

## Wagers' Ideas On İddaa Who Accommodate Betting Game

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### Abstract

Many researchers who work on individuals' participation to sports as spectators have dealt with factors which affect participation to sports as four main perspectives such as attraction of competition, economic factors, socio-demographic factors and spectators' choices.

Target population of the study is dealers and Internet cafés which accommodate wagers İDDAA in Turkey. Sample of the study is consisted of 146 dealers of İDDAA and Internet cafés managers from Elazığ, Ankara, Malatya, Diyarbakır, Sivas, Kahramanmaraş, Gaziantep, Antalya, Kayseri and Giresun provinces.

As a result, it is stated that "Children play betting games even with their pocket money." item is at medium level "Medium" with ( $\bar{X}=3,09$ ) degree, "This game will soon be the most played one." item is at top level "Most" with ( $\bar{X}=3,69$ ) degree, "Letting people earn money easily makes an important role to become widespread on betting game." item is top level "Most" with ( $\bar{X}=4,12$ ) degree and "Playing İDDAA needs accumulation of knowledge and continuous follow up thus I think that gamers deserve money what they get from İDDAA betting game." It is ensued that most of the people who go Internet Cafés consist of teenagers. However habitués of Internet Cafés have to be above 15 years old legally, it is remarked that this rule is always broken.

**Keywords:** İddaa, Betting, Gamble, Game, Football

### Introduction

Football which is defined as the game of the centuries has been industrialized gradually by popularizing and massifying. Especially, professionalism is the most important bases of new football understanding. Football that arose from a life in which there is no need much money becomes a popular culture phenomenon surrounded by industry and a profession area in which much money is a must. Football, which has picked up steam each decade since 1950s, has become a phenomenon that attracts media's spotlight and societies take more notice on. Football has started to look like relationship that people get in touch with popular culture myths (Uztuğ et al., 2002).

Football game is a popular culture area which comes into our lives more and expands its place day by day. Football legalizes its dominance that achieved sovereignty all around the world, on Turkey as well. Society has been moving from a football lover society to being a football society point (Gösterişli, 2002).

Although some conceptual ideas and models have been developed in order to determine individuals' participation to sports, empirical studies directed to support these ideas and models have been appeared so far (Funk et al., 2003).

Shank (1999) states that various studies have been done on fanatics' motivation determiners, competition's attraction, economic factors, competitive factors, demographic factors, stadium factors, sports' social value, taking part in sports and supporters' identification related to participation of the spectators to the sports (Shank, 1999).

Wann (1995) collects basic motives related to watching football matches under eight titles as realizing oneself, differentiating daily life, having fun, getting excited, providing economic benefit, relishing esthetically, fulfilling belonging need and strengthening family bonds (Wann, 1995).

Many researchers, who study on individuals' participation to sport as spectators, have discussed factors which affect participation to the sports as four main bases such as competition's attraction, economic factors, socio-demographic factors and spectator's choices (Zhang et al., 1995; Zhang et al., 2000).

Reasons of watching football matches vary. As each branches' spectators may have different aim, definite sport branches' spectators may have different aims. General aims of spectators may come together under several topics. These are:

1. Enjoyment: Watching, commenting and evaluating competitions as individually or group in order to spend spare time.
2. Social Identity: According to Acet, football spectators seem as "congregation" in the meantime. Because spectators wander around with their teams' bandana and scarves have their teams colors and cheer leaders step up soul of community (Acet, 1997) this shows that express belonging emotion via sport channels.
3. Discharge: Doing sport is a means of discharging negative energy. In the meantime, sport spectators discharge in the same way. Cheering, singing songs altogether and feeling enthusiasm help to charge. Cataldi evaluates this sports function as "blow down" or "safety valve" (Cataldi, 1980).
4. Materialistic Expectation: İddaa (betting game), Sport Toto (football pools), Sport Lotto (lotto) and horse racing betting are evaluated to meet spectators' expectations on this area. These are constitutions that sport spectators try to supply materialistic expectations as organized and via official channels. Besides there is a custom among public that two people make a bet on a result of a competition which is known as "expense".

İddaa (Turkey's Official Football Betting Game) which is gist of our subject and General Directorate of National Lottery makes people play is a kind of game that players try to guess scores of related week's football matches on league table on coupon. Football matches declared via fixture are played by marking as to try football matches' scores on coupon or try to guess match result with first half. After purchasing coupon and fixture, İddaa is being played by making prediction at least 4 and at most 15 matches and marking 1 for home team's winning, 2 for away team's winning and 0 for on terms. 3triple-digits of these matches are marked on match code section on coupon. Then first half score and match result are guessed and marked across match code section. 2 forecasts might be marked for match result or first half, too. Hereby chance increases whereas gaining decreases. "ç box" means double chances in which across match code is marked as well. Providing that guessing favorite match for any matches, "b box" in which across match code is marked as well. Assuming that related guess results as an error, all coupons are accepted as lost.

In accordance with the law number 7258, authority of accommodating wagers in Turkey belongs to Head Office of Physical Training. Head Office might transfer its authority to state enterprise on approval. However, Head Office is not able to transfer its authority to a private enterprise. According to the same law, people who arrange betting unauthorized, distribute, sell and deal coupon or ticket related to betting, sentence someone to imprisonment are amerceable or sentenced to imprisonment from 2 months to two years. Thus, betting sites which perform service into Turkey's borders are illegal according to Turkish Laws whether they broadcast from abroad or not. Therefore, a new betting game named 'İddaa' is arranged by the government. Related to horse races, authority of accommodating wagers in Turkey belongs to Ministry of Agriculture and Jockey Club of Turkey. Accommodating other kinds of wagers belongs to General Directorate of National Lottery.

İddaa has even active 2070 dealers in Turkey. İddaa dealers carry interest %9 gross earnings and %7.3 net avails from total revenue. İddaa aims to increase its dealers till 4 thousand. (<http://www.iddaa.com>) İddaa pays premium 8 trillion lira of its 15 trillion lira revenue once a week. It is presumed that İddaa will have 360 million dollars market share in 2005 (Çağlayan, 2001).

Along with İddaa (betting game) is being played at dealers; matches are followed at Internet Cafés and from İddaa game newspaper supplements.

Within the historical process, initials of Internet Cafés have appeared in 1996 in our country. Along with Internet Cafés have narrow aimed in the first years, nowadays these places have reached till villages and its providing place, technology and aims are varied gradually (Oarr, 2007).

All kinds of gable can be played with desired person via Internet. Sites which make people gamble are supported by some countries whereas these sites are forbidden by some other countries. Even individual's country prohibits online gambling, s/he is able to gamble at other countries' gambling houses with credit cards via Internet (Bölükbaşı, 2003).

Betting men come together and shape their guesses by sharing last news related to world leagues and Turkey Super League and then they declare this information to the world via Internet. İddaa betting men, who follow match advancement and their teams' performances by visiting Internet Cafés before football matches, try to gain advantage for themselves before matches. Thanks to this study, İddaa (Turkey's Official Football Betting Game), which is the most common ways of supplying materialistic expectation from sports, accommodation wagers' dealers' and Internet Cafés managers' ideas on this betting game (İddaa) and its players/gamers are tried to be determined.

### Materials and Methods

This study's population is formed by dealers and managers of Internet Cafés that accommodate wagers in Turkey. Sample of the study is formed from 146 İddaa dealers and managers of Internet Cafés in Elazığ, Ankara, Malatya, Diyarbakır, Sivas, Kahramanmaraş, Gaziantep, Antalya, Kayseri and Giresun provinces.

In order to determine effective variance on playing İddaa betting game, personal interview and literature study on related area are done. Determined variances are shaped by expert opinions and a questionnaire form is formed as a result of these studies. To determine fans' point of view for each variance at questionnaire, 5 point likert scale which its options are such as "1=I don't agree at all, 2=I don't agree. 3=I am neutral, 4=I agree. 5=I totally agree." is used.

In order to acquire data of the study, a questionnaire is used which formed from 73 questions that 5 of them are related to demographic data. Front-end application questionnaire is applied for 15 İddaa dealers and Internet Café managers who are not included in survey content, data collection tool's validity and reliability studies are done by using data collected from this study. 68 items, placed in front-end questionnaire, of questionnaire's reliability coefficient is found as cronbach alpha 92.0.

Questionnaires which are applied to 170 people in total, after excluding wrong formed and under filled ones, applicable 146 questionnaire forms are put into perspective. SPSS 10.0 for Windows packet program is used in statistical evaluation of the study.

### Results

**Table 1: Participants' Findings and Comments Related to Demographic Data**

Participants' Education Status	f	%
Primary School	47	32,2
Secondary School	81	55,5
High School	14	9,6
University	4	2,7
Participants' Age Status		
21-27	7	4,8
28-35	23	15,8
36-43	72	49,3
44-51	40	27,4
52 year-old and above	4	2,7
Total	146	100

Considering participants' "education" status, %55.5 of them are Secondary School graduate, %32,2 of them are Primary School graduate, %9,6 of them are High School graduate and %2,7 of them are University graduates.

Considering participants' "age" status, %49,3 of them are between 36-43 year-old, %27,4 of them are between 44-51 year-old, %15,8 of them are between 28-35 year-old, %4,8 of them are between 21-27 year-old, %2,7 of them are 52 year-old and above.

**Table 2: Findings and comments on related to study results**

Statue of whether having been managed a chance game dealer	f	%
Yes, I have.	55	37,7
No, I haven't.	91	62,3
Statue of whether participants playing Iddaa (betting game) or not		
Yes, I play.	45	30,8
No, I don't play.	101	69,2
Statue of whether earning enough money by accommodating Iddaa (betting game)		
Yes, I earn enough money.	67	45,9
No, I don't earn enough money.	79	54,1
Total	146	100

Considering participants' whether "having been managed a chance game dealer", %62,3 of them express their opinion as "No, I haven't." and %37,7 of them express their opinion as "Yes, I have.". On considering participants' whether "playing IDDAA (betting game) or not", % 69,2 of them express their opinion as "No, I don't play" and %30,8 of them express their opinion as "Yes, I play.". On considering participants' whether "earning enough money by accommodating Iddaa (betting game)", % 54,1 of them express their opinion as "No, I don't earn enough money." and %45,9 of them express their opinion as "Yes, I earn enough money".

**Table 3: Participants', iddaa dealers and internet café managers, general ideas on iddaa**

Iddaa dealers and internet café managers, general ideas on iddaa	I don't agree at all.	I don't agree	I agree partially.	I agree	I totally agree.	X
Children play betting game even with their pocket money.	-	6,8	13,0	43,8	36,3	3,09
This game will be the most popularized game in the near future.	14,4	20,5	0,7	30,1	34,2	3,69
Letting people earn money easily makes an important role to become widespread on betting game.	0,7	20,5	2,8	37,7	38,4	4,12
Playing IDDAA needs accumulation of knowledge and continuous follow up thus I think that gamers deserve money what they get from IDDAA betting game.	13,0	18,5	30,1	5,5	32,9	3,26
Children can easily play this game on the Internet.	-	25,3	7,5	20,5	46,6	3,88
Dealers do not let children play betting game.	8,2	29,5	7,5	30,8	24,0	3,32
Internet Café managers do not let children play betting game.	11,0	26,7	6,8	32,2	23,3	3,30
These kinds of change games such as IDDAA are an important occasion to be rich.	27,4	56,2	16,4	-	-	1,89
I am against playing this game on the NET via credit card.	-	-	2,7	63,7	33,6	4,33
I believe in that games comprises betting is sin.	28,8	14,4	47,3	-	9,6	2,47
Everybody who is above 18 year-old should play this game conveniently.	0,7	11,0	8,9	38,4	41,1	4,08
Iddaa's (betting game) positive psychotherapeutic contribution to people is very high.	6,8	39,7	16,4	14,4	22,6	3,06
Possibility of winning a lottery prize in other chance games is quite a little.	33,6	36,3	17,8	12,3	-	2,08
Nettably bonus distribution from other chance games is very low.	43,2	25,3	23,3	8,2	-	1,96

İddaa is a very important income source for playing betting game.	39,7	28,1	15,8	8,2	8,2	2,17
It cannot be restrained that children play this game covertly.	3,4	29,5	14,4	28,8	24,0	3,40

Considering participants', İddaa dealers and internet café managers, general ideas on İDDAA on Table 3, results are like below:

"Children play betting games even with their pocket money." item is at medium level "Medium" with ( $\bar{X}$ =3,09) degree, "This game will soon be the most played one." item is at top level "Most" with ( $\bar{X}$ =3,69) degree, "Letting people earn money easily makes an important role to become widespread on betting game." item is top level "Most" with ( $\bar{X}$ =4.12) degree, "Playing İDDAA needs accumulation of knowledge and continuous follow up thus I think that gamers deserve money what they get from İDDAA betting game." item is medium level "Medium" with ( $\bar{X}$ =3.26) degree, "Children can easily play this game on the Internet." item is top level "High" with ( $\bar{X}$ =3.88) degree, "Dealers do not let children play betting game." item is medium level "Medium" with ( $\bar{X}$ =3.32) degree, "Internet Café managers do not let children play betting game." item is medium level "Medium" with ( $\bar{X}$ =3.30) degree, "These kinds of change games such as İDDAA are an important occasion to be rich." item is low level "Little" with ( $\bar{X}$ =1.89) degree, "I am against playing this game on the NET via credit card." item is top level "A lot" with ( $\bar{X}$ =4.33) degree, "I believe in that games comprises betting is sin." item is low level "Little" with ( $\bar{X}$ =2.47) degree, "Everybody who is above 18 year-old should play this game conveniently." item is top level "A lot" with ( $\bar{X}$ =4.08) degree, "İddaa's (betting game) positive psychotherapeutic contribution to people is very high." item is medium level "Medium" with ( $\bar{X}$ =3.06) degree, "Possibility of winning a lottery prize in other chance games is quite a little." item is low level "Little" with ( $\bar{X}$ =2.08) degree, "Nettably bonus distribution from other chance games is very low because of deduction." item is low level "Little" with ( $\bar{X}$ =1.96) degree, "İddaa is a very important income source for playing betting game." item is low level "Little" with ( $\bar{X}$ =2.17) degree, "It cannot be restrained that children play this game covertly." item is medium level "Medium" which close to top level "A lot" with ( $\bar{X}$ =3.40) degree.

**Table 4: Participant dealers' and managers' ideas on iddaa (betting game) from governmental aspects**

Dealers' and managers' ideas on iddaa (betting game) from governmental aspects	I don't agree at all.	I don't agree.	I agree partially.	I agree.	I totally agree.	X
I think government earns much money than nation via taxes.	24,0	21,9	15,1	32,9	6,2	2,75
Governors support this game because government earns money from betting game.	8,2	44,5	43,2	4,1	-	2,47
Government supports this game in order not to be played via on line.	16,4	58,9	7,5	8,2	8,9	2,34
I think governors should take some precautions.	20,5	20,5	6,8	20,5	31,5	3,21
I think governors should addict citizen to these kinds of chance games.	2,1	3,4	4,8	32,9	56,8	4,39
Government should tighten up supervisions considering age limit.	-	4,1	12,3	37,7	45,9	4,25
I do not approve that government makes people play betting games.	-	9,6	9,6	39,0	41,8	4,13
Government should not addict citizens to chance games.	4,1	7,5	31,5	24,7	32,2	3,73
Beforehand, betting was played via foreign channels. Now betting is played with the help of government so money transfer to foreign countries is prevented.	3,4	56,2	40,4	-	-	2,36
Winners prefer to play betting games because they get their money by state guarantee.	-	-	19,9	37,0	43,2	4,23

Considering participant dealers' and managers' ideas on Iddaa (betting game) from governmental aspects on Table 4, results are like below:

"I think government earns much money than nation via taxes." item is medium level "Medium" with ( $\bar{X}$ =2.75) degree, "Governors support this game because government earns money from betting game." item is low level "Low" with ( $\bar{X}$ =2.47) degree, "Government supports this game in order not to be played via on line." item is low level "Low" with ( $\bar{X}$ =2.34) degree, "I think governors should take some precautions." item is medium level "Medium" with ( $\bar{X}$ =2.34) degree, "I think governors should addict citizen to these kinds of chance games." item is top level "Top" with ( $\bar{X}$ =4.39) degree, "Government should tighten up supervisions considering age limit." item is top level "Top" with ( $\bar{X}$ =4.25) degree, "I do not approve that government make people play betting games." item is top level "Top" with ( $\bar{X}$ =4.13) degree, "Government should not addict citizens to chance games." item is top level "Top" with ( $\bar{X}$ =3.73) degree, "Beforehand, betting was played via foreign channels. Now betting is played with the help of government so money transfer to foreign countries is prevented." item is low level "Low" with ( $\bar{X}$ =2.36) degree and "Winners prefer to play betting games because they get their money by state guarantee." item is top level "A lot" with ( $\bar{X}$ =4.23) degree.

**Table 5: Participant dealers' and managers' ideas on iddaa (betting game) from media aspects**

Participant dealers' and managers' ideas on iddaa (betting game) from media aspects	I don't agree at all.	I don't agree.	I agree partially	I agree.	I totally agree.	X
Children would like to play betting game by affecting from TV advertorials.	7,5	8,9	10,3	31,5	41,8	3,91
Journalists play an important role to popularize the betting game.	2,1	2,1	7,5	36,3	52,1	4,34
Televisions play an important role to popularize the betting game.	3,4	13,0	14,4	34,2	34,9	3,84
As long as media support continues, interest on the game will continue.	19,2	22,6	2,1	40,4	15,8	3,10
Newspapers' betting game oversize supplement encourages students to play betting game.	6,2	11,6	14,4	54,8	13,0	3,56

Considering participant dealers' and managers' ideas on Iddaa (betting game) from media aspects on Table 5, results are like below:

"Children would like to play betting game by affecting from TV advertorials." item is top level "Most" with ( $\bar{X}$ =3.91) degree, "Journalists play an important role to popularize the betting game." item is top level "A lot" with ( $\bar{X}$ =4.34) degree, "Televisions play an important role to popularize the betting game." item is top level "Most" with ( $\bar{X}$ :3,84) degree, "As long as media support continues, interest on the game will continue." item is on medium "Medium" level with ( $\bar{X}$ :3,10) degree, "Newspapers' betting game oversize supplement encourages students to play betting game." item is on top "Most" level with ( $\bar{X}$ :3,56) degree.

**Table 6: Participants dealers' and managers' general ideas on iddaa (betting game) from psychological aspects**

participants dealers' and managers' general ideas on iddaa (betting game) from psychological aspects	I don't agree at all.	I don't agree.	I agree partially	I agree.	I totally agree.	X
İDDAA affects people negatively from psychological aspect.	4,1	13,7	5,5	45,2	31,5	3,86
Children play betting game because they affect from their parents.	21,2	11,6	15,8	39,0	12,3	3,09
Children play betting game because they affect from their friends.	4,8	5,5	5,5	37,0	47,3	4,16
Always promising chance to win lottery makes an important role to become widespread on betting game.	2,7	8,2	26,0	39,1	24,0	3,77
Betting game affects children positively.	58,2	41,1	0,7	-	-	1,42
İddaa's (betting game) positive psychotherapeutic contribution to people is very high.	58,2	30,8	11,0	-	-	1,52
This game makes people addicted to play continuously.	-	26,7	23,3	31,5	18,5	3,41
Many people play betting game sickly.	4,1	27,4	15,1	43,2	10,3	3,28
İDDAA causes psychological nuisance on people.	0,7	4,8	0,7	50,0	43,8	4,31
Players purchase hope for a while now.	2,1	4,8	13,7	42,5	37,0	4,07
I think these kinds of games are just a pleasure.	6,8	38,4	17,1	17,8	19,9	3,05

Considering participants dealers' and managers' general ideas on İddaa (betting game) from psychological aspects on Table 6, results are like below:

"İDDAA affects people negatively from psychological aspect." item is top level "A lot" with ( $\bar{X}$ =3.86) degree, "Children play betting game because they affect from their parents." item is on medium "Medium" level with ( $\bar{X}$ :3,09) degree, "Children play betting game because they affect from their friends." item is on is top level "A lot" with ( $\bar{X}$ =4.16) degree, "Always promising chance to win lottery makes an important role to become widespread on betting game." item is on is top level "A lot" with ( $\bar{X}$ =3.77) degree, "Betting game affects children positively." item is the lowest level "Least" with ( $\bar{X}$ =1.42) degree, "İddaa's (betting game) positive psychotherapeutic contribution to people is very high." item is the lowest level "Least" with ( $\bar{X}$ =1.52) degree, "This game makes people addicted to play continuously." item is on is top level "A lot" with ( $\bar{X}$ =3.41) degree, "Many people play betting game sickly." item is on medium "Medium" level with ( $\bar{X}$ :3,28) degree, "İDDAA causes psychological nuisance on people." item is on is top level "A lot" with ( $\bar{X}$ =4.31) degree, "Players purchase hope for a while now." item is on is top level "A lot" with ( $\bar{X}$ =4.07) degree, "I think these kinds of games are just a pleasure." item is on medium "Medium" level with ( $\bar{X}$ :3,05) degree.

**Table 7: Participants dealers' and managers' general ideas on iddaa (betting game) from sociological aspects**

participants dealers' and managers' general ideas on iddaa (betting game) from sociological aspects	I don't agree at all.	I don't agree.	I agree partially	I agree.	I totally agree.	X
İDDAA goes a bomb quickly; it will fall from grace promptly.	13,0	17,8	8,2	41,8	19,2	3,36
'Betting Passion' is a reality of each society.	28,8	7,5	51,4	-	12,3	2,59
I think that betting games exploits the unemployed and the poor.	6,2	24,0	21,9	28,8	19,2	3,30
In a less amount but more people earn money from İDDAA makes it attractive.	3,4	13,0	2,1	48,6	32,9	3,94
Being played easily makes İDDAA desirable.	57,5	39,7	2,7	-	-	1,45
One's enjoying a lot from watching football match makes İddaa attractive.	0,7	26,7	6,2	52,1	14,4	3,52
Due to İddaa, children pitch up bad habits such as smoking.	17,8	11,6	18,5	32,2	19,9	3,24
Age limit is very high. 18 year old limit should be downgraded.	57,5	31,5	7,5	2,7	0,7	1,57
People who are in financial difficulties play İDDAA very much.	26,7	37,0	8,9	17,1	10,3	2,47
The poor play İDDAA very much.	45,2	34,2	11,6	4,1	4,8	1,89
People who play this game as a means of livelihood are quite a lot.	10,3	37,0	4,8	43,8	4,1	2,94
People put more effort and spend more time for this game.	0,7	14,4	27,4	43,8	13,7	3,55
Once İddaa appeared, problem of playing betting games hidden and unofficially was solved immediately.	9,6	28,1	7,5	33,6	21,2	3,28
Due to İddaa, children pitch up bad habits such as smoking.	11,0	22,6	17,1	43,2	6,2	3,10
Gamers prefer the game because it is top-grossing game in Turkey.	-	5,5	4,1	41,1	49,3	4,34
Each İDDAA player follows football matches closely.	-	25,3	8,2	26,0	40,4	3,81
Each İDDAA player even follows trainings closely.	10,3	26,0	42,5	13,0	8,2	2,82

Considering participants dealers' and managers' general ideas on İddaa (betting game) from sociological aspects on Table 7, results are like below:

"İDDAA goes a bomb quickly; it will fall from grace promptly." item is medium level "Medium" with ( $\bar{X}$ =3.36) degree, "'Betting Passion' is a reality of each society." item is the lowest level "Less" with ( $\bar{X}$ =2.59) degree, "I think that betting games exploits the unemployed and the poor." item is medium level "Medium" with ( $\bar{X}$ =3.30) degree, "In a less amount but more people earn money from İDDAA makes it attractive." item is top level "Much" with ( $\bar{X}$ =3,94) degree, "Being played easily makes İDDAA desirable." item is the lowest level "Quite Less" with ( $\bar{X}$ =1.45) degree, "One's enjoying a lot from watching football match makes İddaa attractive." item is top level "Much" with ( $\bar{X}$ =3,52) degree, "Due to İddaa, children pitch up bad habits such as smoking." item is medium level "Medium" with ( $\bar{X}$ =3.24) degree, "Age limit is very high. 18 year old limit should be downgraded." item is the lowest level "Quite Less" with ( $\bar{X}$ =1.57) degree, "People who are in financial difficulties play İDDAA very much." item is the lowest level "Less" with ( $\bar{X}$ =2.47) degree, "The poor play İDDAA very much." item is the lowest level "Less" with ( $\bar{X}$ =1.89) degree, "People who play this game as a means of livelihood are quite a



lot." item is medium level "Medium" with ( $\bar{X}$ =2.94) degree, "People put more effort and spend more time for this game." item is top level "Much" with ( $\bar{X}$ =3,55) degree, "Once İddaa appeared, problem of playing betting games hidden and unofficially was solved immediately." item is medium level "Medium" with ( $\bar{X}$ =3.28) degree, "Due to İddaa, children pitch up bad habits such as smoking." item is medium level "Medium" with ( $\bar{X}$ =3.10) degree, "Gamers prefer the game because it is top-grossing game in Turkey." item is the top level "Quite Much" with ( $\bar{X}$ =4.34) degree, "Each İDDAA player follows football matches closely." item is the top level "Much" with ( $\bar{X}$ =3.81) degree, "Each İDDAA player even follows trainings closely." item is medium level "Medium" with ( $\bar{X}$ =2.82) degree.

**Table 8: Participants dealers' and managers' general ideas on iddaa (betting game) from match fixing aspects**

dealers' and managers' general ideas on iddaa (betting game) from match fixing aspects	I don't agree at all.	I don't agree.	I agree partiall y.	I agree.	I totally agree.	X
Match fixing rumors affect match negatively on playing betting games.	-	24,7	15,1	40,4	19,9	3,15
I see this game as a gamble.	13,0	8,9	8,9	41,1	28,1	3,62
I believe in that there is connection between İDDAA and match fixing.	6,2	5,5	16,4	54,1	17,8	3,71
I believe in that there is match fixing at some matches.	0,7	6,8	15,1	39,7	37,7	4,06
I believe in that referees rig some matches on betting list.	32,2	17,8	31,5	14,4	4,1	2,40
I believe in that footballers rig some matches on betting list.	26,0	4,1	47,9	13,7	8,2	2,73
I believe in that club managers rig some matches on betting list.	38,4	10,3	34,9	11,6	4,8	2,34

Considering participants dealers' and managers' general ideas on İddaa (betting game) from match fixing aspects on Table 8, results are like below:

"Match fixing rumors affect match negatively on playing betting games." item is medium level "Medium" with ( $\bar{X}$ =3.15) degree, "I see this game as a gamble." item is the top level "Much" with ( $\bar{X}$ =3.62) degree, "I believe in that there is connection between İDDAA and match fixing." item is top level "Much" with ( $\bar{X}$ =3.71) degree, "I believe in that there is match fixing at some matches." item is top level "Much" with ( $\bar{X}$ =4.06) degree, "I believe in that referees rig some matches on betting list." item is the lowest level "Less" with ( $\bar{X}$ =2.40) degree, "I believe in that footballers rig some matches on betting list." item is medium level "Medium" with ( $\bar{X}$ =2.73) degree, "I believe in that club managers rig some matches on betting list." item is the low level "Less" with ( $\bar{X}$ =2.34) degree.

### Discussion and Conclusion

It is ascertained that most part of Internet Café habitués forms from teenagers. However habitués of Internet Cafés have to be above 15 year-old legally, it is remarked that this rule is always broken. Children, are between 11-15 age-ranges who are accepted as a child and are not let them enter Internet Cafés, have an important portion (%14.7) as well. It is remarked that most part of Internet Café users (%94.7) forms from children-teenagers under 30 year-old as of their age ranges (Bölükbaş, 2003).

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