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для психоло  
Тагаева С.  
рухта тәрби

## SOCIAL PEDAGOGY

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### TOPICAL ISSUES OF GAMBLERS IN KAZAKHSTAN

#### ABSTRACT

This article describes the development of gambling in Kazakhstan and foreign countries. The author reveals a brief history of gambling, reasons, ways of dependence on gambling, the phases and symptoms of patients with gambling, as well as points on the way to solve this problem in the CIS and Kazakhstan. The article contains the classification of Gamblers by the International Classification of Diseases Gamblers (USA). According to the PCCG on PVC «Center for medical and social rehabilitation» (Kazakhstan) – the organization of health care, and prevention work and to provide specialized medical care, as well as medical and social rehabilitation of patients who use the harmful effects of alcohol and (or) other surfactants and dependent on alcohol and (or) other surfactants.

**Key words:** Compulsive gambling, Gamblers, Gambling, classification, Kazakhstan

Gamblers, or game addiction, gambling (from Lat. Homo ludens – man playing) – «pathological gambling, which is frequently repeated episodes of gambling that dominate the life of the subject and leading to a decrease in social, occupational, physical and family values. «According to the International Classification of Diseases Gamblers included in the list of diseases.

In the American classification of mental disorders (DSM-IV, 1994) diagnosis of pathological gambling is put in the presence of five or more items of the following symptoms. The presence of 2 to 4 points is considered as the initial phase of development Gamblers. 1 absorbed with the game, for example, are constantly in my thoughts returned to the past experience of the games, deliberately refuses to play or, on the contrary, anticipating and preparing for the implementation of the next opportunity to play, or is considering a way to get money for this. 2 continues to play with the ever-increasing rise rates to achieve the desired visual sensations. 3 made repeated but unsuccessful efforts to control their addiction to the game, playing less or even stop. 4 show anxiety and irritability when trying to play less or even give up the game. 5 plays to escape from problems or take dysphoria (eg, feelings of helplessness, guilt, anxiety, depression). 6. Returned to the game the next day after a loss to recoup (the thought of losing is haunted). 7 Lie family doctor and others to conceal the extent of involvement in the game. 8 commits a criminal offense – such as forgery, fraud, theft, embezzlement in order to provide the tools to participate in the game. 9 jeopardize or even willing to completely break off relations with loved ones, quit work or school, to abandon the

career prospects. 10 In a situation of lack of money for the game puts the solution to the problems on other people.

Recently the problem of gambling becomes relevant in connection with the distribution of cash slot machines, the opening of the casino. All of them are beautifully decorated, which contributes to the effect of light suggestive possibilities of winning in a short time.

Arcades long been common throughout the world. So, back in the 1970-ies of XX century in England there is a problem of low admissions, up to the need for their closure, due to the increasing popularity of arcades. In the United States, according to R. Volberg (Volberg, 1998), the number of «problem gamblers» reaches 5% of the population. Data of other researchers (Ladouceur et al., 1988) indicate that only the first half of the 1990s, the number of problem gamblers in Canada has grown by more than 75%. Passion for games «hite» about 10% of people in the world. In the Netherlands, on 10 thousand drug addicts now account for 40 thousand Internet-dependent. Depending on the game suffers from about 0.5 to 1.5% of the population in developed countries – especially where legalized gambling business.

In this regard, many foreign researchers consider gambling a serious social problem, a threat to the population. The problem is compounded by the fact that during the game, in some cases there are relaxing, relieving emotional stress, distraction from unpleasant problems, and the game is considered as a pastime. And persons involved in the game, relatively often abuse alcohol and other psychoactive substances, that is included in the combined forms of addictive behavior that is dangerous. Computer games and speculative trading in the stock and currency markets, many also equate to gambling, especially due to the availability of such trade over the Internet.

For the «players» are typical of the difficulties of interpersonal relationships, frequent divorce, violation of labor discipline, frequent job changes. On the basis of this mechanism occurs gradually retract and become addicted. However, there is still debate continues – if gambling addiction or more of one of the forms of obsessive-compulsive disorder?

The reasons for the formation of Gamblers.

The main reasons for the formation of gambling are:

- ♣ Loneliness. The feeling of loneliness makes a person for the first time to resort to the game, and the resulting look and feel in the game forced to return to it once again.
- ♣ Frustration. Malaise causes a person to express themselves in the game. Being insufficiently implemented in real life, a frown, a man tries to put in a game where a lot easier to be a winner, than in real life. And the more successful it results in the game, the more he wants to return to it again and again.
- ♣ Sense of easy money. Once received a prize, and feeling the adrenaline rush of owning so easy to get money, a person tries to repeat his success in the game, which is often not possible.
- ♣ Easy yielding all sorts of dependencies. Gambling is a risk for people with any other addiction, such as drug / alcohol addicted.