

Young Gamers and Gamblers Education Trust



The Young Gamers and Gamblers Education Trust (YGAM) is a national charity with a social purpose to inform, educate, safeguard and build digital resilience amongst young and vulnerable people, helping them to make informed decisions and understand the consequences around gambling and gaming.

This is achieved through accredited education programmes and resources for anyone that works or cares for the young and/or vulnerable, including teachers, youth workers, community volunteers and mental health specialists. YGAM also works closely with universities and students to raise awareness of problematic gambling and gaming, across campus.



YGAM Workshops

Our educational workshops are for anyone who works with young and vulnerable people aged 7-25, such as teachers, tutors, youth workers, mental-health specialists, prison and probation officers, community volunteers and police officers.

Designed to build digital resilience, these sessions cover information on gaming and gambling in the UK and provide the tools needed to protect people from the risks of problem gambling and gaming, including lesson plans, activities, signs to look out for and information on where to go for advice and support. All training sessions have been assured by Pearson and City & Guilds and the resources have been approved by the PHSE Association.



University and Student Engagement

Working in collaboration with universities, YGAM trains and employs students to deliver awareness campaigns to fellow students within their university. The engagement programme helps students make informed choices through a better understanding of gambling, gaming and the potential risks.



Research

Through the delivery of the YGAM Workshops and University and Student Engagement programmes, a research programme will focus on the attitudes, thinking, and behaviours of young people in relation to gambling and gaming. The first piece of research is focused on university students and will be published in September 2019.



YGAM's vision is that all young and vulnerable people are safe from gaming and gambling related harms. By 2021 they want to annually train 4,416 practitioners, reaching up to 441,600 young people as well as partnering with 55 universities, reaching 385,000 students. [View the Three Year Strategy.](#)

YGAM's social impact is guided by and contributes to the [Advisory Board for Safer Gambling \(AGSB\)](#), they also work closely with the Gambling Commission and fully support their new strategy to [Reduce Gambling Harms.](#)

Founder Stories


In 2014, following their devastating experiences with problematic gambling, Lee, Anne and Keith founded The Young Gamers and Gamblers Education Trust. In this video we find out more about the impact gambling has had on their lives and why they are so passionate about safeguarding young and vulnerable people.



Accreditations



 **Pearson** **Pearson Assured** quality standard

 **ASDAN** **Registered Centre** Approved **ASDAN** Centre

 **City & Guilds** **City & Guilds** assured
ASSURED

 **INVESTORS IN PEOPLE** | Accredited **Investors in People**

 **PSHE Association** **PSHE Association** quality assured

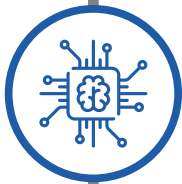
2017 - 2018



Trained and certified **350 practitioners** to deliver the YGAM programme

Reached **55,954 young people**

2018



Launched **YGAM Innovation** trading subsidiary to provide training and certification to employees within the gaming and gambling industries

Launched **Scrabit** App to help young people take back control of their device usage and have the tools to maintain a healthy relationship with their devices

Downloads & Additional Information

www.ygam.org

Contact: hello@ygam.org | 020 3837 4963

Media Enquiries: carly@ygam.org | 07944 447753

Registered Charity Number 1162425 | Registered Company Number 0189998

Registered address: 71-75 Shelton Street, London, WC2H 9JQ

Logos



Images



Brand Guide



The Facts

Gaming and gambling have become a part of our daily lives. More people than ever are exposed to adverts and play games that advocate gambling and gaming as leisure activities. Below are some stats to put YGAM's work into context and shows the need for their work.

Gambling and Young People



It is estimated that 450,000 (14%) of 11-16 years olds bet regularly - the equivalent of one in seven.¹



1.7% of 11 - 16 year olds were classified as 'problem' gamblers and 2.2% as 'at risk' gamblers in 2018.¹



In 2017 it was estimated that more than 100,000 students were in debt due to gambling, with one in four of those indebted beyond £10,000.²



59% of university students who gamble say they are always worrying about their financial situation while 16% have gambled more than they could afford.³



Problem gambling amongst young people is associated with poor performance at school or university, truancy, drug and alcohol abuse, depression, anxiety and in some cases suicide ideation.



¹ Young People and Gambling | Gambling Commission | November 2018

² Students and Gambling | Gambling Commission | September 2017

³ Gaming, Gambling and Student Life | YGAM | September 2019

Gaming and Young People



85% of 9-18 year olds play games online, with 35% saying no limits were set by parents and almost 30% said that limits were set but never enforced.¹



In the past 12 months, 31% of young people have opened a 'Loot Box'.¹



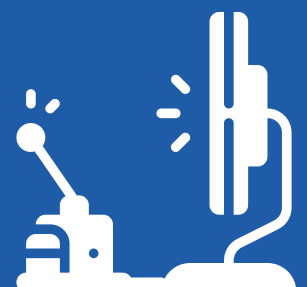
41% of parents are concerned about the pressure to spend money online and 37% with how much time children spend online. 9% of the children asked said they had accidentally spent money online.²



Gaming can affect the quality of academic achievement. Nearly half of university students (48%) felt gaming had got in the way of their academic performance.³



In 2018, the World Health Organisation added 'gaming disorder' to the International Classification of Diseases.



¹ Online Safety- A Pupils Perspective | Digital School House | September 2018

² Children and Parents: Media Use and Attitudes | Ofcom | 2018

³ Gaming, Gambling and Student Life | YGAM | September 2019