National Conference on Gambling Addiction & Responsible Gambling 2024

PREVENTION SHOWCASE

Presenters:

Diana Reuter

Dr. Stephanie Diez-Morel

Pieter Remmers

Natalie Taylor & Ronda Hatefi

Moderator: Mike Buzzelli

AGENDA FOR SHOWCASE

- 5 minute welcome
- 4, 10 minute presentations
- 15 min Q and A
- We will have a QR code for attendees to vote on "Best in Showcase" and this award will be presented Friday at the awards lunch!
- Stick around for networking from 5:30-6pm with the NCPG Px Committee

A MISSION TO IMPROVE THE VIRTUAL VSE PROCESS IN NY

PRESENTER: DIANA REUTER, THE NEW YORK COUNCIL ON PROBLEM GAMBLING

NYCPG
New York Council on Problem Gambling

NEW YORK STATE | Office of Addiction Services and Supports

VOLUNTARY SELF EXCLUSION IN NYS

- History
- Enrollment Data
- Barriers
- Future

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RESPONSIBLE PLAY PARTNERSHIP

What We Do

Bring all stakeholders together to address problem gambling, including bridging the gap between gaming facility operators and problem gambling treatment providers.

Work to ensure that all gaming entities in the state comply with all rules and regulations and provide access to help for individuals who need it.

Highlight the treatment and service options available across New York State.

RESPONSIBLE PLAY PARTNERSHIP-RPP

NEW YORK STATE OF OPPORTUNITY. | Gaming Commission

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THE VSE SUPPORT PROGRAM

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New York Council on Problem Gambling
NYProblemGambling.org

Voluntary Self Exclusion Support Program

What is Voluntary Self Exclusion (VSE)?

The New York State Voluntary Self-Exclusion program, administered by the NYS Gaming Commission allows individuals to voluntarily ban themselves for a set period of time. VSE can be a helpful tool for someone who is experiencing problems due to their gambling behaviors.

Questions about the VSE process?

NYCPG can help individuals interested in the VSE program by providing information and consultation services to support individuals through the VSE enrollment process.

Contact us to ask questions and learn more about the New York State VSE program.

How does VSE work?

Anyone who would like to exclude themselves from gambling in New York State must complete and submit a notarized request for Statewide Voluntary Self-Exclusion through the mail or through a gaming facility security office.

Need help with your form?

We're here to help. We provide:

- Connection to an expert
- Assistance with application
- Notary services
- Information and support

There is no charge for these services and your information is confidential.

Ready to take the next step?

NYCPG believes in a no-barriers to care model, meaning we will meet you where you are on the path of recovery, with no judgement. Our hours are Monday-Friday, 9AM-5PM EST.

Reach out to the VSE Support Program today, call 518-903-0217 and/or email VSEsupport@nycpg.org.

Frequently Asked Questions

Can I just exclude myself from my local casino?

No. This program will include all gambling activities currently listed on the VSE form and any additional activities that are added in the future.

Can my name be removed from the VSE list before the end of my exclusion period?

No. Once completed, you will not be able to shorten or rescind your exclusion period.

What happens if I go to a gaming facility during my exclusion period?

You may not collect any winnings or recover any losses resulting from the gambling activity. Also, if found at any of the properties, you may be subject to arrest and prosecution under all applicable laws, including trespassing.

Is there a fee for VSE support services?

No; there is no cost for any of the VSE services, including notarization of the VSE form through the NYCPG.

Can I put a loved one with a gambling problem on the self-exclusion list?

No. This is a voluntary self-exclusion program and only the individual who is seeking to exclude can complete the form. There is assistance for anyone negatively impacted by gambling, including loved ones through the NYS Problem Gambling Resource Centers.

Funded by:
NEW YORK STATE | Office of Addiction Services and Supports
oasas.ny.gov 877-8-HopeNY

Contact Information
518-903-0217
VSEsupport@nycpg.org
NYProblemGambling.org
NYCouncilonProblemGambling

NEW YORK STATE | Gaming Commission

REQUEST FOR VOLUNTARY SELF-EXCLUSION FROM ALL GAMING FACILITIES AND ENTITIES LICENSED, PERMITTED OR REGISTERED BY THE NEW YORK STATE GAMING COMMISSION

THIS FORM IS TO BE COMPLETED BY THE PERSON WHO REQUESTS TO BE EXCLUDED FROM ALL LEGAL GAMING FACILITIES AND ACTIVITIES IN NEW YORK STATE PURSUANT TO TITLE 9 OF THE OFFICIAL COMPILATION OF CODES, RULES AND REGULATIONS OF THE STATE OF NEW YORK AND NEW YORK RACING, PARIMUTUEL WAGERING AND BREEDING LAW SECTION 1404(1)(d).

By submitting this completed voluntary self-exclusion form you agree to be excluded from all the following properties, including non-gaming activities at such properties and you will be prohibited from on- and off-track pari-mutuel wagering, internet, and account wagering, participating in any additional gaming or gambling operation not currently listed here which may, in the future, come under the regulatory control of the N ew York State Gaming Commission (the Commission).

Horse Racing
Aqueduct Racetrack
Batavia Downs
Belmont Park
Buffalo Raceway
Finger Lakes Racetrack
Monticello Raceway
Saratoga Race Course
Saratoga Casino Hotel Racetrack
Tioga Downs
Vernon Downs
Yonkers Raceway

Off-Track Betting
Capital Off-Track Betting
Catskill Off-Track Betting Nassau
Off-Track Betting
Suffolk Off-Track Betting
Western Off-Track Betting

Commercial Casino
del Lago Resort & Casino
Resorts World Catskills
Rivers Casino & Resort Schenectady
Tioga Downs Casino Resort

Video Lottery Gaming
Batavia Downs Gaming
Finger Lakes Gaming & Racetrack
Hamburg Gaming
Jake's 58 Hotel and Casino
MGM Empire City Casino
Resorts World Casino Hudson Valley
Resorts World Casino NYC
Saratoga Casino Hotel
Vernon Downs Casino Hotel

Multi-Jurisdictional Advanced Deposit Wagering

Mobile Sports Wagering

DO NOT WRITE BELOW THIS SPACE – FACILITY USE ONLY

Page 1 of 5

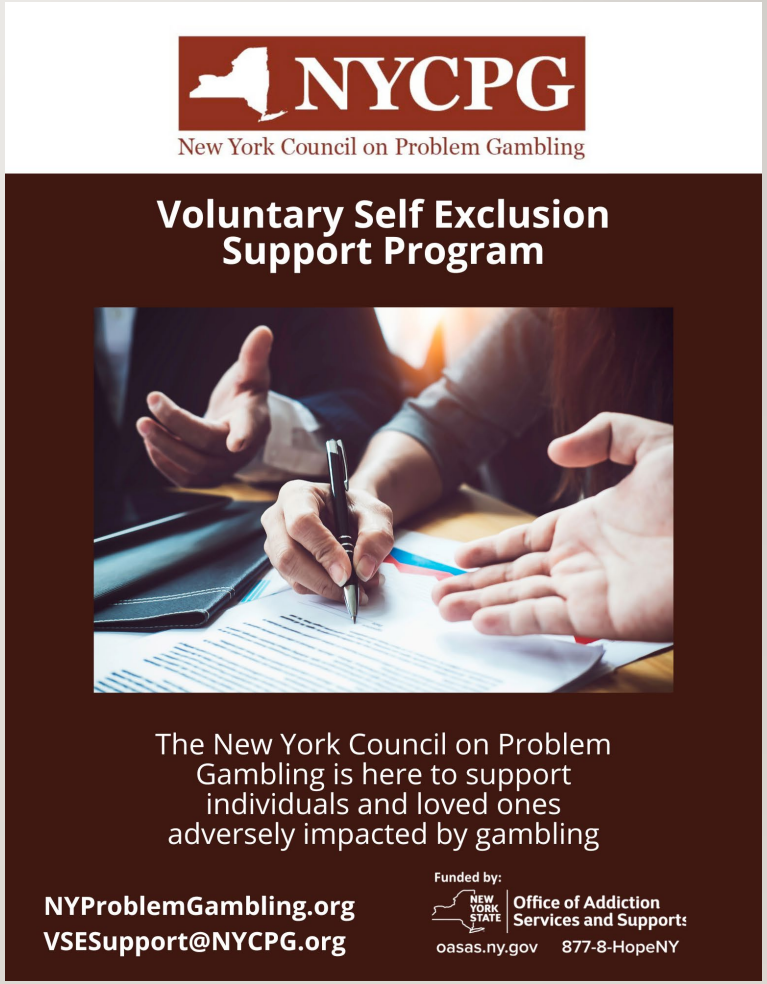
Name of Property Intake Employee _____

Rev. 01/06/23

NYCPG
New York Council on Problem Gambling

NEW YORK STATE | Office of Addiction Services and Supports

Q&A



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Gaming, gambling & problematic media internet use: Youth prevention curriculum

By: Dr. Stephanie Diez-Morel

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Gambling in Gaming

Youth specific evidence-based curriculum designed to increase knowledge and resilience for youth problem gambling, problem gaming and the connection between gambling and gaming.

The lesson focuses on the convergence with gambling, gaming, and problematic internet media use amongst youth. Based on community discussion of the most effective modalities for distributing the prevention curriculum, the lesson was developed to be delivered as two separate teaching modalities. As a result, this program evaluation examines the impacts of those modalities.

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Curriculum

Youth involved in the prevention program received the curriculum thru two modalities:
1) Teacher led
2) Learning management system (LMS) led

Overview

- For those who completed the program via the Teacher Led modalities, teachers/instructors were trained on how to deliver the curriculum and materials were disseminated to them.

- For those who completed the LMS modality, the curriculum was implemented and adapted into an LMS with a knowledge content expert video explanation added.

- The content in the LMS was gamified to engage youth in participating and to assess their knowledge gained from the curriculum

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Objectives

The program utilizes two best practices for the framework which are
1) Social emotional learning theory
2) Trauma informed teaching and learning approach

Objective 01

Understand the prosocial benefits and potential harms associated with gaming.
Foster awareness of the continuum of problematic behaviors and gaming disorder.

Objective 02

Review the psychological, physiological, social, and environmental issues and beliefs associated with gaming and gambling disorder
Develop awareness of the convergence with gaming and gambling

Objective 03

Discuss common gambling mechanics intentionally included in video games across all platforms including game design elements and monetization models
Create awareness of problematic internet media use (PIMU) and it's connection to
problem gaming and gambling

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Gambling knowledge, attitudes, and beliefs

A total of 944 participants received the Teacher-led modality of the prevention program completed the pre & post test on knowledge, attitudes, and beliefs prior and after (pre and post) completing the prevention curriculum.

- 53% identified as male
- 47% identified as female.
- Ages ranged from 8-18 years old (mean age=14)

Overall, there was a positive increase in youth's gambling knowledge, attitudes, and beliefs after completing the prevention program. Indicating the curriculum is effective in providing education based prevention efforts for problem gambling with youth

Knowledge Content Area	Question	Pre-Correct Response	Post Correct Response	Change in Pre- & Post
Gambling Knowledge Questions	Most casinos make most of their money from.	55%	73%	18%
	Which age group has the highest rate of problem gambling?	36%	68%	32%
	Has gambling been around for thousands of years?	47%	76%	29%
	How does modern gambling differ from older forms of gambling?	52%	65%	13%
	In the United States and Canada, which of these is the most popular way to gamble?	40%	51%	11%
	Which of the following is associated with the highest rates of problem gambling?	50%	66%	16%
	Which of the following sets of lottery numbers have a greater probability of being selected as the winning combinations?	46%	78%	32%
	Which slot machine gives you a better chance of winning the jackpot?	54%	76%	22%
	A gambler goes to the casino and comes out ahead 75 percent of the time. How often has that person likely gone to the casino?	48%	57%	9%
	You go to a casino with $100, hoping to double your money. Which strategy gives you the better chance of doubling your money?"	29%	52%	23%
	Which game can you consistently win money at if you use the right gambling strategy?	36%	69%	33%
	What are the odds that heads will come up on the next flip?	63%	76%	13%
Gambling Beliefs Questions	Which of the following is least likely to happen to the average person this year?	62%	78%	16%
	Which of these is a risk factor for becoming a person living with problem gambling?	47%	67%	20%
	Which best describes your belief about the benefit or harm that gambling has for society?	46%	68%	22%
	If you were to buy a lottery ticket, which would be the better place to buy it?	55%	74%	19%
	Gambling can become as addictive as drugs or alcohol.	74%	85%	11%
Gambling Attitudes Questions	How lucky are you? If your name and nine others were put into a hat and one was drawn for a prize, how likely is it that your name would be chosen?	68%	81%	13%
	Your chances of winning the lottery are better if you are able to choose your own number.	59%	79%	20%
	A positive attitude increases your likelihood of winning money at bingo or slot machines.	70%	81%	11%

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Gambling in gaming engagement

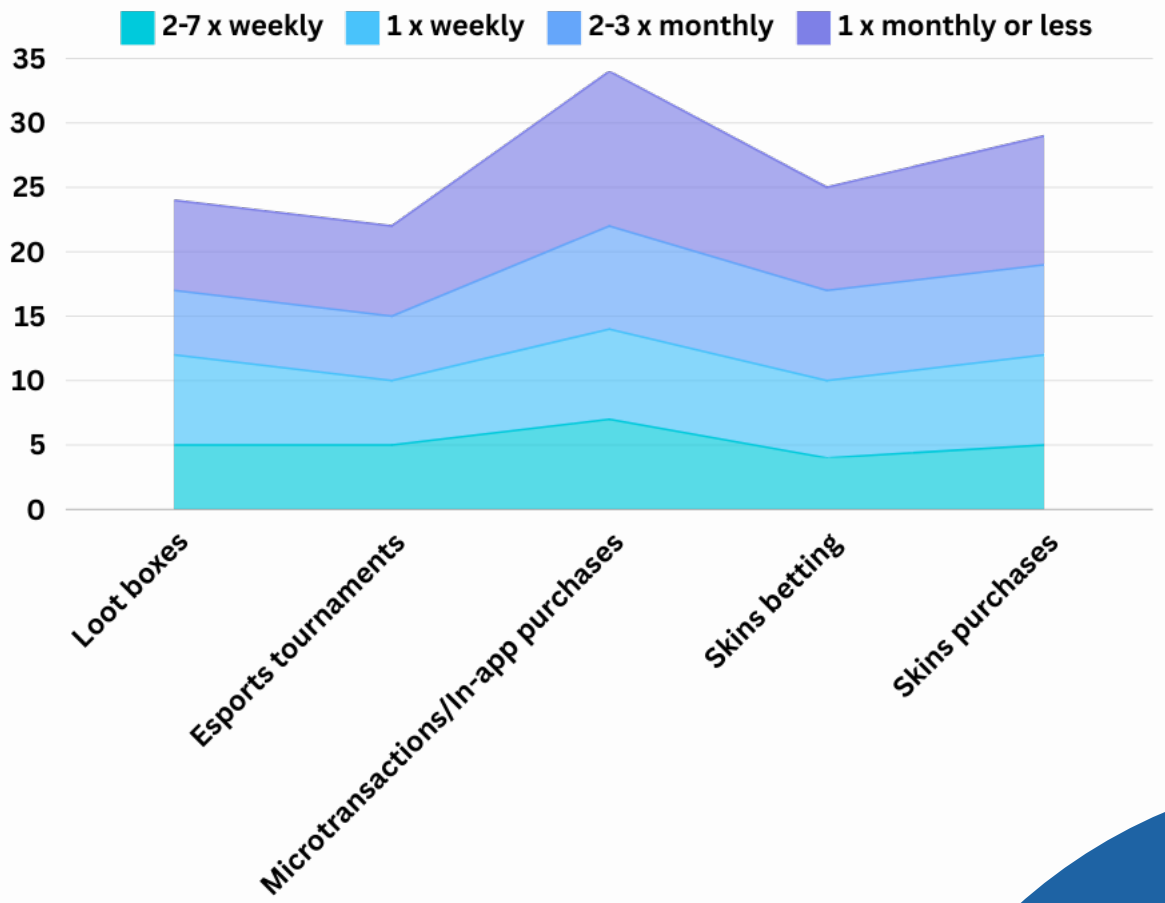
Prior to completing the prevention curriculum of Gambling in Gaming and Problematic Internet Media Use, youth reported high frequency in activities associated with gambling in video games. This chart demonstrates the percentage they reported engaging in these behaviors.

20%
Reduction in purchasing microtransactions

16%
Reduction in betting on Esports tournaments

12%
Reduction in purchasing Loot boxes

12%
Reduction in betting on skins



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Gaming knowledge, attitudes and beliefs

Knowledge Content Area	Question	Pre-Correct Response	Post Correct Response	Change in Pre- & Post
Gaming Knowledge Questions	Gaming can impact the brain by	44%	59%	15%
	What is problematic gaming?	55%	79%	24%
	What does the spectrum of gaming behavior mean?	49%	77%	28%
	How does gambling appear in video games?	47%	70%	23%
	Gaming can release hormone on our brain that can impact our moods	73%	94%	21%

Knowledge Content Area	Question	Pre-Responded Yes	Pre-Responded No	Post-Responded Yes	Post-Responded No
Gaming Beliefs Questions	Do you think gaming leads to any problems in your life?	22%	68%	30%	70%
	Do you gamble when playing video games?	8%	92%	10%	90%
	Do you think what you see on the internet impacts how you feel?	18%	72%	23%	77%
Gaming Attitudes Questions	Over the past three months, I felt the need to play games more often or for longer periods of time	29%	61%	19%	81%
	Over the past three months, I have been able to recognize forms of gambling in games which I have previously not thought of gambling.	36%	54%	57%	43%
	Do you plan to gamble on any game in the next three months?	26%	74%	10%	90%

Overall, there was a positive increase in youth's gaming knowledge, attitudes, and beliefs after completing the prevention program

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Summarization

- Program evaluation indicated the evidence-based curriculum is effective with youth ages 18 years old for the prevention of problematic gambling and gaming
- The curriculum is currently being used as a supplement or standalone prevention program for gambling in gaming with 9 organizations in the states of Pennsylvania and Washington
  - DDAP Grant Funding available to purchase prevention curriculum in Pennsylvania
- Curriculum materials includes pre & post test for program evaluation and outcomes data
- Curriculum is evaluated and revised yearly
- For full program evaluation report and details on the prevention curriculum, scan the QR code

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Take action!

- **Stay SAFE**
- **Be AWARE**
- **Don’t ENGAGE**

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Thank You!
Let’s connect!

Scan QR Code for contact information

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My Lucky Numbers

NCPG, San Diego, 18 -19 July 2024

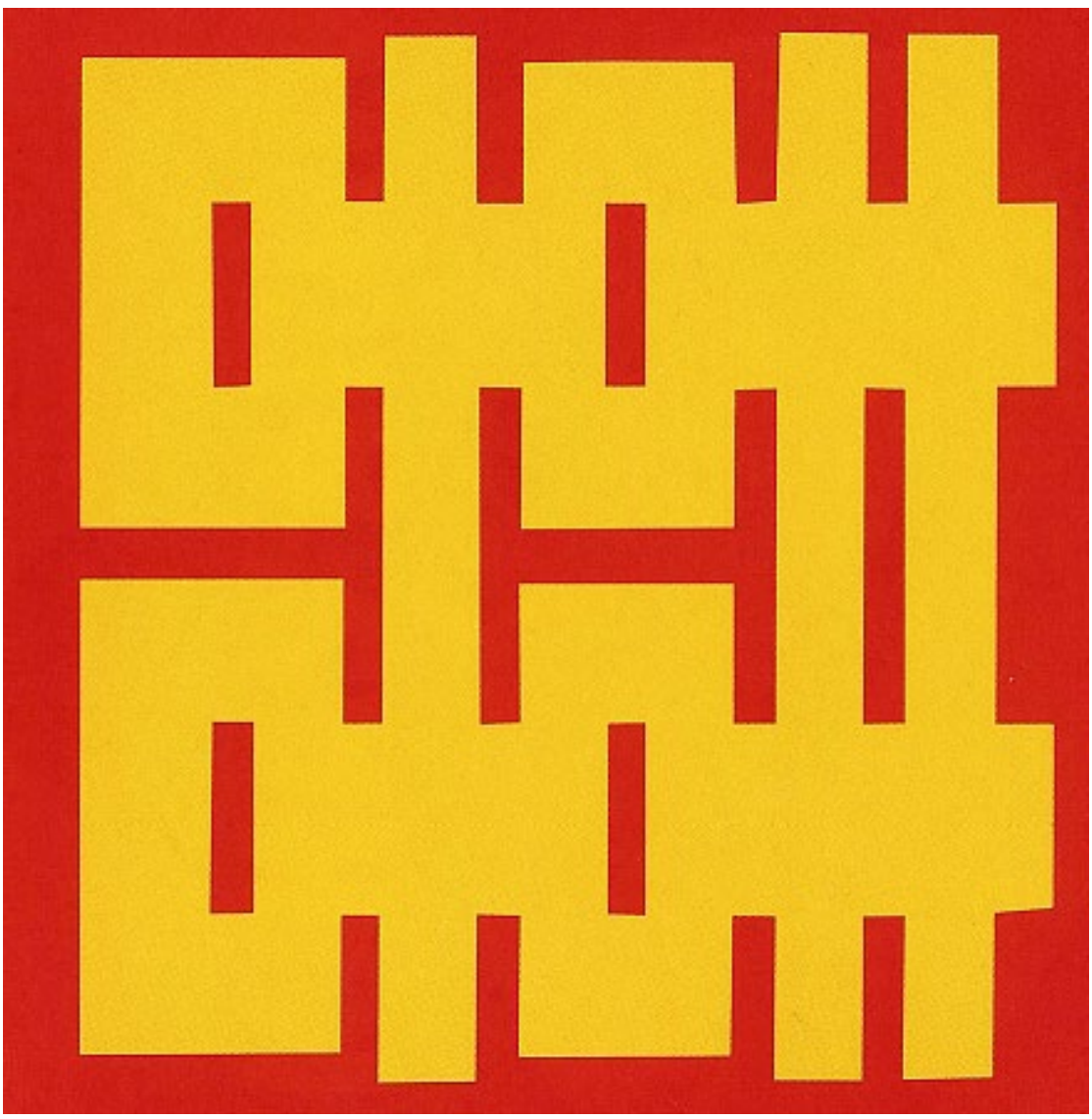
Pieter Remmers

Responsible Gambling in Context

What is Responsible Gambling

Policies and practices to prevent and reduce harm of gambling

Responsible gambling is about informed choice to play well designed games in a secure and supportive environment



My Lucky Numbers

1. Research: evidence based/ best practise
2. Technology (AI) and RG
3. Voluntary/ mandatory measures
4. Advertising/ marketing restrictions
5. Bonusses, cash backs, incentives
6. Social games/ loot boxes
7. Role supplier/ operator/ regulator

My Lucky Numbers

- Gambling Motives questionnaire (GMQ)
- Structured Clinical Interview for Gambling Disorder (SCI-GD)
- Online Gambling Disorder Questionnaire (OGD-Q)
- Gambling Attitudes and Beliefs Scale (GABS)
- South Oaks Gambling Screen (SOGS-5)
- Pathological Gambling Adaptation of Yale-Brown
- Obsessive-Compulsive Scale (PG-YBOCS)
- Gambling Behavior Scale for Adolescents (GBS-A)
- Gambling and Gambling Problem Perception Questionnaire (GGPPQ)
- Jonsson-Abbott Scale
- Canadian Problem Gambling Index (CGPI)
    - Problem Gambling Severity Index (PGSI-9)
- Holistic Recovery Capital in Gambling Disorder (HRC-GD)
- Belief in Good Luck Scale (BIGLS)/Beliefs Around Luck Scale (BALS)
- Gambling Expectancy Questionnaire (GEQ)
- Impact of Gambling Advertising Scale (IGAS)
- Gambling Readiness to Change Questionnaire (GRTC)
- Gamblers' Beliefs Questionnaire (GBQ)
- Gambling Related Cognitions Scale (GRCS)
- Gambling Disorder Identification Test (G-DIT)
- Problem and Pathological Gambling Measure (PPGM)
- Canadian Adolescent Gambling Inventory (CAGI)
- Pachinko/Pachi-Slot Playing Ambivalence Scale (PPAS)
- Gambling Follow-up Scale, Self-Report Version (GFS-SR)
- Gambling Quantity and Perceived Norms Scale (GQPN)
- Online Gambling Symptom Assessment Scale (OGSAS)

My Lucky Numbers

- Iowa Gambling Task (IGT)
- Go/No-Go Task (GNG)
- Barratt Impulsiveness Scale (BIS-11)
- Experiential Discounting Task (EDT)
- Probability-Associated Gambling (PAG) Task
- Wisconsin Card Sorting Test (WCST)
- Padua Inventory (compulsivity)
- Big Five Aspects Scale (BFAS)
- Recognizing Addictive Disorders (RAD) scale
- Risky Loot Box Index
- UPPS-P – Impulsive Behavior Scale
- Brief Screener for Substance and Behavioral Addictions (SSBAs)
- Cambridge-Chicago Compulsivity Trait Scale (CHI-T)
- Positive and Negative Gaming Experience Scale (PNGE-42)
- Game Addiction Scale for Adolescents (GASA)
- sensation seeking scale V (SSS-V)
- Standard Gamble (SG) Verfahren
- sensation seeking scale V (SSS-V)
- Standard Gamble (SG) Verfahren

My Lucky Numbers

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2. Technology (AI) and RG
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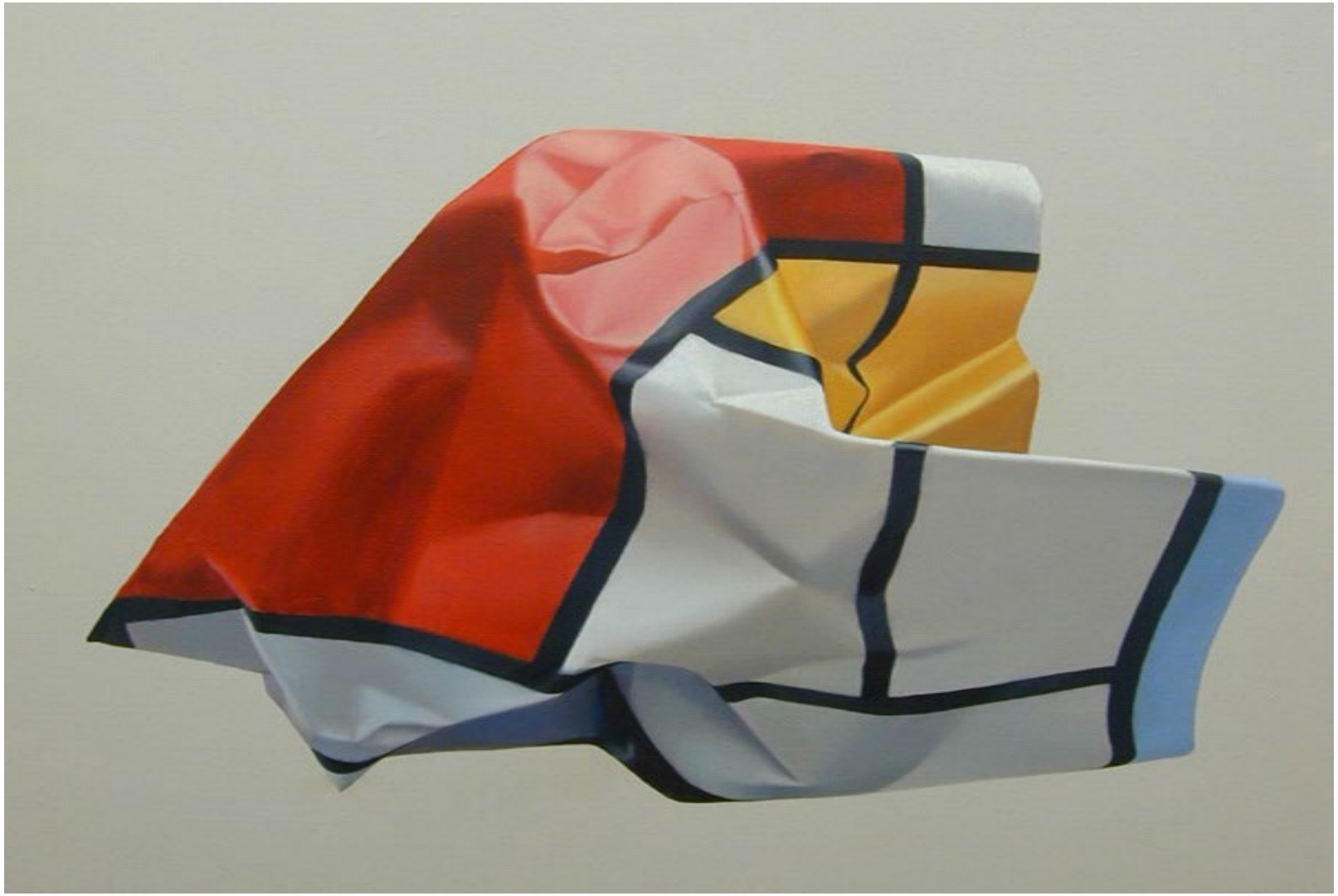

Thank you pieter@assissa.nl

GamAware Coaliton of Lane County

Starting Conversations: Building Take-A-Break Toolkits to Spread Gambling Harm Awareness

Presented by:
Ronda Hatefi & Natalie Taylor, MHA

Take A Break Toolkits

SMALL ITEMS FOR STRESSFUL MOMENTS

- Focused on grounding through the 5 senses
- Based on Mental Health First Aid Kits
- Our kits are unique in the integration of mental health and gambling harm prevention
- Bringing the upstream approach of learning about and caring for our brains as a protective factor to addiction

Included in the Take A Break Toolkits

Journal
Tea
Mints/Chocolates
Pictures of Nature
Tissues
Earplugs
Affirmation Stickers
Squishies
Meditation Card
Calm Strips
Acupuncture Rings
Fidgets

SMALL ITEMS FOR STRESSFUL MOMENTS

TAKE A BREAK
Toolkit

Courtesy of GamAware Coalition

CONVERSATIONS AT THE CORE

- Allows people building kits together to share and teach one another
- Gives us opportunity for feedback
- Creates connection to the toolkit building process and to Gambling & Video Gaming Addiction Awareness

THE POWER OF CUSTOMIZING

- See the toolkit as their own
- More likely to add items later
- Expands time spent building and engaging with conversation & content
- Able to build toolkit for others

Takeaways

BUILDING COMMUNITY AWARENESS PROJECTS WITH YOUR COMMUNITY LEADS TO MUCH LARGER AND RICHER ENGAGEMENT

FIND OPPORTUNITIES FOR:

- UNIQUE BRANDING
- INTEGRATING MENTAL HEALTH
- ONE ON ONE CONVERSATIONS
- INDIVIDUAL CUSTOMIZATION

DON'T BE AFRAID TO LET PROJECTS GROW AND CHANGE WITH COMMUNITY NEEDS

KEEP CONVERSATIONS AT THE CORE AND DON’T LET OTHERS WATER DOWN YOUR MESSAGE

RONDA HATEFI
Oregonians for Gambling Awareness Organization
ogao.ronda@gmail.com

NATALIE TAYLOR
Lane County Public Health - Prevention
natalie.taylor@lanecountyor.gov

GAMBLING & VIDEO GAMING
GamAware
COALITION
OF LANE COUNTY
ADDICTION AWARENESS

Thank You!!

FEEL FREE TO REACH OUT ANYTIME

PANEL

Vote for Best in Showcase!

https://www.surveymonkey.com/r/NCPGShowcase2024