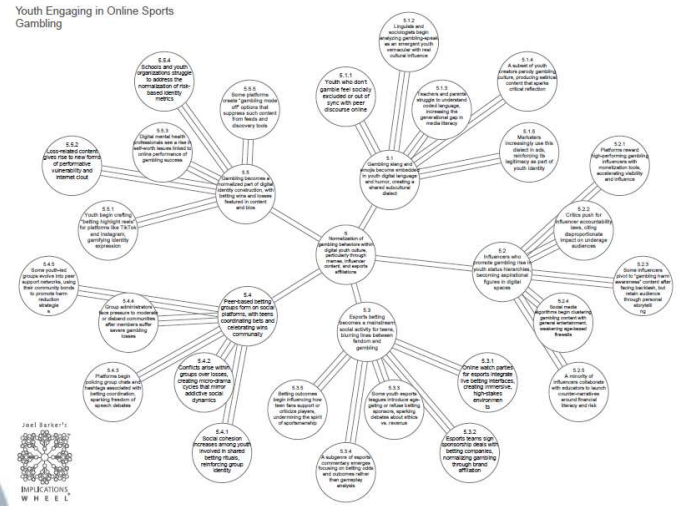


Youth Engaging in Online Sports Gambling

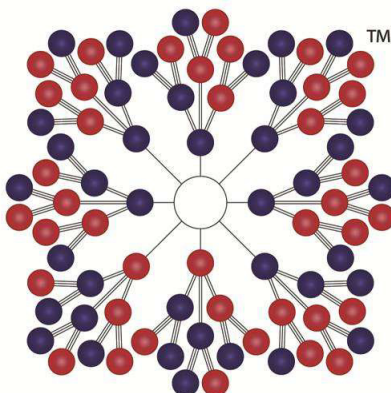


A 12 - 2 - 60 Scouting Journey

Report #25-04

What are the possible implications of the continuing growth, challenges, and newest trends and innovations related to youth engaging in online sports betting?

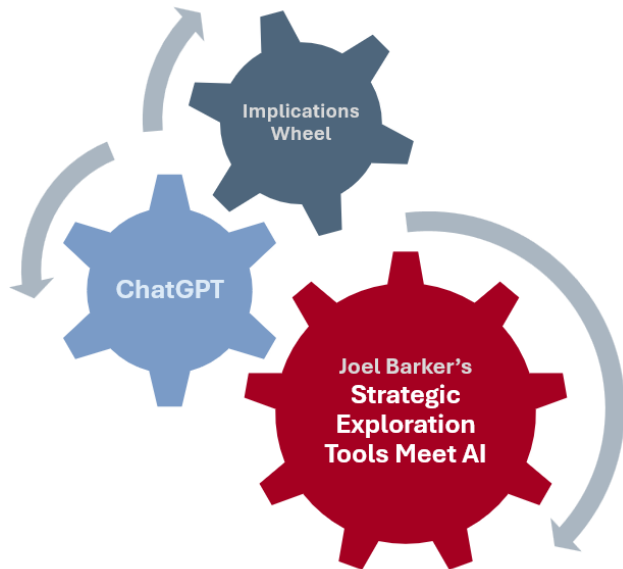
Joel Barker's



IMPLICATIONS
W H E E L®

The Implications Wheel® will give you a substantial advantage in finding, recognizing, and securing your future.

Joel Barker



Introduction

When ChatGPT exploded into the world, reaching over 100 million users in January 2024, it became a focus of multiple experiments for Joel Barker's Strategic Exploration Tools. Because Joel's concepts and tools, specifically paradigms, T.I.P.S. Tracking, and the Implications Wheel, are based on diversity of input and a "Wisdom of Crowds" approach, the challenge of testing ChatGPT's "Wisdom of the World" was evident.

The first experiments included a strategic exploration using ChatGPT on the same "center" as one conducted by I-Wheel-trained facilitators. Joel's comment, "***That's amazing!***" summarizes the results best. Further experiments tested all the Strategic Exploration Tools. More information on these experiments is detailed at the end of this report.

An Implications Wheel exploration typically contains 12 or more "first-orders" and "arcs," resulting in over 300 specific implications. Examples on the website include five completed "arcs" with **Desirability** and **Likelihood** scoring. For these "12 - 2 - 60" Scouting Journeys, Chat GPTs, developed for the Strategic Exploration Tools, are prompted to:

- Create a "center" using structured questions from a T.I.P.S. Tracking "Interrogation."
- Generate 12 "first-order" implications (with some "experimental" alternatives).
- Based on the selection of one "positive" and one "negative" first-order implication, generate a complete "arc" containing five "second-order" implications and five "third-order" implications for each "second-order" (*An "arc" with 31 implications*).
- Suggest several possible "points-of-view" for scoring.

The end of this report includes more information on the Chat GPTs, including references to the experiments. ***Responses from the Chat GPTs included here are presented unedited (Exceptions Noted).***

I. Create a “Center”

Evaluate the possible implications of the continuing growth, challenges, and newest trends and innovations related to youth engaging in online sports betting.



Background on Youth and Online Sports Betting

1. Rapid Market Expansion:

Online sports betting has seen exponential growth due to technological advances, legalization trends, mobile access, and aggressive marketing. Youth—particularly males aged 15–24—are increasingly targeted through gamified interfaces, sports influencer promotions, and social media integration.

2. Accessibility and Anonymity:

Unlike traditional gambling, online platforms offer 24/7 access with minimal regulatory friction. Young users often bypass age restrictions using fake IDs or shared accounts.

3. Cognitive and Developmental Vulnerability:

Adolescents and young adults are more susceptible to impulsive decision-making and addictive behaviors due to ongoing brain development, particularly in regions responsible for risk evaluation and self-regulation.

4. Regulatory and Ethical Dilemmas:

Governments and platforms are struggling to balance economic incentives with rising public health concerns. Regulation is often patchy, reactive, or under-resourced, especially when it comes to cross-border digital operations.

5. Emerging Trends and Innovations:

- **Micro-betting** (wagering on small, real-time game events) increases engagement and risk.
- **Cryptocurrency integration** allows semi-anonymous transactions.
- **Machine learning algorithms** optimize user engagement, potentially exacerbating addictive behavior.
- **Esports betting** and fantasy sports are drawing younger, tech-native demographics.

6. Challenges and Controversies:

- Underage access and lack of identity verification.
- Normalization through mainstream sports and celebrity endorsements.
- Mental health crises linked to financial loss, addiction, and social isolation.
- Insufficient education on gambling harms in school curricula.

II. Generate “First-Order” Implications

What are the possible implications of the continuing growth, challenges, and newest trends and innovations related to youth engaging in online sports betting?



Here are first-order implications of the continuing growth, challenges, and emerging trends and innovations surrounding youth engagement in online sports betting:

- 1. One possibility is** increased revenue volatility for online sportsbooks due to the high churn rates and inconsistent betting patterns associated with youthful, impulsive users.
- 2. One possibility is** the emergence of adolescent-specific gambling addiction treatment services within public and private mental health sectors, reflecting rising clinical demand.
- 3. One possibility is** the erosion of traditional sports integrity due to increased susceptibility of young bettors to engage in match-fixing or insider exploitation via peer networks.
- 4. One possibility is** *the accelerated development of AI-powered behavioral risk analytics by betting platforms, ostensibly for harm reduction, but potentially also used to deepen engagement among at-risk youth.*
- 5. One possibility is** *the normalization of gambling behaviors within digital youth culture, particularly through memes, influencer content, and esports affiliations, shifting peer group norms around risk and money.*
- 6. One possibility is** backlash-driven legislative crackdowns introducing age-gating technology, advertisement bans during live sports, and legal penalties for platforms enabling underage betting.
- 7. One possibility is** the proliferation of underground or decentralized betting ecosystems using blockchain to evade national gambling restrictions, disproportionately attracting tech-savvy youth.
- 8. One possibility is** deteriorating academic performance and educational engagement among high school and university students due to chronic betting-related distractions and financial stress.

9. One possibility is a rise in financial product innovation targeted at recovering youth losses, such as microloans or "gambling recovery" fintech tools—creating new ethical and regulatory grey zones.

10. One possibility is reputational damage to professional sports leagues that permit or promote betting partnerships, especially in light of youth-related harm revelations.

11. One possibility is increased intergenerational tensions within families as parents struggle to understand and manage their children's digital betting behaviors, leading to family system strain.

12. One possibility is the co-opting of educational and mental health institutions by betting operators through “responsible gambling” campaigns that subtly reinforce platform legitimacy.

Prompt: Let’s look at this from the point of view of teenagers.

ChatGPT said:

Excellent. Viewing this phenomenon from the **Point of View of Teenagers**, we’ll explore implications that reflect their motivations, constraints, values, and lived realities. Here are direct, first-order implications of online sports betting growth, trends, and challenges as *they may manifest for youth themselves*:

1. One possibility is the gamification of betting blurs the distinction between entertainment and financial risk, causing teenagers to conflate gambling with skill-based play.

2. One possibility is *increased peer status associated with betting knowledge and wins, creating microcultures of informal expertise and hierarchies based on perceived risk mastery.*

3. One possibility is exposure to volatile emotional cycles—rapid wins and losses—contributes to mood instability and emotional dysregulation during key developmental stages.

4. One possibility is teenagers begin to use gambling wins as a primary source of income, especially in economically precarious settings, reinforcing precarity with illusionary financial autonomy.

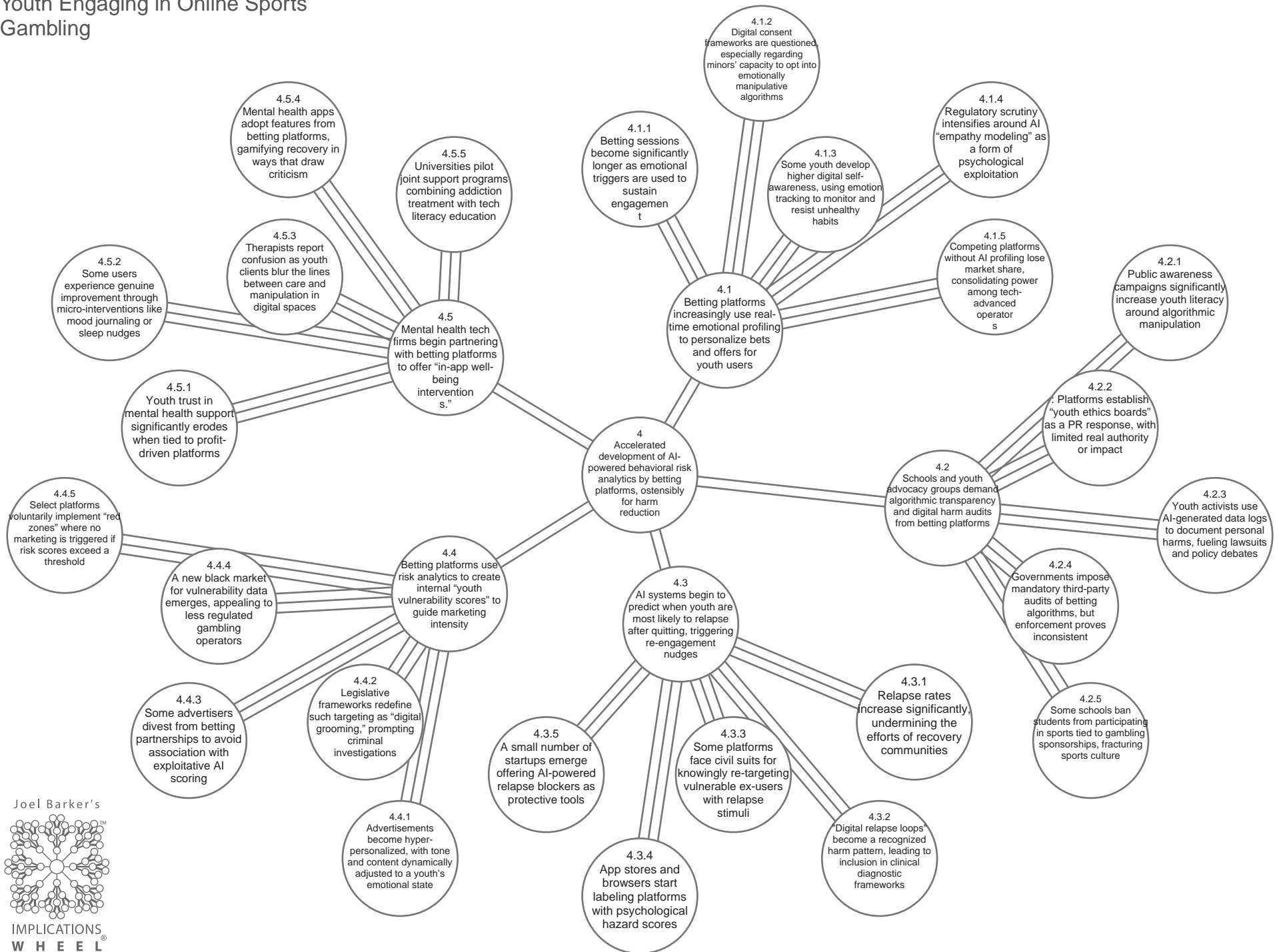
- 5. One possibility is** digital identity formation becomes entangled with betting platforms, particularly as teens use avatars, leaderboards, and shareable wins to perform social capital online.
- 6. One possibility is** adolescents experience increased anxiety related to hiding their gambling activity from parents, educators, or authority figures, intensifying secrecy and isolation.
- 7. One possibility is** false perceptions of control emerge due to algorithmic design that simulates predictability, leading teens to believe betting success can be reliably replicated.
- 8. One possibility is** casual exposure to cryptocurrency through betting platforms creates premature confidence in high-risk, decentralized financial systems without foundational literacy.
- 9. One possibility is** *a growing distrust of adult-led narratives around gambling harm, as teenagers perceive those warnings as out of touch with their personalized, digital-native experiences.*
- 10. One possibility is** the formation of betting-related trauma narratives among teens, including financial loss, relational breakdown, and compulsive behavior, shaping early adult identity and worldview.
- 11. One possibility is** teenagers begin to associate specific sports, teams, or players not with athletic excellence but with betting performance, altering how they engage with fandom.
- 12. One possibility is** that educational disengagement intensifies among youth who mentally prioritize betting outcomes over academic achievement due to real-time engagement and dopamine feedback loops.

III. Generate “Second- and Third-order” Implications

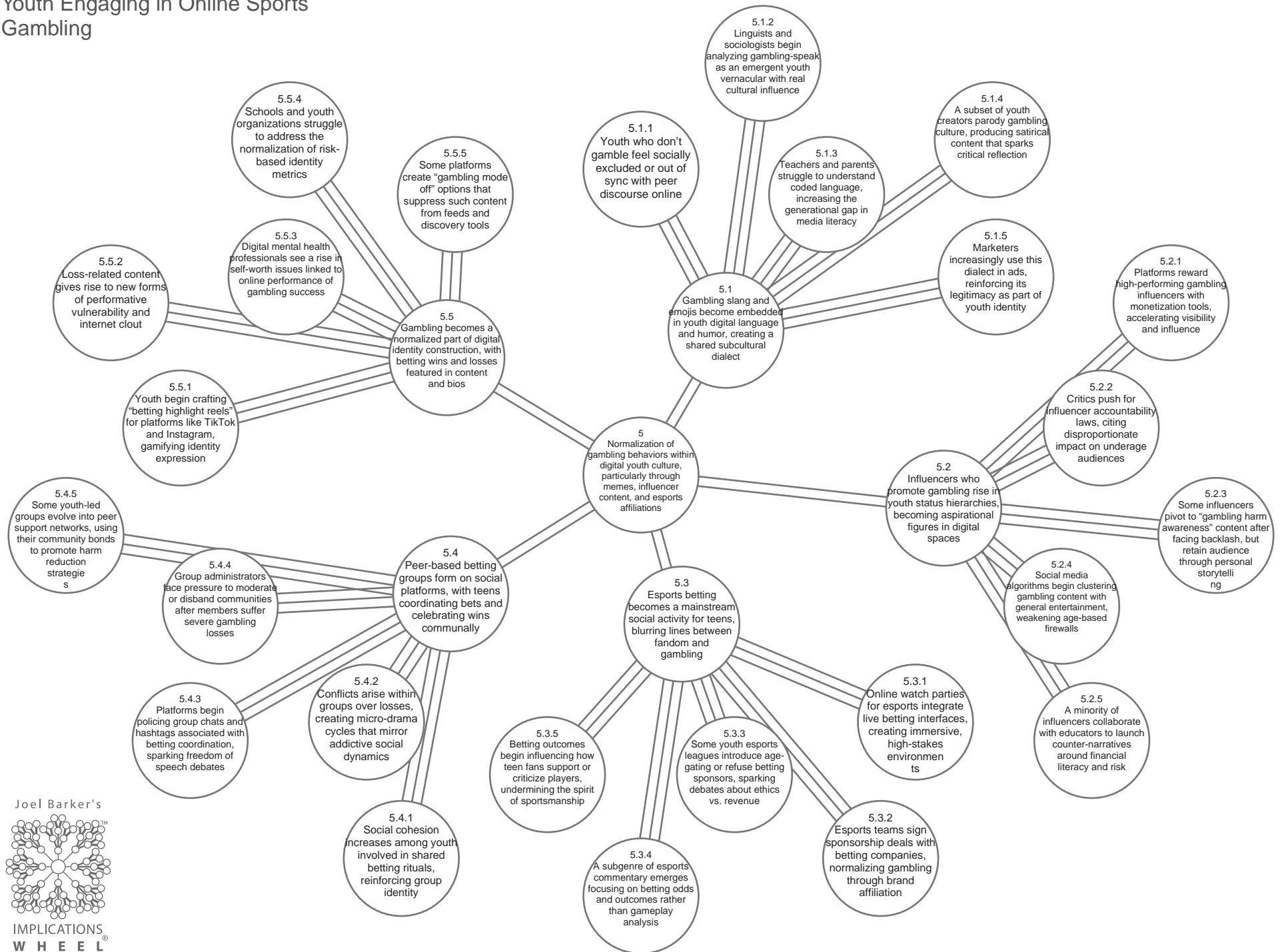
Note: One “positive” and one “negative” first-order was selected from the original ChatGPT first-orders AND then from the second set generated from the “teenage” point-of-view.)

The “arcs” presented here are generated by the **Implications Wheel “Arc” Explorer** GPT. They were then entered into the Implications Wheel software to generate the “arc” graphic presentation. Minor editing for these implications was done to increase clarity and compliance with Implications Wheel rules for specificity. For example, words like “will,” “may,” and “might” have been deleted because all implications are presumed to be preceded by: **“One possibility is...”**

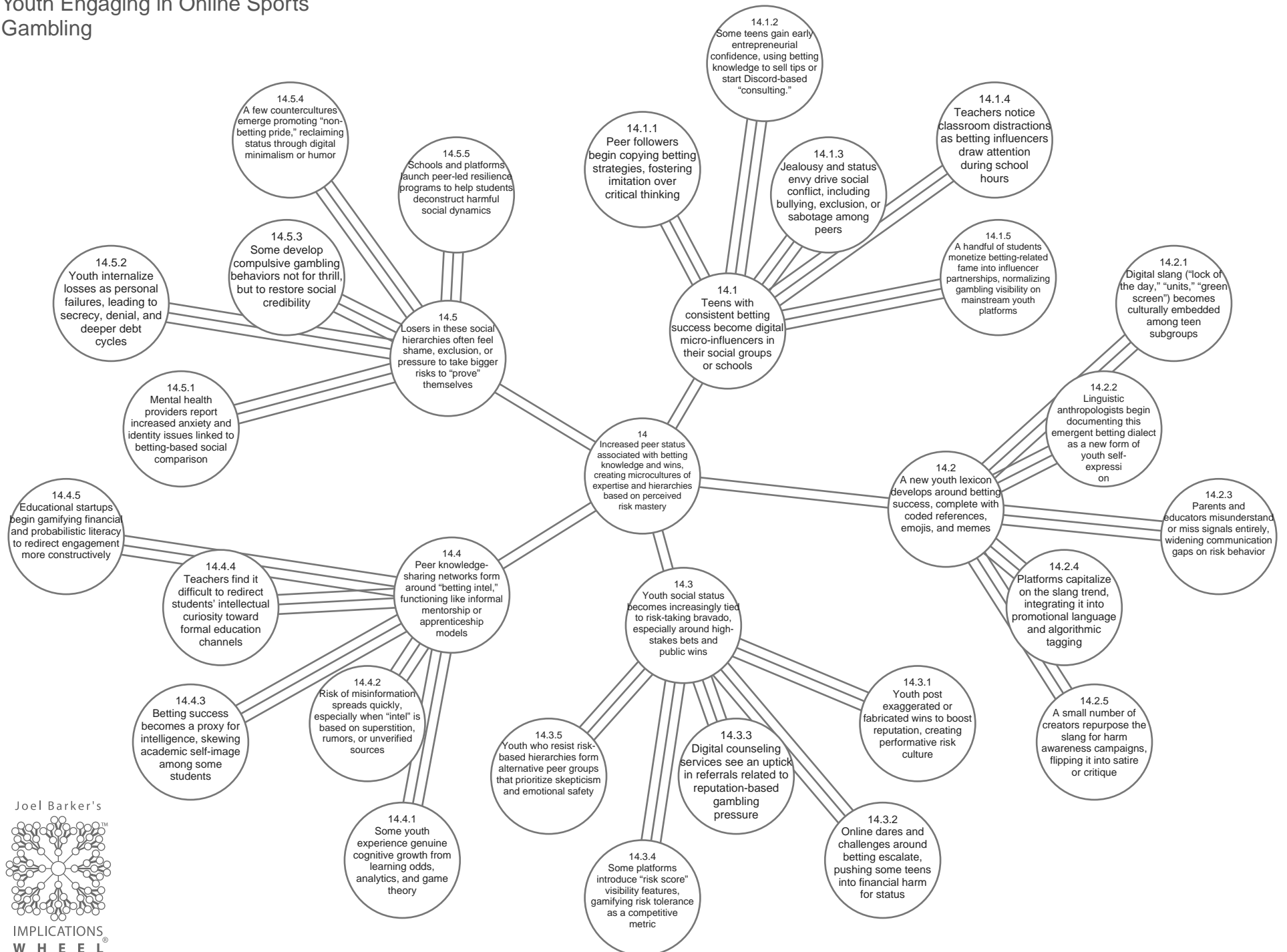
Youth Engaging in Online Sports Gambling



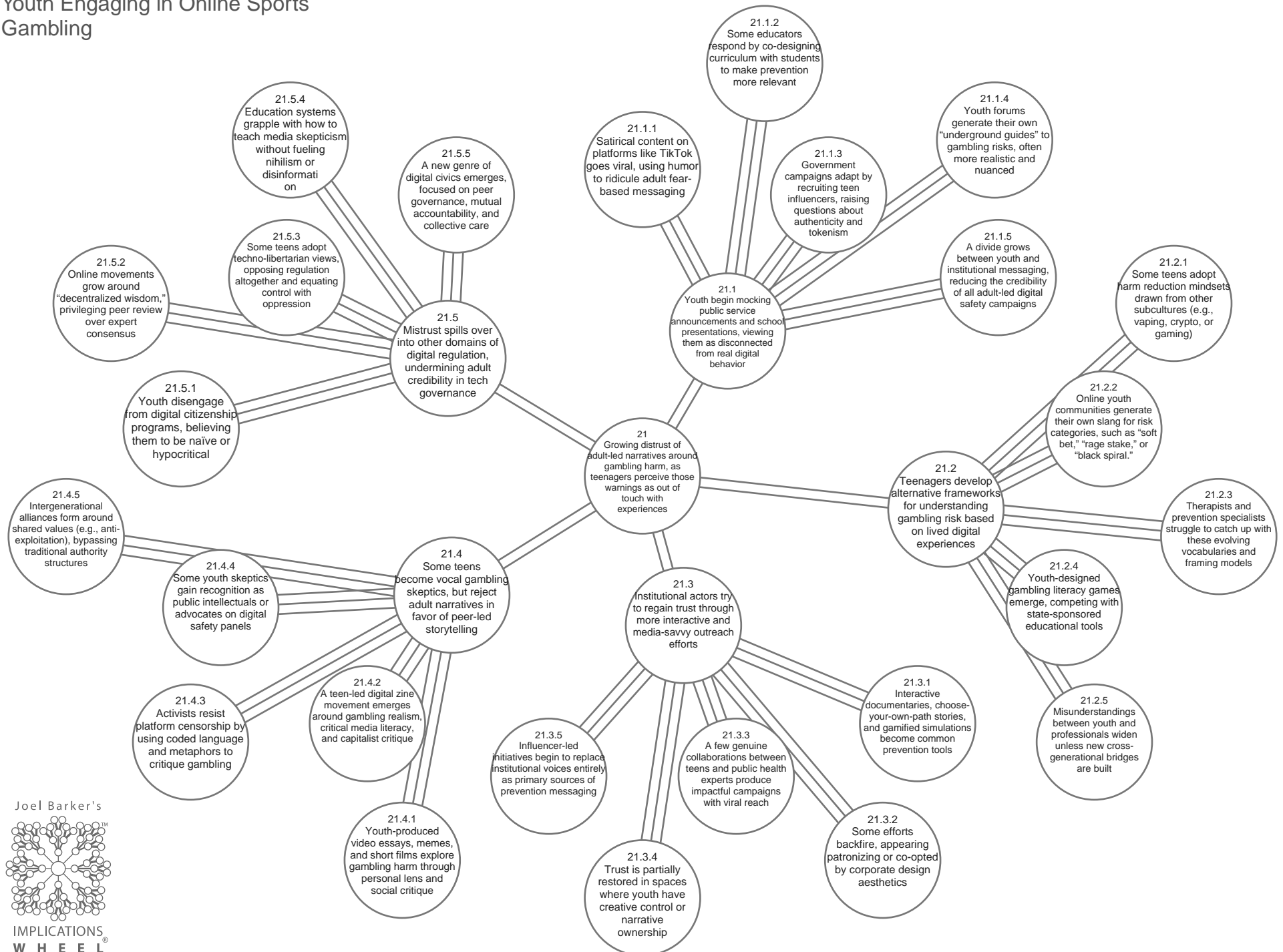
Youth Engaging in Online Sports Gambling



Youth Engaging in Online Sports Gambling



Youth Engaging in Online Sports Gambling



IV. Identify Scoring Possibilities

The Implications Wheel features scoring for desirability and likelihood from a specified "point of view." What are some possible "points of view" for scoring this exploration?

ChatGPT said:



When using the Implications Wheel to evaluate the desirability and likelihood of outcomes, identifying appropriate "points of view" is critical for contextualizing the scoring. These points of view depend on the stakeholders or entities most affected by or interested in the exploration. Here are some possible perspectives:

Societal Points of View

- 1. Teenagers**
Focuses on identity, risk behavior, peer pressure, emotional impacts, and digital literacy.
- 2. Parents and Families**
Looks at implications through the lens of family dynamics, supervision struggles, trust erosion, and emotional strain.
- 3. Educators and Schools**
Considers impacts on academic focus, school discipline, social interactions, and curriculum needs for digital and financial literacy.
- 4. Mental Health Professionals**
Evaluates implications around diagnosis, treatment trends, service demand, and youth-specific addiction patterns.
- 5. Policy Makers / Regulators**
Scores implications based on legislative urgency, enforceability, public health ethics, and cost-benefit analysis of interventions.

Economic Points of View

- 6. Online Sports Betting Industry**
Scores implications based on revenue, user acquisition, brand risk, and long-term regulatory viability.

7. **Youth as Emerging Economic Agents**

Focuses on the economic precarity, consumption habits, and entrepreneurial spin-offs (e.g., crypto use, side hustles).

8. **Insurance and Financial Sectors**

Evaluates from the lens of financial risk modeling, fintech innovation, debt exposure, and youth default rates.

Ethical & Cultural Points of View

9. **Digital Rights Advocates / Tech Ethics**

Looks at autonomy, algorithmic manipulation, and rights to online safety and informed choice.

10. **Sports Fans and Cultural Purists**

Considers how betting disrupts the traditional meanings of sport, fandom, and collective rituals.

Broader Systemic Points of View

11. **Global Public Health Organizations**

Evaluates large-scale patterns of addiction, youth development, international cooperation needs, and prevention strategies.

12. **Tech and Data Ethics Communities**

Focuses on how data-driven engagement systems intersect with minors' cognitive vulnerabilities.

Application in the Implications Wheel

Choosing multiple points of view ensures a holistic exploration of the desirability and likelihood of various outcomes, highlighting potential trade-offs and conflicts among different stakeholders. Each perspective will prioritize certain outcomes differently, enabling nuanced and actionable insights.

Note: *An Implications Wheel Scoring experiment (on new AI Legislation) was conducted with “arcs” from an exploration scored by the Chat GPT, trained I-Wheel Facilitators, and an AI Expert. The results, summarized in a report noted at the end of this report, demonstrated that the Chat GPT could score implications from a specified point-of-view. Different scoring views and examples were also part of the February and March 12-2-60 Reports.*

V. Scoring

For this 12-2-60 report, the Implications Scorer GPT was asked to score the 24 “first-order” implications from three different “points of view:” **Teenagers, Parents, and Sportsbooks.**

The Implications Wheel Scoring for “Desirability” (**D**) is from +5 to -5 and for “Likelihood” (**L**) from 1 to 9.

Scoring Summary: First-Order Implications

#	Implication Summary	Teen D	Teen L	Parent D	Parent L	Sportsbook D	Sportsbook L
1	Volatile sportsbook revenue	+1	7	+1	7	-2	7
2	Youth addiction services emerge	+3	6	+5	6	-1	6
3	Sports integrity erodes	-3	4	-4	4	-4	4
4	AI behavioral tracking	-2	8	-3	8	+4	8
5	Gambling is normalized in youth culture	+2	9	-5	9	+5	9
6	Legislative crackdowns on platforms	-3	6	+4	6	-5	6
7	Underground crypto betting rises	+2	5	-4	5	-3	5
8	Academic disengagement	-4	7	-5	7	0	7
9	Fintech tools to recover losses	+1	6	0	6	+1	6
10	League reputation suffers	-1	5	+1	5	-3	5

11	Family conflict over gambling	-4	8	-5	8	-2	8
12	“Responsible gambling” campaigns	-2	7	-3	7	+3	7
13	Gamification of gambling	+3	9	-4	9	+5	9
14	Peer status from betting knowledge	+2	8	-3	8	+4	8
15	Emotional volatility from betting	-3	8	-5	8	+2	8
16	Gambling as primary income	-2	5	-5	5	0	5
17	Digital identity linked to betting	-1	7	-4	7	+3	7
18	Anxiety and secrecy around gambling	-4	8	-5	8	-2	8
19	False perception of control	-3	7	-4	7	+2	7
20	Early crypto exposure via betting	+2	6	-3	6	+3	6
21	Teens distrust anti-gambling adults	-1	7	-4	7	+1	7
22	Gambling trauma in youth	-5	6	-50	6	-50	6
23	Fandom becomes betting-focused	-2	7	-3	7	+4	7
24	School disengagement intensifies	-4	8	-5	8	-3	8

There are several interesting observations here, particularly differences in the “Teenage vs. Parents vs. Sportsbook” points-of-view.” This is a valuable component to an exploration and part of the “When the Scouts Return” campfire discussion with leadership.

VI. Scoring Exercise

In **12 – 2 – 60 Scouting Journey** reports, an opportunity to interact with the exploration will be included.



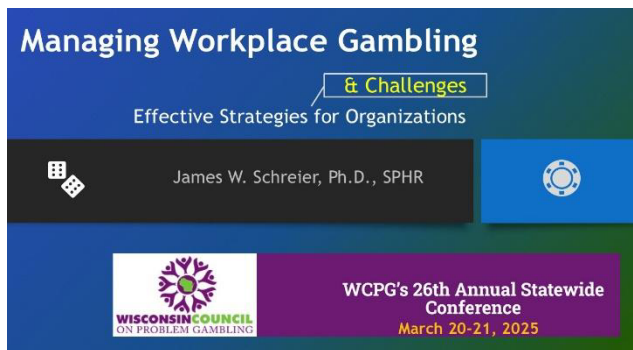
This is an exercise frequently conducted with audiences during an introduction to the Implications Wheel. It also introduces participants to evaluating the implications of an exploration.

1. Review the four “arcs” included earlier in this report.
2. Select a scoring “point-of-view” from the list of suggestions generated by ChatGPT or...
3. Point-of-View:
4. Identify, based on the “point-of-view” and your assessment, the three most important **negative** implications and the three most important **positive** implications.

VII. Special Reports

This topic was chosen for the April 12-2-60 Report series for several reasons including multiple strategic explorations on gambling issues and particularly:

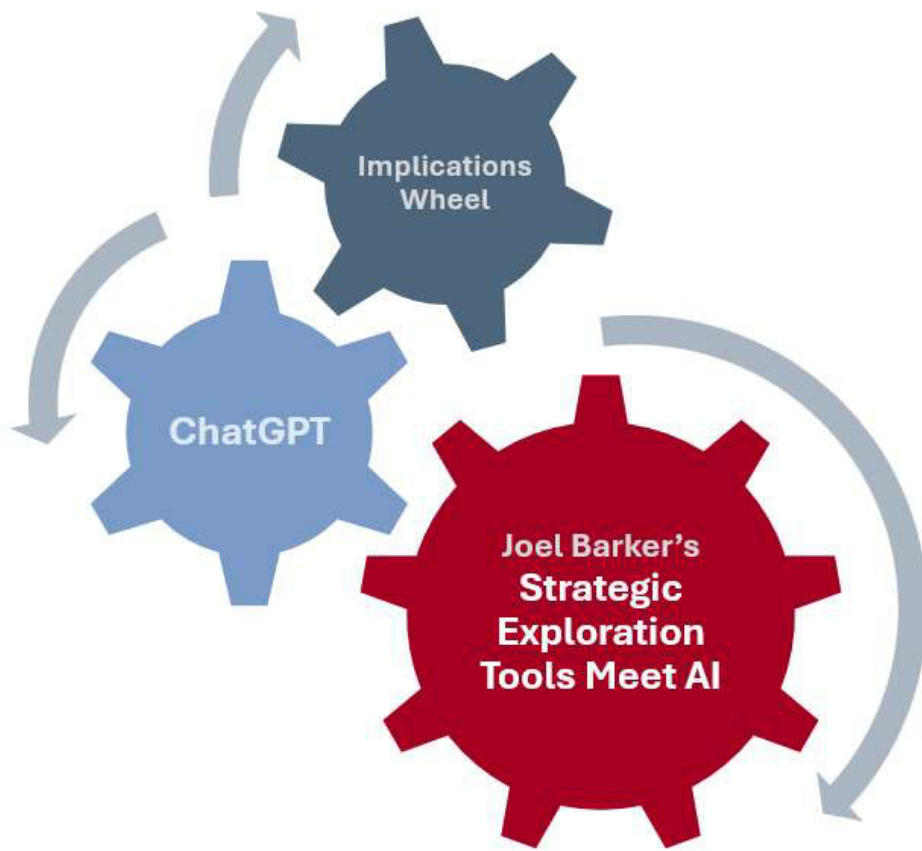
- A presentation at the WCPG 2025 Annual Conference.
- A WCPG Webinar on Sports Gambling
- A Special **Paradigm Parables** report on “**Online Sports Gambling and Online Gaming**”



These presentations and reports are available at hr-tracks.com



A report cover with a white background. At the top left is a 3D cube showing a scene of people in a cave. To its right is a diagram showing "ONLINE SPORTS GAMBLING ADDICTIVE" and "ONLINE GAMING ADDICTIVE" converging. The title "Online Sports Gambling and Online Gaming" is in large black font, followed by the subtitle "A Supercharged Behavioral Loop". Below this is "A Paradigms Parables Special Report" and the author's name "James W. Schreier, Ph.D. SPHR". At the bottom left is a small image of a book cover titled "PARADIGM SHIFT". At the bottom right is a quote: "To ignore the power of paradigms to influence your judgement is to put yourself at significant risk." by Joel Barker.



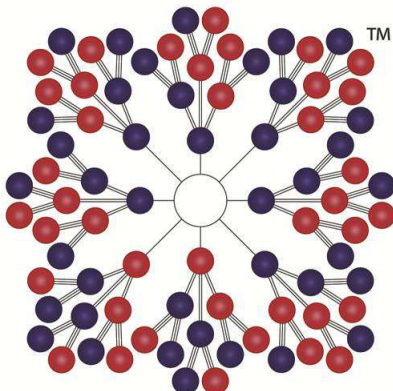
Coming Next

A 12 - 2 - 60
Scouting Journey

Report #25-05

What are the possible implications of the emerging trend and identified issue of an AI Skills Gap and Digital Divide?


Joel Barker's



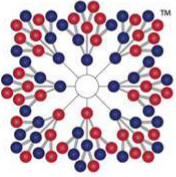

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The Implications Wheel[®] will give you a substantial advantage in finding, recognizing, and securing your future.

Joel Barker



Meets the Implications Wheel™

"Amazing!" (Joel Barker)

An Implications Wheel™ – ChatGPT Experiment



This report compares an exploration developed by I-Wheel facilitators to the same topic explored by ChatGPT.

Key observations include the identification of identical and similar implications plus the need to actively “facilitate” the work of ChatGPT.



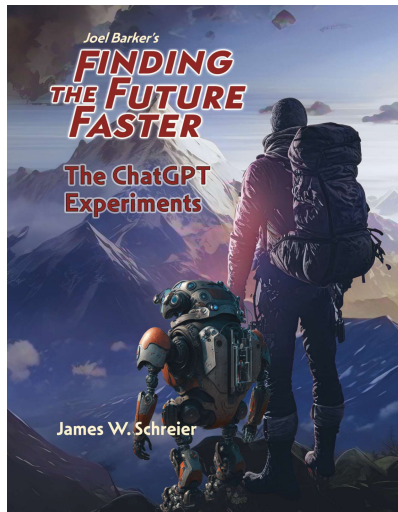
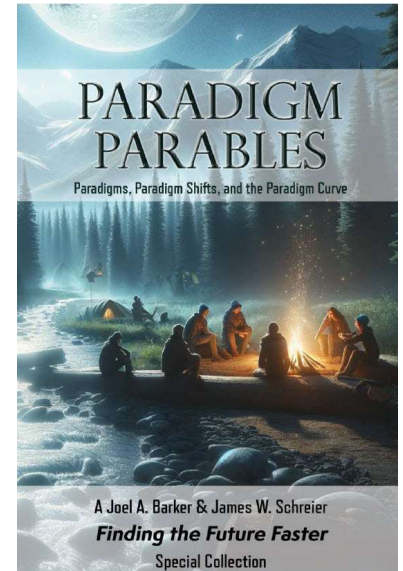
This special publication contains multiple examples of paradigms, paradigm shifts, and applications of the paradigm curve.



This special publication contains experiments and examples of how ChatGPT works with Joel’s Strategic Exploration tools.



SCAN TO REQUEST MORE INFORMATION!



There are six Chat “GPTs” developed and trained based on Joel Barker’s Strategic Exploration Tools.

Strategic Exploration

GPT Guides



Future Insight

*A strategic exploration GPT for interrogating trends, innovations, and paradigm shifts. It uses a formal set of questions based on the **T.I.P.S Tracking** Interrogation process.*



Implications Explorer

Expert-level GPT for direct, specific, first-order implications.



Implications Wheel “Arc” Explorer

Generates a 5 x 5 Implications Wheel Arc.



Implications Scorer

Scores implications for an “Arc” of an Implications Wheel. A specific point-of-view is specified to begin the scoring.



Campfire Inquiry

A structured inquiry of Implications Wheel results, based on “When the Scouts Return.”



Barriers, Bridges, Information Needs

Generates possible decision strategies for specific I-Wheel Implications