

Gambling Related Harm Research update

7 December 2016
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GAMBLE RESPONSIBLY

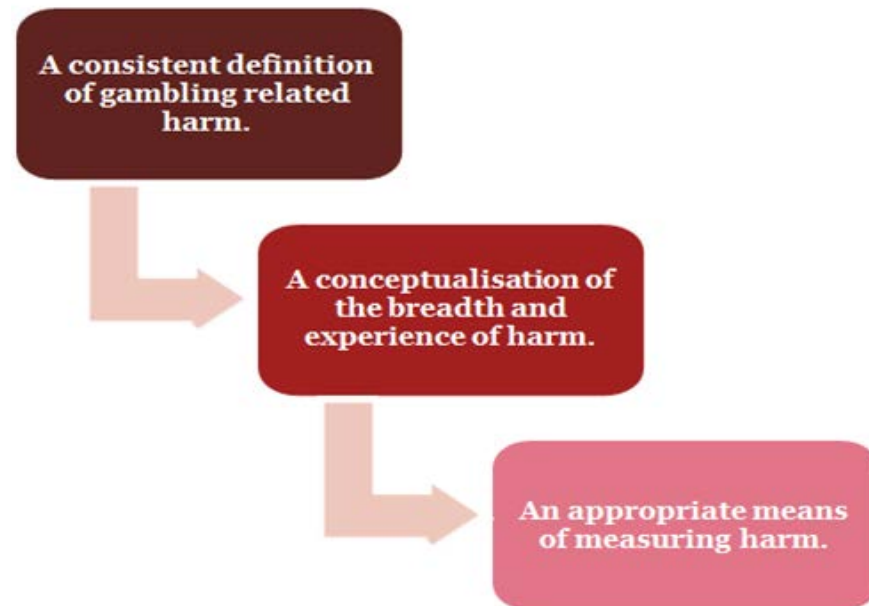
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Research question

“Provide a better shared understanding of what is meant by gambling-related harm and the indicators that might assist in measuring, monitoring and ultimately preventing such harm.”

Background




Langham (2016) identified **three key steps in addressing the current lack of understanding:**



Taxonomy of harms (Langham, 2016):

- **Seven domains of harm:** financial harm, relationship disruption, emotional or psychological distress, decrements to health, reduced performance at work/study, criminal activity and cultural harm.
- **Definition:** “Any initial or exacerbated adverse consequence due to an engagement with gambling that leads to a decrement to the health or wellbeing of an individual, family unit, community or population.”

Aims

-  **Define and validate** the relevance of these harms in relation to gambling behaviours (i.e. the lived experience of gamblers and affected others).
-  **Explore** measurement approaches and indicators that might or are being used to measure agreed domains to inform the future development of a set of outcome/impact measures.
-  **Present** the implications in terms of how gambling related harm might be measured and addressed in the future.

Methods - qualitative plus a community survey

Phase 1

Interviews (n=26)

- Campaign group (n=2)
- Prevention (n=3)
- Gambling operator (n=7)
- Treatment & support organisation (n=5)
- Third sector (n=2)
- Licensing authorities (n=2)
- Government stakeholders (n=3)
- Research community (n=2)

Groups (n=15)

- Treatment & support organisation (n=9)
- Faith group (n=3)
- Prevention (n=3)

- Total phase 1 (n=41)
- Total phase 2 (n=103)
- **Subtotal (n=144)**

Phase 2

Gamblers (n=29)

- Low – moderate risk of problem gambling (n=6)
- Problem gamblers not in treatment (n=5)
- Problem gamblers who have sought treatment (n=18)

Affected others (n=12)

- Partner (n=4)
- Parent (n=2)
- Child (n=3)
- Friend (n=2)
- Colleague (n=1)

Street survey and younger people (n=62)

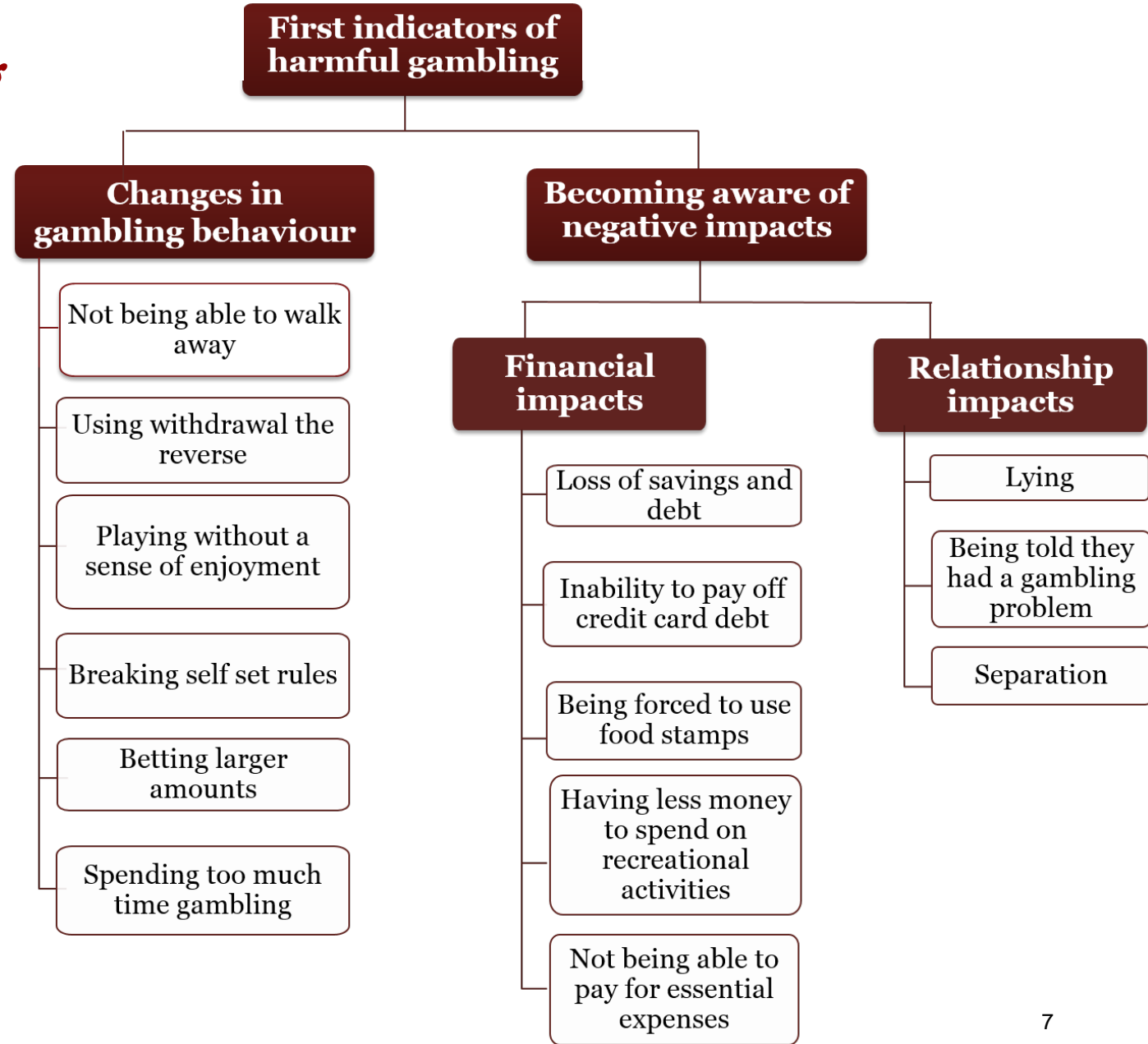
- Islington community (n=50)
- Younger people (n=12)

Understanding gambling related harm

- ✓ ***Definition*** considered to be comprehensive.
 - ✓ ***Categories of harm*** - helpful ways of describing and differentiating.
 - ✓ ***Life-course and intergenerational harms*** - housing a key harm.
 - ✓ ***Domains*** all relevant.
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- Any form of gambling can cause harm and any profile of individual can experience harm.
 - No consensus on the link between particular gambling activities and gambling harm.

Measuring gambling related harm - developing indicators and tools

- **Uncover** early indicators.
- **Identify** common and frequent harms.
- **Measure** impacts rather than behaviours.



Measuring gambling related harm - learning from the support experience



Gamblers and affected others seek support for a range of gambling related harms.



A number of ***common barriers to seeking support*** for gamblers and affected others



Key lessons from the support experience:

- Majority ***did not*** disclose gambling.
- ***Missed opportunities*** at the points at which gamblers and affected others seek support:
 - to detect and explore cause of harms.
 - to collect and record data - at the first and subsequent points of contact.
 - to signpost to treatment - for the cause as well as symptoms.

Next steps