

There is a growing need for gambling disorder studies. Especially with the easy access of online gaming which made gambling more accessible than ever. This research aims to identify distinct gambling personae through machine learning algorithms and could potentially lead to a model that could detect potential pathological gamblers in the early stage by identifying the playstyle.

This work has a review of related theories and used gambling sessions data as an application for these methods. We used Uniform Manifold Approximation and Projection(UMAP) on the data as a dimension reduction, and did the clustering with k -means. Lastly, we used SVM on the data as a classification algorithm