本地博彩動機、態度與行為量表 – 修改版 (GMAB-R)

原粵語版問卷及其使用手冊

(另附普通話及英語問卷譯本)

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簡介

　　本地博彩動機、態度與行為量表（GMAB; Tao, Wu, Cheung, & Tong, 2011)是一個原有 70 道測題的量表，目的是測量中國賭博者的賭博動機、賭博態度與賭博行為。由於中國人有獨特的博彩文化（例如他們獨有風水和財位等概念），因此一個以中國人的樣本來編製的測量工具是需要的。作者們透過大量的文獻分析、專題小組研究、及數據分析(如因子分析法等)以製作量表。

　　於 2012 年，作者們對 GMAB 進行再測試及修正，其中包括加入新的動機子量表及刪除行為子量表中的賭場探索(casino exploration)之測題。此修改版(GMAB-R)現包括：六個因子的動機子量表，分別為自我價值(self-worth)、金錢收益(monetary gain)、感覺尋求(sensation seeking)、緩和厭煩(boredom alleviation)、學習(learning) 和社交(socialization)；四個因子的態度子量表，分別是賭博惡果(negative consequences of gambling)、技巧(technique)、迷信(superstition)、與及命運和運氣(fate and luck)；五個因子的行為子量表，分別為控制力受損(impaired control)、賭博參與(gambling involvement)、覺醒反應(arousal reaction)、迷信行為(superstitious behavior)、及克制賭博(controlled gambling)。所有動機和態度題目的分數範圍為 1(非常不同意) 到 5 (非常同意)。而行為題目的分數範圍則為 1(沒有) 到 4(經常)發生。

樣本

　　粵語版的量表在編製時使用的數據來自於澳門（中國唯一一個開放賭權的地方）的一個電話調查。此調查以隨機抽樣方式訪問了 714 博彩活動參與者，其中百分之 57.3 為男性，百分之 42.7 為女性。所有受訪者皆為 18 歲或以上，並都曾於對上一年參與過任何形式的博彩活動。

信度

　　作者們使用 Cronbach's alpha 作為量度 GMAB-R 各子量表內部一致性信度的指標。對於動機子量表的六個因子，信度介乎於 .66 至 .84 之間。對於態度子量表，

信度則介於 .53 至 .80 之間。而對於行為子量表，信度介於 .46 至 .76 之間。要注意的是，某一、兩個子量表的低信度很可能是由此其量表過短而引致。

效度

GMAB-R 的每個子量表都與賭博衝動及精神疾病與診斷統計手冊(DSM-IV)中診斷病態賭博者的準則有一定的關聯度。胡文詩教授等（2012）描述了每個子量表的所有因子與賭博衝動及 DSM-IV 病態賭博的相關系數。概括而言，擁有較多動機、對賭博持正面態度、及過去有較多賭博行為的賭博者會有較大的賭博衝動。在賭博問題方面，所有動機因子都與病態賭博有正相關，但社交因子除外；對於態度子量表，病態賭博的相關系數與迷信(superstition)、及命運和運氣(fate and luck)是顯著的；而對於行為子量表，病態賭博分別和控制力受損(impaired control)、賭博參與(gambling involvement)、覺醒反應(arousal reaction)、及迷信行為(superstitious behavior)、有顯著的正相關，病態賭博和克制賭博(controlled gambling)則只有介乎邊緣顯著範圍的負相關。

參考資料

GMAB-R 以中文撰寫，只用作學術用途，使用時請引用以下文獻（i.e. Wu, Tao, Tong, & Cheung, 2012）：

Wu, A. M. S., Tao, V. Y. K., Tong, Kwok-kit, & Cheung, S. F. (2012). Psychometric evaluation of inventory of Gambling Motives, Attitudes and Behaviors (GMAB) among Chinese gamblers. *International Gambling Studies, 12*, 331–347.

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Tao, V.Y.K., Wu, A.M.S., Cheung, S.F., & Tong, Kwok-kit (2011). Development of an indigenous inventory GMAB (Gambling Motives, Attitudes and Behaviours) for Chinese gamblers: An exploratory study. *Journal of Gambling Studies, 27*, 99–113.

Chen, J. H., Wu, A. M. S., & Tong, Kwok-kit (2015). Evaluation of Psychometric properties of the Inventory of Gambling Motives, Attitudes and Behaviors among Chinese adolescents. *International Journal of Mental Health and Addiction, 13*, 361–375.

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粵語版問卷 – Questionnaire (Cantonese Version)

Motive 動機

1. 賭博可以讓你發揮你嘅能力

2. 你賭係因為贏錢好威風

3. 你係為咗學識唔同遊戲嘅玩法而賭博

4. 你賭係因為可以見下啲朋友

5. 你賭係因為你享受賭博之中做決定嘅過程

6. 你賭係因為賭博比其他活動更加好玩

7. 賭博使你快樂 ，所以你參與賭博

8. 賭博令你覺得興奮 ，所以你參與賭博

9. 你賭係因為可以同啲朋友一齊

10. 你因為有嘢想買，所以參與賭博

11. 你賭係因為賭博可以幫你減壓

12. 你為咗尋求刺激所以去賭

13. 你為咗消磨時間而參與賭博

14. 你參與賭博係因為想「見識一下」

15. 你賭博係為咗想贏返輸咗嘅錢

16. 因為派彩多所以先會去賭

17. 你想透過賭博去實現自己嘅理想

18. 你賭係因為你想贏一啲錢嚟使

19. 你係為咗輕鬆一下而賭

20. 因為將來想喺賭場做嘢，所以你參與賭博，希望認識多一啲

21. 你賭係因為可以喺放假或節日時同啲親戚朋友一齊玩

22. 賭博可以令你學多一啲

23. 你賭係因為你想做返你自己

Motive (cont.) 動機 (續)

24. 你賭嘅原因係想證明自己係個專家

25. 你因為覺得無聊，所以才會參與賭博

自我價值 **Self-worth: 1, 2, 17, 20, 23, 24**

金錢收益 **Monetary gain: 10, 15, 16, 18**

感覺尋求 **Sensation Seeking: 5, 6, 7, 8, 11, 12**

緩和厭煩 **Boredom alleviation: 13, 19, 25**

學習 **Learning: 3, 14, 22**

社交 **Socialization: 4, 9, 21**

Attitude 態度

1. 透過研究，可提高贏嘅機會

2. 賭博嘅輸贏係取決於彩數

3. 智力可以提高贏嘅機會

4. 賭博對家人有負面影響

5. 有神保佑，贏錢嘅機會會大啲

6. 特別嘅數字、顏色、物件或者衣著可以增加你贏嘅機會

7. 賭場莊家嘅贏面比賭客大

8. 輸贏主要係講技術

9. 經驗多，贏嘅機會比較大

10. 技術好，贏面會大啲

11. 有啲日子係賭博嘅幸運日

12. 賭博嘅輸贏純粹係靠運氣

13. 賭博可以亂性

14. 賭博會減少你同家人相處嘅時間

15. 某啲方位可以增加贏錢嘅機會

16. 唔應該俾青少年賭博

17. 贏輸睇命水

18. 有好嘅眼光，贏面會大啲

19. 賭博有壞影響

20. 沉迷賭博，正如倒錢落海

賭博惡果 Negative Gambling Consequences: 4, 7, 13, 14, 16, 19, 20

技巧 Technique: 1, 3, 8, 9, 10, 18

迷信 Superstition: 5, 6, 11, 15

命運和運氣 Fate and Luck: 2, 12, 17

Behavior 行為

1. 你熱衷賭博

2. 你賭曬啲錢先離開

3. 你為咗賭博而借錢

4. 如果你贏咗，你會繼續玩

5. 你做好多方面嘅研究去增加贏錢嘅機會

6. 你花喺賭場賭嘅時間比花喺同朋友賭嘅時間多

7. 你定期去賭博

8. 你收集一啲可以增加你贏嘅機會嘅特殊物品

9. 如果你輸咗，你會嘗試扳本

10. 你可以控制你參與賭博嘅時間同注碼

11. 你開心嘅時候會去賭

12. 你因為賭博而做一啲令你同家人嘅關係變壞嘅行為

13. 你玩好多唔同類型嘅賭博活動

14. 你只會賭好細嘅注碼

15. 贏錢嘅時候，你會有好強烈嘅反應

16. 你有特殊嘅儀式或者行為去增加你贏嘅機會，例如去廁所轉運

17. 輸錢嘅時候，你嘅反應會好激烈

18. 你用好多錢去賭

控制力受損 Impaired Control: 2, 3, 4, 9, 12

賭博參與 Gambling Involvement: 1, 6, 7, 11, 13, 18

覺醒反應 Arousal Reaction: 15, 17

迷信行為 Superstitious Behavior: 5, 8, 16

克制賭博 Controlled Gambling: 10, 14

普通話版問卷 – Questionnaire (Mandarin Version)

Motive 动机

1. 赌博可以让你发挥你的能力

2. 你赌是因为赢钱很威风

3. 你是为了学会不同游戏的玩法而赌博

4. 你赌是因为可以见见朋友

5. 你赌是因为你享受赌博之中做决定的过程

6. 你赌是因为赌博比其他活动更加好玩

7. 赌博使你快乐，所以你参与赌博

8. 赌博令你觉得兴奋，所以你参与赌博

9. 你赌是因为可以跟朋友在一起

10. 你因为有东西想买，所以参与赌博

11. 你赌是因为赌博可以帮你减压

12. 你为了寻求刺激所以去赌

13. 你是为了消磨时间而参与赌博

14. 你参与赌博是因为想「见识一下」

15. 你赌博是为了想赢回输掉的钱

16. 因为奖金多所以才會去赌

17. 你想通过赌博来实现自己的理想

18. 你赌是因为你想赢一些钱来用

19. 你是为了轻松一下而赌

20. 因为将来想在赌场工作，所以你参与赌博，希望了解多一点

21. 你赌是因为可以在放假或过节时跟亲友一起玩

22. 赌博可以令你学到更多

Motive (cont.) 动机（续）

23. 你赌是因为你想做回你自己

24. 你赌是为了证明自己是个专家

25. 你因为觉得无聊，所以才会参与赌博

自我价值 **Self-worth: 1, 2, 17, 20, 23, 24**

金钱收益 **Monetary gain: 10, 15, 16, 18**

感觉寻求 **Sensation Seeking: 5, 6, 7, 8, 11, 12**

缓和厌烦 **Boredom alleviation: 13, 19, 25**

学习 **Learning: 3, 14, 22**

社交 **Socialization: 4, 9, 21**

Attitude 态度

1. 通过研究，可以提高赢的机会

2. 赌博的输赢取决于运气

3. 智力可以提高赢的机会

4. 赌博对家人有负面影响

5. 有神保佑，赢钱的机会会大点

6. 特别的数字、颜色、物件或者衣着可以增加你赢的机会

7. 赌场庄家的赢面比赌客大

8. 输赢主要是讲技术

9. 经验多，赢的机会比较大

10. 技术好，赢面会大点

11. 有些日子是赌博的幸运日

12. 赌博的输赢纯粹是靠运气

13. 赌博可以让人失去理智

14. 赌博会减少你与家人相处的时间

15. 某些风水位可以增加赢钱的机会

16. 不应允许青少年赌博

17. 赢输取决于天命

18. 有好的眼光，赢面会大点

19. 赌博有坏影响

20. 沉迷赌博，正如拿钱抛海

赌博恶果 **Negative Gambling Consequences: 4, 7, 13, 14, 16, 19, 20**

技巧 **Technique: 1, 3, 8, 9, 10, 18**

迷信 **Superstition: 5, 6, 11, 15**

命运和运气 **Fate and Luck: 2, 12, 17**

Behavior 行为

1. 你热衷赌博

2. 你赌光了钱才会离开

3. 你为了赌博而借钱

4. 如果你赢了，你会继续玩

5. 你做很多方面的研究去增加赢钱的机会

6. 你在赌场赌的时间比和朋友一起赌的时间要多

7. 你定期去赌博

8. 你收集一些可以增加你赢的机会的特殊物品

9. 如果你输了，你会尝试回本

10. 你可以控制你参与赌博的时间与注码

11. 你开心的时候会去赌

12. 你因为赌博而做一些令你与家人的关系变坏的行为

13. 你玩很多不同类型的赌博活动

14. 你只会赌很小的注码

15. 赢钱的时候，你会有很强烈的反应

16. 你有特殊的仪式或者行为去增加你赢的机会，例如去厕所转运

17. 输钱的时候，你的反应会很激烈

18. 你用很多钱去赌

控制力受损 Impaired Control: 2, 3, 4, 9, 12

赌博参与 Gambling Involvement: 1, 6, 7, 11, 13, 18

觉醒反应 Arousal Reaction: 15, 17

迷信行为 Superstitious Behavior: 5, 8, 16

克制赌博 Controlled Gambling: 10, 14

User Manual of Revised Gambling Motives, Attitudes, and Behaviours Inventory (GMAB-R)

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Revised Gambling Motives, Attitudes, and Behaviours Inventory (GMAB-R)

Description

The indigenous 70-item Gambling Motives, Attitudes and Behaviours Inventory (GMAB; Tao, Wu, Cheung, & Tong, 2011) aims to identify the structure of the gambling motives, attitudes, and behaviors among Chinese gamblers who are known as having a high aptitude for gambling and possessing unique gambling-related beliefs like feng shui and cai wai. The inventory was developed with comprehensive literature reviews, focus group studies, as well as statistical tests such as exploratory factor analysis.

In 2012, the GMAB was further refined with another randomly sampled Chinese gamblers in Macao. The major changes included adding a new motivational factor – socialization, and the removal of a behavioral factor – casino exploration.   The revised version, GMAB-R, now contains six subscales of motives (self-worth, monetary gains, sensation seeking, boredom alleviation, learning, and socialization), four of attitudes (fate and luck, negative consequences of gambling, techniques, and superstition), and five of behaviours (impaired control, gambling involvement, arousal reaction, superstitious behaviour, and controlled gambling). The motive and attitude items are in 5-point Likert scale, from 1-stronly agree to 5-strongly disagree. Behavior items are in 4-point Likert scale from 1-never to 4-always.

Sample

The original sample contained 714, (57.3% male, 42.7% female) adult Chinese gamblers and they were randomly recruited and interviewed by phone in Macao, the only city in China allowing casino gambling. The Cantonese version of GMAB-R was used in this survey.

Reliability

Cronbach's alphas were taken as an indicator of the internal consistency of GMAB-R subscales. For gambling motives, across all six factors, the reliabilities ranged from .66 to .84. For attitudes, the reliabilities ranged from .53 to .80. For behaviours, the reliabilities ranged from .46 to .76. Please note that the low reliabilities found in some subscales are plausibly because of their low scale length.

Validity

For each of the GMAB-R subscales, its degree of association with gambling urge and gambling problem (DSM-IV criteria of pathological gambling) was tested to determine the validity of the GMAB-R. In the original article, the zero-order correlations between every factor in the subscales and gambling urge as well as problem were reported. In general, people with greater motives, more favourable attitudes, and more gambling behaviours were more likely to report a greater gambling urge. Regarding gambling problem, all motivational factors, except socialization, showed significant positive zero-order correlations with gambling problems. For attitude, the correlation coefficients of gambling problem were found significant with factors of superstition, and fate and luck. For behavior, gambling problem had significant positive correlation with impaired control, gambling involvement, arousal reaction and superstitious behaviour, but a marginally significant negative correlation with controlled gambling.

Reference

The GMAB-R is written in Chinese and for academic purpose only. Users of the inventory or its subscale(s) must cite the following reference (i.e. Wu, Tao, Tong, & Cheung, 2012):

Wu, A. M. S., Tao, V. Y. K., Tong, Kwok-kit, & Cheung, S. F. (2012). Psychometric evaluation of inventory of Gambling Motives, Attitudes and Behaviors (GMAB) among Chinese gamblers. *International Gambling Studies, 12***, 331–347.**

Other Reference

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Questionnaire

Motive

1. Gambling enables you to show your ability.

2. You gamble because winning gives you a sense of superiority.

3. You gamble because you want to learn playing different games.

4. You gamble to meet your friends.

5. You gamble because you enjoy the decision-making process in gambling.

6. You gamble because gambling is more fun than other activities.

7. Gambling makes you happy so you engage in it.

8. Gambling makes you feel excited, so you engage in it.

9. You gamble to stay together with your friends.

10. You gamble because you want to buy certain things.

11. You gamble because gambling relieves your stress.

12. You gamble in order to seek stimulus.

13. You gamble to kill time.

14. You participate in gambling just to have a peep.

15. You gamble because you want chasing the losses.

16. You gamble because the prize is big.

17. You attempt to realize your dream through gambling.

18. You gamble to win some money for spending.

19. You gamble to relax.

20. You want to work in a casino in the future, so you gamble and want to learn more.

21. You gamble to play with your relatives and friends during holidays and festivals.

22. Gambling allows you to learn more.

23. You gamble because you want to be yourself.

Motive (cont'd)

24.   You gamble because you want to prove that you are an expert.

25.   You gamble because you are bored.

Self-worth: 1, 2, 17, 20, 23, 24

Monetary gain: 10, 15, 16, 18

Sensation Seeking: 5, 6, 7, 8, 11, 12

Boredom alleviation: 13, 19, 25

Learning: 3, 14, 22

Socialization: 4, 9, 21

Attitude

1.   The chances of winning can be enhanced by researching.

2.   Winning or losing depends on luck.

3.   Having high intelligence can increase the chances of winning.

4.   Gambling has negative impact on the family.

5.   Winning chance is higher with God's blessings.

6.   Special numbers, colors, items or clothes can increase your chances of winning.

7.   Casino bankers have higher chances of winning than gamblers.

8.   Win-lose is mainly determined by skills.

9.   Having more experience increases the likelihood of wining.

10.   Having great skills increases the chance of winning.

11.   There are lucky days for gambling.

12.   Winning or losing depends solely on luck.

13.   Gambling drives one crazy.

14.   Gambling reduces your time with your family.

15.   Fung-shui directions can enhance the chances of winning.

16.   Teenagers should not be allowed to gamble.

17.   Winning or losing depends on destiny.

18.   The insightful ones are more likely to win.

19.   Gambling brings negative impacts.

20.   Being addicted to gambling is just like dumping money into the sea.

Negative Gambling Consequences: 4, 7, 13, 14, 16, 19, 20

Technique: 1, 3, 8, 9, 10, 18

Superstition: 5, 6, 11, 15

Fate and Luck: 2, 12, 17

Behavior

1. **You are enthusiastic of gambling.**
2. **You continue to gamble till you lose your last penny.**
3. **You borrow money for gambling.**
4. **If you win, you keep on gambling.**
5. **You do research on various aspects of gambling in order to enhance your chance of winning.**
6. **You spend more time on gambling at casinos than gambling with your friends.**
7. **You gamble regularly.**
8. **You gather charms to enhance your chance of winning.**
9. **If you lose, you chase loss.**
10. **You can control the time and wager you spend on gambling.**
11. **You gamble when you are happy.**
12. **You commit in some behaviors which make your relationship with your family worsened because of gambling.**
13. **You engage in different kinds of gambling activities.**
14. **You just place a smaller wager when you gamble.**
15. **When you win, you have strong reactions.**
16. **You have special rituals or behaviors to increase your chance of winning, e.g. going to the washroom to have a change in luck.**
17. **When you lose, you have strong reactions.**
18. **You spend lots of money on gambling.**

Impaired Control: 2, 3, 4, 9, 12

Gambling Involvement: 1, 6, 7, 11, 13, 18

Arousal Reaction: 15, 17

Superstitious Behavior: 5, 8, 16

Controlled Gambling: 10, 14