

College Student Gambling Survey 2018 and 2023 Pre/Post Dataset

Public Use Codebook

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Dataset: De-identified college student gambling survey data from one university

Waves: 2018 and 2023

Prepared for: Shared data repository

Version: Data associated with Malkin & Stacey, 2026

1. Dataset Overview

This codebook documents a de-identified repeated cross-sectional dataset examining gambling behaviors, gambling-related harms, campus gambling perceptions, and related risk factors among college students at one university in 2018 and 2023.

The unit of analysis is the individual student survey response. The dataset should be described as a pre/post or repeated cross-sectional dataset, not as an individual-level longitudinal dataset, unless respondents were intentionally linked across waves and that linkage is documented elsewhere.

There were 555 valid observations for RecordedDate. The file contains original survey items, recoded/collapsed variables, and derived indicators for gambling prevalence, gambling frequency, problem-gambling risk, campus context, athletics involvement, and related behavioral health factors.

2. Recommended Data Citation

Suggested citation template:

Malkin, M. L., & Stacey, M. (2026). *College Student Gambling Survey: 2018 and 2023 Pre/Post Dataset [Data set]. The Scholarship*. <https://thescholarship.ecu.edu/home>.

3. Data Structure and Use Notes

Survey waves: The variable sample identifies survey wave: 0 = 2018 and 1 = 2023. The variable time is also labeled as the pre-post time period/year. Time is redundant and retained for legacy purposes.

Repeated cross-sectional design: Analyses comparing 2018 and 2023 should be framed as changes between two independent student samples, unless there is verified respondent-level linkage.

Missing data: System missing values indicate nonresponse, skip logic, or non-applicability unless otherwise specified. Some variables were not collected in both waves. In particular, drugs is labeled as a 2023-only variable and should not be used for direct 2018-2023 comparisons without that limitation being stated.

Derived variables: Variables ending in 1, variables labeled collapsed, and variables such as gambyear, gambyearlim, prevcoll, monthpls, and atriskrev are recoded or derived variables. Users should consult the Derived Variables section before using them.

De-identification: The dataset does not include direct identifiers. ResponseId is a random response that can be used to reference a specific respondent.

Small cell suppression: When reporting subgroup results, users should suppress or combine cells with very small counts to reduce re-identification risk, especially for athletes, Greek membership, rare gambling forms, and consequence items.

4. Common Coding Schemes

Coding scheme	Values / interpretation
Gambling frequency	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice / Once or More, Less than Monthly; 5 = Never
Binary yes/no	Most binary indicators use 0 = No / did not meet condition and 1 = Yes / met condition. Several variables have more descriptive labels, such as 0 = did not gamble and 1 = gambled.
Survey wave	sample: 0 = 2018; 1 = 2023
Overall prevalence	prev1: 5 = Daily; 4 = Weekly; 3 = Monthly; 2 = Once or More, Less than Monthly; 1 = Never
Collapsed prevalence	prevcoll: 1 = Non Gambler; 2 = Once or Twice; 3 = Monthly or more
Collapsed gambling frequency by activity	fantcoll, cardcoll, anicoll, sprtscoll, dicecoll, lottcoll, machcoll, bingcoll, stockcoll, sklcoll: 1 = Never; 2 = Less than monthly; 3 = Monthly or more

Class year	class: 1 = Freshman; 2 = Sophomore; 3 = Junior; 4 = Senior
Race	race: 1 = White; 2 = Black; 3 = Other/mixed. white: 0 = non-white; 1 = white
Age	age is labeled as scale, with value label 25 = 25 and over. Confirm whether ages below 25 are exact ages and 25 is a top-coded category.
Age first gambled	firstgamb: 1 = 11 and under; 2 = 12-14; 3 = 15-17; 4 = 18-20; 5 = 21 and older
Largest amount bet	lgstamtbet: 1 = Less than \$10; 2 = \$10-\$99; 3 = \$100-\$499; 4 = \$500-\$999; 5 = \$1,000 or more
Alcohol use rating	alcohol: 1 = Abstainer; 2 = Infrequent drinker; 3 = Moderate drinker; 4 = Heavy drinker; 5 = Problem drinker
Financial stress	finstress: 1 = No stress; 2 = Low stress; 3 = High stress; 4 = Overwhelming stress
Campus gambling problem rating	gambcamp: 1 = Not a problem; 2 = A minor problem; 3 = A problem; 4 = A major problem
SOGS problem-gambling category	gamdtype1: 1 = No problem gambling; 2 = Problem gambler; 3 = Pathological gambler

5. Derived and Recoded Variables

Variable(s)	Documentation note
gambyear	Dichotomous indicator for gambling in the last year on any form: 0 = did not gamble; 1 = gambled.
gambyearlim	Dichotomous indicator for gambling in the last year on traditional forms, not inclusive of stocks/bonds: 0 = did not gamble; 1 = gambled.
nogamb	Reverse of any gambling in the last year: 0 = gambled; 1 = did not gamble.
monthlygamb / monthpls	Indicators of monthly-or-more gambling. monthlygamb uses 0 = less than monthly and 1 = monthly or more; monthpls uses 0 = no and 1 = yes.
dailygamb / wklygamb / mnthgamb / onepgamb	Indicators of highest gambling frequency across forms: daily, weekly, monthly, or less-than-monthly gambling.
prev1 / prevcoll / prev_b	Overall prevalence variables. prev1 uses five-category frequency coding. prevcoll collapses to non-gambler, once/twice, monthly or more. prev_b is binary no/yes gambling.
Activity variables ending in 1	Dichotomous versions of original activity frequency variables: 0 = no; 1 = yes.
Activity variables ending in coll	Three-category collapsed versions of original frequency variables: 1 = never; 2 = less than monthly; 3 = monthly or more.
revsogs	Modified-SOGS composite score.
revsogs16	Collapsed SOGS question 16 indicator: 0 = no; 1 = yes.
noprobgamb / probgamb1 / pathgamb1 / atriskrev / gambtype1	Problem-gambling risk classification indicators based on SOGS. Confirm exact cut points used for problem and pathological gambling categories before public release.
pscore	Propensity score (predicted probability). Estimated probability of being in the 2023 sample rather than the 2018 sample. Conditional on observed covariates. Treatment variable=sample. Logistic regression. Covariates=male, class, white, age, athlete.
pweight	pweight is an inverse probability weight calculated from the estimated propensity score. Respondents in the 2023 survey wave were weighted by the inverse of their predicted probability of being in the 2023 sample, while respondents in the 2018 survey wave were weighted by the inverse of their predicted probability of being in the 2018 sample. These weights were created to support adjusted pre/post comparisons between the 2018 and 2023 survey waves based on observed differences in gender assigned at birth, class standing, race collapsed as White/non-White, age, and student-athlete status.

6. Variable-Level Data Dictionary

Coding values below are based on the cleaned dataset.

Administrative and survey wave variables

Variable	Label / description	Coding / values	Valid years	Notes
RecordedDate	Recorded date	DATE11 date variable	2018, 2023	Survey timestamp.
ResponseId	Respondent ID	String identifier	2018, 2023	De-identified respondent id.

time	Pre-post time period/year	Scale year variable	2018, 2023	Legacy sample identifier.
sample	Sample pre-post	0 = 2018; 1 = 2023	2018, 2023	Primary survey-wave indicator.
pscore	Pr(sample)	Scale propensity score	2018, 2023	pscore is the estimated propensity score for membership in the 2023 survey wave. It represents each respondent's predicted probability of being in the 2023 sample, conditional on observed covariates.
pweight	Propensity Score Weight	Scale weight	2018, 2023	pweight is the inverse probability weight derived from pscore. The weight was created to adjust 2018 and 2023 comparisons for observed differences in the covariates included in the propensity score model.

Original gambling activity frequency variables

Variable	Label / description	Coding / values	Valid years	Notes
fantasy	Played Fantasy Sports for Money	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
cards	Played Cards for Money	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
animals	Bet on Animals	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
sports	Bet on Sports	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
dice	Played Dice Games for Money	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
lottery	Played the Lottery	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
machines	Gambled on a Machine (such as slots, poker)	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
bingo	Played Bingo for Money	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
stocks	Traded stocks or bonds	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.
skill	Played games of skill for money (such as pool, bowling)	1 = Daily; 2 = Weekly; 3 = Monthly; 4 = Once or Twice; 5 = Never	2018, 2023	Original gambling frequency item.

Overall gambling prevalence and frequency variables

Variable	Label / description	Coding / values	Valid years	Notes
monthlygamb	Gambled monthly or more in last year	0 = less than monthly; 1 = monthly or more	2018, 2023	Derived indicator across gambling forms.
nogamb	Did not gamble in any way in last year	0 = gambled; 1 = did not gamble	2018, 2023	Reverse indicator of any last-year gambling.
gambyear	Gambled in the Last Year on any Form	0 = did not gamble; 1 = gambled	2018, 2023	Includes all gambling forms.
gambyearlim	Gambled in the last year on traditional forms	0 = did not gamble; 1 = gambled	2018, 2023	Traditional forms; excludes stocks/bonds.
dailygamb	Gambled Daily on any Form	0 = did not gamble daily; 1 = gambled daily	2018, 2023	Derived frequency indicator.
wklygamb	Gambled Weekly on any Form	0 = did not gamble weekly; 1 = gambled weekly	2018, 2023	Derived frequency indicator.
mnthgamb	Gambled Monthly on any Form	0 = did not gamble monthly; 1 = gambled monthly	2018, 2023	Derived frequency indicator.
onepgamb	Gambled less than Monthly on any Form	0 = did not gamble; 1 = gambled less than monthly	2018, 2023	Derived frequency indicator.

prev1	Prevalence overall	5 = Daily; 4 = Weekly; 3 = Monthly; 2 = Once or More, Less than Monthly; 1 = Never	2018, 2023	Five-category overall prevalence.
prevcoll	Collapsed prevalence	1 = Non Gambler; 2 = Once or Twice; 3 = Monthly or more	2018, 2023	Collapsed prevalence category.
monthpls	Monthly or more gambling	0 = no; 1 = yes	2018, 2023	Collapsed monthly-or-more indicator.
prev_b	Overall prevalence	0 = no; 1 = yes	2018, 2023	Binary prevalence indicator.

Dichotomous gambling activity variables

Variable	Label / description	Coding / values	Valid years	Notes
betsprts	Bet on sports dichotomous	0 = did not bet on sports; 1 = bet on sports	2018, 2023	Sports betting indicator.
fantasy1	Played Fantasy Sports for Money	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
cards1	Played Cards for Money	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
animals1	Bet on Animals	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
sports1	Bet on Sports	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
dice1	Played Dice Games for Money	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
lottery1	Played the Lottery	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
machines1	Gambled on a Machine (such as slots, poker)	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
bingo1	Played Bingo for Money	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
stocks1	Traded stocks or bonds	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.
skill1	Played games of skill for money (such as pool, bowling)	0 = no; 1 = yes	2018, 2023	Dichotomous activity indicator.

Collapsed gambling activity variables

Variable	Label / description	Coding / values	Valid years	Notes
fantcoll	Fantasy sports collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
cardcoll	Card collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
anicoll	Animal betting collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
sprtscoll	Sports betting collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
dicecoll	Dice games collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
lottcoll	Lottery collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
machcoll	Machine gambling collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
bingcoll	Bingo collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
stockcoll	Stocks collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.
sklcoll	Skill based collapsed	1 = never; 2 = less than monthly; 3 = monthly or more	2018, 2023	Collapsed from corresponding original frequency variable.

Gambling location and context

Variable	Label / description	Coding / values	Valid years	Notes
casino	Gambled at casino	0 = no; 1 = yes	2018, 2023	Location/context item.
track	Gambled at track	0 = no; 1 = yes	2018, 2023	Location/context item.
online	Gambled online	0 = no; 1 = yes	2018, 2023	Location/context item.
private	Gambled in private	0 = no; 1 = yes	2018, 2023	Location/context item.
reshall	Gambled at residence hall	0 = no; 1 = yes	2018, 2023	Location/context item.
gascon	Gambled at gas station or convenience store	0 = no; 1 = yes	2018, 2023	Location/context item.

Campus gambling environment

Variable	Label / description	Coding / values	Valid years	Notes
campprob	Gambling is a problem on campus	0 = gambling is not a problem on campus; 1 = gambling is a problem on campus	2018, 2023	Binary perception item.
campedu	Received campus education	0 = No; 1 = Yes	2018, 2023	Campus education exposure.

campscr	Received screening on campus for gambling	0 = no; 1 = yes	2018, 2023	Screening exposure.
camppol	Policy on campus about gambling	0 = no; 1 = yes	2018, 2023	Awareness/existence of policy; confirm item wording.
gambcamp	Gambling on campus rating	1 = not a problem; 2 = a minor problem; 3 = a problem; 4 = a major problem	2018, 2023	Ordinal perception item.

Demographics and student characteristics

Variable	Label / description	Coding / values	Valid years	Notes
male	Gender assigned at birth - male	0 = female; 1 = male	2018, 2023	Binary coding from sex assigned at birth item; other responses were excluded due to low n.
age	Age	Scale; 25 = 25 and over	2018, 2023	Truncated age.
race	Race	1 = white; 2 = black; 3 = other/mixed	2018, 2023	Collapsed race variable.
white	White, Caucasian	0 = non-white; 1 = white	2018, 2023	Binary race indicator.
class	Classification in school	1 = freshman; 2 = sophomore; 3 = junior; 4 = senior	2018, 2023	Academic class standing.
oncampus	Live on campus	0 = no; 1 = yes	2018, 2023	Housing variable.
greek	Greek member	0 = not Greek student; 1 = Greek student	2018, 2023	Greek-life membership.

Athletics and season-ticket variables

Variable	Label / description	Coding / values	Valid years	Notes
footst	Season tickets to football	0 = no season tickets; 1 = season tickets	2018, 2023	Season ticket holder.
baskst	Season tickets to basketball	0 = no season tickets; 1 = season tickets	2018, 2023	Season ticket holder.
hockst	Season tickets to hockey	0 = no season tickets; 1 = season tickets	2018, 2023	Season ticket holder.
basest	Season tickets to baseball	0 = no season tickets; 1 = season tickets	2018, 2023	Season ticket holder.
seasontix	Season ticket holder any sport	0 = no season tickets; 1 = season tickets	2018, 2023	Any season-ticket indicator.
othst	Other season ticket holder	0 = no season tickets; 1 = season tickets	2018, 2023	Other sport season-ticket holder.
athlete	Student athlete	0 = no; 1 = yes	2018, 2023	Athletics participation.
maleath	Male athlete	0 = no; 1 = yes	2018, 2023	Derived interaction/subgroup indicator.
malenoath	Male non-athlete	0 = no; 1 = yes	2018, 2023	Derived interaction/subgroup indicator.

Gambling age, amount, consequences, and SOGS risk

Variable	Label / description	Coding / values	Valid years	Notes
atrisk	SOGS >= 1	0 = not at risk; 1 = at risk SOGS > 1	2018, 2023	Sogs >=1
firstgamb	Age first gambled	1 = 11 and under; 2 = 12-14; 3 = 15-17; 4 = 18-20; 5 = 21 and older	2018, 2023	Age at first gambling.
lgstamtbet	Largest amount bet	1 = Less than \$10; 2 = \$10-\$99; 3 = \$100-\$499; 4 = \$500-\$999; 5 = \$1,000 or more	2018, 2023	Largest amount bet.
missclass	Missed a class due to gambling	0 = no; 1 = yes	2018, 2023	Gambling consequence.
behindschl	Behind in school due to gambling	0 = no; 1 = yes	2018, 2023	Gambling consequence.
regret	Feel regret due to gambling	0 = no; 1 = yes	2018, 2023	Gambling consequence.
forget	Forgetful due to gambling	0 = no; 1 = yes	2018, 2023	Gambling consequence.
argue	Argument due to gambling	0 = no; 1 = yes	2018, 2023	Gambling consequence.
trouble	Trouble due to gambling	0 = no; 1 = yes	2018, 2023	Gambling consequence.
hurt	Hurt due to gambling	0 = no; 1 = yes	2018, 2023	Gambling consequence.
nocons	No consequences	0 = no; 1 = yes	2018, 2023	Indicates no gambling consequences endorsed.
revsogs4-revsogs15	SOGS questions 4 through 15	0 = no; 1 = yes	2018, 2023	Individual SOGS items.
revsogs16_1-revsogs16_5	SOGS question 16 items 1 through 5	0 = no; 1 = yes	2018, 2023	SOGS multi-part item.

revsogs	SOGS composite score	Composite score; confirm range and scoring	2018, 2023	Problem-gambling risk score.
revsogs16	SOGS q16 collapsed	0 = no; 1 = yes	2018, 2023	Collapsed SOGS item.
noprobgamb	No problem gambling - SOGS	0 = no; 1 = yes	2018, 2023	Derived SOGS category indicator.
probgamb1	Problem gambler - SOGS	0 = no; 1 = yes	2018, 2023	Derived SOGS category indicator.
pathgamb1	Pathological gambler - SOGS	0 = no; 1 = yes	2018, 2023	Derived SOGS category indicator.
atriskrev	At risk - problem or pathological - SOGS	0 = no; 1 = yes	2018, 2023	Derived SOGS at-risk indicator.
gamdtype1	Gambler type collapsed - SOGS	1 = no problem gambling; 2 = problem gambler; 3 = pathological gambler	2018, 2023	Collapsed SOGS risk category.

Alcohol, drugs, gaming, financial stress, and mental health

Variable	Label / description	Coding / values	Valid years	Notes
alcohol	Alcohol use rating	1 = abstainer; 2 = infrequent drinker; 3 = moderate drinker; 4 = heavy drinker; 5 = problem drinker	2018, 2023	Alcohol use category.
drugs	Drug use only in 2023 data	0 = no; 1 = yes	2023 only	Do not use for direct 2018-2023 comparison unless documented as 2023-only.
gamedis	Internet Gaming Disorder Scale	Scale/composite; confirm range	2018, 2023	IGDS9-SF Summative Score (Pontes & Griffith, 2015)
vgdis	IGDS scores of 5	Scale/indicator; confirm coding	2018, 2023	5 on 5 or more IGDS9-SF items
disordgamer	Disordered gamer	0 = not disordered gamer; 1 = disordered gamer	2018, 2023	Derived gaming disorder indicator.
finstress	Financial stress rating	1 = No stress; 2 = Low stress; 3 = High stress; 4 = Overwhelming stress	2018, 2023	Financial stress category.
depanx	Depression or anxiety	0 = no; 1 = yes	2018, 2023	Mental health indicator
hangoveralc	Hangover from alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
missclassalc	Missed class due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
behindalc	Behind due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
regretalc	Regret due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
forgetalc	Forget due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
arguealc	Argument due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
unplsexalc	Unplanned sexual activity due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
noprotectalc	Did not use protection when having sex due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
propdamalc	Damaged property due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
troubpolalc	Trouble with campus or local police due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
alchurt	Hurt or injured due to alcohol	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
alcover	Required medical treatment for alcohol overdose	0 = no; 1 = yes	2018, 2023	Alcohol consequence.
alcharms	Count of harms due to alcohol	Count variable	2018, 2023	Count of alcohol harms endorsed.

7. IRB Statement

The 2018 data collection was approved by the IRB of the institution of study. The 2023 data collection was approved both by the IRB of the PI and the IRB of the institution of study. (Institution blinded for anonymity purposes.)