

# Influence of Online Gambling on Construction Site Productivity in Nigeria

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## Abstract

*There have been extreme issues of construction materials wastage and other serious matters as a result of ill productivity. Construction practitioners have found it difficult to learn from their mistakes, particularly with regards to the prevention, identification of influence of gambling as it affects productivity in construction industry. Yet, Online gambling have been the root cause of several catastrophic accidents that have resulted in the weak productivity and wastage of materials. So much emphasis is placed on the issue of time, motivation of workers that that Online gambling takes a back seat. This research examines online gambling and its effect on construction site productivity in Nigeria. This research justifies several mixed-mode research approaches and prior theoretical knowledge extracted from the literatures, case-study projects and visitation to construction sites. The paper further evaluates challenges of online gambling on workers and identify the impact of online gambling on construction site productivity. Types of online gambling used by construction workers were identified and classified using a structured questionnaire that explain the relationship between the factors and the elements. Findings were validated and supported by case study projects. This research equally pointed to ways of improving performance and project delivery including ways of curtailing design errors in construction industry and improved understanding of the occurrence.*

**Keyword:** Online Gambling, Construction, Productivity, Gambling

## 1 INTRODUCTION

Cabot, (1999) defines gambling as any activity in which a person risks something of value on the outcome of an uncertain event, in which the bettor does not exercise any control or is determined predominantly by chance. Online gambling also known as internet gambling is a general term for gambling using the internet while gambling itself involves risking something of value on an uncertain event in hopes of winning something of greater value. New development in digital technology have resulted in changes to how and where to gamble. Smart phones and tablets allow punters to place bets 24hours a day, 7 days a week from anywhere at home, 'on the go'and even from work. These new and unprecedented levels of access to gambling have implications for construction sites.

Site productivity, morale and company reputation are all likely to be affected if employees are engaged in excessive gambling. Employees themselves, their work colleagues and those near to them may suffer harm including psychological and financial distress. This project research looks at the issues around gambling and work places, and suggests ways for employees to address the

risk associated with problem gambling behavior. The research gives an overview of what we know about gambling and problem gambling on construction site in Nigeria, and examines why and how gambling can affect site productivity either in a positive or negative way.

The internet is central to how people find information, communicate and seek entertainment. Social media has a prolific influence in modern society, having grown over the past decade from the seeds of personal web pages, internet chat rooms and online forums into the array of social networking, blogging and media sharing websites we see across the internet today. The growth of the technology which supports social media has both advanced, and has been advanced, by a shift in internet use which has been termed. It suggests a distinct and separate form of internet capability and usage, shifting from passive viewing of online content developed by few, usually expert, web authors, to interactive, user-generated content which can be uploaded, shared and transformed by many web users regardless of expertise. Friends Reunited, launched in 2000, was one of the first social networking sites (SNS) to make a large impact in the UK (BBC, 2005), followed by sites such as Facebook, MySpace, LinkedIn and

Twitter. Online life is now no longer separate to offline. Not only do social networks allow online groups a further way to socialize, communicate or otherwise engage, but events occurring online are now newsworthy in their own right.

In Nigeria construction industry, online gambling has influenced in one way or the other on the productivity on construction site. There are evidences that most of the workers on site do involve themselves in gambling during working hour which has impacted negatively on the production quality, time management and the psychological stability of the workers on site.

Information was solicited mainly from contractor, building professional and other stakeholder in the construction industry.

A sizeable member of construction firm was visited to give a representable proportion that ensures fact and figure of the subject matter under study. Data collection will be by questionnaire.

## 1.1 RESEARCH HYPOTHESIS

$H_0$ : The challenges of online gambling on workers does not have significant effect on construction site productivity.

$H_1$ : The challenges of online gambling on workers has a significant effect on construction site productivity

## 2 LITERATURE REVIEW

Gambling has many different meanings depending on the cultural and historical context in which it is used. In western society, it usually has an economic definition, referring to 'wagering money or something of material value on an event within an uncertain outcome with the primary intent of winning additional money or material goods'. Typically the outcome of the wager is evident within a short period of time. Cabot (1999) defines gambling as any activity in which a person risks something of value on the outcome of an uncertain event, in which the bettor does not exercise any control or is determined predominantly by chance. The notion of online gambling is, like the phenomenon itself, relatively new. In the relevant literature the following expressions that describe gambling over the internet can be found: 'online

gambling', 'internet gambling', 'casino gaming on the internet', 'cyber gambling', 'online wagering' or 'remote gambling'. It should be noted here that two main types of gambling occur on the internet: gaming (casino style games) and betting or wagering (racing and sports events). The generic term 'gambling' refers to both types. The expansion of the online gambling market has seen a shift away from venue based gaming environments, for example casinos, pubs and TABs, and an expansion into the home and office (Griffiths et al, 2005).

Online gambling companies have quickly adapted and expanded their delivery platforms in response to recent developments in digital media. Gambling products have adopted new technologies such as smart phones and interactive television, soon after these technologies are developed (Phillips et al, 2010).

### 2.1 TYPES OF GAMBLING

**Betting:** There are various subsets of this form of gambling. The most widely available of these is fixed odds betting. This is the industry sector where an operator offers prices or odds on the chances of a particular outcome of an event or something that takes place during an event. The various prices on an event are usually called a market. These events are typically sporting contests i.e. whether in a football match a particular team will win, lose, or draw it, or a market within that event such as which team or individual is going to score the first goal.

**Casino and games:** This is the industry sector where operators offer games such as Blackjack, Roulette or virtual slot machines. Some games have fixed rules which determine their odds / margin / return to player. For example, the standard rules of Blackjack mean that there is an average gross margin (often called a "house edge" in the casino world) of less than 1% of turnover or amount bet when the player executes a perfect strategy. Other games such as Baccarat also have very low inbuilt margins. A game of European Roulette (where there are 36 numbered slots and one zero slot) has a house edge of only 2.7%. Other games such as virtual Slot machines may have slightly higher margins and payout rates, but on average an online casino and games portfolio will have a gross margin of circa 3% and a player gets an average of 97% of his amount bet back in winnings over the long term.

**Poker:** This is the industry sector where operators offer games of poker where players can play against each other (as opposed to the types of poker where the customer plays against the House in an online or land-based casino). There is a variety of different game types which are generally offered in two different formats: these are tournament poker and cash games (sometimes called ring game) poker. With tournament poker (either a scheduled tournament or a “sit and go” or instant tournament) a game may be described as say a ₦10 + ₦0.50, meaning that the player contributes ₦10 towards a prize pool that is shared between the winning players.

**Bingo:** Online bingo is the game of bingo ( US| non-US) played on the internet.

**Lotteries:** Most lotteries are run by governments and are heavily protected from competition due to their ability to generate large taxable cash flows. The first online lotteries were run by private individuals or companies and licensed to operate by small countries. Most private online lotteries have stopped trading as governments have passed new laws giving themselves and their own lotteries greater protection.

**MMM:** this is very lucrative compare to other types of betting. This is all about giving cash to get cash. You provide help to get help, helping those that are less privilege and at the end of the month you will get 30 percent of your input. Your macro grows daily for 30 days which gives a total of 30 percent at the end of the month.

## DATA PRESENTATION AND DISCUSSION OF RESULTS FINDINGS

**Table 1: Administration of Questionnaire**

Questionnaire	Number of questionnaire	Percentage (%)
Total administered	70	100
Total returned	58	82.86
Total unreturned	12	17.14

Table 1 above shows the total numbers of questionnaires administer i.e. 70 which form 100% in which 58 numbers i.e. 82.86% are duly completed and return while 12 numbers i.e.

17.14% were not returned. Thus analysis was based on 58 that were returned and duly completed by respondents and it said satisfactory

**Table 2: Genders of Respondents**

Gender	Frequency	% Percent	Percent Cumulative
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Male	45	77.6	77.6
Female	13	22.4	100
Total	58	100	
<b>Staff Strength</b>			
1-10	9	15.5	15.5
11-20	14	24.1	39.6
21-30	19	32.8	72.4
Above 30	16	27.6	100
Total	58	100	
<b>Qualifications</b>			
Diploma	22	38.0	38.0
First Degree	17	29.3	67.3
Second degree	8	13.8	81.1
Higher Degree	11	18.9	100
Total	58	100	
<b>Types of Companies</b>			
Small company 1-10	13	22.4	22.4
Medium company 11-50	18	31.0	53.4
Large company 115 & above	27	46.6	100
Total	58	100	
<b>Types of Respondent's</b>			
Contractors	21	36.2	36.2
Consultants	23	39.7	75.9
Client	14	24.1	100
Total	58	100	
<b>Professional Background</b>			
Architects	8	13.8	13.8
Builder	23	39.7	53.5
Civil/structural Engineer	19	32.7	86.2
Quantity Surveyor	8	13.8	100
Total	58	100	

**Source: Research Field Survey, (2017)**

The table above shows the respondents demographic. 77.6% were male while 22.4% of the respondents were female, this implies that both gender were represented. The result revealed that 15.5% falls within 1-10, 24.1% falls within 11-20, 32.8 falls within 21-30, while 27.6% responded to above 30 staff strength. 38% of the respondents have Diploma, 29.3% have first degree, and 13.8% have second degree while 18.9% of respondents have the highest degree. 46.6% of respondents works in large company (115 employees and

above), 31% works in medium company (11-50 employees) while 22.4% works in small company (1-10 employees moreover, result shows that 36.2% of respondents were contractors, 39.7% were consultants while 24.1% were clients. 13.8% were Architects, 39.7% were builders, and 32.7% were civil/structural engineers while 13.8% were Quantity surveyors. This is an indication that respondents have a technical knowledge of the subject matter.

**Table 3: Online Gambling Played by workers on site**

**1-Never 2-Sometimes 3-Uncertain 4-Most of the time 5-Always**

Online game	1	2	3	4	5	Mean	Rank
Pools	11	13	12	10	12	2.98	8
Lottery	4	17	6	13	18	3.41	4
Bingo	18	11	12	7	10	2.66	10
Keno	29	8	11	6	4	2.10	12
Gaming Machine	27	11	8	5	6	2.12	11
Tab betting	40	7	11	0	0	1.50	14
Race track betting	58	0	0	0	0	1.00	15
Internet casino games	17	14	0	14	13	2.86	9
Sport betting	6	10	4	24	14	3.52	2
Private gambling	11	6	10	15	16	3.33	5
Lotto	9	3	11	21	14	3.48	3
MMM	12	13	3	11	19	3.21	7
Baba Ijebu	6	7	5	17	23	3.76	1
Desk fund.com	38	9	7	4	0	1.60	13
Claritta.net	12	10	5	14	17	3.24	6

**Source: Research Field Survey, (2017)**

Table 3 above shows the mean and rank of online gambling played by workers on sites. These online games are ranked in order of magnitude (from the highest (1) i.e. most played games to the lowest (the least played game) using numerical figures).

From the table it can be deduced that Baba Ijebu game is mostly played by construction workers as it is given the first rank (1) with 3.76 mean score. Sport betting is ranked (2) most played online game with 3.52. The least ranked gambling played by workers on site is Race track betting which is not very common among construction workers.

**Table 4: Challenges of online Gambling on workers**

	YES	NO
Have you ever play any game online?	39	19
Have you ever gambled with money?	39	19
Do you ever loose time from work due to gambling?	32	26
Do you ever longer gambled than you have planned?	34	24
Have you ever gambled to get money to pay off your debts?	43	15
Have you ever gambled away your last money?	17	41
Have you ever borrowed money to finance your gambling?	25	33
Have you ever had problems sleeping due to gambling?	42	16
Have you ever felt a need to play more to get back your losses?	22	36
Have you ever sold anything to finance your gambling?	28	30
Have you ever lost track when gambling?	41	17
Have you ever neglected your obligations due to gambling?	37	21
Have you ever had depression or suicidal thought due to gambling?	30	28

Source: Research Field Survey, (2017)

### Research Hypothesis

$H_0$ : The challenges of online gambling on workers does not have significant effect on construction site productivity.

$H_1$ : The challenges of online gambling on workers has a significant effect on construction site productivity.

Test statistic: Bar chart

**Decision rule:** Reject  $H_0$ , if F calculated is greater than significant value of SPSS output.

Since F calculated values are greater than sig values which are 0.000 at all levels of the questions considered,  $H_0$  is rejected. Hence, the challenges of online gambling on workers has a significant effect on construction site productivity.

**Table 5: Impact of Online Gambling on Site Productivity**

**5-Strongly Agree 2-Agree 3-Uncecided 2-Strongly Disagree 1-Disagree**

<b>Impacts of online gambling On site productivity</b>	<b>5</b>	<b>4</b>	<b>3</b>	<b>2</b>	<b>1</b>	<b>Mean</b>	<b>Rank</b>
1. Gambling can be dangerous	19	14	10	7	8	3.50	7
2. Losing as a result of gambling has a Negative impact	27	20	11	0	0	4.28	4
3. Winning as a result of gambling have a positive effect	25	33	0	0	0	4.43	2
4. Gambling during working hour affects quality of production	18	19	7	9	5	3.62	6
5. Gambling of workers on sites causes Delay in project delivery time	16	28	14	0	0	4.03	5
6. Gambling on site has a negative effect on quality control	22	36	0	0	0	4.38	3
7. Winning games boost the performances of workers	38	14	6	0	0	4.55	1
8. Loosing leads to psychological and Physical harm	11	10	9	16	12	2.90	8

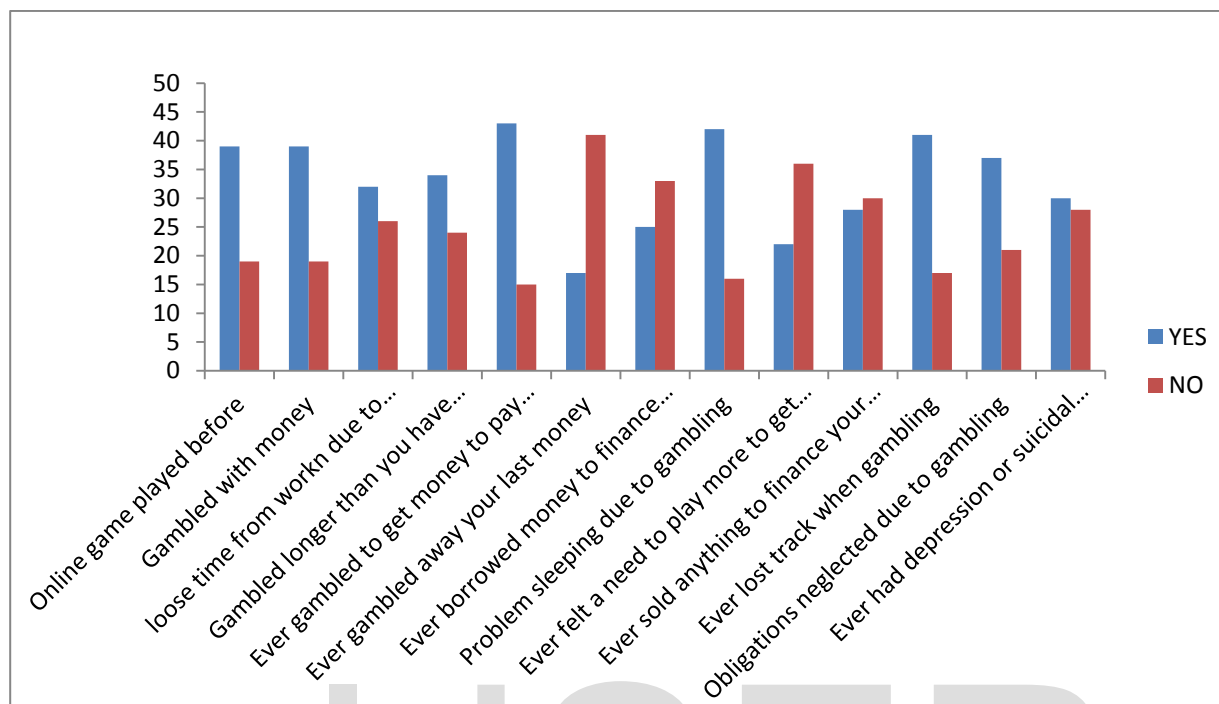
**Source: Research Field Survey, (2017)**

The table above shows the rank and mean score of the impact of online gambling on site productivity. Winning games boosts the performances of workers is ranked 1 it has a positive effect on site productivity as workers tends to work with zeal and happiness about the winning

result of the gambled game. Gambling on site has a negative effect on quality control is ranked (3) as it makes workers to lose concentration and focus. The least ranked (8) impact is; loosing leads to psychological and physical harm.



**Figure I**



Source: Research Field Survey, (2017)

### Impact of Online Gambling on Site Productivity

**Table 5: Challenges of Online gambling**

The chart above shows at a glance the responses of respondents on the challenges of online games. From the chart above, it can be indicated that there are higher responses in YES than NO responses; construction workers play online games with money, loses time from work due to gambling, gambles to get money to pay off their debts, had problem sleeping due to gambling, lost track when gambling, neglects their obligations due to gambling and had depression or suicidal thoughts at times due to gambling. However, NO responses is higher in last money gambled, this means that workers hardly gamble with their last money also, it can be indicated that workers do not borrow money frequently in financing gambling, workers also finds it difficult to play more at times to get back their losses because of the fear of losing again, construction workers hardly sell their properties to finance gambling as there are higher

responses in NO but this cannot be validated as the margin between YES and NO is close

### CONCLUSION

Gambling is inevitable. No matter what is said or done by advocates or opponents in all its various forms, it is an activity that is practiced, or tacitly endorsed, by a substantial majority of Nigerians. Many employers are not currently aware of the risks that some forms of gambling behaviour can pose to their workplace.

This study revealed that baba ljebe is the most played online games by construction workers been ranked no 1 with mean score 4.55, MMM ranked no 2 with mean score 3.21 while race track betting is lowest after been ranked 15 with mean score 1.0, it reveals further that online games has a significant effect on workers. The results gives a general indication that online gambling are been played by construction workers. This may be due



to the level of technology and access to internet. However the results shows that excessive gambling has a great negative effect on construction site productivity and the percentage of awareness of the dangers caused by online gambling on workers are still very low.

## RECOMMENDATION

The potential for gambling to cause harm to employees and their workplace means that

employers should raise awareness about the possible negative impacts of gambling. Employers should assess their workplace for possible gambling risks also employers may choose to adopt a workplace policy on gambling, similar to policies that exist for other risky activities (such as alcohol). Employers should consider ensuring that employees do not gamble using resources provided by the employer (such as a work computer or phone). Any workplace policy on gambling should be clear and available to employees.

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