

ISSUED BY THE NSW OFFICE OF RESPONSIBLE GAMBLING
Thursday, 27 June 2019

TECHNOLOGY AT CENTRE OF RESPONSIBLE GAMBLING GRANTS

A website to allow problem gamblers to self exclude from multiple venues and new online courses on responsible gambling are among innovative projects supported by \$1.3 million funding from the NSW Office of Responsible Gambling.

The office's director, Natalie Wright, said projects funded by the 2019 Responsible Gambling grants will lead to tangible benefits for people who want to make positive changes to manage their gambling.

"We are pleased to support such a diverse range of projects that will help put NSW at the forefront of national efforts to prevent and reduce gambling harms," Ms Wright said.

"Just as technology is changing the way people gamble with the rise of online and app-based betting, it is also driving exciting new initiatives to support people to gamble responsibly.

"By funding programs and research projects like these, we will further develop and underpin the evidence base for responsible gambling policy and programs."

Ms Wright said the University of Sydney Gambling Treatment and Research Clinic has received \$176,400 to develop and trial a website enabling gamblers to self-exclude from multiple gambling venues from anywhere anytime.

The project will build on current self-exclusion technology in NSW, extending the ClubsNSW multi-venue self exclusion program to enable gamblers to self exclude online rather than having to exclude in person at a venue.

Deakin University has received \$250,000 to deliver two online courses providing digital education and research on responsible gambling and 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.

The project will develop an open online course available to the entire NSW community, as well as a course for school teachers and counsellors to help educate students and clients on responsible gambling strategies and gambling risks and harms.

The latest Responsible Gambling grants have also supported universities to undertake cutting-edge research. See separate below page for details. For more details on RGF grants, visit:

<https://www.responsiblegambling.nsw.gov.au/infrastructure-grants/responsible-gambling-fund-grants>

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Western Sydney University \$100,500: *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.

Central Queensland University \$191,000: *Development and randomised-control-trial of safe gambling guidelines for gaming machine play.* This project will develop evidence-based guidelines based on safe gambling practices that best predict non-harmful gambling among players most vulnerable to gambling-related harm.

University of Sydney Gambling Treatment and Research Clinic \$277,500: *Randomised control trial comparing face-to-face with online problem gambling treatment.* Recent research found clients who received an online self-directed treatment for problem gambling displayed significant reductions in symptoms. The project will 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.

Central Queensland University \$185,900: *Smartphone betting on sports, e-sports and daily-fantasy-sports among young people.* In NSW, the use of smartphones to bet on sports, e-sports and daily-fantasy-sports is growing rapidly. This study will investigate how mobile technologies impact on betting behaviour, gambling problems and harm among young people.

Central Queensland University \$99,900: *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.
