Action plan against problem gambling and problem gaming (2013 – 2015)



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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
- Early identification and good treatment for problematic gam(bl)ing behaviour
 - identification, treatment, education
 - low threshold services, operational and project subsidies





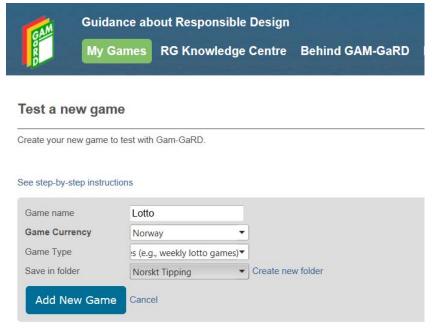
1.1 Regulation (gambling)

- 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



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!

