

Problem Gambling Prevention Core Competencies: Strategies for Implementation

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National Gambling Addiction and
Responsible Gambling Conference

Presented by:

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Problem Gambling Prevention Specialist



Today's Presentation

Participants will have the opportunity to:

- Learn how the core competencies were created
- Identify the relevant knowledge and skills needed for problem gambling prevention professionals.
- Discuss how Prevention Core Competencies can be used to drive important decision in PGS systems.
- Explore strategies for utilizing the core competencies in problem gambling prevention at the professional, agency, and policy level.





Why

Problem Gambling Prevention Core Competencies?

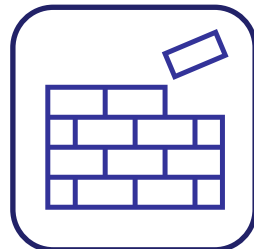
Why Core Competencies



Help determine key knowledge and skills needed by those in the field



Help guide content within training



Help guide program and professional development leading to improved quality of services.

Springboard for the Work: Common Understanding

NCPG Prevention Committee: “Prevention of gambling disorders” includes strategies and activities directed at the general population, communities, special identified populations, families and individuals. These strategies and activities are combined and developed for particular populations throughout the lifespan and across the continuum of care. This “weave” of strategies and populations creates a more optimum outcome than a single intervention.

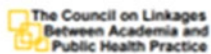




Modified Delphi Approach

Utilized to further develop competencies and to build consensus.

- Literature Review
- 12 Member Work group participated in six web-based meetings and discussed the overall framework and word smithed initial list of competencies
- Panel of experts nominated by work group members (N=51).
- Two rounds of competency ratings.



October 2021

Core Competencies for Public Health Professionals

Revised and Adopted by the Council on Linkages Between Academia and Public Health Practice:
October 21, 2021

Available from: phf.org/corecompetencies

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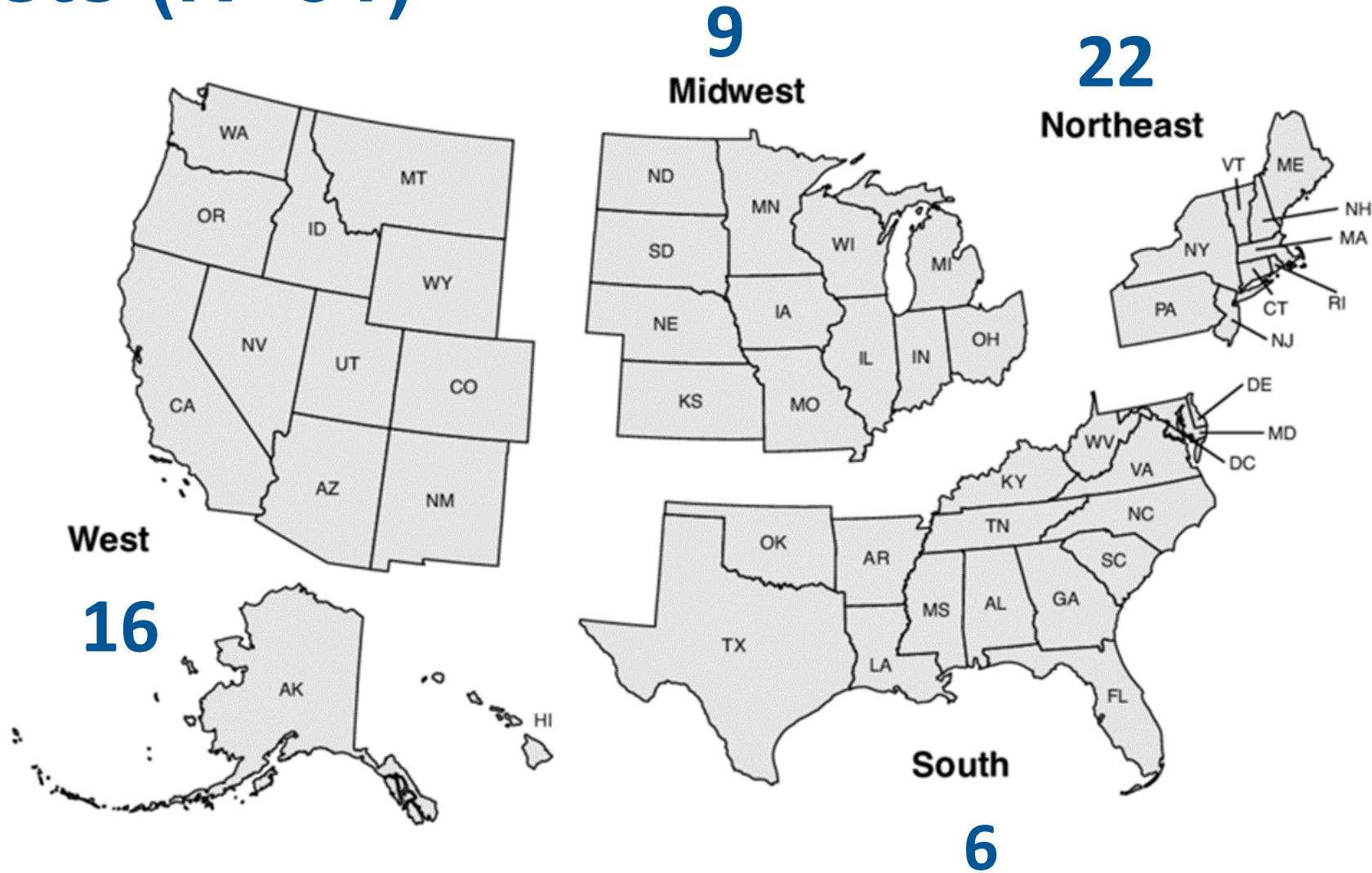
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Panelists (N=51)



A Guide to Core Competencies for Problem Gambling Prevention Professionals

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By Teresa McDowell and Iva Košutić

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Oregon
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Road Map



<https://www.oregon.gov/oha/HSD/Problem-Gambling/Pages/Workforce.aspx>

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Nine Prevention Core Competency Domains

Knowledge

Assessment

Capacity
Building

Planning

Implementation

Evaluation

Sociocultural
Attunement

Communication

Ethics and
Professional
Development

Domain I: Knowledge

Subdomain 1.1.

Gambling and Problem Gambling Knowledge (11)

Subdomain 1.2.

Foundational Prevention Knowledge (4)

Subdomain 1.3.

Interdisciplinary Knowledge (4)

Subdomain 1.4. .

Context Knowledge (4)



Example of Core Competency: Knowledge

The relationship between problem gambling and other risky behaviors.

Domain II: Assessment

Subdomain 2.1.

Identify and Define the Problem (7)

Subdomain 2.2.

Gather and Analyze Data (5)

Example of Core Competency: Assessment

Use community assessment tools to identify awareness of and readiness to address gambling problems.



Domain III:

Capacity Building

Subdomain 3.1.

Identify Needs and Resources (5)

Subdomain 3.2.

Develop Interdisciplinary Partnerships (8)

Subdomain 3.3.

Use Relational Skills (7)



Example of Core Competency: Capacity Building

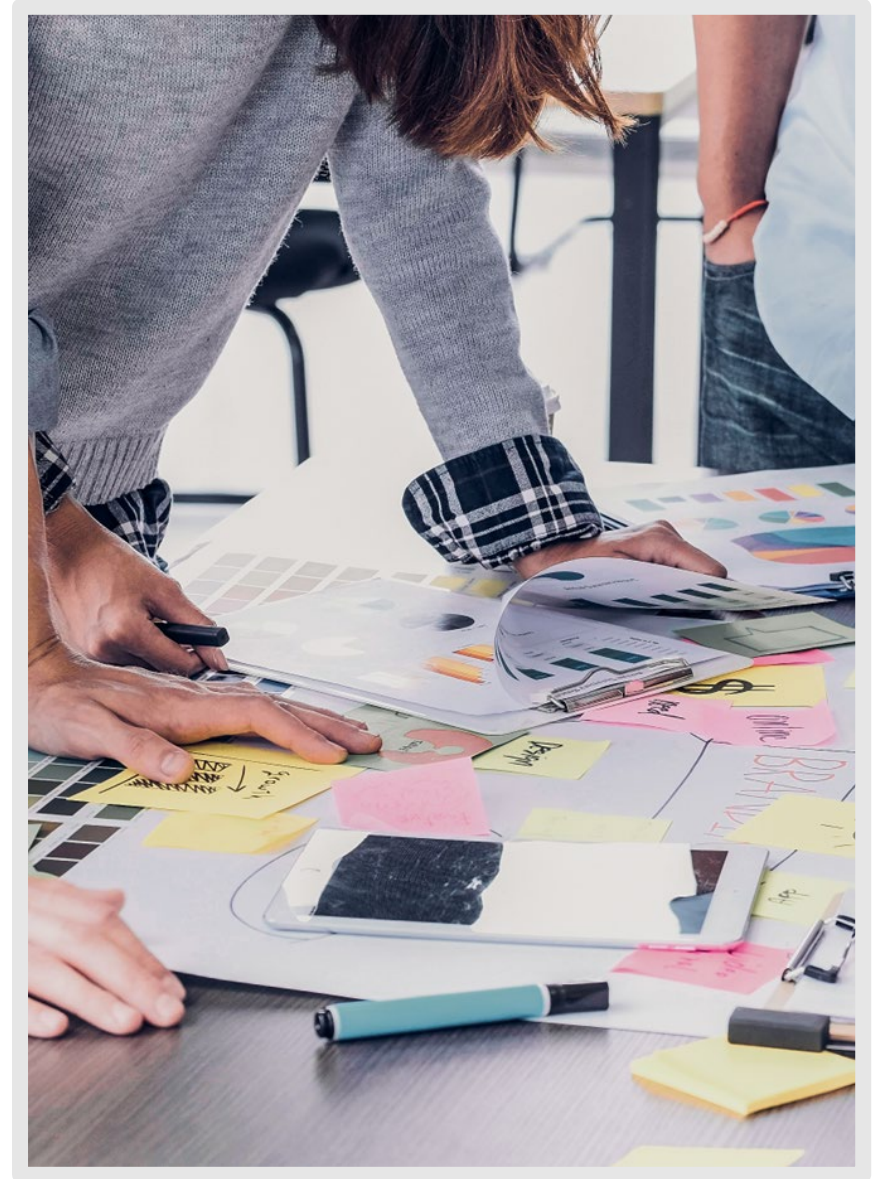
Build leadership and decision-making structures within the community to reduce gambling related harms.

Domain IV: Planning

Prevention plans include realistic, relevant, and measurable goals and objectives that are based on the assessment of needs, and resources (13).

Example of Core Competency: Planning

Work with a variety of organizations, community groups, stakeholders, and experts in the field to develop mutually agreed upon problem gambling intervention goals and objectives.



Domain V: Implementation

Subdomain 5.1.

Community Mobilization (10)

Subdomain 5.2.

Change Management (7)

Example of Core Competency: Implementation



Develop and communicate a shared vision to promote health and wellness and to prevent problem gambling.

Domain VI: Evaluation

Subdomain 6.1.

Use of Evaluation in Problem Gambling
Prevention Efforts (7)

Subdomain 6.2.

Evaluation Skills (7)

Example of Core Competency: Evaluation

Develop clear and measurable outcomes for the implementation work plan.



Domain VII:

Socioculturally Attuned Prevention

Subdomain 7.1.

Knowledge of Cultural and Equity Issues Related to Problem Gambling and Problem Gambling Prevention (9)

Subdomain 7.2.

Practicing Inclusive and Equity-Based Prevention(7)

Example of Core Competency: Socioculturally Attuned Prevention



The relationship between social determinants of health and problem gambling.

[SDOH Graphic Citation: Healthy People 2030, U.S. Department of Health and Human Services, Office of Disease Prevention and Health Promotion. Retrieved \[date graphic was accessed\], from https://health.gov/healthypeople/objectives-and-data/social-determinants-health](https://health.gov/healthypeople/objectives-and-data/social-determinants-health)

Domain VIII:

Communication and Information Dissemination

Communication and information dissemination is an integral component across all aspects and phases of prevention (9).

Example of Core Competency: Communication & Information Dissemination



Communicate a clear, consistent, and compelling message about the importance of problem gambling prevention to a variety of stakeholders and audiences.

Domain IX: Ethics and Professional Development

Problem Gambling Prevention Professionals must demonstrate knowledge and adherence to ethical standards in all aspects of their work (9)

Example of Core Competency: Ethics and Professional Development



Demonstrate high standards of conduct in all interactions; acting with honesty and integrity.

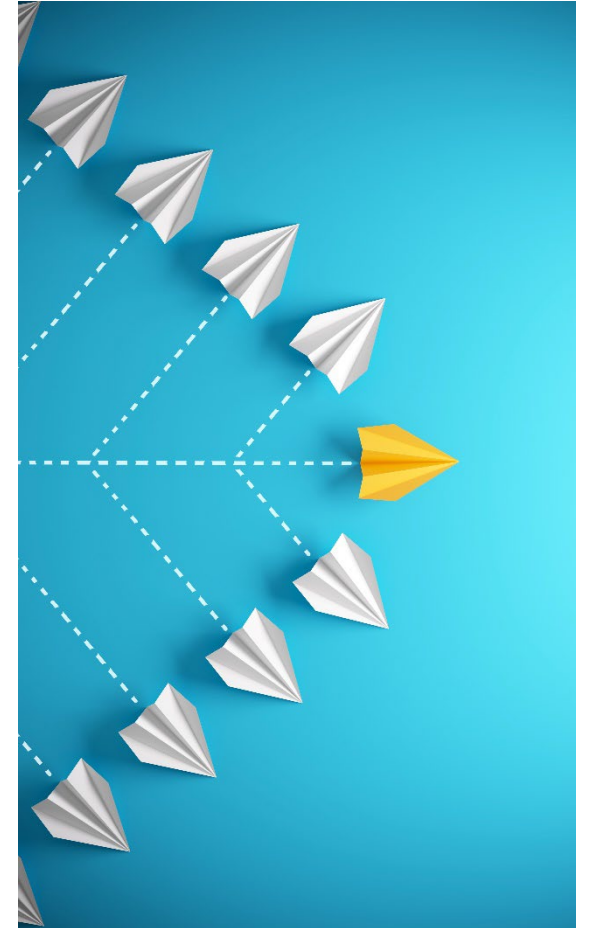
Where Can the Core Competencies Take You?

Workforce Development Efforts

Evaluation and Goal Setting

Program Planning

Informs Areas for Research



Prevention Provider

- Ensure the needs for education and training are being heard;
- Identify needs and resources required for success;
- Provide a guideline of necessary skills for problem gambling prevention;
- Enable professional to step back and think about the big picture;
- Help identify key strengths and growing edges:
- Make work easier and less stressful by helping to hone prevention skills;
- Improve the effectiveness and ability to impact individual or communities in a positive way.





Agencies

- Support agency missions to provide quality prevention services in the community;
- Help agencies determine workforce progress and needs related to core competencies for problem gambling prevention;
- Provide a structured and standardized method for ensuring continuous quality improvement in prevention services;
- Provide information that can be address in semi-annual calls with the state/funder.

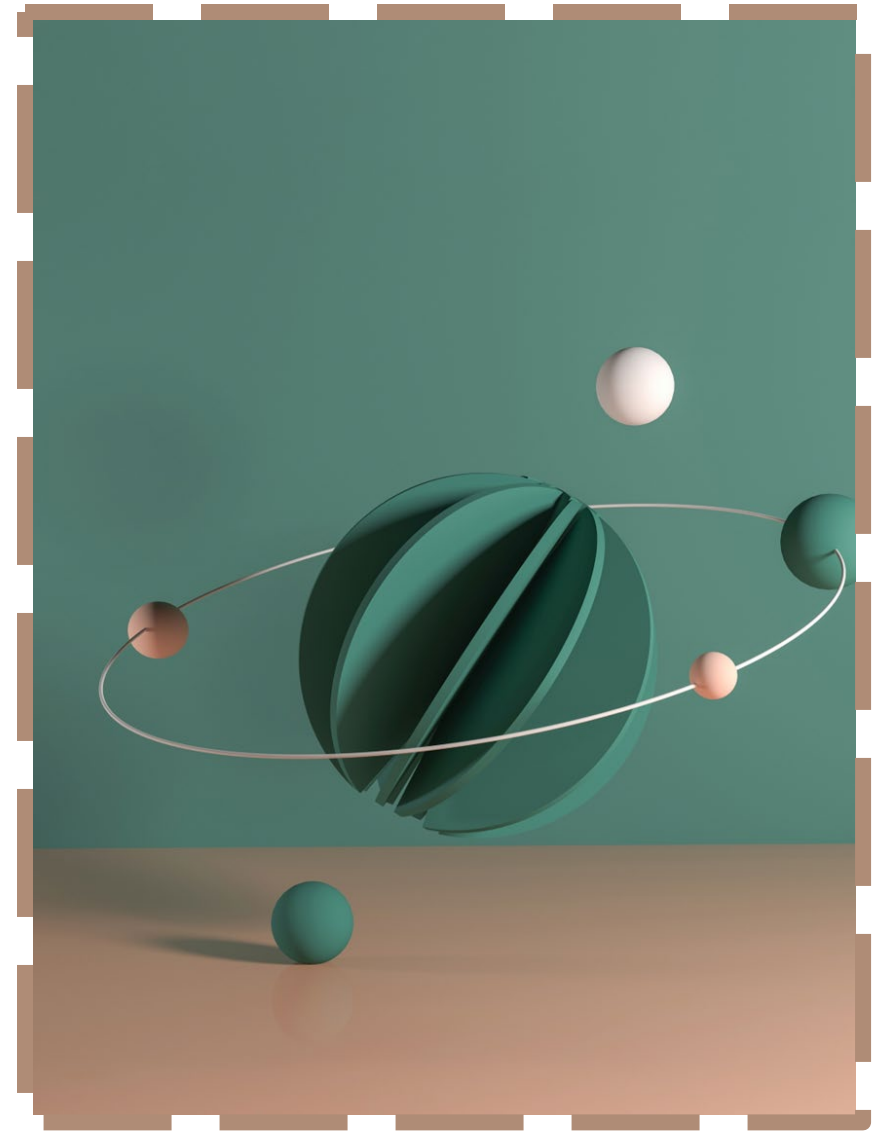
System Approach

Provide information about the trends within Problem Gambling Services prevention system;

Provide information about workforce needs;

Inform decisions on the training, use, and future directions for Core Competencies for Problem Gambling Prevention;

Identify specific agency, supervisor, and prevention professionals needs for training and support.





What Kind of Ideas Do You Have?!?

Questions



Wrap Up

Problem Gambling Prevention Core Competency Guide can be found at:
<https://www.oregon.gov/oha/HSD/Problem-Gambling/Pages/Workforce.aspx>

Special thank you to Teresa McDowell and Iva Košutić – *Partners in Social Research*

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Thank You!