Young Gamers & Gamblers Education Trust

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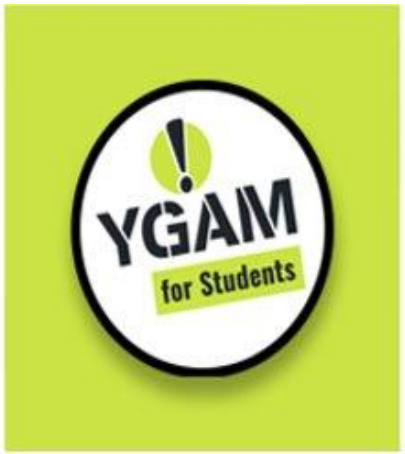
Portfolio of Programmes



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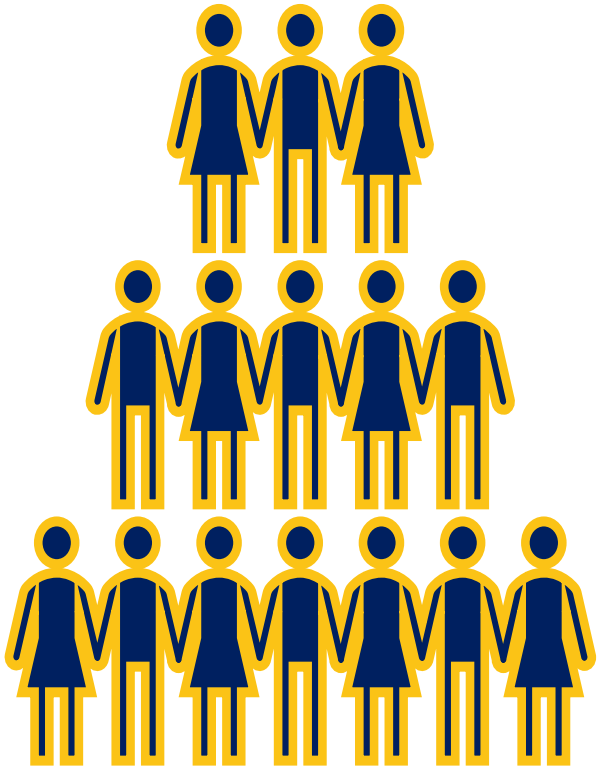
Young People's Gambling Harm Prevention Programme

Aspiration 1: Young People's Awareness

Aspiration 2: The Youth Professional Workforce

Aspiration 3: Parents and Families

Aspiration 4: Age Appropriate Treatment



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Gaming and Gambling Awareness and Harm Prevention: For Professionals Supporting Children in Care

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Gambling:

What words do you associate with gambling?

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What do you know?

How many 11 – 16 year olds used their own money to gamble in the last 7 days?

14% 11% 4%

Source: Young People and Gambling Survey: Gambling Comission:2019

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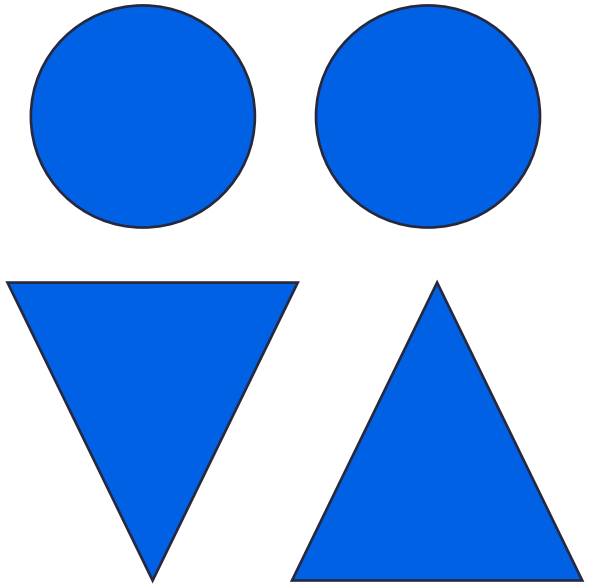
Gambling: What is it?

What is gambling?

Betting, gaming, participating in a lottery



What is problem gambling?

Gambling to a degree that compromises, disrupts or damages family, personal or recreational pursuits

Gambling Related Harms are the adverse impacts from gambling on the health and wellbeing of individuals, families, communities and society.

Source: UK Gambling Commission

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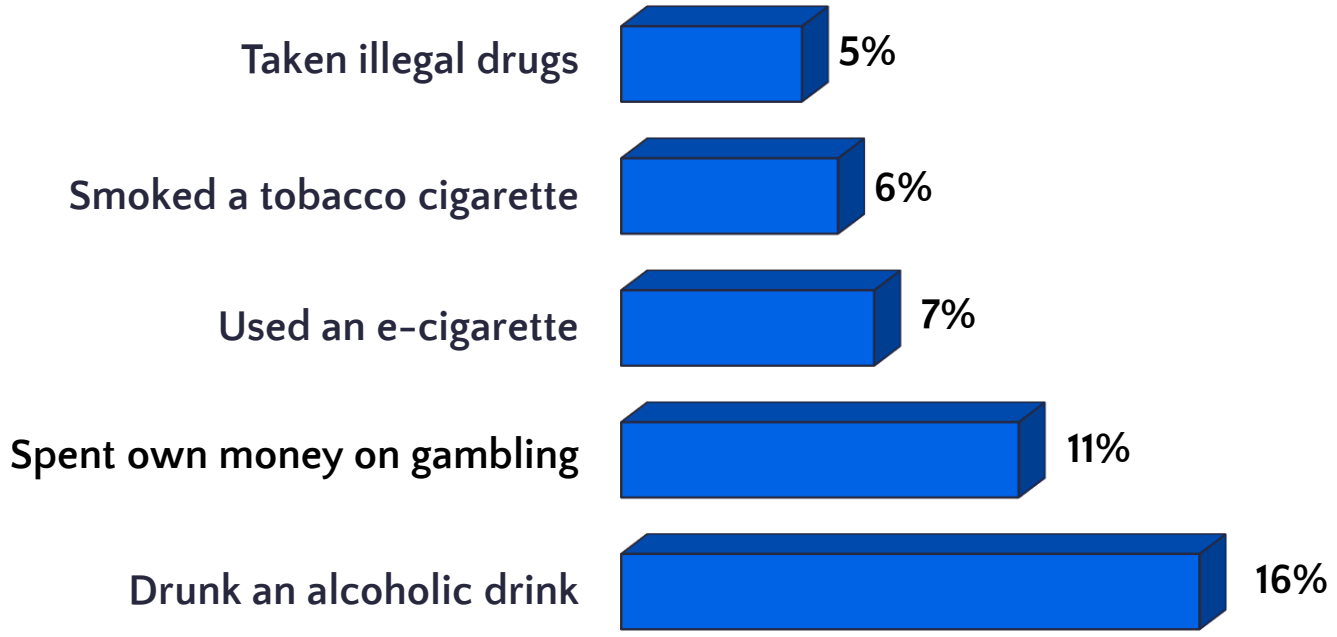
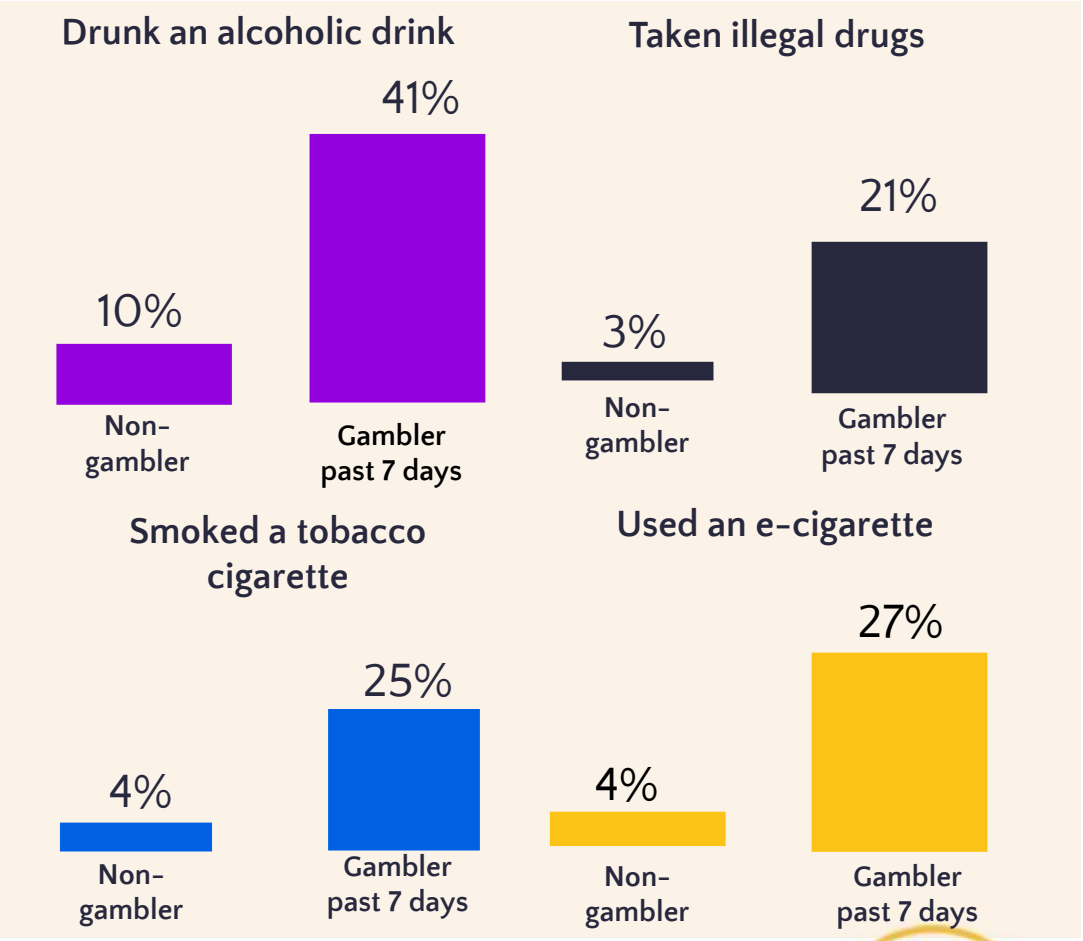
Facts and Figures





Source: Gambling Commission 2019

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Why Do Young People Gamble?

55%
It's Fun

13%
I like to take risks

11%
It's cool

10%
Parents/Guardians

6%
Peer Pressure

Source: Gambling Commission 2019

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Legislation

Source: Childwise 2020

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Children in Care's Views

" I watch the ads as I get more spins/coins"

"If you log in daily (to apps) you get gifts"

"There are always push notifications which prompt me to play again"

Source: YGAM Focus Group May 2020

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Children in Care's Views

"It's not a waste of time or money"

"It's relaxing"

"Feels like I can make my own choices"

"Gives you kudos"

It's immersive, like reading a book"

Can maintain relationships with friends

Provides a sense of achievement – something they can be good at

Provides an escape

Source: YGAM Focus Group May 2020

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Microtransactions and Loot Boxes

Microtransactions are in-game purchases that unlock specific features or give the user special abilities, characters or content.

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What Does This Mean To Young People?

Newcastle University

The Action

Surprise/Suspense

Desire to win rare item

Social

In-game advantage

As soon as I was getting better players, I wanted to get better and better and like, I couldn't stop. In my head I was like 'stop', my guts were saying 'stop', everything was saying 'stop', but my brain wasn't. My brain was like 'keep opening'. It was hard.'

Peer Pressure

Influencers

Unfair

Frustration

Trading/Profit

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Adverse Childhood Experiences

Childhood trauma greatly affects the risks of addiction in later life

Men with problem gambling addiction are more likely to have suffered childhood traumas

Addictive behaviours help someone avoid memories of childhood trauma as activities can reduce emotional distress connected to the trauma.

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Source: Dennis Relojo-Howell. September 2020 What are the real risk of child gambling addiction

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Trauma and Gaming

An escape from reality

To dissociate from the life they are living

Provide feelings of control

Activities can trigger emotional responses

Repetitive activities can distract from their emotions

Source: Oskenbay et al 2016

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Feedback

Feel confident spotting the signs of gambling related harm

10.6% | PRE | POST | 100%

Feel confident knowing where to get help and support re gambling harm.

11.3% | PRE | POST | 100%

100%
Knowledge had improved

100%
Would recommend the workshop

100%
Content clearly delivered

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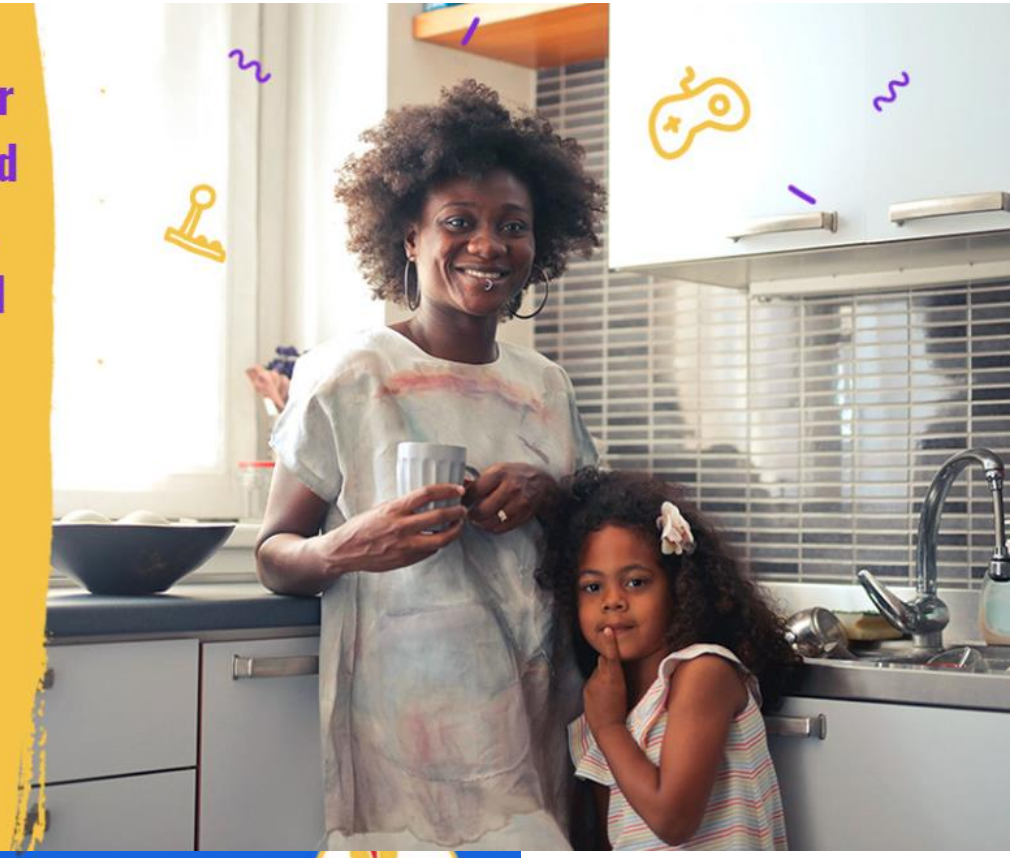
Feedback

"I felt the training was very much needed, given the rapid increase in use of elec equipment, devices gaming. Very benefi thanks!"

Residential Ho

"I found the looked after children workshop a good balance of information, delivery, discussion and participant input."

Foster Carer,
Staffordshire County Council



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Feedback

"I strongly agree that every foster carer should attend this online, I want to say course however it is much more than a course. It was an eye opener and I am very literate with online content and how to get the best out of the internet. But there was a lot of things that I learnt that I did not know, so i am very glad i could attend. I have to say that as soon as I came back home I sat down with the children in our care and spoke about a lot of things that I learnt, that really got them thinking about the dangers of gambling specifically which they were not aware of. I also showed them a couple of short videos that I remembered from the online event which was how gaming was dressed up to look spectacular with next level graphic display which could entice any child but was in fact trying to gain money from children`s want to buy, because of the way they made the adverts look.
Thank you for sharing all of this valuable information."

(Carer of Two Children)

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Thank you

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