



Eagle Council 54

Saturday, 9/26/26

9:00 am

Speaker: Kavita Fischer, MD is a board-certified psychiatrist, physician leader, and public-health advocate based in Pittsburgh, Pennsylvania. Her work focuses on gambling addiction, digital gambling harms, and adolescent exposure in an era of legalized sports betting and gamified technology.

Dr. Fischer's story and expertise have been featured in *The Wall Street Journal*, *The Washington Post*, *Last Week Tonight with John Oliver*, NPR, and the Emmy Award-winning documentary series *Fault Lines*, among others. She serves on the board of the nonprofit organization Stop Predatory Gambling.

Drawing on both clinical expertise and lived experience, Dr. Fischer challenges industry narratives and advances evidence-based prevention, screening, and policy responses.

Title: *When All Things Become a Bet: What America's Children Are Learning from the Gamblification of Everything*

Outline:

- Today's children are growing up in a world where gambling-like experiences are embedded throughout daily life, from sports betting and online casinos to video games, social media rewards, fantasy sports, stock-trading apps, and increasingly, predictive markets that allow people to wager on elections, economic events, and current affairs.
- These platforms share the same psychological architecture, using uncertainty, variable rewards, near misses, social validation, and constant engagement to keep users coming back, while blurring the line between entertainment, investing, predicting, and gambling.
- As betting becomes normalized across sports, politics, finance, and digital culture, young people are learning that nearly everything can be turned into a wager, potentially altering how they view risk, achievement, decision-making, and even civic engagement.

- Parents, educators, healthcare professionals, and policymakers have struggled to keep pace with this rapid cultural shift, while powerful industries continue to expand products that monetize attention and human behavior.
- Protecting children does not require banning innovation or limiting freedom, but it does require establishing commonsense guardrails that prevent the commercialization of childhood and ensure that the next generation is not raised to see every outcome as an opportunity to place a bet.

Action Items:

1. **Restore Parents to the Front Line** Require clear disclosure of gambling-like features in apps, video games, and online platforms so parents know when children are being exposed to betting mechanics, loot boxes, predictive markets, or real-money wagering opportunities.
2. **Create Child-Safe Digital Standards** Establish age-appropriate guardrails that limit targeted gambling advertising, sports betting promotions, and gambling-related content directed at minors across social media, gaming, and streaming platforms.
3. **Teach Gambling Literacy and Harm in Schools** Just as we teach financial literacy and media literacy, students should learn how gambling products, prediction markets, loot boxes, and behavioral design techniques influence decision-making and risk-taking.
4. **Hold Industry Accountable** Require technology, gaming, sports betting, and prediction market companies demonstrate that products likely to reach minors are not intentionally designed to exploit developmental vulnerabilities in children and adolescents.
5. **Treat Youth Gambling Exposure as a Public Health Issue** Invest in research, prevention, screening, and early intervention so families, schools, pediatricians, and mental health professionals can identify problems before lifelong harms develop.