

Action plan

against problem gambling
and problem gaming (2013 – 2015)



*Senior Adviser Jonny Engebø and Adviser Linda Vøllestad Westby,
The Norwegian Gaming Authority
Special Adviser Øystein Bjørke Olsen,
Centre for Addiction Issues (KoRus-Øst)*



KoRus-Øst
Kompetansesenter rus – region øst



The Norwegian Gaming
and Foundation Authority

The Ministry of Culture passed the plan December 2012

- The Norwegian Gaming Authority wrote the proposal to the plan together with The Norwegian Directorate of Health and The Norwegian Media Authority. In the work KoRus-Øst represented the health authorities.
- The plans measures will be followed up by the same authorities and The Research Council of Norway.
- NOK 12 millions in 2013



Primary goals

- 1. Few in Norway shall develop problematic gambling- or gaming behaviour**
 - *regulation*
 - *targeted information*
- 2. Increased and shared knowledge about gambling, gaming and negative consequences**
 - *surveys and research*
 - *network and impart knowledge*
- 3. Early identification and good treatment for problematic gam(bl)ing behaviour**
 - *identification, treatment, education*
 - *low threshold services, operational and project subsidies*

1.1 Regulation (gambling)

- Maintain and strengthen the Norwegian gambling system
- Restrict gambling opportunities without Norwegian licenses
- Regulate games in a way where as few as possible get gambling problems
- Regulate marketing
- Review how games are market and distributed
- Categorize the gambling market on basis of risk assessment and need for regulation

Regulation – an example:

- One source when assessing games is GAM-GaRD
- Other sources are helpline data, key figures and research



Test a new game

Create your new game to test with Gam-GaRD.

See step-by-step instructions

Game name	<input type="text" value="Lotto"/>
Game Currency	<input type="text" value="Norway"/>
Game Type	<input type="text" value="s (e.g., weekly lotto games)"/>
Save in folder	<input type="text" value="Norskt Tipping"/> Create new folder
<input type="button" value="Add New Game"/> <input type="button" value="Cancel"/>	

Less than 20 Low risk for vulnerable players

20 to 30 Medium risk for vulnerable players

More than 30 High risk for vulnerable players

Characteristics assessed

- Event frequency
- Multi-game/stake opportunities
- Stake size
- Prize back percentage
- Jackpot size
- Near win opportunities
- Continuity
- Accessibility
- Currency/Ease of pay
- Illusion of control elements



Two approaches when high risk

- Change characteristics
- Implement tools for responsible gambling
- Examples
 - Characteristics changed for databingo
 - IVTs and net based games, tools for responsible gambling

1.2. Targeted information

- Three groups: Children and youth, minorities and vulnerable groups in special social situations.
- Schools are important arenas
- Educational programs for key persons with information tasks
- Exploit other arenas
- Cooperate with other actors (public and private)
- Strengthen internet as a source for prevention

Targeted information – an example

- Competitions in schools
- Theme: E.g. Problem gambling from a youngsters perspective, how can problem gambling affect a young persons life
- Competitions will be based at the national curriculum, chosen subjects related to gambling and gaming
- The contributions can be delivered in any format: Pictures, movies, drawings, collage, novel, poem
- We will use the chosen entries in our future work
- Attractive prizes

Targeted information – another example

- Leaflets to minorities
- A few languages will be chosen and distribute to gambling arenas



2.1. Surveys and research

- Collect data from Helpline, surveys and market figures
- Prevalence study 2013
- Studies on measures to reduce problems
- Computer gaming
- Effect studies – treatment
- Studies on treatment services for children
- Research through The Research Council of Norway

The prevalence study 2013

- Will be carried out by the University of Bergen
- Data collected autumn 2013
- Postal survey
- Large sample, aim for minimum 10 000 answers
- CPGI / PGSI
- Mostly gambling, but also games on social medias, grey zone games and gaming
- Marketing and tools for regulating gambling behaviour

2.2 Network and impart knowledge

- Nordic research conference
- Forum for responsible gambling (operators)
- Conferences – Responsible gam(bl)ing

3.1 Identification, treatment, education

- Continue offering the national training program on gambling and problem gaming
- Develop and spread knowledge about treatment and intervention methods
- Implement assignment-tools in public agencies that can detect problem gambling
- The Norwegian Directorate of Health is responsible and coordinates

National training program

- www.spilleproblematikk.no
- The program consists of two 2-days meetings with lectures and in addition an interactive online website
Passing the exams gives 15 credits
- Nearly 400 students have completed the program since 2007
- Participants are both therapists, social workers, teachers, nurses and a range of other professions
- We hope a wide range of professions lead to early identification and early intervention

3.2 Low threshold services, operational and project subsidies

- Further develop the helpline
 - evaluate opening hours
 - new ways to contact the helpline
- Operational and project subsidies to voluntary support groups and other organizations in the field.

Operational and project subsidies

- Organised support groups and other organisations which perform activities directly related to prevention can apply
- Nearly 1,5 million NOK in 2013
- The beneficiaries are:
 - Spillavhengighet – Norge
 - Norsk Forening for Spillproblematikk
 - SNSUS
 - Barnevakten
 - Tyrkisk Barn og Ungdomsorgansiasjon

Thank you!

