

Adolescent Online Gambling in South Korea: Prevalence, Risk Factors, and Prevention Strategies

Serim Kwon^{1*}

¹Seoul International School, Seongnam-si, Republic of Korea

*Corresponding Author: serim.kwon27@stu.siskorea.org

Advisor: Ashley Jin, ashleyjin@sophiaprep.com

Received June 18, 2025; Revised January 2, 2026; Accepted February 2, 2026

Abstract

Online gambling among South Korean adolescents has emerged as a significant public health concern with far-reaching social and psychological implications. This review article examined the growing phenomenon of adolescent online gambling in South Korea, analyzing its prevalence, characteristics, risk factors, and potential prevention strategies. The distinctive features of online gambling present unique risks to adolescents due to accessibility, anonymity, and immersive design elements that create heightened addiction potential compared to traditional gambling forms. The neurobiological vulnerability of adolescents makes them particularly susceptible to gambling addiction, as the developmental imbalance between reward-seeking systems and cognitive control mechanisms may progress to problematic behavior. Cross-cultural comparisons revealed both similarities and differences in adolescent online gambling patterns across countries, with South Korea showing higher prevalence rates compared to many Western nations. The psychological and social risk factors remained relatively consistent across cultural contexts, although they are exacerbated by Korea's high-pressure academic environment and widespread use of technology. The current review suggests that prevention strategies may be more effective when addressing multiple levels of influence, including school-based programs, family-based approaches, and policy interventions tailored to the unique needs of Korean adolescents. This review article aims to contribute to understanding the complex interplay between developmental vulnerabilities, environmental factors, and cultural contexts that shape adolescent gambling behaviors in a digital world.

Keywords: Adolescent gambling; Online gambling; Gambling addiction; Prevention strategies, South Korea

1. Introduction

South Korea has faced an increasing trend of adolescent online gambling activities in recent years, presenting significant public health and social concerns (Lee, 2023; Shin, 2023). Shin (2023) reported that between 2017 and 2021, a total of 7,063 students were treated at hospitals for gambling addictions, highlighting the severity of this issue. The same study also found that in a survey of 18,444 students, 26 percent reported engaging in online gambling in the last three months, and 4.8 percent were at risk for addiction. Online gambling among teenagers involves accessing websites to bet money on games ranging from strategic matches like poker to simple games such as rock-paper-scissors. These chance-based platforms with extrinsic rewards promote expenditure and addiction.

The COVID-19 pandemic notably accelerated this trend among Korean adolescents. During the 2020 outbreak, lockdowns and school closures increased adolescents' online presence and expanded access to illegal gambling platforms (Sohn & Son, 2024). According to recent data presented by the Health Insurance Review and Assessment Service, as reported by Lee (2023), the number of teenagers receiving medical treatment for gambling addiction surged by 75 percent in four years, from 65 in 2018 to 114 in 2022, with more than 110 teen gambling addicts seeking medical help just in the first eight months of 2023. Lee (2023) also presented findings from the Gender Equality and Family

Ministry's 2023 habit diagnosis survey on teens' internet and smartphone usage which revealed significant online gambling risk exposure among adolescents. Recent police data further confirmed this alarming trend, with thousands of minors identified to be involved in illegal online gambling (Korea Times, 2024).

Although research on adolescent online gambling has expanded, there remains gaps in the studies as they tend to examine specific factors such as prevalence, psychological characteristics, or pandemic-related alterations individually. With only a few works addressing and synthesizing these findings, there is limited comprehensive understanding on how these variables interact to shape gambling behaviors among Korean adolescents. This paper addresses the disparity through a narrative literature review that incorporates existing empirical findings across multiple levels of analysis to build an integrative understanding of online gambling of Korean youth.

To address the phenomenon and contextualize previous findings, the review draws on theoretical frameworks from criminology and behavioral science. Routine activity theory (Cohen & Felson, 1979) and the general theory of crime (Gottfredson & Hirschi, 1990) offered explanatory models for adolescent gambling behavior by examining both environmental factors and individual characteristics. These frameworks help contextualize the unique circumstances of Korean adolescents within the broader understanding of risk behaviors. This review article aims to address the growing concern of online gambling among South Korean adolescents by (1) summarizing recent empirical findings on the prevalence and predictors of adolescent online gambling in Korea, (2) applying established theoretical frameworks to explain observed patterns, and (3) situating the Korean experience within the global context of online gambling and adolescent risk behaviors. By integrating current knowledge on adolescent online gambling in Korea and identifying key risk factors, this review seeks to contribute to the development of effective prevention and intervention strategies.

2. Review Method

This study employed a narrative literature review approach to integrate existing research on adolescent online gambling in South Korea. Related sources were searched using major academic databases such as Google Scholar, PubMed, Scopus, and Web of Science. In addition, gray literature, used as supplementary, were obtained from Korean and international government reports, policy briefs, and credible news platforms.

Core search terms included combinations of “adolescent online gambling,” “adolescent gambling Korea,” “online gambling addiction,” “routine activity theory gambling,” “self-control theory gambling,” and “online gambling risk factors.” Studies published between 2010 and 2025 were prioritized to reflect the current trend of online gambling technologies and youth behaviors.

Inclusion criteria required that sources (1) focus on adolescents, (2) address online gambling behaviors or related psychological, social, or environmental predictors, (3) introduce empirical researches, theoretical contributions, or policy analyses relevant to South Korea or comparable international contexts, and (4) produced or reviewed by credible institutions. Studies that concentrated solely on adult gambling or lacked relevance to online gambling were excluded.

As research on adolescent gambling extends across criminology, psychology, public health, and education, a narrative review was chosen to integrate diverse findings and data into a coherent analytical framework. This allows for a holistic understanding of adolescent gambling in South Korea.

3. Literature Review

3.1 Defining Online Gambling

Online gambling is not limited to a nation's issue but represents a significant global challenge, with illegal sports betting alone accounting for an estimated \$1.7 trillion wagered annually worldwide (United Nations Office on Drugs and Crime (UNODC), 2021). For adolescents, online gambling encompasses activities conducted through online gambling platforms where money or valuables are wagered on games of chance or skill (Montiel et al., 2021). These activities include sports betting, casino-style games, poker, and simpler games such as rock-paper-scissors or ladder games, which are particularly popular among Korean adolescents. Online gambling differs from traditional gambling

in several key aspects that make it particularly problematic for adolescents. First, online gambling platforms offer unprecedented accessibility, allowing participation at any time and from any location with internet access (Kristiansen & Severin-Nielsen, 2022). The 24/7 availability eliminates the temporal and spatial barriers, creating continuous opportunities for engagement. Second, the anonymity of online environments removes social barriers and age verification obstacles that might otherwise prevent underage gambling. Users can create accounts with minimal verification, allowing adolescents to participate without effective age restrictions. Third, the digital nature of transactions makes it easier to spend money without the psychological impact of handling physical currency, potentially leading to greater expenditures (Montiel et al., 2021).

The structural characteristics of online gambling platforms further distinguish them from traditional gambling. These platforms typically feature rapid play cycles, immediate feedback, and frequent near-miss experiences that encourage continued play (Kristiansen & Severin-Nielsen, 2022). Many online gambling platforms also incorporate gamification elements such as leaderboards, achievements, and social features that increase engagement and normalize gambling behaviors. Additionally, the integration of gambling elements into video games and social media platforms creates a blurred boundary between gaming and gambling, potentially normalizing gambling behaviors among adolescents (Montiel et al., 2021). The technological infrastructure supporting online gambling has undergone significant evolution in recent years. Mobile applications enable seamless gambling experiences on smartphones and tablets, while cryptocurrency options provide transaction anonymity and sophisticated algorithms personalize experiences to target vulnerable users with behavioral incentives (Kristiansen & Severin-Nielsen, 2022). These technological advancements outpaced regulatory frameworks in many countries, creating challenges for the effective prevention of adolescent gambling. Online gambling operators employ various strategies to attract and retain users. These include offering free play or bonus credits to new users, creating the illusion of skill in games that are primarily chance-based, and using deceptive odds that appear more favorable than they are. The visual and auditory stimuli on online gambling platforms are carefully designed to maximize excitement and engagement, featuring bright colors, celebratory sounds, and animations that trigger the release of dopamine (Montiel et al., 2021).

3.2 Online Gambling Among Korean Adolescents

South Korea presents a unique context for examining adolescent online gambling, given its high internet penetration rate and widespread smartphone usage among adolescents (Lee, 2023; Shin, 2023). School therapists reported that approximately one-third of students experienced online gambling, indicating widespread participation among Korean adolescents (Shin, 2023). Additionally, the Ministry of Gender Equality and Family's 2023 habit diagnosis survey, presented by Lee (2023), found that many adolescents in South Korea were exposed to the risk of online gambling. This finding is particularly alarming given the legal prohibition of gambling for individuals under 19 years of age in South Korea. Despite these restrictions, adolescents access online gambling platforms through various means, including smartphones, internet cafes, and proxy servers that bypass government-imposed website blocks. Oh et al. (2023) conducted a network analysis of gambling behaviors among Korean adolescents using data from the 2018 national survey on adolescent gambling problems. Their study included 5,619 adolescents with gambling experience, of whom 524 primarily engaged in online gambling and 5,095 in offline gambling. They found that online gambling showed three times higher severity scores on the Gambling Problem Severity Scale compared to offline gambling, indicating the particularly addictive nature of online gambling platforms. The characteristics of online gambling platforms, including continuous availability, rapid play cycles, and immersive design elements, contribute to this heightened addiction potential (Kristiansen & Severin-Nielsen, 2022; Montiel et al., 2021).

Additionally, Oh et al. (2023) revealed distinctive psychological features associated with online gambling among Korean adolescents. Online gamblers were more likely to experience negative emotions related to their gambling behavior and demonstrate social isolation, specifically avoiding social interactions with non-gambling peers. This social withdrawal pattern distinguishes online gamblers from their offline counterparts, who often engage in gambling activities within social contexts. Their network analysis identified taking or stealing valuables to fund gambling as the most central symptom in gambling behaviors, demonstrating the notable connection between problematic gambling and delinquent behaviors. Korean adolescents typically access online gambling through simple games like rock-paper-

scissors or ladder games that are purely chance-based, as well as sports betting platforms. These platforms often employ colorful graphics, celebratory sounds, and near-miss experiences that are particularly appealing to younger users along with gaming elements. Recent law enforcement data further confirms the scale of this issue, with Korea Times (2024) reporting that 4,715 minors were identified participating in illegal online gambling during a special enforcement operation, accounting for 47.2% of all individuals involved in the crackdown. This statistic underscores the significant involvement of adolescents in online gambling and the challenges faced by authorities in addressing this growing concern.

3.3 Theoretical Perspectives from Criminology

Routine activity theory and the general theory of crime provide complementary insights into why adolescents engage in online gambling despite legal prohibitions. Routine activity theory, developed by Cohen and Felson (1979), proposed that crime is an outcome of everyday routines and interactions. The theory posits that crimes occur when three elements converge in time and space: a motivated offender, a suitable target, and the absence of a capable guardian. In the context of adolescent online gambling, these elements manifest as motivated offenders (adolescents seeking excitement, social status, or financial gain), suitable targets (easily accessible online gambling platforms), and absent capable guardians (limited parental supervision or ineffective regulatory mechanisms). South Korea's widespread smartphone availability and high-speed internet create conditions where these elements frequently converge, with the structural characteristics of online gambling platforms perfectly aligning with this framework. For instance, an adolescent lying in bed in his room at the end of the day may scroll through social media and encounter an advertisement or link to an online gambling site (a suitable target) with no parent nearby (absence of capable guardians) and a desire for a quick round of enjoyment after a day of academic stress (motivated offender). In this scenario, the daily routine creates easily accessible opportunities for adolescents, reinforcing the convergence of motivated offenders, suitable targets, and limited guardianship (Kristiansen & Severin-Nielsen, 2022).

The general theory of crime, posited by Gottfredson and Hirschi (1990), complemented this environmental perspective by focusing on individual characteristics, particularly self-control. This theory posits that low self-control, often developed early in life due to ineffective parenting, is the primary cause of criminal and impulsive behavior. Adolescents with low self-control tend to be impulsive, risk-taking, and present-oriented, making them more susceptible to the immediate rewards offered by online gambling platforms despite potential long-term negative consequences. Whereas routine activity theory explains when and under what conditions gambling opportunities arise, the general theory of crime uniquely states why certain adolescents are more likely to act on given opportunities. By highlighting personality traits such as impulsivity or poor self-regulation, the general theory includes an individual level analysis that routine activity theory fails to address. Such patterns align with empirical findings from Korean adolescent studies (see Oh et al., 2023). Sohn and Son (2024) further demonstrated how COVID-19 altered routine activities among Korean adolescents, creating conditions that increased online gambling participation. School closures increased online exposure while reducing in-person supervision, demonstrating how altered routines may facilitate gambling opportunities. Collectively, these theoretical frameworks provide a comprehensive understanding of adolescent online gambling by addressing both environmental factors (e.g., accessibility, opportunity, and lack of supervision) and individual characteristics (e.g., self-control, impulsivity, and risk-taking propensity). This integrated approach helps understand the particularly high prevalence and severity of online gambling problems among Korean adolescents and offers valuable insights for developing effective prevention and intervention strategies.

3.4 Comparative International Perspectives

Adolescent online gambling is a global phenomenon that manifests differently across various countries and regions. The prevalence of adolescent online gambling varies across countries. According to Montiel et al. (2021), international studies showed that between 0.77% and 57.5% of adolescents present some degree of problematic online gambling with Asian contexts generally showing higher participation than the West. Aricak (2019) reported that 12.4% of Turkish adolescents engaged in online betting, with 2.9% of the total sample classified as problematic users. The

study identified similar risk factors to those found in Korea, including male gender and peer influence, suggesting some universal vulnerability factors across cultural contexts. European countries showed varying patterns of adolescent online gambling. In Spain, Pérez-Albéniz et al. (2022) found significantly lower rates of problematic gambling among adolescents compared to Asian countries, while Kristiansen and Severin-Nielsen (2022) reported that Danish adolescents demonstrated high awareness of gambling advertising, with 43% seeing gambling advertisements at least once a day in media or elsewhere.

Illegal sports betting has created a massive, unregulated market that particularly appeals to vulnerable populations, including adolescents (see UNODC, 2021). This global illegal betting infrastructure facilitates adolescent gambling across national boundaries, with operators exploiting regulatory gaps between jurisdictions. Cross-cultural comparisons revealed that while specific gambling activities may differ, the psychological and social risk factors remain relatively consistent. Cross-cultural comparisons revealed similar psychological patterns were observed internationally (Oh et al., 2023). COVID-19 universally exacerbated online gambling problems among adolescents. Lockdowns and school closures led to increased time spent online, which created conditions that facilitated greater exposure to online gambling platforms across different countries (Sohn & Son, 2024). This global trend suggests that environmental factors can significantly influence adolescent gambling behaviors regardless of cultural context. Regulatory approaches also vary significantly across countries. While South Korea has strict legal prohibitions against adolescent gambling, enforcement challenges remain similar to those faced by other nations. The transnational nature of online gambling operations makes regulation particularly difficult, as highlighted by UNODC (2021), which noted that illegal gambling operators often exploit regulatory differences between jurisdictions. These international comparisons demonstrate that while adolescent online gambling is a global issue, its manifestations are shaped by local cultural, social, and regulatory contexts. Overall, the findings of prior studies suggested that understanding these variations is necessary for developing effective prevention and intervention strategies that address both universal and culturally specific aspects of adolescent gambling behavior.

3.5 Psychological and Developmental Factors of Adolescent Gambling

Adolescence represents a critical developmental period characterized by significant neurological, psychological, and social changes that increase vulnerability to problematic online gambling behaviors. Neurological development during adolescence is characterized by an imbalance between the reward-seeking limbic system and the still-maturing prefrontal cortex, resulting in higher levels of impulsivity and susceptibility to addiction (Pérez-Albéniz et al., 2022; Marchica et al., 2017). The developmental imbalance between reward systems and cognitive control mechanisms during adolescence creates a period of naturally lower self-control, making adolescents particularly vulnerable to the immediate rewards offered by gambling despite potential long-term negative consequences. This pattern aligns with findings from Montiel et al. (2021), who identified that adolescents across different cultural contexts use gambling as a coping mechanism for negative emotional states, with problematic gamblers reporting higher levels of depression and anxiety compared to non-gamblers. Pisarska and Ostaszewski (2020) further demonstrated that sensation seeking is significantly associated with gambling involvement among adolescents, with their longitudinal study showing that this personality trait predicts higher levels of youth gambling involvement over time.

Social and peer influences play a critical role in adolescent gambling behavior. Kristiansen and Severin-Nielsen (2022) found that male adolescents reported higher exposure to gambling advertisements than females, which reflects gender differences in gambling participation that persist across cultures. In the Korean context, Lee (2023) reported that teenagers are particularly vulnerable to online gambling addiction because they are familiar with the digital environment. Mental health experts cited in the report emphasized that gambling addiction can be especially problematic for neurological development of teenagers. The collective nature of Korean youth culture creates additional pressure to participate in trending activities, including online gambling. Aricak (2019) similarly found that all participants in his study of problematic online gambling among Turkish adolescents knew someone who bet online, with friends being the most frequently mentioned, followed by relatives, siblings, and parents. Identity formation, a central developmental task of adolescence, also contributes to gambling vulnerability. Adolescents often experiment with different identities and seek activities that provide a sense of maturity and adult status. Online gambling, with its

association with adult privileges and financial independence, can become attractive as a means of asserting autonomy. This developmental dynamic is particularly relevant in the hierarchical Korean society, where adolescents face significant academic pressure and limited opportunities for autonomous decision-making, which potentially makes gambling an appealing outlet for exercising control and independence (Oh et al., 2023; Sohn & Son, 2024). Pérez-Albéniz et al. (2022) found that gambling behavior was related to different mental health indicators, with adolescents who participated in gambling showing worse mental health outcomes compared to non-gamblers.

These psychological and developmental factors interact with environmental conditions in ways that can either mitigate or exacerbate gambling risks. South Korea's high-pressure academic environment, combined with widespread technological accessibility, creates conditions where online gambling serves as both a stress escape and an excitement source in highly structured adolescent lives (Oh et al., 2023; Shin, 2023). Financial technology facilitates adolescent gambling through mobile services in South Korea, such as Kakao Bank and Toss, without face-to-face verification, while many adolescents remain unaware that such activities constitute gambling (Shin, 2023). This technological environment creates particularly high vulnerability among Korean youth. Understanding these developmental vulnerabilities is essential for designing age-appropriate prevention strategies that address adolescents' unique needs and characteristics (Lozano & Rodriguez, 2022).

3.6 Prevention and Intervention Strategies for Adolescent Online Gambling

Addressing adolescent online gambling requires comprehensive prevention strategies targeting multiple levels of influence across individual, family, school, and policy domains. School-based prevention programs showed effectiveness in addressing adolescent gambling problems. Lozano & Rodriguez (2022) conducted a systematic review of 15 gambling addiction prevention programs implemented across Western countries, finding that all analyzed programs demonstrated positive results. The most successful programs focused on correcting gambling misconceptions, improving risk awareness, and addressing the emotional aspects of gambling behavior through comprehensive curricula that included self-esteem development, interpersonal skills, and problem-solving strategies. Media literacy training represents another prevention strategy, as Kristiansen and Severin-Nielsen (2022) found that 43% of Danish adolescents were exposed to gambling advertisements daily. Teaching adolescents to evaluate gambling advertisements and recognize marketing tactics critically can help them resist these influences (Messerlian et al., 2004).

Family-based interventions are essential components of comprehensive prevention strategies. Sohn and Son (2024) identified peer pressure and frequent gambling behavior among peers as predictors of problem gambling among Korean adolescents. Family approaches that strengthen parent-child communication about gambling risks and enhance parental monitoring of online activities serve as protective factors by enhancing supervision and awareness. Family support systems addressing emotional needs may be particularly beneficial for Korean adolescents. Interventions should focus on developing self-control skills among at-risk adolescents, enhancing decision-making abilities, impulse control, and future orientation to help resist immediate gambling gratification in favor of longer-term goals (Gottfredson & Hirschi, 1990). These skills are particularly important in the Korean context, where academic pressure may lead to gambling as a coping mechanism.

Policy-level interventions and technological solutions represent critical components of comprehensive approaches. These include stricter regulation of gambling advertisements targeting youth, enforcement of age verification requirements, restrictions on gambling-related content in popular platforms, age verification systems, blocking software, and spending limits on online transactions. The UNODC (2021) emphasized the need to strengthen legislation on the marketing of gambling products to underage youth and to coordinate international regulatory efforts to address operators exploiting jurisdictional differences. Lozano & Rodriguez (2022) emphasized the importance of forming coalitions among educational institutions, healthcare services, and regulatory bodies to establish effective prevention networks. These multi-level prevention strategies must be culturally responsive and tailored to the specific context of Korean adolescents, as the high academic pressure environment and widespread use of technology create unique risk factors that require targeted approaches.

4. Discussion

This review examined online gambling among South Korean adolescents, revealing key insights about prevalence, risk factors, and prevention strategies. The prevalence of adolescent online gambling in South Korea has increased significantly, especially with COVID-19 through altered routine activities and reduced supervision. This growth pattern aligns with international trends, where 0.77% to 57.5% of adolescents across various countries present problematic online gambling (Montiel et al., 2021). Cross-cultural comparisons revealed both similarities and differences in adolescent online gambling patterns. While specific gambling activities may differ across countries, psychological and social risk factors remain relatively consistent. However, prevalence rates appeared to be higher in Asian countries than in Western nations, suggesting that cultural and contextual factors influence vulnerability. Previous literature supported multi-level prevention approaches, with evidence demonstrating the effectiveness of school-based programs and family-centered strategies in addressing misconceptions about gambling and enhancing supervision. This review synthesized the findings of the existing literature, drawing on studies with varied methodologies and self-reported data, which limited direct comparisons. Future research would benefit from longitudinal studies that track the development of gambling behavior and experimental designs testing the effectiveness of prevention strategies in the South Korean context.

A closer examination at the literature reveals several key tensions. First, although emotional and psychological vulnerabilities appear across cultures, Korean adolescents exhibit higher prevalence rates than many Western groups. This disparity may stem more from contextual pressures such as intense academic environments and broader digital access rather than greater individual susceptibility. Second, although routine activity theory and the general theory of crime offer valuable insights, few studies integrate these frameworks. Research that examines how opportunity structures and self-control interact would deepen cross-cultural understanding. Third, international comparisons show that adolescents in Korea often encounter unregulated and illegal platforms, while Western youth engage with more tightly monitored commercial gambling environments. These regulatory differences likely shape the severity and patterns of adolescent gambling.

Reconnecting to the three aims outlined in the Introduction, this review (1) synthesized key empirical findings on Korean adolescents, (2) demonstrated how theoretical frameworks help interpret behavioral patterns, and (3) contrasted Korea's situation with global trends to highlight both universal and culturally specific risks. Collectively, these findings underscore the necessity of prevention strategies that respond to Korea's distinctive digital and social context while also drawing from international evidence.

5. Conclusion

This critical analysis assessed the phenomenon of online gambling among South Korean adolescents through multiple theoretical lenses. Empirical evidence demonstrated that online gambling platforms created distinct risk factors through their accessibility, anonymity, and immersive design elements (Montiel et al., 2021; Kristiansen & Severin-Nielsen, 2022). These features contributed to the addiction potential that exceeded traditional gambling forms. Routine activity theory and the general theory of crime provided valuable frameworks for understanding this phenomenon. The convergence of motivated adolescents, accessible gambling platforms, and limited supervision created conditions that facilitated problematic gambling behaviors. Neurobiological studies revealed adolescents' heightened vulnerability to gambling addiction due to the developmental gap between reward systems and cognitive control mechanisms.

South Korea exhibited higher prevalence rates than Western nations, with academic pressure and technological saturation amplifying vulnerabilities. COVID-19 further accelerated online gambling participation as school closures reduced supervision and increased digital engagement. Previous prevention studies suggest that multi-level approaches yielded the most promising results. School-based programs that addressed gambling misconceptions demonstrated positive outcomes across cultural contexts. Family-centered strategies that enhanced communication and monitoring proved particularly relevant in South Korea, where peer influence was a strong predictor of problem

gambling. Future research should examine the longitudinal development of gambling behaviors and evaluate culturally specific prevention strategies for Korean adolescents in online environments.

References

Aricak, O. T. (2019). Problematic online betting among Turkish adolescents. *Journal of Gambling Studies*, 35, 31-45.

Cohen, L. E., & Felson, M. (1979). Social change and crime rate trends: A routine activity approach. *American Sociological Review*, 44(4), 588-608.

Gottfredson, M. R., & Hirschi, T. (1990). A general theory of crime. Stanford University Press.

Korea Times. (2024, November 10). Police uncover over 4700 minors in crackdown on online gambling. https://www.koreatimes.co.kr/www/nation/2025/02/113_385994.html

Kristiansen, S., & Severin-Nielsen, M. C. (2022). Adolescent gambling advertising awareness: A national survey. *International Journal of Social Welfare*, 31, 263-273.

Lee, J. (2023, November 22). More Korean youth prone to online gambling addiction. The Korea Herald. <https://www.koreaherald.com/article/3264297>

Lozano, G., & Rodriguez, M. (2022). Systematic review: Preventive intervention to curb the youth online gambling problem. *Sustainability*, 14, 6402.

Marchica, L., et al. (2017). Understanding the relationship between sports-relevant gambling and being at-risk for a gambling problem among American adolescents. *Journal of Gambling Studies*, 33, 437-448.

Messerlian, C., Byrne, A. & Derevensky, J. (2004). Gambling, youth and the Internet: Should we be concerned?. *The Canadian Child and Adolescent Psychiatry Review*, 13(1), 3-6.

Montiel, I., et al. (2021). Problematic online gambling among adolescents: A systematic review about prevalence and related measurement issues. *Journal of Behavioral Addictions*, 10(3), 566-586.

Oh, J., Kim, H., & Park, S. (2023). The core symptoms of adolescents online and offline gambling in South Korea using network analysis. *Psychiatry Investigation*, 20(5), 228-235.

Pérez-Albéniz, A., et al. (2022). Gambling in Spanish adolescents: Prevalence and association with mental health indicators. *International Journal of Environmental Research and Public Health*, 19, 129.

Pisarska, A., & Ostaszewski, K. (2020). Factors associated with youth gambling: Longitudinal study among high school students. *Public Health*, 184, 33-40.

Shin, H. Y. (2023, February 5). Online gambling addiction on the rise among teens. Korea JoongAng Daily. <https://koreajoongangdaily.joins.com/2023/02/05/national/socialAffairs/korea-gambling-online-gambling/20230205090018025.html>

Sohn, S., & Son, C. (2024). Online gambling patterns and predictors of gambling among Korean adolescents during the COVID-19 pandemic: A cross-sectional study. *Asian Nursing Research*, 18(1), 20-27.

United Nations Office on Drugs and Crime. (2021). Global report on corruption in sport: Illegal Betting and Sport. United Nations.