## Safer by Design: Safeguarding an Expanding Market



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## **Session Overview**

- Overview of Gambling Legislation and Legal Framework- Canadian Context
- Provincial Approach to Gambling Oversight- Ontario Model
- Ontario Prevalence Data- Who are we trying to reach... and why?
- Responsible Gambling Council (RGC)
  - Ontario Prevention Strategy
  - Programs and Services
- Future Directions for Prevention in Ontario

## **Gambling In Canada**

## **Defined Nationally**

- In the Criminal Code of Canada gambling is defined as illegal (Part VII) except as assigned when it is operated, licensed and regulated by each province (section 207).
- Criminal code change to legalize single event sports betting

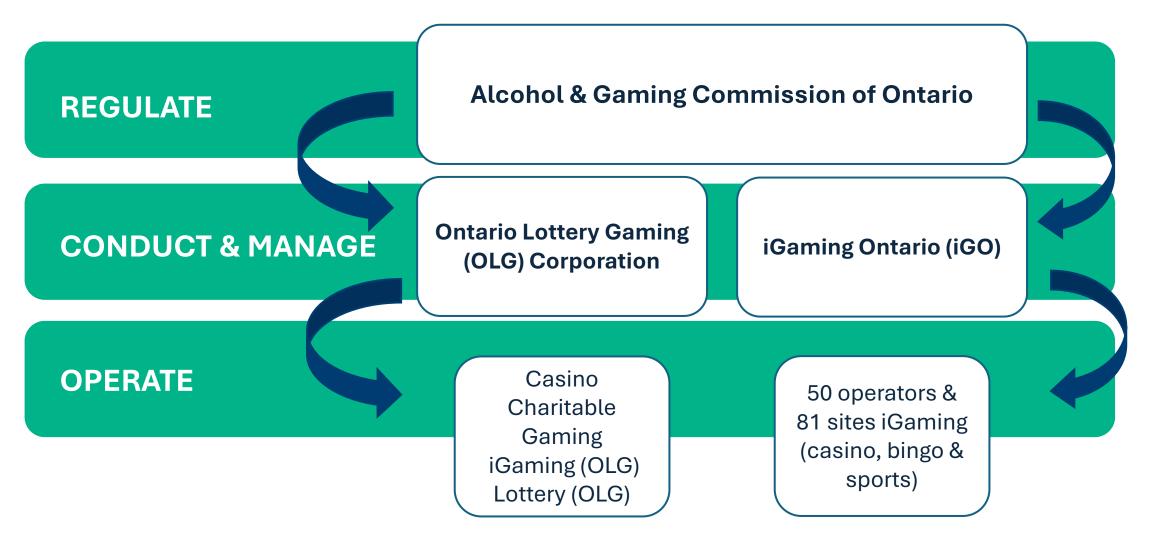
## **Controlled Provincially**

- · Provincial government agencies set policies, regulations, and taxation rates
- Maintain control over key aspects such as licensing, responsible gambling initiatives, and the distribution of revenues generated from gambling activities.



## **Ontario Model**

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## **Prevention Funding in Ontario**



Over 20 years ago, the Ministry of Health established a fund for landbased problem gambling prevention which currently allocates funds across 10 organizations. In 2021 Ministry of Finance established a transfer of funds from the province's iGaming revenues to the Ministry of Health aimed at addressing the unique risks of online gambling.

This was split among ~10 organizations including RGC in 2022.

With the size of the market today, and as the impacts become clear, increased funding has been allocated to RGC to support continued planning and development of prevention safeguards in this new online gambling environment.



# Participation

- 64.5% of Canadians
   15 years or older reported gambling in the past year
  - 1.6% of past year gamblers were at a moderate to severe risk of gambling problems
- 43.9% 15-24 years (Youth & Young Adults)
- 64.6% 25-44 years
- **72%** 45-64 years
- 65.4% 65 years and older (Seniors)



# Participation

Ethnocultural Populations

- Indigenous Peoples 72.4%
- South Asian 39.8%
- Chinese 45.6%
- Black 56.6% \*(RGC Identified Emerging Pop)
- Immigrants 51.9%



# Prevalence

Gambling Activity and Behaviour	Chinese	South Asian	Indigenous					
Youth (15-17 years old)								
Gambled online 2- 3 times per month or more	51%	48%	71%					
High-risk	71%	70%	77%					
	Young Adults (1	18-24 years old)						
Gambled online 2- 3 times per month or more	nes per month		92%					
High-risk	73%	78%	88%					
	General P	opulation						
Gambled online in the past 16 months	76.1%	88.4%	71.1%					
High-risk	18.6%	32.3%	15.7%					



# Who is RGC

- respected, independent non-profit organization
- leader in the prevention of problem gambling in Canada and globally for 40 years
- 4 main areas of focus:
  - <u>Prevention</u>—since 2001 RGC has been creating prevention and awareness programs for specific demographics.
  - ✓ <u>Information</u>—RGC offers educational conferences, training, and e-newsletters to keep individuals and organizations informed about the latest gambling information.
  - <u>Research</u>—RGC has a research and advisory department who provides consultancy services and thought leadership.
  - ✓ <u>RG Check</u>—RGC offers both a land-based and online RG accreditation program worldwide, and is the accreditation program that all gambling operators must undertake in Ontario before offering gambling

#### OUR VISION A world where gambling never comes at a human cost.

### **OUR MISSION**

We unite people and organizations to minimize gambling's human impact by driving knowledge, dialogue and action. RGC plays a key role in preventing harms in Ontario, by:

- 1. Providing people and communities with **evidence informed education programs** to help them make informed decisions about gambling.
- 2. Building capacity with community partners, treatment providers, school and university support networks with a goal to advance harm minimization at a systems level.
- 3. Sharing our **knowledge and expertise** with the global prevention community.

# **Prevention Strategy**



## **Target Audiences**



# **Youth Offerings:**

Prevention programs that meet youth where they are

## • <u>Online</u>:

- Web-based educational awareness game
- Social media content and plan
  - Targeted messages for youth, parents
- Youth-specific web pages
- <u>In-person</u>:
  - High school activations









## **Young Adult Offerings**

responsiblegambling.org/for-youthand-young-adults/for-young-adults/



#### All About Gambling

verything you need to know about gamblin ncluding what it is, how it works and the ruth about some of those myths you may uave heard.

VISIT THE LEARN PAGE





#### Help Is All Around You Helpful info and resources for people wh may be at risk for problem gambling.

VISIT THE SUPPORT PAGE





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Sign Up Now! Free, evidence-based, social media content created specifically for young adults on gambling



Vant to share important information about problem gambling prevention but don't have the time or resources? ROC has created evidence-based, easy-to-share digital content, with young adults in mind. Available as a free resource, contact <u>Ling</u> to find out more about the <u>Check Your Review</u> program or to request the <u>Cliptal Communication R2</u>.



✓ 3,420 meaningful, face-to-face engagements \*2023-24 school year



### **10,000+** Online interactions &

OU COULD WIN

OF 3 SCHOLARSHIPS

entries

**18** treatment

agency touchpoints \*2023-24 school year

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## Community Outreach and Engagement Offerings:





- Public Education
- Social Media Campaigns
  - Public Service
     Announcements
  - Market Research/PR





Responsiblegamblingcouncil responsiblegamblingcouncil - Original audio

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- Collaborative Partnerships with Community Stakeholders
  - Workshops/Training
  - Resource Development
  - Capacity Building Initiatives

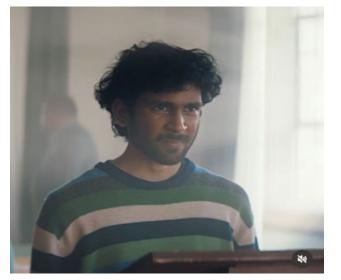


# **RGC and thinkty Partnership**



### 2022 iGaming Public Education Campaign

- 70 Million Impressions
- 15,000 clicks to KnowtheRisks.ca
- 75% of those surveyed, reported an increase in awareness of risks of gambling



### 2023 iGaming Public Education Campaign

- 200 Million Impressions
- 37,400 clicks to GamblingisRandom.ca
- 76% of those surveyed, reported an increase in awareness of risks of gambling





## **PlaySmart Centres:** An OLG and RGC Partnership

- 2005 OLG and RGC commitment that everyone who gambles, those affected by gambling, and venue staff have direct access to:
  - information to help make informed decisions about gambling;
  - immediate assistance and support; and
  - ✓ referral information about where and how to access ongoing professional support in the community
- 2 Options for PSC's:
- 1. A player-designed space located in land-based casinos and charitable gaming centres with:
  - $\checkmark$  professionally trained staff onsite to support players and venue staff;
  - provide information, assistance and referral information to visitors;
  - something for everyone i.e spark curiosity and conversation, learn how slot machines work, coffee and lounge area, activities while remove barriers and stigma around info and help seeking
- 2. An online space that offers the same services and trained staff but virtually





## Prevention is a critical underpinning of an expanding market



- **17%** moderate or high-risk gamblers
- **6%** of iGamers and **4%** of Sports bettors report spending more than what they can afford
- **13%** have gambled while intoxicated/high; higher among higher risk gamblers
- 4 out of 10 say they generally gamble alone
- **40%** of young adults who gamble place multiple bets per game

RGC Market Research, 2022

## **Prevention mitigates risk:**

#### PSA.

- 83% reported ads increased their awareness to take precautions when
- **44%** indicated they took precautions like reducing alcohol intake while gambling

#### **Campus Visits:**

- 89% of young adults reported increased understanding of the risk of mixing alcohol and gambling.
  92% committed to setting time and money limits in the future

#### Youth:

• **83%** of parents felt better prepared to talk to children about risk

## Global Leader in RG Accreditation



### RG Check is a concrete roadmap for gambling operators to implement effective responsible gambling initiatives.

RG Check's mission is to support the adoption of meaningful responsible gambling initiatives through the creation and implementation of measurable, evidence-informed standards.



The RG Check accreditation process helps to strengthen the relationship between regulators, operators and players and provides guidance, establishes accountability and demonstrates transparency.

## **Gaming Industry Accreditations**

- NCPG's Internet Compliance Assessment Program (iCAP)
- RGC's RG Check Program Canada
- GamCare's Safer Gambling Standard the UK
- Global Gambling Guidance Group (G4) the Netherlands



# RG Check

Aligned with compliance, audit and risk management objectives

### **Experienced & Relevant**

- Comprehensive set of industry-relevant and evidence-based standards
- More than **250 accreditations** have been completed to date
- Currently active in many jurisdictions across Canada and internationally

### Independent, Efficient and Effective

- Available for both land-based venues and online gambling sites
  - Land-based launched 2011-12; updated 2020
  - Online launched 2013-14; updated 2021 (also to include Sports Betting)



## **RG Check Standard Areas**

## Venue

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- RG Policy, Strategy and Culture
  - Employee Training
    - Self-Exclusion
    - Assisting Players
  - Informed Decision Making
  - Marketing Communications

Access to Money

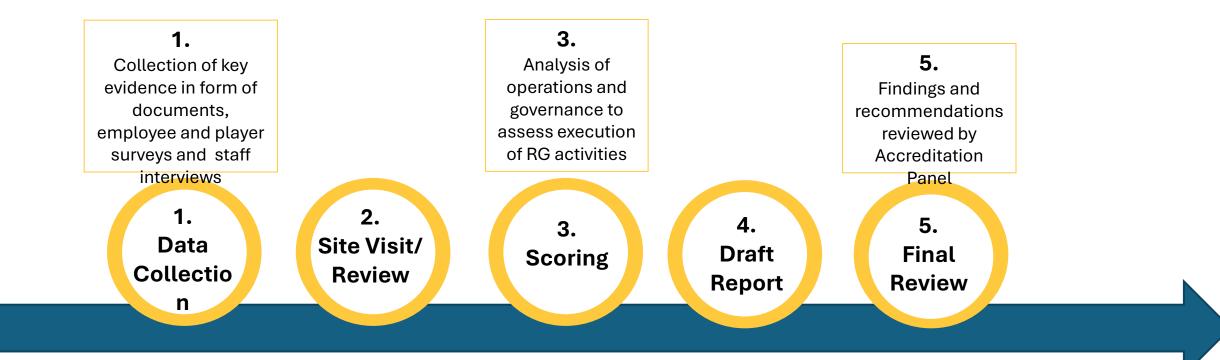
Venue and Game Design

# iGaming

- RG Policy, Strategy and Culture
- Employee Training
- Self-Exclusion
- Assisting Players
- Informed Decision Making
- Marketing Communications
- Accounts and Payment
- Site and Product Design
- Stakeholder Engagement



# **RG Check Accreditation Process**





2. Assessment of player experience, selfexclusion processes and availability of help information and resources

#### **4.** Report preparation and

quality assurance

Written report provided to client for feedback



# RG Check Score Summary

Standard	#	Criterion	Score (/4)	Points Obtained	Points Available	Score	Weight	Weighted Sc
	1.1	Commitment to Responsible Gambling	3.85					
RG Policy, Strategy and	1.2	Strategy for Responsible Gambling	4.00	18.67			20%	
	1.3	Responsible Gambling Culture	3.63		20	93%		18.67
	1.4	Responsible Gambling Integration	3.31					
	1.5	Employee Awareness	3.88					
	2.1	Reflecting Corporate Commitment	3.56	29.77	32	93%	15%	13.95
	2.2	Understanding Key PG and RG Concepts	3.46					
	2.3	Understanding Job Skills and Procedures	3.44					
Employee	2.4	Avoiding Misleading Information	4.00					
Training	2.5	Training Requirements	3.50					
Ŭ	2.6	Training Execution	4.00					
-	2.7	Key Learning Principles Applied	3.81					
	2.8	Training Evaluation	4.00					
	3.1	Self-Exclusion Policy	3.85			83%	15%	12.46
	3.2	Promotion of the Self-Exclusion Program	2.67		44			
	3.3	Registration Process	3.59					
	3.4	Ban Length	3.75					
	3.5	Advertising Restrictions	3.33					
Self-Exclusion	3.6	Access to Support Resources	2.79	36.54				
	3.7	Conditions of Ban Explained	3.83	50.54				
	3.8	Registration Materials Provided	3.50					
	3.9	Data Collection	2.90					
	3.10	Enforcement	3.33					
	3.11	Return to Play	3.00					
		*	4.00					
	4.1	Policies and Procedures	3.83	13.06	16		20%	16.33
Assisting Players		Responding to Help Requests	2.79			82%		
	4.3	Responding to Players Experiencing Harm	-					
		Identifying and Responding to High-Risk Behaviour	2.44					
Informed	5.1	Information about Gambling	3.49	7.92	12	66%	10%	6.60
Decision Making	5.2	Dedicated Resources	3.77					
	5.3	Play Feedback	0.66					
6	6.1	Marketing Policy	4.00		20	94%	5%	4.69
Markating	6.2	Screening Process	4.00					
Marketing	6.3	Not Misleading	4.00	18.75				
Communications	6.4	At-Risk Players and Minors	4.00					
6.	6.5	Marketing Controls	2.75					
Access to Money 7.1 7.2 7.3 7.4	7.1	ATMs	0.75	10.13	16	63%	10%	6.33
	7.2	Credit	1.88					
	7.3	Cheque Cashing	3.50					
	7.4	Player Accounts	4.00					
Venue and Game Design 8. 8. 8. 8. 8.	8.1	Passage of Time	0.38	19.39	28	69%	5%	3.46
	8.2	Breaks in Play	2.75					
	8.3	Alcohol Restrictions	2.63					
	8.4	Display Credits as Cash	4.00					
	8.5	Gaming Machine Features	2.50					
		New Game Screening	4.00					
	8.7		3.13					
	0.7	Gambling Literacy Features	5.15					

## **History of Accreditation in Ontario**

October 2011	October 2014	Spring 2021	July 2024
<b>RGC</b> launches RG Check beginning work with Ontaric & B.C.	offering to iGaming	<b>Standards</b> <b>Updated</b> – notably to include sports betting within iGaming	Currently <b>50</b> private- companies licensed <b>81</b> online sites in Ontario's iGaming market
All Land- based venues across Ontario since 2012		Gaming Accredita	<b>tion requirement</b> of all (within 2 years of ement)



# **R iGaming Ontario:**

## Four Requirements for Ontario Operators

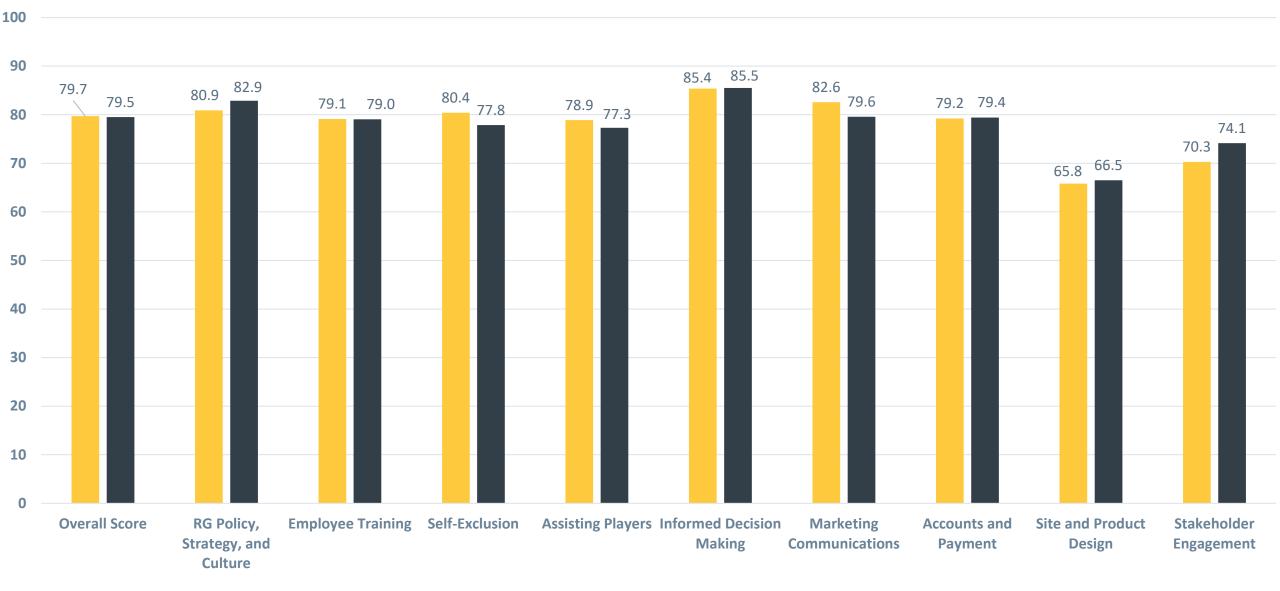


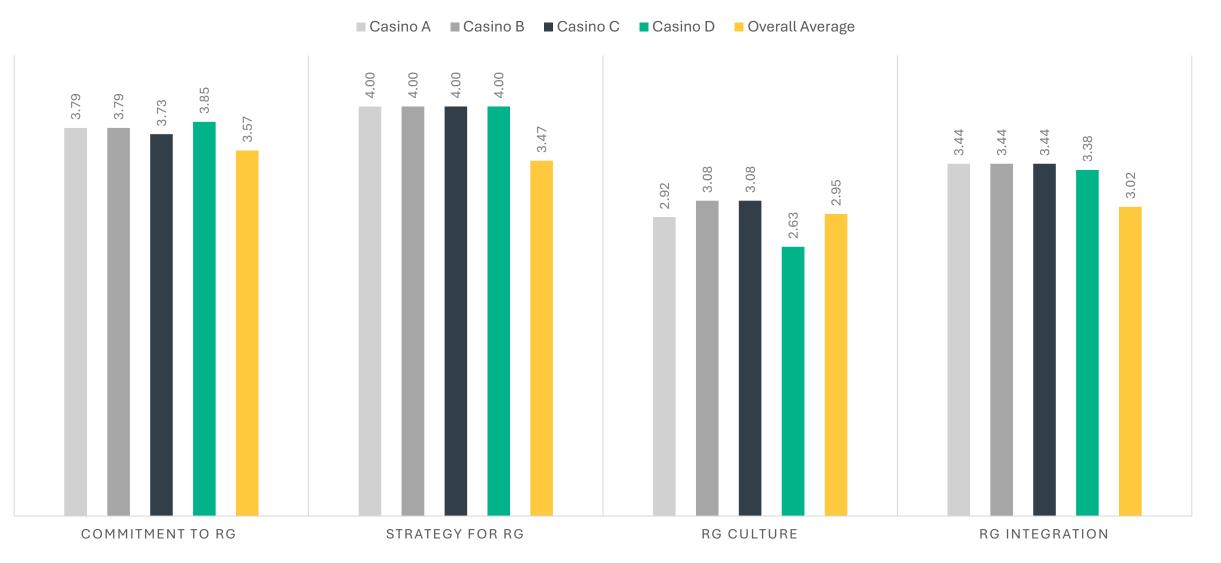
- 1. Accreditation requirement for responsible gambling
- 2. Promote responsible gambling and balance marketing
- 3. Participation in a centralized self-exclusion program
- 4. Sharing anonymized player data for research purposes.





## **Average Score per Standard Area**





### **STANDARD 1: RG POLICY, STRATEGY AND CULTURE**

## Why provide this information?

- Monitoring and reporting provides independent assurance.
- Facilitates the sharing of best practice among sites/venues.
- Highlights venue-level indicators and initiatives that take jurisdictional programs into account.
- Provide RG data and insights that can be combined with other performance data.

# Affecting Meaningful Change with Standards & Accreditation



- 1. Standards are everywhere
- 2. Standards are based on common foundational principles
- 3. Standards address key risks
- 4. Value lies in monitoring, measuring and sharing info
- 5. Standards themselves evolve over time



## Future Priorities:

- 1. Prevention
- 2. PlaySmart Centres
- 3. RG Check





## For further information about RGC, our programs or work, please reach out.

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https://www.linkedin.com/company/responsiblegambling-council/?viewAsMember=true

