

What's up in Canada?

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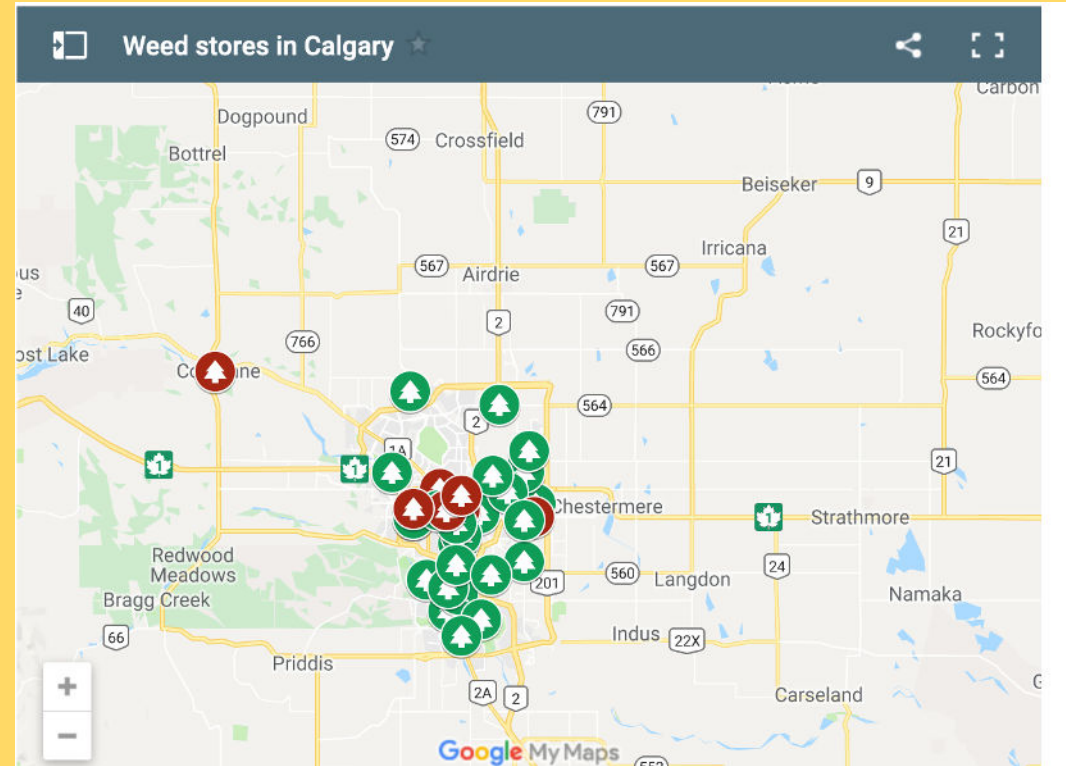
UNIVERSITY OF
CALGARY

The Great Canadian Experiment.....



Calgary

- Population = 1.2 million
- 26 Cannabis outlets
- plus online sales.
- Plus 12 to open shortly



- Alberta Gaming and Liquor Corporation (AGLC) is now
- AGLC – Alberta Gaming, Liquor and Cannabis

Critical Update Regarding GREO

Please read this important
update regarding GREO.



Canadian Centre
on **Substance Use**
and **Addiction**

Evidence. Engagement. Impact.

Centre canadien sur
les **dépendances et**
l'**usage de substances**

Données. Engagement. Résultats.

www.ccsa.ca • www.ccdus.ca

Advising Gamblers: Development of Lower-risk Gambling Guidelines

SNSUS Conference

David Hodgins, PhD

June, 2019

Tampere, Finland

Gambling and Problem Gambling in Canada: A National Study

[HOME](#) [ABOUT THE PROJECT](#) [RESEARCH & METHODOLOGY](#) [CONTACT US](#)

- The project is a three-year (2018-2020) comprehensive scholarly research investigation of gambling and problem gambling in Canada being undertaken by an inter-university research team led by principal investigator Dr. Rob Williams and project manager Dr. Carrie Leonard.
- The project has ten main research goals, with the overarching objective being to comprehensively document what is known about the prevalence, pattern and impacts of gambling in Canada so as to better maximize its benefits and minimize its harms.

[About the Project](#) | [Research & Methodology](#) | [Contact Us](#)

Funding partners:



Recent News

Online Video: About the National Gambling Project

Interview with principal investigator Dr. Rob Williams & project manager Dr. Carrie Leonard.

[READ MORE](#)

Leger Online Panel Survey Complete

Project-funded Leger survey collects responses from 10,198 Canadians about their gambling activities and behaviours.

[READ MORE](#)

Calgary

Alberta quietly bets on online gambling, leaving only Saskatchewan in the digital dark



Province hopes to cash in on \$358M that Albertans spend with offshore sites every year

[David Bell](#) · CBC News · Posted: Jan 18, 2019 1:26 PM MT | Last Updated: January 18



AGRI Advice for Harm Minimization

1. Limiting the games offered to less harmful games
2. Automated alerts to players/contact with players based upon play patterns
3. Operator-imposed constraints on spending and time (deposit limits, bet size limits, operating hours, etc.)
4. Player-imposed mandatory precommitment
5. Banning bonuses and rewards based upon larger time and spend but providing bonuses for responsible gambling actions (staying within limits, self-assessment tests, etc.)
6. Continuous and prominent feedback on time and expenditure

AGRI Advice for Harm Minimization

7. Dynamic pop-up messages about desire to continue to play after 60 minutes
8. Strong identify checks to prevent underage play
9. Irrevocable self-exclusion with choice of ban length, tied to land-based gambling
10. No free play section, beyond providing instruction on how games work
11. Prominent hyperlinks to timely help options
12. Evaluation of impacts