

Summary

Background: Gambling games are evolving areas of pathological behavior, which, moreover, thanks to technological progress, take other forms. Not only in the context of the modern technologies are emerging young people engaged in gambling, who may represent a latent risk across the entire company.

Aims: The main objective of the study is to trace the use of qualitative research methods motivation of young players to participate in a gambling game. A related goal is to identify the primary impulse for the first gambling game, subjectively perceived gains and losses from the game, the development of a hazardous and comparison of the motives of the young men with varying degrees of problem gambling game.

Methods: Respondents were collecting method using snowballs. Subsequently, the semistructured interviews were made with them. Further was all participants presented the record sheet showing the socio-demographic differences, and a questionnaire SOGS to determine the extent of the problem with the gambling game.

Research file: File the research consists of a total of 10 male respondents aged from 18 to 26 years old. The average age is 23,1 years (the youngest 18, the oldest 26 years). The most participants have secondary education, while half of the respondents currently studying and less than half are employed. One of the respondents are unemployed. The most commonly played game of chance between the respondents show bets on sports results.

Results: Motives for gambling can be divided into social, economic and psychological, with themes of social character of the show as the most influential. Social themes are the most common primary motive for the first gambling game. The second crucial stimulus to the first gambling are economic motives. Economic or material motives are second important incentives to gambling.

Keywords: gambling, motivation, adolescents, young adults, pathological gambling, qualitative research