



Office of Responsible Gambling

2019 Responsible Gambling Grants Recipient List

ORGANISATION	PROJECT	FUNDING
Research Grants		
Central Queensland University	<p>Development and randomised-control-trial of safe gambling guidelines for EGM play This project will develop evidence-based guidelines for safe Electronic Gaming Machine (EGM) gambling, based on safe gambling practices that best predict non-harmful gambling amongst players most vulnerable to gambling-related harm. A brief intervention will deliver these guidelines to people wanting to reduce their EGM gambling, and their efficacy tested through a randomised-control-trial.</p>	\$191,063
Central Queensland University	<p>Exploring the changing landscape of gambling in adolescence Technological change has introduced new formative gambling experiences to young people. A cohort study of young adults will explore how the changing environment of gambling; including the advent of social casino games, esports betting, skins gambling, loot boxes and daily fantasy sports (DFS); might influence gambling involvement and gambling harm.</p>	\$99,968
Central Queensland University	<p>Loot boxes: Are they grooming youth for gambling? Video game loot boxes can be unwrapped to reveal items that enhance the appearance of the game. Sometimes these items can be converted into cash, making them similar to a lottery product. How much are youth (12-24) spending on loot boxes, and does their use predict future gambling?</p>	\$79,728
Central Queensland University	<p>Smartphone betting on sports, esports and daily-fantasy-sports amongst young people In NSW, the use of smartphones to bet on sports, esports and daily-fantasy-sports is growing rapidly. This study is a world-first investigation into how the distinctive structural and situational characteristics of mobile-technologies impact on betting behaviour, gambling problems and harm</p>	\$185,927

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	amongst young people. Methods comprise interviews, discrete-choice experiment, and ecological-momentary-assessments.	
Deakin University	Family member treatments: systematic review and content analysis across addictions Despite frequently presenting to Australian gambling services, there are few therapy options for the family members of people with gambling problems. This project proposes a systematic review of treatment efficacy and content across the addictions to inform the development of online, telephone, and face-to-face treatments for problem gambling family members.	\$30,000
University of Sydney - Business School	Do 'cash-out' products offered by bookmakers exploit behavioural biases? A new product offered by bookmakers, and advertised heavily on Australian television, involves 'cashing out' of bets; bettors are offered the opportunity to sell their stake back to the bookmaker for some fraction of the final contingent payoff. We investigate whether these products take advantage of known bettor behavioural biases.	\$24,500
University of Sydney - Gambling Treatment and Research Clinic	Randomised control trial comparing face-to-face with online problem gambling treatment Recent research found that clients who received an online self-directed treatment for problem gambling displayed significant reductions in symptoms. The current project aims to compare outcomes and cost-effectiveness of this newer online treatment with various face-to-face counselling treatments in terms of both short-term and long-term reductions in problem gambling symptoms.	\$277,500
Western Sydney Community Forum	Culturally Responsive Framework to Address Problem Gambling Behaviours This research project, initiated and led by Western Sydney Community Forum, will utilise an action research model to deliver a practical framework for mainstream services to utilise to deliver culturally responsive support to people with problem gambling behaviours.	\$156,000
Western Sydney University	Early identification of gambling comorbidity in a hospital setting This project aims to identify people with substance use and psychiatric problems who are at risk of problematic gambling due to impulsive/impaired decision making. Given treatment is not always sought when needed, the hospital setting may prove to be a good opportunity for early identification and responding to gambling risk.	\$100,591
Prevention, Innovation & Technology Grants		



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Deakin University	<p>Responsible gambling for preventing and reducing harm through digital education This project will deliver two online courses, providing digital education and research on responsible gambling, preventing and reducing harm. The courses will provide a social learning approach for the community (CALD, young people, Indigenous, lower socio-economic and vulnerable groups) and a resource for school teachers and support centres throughout NSW.</p>	\$250,000
Deakin University	<p>Virtual Assistant (Chatbot): Facilitating Screening, Responsible Gambling Messaging, and Referral This project aims to improve the accessibility of the existing content available on the NSW Gambling Help website. It will create an engaging multi-party software platform and virtual assistant (chatbot) to provide contextualised question-answering, interactive screening, personalised responsible gambling messaging, and facilitated referral for gamblers and their families and friends.</p>	\$110,000
The Australian National University	<p>Addressing gambling harms experienced by female, concerned significant others This project will investigate the extent and type of gambling harm partners of people with gambling problems experience and assess their service needs. The aim is to develop an evidence based digital infographic for support network use. The primary outcome being to attract female clients to engage with relevant services.</p>	\$43,508
University of Sydney - Gambling Treatment and Research Clinic	<p>Website development and evaluation for self-directed multiple gaming venue self-exclusion Self-exclusion can help individuals restrict their access to gambling, however, relatively few problem gamblers utilise this tool. The project will develop and evaluate a website that will enable gamblers to self-exclude from multiple gambling venues. Online self-enrolment is expected to enhance self-exclusion uptake and subsequently reduce gambling-related harms.</p>	\$176,464
University of Technology	<p>Animation series educating young people on responsible gambling This project delivers a suite of animations aimed to increase awareness and understanding of young people, enabling them to make informed choices around gambling participation and the associated risks and harms. The project's co-design process involves students in the target demographic to design animations that will be relevant and effective.</p>	\$99,315

Need more information?

To find out more about Grants contact:

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