects of youth background (gender, age, marital status) and gambling. Chi-square is a statistical test commonly used to compare observed data with data we would expect to obtain according to a specific hypothesis. The chi-square test is always testing the null hypothesis, which states that there is no significant difference between the expected and observed result. Testing of the null hypotheses in this study was based on the fact that if the p value for the calculated Chi-square is $p > 0.05$, then we accepted the null hypothesis.

Youth gender and gambling

The analysis looked at the relationship between gender and gambling. The following illustrates the statistical relationship between them.

Table 4.2 Chi-Square Tests Results for Youth gender and gambling

	Gambling	Not gambling	Total
Male	41 (AB)	34 (Ab)	75
Female	19 (aB)	26 (ab)	45
Total	60	60	120

$$A=60$$

$$B=50$$

$$N=120$$

$$\text{Expectation of AB} = (60 \times 50) / 120 = 25$$

$$\chi^2 = (O_{ij} - E_{ij})^2 / E_{ij} = 23.92$$

$$\text{Therefore, degree of freedom in this case} = (r-1)(c-1) = (2-1)(2-1) = 1$$

The table value of χ^2 for 1 degree of freedom at 5 percent level of significance is 4.32. The calculated value of χ^2 is much higher than this table value and hence there is no relationship between gender and youths gambling. This therefore means that any gender is susceptible to gambling.

4.2.2 Age distribution of the respondents

The researcher further sought to establish the age distribution of the respondents and the results are as shown in table 4.2 below.

Table 4.3 Age distribution for the respondents

	Respondents involved in gambling		Respondents not gambling	
	Frequency	Percent	Frequency	Percent
18-26	19	32%	32	53%
27-35	41	68%	28	47%
Total	60	100%	60	100%

The research found that majority 68 percent of youths who gambled were aged 27-35 years while 32 percent were 18-26 years old. On the other hand, the majority 53 percent of youths who never gambled were aged 18-26 years while 47 percent of them were aged 27-35. This depicts that majority of the respondents from both categories were old enough to give credible information on the relationship between unemployment and gambling. This is owing to the fact that they are at the prime age where they should be working to earn a living. This can be attributed to the fact that this is the age where most of them were becoming more responsible and had to find a way of earning a living to support their families and also their increasing demands. According to the social economic impact study on legalized gambling (2009). This age group had also completed studies and can make sound and informed decisions more independent from the family structure. They should know the difference between right and wrong, have more common sense and are mature; supposed to be able to control and discipline themselves, know the consequences of their own actions, have a better understanding of what they want from life and the risks in life gambling (Byrne & Dickson, 2009).

Relationship between age and gambling

The analysis also looked at the relationship between youth age and gambling. The following illustrates the statistical relationship between them.

Table 4.4 Chi-Square Tests Results between age and gambling

	Gambling	Not gambling	Total
18-26 years	19 (AB)	32 (Ab)	51
27-35 years	41(aB)	28 (ab)	69
Total	60	60	120

$$A=56$$

$$B=44$$

$$N=120$$

$$\text{Expectation of AB} = (56 \times 44) / 120 = 20.5$$

$$\chi^2 = (O_{ij} - E_{ij})^2 / E_{ij} = 49.7$$

Therefore, degree of freedom in this case = $(r-1)(c-1) = (2-1)(2-1) = 1$

The table value of χ^2 for 1 degree of freedom at 5 percent level of significance is 3.73. The calculated value of χ^2 is much higher than this table value and therefore that there is no relationship between age and youth gambling. It is therefore evident that more youth tend to gamble as they transit to young adults.

4.3 The social-economic characteristics of youth engaging in gambling

4.3.1 Marital status distribution for the respondents

The respondents were also asked to state their marital status and the findings are in figure 4.3 below.

Table 4.5 Respondents marital status distribution

	Respondents involved in Gambling		Respondents not Gambling	
	Frequency	Percent	Frequency	Percent
Single	25	42%	50	83%
Married	32	53%	4	7%
Divorced	1	2%	4	7%
Separated	2	3%	2	3%
Total	60	100%	60	100%

The study found that majority 53 percent of the youths involved in gambling were married, 42 percent were single while 3 percent were separated. The majority of the respondents at 83 percent were not involved in gambling were single, 7 percent were either married or divorced while 3percent were separated. This shows that the respondents were well distributed in terms of the family background and could therefore give reliable information on the extent to which unemployment contributes towards gambling habits and the effect of gambling on the family economic status. This depicts that gambling youths who are married, engaged in gambling to earn a living being the family bread winners. The married youths who gambled had financial obligations to meet and perceived gambling business as a means of finances to raise their families. The findings are collaborated by findings of Nower, Gupta, Blaszczyński & Derevensky, (2003) who posited that the family responsibilities puts pressure on the family bread winners to engage in

income generating initiatives that they could otherwise have not preferred to engage in if they had other alternative avenues to generate income.

In addition, the study established that a significant number of gambling youths at 42 percent were single and thus it can be deduced that the gambling youths who are single took gambling as means of socialization. They also participated in gambling since they never had family obligations to commit their money to unlike their married counterparts who had family obligations.

The study further found out that majority of the gambling youth at 53 percent were married. The involvement in gambling could be attributed to the fact that they were the family bread winners. Thus they engaged in gambling to gain extra financial resources to supplement their family financial needs. Thus the propensity to involvement in gambling is related to the marital status of the gambling youths.

Relationship between marital status and gambling

The analysis further looked at the relationship between marital status and gambling. The following illustrates the statistical relationship between them.

Table 4.6 Chi-Square Tests Results between marital status and gambling

	Gambling	Not gambling	Total
Single	25 (AB)	50 (Ab)	75
Married	32 (aB)	4 (ab)	36
Divorced	1	4	5
Separated	2	2	4
Total	60	60	120

$$A=44$$

$$B=36$$

$$N=120$$

$$\text{Expectation of AB} = (44 \times 36) / 120 = 13.2$$

$$\chi^2 = (O_{ij} - E_{ij})^2 / E_{ij} = 24.675$$

Therefore, degree of freedom in this case = $(r-1)(c-1) = (2-1)(2-1) = 2$

The table value of χ^2 for 1 degree of freedom at 5 percent level of significance is 5.76. The calculated value of χ^2 is much higher than this table value and hence the experiment shows that there is no relationship between marital status and youth gambling. It can therefore be deduced that the youth would still gamble irrespective of their marital status.

4.3.2 Nature of family for the respondents

The study sought to access the nature of the families that the respondents come from and the results are as stipulated in figure 4.4 below.

Table 4.7 Nature of family for the respondents

	Respondents involved in Gambling		Respondents not Gambling	
	Frequency	Percent	Frequency	Percent
Single parents	2	3%	3	5%
Both parents	46	77%	31	52%
Orphans	12	20%	26	43%
Total	60	100%	60	100%

From the findings, majority of the youths, 77 percent involved in gambling come from families with both parents, 20 percent came from single parent families while 3percent were orphans. Among the respondents who never gambled, 52 percent come from families with both parents, 43 percent from single parent families while only 5 percent were orphans. The findings reveals that the nature of the family influenced the tendency of the youths to engage in gambling whereby youths from families with both parents were the most affected with the gambling. The youths may acquire the habit through socializing either from parents or elders in the society. It is also indicative of poor parenting as their parents did not supervise them due to their busy schedules, with both parents being in employment leaving them to engage in gambling. On the contrary, the youths from single parents` families and orphans could not engage in gambling since their families had limited financial resources and could not afford the funds for gambling.

In addition, the majority of the youths not engaging in gambling also originated from families with both parents illustrating that good parenting by their parents hindered them from gambling.

The findings are collaborated by (Farrell, 2006) who posited that high proportions of parents regardless of whether or not they gamble believe that gambling is a harmless activity, that youth who gamble are unlikely to have problems in school, and that youth gambling is not associated with alcohol or drug use. A study from the International Center on Youth Gambling Problems and High Risk Behaviors corroborates this position; the study found that majority (66%) of parents reported that they “rarely” or “never” had conversations with their child about gambling; further, gambling wasn’t high on the list of concerns parents had for their kids. According to social learning theory expectancies are developed prior to direct experiences with a specific behavior (e.g. drinking or gambling) and may be acquired from family, friends, the media and other social interactions (Abrams & Niaura, 1987; Atkin, 1989). The youths particularly females develop attitudes towards gambling from friends, family and others in their lives, and these attitudes in turn are associated with participation in fewer (negative attitudes) or greater (positive attitudes) participation in gambling activities (Abrams & Niaura, 1987).

4.3.3 Employment status for the respondents

The research sought to establish the effect of employment status on gambling. The results are as stipulated in the figure 4.5 below.

Table 4.8 Employment status for the respondents

	Respondents involved in Gambling		Respondents not Gambling	
	Frequency	Percent	Frequency	Percent
Employed	29	48%	0	0
Not employed	31	52%	60	100%
Total	60	100%	60	100

The study established that among the respondents who were involved in gambling, the majority of them at 52 percent were unemployed while 48 percent were employed. The findings depicts that high unemployment levels among the youth contributes towards gambling among the youths in Nairobi meaning that they perceive gambling as a source of generating income and spending their time.

In addition, youth employment reduces youth engagement in gambling as they have better sources of the funds they would otherwise source from activities such as gambling (Leanne Valentine, 2008).

Further, the study sought to find out the source of money for the gambling youths. From the findings the study established that 43 percent of the gambling youths got money for gambling from their pocket money, 40 percent from salaries while 17 percent got the money from their friends. The findings illustrates that the youths involved in gambling have no stable source of income and rely on pocket money to finance their gambling activities with a view to earning more money from gambling. The findings are in line with those of K C S (2010) who established that 30 percent to 45 percent of the Kenyan youth have been involved in gambling especially the SMS (short message services) based lotteries and promotions. This is owing to their poor source of income and they view gambling as a reasonable source of income oblivious of the dangers involved in gambling. For instance, the Kenya Charity sweepstake, the oldest lottery operator in Kenya, since 1966 has a player base of about 16,000 and out of this number 30 percent are the youth.

The findings are supported by basic needs theory which stipulates that there are certain minimum requirements that are essential to a decent standard of living. The theory borrows from the Maslow's Hierarchy of Needs which states that we must satisfy each need in turn, starting with the first, which deals with the most obvious needs for survival itself. Only when the lower order needs of physical and emotional well-being are satisfied are we concerned with the higher order needs of influence and personal development. Conversely, if the things that satisfy our lower order needs are swept away, we are no longer concerned about the maintenance of our higher order needs. In order to meet these primary needs, the youth may make a choice rationally to engage in gambling (Derevensky, 2004).

The findings are also collaborated by the attribution theory. The attribution theory suggests that a person's attributions about the causes of a situation or behavior like gambling influence that person's reaction to the situation or behavior (Heider, 1965; Ross & Nisbett, 1991). Similarly, the attributions people make about why they have gambled in the past, why they have won or lost, and why others gamble, can influence their own gambling behavior. Attribution theory, and the mediating link it provides between situations and behavior, can inform our thinking about gambling behavior in particular and addiction in general.

People can make attributions of causality (i.e., judgments about why things happen) for many events, including their own or others' behaviors and outcomes (e.g., success or failure). When confronted by their upset parents or spouses about their gambling behavior, the gambling youths might feel that they couldn't help themselves, that the situation rendered their behavior

uncontrollable, that they are never able to resist a betting opportunity of that magnitude, and that they likely won't be able to restrain from similar gambling in the future. Attribution theory can add to our understanding of gambling disorders and other addictions by providing information about the cognitive mechanisms and processes by which situations and personal vulnerabilities can influence behavior.

4.3.4 Type of employment for the respondents

In order to further establish the effect of employment on gambling the respondents were required to specify the type of employment that they were involved in.

Table 4.9 Type of employment for the respondents

	Respondents involved in gambling	
	Frequency	Percent
Permanent	5	17%
Temporary	1	2%
Contract	9	31%
Casual	14	50%
Total	29	100%

According to the findings, the majority at 50 percent of the employed youths involved in gambling did casual jobs, 31 percent were employed on contract basis while 17 percent were employed on permanent basis. The findings depicts that the nature of youth employment influences the youth involvement in gambling as majority of youth involved in gambling did casual jobs and contract jobs. The findings concur with those of (Byrne, 2004) who argued that majority of youths involved themselves in gambling to raise additional income given that they did not have permanent employment to meet their financial needs.

4.3.5 Educational level for the respondents

The study sought to establish the education levels of the respondents and the findings are as stipulated in table 4.4 below

Table 4.10 Educational level for the respondents

	Respondents involved in gambling		Respondents not gambling	
	Frequency	Percent	Frequency	Percent
No formal schooling	0	0	5	8%
Secondary	31	51%	4	7%
University	29	49%	51	85%
Total	60	100%	60	100%

From the findings, majority of the respondents who gambled at 51 percent had secondary education while 49 percent had university level of education. Among the respondents who never gambled, the majority of the respondents at 85 percent had university level of education, 8 percent had no formal education while 7 percent had secondary level of education. The findings depicts that the level of education among the youth is a key social factor that determines youths involvement in gambling as highly educated youths had higher chances of being employed and thus reduced chances of engaging in gambling. On the other hand, highly educated youths have a higher level of awareness on the negative effects of youth gambling like addiction and thus they would easily resist engaging in gambling. The findings are collaborated by the World Youth Report (2007) which points out that despite the challenges associated with youth development in the contemporary society and inadequate access to education, the young people of today are on average, better educated than their preceding generations. They are better connected to the world than any of the earlier generations of youth, and they are, as a result, more determined to find options to close the gap between their limited opportunities (United Nations, 2007). Employment opportunities are very low and there are more people leaving schools and colleges and are all fighting for the same scarce jobs. This could lead the well educated to engage in anti social behaviors in order to bridge the gap.

4.4 The extent to which the youth engage in gambling

The study sought to find out the extent to which the gambling youths engaged in gambling activities through responding to various questions as presented in this section.

4.4.1 Number of time the gambling youths visit casino per week

The researcher sought to establish the number of times that the respondents involved in gambling visited casino per week. The findings are as shown in figure 4.6 below.

Table 4.11 Number of time the gambling youths visit casino per week

	Respondents involved in gambling	
	Frequency	Percent
Once	14	23%
Twice	30	50%
Thrice	12	20%
Everyday	4	7%
Total	60	100%

From the findings, majority of the respondents at 50 percent visited the casinos twice per week, 23 percent visited the casinos once per week while 20 percent of the respondents visited the casinos thrice a week. This depicts that youths deeply involved in gambling as over 70 percent of them visited casinos 2-3 times per week. This also illustrates that majority of the youths involved in gambling were addicted to gambling, thus could not go for a week without visiting a casino. The fact that they were not employed is indicative of the many hours that they are free thus the many number of times they went to the casino for relaxation and for leisure. The findings are in line with the rational choice theory that adopts a utilitarian belief that man is a reasoning actor who weighs means and ends, costs and benefits, and makes a rational choice. The rational choice theory insists that gambling is calculated and deliberate. All gamblers are rational actors who practice conscious decision making, that simultaneously work towards gaining the maximum benefits of their present situation. Thus the gambling youth in Kenya have faced the challenges of joblessness and chosen to get involved in gambling as an opportunity to generate income. They become risk neutral with regard to gambling and extensively engage in gambling to win big jackpots.

The number of casinos have greatly increased in the central business center and therefore easily accessible to anyone. This could also contribute to the number of times the youth frequent there.

4.4.2 Number of years that the gambling youths have been gambling

In order to establish the extent to which the youths engaged in gambling, the respondents were required to indicate the number of years they had been gambling.

Table 4.12 Number of years that the gambling youths have been gambling

	Respondents involved in gambling	
	Frequency	Percent
1-5 years	32	53%
6-10 years	16	27%
Over 10 years	12	20%
Total	60	100%

From the findings, 53 percent of the respondents involved in gambling had been gambling for 1-5 years, 27 percent for 6-10 years while 20 percent had been gambling for over 10 years. This depicts that the youths had been gambling for many years and relied on gambling as part of their lifestyle due to lack of meaningful or no employment. The findings are supported by Kenya National Youth Policy (2003) statistics on joblessness which suggest that the magnitude of the unemployment problem is larger for youth with 38 percent of youth neither in school nor work. These challenges have made it very difficult for them to engage in any meaningful contribution in the society; consequently most of them have resulted to anti-social behaviors such as gambling, drugs and substance abuse, the Hiv and Aids pandemic, crime, school drop-out among others.

4.4.3 Time of the day that the gambling youths visit the casino

The respondents were also required to specify the time of the day that they visited the casinos and the findings are as shown in table 4.5 below.

Table 4.13 Time of the day that the respondent visit the casino

	Frequency	Percent
day time	5	8%
At night	7	12%
Both day and night	48	80%
Total	60	100%

According to the findings, majority of the gambling youths 80 percent posited that they went to the casinos both during the day and at night, 12 percent at night while 8 percent attended casinos at day time. The findings illustrates that the youths involved in gambling are addicted to gambling. The findings are in line with Gupta & Derevensky, (1998a) who established that although gambling is increasingly becoming normalized in society, excessive youth gambling has been construed as problematic, akin to delinquency, since it has potentially negative consequences, such as addiction, truancy, poor grades, and theft.

4.4.4 Amount of money the gambling youths spent per day in the casino

The study asked the respondents to indicate the amount of money they spent per day in the casino. Findings are presented in figure 4.9 below.

Table 4.14 Amount of money the respondent spent per day in the casino

	Respondents involved in gambling	
	Frequency	Percent
Ksh 500-2500	31	52%
Kshs 2500-4500	19	32%
Kshs 4500-6500	9	15%
Kshs 6500-8500	1	1%
Total	60	100%

From figure 4.9, 52 percent of the respondents indicated that they spent kshs 500-2500, 32 percent spent kshs 2500-4500 while 15 percent spent ksh 4500-6500. Since majority of the youths involved in gambling were not employed, the findings depict that the youths spent a major proportion of their financial resources in gambling leading to mismanagement of their financial resources. The findings are corroborated to those of Adlaf & Ialomiteanu, (2000) who found out that gambling can be a fun or relaxing way of spending time and money but youths, are lured by the promise of instant wealth and thus exhaust their scarce financial resources on gambling. According to Gerda, (2006) although individuals from these groups (under 35 years) may not spend more money on gambling in absolute terms, they do spend a higher proportion of their incomes than wealthier players (Gerda, 2006). Blaszczynski and Silove (1996) noted that criminal behaviors among adolescent gamblers may be more prevalent than among adult gamblers, in part

because youths have few options for obtaining funds and greater susceptibility to social pressure among gambling peers.

4.4.5 The games that the gambling youths play

The study asked the respondents to point out the games that they played in the casinos.

Table 4.15 The games that the respondent play

	Respondents involved in gambling	
	Frequency	Percent
Slot machine	40	67%
Black jack	8	13%
Roulette	12	20%
Total	60	100%

From the findings, majority of the respondents at 67 percent played slot machines, 20 percent played Roulette while 13 percent played Black Jack. This depicts that slot was the most preferred game by the youths involved in gambling. It also illustrates that youths involved in the gambling practice are at an advanced level of gambling as they are engaged in different types of gambling games. This may be attributed to the fact that the slot machines are normally easy to play and the amount of money required is little as compared to other games. The slot machines also have a greater appeal because of the variety of games available and the thrill the youths experience while playing them. In addition most slot machines are computer based and the youth easily identify with them (Derevensky, 2004). The findings are supported by those of Shaffer & Hall, (2001) who posited that the prevalence of problem gambling amongst youth has been found to be 2 to 3 times higher than that of adults (Shaffer & Hall, 2001). It has been argued that gambling disorders tend to originate in adolescence (Griffiths, 1995). In addition, many people speculate that because the current cohort of adolescents are the first to become acculturated to legalized gambling, this cohort will experiences higher rates of future gambling disorders (Shaffer & Hall, 2001). The findings are in line with the rational choice theory in that the gambling youths prefer to play using slot machine as it is easy to play and the amount of money required is little as compared to other games. Thus according to the youths there are many benefits that they derive from the some specific games than other.

4.5 Whether the youth engage in gambling as a source of income

4.5.1 Reason for going to casino

The study further required the respondents involved in gambling to indicate the reasons for engaging in gambling.

Table 4.16 Reason for going to casino

	Respondents involved in gambling	
	Frequency	Percent
Try my luck and win money	40	67%
To have fun	14	23%
To accompany friends	6	10%
Total	60	100%

From the findings, 67 percent of the respondents engage in gambling to try their luck and win money, 23 percent to have fun while 10 percent engage in gambling as they accompany friends. The findings illustrate that majority of the youths engage in gambling as a source of generating income. According to Shaffer & Hall (1996) with this increased exposure, more adolescents, already prone to risk-taking, have been tempted by the lure of excitement, entertainment, and potential financial gain associated with gambling.

The findings are collaborated by the Strain theory by Merton, (1993) who notes that there are certain goals which are strongly emphasized by society. The society emphasizes certain means to reach those goals such as education and hard work. However, not everyone has equal access to the legitimate means to attain those goals. The stage then is set for strain.

The modes of adapting to strain caused by the restricted access to socially approved goals and means lead to youths engaging in sometimes socially un-accepted means like gambling. The theory views gambling and delinquency as a result of the frustration and anger the youth experience over their inability to achieve legitimate social and financial success.

4.5.2 Respondents' goal for engaging in gambling

The respondents were further required to indicate the goal for engaging in gambling. The findings are as stipulated in Figure 4.11 below.

Table 4.17 Respondents goal for engaging in gambling

	Respondents involved in gambling	
	Frequency	Percent
To earn a living	32	53%
Leisure	16	27%
Meet friends	2	3%
Pass time	10	17%
Total	60	100%

From the findings, 53 percent of the respondents engaged in gambling to earn a living, 27 percent for leisure while 17 percent engaged in gambling as a way of passing time. This depicts that majority of the youths engaged in gambling to boost their financial resources. According to Odhiambo (2006) due to inadequate employment and livelihood opportunities in rural and urban areas, the youths try their hands in all openings, legal or illegal, with some ending up with deviant behavior like gambling. Youth by their very nature are also daring and out-going hence would also engage in gambling as a challenge to beat the wheel or the reel! (Odhiambo 2006).

4.5.4 Attitude towards gambling behavior by the youths

This part of the study sought to enquire the respondents' opinion on the attitude towards gambling behavior. The respondents were supposed to indicate on the level of agreement based on a simple opinion rating of 1-5 where 1 represented strongly disagree, 2-disagree, 3-neutral, 4-agree and 5-strongly agree. The results were computed for mean and standard deviation and presented as shown by table 4.15 below.

Table 4.18 Attitude towards gambling behavior by the gambling youths

Gambling youth	Strongly agree	Agree	Neutral	Disagree	Strongly Disagree	Total
I see nothing wrong with gambling	29	22	0	5	4	60
My family has no problem with me gambling	0	0	29	29	2	60
Kenyans do not have a problem with gambling	38	18	4	0	0	60
Total	67	40	33	34	6	60
Cell rep in %	37.2%	22.2%	18.4%	18.9%	3.3%	100%

From table 4.15 as per the responses, most the youth involved in gambling at 37.2 percent strongly agreed with the statements, 22 percent agreed, 18.9 percent disagreed, 18.4 percent were neutral, while 3.3 strongly disagreed. This illustrates that gambling in Kenya was a generally accepted practice by those who were involved in it, and may further mean that the gambling youth wanted to justify their involvement in gambling. This is corroborated by the theory of attribution whereby individuals use bias to justify a situation they are involved in.

Table 4.19 Attitude towards gambling behavior by the youths not gambling

Youths not gambling	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	total
I see nothing wrong with gambling	11	6	18	25	0	60
My family has no problem with me gambling	10	20	10	19	1	60
Kenyans do not have a problem with gambling	0	17	19	9	15	60
Total	22	43	47	53	16	60
Cell rep in %	12.2%	23.6%	26%	29.4%	8.8%	100%

The opinion disagrees with the statements with a rating of 29.4 percent. The rating measures only 8.8 percent in strongly disagree, meaning therefore that gambling in Kenya was a generally accepted

practice. However these findings contradicts the findings of Gupta & Derevensky, (1998) that although gambling is increasingly becoming normalized in society, excessive youth gambling has been construed as problematic, akin to delinquency, since it has potentially negative consequences, such as addiction, truancy, poor grades, and theft.

4.5.5 Statements on the benefits of gambling

In addition, the study sought to establish the benefits of gambling to the youths and the findings are as shown in table 4.17 below.

Table 4.20 Statements of benefits to the gambling youths

Gambling Youths	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	Total
Gambling is a potential source of income	38	18	4	0	0	60
Through gambling one gets to make friends	29	19	10	2	0	60
Gambling is the best sociability object	0	33	18	9	0	60
Gambling is the best way to relax	0	27	29	4	0	60
Total	67	97	61	15	0	60
Cell Rep in %	27.9%	40.4%	25.4%	6.3%	0	100%

The opinion on benefits of gambling rated at 40.4 percent in agreement. This therefore means that to some extent gambling is viewed to be beneficial to those who engage in it. In addition the fact majority of the youth who were gambling agreed on the benefits of gambling may be due to the fact that they wanted to post a positive position of gambling to endorse their reason for gambling, despite its adverse effects.

Table 4.21 Statements of benefits non-gambling youths

Youths not Gambling	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	Total
Gambling is a potential source of income	10	19	29	2	0	60
Through gambling one gets to make friends	6	8	2	34	10	60
Gambling is the best sociability object	0	0	27	28	5	60
Gambling is the best way to relax	0	1	30	19	10	60
Total	16	28	88	83	25	60
Cell Representative in %	6.7%	11.7%	36.7%	34.6%	10.3%	100%

The opinion of those who do not gamble was neutral on benefits of gambling with a rating of 36.7 percent. The rating of strongly agree measures up to only 6.7 percent. It can therefore be deduced that they did not want to commit themselves on any position since they did not know, having not been gambling.

The study findings are in line with the labeling theory. The study findings augment that through gambling one gets to make friends, gambling is the best sociability object and that it is the best way to relax. All these aspects of gambling are related to the postulations in the labeling theory. As outlined by Traub & Little (1999:375), labeling theory works on the premise that the labeling of an individual by society may force that person into a deviant role, regardless of structural conditions and social controls. An individual's familial ties and relationship with his community determines criminality. In addition, the criminal's relationship with their community is vital, as crime is learned from friends and relatives, and social ties are a strong determinant in criminality. In other words, criminals actually are very involved with their surroundings. They form relationships within social groups. If the group that an individual joins happens to have a conflict with society, the individual members then have a conflict with society, resulting in potential criminality. According to the dramatization of evil as described in the labeling theory, school

behavioral problems lead to truancy, which leads to delinquent activities and gang activities. These gangs are important in that they teach social and moral rules and responsibilities to members. The gang becomes the juvenile's entire world. Gang members perform activities they think others will approve of. Often these activities involve behaviors that may be criminal (Tannenbaum: 1938). The initiation to criminal life is compared to getting an education in school. The criminal education comes from family, friends, and other criminals in the community.

4.5.6 Negative effects of engaging in gambling

The study further sought to find out the negative effects of engaging in gambling among the youths. The respondents were supposed to indicate the level of agreement on various statements on negative effects of engaging in gambling among the youths based on a simple opinion rating of 1-5 where 1 represented strongly disagree, 2-disagree, 3-neutral, 4 -agree and 5 -strongly agree.

Table 4.22 Gambling youths' response on negative effects of gambling

	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	Total
Gambling is harmful to self	0	0	8	35	17	60
gambling strains family relationship	0	0	8	24	28	60
Gambling can result to falling out with friends	0	0	17	8	35	60
Through Gambling people tend to lose a lot of money	0	0	18	6	36	60
Total	0	0	51	73	116	60
Cell Rep in %	0	0	21.3%	30.4%	48.3%	100%

From the findings, the rating of strongly agree was 48.3 percent, meaning that the opinion strongly disagreed with negative effects of gambling.

This could mean that the youths are already addicted to gambling and have resigned to their fate and they did not want to admit that gambling had negative effects since most addicted gamblers leave in denial. This can be supported by theories of attribution in specific fundamental attribution

bias. This is where there is self serving bias among the gamblers, whereby they do not believe gambling affects them negatively.

Table 4.23 Non gambling youths' response on negative effects of gambling

	Strongly Agree	Agree	Neutral	Disagree	Strongly Disagree	Total
Gambling is harmful to self	36	15	7	2	0	60
Gambling strains family relations	7	30	20	3	0	60
Gambling can result to falling out with friends	0	33	17	6	4	60
Through gambling people tend to lose a lot of money	0	36	18	6	0	60
Total	43	114	62	17	4	60
Cell representative in %	17.9%	47.5%	25.8%	7.1%	1.7%	100%

From the findings, the opinion measured 47.5 percent in agreement on negative effects of gambling. The study findings are collaborated by the findings of Derevensky & Gupta, (2004) who indicated that delinquency and criminal behavior, poor academic performance, early school dropout, disrupted family and peer relationships, suicide, and other mental health outcomes such as anxiety and depression have been associated with gambling problems in adolescents. The consequences faced by youth with gambling problems are widespread and have an impact on psychological, behavioral, social, legal, academic, and family/interpersonal domains (Derevensky & Gupta, 2004).

4.6 Testing the hypothesis

The following are the hypotheses that were tested in this analysis;

H₀ Youth unemployment does not contribute to youth gambling.

H₁ Youth unemployment contributes to youth gambling.

The study also utilized Chi-square test in testing the hypothesis. Chi-square is a statistical test commonly used to compare observed data with data we would expect to obtain according to a specific hypothesis. The chi-square test measures independence or fitness. The chi square was used as a test of independence between unemployment and gambling. Testing of the null hypotheses in this study was based on the fact that if the p value for the calculated Chi-square is $p > 0.05$, then gambling is independent of unemployment.

Youth unemployment and gambling

The analysis first looked at the relationship between youth unemployment and gambling the following illustrates the statistical relationship between them.

Table 4.24 Chi-Square Tests Results for relationship between unemployment and gambling

	Gambling	Not gambling	Total
Employed	29 (AB)	0 (Ab)	29
Not employed	31 (aB)	60 (ab)	91
Total	60	60	120

A=60 B=60 N=120

Expectation of AB= $(60 \times 60) / 120 = 30$

$$\chi^2 = \sum (O_{ij} - E_{ij})^2 / E_{ij} = 39.28$$

Therefore, degree of freedom in this case = $(r-1)(c-1) = (2-1)(2-1) = 1$

The table value of χ^2 for 1 degree of freedom at 5 percent level of significance is 3.84. The calculated value of χ^2 is much higher than this table value and hence the experiment shows youth unemployment and gambling are independent. This therefore means that there are other factors apart from unemployment, that lead to youth gambling and some of these could include, addiction, leisure, peer pressure, marketing gimmicks by the casino operators as well as ease of access and availability of the gaming premises.

A number of youth gamble because they are addicted to gambling, they are not able to resist the urge to gamble despite knowing the consequences of their action. Other mainly gamble as a pass

time activity, they go to the casino as and when they want and are able to limit the amount of money they spent on gamble and gamble has no effect to them at all. There are others who gamble as a result of peer pressure, just because their friends visit the casino, they also do so as a result of their friends influence. There is a belief that there is quick money to be made from gambling while the opposite is true. When a person is introduced to the game, they are made to see the possibilities of making more rather than losing much more. The gambler keeps hoping that they will beat the dealer and at the end they are so hooked they cannot pullout. Gupta & Derevensky, (1998)

The ease of access and availability of gambling premises, contributes to the increase in the number of the youth who frequent them. There are about eight casinos in the NCBD alone. Introduction of more of those in the shopping malls makes it worse as anybody can get in due to curiosity and at the same time there are no charges to enter in a casino. Casinos also provide free drinks, cigarettes and food to their patrons and this is a factor that attracts the youth to go gambling. In an attempt to lure more customers their premises, the casino operators have also come up with exciting as well as thrilling ICT based games and gaming devices that are appealing and irresistible to the youth, hence contributing to their gambling.

The youth are also facing various challenges due to poor macroeconomic performance, lack of labor market opportunities and a society that negates the self expression of young people and they therefore will use whatever means such as gambling to be able to achieve their aspirations.

However, the findings also reveal that there are other ways of socializing since the non gambling youths were also unemployed but did not engage in gambling. There are many youths who are engaged in other activities like church and sports therefore using their energy in positive socialization.

CHAPTER FIVE

SUMMARY, CONCLUSION AND RECOMMENDATIONS

5.1 Introduction

This chapter gives a summary of the research findings, conclusion and recommendations. In this chapter, the researcher gives a summary of the influence of unemployment on youth gambling in Nairobi, Kenya.

5.2 Summary

The research established that gambling by youths in Kenya is a male dominated sector as majority of youths who gambled were males, while a small proportion of them were females. The study found that majority of the respondents involved in gambling was married, while significantly high proportions were single. This meant that by engaging in gambling, they risked using family financial resources on gambling depriving the families' financial resources for the sustainability of the family. The majority of the respondents not involved in gambling were not yet married (single).

From the findings, majority of the youths involved in gambling and the youths not involved in gambling come from families with both parents and from single parent families respectively. The findings depicts that the nature of the family influenced the tendency to engage in gambling whereby youths from families with both parents engaged the most in gambling.

The study further established that among the respondents involved in gambling, the majority were unemployed. All the youths that never gambled were unemployed. This findings indicate that unemployment to some extent contributes to gambling among the youths, as majority of the youths engaging in gambling are not employed although they are already at the working age and are have sound academic background. The gambling youths perceive gambling as a source of generating income and spending their time

The majority of the respondents involved in gambling who were working did casual jobs and while others were employed on contract basis. The poor nature of jobs (casual and contract jobs) forced the youths to look for others way of making money, where they engaged in gambling as a source of generating income. The researcher further established that majority of the respondents who gambled had secondary education and university level of education. This revealed that youths

involved in gambling are highly skilled and thus they are employable. However the lack of youth employment motivated them to engage in gambling. On the other hand, the majority of the respondents who never gambled had university level of education.

The study revealed that majority of the respondents visited the casinos twice per week which depict that youths deeply involved in gambling as over 70 percent of them visited casinos 2-3 times per week. They engage in gambling to try their luck and win money, as a way of making fun and for socializing. Thus the majority of the youths engage in gambling to generate income. The majority of the respondents involved in gambling had been gambling for 1-5 years and that they went to the casinos both during daytime and at night which depicts that the youths had been gambling for many years and that gambling was part of their lifestyle.

The research also revealed that gambling consumed a great proportion of their budget despite their poor financial status thus the youths involved in gambling utilized a great proportion of their financial resources in gambling. The slot machine was the most preferred game by the youths involved in gambling. The majority of the respondents engaged in gambling to earn a living.

The majority of youth involved in gambling agree that Kenyans do not have a problem with gambling and that they see nothing wrong with gambling. The majority of the respondents not involved in gambling moderately agreed that Kenyans do not have a problem with gambling. However they disagreed that 'my family has no problem with me gambling' and that they see nothing wrong with gambling respectively.

On the benefits of gambling, the majority of the youths who gambled agreed that gambling is a potential source of income, through gambling one gets to make friends, gambling is the best sociability object and that gambling is the best way to relax respectively. Among the youths who never gambled, majority of them moderately agreed that through gambling one gets to make friends. However they disagreed that gambling is a potential source of income, gambling is the best way to relax and gambling is the best sociability object.

On the negative effects of engaging in gambling, the study established that the majority of the respondents involved in gambling strongly disagreed that gambling is harmful to self and that gambling strains family relationship. They also disagreed that gambling can result to falling out with friends and that through gambling people tend to lose a lot of money. On the other hand, the majority of the respondents who were never gambled agreed that gambling is harmful to self and

that gambling strains family relationship. They also moderately agreed that through gambling people tend to lose a lot of money and that gambling can result to falling out with friends.

The research finally established that youth unemployment and gambling are independent. Therefore the null hypothesis was accepted. This therefore means that unemployment does not contribute to youth gambling, hence rejected the alternative hypothesis that unemployment contributes to youth gambling.

5.3 Conclusion

The research concluded that youth unemployment and gambling are independent and therefore the study accepted the null hypothesis (H_0), that youth unemployment does not contribute to youth gambling and rejected the alternative (H_1) that youth unemployment contributes to youth gambling. This therefore means that there are other factors apart from unemployment, that lead to youth gambling and some of these could include, addiction, leisure, peer pressure, marketing gimmicks by the casino operators as well as ease of access and availability of the gaming premises.

A number of youth gamble because they are addicted to gambling, they are not able to resist the urge to gamble despite knowing the consequences of their action. Other mainly gamble as a pass time activity, they go to the casino as and when they want and are able to limit the amount of money they spent on gamble and gamble has no effect to them at all. There are others who gamble as a result of peer pressure, just because their friends visit the casino, they also do so as a result of their friends influence. There is a belief that there is quick money to be made from gambling while the opposite is true. When a person is introduced to the game, they are made to see the possibilities of making more rather than losing much more. The gambler keeps hoping that they will beat the dealer and at the end they are so hooked they cannot pullout. Gupta & Derevensky, (1998)

The ease of access and availability of gambling premises, contributes to the increase in the number of the youth who frequent them. There are about eight casinos in the NCBD alone. Introduction of more of those in the shopping malls makes it worse as anybody can get in due to curiosity and at the same time there are no charges to enter in a casino. Casinos also provide free drinks, cigarettes and food to their patrons and this is a factor that attracts the youth to go gambling. In an attempt to lure more customers their premises, the casino operators have also come up with exciting as well as thrilling ICT based games and gaming devises that are appealing and irresistible to the youth, hence contributing to their gambling.

The youth are also facing various challenges due to poor macroeconomic performance, lack of labor market opportunities and a society that negates the self expression of young people and they therefore will use whatever means such as gambling to be able to achieve their aspirations. However, the findings also reveal that there are other ways of socializing since the non gambling youths were also unemployed but did not engage in gambling. There are many youths who are engaged in other activities like church and sports therefore using their energy in positive socialization.

5.4 Recommendations

The study recommends that the government, non-governmental organizations and other stakeholders should come up with policies and strategies to govern gambling business in Kenya to protect the youths from engaging into gambling prematurely. The research recommends that government, non-governmental organizations and other stakeholders should sensitize the youths on the effect of gambling and its negative effects. This would make the youths make mature decision on involvement in gambling.

The study further recommends that the government and private sector should create employment opportunities for the youths to safeguard them from engaging in gambling. The youths should also be motivated to come up with creative ideas which should be enhanced to create self employment for the youth and help to curb involvement in gambling.

5.5 Areas for further studies

Since this study established that youth unemployment does not influence their gambling. The researcher recommends further studies on:-

- i. Factors contributing to youth gambling in Kenya.
- ii. Social and economic impact of gambling in Kenya.

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Appendix I: Interview Guide

Section I Bio-Data

1. Name.....(Optional)
2. Age: 18-26 [] 27 -35[]
3. Gender: Male [] Female []
4. Marital Status: Single [] Married [] Widowed [] Divorced []
Separated []
5. Family: Single Parent. [] Both Parents [] Separated/Divorced []
Orphan []
6. Employment Status: Employed [] Unemployed []
7. If employed what type of employment are you engaged in? Permanent [] Temporary[]
Contract [] Casual []
8. Educational Level: No formal Schooling [] Primary [] Secondary []
University/College []

Section II Youth Gambling: (Tick those that apply)

1. How many times do you visit the Casino per week? Once [] Twice [] Thrice []
every day []
2. What makes you come to the Casino? To have fun [] To try my luck and win money []
To accompany friends []
3. How long have you been gambling? 1-5 [] 6-10 [] Over 10 years []
4. What times do you visit the Casino? Only during day time [] Only during night time
[] Both []
5. On average how much money do you spend in the casino per day?
Kshs 500-2500 [] 2500-4500 [] 4500-6500 [] 6500-8500 [] Over 8500 []
6. What type of game do you play? Roulette [] Black Jack [] Poker [] Slot
Machines []
7. What is your goal for gambling?
To earn a living [] For Leisure [] To Pass time [] Meet friends [] Others specify..
8. What is the source/sources of the money you use for gambling? Salary [] Friends []
Pocket money []

9. Tick your response to the following statements on a scale of 1-5 where 1 is strongly disagree and 5 is strongly agree.

a. Personally I see nothing wrong with gambling.

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

b. My family has no problem with me gambling.

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

c. I don't think Kenyans have a problem with gambling.

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

10. Tick your response to the following statements on a scale of 1-5 where 1 is strongly disagree and 5 is strongly agree.

a. Gambling is a potential source of income generation.

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

b. Through gambling one gets to make friends.

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

c. Gambling is the best sociability object I know of

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

d. Gambling is the best way to relax

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

11. Tick your response to the following statements on a scale of 1-5 where 1 is strongly disagree and 5 is strongly agree.

a. Gambling is harmful to self

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

b. Gambling strains family relationship

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

c. Gambling can result to falling out with friends

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []

d. Through gambling people tend to lose a lot of money.

Strongly disagree [] Disagree [] Neither Agree nor Disagree [] Agree []
Strongly Agree []