

Young Gamers & Gamblers Education Trust



Providing the tools and information to build resilience, inform, educate and safeguard young people about the potential harm of gaming and gambling.

Housekeeping





Introducing YGAM

We have four products:



Practitioner
Workshops



Research



University
& Student
Engagement




Dedicated Parent
Hub



10 Second Type



What words do you associate
with gambling?






10 Second Type



What words do you associate
with gaming?

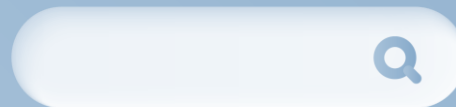




10 Second Type



What are the similarities and differences between gambling and gaming?





10 Second Type



What is meant by
responsible gambling?

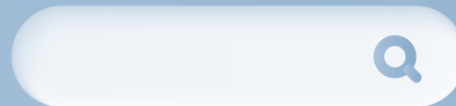




10 Second Type



What is meant by
safer gambling?





Today's Aims

The aims of today are to:



Increase your knowledge and understanding of gaming and gambling related harm in the UK



Support you with information on how to spot the signs of gaming and gambling related harm and provide details of where to sign post young people experiencing harm



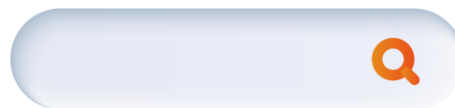
Provide you with information about our programme and resources



What Do You Know?



What % of 11-16 year olds spent their own money on gambling in the last 7 days?

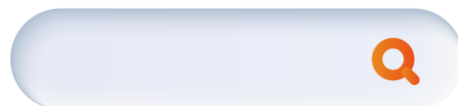




What Do You Know?



How much time per week did UK 12-15 year olds spend gaming last year?





What Do You Know?



What is the chance of winning the
UK National Lottery Jackpot?

1 in 14 m

1 in 45 m

1 in 4 bn

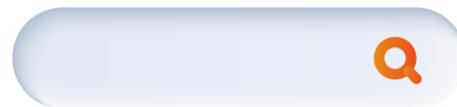




What Do You Know?



How many Premier League clubs have partnerships with a betting brand?





What Do You Know?



What year was the Gambling Act published?

2015 2005 1945



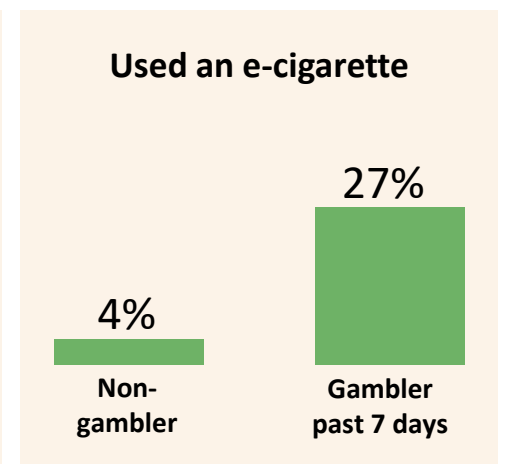
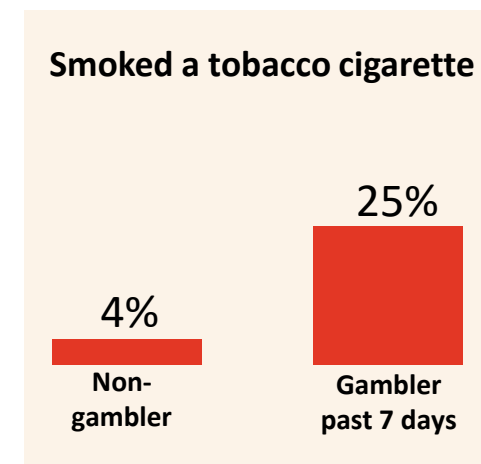
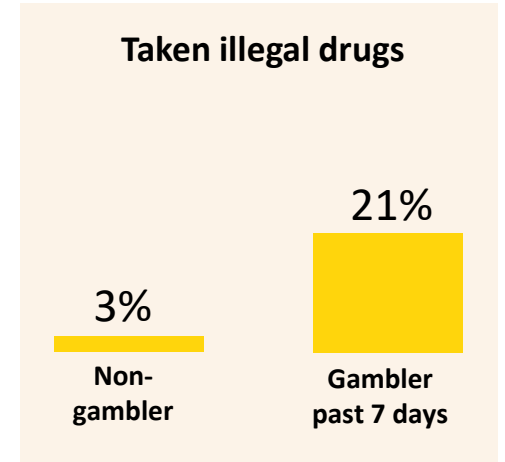
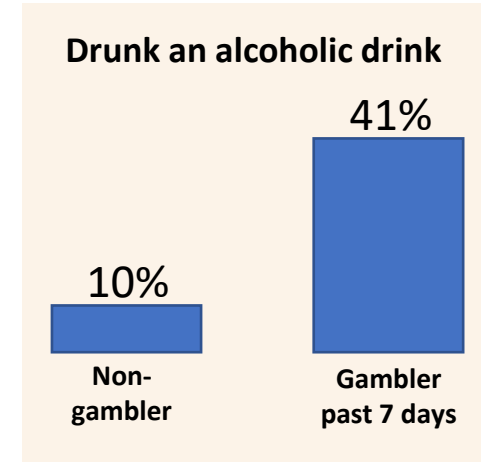
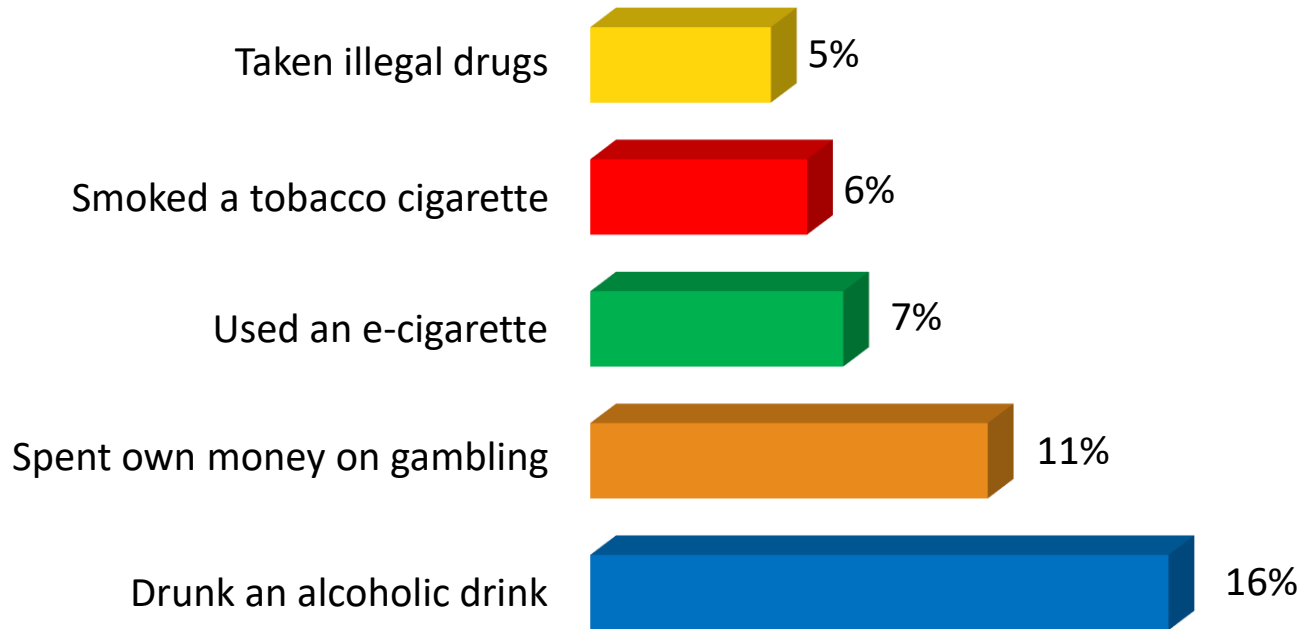
Any Questions, Observations or Reflections?





Facts and Figures

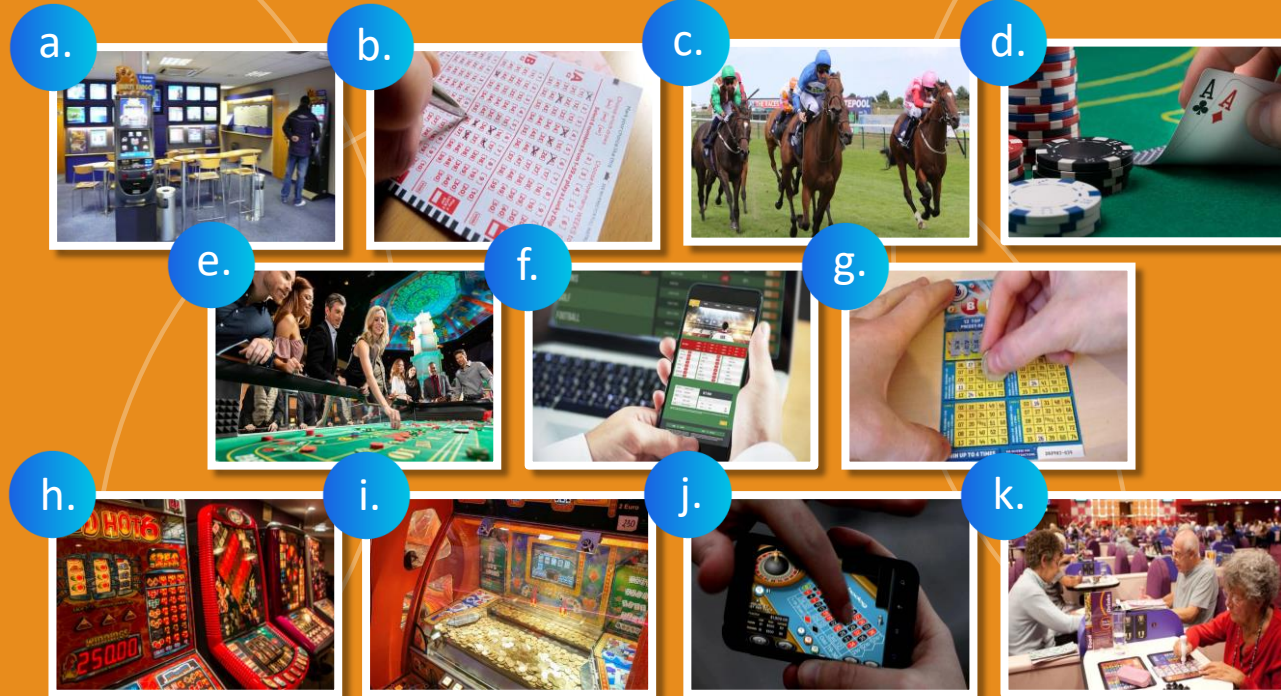
Activities Participated in Past 7 Days



Gambling Commission - Young people and gambling | October 2019



Getting To Know You



Any Questions, Observations or Reflections?





What is Gambling?

What is gambling?

Betting, gaming or participating in a lottery.



What is a problem gambler?

Someone whose habit compromises, disrupts or damages family, personal or recreational pursuits.



Mental Health

Winning Stage



Losing Stage



Desperation Stage



Hopeless Stage

Recovery Stage

During this stage, gambling addicts realise through the help of their counsellors, therapists, that they can rebuild their lives and regain what they have lost. –ILLINOIS INSTITUTE FOR ADDICTION RECOVERY

19%

problem gamblers
considered suicide in
past year

Source: Gamble Aware 2017

Problem gambler is

6x

more likely to have
suicidal thoughts

Source: Lund University 2018

“...especially when debts are so severe that suicide becomes part of the solution a person thinks about in that kind of crisis, with the feeling of what you have caused to your family members.”

–PROFESSOR ANDERS HAKANSSON: LUND UNIVERSITY



Influences



Advertising

“Betting is increasingly seen as a normal part of supporting your team or following a sport.”

– PROFESSOR JIM ORFORD, GAMBLING WATCH UK



**90
MINUTES**

Adverts
during
World Cup

**241
TIMES**

Match
of the
Day



Advertising

“Betting is increasingly seen as a normal part of supporting your team or following a sport.”

– PROFESSOR JIM ORFORD, GAMBLING WATCH UK



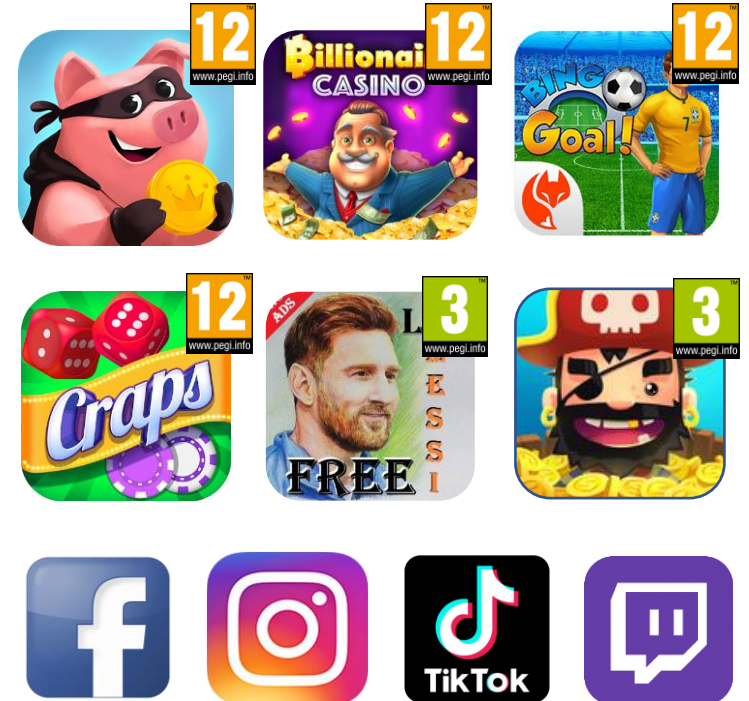


Advertising





Current Legislation





Current Legislation



Any Questions, Observations or Reflections?





Gaming.

The good, the bad and the misunderstood.

“Gaming disorder is a **mental health condition** which can have a hugely debilitating effect on people’s lives, both for patients and their families who can be left feeling utterly helpless.”

– DR HENRIETTA BOWDEN-JONES
Director of The Centre for
Internet and Gaming Disorders and
Royal College of Psychiatrists.



What Happens Inside the Gaming Brain?

Dopamine

Oxytocin

Serotonin

Endorphins



Adrenaline



Motivation To Game.

Dr David McClland's **Human Motivation Theory** identified that; we seek 3 key needs:

Autonomy – The power of self-determination,

Belonging – A feeling of fitting in and

Competence – We want to feel that we are good at what we are doing

Autonomy

They get to pick and lead their own adventure

Belonging

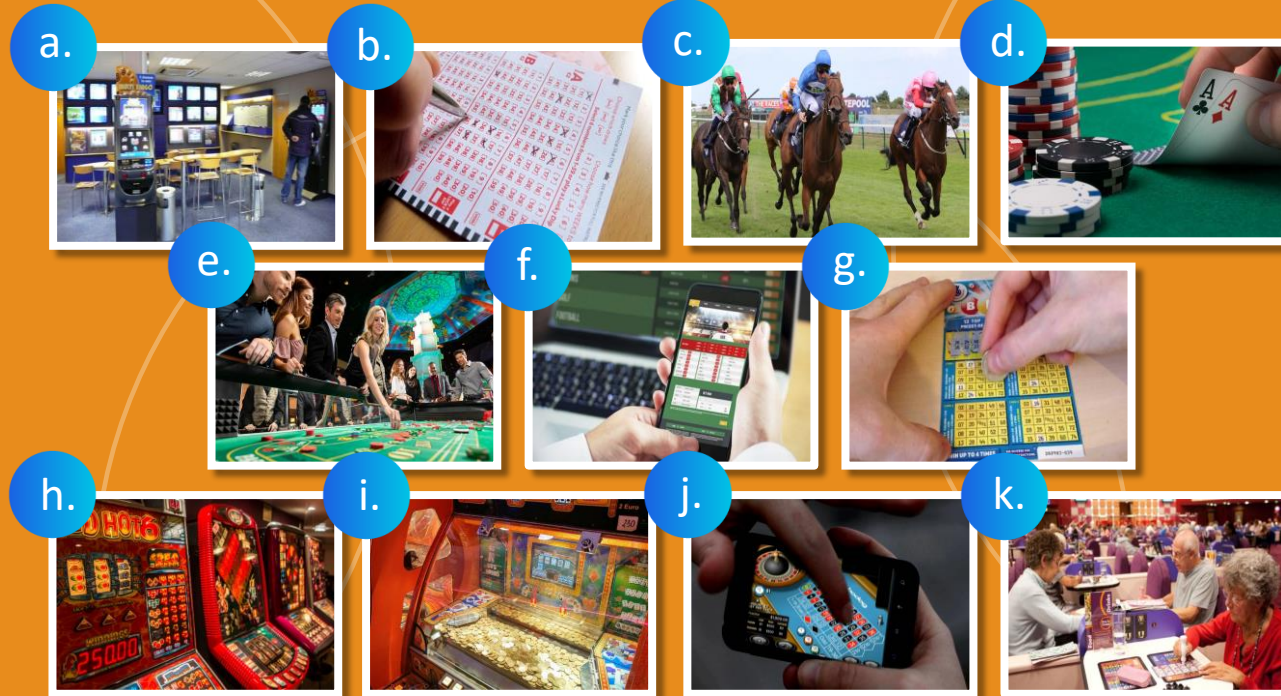
They can play online with friends and build a community

Competence

Levelling system with the chance to unlock skills



Getting To Know You





Getting To Know You

Quickfire: what is this item?





Loot Boxes





Loot Boxes

"Because they require no player skill and have a randomly determined outcome or prize, they function similarly to scratch tickets or gambling slot machines."

— DR DANIEL KING, UNIVERSITY OF ADELAIDE

Which item do you think costs more?

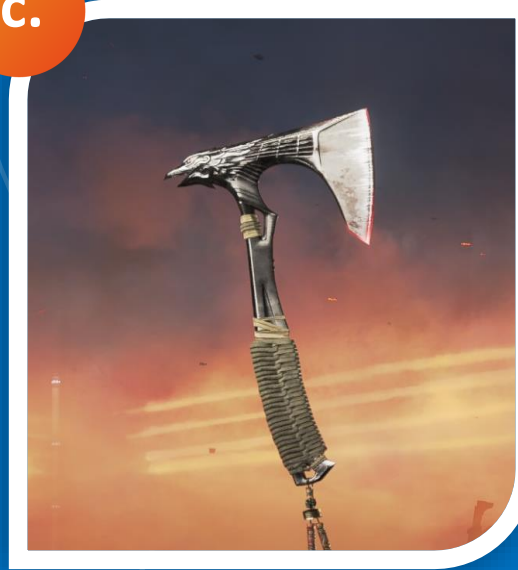
a.



b.



c.



What does this mean to young people?





Esports





Esports





Esports



\$1.4 BILLION



Estimated value of
eSports by 2020



385 MILLION



Global
eSports
audience



\$30 MILLION



The prize pool for Fortnite



\$6.9 MILLION



Highest earning player



Advertising, Gambling and Esports



In October 2019 UK Esports team Fnatic signed a partnership deal with Le Tou.

Any Questions, Observations or Reflections?



Getting Help and Spotting the signs





Spotting The Signs: Gaming Disorder

Emotional Signs

- 🧠 Preoccupation with gaming
- 🧠 Downplaying time gaming
- 🧠 Unable to set time limits
- 🧠 Avoiding family/friends
- 🧠 Being overly defensive



Physical Signs

- 🏠 Headaches or migraines
- 🏠 Neglecting hygiene
- 🏠 Extreme fatigue
- 🏠 Carpal tunnel syndrome



Gambling Related Harm: Spotting the Signs

-
- Spending too much time and/or money
 - Finding it hard to manage or stop
 - Arguing with family or friends
 - Thinking or talking about it all the time
 - Chasing losses or suffering debt issues
 - Gambling until you have nothing left
 - Feeling anxious, worried
 - Losing interest in hobbies
 - Neglecting personal needs
 - Lying/hiding gambling
 - Selling possessions

Any Questions, Observations or Reflections?





It's Good To Talk

- Right place, right time
- Focus on the behaviour
- Explain why it's not okay
- Be curious and empathetic
- Reassure them
- Get involved
- Staying Safe
- Talk finance
- Set boundaries
- Lead by example



It's Good To Talk

The YGAM three-question initial screening tool is useful for determining if further assessment is appropriate.

1. Have you ever had to lie to people important to you about how much you gamble/game?
2. Have you ever felt the need to spend more and more money?
3. Have you ever tried to stop, cut down, or control your gambling/gaming?

If your answer to one or more of these questions is “yes” further assessment is advised.



Getting Help

NHS

G GamCare

BIG DEAL?

shout
for support in a crisis
85258

PAPYRUS
prevention of young suicide
HOPELineUK 0800 068 41 41

Any Questions, Observations or Reflections?







YGAM Resources



450 Free downloadable resources



Quality assured and written by qualified teachers and youth work professionals



Age specific and relevant to your setting.



Available to you FREE when you attend one of our Follow-up sessions



Topics We Cover

✓ Why People Gamble/Game

✓ The Gambling Industry

✓ The Gaming Industry

✓ Probability & Luck

✓ Money & Debt

✓ Addiction & Mental Health





PSHE

How to address gambling through PSHE education:

- ✓ Develop skills as well as knowledge
- ✓ Assessment and evaluation
- ✓ Avoid shock, fear or shame
- ✓ Signpost support

“Shock stories can increase stigma, reducing individuals’ inclination to seek support.”

Why should you book on to a Follow-up
Workshop?



YCGAM

resources



YGAM Education Resources

Over 170 Specific Primary and Secondary School Resources



KS2, 3, 4 and 5
long term,
thematic spiral
map



Complete
Schemes of
Work



Mapped to the
PSHE PoS and
RSE



Interactive
(editable)
PowerPoint
presentations



Data sheets
and resources



Print and go



YGAM Youth Work Resources

Over 100 Specific Youth Work Resources



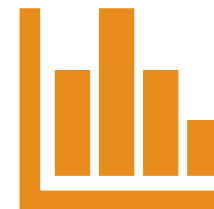
Age
Appropriate
resources



Variety of
options for
delivery



Mapped to
framework of
outcomes for
young people



Data sheets
and resources



Print and go



What Happens Next?



Post-workshop online evaluation



YGAM certificate of attendance



The link to allow you to book on to the relevant follow-up session for you.



After care from your local education manager

Any Final Questions, Observations or Reflections?



Thank you
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Leave us a review?

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