Journal of Education, Learning, and Management (JELM)

ISSN: 3079-2541 (Online)

Volume 2 Issue 2, (2025)

https://doi.org/10.69739/jelm.v2i2.770

https://journals.stecab.com/jelm

Published by
Stecab Publishing

Research Article

Psycho-Sociological Predictors of Gambling Behaviour among Adolescents in Ibadan North, Oyo State, Nigeria

*[1]Obon, Idara Uko

About Article

Article History

Submission: June 30, 2025
Acceptance : August 02, 2025
Publication : August 06, 2025

Keywords

Family Climate, Gambling Behaviour, Neuroticism, Peer Influence, Self-Efficacy

About Author

[1] Department of Counselling and Human Development Studies, Faculty of Education, University of Ibadan, Nigeria

Contact @ Obon, Idara Uko
idaraobon27@gmail.com

ABSTRACT

The study explored psycho-sociological predictors of gambling behaviour among adolescents in Ibadan North, Oyo State, Nigeria. This study adopted the survey design. Simple random sampling was used to select six public secondary schools in Ibadan North Local Government Area. Simple random sampling was also utilised to select 300 participants. Data were collected using reliable instruments. Three research questions were raised and tested at 0.05 level of significance using Pearson Product Moment Correlation (PPMC) and multiple regression analysis. The result indicated that neuroticism, peer influence, family climate and gender significantly correlated with gambling behaviour. From the regression analysis, it was discovered that all the independent variables jointly had significant contributions to the prediction of gambling behaviour $F_{(5,287)} = 10.593$ $P<0.01$. The result yielded a coefficient of multiple regression $R^2 = 0.155$, which implies that the independent factors, when combined, accounted for 14% variance in students. It was also found from the relative contribution that four of the independent variables – neuroticism, self-efficacy, peer influence and family climate had significant relative contribution to the prediction of adolescent gambling behaviour. The most potent predictor was peer influence, followed by family climate, neuroticism and self-efficacy.

Citation Style:

Obon, I. U. (2025). Psycho-Sociological Predictors of Gambling Behaviour among Adolescents in Ibadan North, Oyo State, Nigeria. *Journal of Education, Learning, and Management, 2*(2), 40-50. https://doi.org/10.69739/jelm.v2i2.770

1. INTRODUCTION

Gambling is so rampant in society now that it is more or less becoming an acceptable norm among people. In the past decades, it was viewed as an antisocial behaviour but, in recent times, it has risen and evolved to become socially and legally accepted (Adeyemi & Uwakwe, 2014; Ojo & Chukwudeh, 2016; Aguocha & Sanju, 2020; Aransi, 2022; Akinyooye, 2021). Gambling has eaten deep into the fabric of society, which has resulted in an explosion in the number of gambling centres set up around cities in Nigeria, with people participating actively. In addition, gambling is constantly thrown at people as they engage with media through advertisements. Thus, gambling activities have become really popular in Nigeria. Bankole *et al.* (2019) and Adeyemi and Oladunmoye (2016), view gambling as a global activity which cuts across cultures and involves wagering of money or something valuable on an outcome that hangs on chance.

At this present time, many individuals do not see anything wrong with gambling; instead, they view it as a means of making money quickly. Gambling opportunities usually come with a promise that there is a guarantee of a better life attached, and this attracts many people struggling economically to embrace it in order to escape their present status. Bankole *et al.* (2019) and Adeyemi and Muraina (2015) state that the high rates of unemployment, underemployment and financial hardship have increased participation of gambling in Nigeria.

Adolescents are in a developmental period between childhood and adulthood and go through biological, cognitive, social and psychological changes. Owing to the complexity of this stage of life, adolescents have a tendency to get involved in various risks while on the journey to exploring their identity. As a result of this, children and adolescents are increasingly more susceptible to gambling due to their immature cognition. Some changes that are going on in the brain at that stage make risk-taking behaviours not to be properly analysed and impulsivity is the result. This could be further complicated by the presence of influences from family and peers (Aransi, 2019; Akinyooye & Adesokan, 2021; Akinyooye & Fajimi, 2022).

Adolescents could spend money given to them in the hope that they will receive much more than they are giving out for betting. This could lead to financial loss and getting into constant trouble with their parents and guardians. As a result of this, they could meet at these gambling centres peers who would lead them on a downward spiral path. These negative peers can lead them to the path of crime and other risky behaviours rapidly. Regardless of the fact that gambling is perceived as illegal among people less than 18 years, it is common among adolescents (Adeyemi, 2006; Livazovic & Bojcic, 2019; Aransi, 2020; Adeyemi, 2016; Adeyemi & Oluwatomiwo, 2016; Adeyemi, 2017). The need for them to be accepted socially can push them to gambling addiction. Kang *et al.* (2019) and Adeyemi and Jimoh (2014) assert that, when adolescents have high accessibility to gambling-related activities, there will be a high prevalence level of gambling, which is the present state of affairs.

According to Mustapha and Enilolobo (2019), almost every household has at least one member who engages in gambling activities. The statistics of gamblers differ from country to country. Stromme *et al.* (2021) state that about 26% of the world population (roughly 1.6 billion) participates in gambling. Aguocha and Sanju (2020), citing NOIPolls (2017), claim that 36% of adults in a survey had engaged in gambling and over 53% of these individuals gambled daily. According to Calado, Alexandre and Griffiths (2017), there is a prevalence level of 0.2-12.3% of adolescent gamblers across 5 continents. North America had a prevalence rate of 2.1-2.6%, Oceania's level ranged from 0.2 to 4.4%, while Europe had 0.2-12.3% rate. In 2019, 11% of 11-16-year-olds reported spending money on gambling activities within a week while 36% reported doing it in the previous one year.

Bankole *et al.* (2019) present different expressions of gambling in Nigeria. A form of gambling is betting on sport games, such as football, wrestling, car racing and horse racing. Gambling platforms exist in Nigeria. These include Bet9ja, Sahara bet, Naira bet, Merry bet and Sure bet. Virtual games are increasingly getting popular due to the use of smartphones. Examples of such games are Bingo, Ajasare and Babynseju. Lottery games, such as pool, Baba Ijebu and Keno, also exist. For all these games, prizes are attached and given when won (Ojo & Omoregie, 2018; Chukwudeh & Ojo, 2018; Salawu & Adeyemi, 2013; Adeyemi *et al.*, 2024).

Many factors have been identified as influencing adolescents' gambling activities. Some studies have indicated that factors such as family, peers, media promotion, self-efficacy, social support, personality type, financial constraints are catalysts for adolescents' participation in gambling activities (Okoro & Ojo, 2018; Akingbade *et al.*, 2019; Aransi, 2020; Stromme *et al.*, 2021; Adebisi *et al.*, 2021; Adeyemi *et al.*, 2024; Olaniyan *et al.*, 2025). Some other studies have shown that poor health, lower educational status, ethnicity and age were also indicators of gambling activities.

Past studies have considered personality traits as a major factor that influences the gambling behaviour of adolescents. Adedayo and Balogun (2021) argue that personality traits represent characteristic modes of thoughts, feelings and behaviour. They have influence on different aspects of people's lives. Gambling behaviour has been particularly attributed to traits of impulsiveness (Ucheagwu *et al.*, 2018; Aransi, 2019). There are diverse personality trait models that have been used but one that stands out is the Big 5 Personality traits (Openness, Neuroticism, Agreeableness, Extraversion and Conscientiousness). The 5-factor model seems especially relevant due to the fact that personality is mostly stable from adolescence into adulthood.

Another variable that is highly considered as a predisposing factor to gambling is self-efficacy. This is regarded as an individual's beliefs towards his or her ability to accomplish particular results (Aransi, 2019; Bozzato *et al.*, 2020). According to Wagubi (2019), self-efficacy determines a couple of factors: activities people participate in, the efforts they expend, perseverance in the face of setbacks, as well as their attributions for success and failure. In the context of this study, gambling refusal self-efficacy relates to the adolescent's ability to say no to gambling activities. It is about managing urges and resisting gambling behaviour. The dynamism of self-efficacy helps individuals develop it even if it was not present previously. Past studies have shown that adolescents with high gambling

refusal self-efficacy tend to walk away from gambling and even previous gamblers who have developed it tend to withstand the pressure to participate in it again (Parrado-Gonzalez *et al.*, 2021).

Another variable that is important when it comes to gambling behaviour is peer influence. Generally, adolescence is a stage where social relationships are built along with a strong need for social acceptance. The effect of this is that adolescents tend to tilt towards their peers for approval and guidance than they will towards their parents. According to Oyetunji-Alemede, Ogunbiyi and Omole (2019), peer influence is seen in this context as an individual being pushed to engage in something he or she is not necessarily willing to do. Previous studies have actually shown that peer influence has a remarkable influence on gambling behaviour. As noted by Botella-Guijarro *et al.* (2020), adolescents are more predisposed to gambling when their friends have supportive opinions about it and even engage in it. In the view of Langhinrichsen-Rohling *et al.* (2004), there is a high probability that peer influence can also lead to higher risks of problematic gambling. In the course of investigating adolescent gambling behaviour, it is important to understand the extent to which peer influence plays a major role in this behaviour.

Research has shown that chaotic family climates can be a trigger to an individual's consistent participation in gambling activities (McComb & Sabiston, 2010; Ibeh, 2015). The family is known as a major factor that aids the development and roundedness of any child. Adolescents watch activities that go on around them and can decide to model what they see. This begins primarily in the family. So if there are family members that are involved in gambling, adolescents have a high tendency of participating in it. Adolescents also need attention and love and, when it is not provided, they can look outside to get it; the most likely place to start from will be their peers. Families that engage in frequent fighting and violent acts create a tense atmosphere for adolescents to thrive positively.

Marinaci *et al.* (2021) and Sanni *et al.* (2024) aver that low family support, parental monitoring and family functioning are leading factors in the development of maladjusted behaviour, including gambling. Adolescents who feel their parents do not really show interest in their lives engage in gambling more easily than their peers. Similarly, those who observe a favourable disposition towards gambling in their families have a higher tendency to participate in it.

Gender is another variable that has a potential influence on the gambling behaviour of adolescents. Studies have shown that males are more favourably disposed to gambling activities than females (Oyetunji-Alemede *et al.*, 2019; Sanni & Aransi, 2020; Marinaci *et al.*, 2021; Sanni *et al.*, 2024; Sanni *et al.*, 2024) but there is no denying that females also participate in gambling. As observed by Botella-Guijarro *et al.* (2020), when it comes to high-level gambling, there is a vast difference in gender participation, with males ranking way higher than females; but when gambling is at a low or moderate level, the gap closes and becomes insignificant.

1.1. Theoretical framework

The present study is anchored to Ajzen and Fishbein' (1972) Theory of Planned Behaviour. The theory claims that people rationally think about the consequences of their behaviour prior to acting. In other words, behaviour is intended to achieve certain outcomes, and cognition is the primary process of attitude development. The most immediate cause of behaviour is not attitudes, but behavioural intentions –conscious decisions to carry out specific actions. Attitudes influence behaviour by their influence on intentions. The best way to predict behaviour is to measure intention, which is seen as a function of three independent variables: attitude, subjective norm and perceived behavioural control.

1.2. Statement of the problem

Gambling has become a popular activity for adolescents all over the world. It started as a recreational activity, but it is now becoming a negatively addictive behaviour which could have long-term consequences on people. The stage of adolescence is one of rapid development in cognitive, biological, moral and social areas. While this process of development occurs adolescents try to understand it and figure out their identity in the world. In the course of this journey, they may act irrationally and impulsively and participate in activities that are not helpful to them, such as gambling.

Engagement in gambling has led to a lot of consequences among adolescents. Gambling can be a distracting activity and can lead to absenteeism in school, academic failure and unwise spending of money. This can further lead to emotional turmoil, such as depression and anxiety due to concerns of loss and trouble as well as family and relational breakdown. It can also lead to the person involved moving with the wrong crowd just by being present in gambling centres because vices such as drinking and smoking are freely carried out there. This can lead to participating in criminal-related activities and other risky behaviours.

Previous research has also shown that adolescent gamblers can grow up to be problem adult gamblers. Also, adolescents who partake in gambling activities may grow up to display a negative mindset to work, in addition to lack of financial intelligence. This occurs because they have been used to the excitement of sometimes obtaining money just by wagering. They may not learn to put in their best effort to create wealth.

At the present rapid rate of participation, gambling could spell doom for the individuals involved, their families and society. This situation requires urgent intervention. In an attempt to proffer a solution to this challenge, it is important to understand some of the variables that may act as influencers for this behaviour. Thus, the problem addressed by this study can therefore be summarized in one question: can psycho-social factors, such as personality traits, self-efficacy, peer influence, chaotic family climate and gender, influence the gambling behaviour of adolescents in Ibadan North Local Government Area, Oyo State, Nigeria?

1.3. Purpose of the study

This study purpose of the study was to:

i. ascertain the relationship between the psychosocial variables (neuroticism, self-efficacy, peer influence, family climate and gender) and the dependent variable (gambling

behaviour);

ii. determine the joint contribution of the independent variables (neuroticism, self-efficacy, peer influence, family climate and gender) to the dependent variable (gambling behaviour); and

iii. examine the relative contribution of the independent variables (neuroticism, self-efficacy, peer influence, family climate and gender) to the dependent variable (gambling behaviour).

1.4. Research questions

i. What is the relationship between neuroticism, self-efficacy, peer influence, family climate and gender and gambling behaviour?

ii. What is the joint contribution of psycho-sociological variables (neuroticism, self-efficacy, peer influence, family climate and gender) to gambling behaviour?

iii. What is the relative contribution of psycho-sociological variables (neuroticism, self-efficacy, peer influence, family climate, and gender) to gambling behaviour?

1.5. Scope of the study

This work is concerned with psycho-sociological variables and gambling behaviour of secondary school adolescents in Ibadan North Local Government Area, Oyo State, Nigeria. Senior secondary school students served as the respondents. The study was limited to six secondary schools and the variables that were investigated were psycho-sociological variables and gambling behaviour of senior secondary school students. The sub-variables investigated were restricted to neuroticism, self-efficacy, peer influence, family climate and gender.

2. LITERATURE REVIEW

Research has consistently shown that certain personality traits play a significant role in the development and maintenance of problematic gambling behaviors. Studies have identified neuroticism, conscientiousness, and agreeableness as key (Fernández-Prieto *et al*., 2024). Fernández-Prieto *et al.* (2024). found a link between personality traits and physical activity levels in patients with gambling disorder (GD). Gamblers with higher scores on obsessive compulsive and self-destructive personality traits were more likely to fall into the moderate-high physical activity group. In contrast, those with higher scores on antisocial and borderline personality traits were more likely to be classified in the low physical activity group.

Individuals high in neuroticism tend to experience increased stress, anxiety, and emotional vulnerability, which can lead to problematic gambling as a coping mechanism (Blaszczynski & Nower, 2002). Research has shown that neuroticism is positively associated with problem gambling severity (MacLaren *et al*., 2011). Conscientiousness, characterized by self-control and planning ability, has been found to be inversely related to problem gambling (Huh & Shin, 2017).

Individuals low in conscientiousness may be more susceptible to excessive gambling due to their tendency to prioritize short-term rewards over long-term consequences. Agreeableness, marked by cooperation and empathy, has also been linked to problem gambling. Research suggests that individuals low in agreeableness may be more prone to problematic gambling due to their tendency to prioritize their own needs over others (MacLaren *et al*., 2011).

Peer influence significantly impacts gambling behaviour, as social learning, social pressure, and social environment can normalize and encourage participation. Peers can model gambling behaviours, and individuals may feel pressure to fit in or gain status within their peer group. This influence can contribute to problematic gambling, especially among young adults. To mitigate negative consequences, promoting positive social connections, education, and alternative activities can help individuals develop healthier relationships with gambling (Adeyemi & Muraina, 2015)

3. METHODOLOGY

3.1. Research design

The survey design was adopted. This design was adopted because it involves the collection of data to accurately and objectively describe existing phenomena. It also aids drawing of inferences. Besides, it helps in establishing the relationship between variables being studied.

3.2. Population of the study

The total population consisted of all senior students in public secondary schools in Ibadan North in the 2021/2022 academic session. The selection of this group was based on the belief that the students have attained adolescence.

3.3. Sample and sampling techniques

The schools were selected through the simple random sampling technique. Six schools were randomly selected from the public secondary schools in Ibadan North Local Government area. Simple random sampling was also used to select the students. Fifty students were randomly selected from the six schools, making a total of three hundred (300) respondents.

3.4. Instrumentation

A questionnaire was used to collect relevant information from the participants. Demographic information about the participants was obtained, ranging from their age to their family background. The questionnaire was divided into six segments, with each segment tapping information based on the identified variables of interest.

3.5. The big five inventory (John and Srivastava, 1999)

The Big Five Inventory (BFI) is a 44- item scale created by John and Srivastava (1999) to measure an individual on Big Five factors of personality. The scale was devised to assess 5 major areas: extraversion, agreeableness, conscientiousness, neuroticism and openness. The coefficient alpha reliability for the BFI was reported by authors as 0.83, with neuroticism as one of the most reliable. Eight (8) items measuring neuroticism specifically were adapted in this study and the scale was anchored to a 5-point Likert scale, ranging from strongly agree to strongly disagree. A pilot test was carried out among the non-participating population in Ibadan North. After the removal of some unreliable items, the Cronbach's Alpha obtained was 0.798.

3.6. Gambling refusal self-efficacy questionnaire

The Gambling Refusal Self-Efficacy Questionnaire is a 26- item scale created by Casey *et al.* (2008) to assess an individual's self-efficacy in gambling refusal. The scale was devised to assess 4 major areas: situations and thoughts associated with gambling, influence of drugs on gambling, positive emotions associated with gambling and negative emotions associated with gambling. Casey *et al.* (2008) reported a high internal consistency (alpha) value, ranging from 0.92 to 0.98. Ten (10) items were adapted in this study and the scale was anchored to a 5-point Likert scale, ranging from strongly agree to strongly disagree. A pilot test was carried out among the non-participating population in Ibadan North Local Government Area, and the Cronbach's Alpha obtained was 0.851.

3.7. The peer pressure questionnaire (Santor *et al.*, 2000)

The Peer Pressure Questionnaire is a 30-item scale created by Santor, Messervey and Kusumakar (2000) to assess peer pressure and conformity in people. The scale was devised to assess 3 major areas: peer pressure, peer conformity and popularity. Ten (10) items were adapted in this study to measure peer pressure specifically and the scale was anchored on a 5-point Likert scale ranging from strongly agree to strongly disagree. A pilot test was carried out among non-participating population in Ibadan North Local Government Area, and the Cronbach's Alpha obtained was 0.886.

3.8. Family climate scale

The Family Climate Scale is a 48-item scale created by Bjornberg and Nicholson (2007) to assess aspects of family culture. The scale was devised to assess 6 major areas: open communication, intergenerational authority, intergenerational attention, cognitive cohesion, emotional cohesion and adaptability. Bjornberg and Nicholson (2007) reported a high internal consistency (alpha) value, ranging from 0.75 to 0.90. Fifteen (15) items were adapted in this study and the scale was predicated on a 5-point Likert scale, ranging from strongly agree to strongly disagree. A pilot test was carried out among the non-participating population Ibadan North Local Government Area, and the Cronbach's Alpha obtained was 0.874.

3.9. South oaks gambling screen: revised for adolescents

The South Oaks Gambling Screen: Revised for Adolescents is a scale developed by Winters *et al.* (1993) to screen gambling behaviour. It is a 12-item scale requiring 'yes' or 'no' responses on from the respondents. Each item is scored 1 or 0 depending on the response. The 12 items were adopted and a pilot test was conducted to ensure that it was reliable in this demographic region. The Cronbach's Alpha obtained was 0.880.

3.10. Method of data analysis

Descriptive statistics, such as mean, frequency, percentages and standard deviation, were deployed to analyse the socio-demographic characteristics of the participants. Inferential statistics were used to test the research questions. Multiple regression analysis was used to test for joint and relative contribution of the variables on gambling behaviour, while PPMC was used to test the relationship among variables.

4. RESULTS AND DISCUSSION

4.1. Demographic characteristics of respondent

This section presents the descriptive statistics summary of the respondents by gender and school.

Table 1. Percentage distribution of respondent by gender

Gender	Frequency	Percentage
Male	124	41.3%
Female	176	58.7%
Total	300	100%

Source: Field survey, 2022

Table 1 reveals that out of the 300 respondents, 41.3% were males, while 58.7% of were females. This implies that female students participated more in the study,

4.2. Answer to research questions

4.2.1. Research question 1: what is the relationship between neuroticism, self-efficacy, peer influence, family climate and gender on gambling behaviour?

Table 2. Correlation matrix summary showing the relationship between neuroticism, self-efficacy, peer influence, family climate and gender and gambling behaviour

Variables	Mean	St. Dev.	1	2	3	4	5	6
Gambling behaviour	12.67	3.67	1					
Neuroticism	13.11	4.06	.203**	1				
Self-efficacy	19.22	8.10	-.178**	.256**	1			
Peer influence	16.58	5.31	.160**	.179**	.208**	1		
Family climate	28.92	8.80	-.262**	.296**	.330**	.180**	1	
Gender	1.59	0.49	-.132*	.066	-.047	-.137*	.140*	1

Table 2 reveals that a significant relationship existed between neuroticism, self-efficacy, peer influence, family climate and gender and gambling behaviour. Gambling behaviour positively correlated with neuroticism ($r = 0.203$, $p<0.05$) and peer influence ($r = 0.160$, $p<0.05$), but negatively correlated with family climate ($r = -0.262$, $p<0.05$), self-efficacy ($r = -0.178$, $p<0.05$) and gender ($r = -0.132$, $p<0.05$). The table further reveals that an increase in the students'

family climate, self-efficacy and female gender influence will reduce gambling behaviour, while increase in peer influence and neuroticism will increase the level of students' gambling behaviour.

4.2.2. Research question 2: what is the joint contribution of psycho-sociological variables (neuroticism, self-efficacy, peer influence, family climate and gender) to gambling behaviour?

Table 3. Regression summary showing joint contribution of psycho-sociological variables on gambling behaviour

Model	Sum of Squares	Degree Of Freedom	Mean Square	F	Sig.
Regression	612.575	5	122.515	10.593	.000
Residual	3342.530	294	11.566		
Total	3955.105	299			

Table 3 captures the joint contribution of neuroticism, self-efficacy, peer influence, family climate and gender and gambling behaviour. The multiple regression model indicated that R = 0.394, R^2 = 0.155, Adjusted R^2 = 0.140. The five independent factors accounted for 14% variance in students; the remaining percentage unaccounted for were beyond the scope of this study. Thus, there is a significant joint contribution of the independent variables (neuroticism, self-efficacy, peer influence, family climate, gender) to the prediction of gambling behaviour of students; $F_{(5,287)}$ = 10.593 p<0.01.

4.2.3. Research Question 3: What is the relative contribution of psycho-sociological variables (neuroticism, self-efficacy, peer influence, family climate and gender) to gambling behaviour?

Table 4. Regression summary showing relative contribution of neuroticism, self-efficacy, peer influence, family climate and gender to gambling behaviour

Model	Unstandardized B	Coefficients Standard	Standardized coefficients β	T	Sig.
Constant	16.063	1.150		13.963	.000
Neuroticism	.134	.052	.148	2.552	.011*
Self-efficacy	-.056	.027	-.123	-2.092	.037*
Peer influence	.167	.039	.242	4.256	.000**
Family climate	-.088	.025	-.212	-3.531	.000**
Gender	-.489	.415	-.066	-1.178	.240

Table 4 reveals that four out of the five factors (family climate, peer influence, self-efficacy and neuroticism) were significant predictors of gambling behaviour among the secondary school students. The strongest predictor of gambling behaviour was peer influence (β = 0.242, t = 4.256, p<0.01), followed by family climate (β = -0.212, t = -3.531, p<0.01), neuroticism (β = 0.148, t = 2.552 p<0.05), self-efficacy, (β = -0.123, t = -2.092, p<0.05), and then gender (β = -0.066, t = -1.178, p>0.05). This implies that increase in family climate and self-efficacy will reduce the likelihood of students' gambling behaviour by 21.2% and 12.3%, respectively. However, an increased influence of neuroticism and peer influence will increase the propensity for students to engage in gambling behaviour by 14.8% and 24.2%, respectively.

4.3. Discussion

The first research question examined the relationship between psycho-sociological variables (neuroticism, self-efficacy, peer influence, family climate and gender) and gambling behaviour among adolescents. The results indicated that there was a significant relationship between neuroticism, self-efficacy, peer influence, family climate and gender and gambling behaviour. The results further revealed that gambling behaviour correlated positively with neuroticism and peer influence but negatively correlated with family climate, self-efficacy and gender.

The negative relationship between family climate and gambling behaviour is in line with the findings of Awo *et al.* (2022) and Aransi *et al.* (2025), who reported that an increase in family climate, especially parental monitoring, will drastically reduce adolescents' engagement in gambling behaviour. This negative relationship between family climate and gambling behaviour implies that adolescents who come from toxic family climates are more likely to get involved in gambling opportunities than those from healthy family climates. This is because those from healthy family climates experience love, warmth and support from their families besides close parental monitoring, as opposed to those from unhealthy family climates. In a healthy family climate, there is also the presence of emotional bonding and a reduced occurrence of family conflicts, which aid the adolescents' development and strengthens them to make positive choices in the face of pressure. Adolescents who find themselves in unhealthy family climates are usually surrounded by constant chaos and `conflict and the resulting turmoil can facilitate their decision to get involved in gambling behaviours and other delinquent activities. This observation aligns with findings by Adeyemi *et al.* (2024), who reported that poor family cohesion significantly predicted bullying

behaviour among adolescents in Lagos State. Their study emphasized that adolescents from non-cohesive families tend to exhibit maladaptive behaviours such as aggression and peer-influenced misconduct patterns also observable in gambling-prone youth. Also, it is also supported by Fehintola and Adeyemi (2022), who found that poor parenting, societal negligence, and weak institutional oversight contribute significantly to the moral breakdown of adolescents, including the adoption of deviant behaviours such as gambling, drug abuse, and criminal affiliations.

The negative relationship observed between self-efficacy and gambling behaviour is similar to the findings of Olatunji *et al.* (2020), who reported that a lack of gambling refusal self-efficacy is responsible for the heightened participation of gambling behaviour among students. Adolescents who have low gambling refusal self-efficacy will always struggle to walk away from such temptations. According to Bandura (1995), self-efficacy is drawn from early childhood experiences and the tasks a child is exposed to. Exposing a child to wrong or toxic experiences could lead to him or her being weak and unable to stand his/her ground when faced with temptations, like gambling. For example, a child who grows up with authoritarian parents who never applaud or celebrate him when he achieves tasks but, instead, constantly puts him down is likely to have a low self-efficacy. S/he may not feel loved and may give in to negative behaviours in order to get approval from his/her peers.

Gender was found to have a negative relationship with gambling behaviour. This aligns with the findings of Oyetunji-Alemede *et al.* (2019). It has been observed that anyone can partake in gambling although girls and boys differ in the reasons for which they partake in gambling. The results further revealed that an increase in female gender influence will reduce gambling behaviour. This implies that the females have a lower tendency to participate in gambling activities. This correlates with a study carried out by Spritzer *et al.* (2011), who assert that males participate in gambling more than females and they also start really early. A reason for this could rest on the fact that, in many places, females are culturally shaped to be more responsible to the home front, and many times, they may not be involved in risky behaviours except out of sheer rebellion. Also, when going through a tough time, males also have the tendency to express their frustration in external activities, which could be negative, while females will most likely internalize it and try to deal with it within the confines of friends and family.

The positive relationship observed between neuroticism and gambling behaviour implies that, as individuals experience higher levels of neuroticism, the propensity to engage in gambling activities will likely increase. This supports earlier findings by Adeyemi and Jimoh (2014), who demonstrated that personality traits such as neuroticism and agreeableness significantly predicted behavioural outcomes and interpersonal effectiveness in workplace settings, reinforcing the broader impact of personality on behavioural tendencies including risk-prone behaviours like gambling. This finding is also similar to the results of the study carried out by Bankole *et al.* (2019). It could be due to the fact that neuroticism associates with negative and depressing emotions. Therefore, in order to adjust better, adolescents may turn to gambling as a distraction mechanism for how they feel. Adolescents may experience a range of emotions, such as anxiety, anger, impulsivity and depression, which can be triggered by various life events. In many cases, people do not think clearly when overwhelmed with these depressing emotions and may end up accruing losses, especially financially, due to their involvement in gambling. Consequently, losses in gambling can lead to more experiences with neuroticism, which could become a toxic cycle that leads the adolescent on a downward spiral.

Peer influence was also seen to have a positive relationship with adolescent gambling behaviour. Considering the fact that adolescents are in a developmental stage, where they look up to their peers more as their source of advice and validation, this result comes as no surprise. This observation aligns with the findings of Ayandele *et al.* (2022); adolescents who are involved in gambling may gravitate towards others who are involved in gambling for support and reinforcement, ultimately leading to addictions. Similarly, the attractive conversations of peers concerning gambling or the teasing of adolescents who are not involved in it can make them want to try it out, which could lead to consistency in that habit. Peers generally have an influence on each other whether positively or negatively, especially during adolescence. Thus, it is important that they are guided properly so that healthy decisions are made by them.

Concerning the second research question, the results revealed that there was a significant joint contribution of the independent variables (neuroticism, self-efficacy, peer influence, family climate and gender) to the prediction of gambling behaviour of the students. The multiple regression model further revealed an adjusted R^2 of 0.140, which implies that the five independent variables accounted for 14% variance in the students when combined.

The results of the third research question revealed that four out of the five factors (family climate, peer influence, self-efficacy and neuroticism) were significant predictors of gambling behaviour among the adolescents. The strongest predictor of gambling behaviour was peer influence, followed by family climate, neuroticism and self-efficacy, while gender had no significant relative contribution to the prediction of the adolescents' gambling behaviour. This implies that an increase in family climate and self-efficacy will reduce the likelihood of students' gambling behaviour by 21.2% and 12.3%, respectively, while an increase in neuroticism and peer influence will increase the students' propensity for engaging in gambling behaviour by 14.8% and 24.2%, respectively. The relative effects of gender could not be examined further, as it was not a significant contributor.

5. CONCLUSION

This study found that a significant relationship existed between neuroticism, self-efficacy, peer influence, family climate, and gender and gambling behaviour. Gambling behaviour positively correlated with neuroticism and peer influence but negatively correlated with family climate, self-efficacy and gender. It also found that there was a significant joint contribution of the independent variables (neuroticism, self-efficacy, peer influence, family climate, and gender) to the prediction of gambling behaviour of the students. Finally, family climate,

peer influence, self-efficacy and neuroticism were significant predictors of gambling behaviour among the secondary school students, while gender had no significant relative contribution to the prediction of gambling behaviour.

RECOMMENDATIONS

Based on the findings of this study, the following recommendations are suggested:

i. Counsellors in secondary schools should make effort to orientate students about the dangers of gambling activities while encouraging them to pursue academic excellence and more healthy forms of recreational activities.

ii. Parents and family members should build better relationships with their children and provide better support and monitoring. This will encourage the adolescents to feel comfortable to express the pressure they face from their peers and will, in turn, give them the opportunity to turn away from negative activities.

LIMITATIONS OF THE STUDY

Evidently, this study has made significant contributions to the existing body of knowledge. However, the following limitations may minimize the generalizability of the study:

i. The study was limited to adolescents in Ibadan North Local Government area alone, which could not make the findings applicable to other states in Nigeria.

ii. The sample size may not be large enough to represent students in the entire Ibadan.

iii. There are other variables that could influence gambling behaviour which were not captured in this study.

SUGGESTIONS FOR FURTHER STUDIES

This study examined the influence of psycho-sociological variables (neuroticism, self-efficacy, peer influence, family climate and gender) on the gambling behaviour of adolescents in Ibadan North Local Government Area, Oyo State, Nigeria. The following suggestions are given to further expand the frontiers of knowledge:

i. A broader sample size can be adopted with a more robust research design.

ii. The population can be increased in order to enhance the generalizability of the result. This means that other geopolitical zones in Nigeria should be included.

iii. Other relevant variables can be included as factors that influence gambling behaviour in the Nigerian society.

REFERENCES

Adebisi, T., Alabi, O., Arisukwu, O., & Asamu, F. (2021). Gambling in transition: assessing youth narratives of gambling in Nigeria. *Journal of Gambling Studies, 37*, 59-82.

Adedayo, A. O, & Balogun, S. K. (2021). Influence of personality traits on gambling behaviour among youth in Abeokuta, Nigeria. African *Journal for the Psychological Study of Social Issues, 24*(3), 24-36.

Adeyemi, A. O. (2006). *Effect of restructuring Skills Training and Social Decision-Making Techniques on Truancy Behavior among Secondary School Adolescents in Ibadan.* An Unpublished Ph.D Conversion Paper, University of Ibadan.

Adeyemi, A. O. (2016). Psycho-Social Predictors of Academic Underachievement among Senior Secondary Schools Students in Ibadan North Local Government Area of Oyo State. *Counselling and behavioural Studies Journal, 6*(2), 33-56

Adeyemi, A. O. (2017). Correlational Indicators of Psychosocial Adjustment among Senior Secondary School Students in Ogun State, Nigeria. *An International of Psychology in Africa: Ife Psychology, 25*(1), 556-568.

Adeyemi, A. O., & Jimoh, A. M. (2014). Demographic Characteristics, Leadership Styles, Job Attitudes and Personality as Predictors of Job Performance among Civil Servant in Southwest Nigeria. *African Journal for the Psychological Studies of Social Issues, 17*(2), 2-14.

Adeyemi, A. O., & Muraina, K. O. (2015). Personological factors and Sexing Behavior among in-school Adolescents: Implications for Counseling Psychology. *International Journal of Educational Studies, 12*, (3), 15-27.

Adeyemi, A. O., & Oladunmoye, E. O. (2016). Parenting Style, School Connectedness and Academic Self -efficacy as Determinants of Academic Success of Secondary School Students in Ibadan North Local Government: In J.G. Adewale (Eds.). *Issues in Teacher Education in Africa* (pp. 22-46). Educational Assessment and Research Network in Africa, Biyemassi, Yaounde.

Adeyemi, A. O., & Oluwatomiwo, O. E. (2016). An assessment of success made in local government empowerment programmes and economic empowerment of youth in Ibadan North Local Government Area of Oyo State. *International Journal of Information, Business and Management, 1*(8), 12-24.

Adeyemi, A. O., & Uwakwe, C. B. U. (2014). Effectiveness of Cognitive Restructuring and Social Decision-making Techniques on Truancy Behavior Reduction among Secondary School Adolescents in Ibadan, Nigeria. *African Journal for the Psychological Study of Social Issues, 17*(2), 67-77.

Adeyemi, A. O., Odedokun, S. A, & Akannni, O. O. (2024). Determinants of Bullying among Public Secondary School Students in Mushin, Lagos State, Nigeria. *European Journal of Social Science Studies, 10*(2), 147-162.

Adeyemi, A. O., Odedokun, S. A., & Akanni, O. O. (2024). Determinants of bullying among public secondary school students in Mushin, Lagos State, Nigeria. *European Journal of Social Sciences Studies, 10*(2), 147–158.

Adeyemi, A. O., Odedokun, S. A., & Akannni O. O. (2024). Determinants of Bullying among Public Secondary School Students in Mushin, Lagos State, Nigeria. *European Journal of Social Science Studies, 10*(2).

Aguocha, C. M., Duru, C. B., Nwefoh, E. C., Ndukuba, A. C., Amadi, K. U., Olose, E. O., & Igwe, M. N. (2019). Attitudes towards and perception of gambling among secondary school students in a developing country. *International Gambling Studies, 19*(3), 532-544.

Ajzen, I., & Fishbein, M. (1972). Attitudes and normative beliefs as factors influencing behavioral intentions. *Journal of Personality and Social Psychology, 21*(1), 1-9. https://doi.org/10.1037/h0031930

Akingbade, R., Osamika, B., & Ojedele, B. 2019. Gambling behaviour: the role of gender and social norms. *Nigerian Journal of Applied Behavioural Sciences*, 645-655.

Akinyooye, F. E. (2021). Perception of Influence of Digital Technology on Occupational Health Safety Training among Academic Staff in Nigerian Universities. *African Journal of Theory and Practice of Educational Research, 9*, 12-24.

Akinyooye, F. E., & Adesokan, B. C. (2021). Social Factors and Academic Stress among Higher Institution Students in Oyo State, Nigeria. *International Journal of Multidisciplinary Research, 5*(6), 73-77.

Akinyooye, F. E., & Fajimi, B. A. (2022). Applying Principles of Andragogy to TrainingProgrammes in Organisations. In K. O. Kester; A. M. Momoh and A. A. Sarumi (Eds.). Education and Working-Class Citizens' *Advancement and Wellness* (pp. 201-214). Ibadan: Department of Education, University of Ibadan.

Aransi, W. O. (2019). Psychosocial and Economic Variables as Correlates of Adults' Participation into Sandwich Educational Programs in Osun State, Nigeria. *Journal of Education and e-Learning Research, 6*(3), 107-115.

Aransi, W. O. (2019). Students' Characteristics as Determinants of Academic Performance in Economics among Fatima High School in Irewole Local Government Area, Osun State, Nigeria: Theoretical Approach and Empirical Evidence. *Contemporary Research in Education and English Language Teaching, 1*(1), 25-35.

Aransi, W. O. (2019). Teachers' Variable and School Location as Predictors of Students' Academic Performance in Economics in Osun State, Nigeria. *International Journal of Academic and Applied Research (IJAAR), 3*(4), 19-26.

Aransi, W. O. (2020). Nexus among Irregular Payment of Modulated Salary, Teachers' Productivity and General Welfare in Osun State, Nigeria. *World Journal of Vocational Education and Training, 2*(2), 89-101.

Aransi, W. O. (2020). Relationship among Students' Study Skills, School Type and Academic Achievement in Economics among High Schools in Osun State, Nigeria. *International Journal of Academic Pedagogical Research (IJAPR), 4*(3), 21-32.

Aransi, W. O. (2022). Leadership Styles and Work-Related Flow Experience as Predictors of Teachers' Productivity in Osun State, Nigeria. *International Journal of Educational Studies, 5*(1), 8-16.

Aransi, W. O., Akinyooye, F. E., Odusanya, O. S. E., Sanni, K. T., & Babawale, O. K. (2025). Gender and Age as Determinants of Innovative Work Behaviour Among Public Non-Formal Education Employees in Southwestern Nigeria. *Journal of Education, Learning, and Management, 2*(1), 226-233. https://doi.org/10.69739/jelm.v2i1.590

Awo, L. O., Ezeh, V. C., Ekwe, K. N., & Onu, D. U. 2022. Moderating effects of herding bias on the relationship between parental monitoring and problem gambling of youths. *Journal of Gambling Studies, 38*(1), 53-66.

Ayandele, O., Popoola, O., & Obosi, A. C. (2020). Influence of demographic and psychological factors on attitudes toward sport betting among young adults in Southwest Nigeria. *Journal of Gambling Studies, 36*(1), 343-354. https://doi.org/10.1007/s10899-019-09882-9.

Bandura, A. (1995). *Self-efficacy in changing societies*. New York: Cambridge University Press.

Bankole, E. T., Oyekola, A., & Bankole, A. M. (2019). Personality traits and financial strain as determinants of gambling behaviour among youths in Nigeria: A case study of youths in Oyo State and Ekiti State. *American International Journal of Social Science Research, 4*(1), 1-8.

Björnberg, Å., & Nicholson, N. (2007). The family climate scales—Development of a new measure for use in family business research. *Family Business Review, 20*(3), 229-246.

Botella-Guijarro, A., Lloret-Irles, D., Segura-Heras, J. V., Cabrera-Peronas, V., & Moriano, J. A. (2020). A longitudinal analysis of gambling predictors among adolescents. International *Journal of Environmental Research and Public Health, 17*, 1-18.

Bozzato, P., Longobardi, C., & Fabris, M.A. 2020. Problematic gambling behaviour in adolescents: prevalence and its relation to social, self-regulatory and academic self-efficacy. *International Journal of Adolescence and Youth, 25*(2), 907-919.

Calado, F., Alexandre, J., & Griffiths, M.D. 2017. Prevalence of adolescent problem gambling: a systematic review of recent research. *Journal of Gambling Studies, 33*, 397-424.

Casey, L. M., Oei, T. P. S., Melville, K. M., Bourke, E., & Newcombe, P. A. 2008. Measuring self-efficacy in gambling: the gambling refusal self-efficacy questionnaire. *Journal of Gambling Studies, 24*, 229-246.

Chukwudeh, O. S., & Ojo, F. E. (2018). Social Context of Child Survival Strategies among Mothers in Polygynous Marriages in Ibadan, Nigeria. *The Nigerian Journal of Sociology and Anthropology, 16*(2), 112-128.

Fehintola, J. O., & Adeyemi, A. O. (2022). Assessment of ecological predictors of moral decadence in Oyo State, Nigeria. *African Journal of Educational Management, 23*(1), 288–302.

Fierro, I., Fernández-Prieto, R., Fernández-Parra, A., Herrero-Martín, M., & Herrero, A. J. (2024). Personality traits and physical activity in patients with gambling disorder attending a rehabilitation center. An observational study. *Frontiers in Psychology, 15*, 1465195.

Ibeh, A. I. (2015). *Family climate, peer pressure and cognitive learning skills as correlates of students' academic achievement in social studies in Ebonyi State of Nigeria.* An unpublished Ph.D. dissertation, Imo state university, Owerri, Imo state.

John, O. P., & Srivastava, S. (1999). The big-Five trait taxonomy: History, measurement and theoretical perspectives. *Handbook of Personality: Theory and Research, 2*, 102-138.

Kang, K., Ok, J. S., Kim, H., & Lee, K. 2019. The gambling factors related with the level of adolescent problem gambler. *International Journal of Environmental Research and Public Health, 16*, 110-126.

Langhinrichsen-Rohling, J., Rohde, P., Seeley, J., & Rohling M. 2004. Individual, family and peer correlates of adolescent gambling. *Journal of Gambling Studies, 20*(1), 23-46.

Livazovic, G., & Bojcic, K. 2019. Problem gambling in adolescents: what are the psychological, social and financial consequences? *BMC Psychiatry, 19*, 308-321.

Marinaci, T., Venuleo, C., Ferrante, L., & Bona, S.D. 2021. What game we are playing: the psychosocial context of problem gambling, problem gaming and poor well-being among Italian high school students. *Heliyon, 7*(8), 1-13.

McComb, J. L., & Sabiston, C. M. (2010). Family influences on adolescent gambling behaviour: a review of the literature. *Journal of Gambling Studies, 26*, 503-520.

Mustapha, S. A., & Enilolobo, O. S. (2019). Effects of gambling on the welfare of Nigerian youths: a case study of Lagos state. *Journal of Gambling (*43), 29-44.

Ojo, F. E., & Chukwudeh, O. S. (2016). Training Needs Assessment of Nigerian Civil Service Workers. *International Journal of Continuing and Non-Formal Education, 8*(2), 184-190.

Ojo, F. E., & Omoregie, C. O. (2018). Guided-Practice on Occupational Health and Safety Competencies of Workers in the Construction Industry in Oyo State, Nigeria. *Ibadan Journal of Educational Studies, 15*(2), 61-69.

Okoro, P. M., & Ojo, F. E. (2018). Religious Dogmatism, Prejudice and Conflict in Nigeria. *International Journal of African and Asian Studies, 47*, 34-39.

Olaniyan, O. E., Akinyooye, F. E., Aransi, W. O., & Okafor, E. E. (2025). Effect of Strategic Management on Job Satisfaction Among Selected Local Government Workers in Ibadan, Oyo State, Nigeria. *Journal of Arts, Humanities and Social Science, 2*(1), 121-134

Olatunji, O. A., Idemudia, E. S., & Owoseni, O. O. 2020. Male Undergraduates and online gambling in Nigerian private Universities. *Gender and Behaviour, 18*(2), 15551-15558.

Oyetunji-Alemede, C. O., Ogunbiyi, O., & Omole, O. (2019). Gender, peer pressure and addictive gambling behaviour among undergraduates of Obafemi Awolowo university, Ile-Ife, Osun state, Nigeria. *Sapientia Global Journal of Arts, Humanities and Development Studies, 2*(1), 52-59.

Parrado-González, A., Fernández-Calderón, F., & León-Jariego, J. C. (2023). Perceived gambling availability and adolescent gambling behavior: The moderating role of self-efficacy. *International Journal of Mental Health and Addiction, 21*(4), 2737-2750. https://doi.org/10.1007/s11469-021-00749-y.

Salawu, M. M., & Adeyemi, A. O. (2013). P3. 329 Awareness and Predictors of Use of Female Condom in the Prevention of Sexually Transmitted Infections in Nigeria. *Sexually Transmitted Infections, 89*(Suppl 1), A252-A252.

Sanni, K. T., & Aransi, W. O. (2020) Perceived Psychosocial Factors as Determinants of Drug Use and Abuse among Public Secondary School Youths in Osun State, Nigeria. *American Journal of Education and Learning, 5*(1), 13-23.

Sanni, K. T., Aransi, W. O., & Arogundade A. O. (2024). Influence of Parental Involvement on Undergraduate Students' Career Choices in Science, Technology, Engineering and Mathematics (STEM) in Southwest, Nigeria, *African Journal of Educational Management, Teaching and Entrepreneurship Studies, 11*(1), 161-173.

Sanni, K. T., Aransi, W. O., Esan, O. M., & Ayodele, O. J. (2024). Influence of Principal Leadership Styles, Teachers' Job Satisfaction, Work-Related Flow on Teachers' Productivity in Iwo Local Government Area of Osun State, Nigeria, *Ilorin Journal of Education (IJE), 4*(1), 251-262.

Sanni, K. T., Emeke, A. E., & Aransi, W. O. (2024). An Assessment of the Influence of Students' Gender and Parenting Styles on Students' Aggressive Behaviour in Osun State, Nigeria, *Journal of Education in Developing Areas (JEDA) Special Edition, 32*(1), 1-16.

Santor, A. D., Messervey, D., & Kusumakar, V. (2000). Measuring peer pressure, popularity, and conformity in adolescent boys and girls: predicting school performances, sexual attitudes and substance abuse. *Journal of Youth and Adolescence, 29*, 163-182.

Spritzer, D. T., Rohde, L. A., Benzano, D. B., Laranjeira, R. R., Pinsky, I., Zaleski, M., Caetano, R., & Tavares, M. (2011). Prevalence and correlates of gambling problems among a nationally representative sample of Brazilian adolescents. *Journal of Gambling Studies, 27*, 649-661.

Stromme, R., Borstad, K. H., Ra, A. E., Erevik, E. K., Sagoe, D., Chegeni, R., Mentzoni, R. A., Kaur, P., & Pallesen, S. (2021). The relationship between gambling problems and the five-factor model of personality: A systematic review and meta-analysis. *Front psychiatry, 12*, 1-17.

Ucheagwu, V., Ugokwe-Ossai, R., Okoli, P., & Ossai, J. (2018). Some neuropsychological profiles and personality traits of undergraduate regular online football gamblers (a new online gambling game) in Nigeria. *African Journal of Biology and Medical Research, 1*(1), 14-25.

Wagubi, B. D. (2019). *Self-efficacy, subjective norm, attitude and socio-economic factors as correlates of sports betting among high school students in Uganda.* Unpublished undergraduate thesis.

Winters, K. C., Stinchfield, R. D., & Fulkerson, J. (1993). Toward the development of an adolescent gambling problem severity scale. *Journal of Gambling Studies, 9*, 63-84.