

## APPENDIX

## Supplemental Tables

The present Tables are supplemental to the paper, *Between two worlds: Exploring esports betting in relation to problem gambling, gaming, and mental health problems*. As such, information within the tables offer more details about the sample and the variables used within the structural equation model. Tables S1-24 present frequencies. Table S5 present means and standard deviations.

Table S1  
Frequency of Endorsing *Gambling and Video Gaming*.

	Not at all (0)		Less than once a month (1)		About once a month (2)		About once a week (3)		Daily (4)	
	<i>N</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%
<b><i>Gambling Frequency</i></b>										
Played cards for money	749	55.98%	377	28.18%	113	8.45%	61	4.56%	38	2.84%
Bet money on games of personal skill like pool, golf, or bowling	698	52.17%	325	24.29%	151	11.29%	110	8.22%	54	4.04%
Bet money on sports teams (pro, college, or amateur)	685	50.97%	380	28.27%	158	11.76%	79	5.88%	42	3.13%
Bought lottery tickets (Mega Millions, Powerball, etc.)	886	65.97%	254	18.91%	109	8.12%	61	4.54%	33	2.46%
Bought scratch-offs	722	53.76%	376	28.00%	135	10.05%	75	5.58%	35	2.61%
Bet money on fantasy sports or games (with an entry fee to play)	913	68.03%	205	15.28%	88	6.56%	84	6.26%	52	3.87%
Bet money on daily fantasy sports (FanDuel or DraftKings, etc.)	1072	79.82%	110	8.19%	53	3.95%	67	4.99%	41	3.05%
Bet money on esports	1080	80.42%	110	8.19%	50	3.72%	53	3.95%	50	3.72%
<b><i>Video Gaming Intensity</i></b>										
Spent at least two hours daily playing games online or offline	0	0.00%	176	13.06%	156	11.57%	350	25.96%	666	49.41%



Table S2.  
Frequency of Endorsing Problem Gambling Symptoms.

	No (0)		Yes (1)	
	<i>n</i>	%	<i>n</i>	%
Have there ever been periods lasting 2 weeks or longer when you spent a lot of time thinking about your gambling experiences or planning out future gambling venture or bets?	1260	94.45%	74	5.55%
Have you ever tried to stop, cut down, or control your gambling?	1177	88.96%	146	11.04%
Have you ever lied to family members, friends, or others about how much you gamble or how much money you lost on gambling?	1250	94.20%	77	5.80%

Table S3.  
Frequency of Endorsing Problem Video Gaming Symptoms.

	Never (1)		Rarely (2)		Sometimes (3)		Often (4)		Very Often (5)	
	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%
Do you feel preoccupied with your gaming behavior? ex. Do you think about previous gaming activity or anticipate the next gaming session? Do you think gaming has become the dominant activity in your life?	524	39.61%	273	20.63%	253	19.12%	147	11.11%	126	9.52%
Do you feel irritable, anxious or even sad when you try to either reduce or stop your gaming activity?	879	66.39%	235	17.75%	109	8.23%	56	4.23%	45	3.40%
Do you feel the need to spend increasing amount of time engaged in gaming to achieve satisfaction or pleasure?	770	58.16%	239	18.05%	154	11.63%	67	5.06%	94	7.10%
Do you fail when trying to control or stop your gaming activity?	908	68.63%	203	15.34%	100	7.56%	48	3.63%	63	4.76%
Have you lost interest in hobbies and other entertainment activities as a result of your gaming?	977	73.68%	175	13.20%	92	6.94%	39	2.94%	43	3.24%
Have you continued your gaming activity despite knowing it was causing problems between you and other people?	969	73.24%	139	10.51%	112	8.47%	48	3.63%	55	4.16%
Have you deceived your family members, therapists or others because of the amount of your gaming activity?	1101	83.54%	96	7.28%	55	4.17%	27	2.05%	39	2.96%
Do you game in order to temporarily escape or relieve a negative mood (ex. helplessness, guilt, or anxiety)?	656	49.66%	171	12.94%	215	16.28%	108	8.18%	171	12.94%
Have you jeopardized or lost an important relationship, friend or received a poor grade in school because of your gaming activity?	988	74.79%	173	13.10%	78	5.90%	23	1.74%	59	4.47%

Table S4.  
Frequency of Endorsing Externalizing and Internalizing Problems.

	Not at All (0)		Once or Twice (1)		Several Times (2)		Often (3)		Most of the Time (4)		All the Time (5)	
	<i>n</i>	%	<i>N</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%	<i>n</i>	%
Arguing with others	217	16.58%	404	30.86%	298	22.77%	201	15.36%	68	5.19%	121	9.24%
Getting into fights	846	64.98%	259	19.89%	73	5.61%	70	5.38%	20	1.54%	34	2.61%
Yelling, swearing, or screaming at others	540	41.38%	336	25.75%	161	12.34%	93	7.13%	67	5.13%	108	8.28%
Fits of anger	655	50.31%	314	24.12%	114	8.76%	85	6.53%	54	4.15%	80	6.14%
Refusing to do things teachers or parents ask	732	56.35%	332	25.56%	103	7.93%	59	4.54%	33	2.54%	40	3.08%
Causing trouble for no reason	865	66.95%	234	18.11%	84	6.50%	52	4.02%	20	1.55%	37	2.86%
Using drugs or alcohol	979	75.48%	149	11.49%	75	5.78%	49	3.78%	17	1.31%	28	2.16%
Breaking rules or breaking the law (out past curfew, stealing)	908	69.74%	193	14.82%	91	6.99%	51	3.92%	25	1.92%	34	2.61%
Skiping school or classes	1081	83.28%	130	10.02%	36	2.77%	19	1.46%	15	1.16%	17	1.31%
Lying	381	29.42%	402	31.04%	252	19.46%	126	9.73%	57	4.40%	77	5.95%
Can't seem to sit still, having too much energy	411	31.69%	281	21.67%	174	13.42%	146	11.26%	106	8.17%	179	13.80%
Hurting self (cutting or scratching self, taking pills)	1062	81.63%	117	8.99%	42	3.23%	28	2.15%	23	1.77%	29	2.23%
Talking or thinking about death	821	63.54%	196	15.17%	98	7.59%	64	4.95%	46	3.56%	67	5.19%
Feeling worthless or useless	722	55.75%	205	15.83%	123	9.50%	72	5.56%	73	5.64%	100	7.72%
Feeling lonely and having no friends	743	57.51%	222	17.18%	104	8.05%	77	5.96%	65	5.03%	81	6.27%

Feeling anxious or fearful	651	50.35%	240	18.56%	132	10.21%	94	7.27%	77	5.96%	99	7.66%
Worrying that something bad is going to happen	536	41.52%	283	21.92%	154	11.93%	122	9.45%	59	4.57%	137	10.61%
Feeling sad or depressed	647	50.04%	246	19.03%	131	10.13%	89	6.88%	74	5.72%	106	8.20%
Nightmares	745	57.80%	266	20.64%	98	7.60%	57	4.42%	37	2.87%	86	6.67%
Eating Problems	869	67.21%	157	12.14%	86	6.65%	60	4.64%	32	2.47%	89	6.88%

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Table S5  
Means and Standard Deviations

	M	SD
<b><i>Gambling Frequency</i></b>		
Played cards for money	0.701	0.997
Bet money on games of personal skill like pool, golf, or bowling	0.819	1.054
Bet money on sports teams (pro, college, or amateur)	0.877	1.146
Bought lottery tickets (Mega Millions, Powerball, etc.)	0.586	0.986
Bought scratch-offs	0.753	1.018
Bet money on fantasy sports or games (with an entry fee to play)	0.627	1.098
Bet money on daily fantasy sports (FanDuel or DraftKings, etc.)	0.433	0.995
Bet money on esports	0.424	1.001
<b><i>Video Gaming Frequency</i></b>		
Spent at least two hours daily playing games online or offline	3.117	1.058
<b><i>Problem Gambling and Problem Video Gaming</i></b>		
NODS-CLip Total	0.223	0.568
IGDS Total	15.361	7.480
<b><i>Externalizing and Internalizing Problems</i></b>		
Externalizing Problems Average	0.923	0.870
Internalizing Problems Average	1.093	1.173