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Electronic gaming machines and gambling disorder:
a cross-cultural comparison between Brazil and the
United States

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TITLE PAGE
PSYCHIATRY RESEARCH

Manuscript: Electronic gaming machines and gambling disorder: a cross-cultural comparison between Brazil and the United States.

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ABSTRACT

Aims: The objective of this paper is to perform a cross-cultural comparison of gambling disorder (GD) due to electronic gaming machines (EGM), a form of gambling that may have a high

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