

Understanding & Reducing Gambling Harm among Young Adults in Ontario

Sasha Stark, PhD
Senior Researcher

Centre for the Advancement of Best Practices
Responsible Gambling Council
RG+



Outline

1. Gambling in Ontario
2. Gambling & Harm among Young Adults
3. Prevention Strategies
4. Sudbury
5. Cannabis



Who We Are



**RESPONSIBLE
GAMBLING
COUNCIL**



RGC

CENTRE FOR THE
ADVANCEMENT OF
BEST PRACTICES

RG+

35Years



ONTARIO





Gambling expansion is underway in Ontario.



CANADA

October 12, 2018 9:49 am

Casino and entertainment complex to be built in Wasaga Beach

By [Hannah Jackson](#) National Online Journalist, Breaking News Global News

Ontario urging feds to legalize single event sports betting

[Jane Stevenson](#)

More from Jane Stevenson

[Home](#) » [News](#) » [Ontario government seeks to end online gambling monopoly](#)



Ontario government seeks to end online gambling monopoly

12 April 2019

Ontario's Conservative government has revealed plans to end the current online gambling monopoly and also legalise single event sports betting in the Canadian province.



Gambling & Harm among Ontario Adults

82.9%
past-year
gambling₁

2.5%
at-risk
for harm¹

Individual
Family
Community

Personal
Social
Legal
Vocational/Educational
Financial²

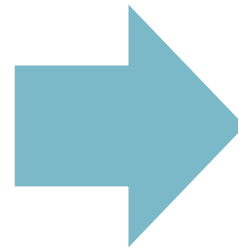


¹ Williams & Volberg, 2013

² Productivity Commission, 1999

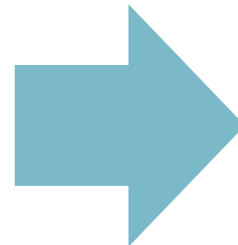
Gambling as Public Health Issue

Distribution of gambling harm is impacted by determinants of health¹



**Age
Young Adults
(18-24 years)**

Need for interventions and policies that prevent or mitigate harm¹



**Prevention
Programming**

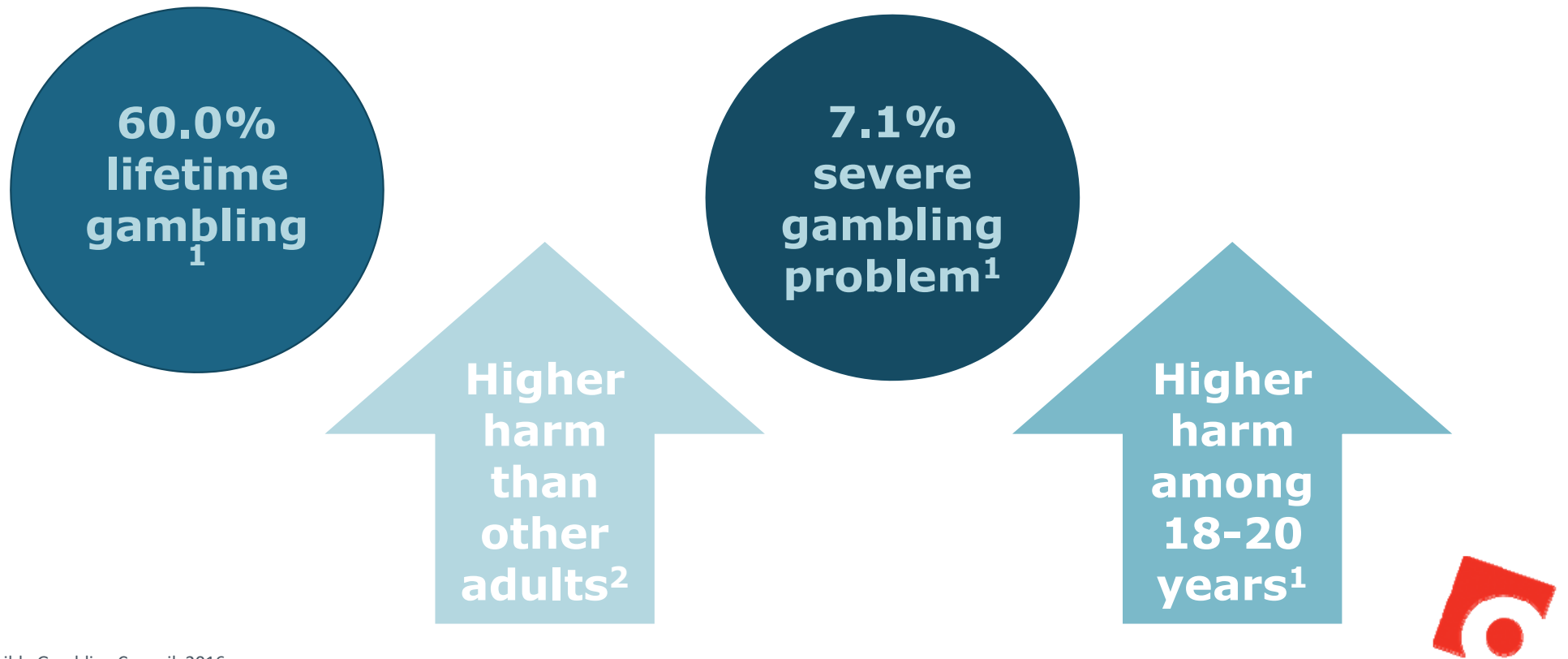




Young adults are at increased risk of gambling-related harm.



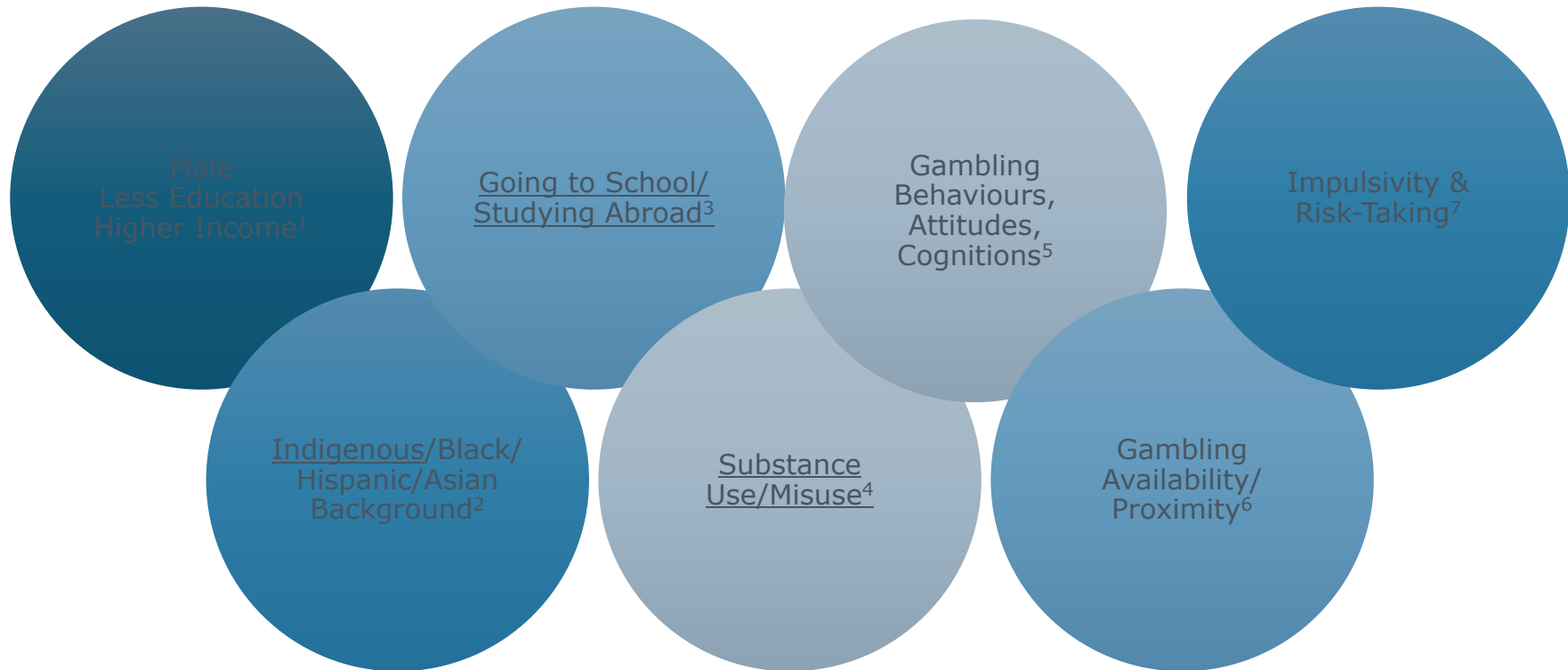
Gambling & Harm among Young Adults



1 Responsible Gambling Council, 2016

2 Williams & Volberg, 2013

Risk Factors for Young Adults



1 Hayatbakhsh et al., 2012

2 Rodriguez, Krieger, Tackett, & Neighbors, 2016; Welte, Barnes, Tidwell, & Hoffman, 2007

3 Moore, Thomas, Kale, Spence, Zlatevska, et al., 2013

4 Hammond, Pilver, Rugle, Steinberg, Mayes, et al., 2014; Hayatbakhsh, et al., 2006

5 Weinstock, Whelan, & Meyers, 2008; Tang & Wu, 2012; Chiu & Storm, 2010

6 Welte, Barnes, Tidwell, & Hoffman, 2009; Adams et al., 2007

7 MaClaren, Best, Dixon, & Harrigan, 2011





Prevention initiatives are needed to limit gambling harm among young adults.



Prevention Strategies School/Workshop Based



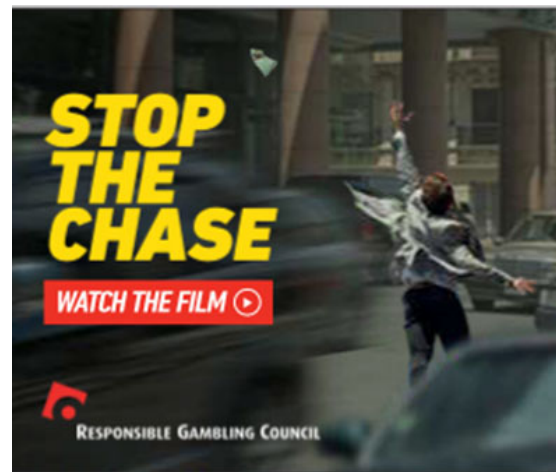
YMCA
Youth Gambling
Awareness
Program (YGAP)

YMCA
Programme de
sensibilisation aux
jeux de hasard chez
les jeunes (PSJJ)



Prevention Strategies

Broad Based



Public Health

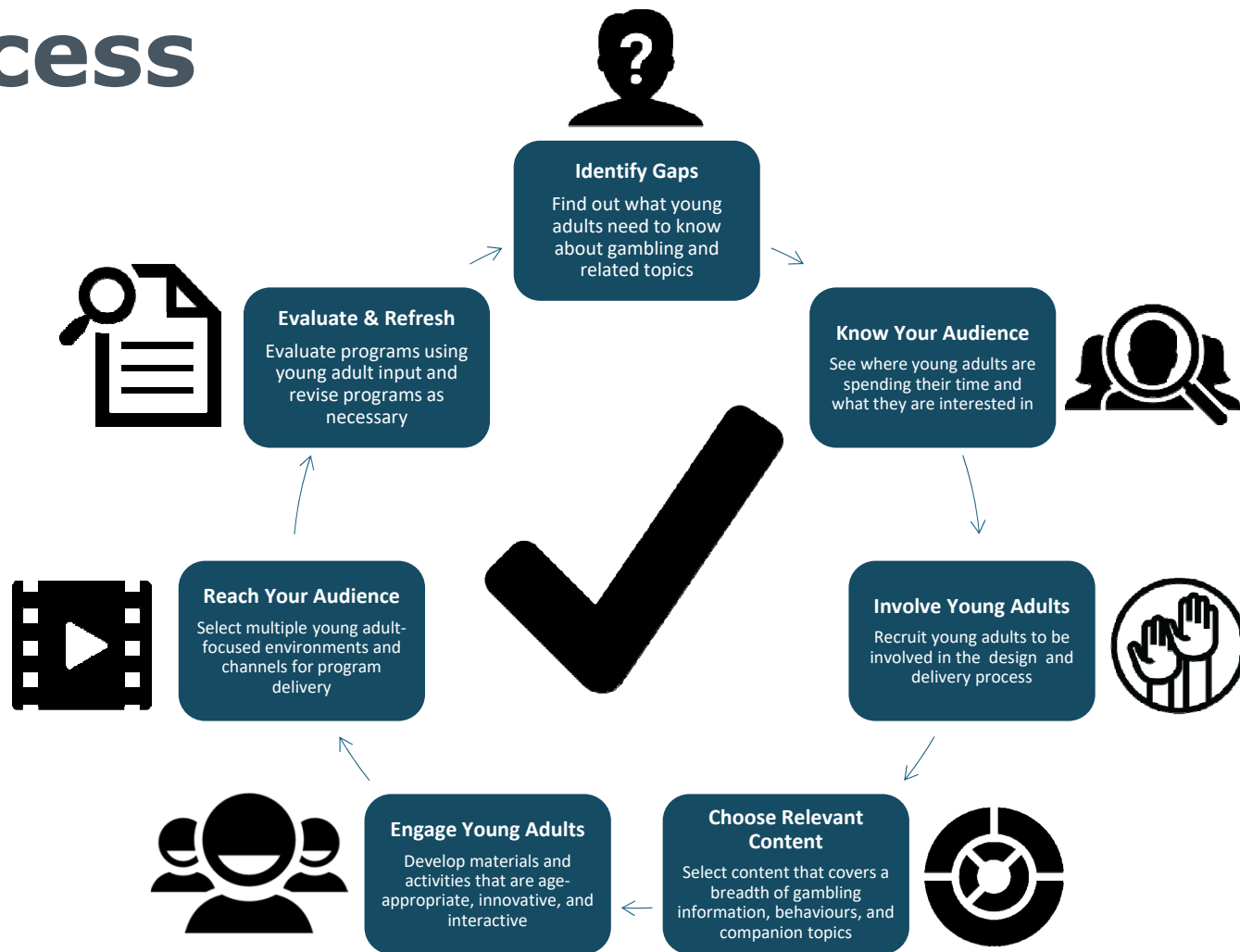


Prevention Strategies

Broad Based



Keys to Success

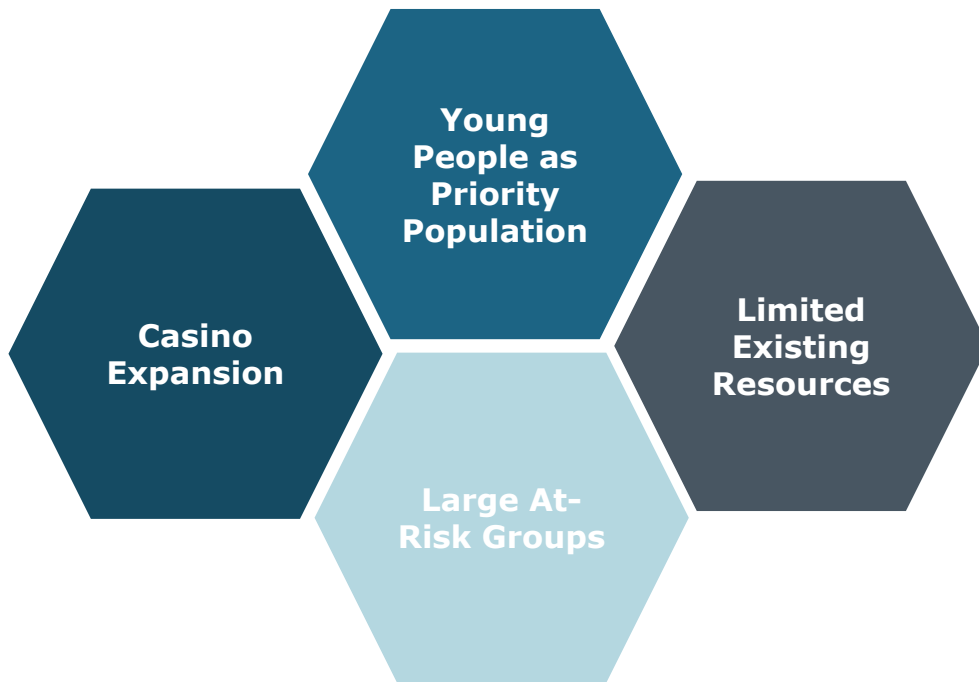




Developing a Knowledge Translation Strategy for Coming of Age Youth in Greater Sudbury



Sudbury

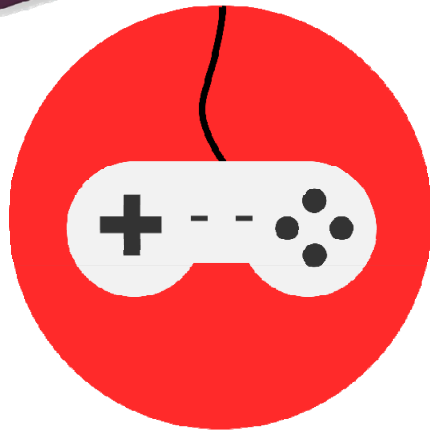


Approach

Goal: Identify the most appropriate ways to share relevant information on gambling with coming of age youth in Greater Sudbury



Preliminary Results

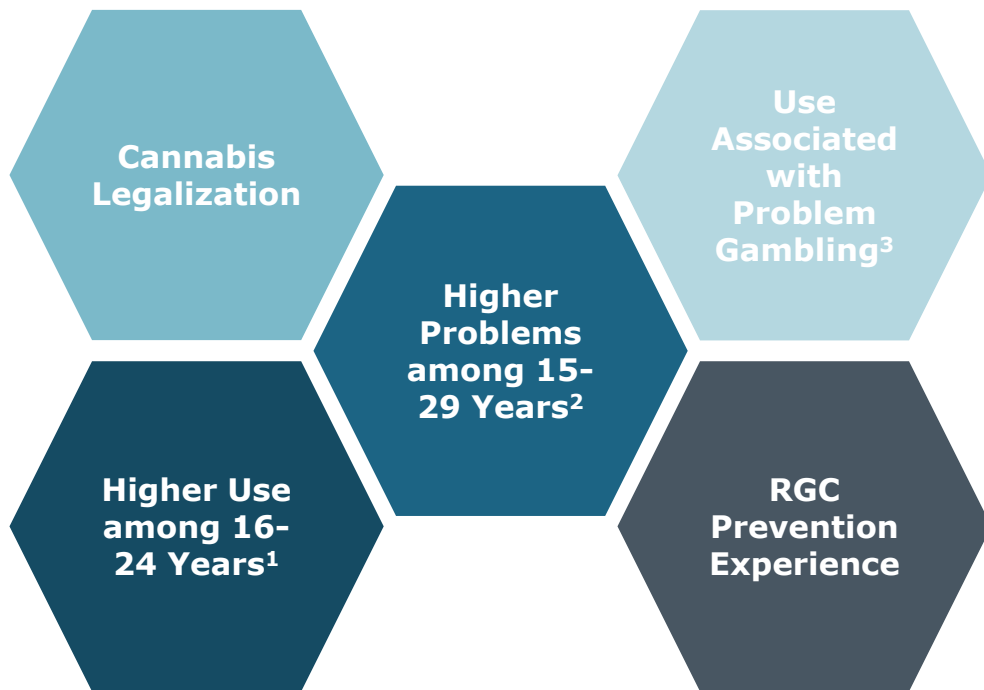




Gambling & Cannabis: Health Promotion in the Context of Cannabis Legalization



Cannabis



1 Government of Canada, 2017

2 Leos-Toro, Rynard, & Hammond, 2017

3 Hammond, Pilver, Rugle,, Steinberg, Mayes, et al., 2014



Approach

Goal: Mobilize current knowledge about cannabis and gambling among 16-24 year olds to develop evidence-based prevention messages



Key Messages

There are links between cannabis and gambling use and problems.

There are risks associated with gambling after cannabis use.

Multiple strategies exist to reduce risks from gambling and cannabis use.

We need to reduce stigma and increase help seeking.

Personal Stories & Scenarios

Social Media Posts & Videos

Fact Sheets

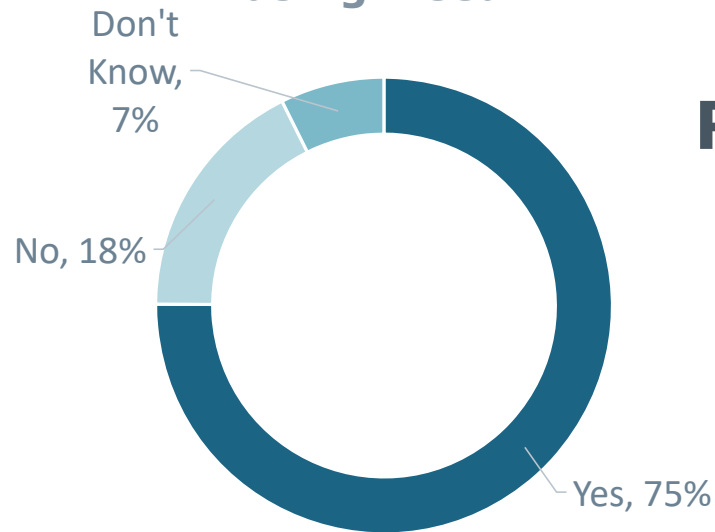


Game Brain Social Media Pilot



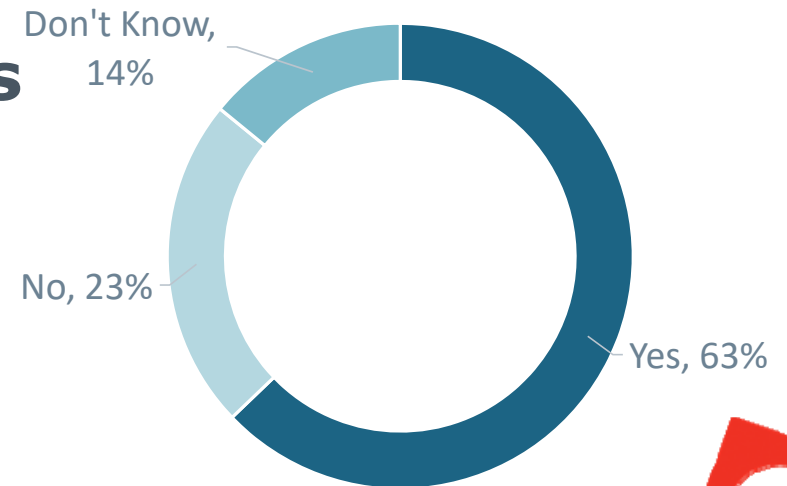
Game Brain Social Media Pilot

Did this message increase your knowledge about the risks of gambling and using weed?



256 Responses

Is knowing this information likely to discourage you from gambling or using weed?



(Certain groups of) young adults are at high risk for harm.

Prevention programs are needed and impactful.

Development and delivery should maximize audience participation.

Strive for continuous improvement.

Key Takeaways



Thank you!

Any questions?

SashaS@rgco.org

