Research Programme 2018-22

To support the National Responsible Gambling Strategy

Tim Livesley
Research overview

Aim of presentation:

• To explain the contents of the research programme required to support the National Responsible Gambling Strategy in Great Britain
• To encourage comment on its contents: research@gamblingcommission.gov.uk
• Promote opportunities to help us deliver this agenda

The Gambling Commission are also responsible for research on:

• Participation and prevalence
• Policy development
Research priorities

- **Theme 1**: Gambling-related harms
- **Theme 2**: Patterns of play
- **Theme 3**: Changes in gambling behaviour over time
- **Theme 4**: What works in industry-based harm-minimisation?
- **Theme 5**: Education and prevention
- **Theme 6**: Treatment
Responsibilities

Maintaining the Research Programme and writing research briefs, developing policy and providing advice to DCMS which is informed by research findings

Advising the Gambling Commission on the content of the Research Programme, the development of project briefs and setting of research questions

Developing and delivering a commissioning plan based on the Research Programme, seeking to deliver as much as possible within the available funding

Has no influence on the research programme, but does have responsibility for making data and other information available to researchers

The gambling industry

GambleAware

Responsible Gambling Strategy Board

Gambling Commission
Gambling-related harms

We know that harms from gambling can extend beyond the gambler to their friends, family, community and society.

We need to develop a way to measure comprehensively the harms caused by gambling and their cost to society.

This will allow us to better understand the scale of the issue and whether we’ve successfully reduced harms, and to more effectively target interventions.
Gambling-related harms

Measuring gambling-related harms

A FRAMEWORK FOR ACTION

Heather Warde, GambleKeith, David Reid, David Michael, Stephen Platt
Date: 02.01.2018
Version: 1.3
Patterns of Play

We have a reasonable understanding of patterns of play on certain types of gaming machine, but this has been limited to play within sessions.

We need to analyse industry data to explore how patterns of play vary across other products and environments, to identify which characteristics are most strongly associated with harm.

This will help us to encourage safer play and target interventions and regulatory changes where they will be most effective.
Changes in gambling behaviour over time

We know that harmful gambling can be episodic and is often non-linear as people move in and out of harmful play.

We need to better understand how gambling behaviour changes over time, and why some people move in and out of harmful play whilst others do not.

This will allow us to make gambling safer by learning from gamblers who continue to play safely, and exploring the triggers that can lead to harm.
What works in harm minimisation?

There has been some piloting by operators of new interventions and approaches to harm-minimisation.

We now need to make better use of evaluations to understand the effectiveness of interventions, and identify good practice in harm-minimisation.

This will help to identify which interventions work, for whom, and under what circumstances.
Education and prevention

We know that education is relatively effective at improving knowledge and changing attitudes, but evidence of behaviour change is inconclusive.

We need to better understand what works in preventive education through insights provided by research and evaluation.

This will help us to develop a national strategic plan to make sure that preventive education is delivered in the most effective way.
Treatment

GambleAware has developed improved systems to gather data to inform the commissioning of treatment.

We need to better understand what works in gambling treatment and build the evidence base to inform an effective and inclusive approach to treating gambling-related harms.

This will inform a national strategic plan to provide the right kind of treatment where it is most needed, in the most effective way.
making gambling fairer and safer

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