How to gamble: Information and misinformation in books and other media on gambling

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Abstract

Currently a large number of books, videocassettes and computer programs are available to teach people how to gamble. This article is an examination of this wealth of information. The paper begins by describing the number and types of materials on how to gamble available in an online catalogue and in libraries and bookstores (Study One). The paper then turns the discussion to an examination of the accurate and inaccurate information found in a sample of these materials (Study Two). The studies found that the majority of the material available was on skilled games, but a sizeable number of materials on non-skilled games were also found. The quality of these materials ranged from pure nonsense to accurate. The best materials found were in books on gambling in general and in materials on how to play poker. This paper includes a catalogue of the accurate and inaccurate information found in the books as well as a series of reviews on a number of books, Web sites and other gambling-related material.

Keywords

gambling; erroneous beliefs; public information

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"response from an audience who doesn't feel like they're being listened to, so they create their own content". Vis agreed, explaining that most measures taken to identify and combat misinformation are centered around text. Dealing with images is harder because memes are "often shared to quickly comment on news events" or as a way to "speak truth to power".