References


Australian Institute for Gambling Research & LIRU (Labour and Industry Research Unit, University of Queensland). (1995). *The social and economic impact of gaming machines on Aboriginal and Torres Strait Islander communities in Queensland.* Paper prepared for the Department of Families, Youth and Community Care (Qld.).

Australian Institute for Gambling Research (1999). *Cultural diversity and equity of access to services for problem gamblers and their families in Western Australia.* Report prepared for the Racing and Gaming Commission of Western Australia.


Boreham, P., Dickerson, M., Walsh, M., Harley, B., & Hogan, B. (1996). *Problem gambling and criminal behaviour in Queensland: A report of the second year of the study into the social and economic impact of the introduction of gaming machines to Queensland clubs and hotels*. Brisbane: Department of Family and Community Services (Qld.).


Delfabbro, P.H. (2002). *The Distribution of Electronic Gaming Machines (EGMs) and Gambling-related Harm in Metropolitan Adelaide*. Report Commissioned by the Independent Gambling Authority of South Australia.


Di Dio, K., & Ong, B. (1997). “The conceptual link between avoidant coping style, stress and problem gambling.” In G. Coman et al. (Eds.), *Responsible Gambling a Future Winner: Proceedings of the 8th annual conference of the National Association for Gambling Studies* (pp. 91-100), Melbourne.


Ho, R. (2001). “Optimism bias and gambling” In A.Blaszczynski et al. (Eds.). *Culture and the gambling phenomenon: Proceedings of the 12th annual conference of the National Association for Gambling Studies* (pp. 188-203), Sydney.


Walker, M.B. (2000). “Strategies for winning on poker machines”. In A.Blaszczynski et al. (Eds.). *Culture and the gambling phenomenon: Proceedings of the 12th annual conference of the National Association for Gambling Studies* (pp. 391-396), Sydney.


