

Gambling Harm Prevention Project

*with culturally and linguistically
diverse communities*

Ethnic Communities Council Victoria

August 2018



PARTNERSHIPS



OVERVIEW

This presentation covers:

- A reflection by Ms Gulhan Yoldas who is a member of the project advisory
- A pilot study undertaken with our community members
- Analysis and implications of the survey
- Discussion for future project activities
- Questions?

PERSONAL REFLECTION



Brimbank

SURVEY AIM

To engage Ethnic Communities Council of Victoria (ECCV) members and Victorian Multicultural Commission (VMC) Regional Advisory Council (RAC) in thinking about gambling harm

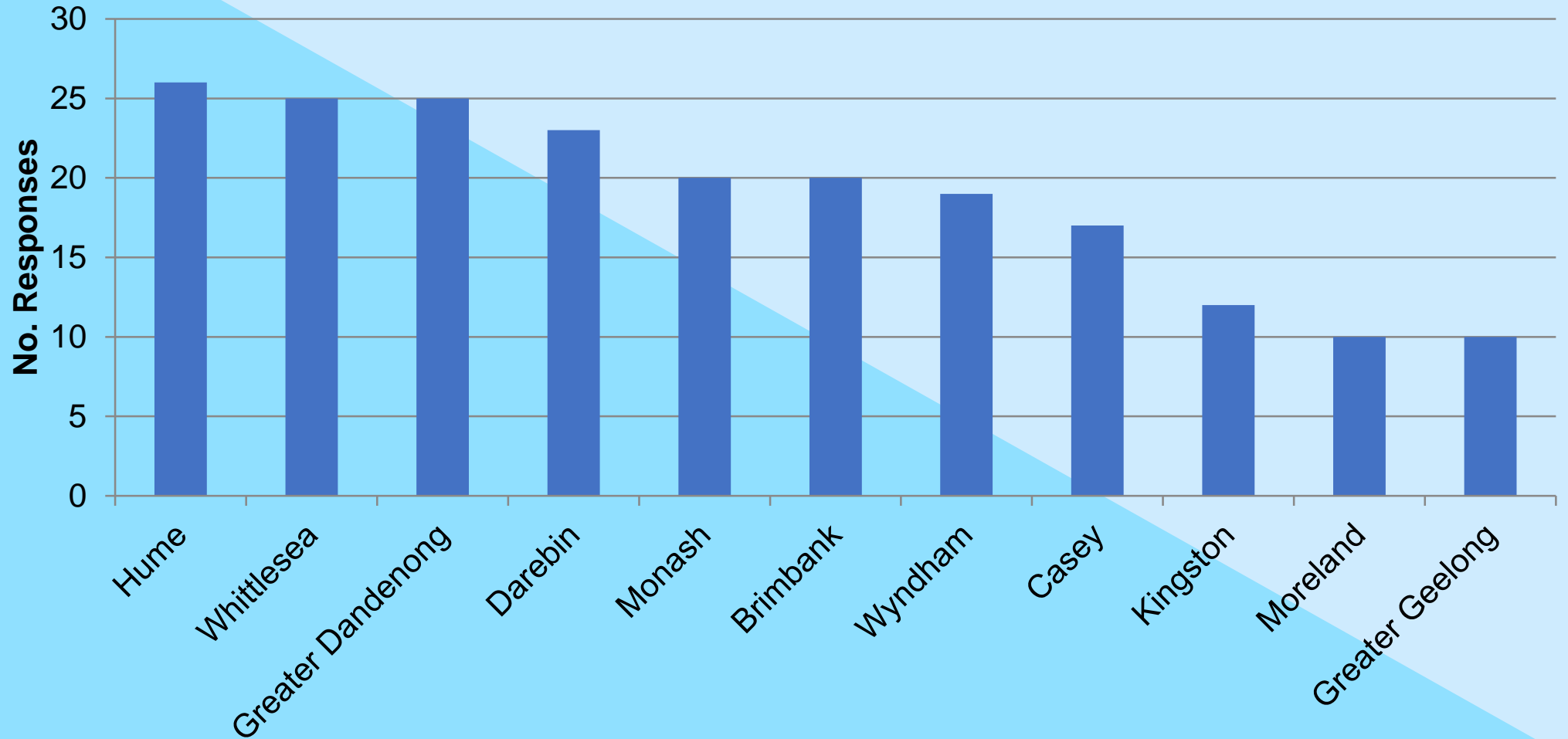
To explore culturally and linguistically diverse (CALD) community members understandings and perceptions about gambling harm (e.g. how is it understood, what are the issues?)

To understand CALD perspectives about how best to address gambling harm

To inform project activities going forward

FINDINGS

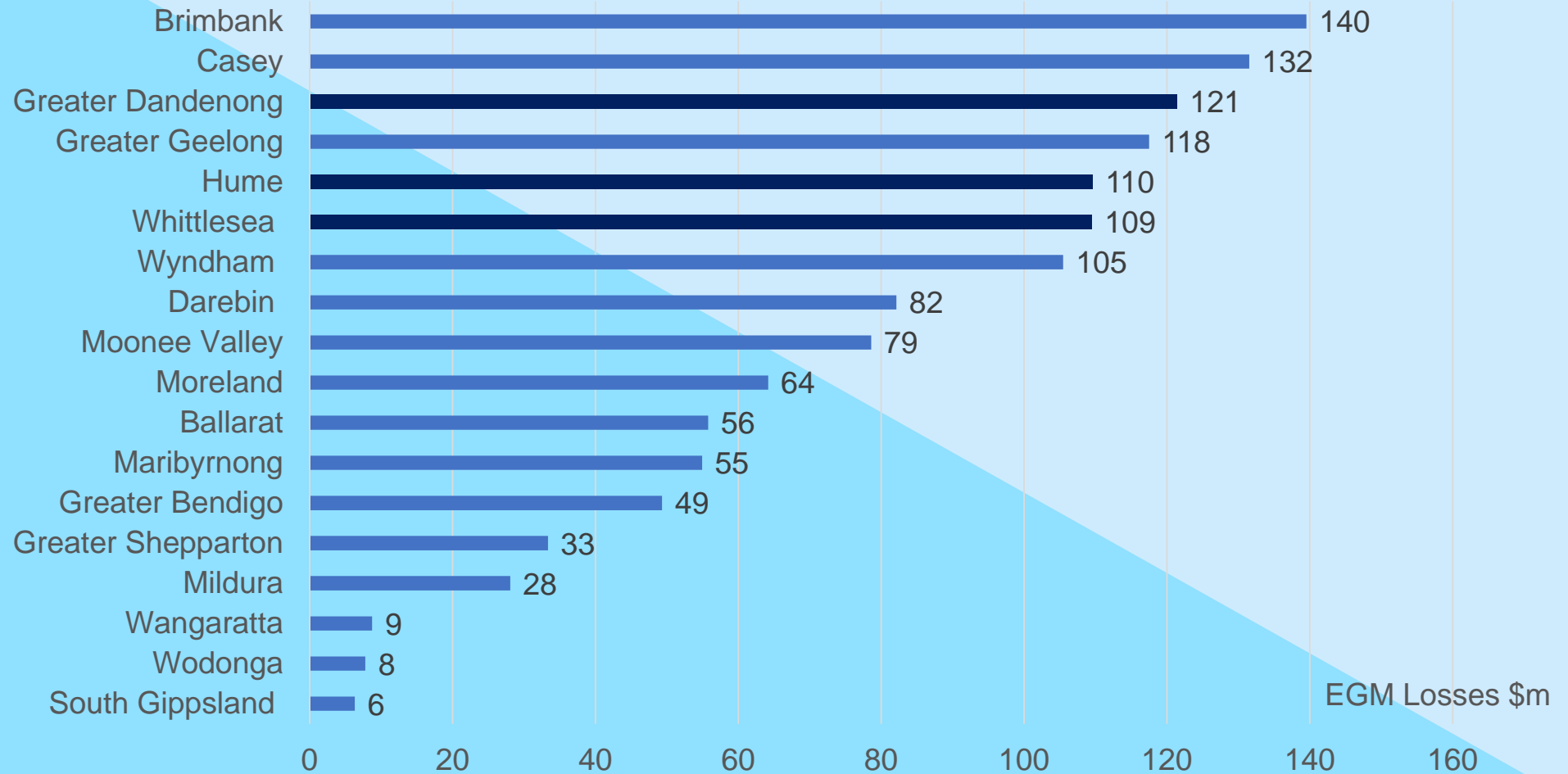
The majority of respondents were from **Hume, Whittlesea and Greater Dandenong**



FINDINGS

Top Electronic Gaming Machine (EGM) Losses in LGAs in Victoria (2017/18)

The most common areas where respondents' communities were known to reside are in the top 6 areas with the highest rate of losses.



FINDINGS

The most common languages after English spoken in these LGAs
(ABS, 2016):

HUME

Arabic, Turkish, Italian

WHITTLESEA

Macedonian, Arabic, Italian

GREATER DANDENONG

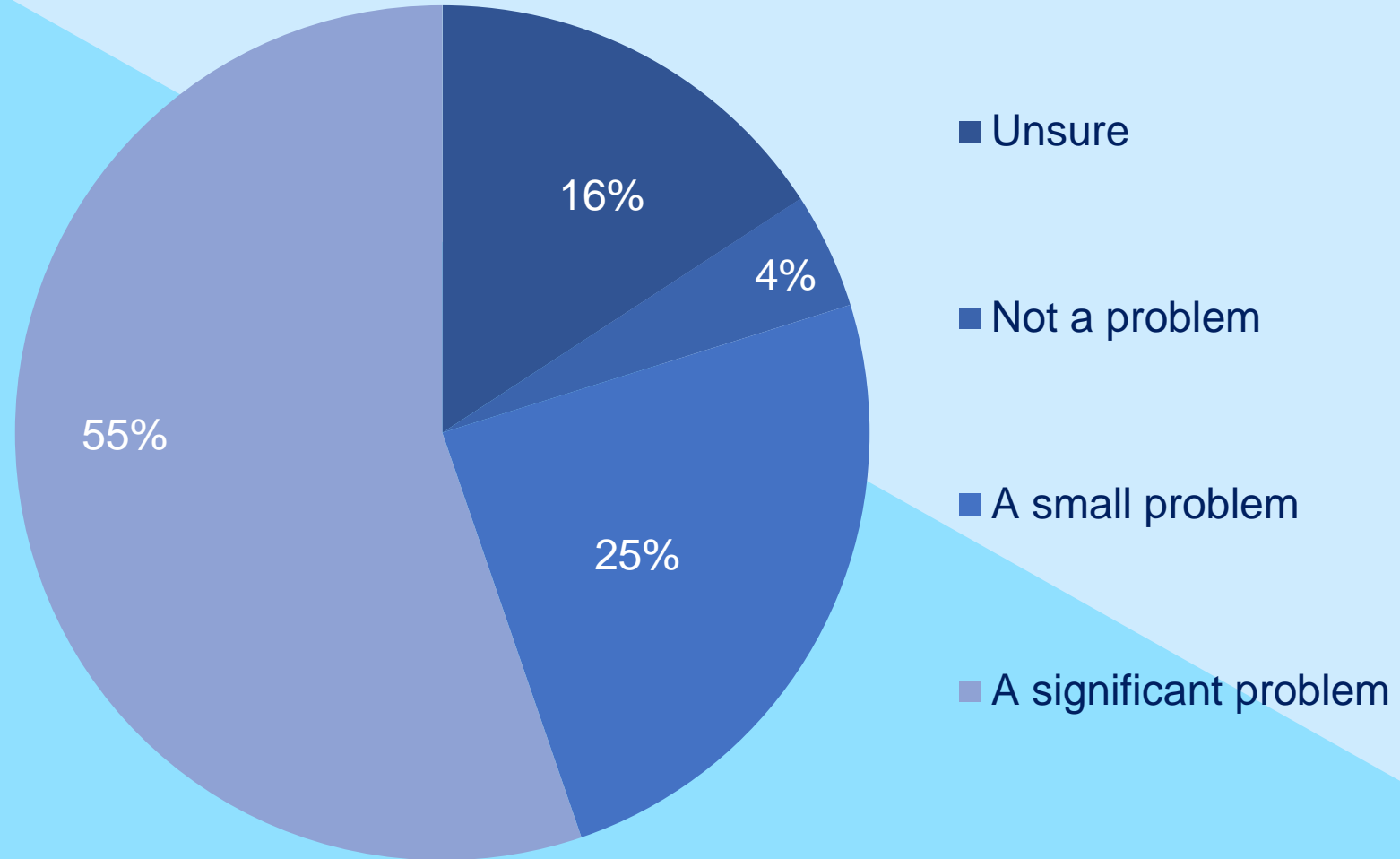
Vietnamese, Punjabi, Mandarin

RESEARCH SAYS

Increased access to gambling may increase the chance that migrants might gamble, placing them at additional risk of developing problems (Dickins & Thomas, 2016)

FINDINGS

55% of respondents thought that gambling is a significant problem
29% thought that gambling was not a significant problem



FINDINGS

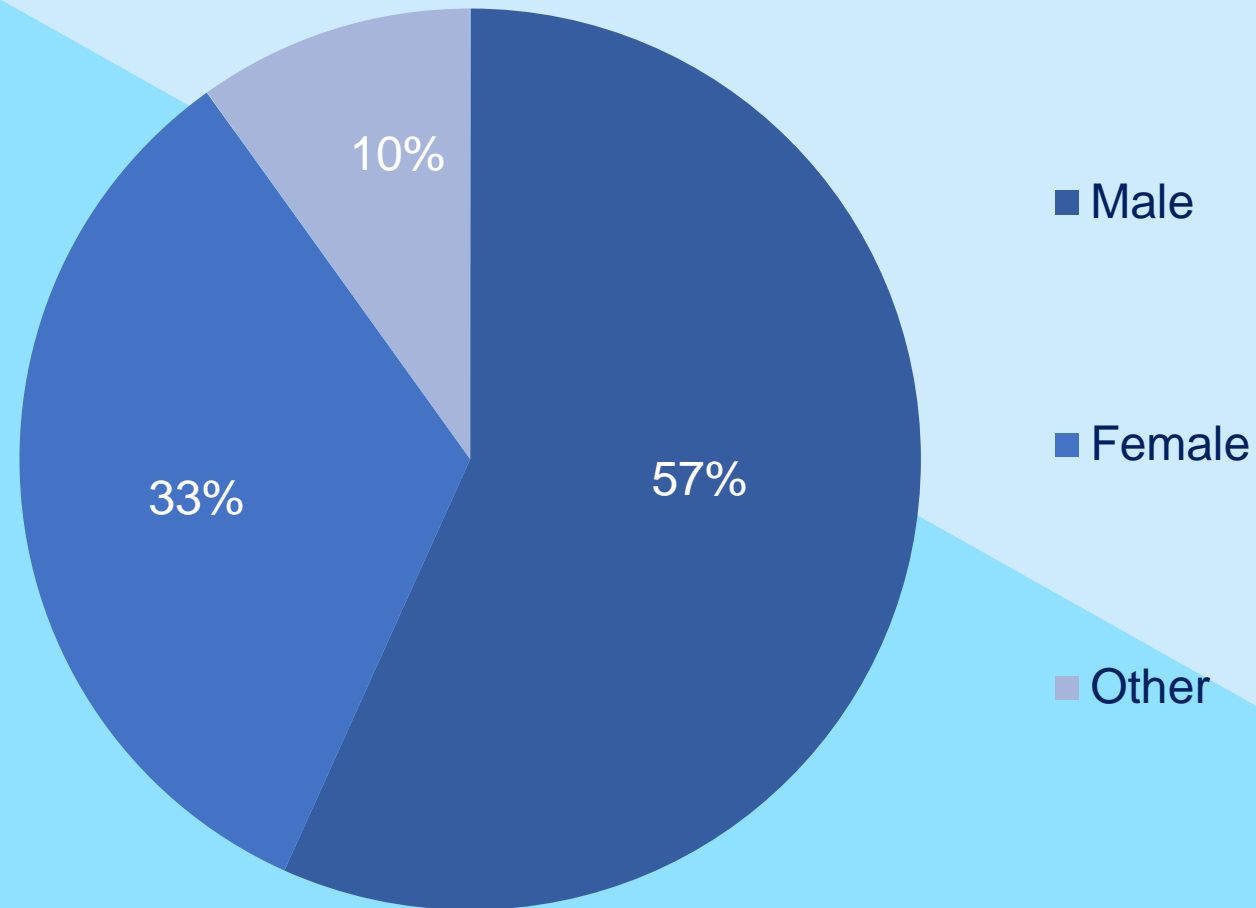
Does this mean that gambling **isn't an issue**, or that the issue is **hidden or normalised**?

RESEARCH SAYS

- While gambling participation rates for some CALD communities may be significantly lower than average, the rates of excessive gambling and related harm may be significantly higher (Yamine & Thomas 2000)
- New migrants may be particularly at-risk of problem gambling due to personal experiences and a lack of experience and knowledge about gambling (Dickins & Thomas, 2016)

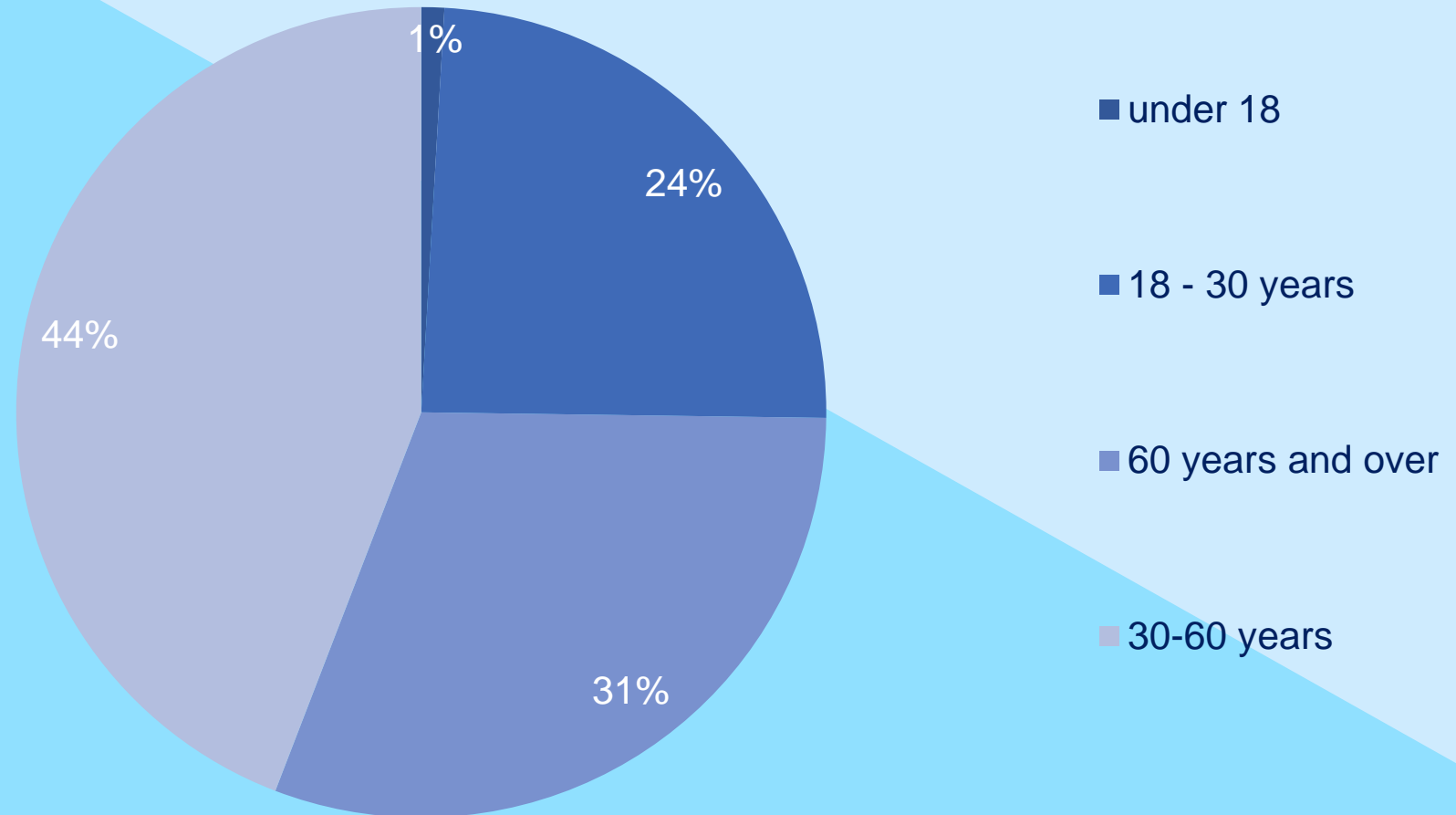
FINDINGS

57% of respondents thought that males are vulnerable to and experiences social harm from gambling



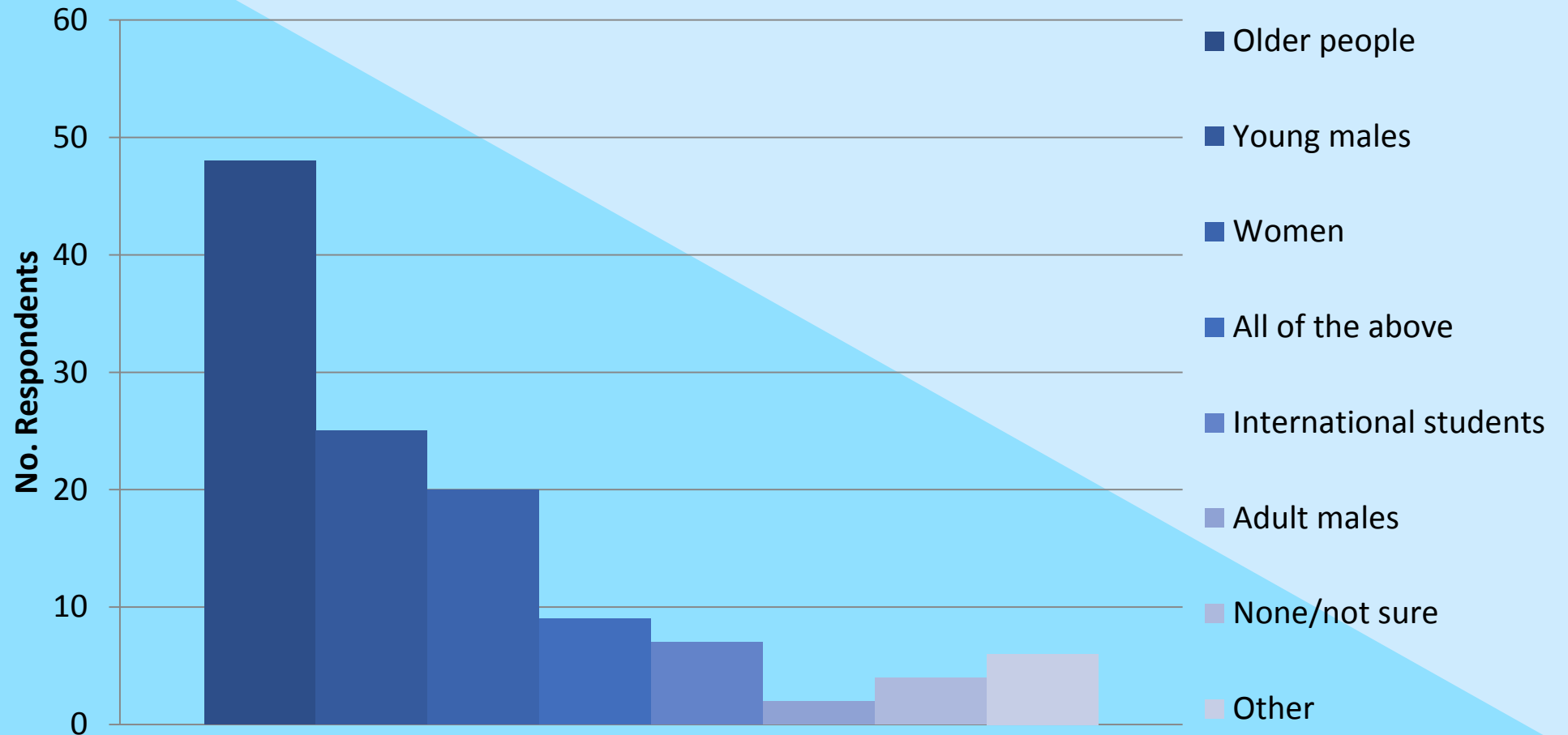
FINDINGS

44% of respondents think that individuals aged 30-60 years old experience social harm from gambling



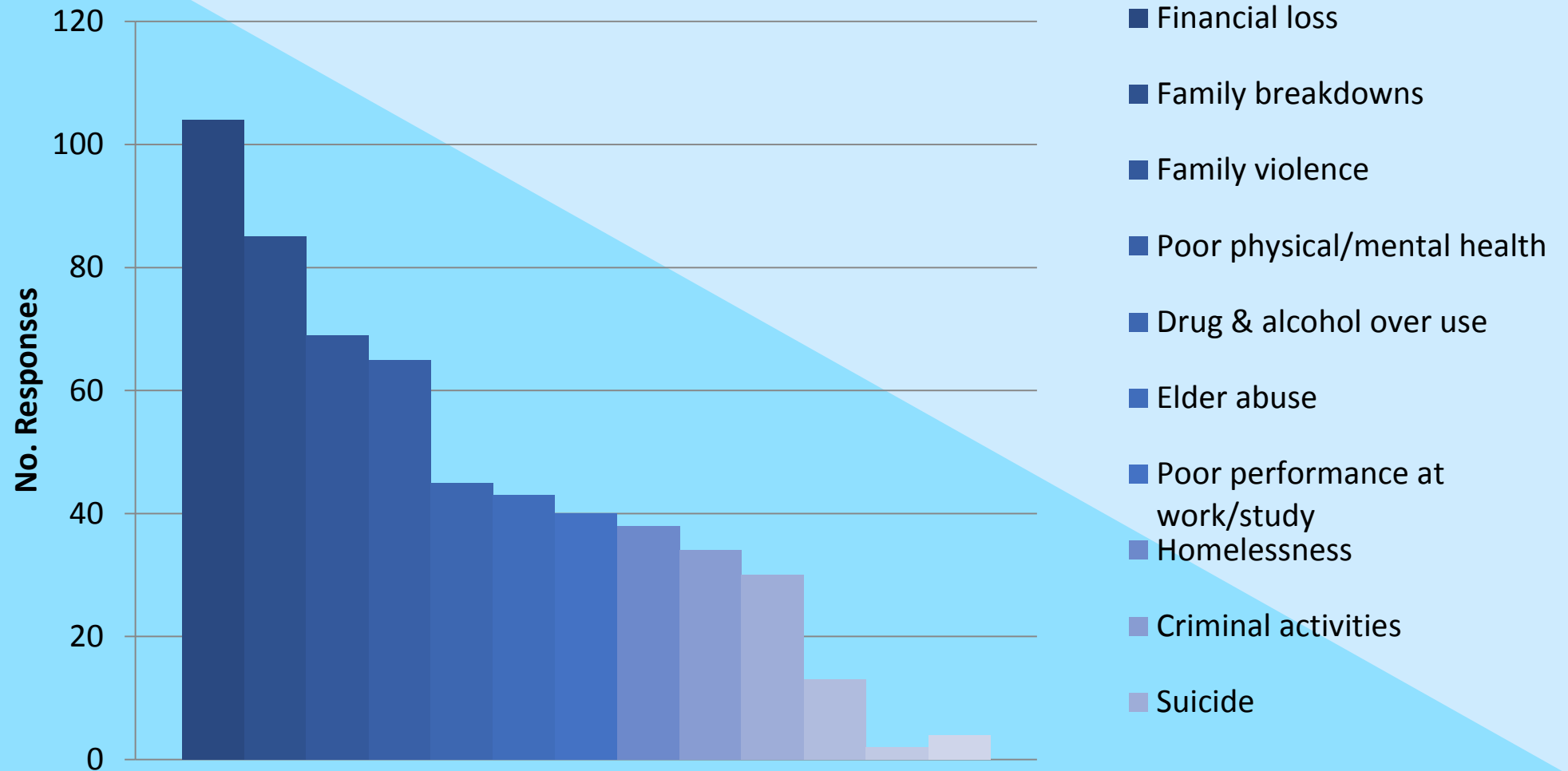
FINDINGS

40% of respondents think that older people are most affected by social harm from gambling



FINDINGS

Top 3 perceived social harms as a result of gambling include financial loss, family breakdowns and family violence



FINDINGS

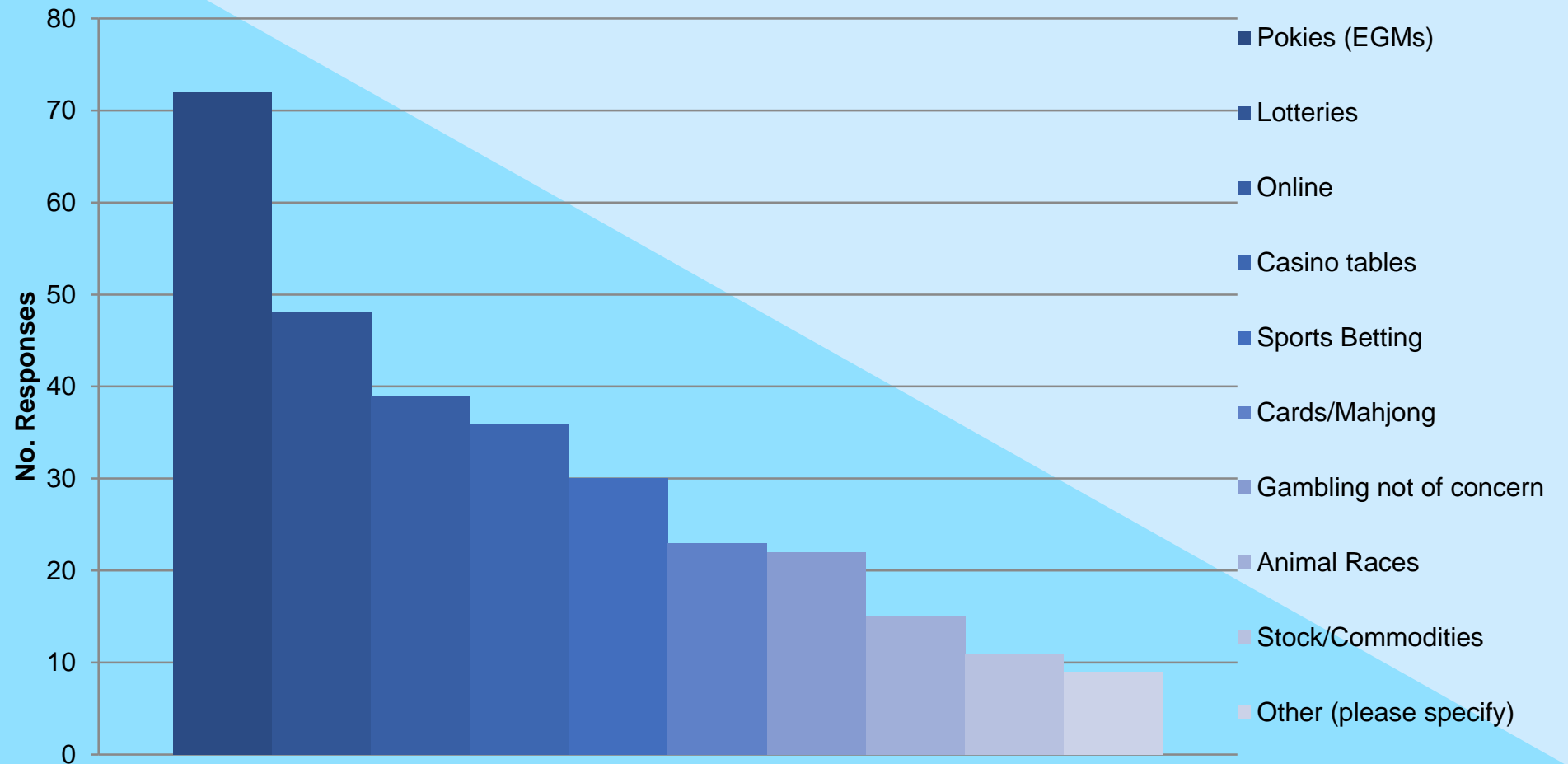
**So, regardless of background,
gambling leads to financial loss
and family breakdown?**

RESEARCH SAYS

- Of the estimated \$7 billion in costs related to gambling, \$2.2 billion concerns family and relationship problems, \$1.6 billion concerns emotional and psychological issues, and \$1.3 billion concerns financial losses (Browne et al, 2017)
- Family violence is strongly correlated to EGM losses by LGA*

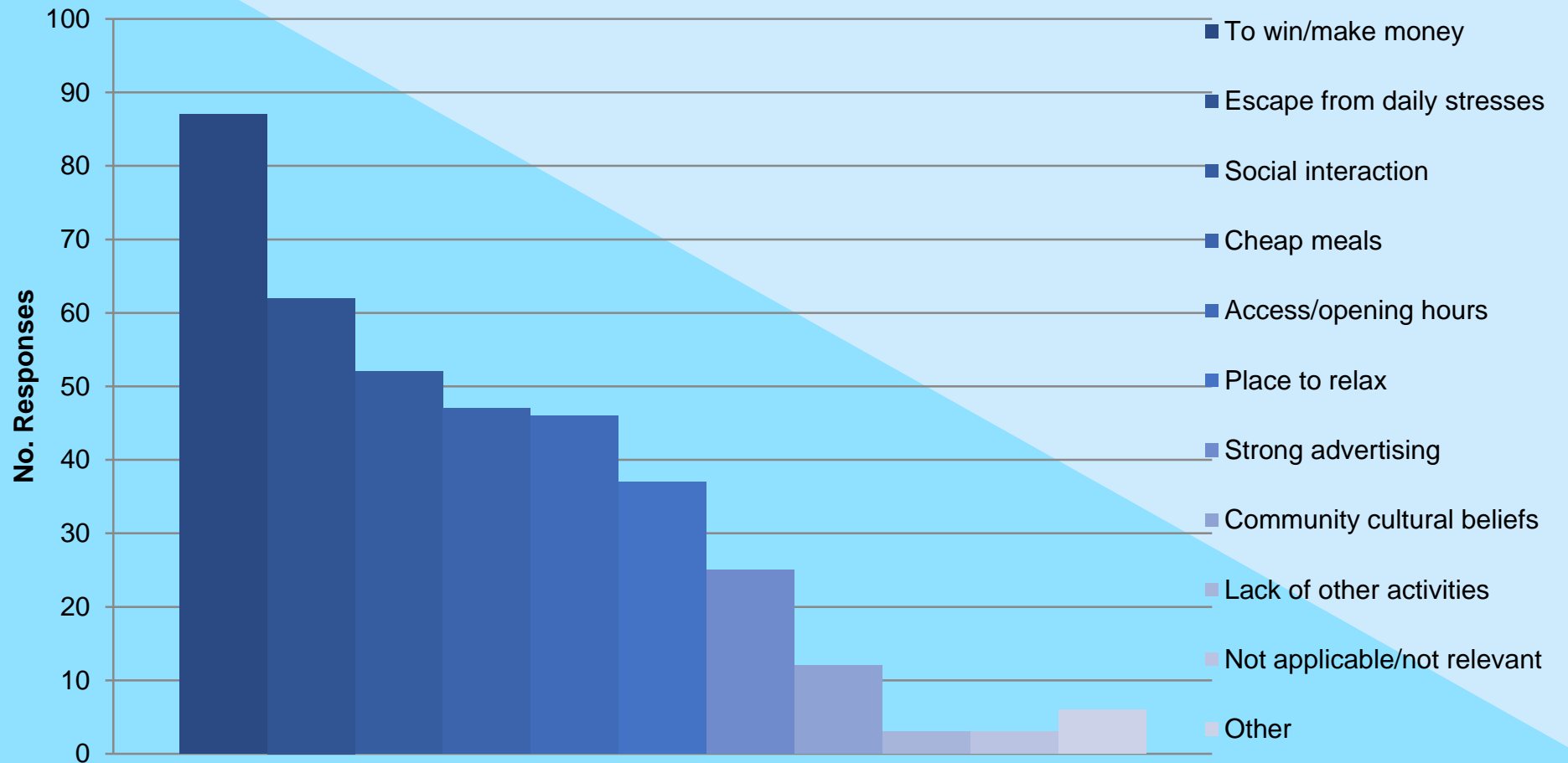
FINDINGS

Pokies (EGMs) were the type of gambling of most concern to respondents



FINDINGS

Most common response for why people gamble is to 'win/make money'



FINDINGS

Based on the reasons respondents identify for why people gamble, what would be the effective messages to reduce gambling activity in your community?

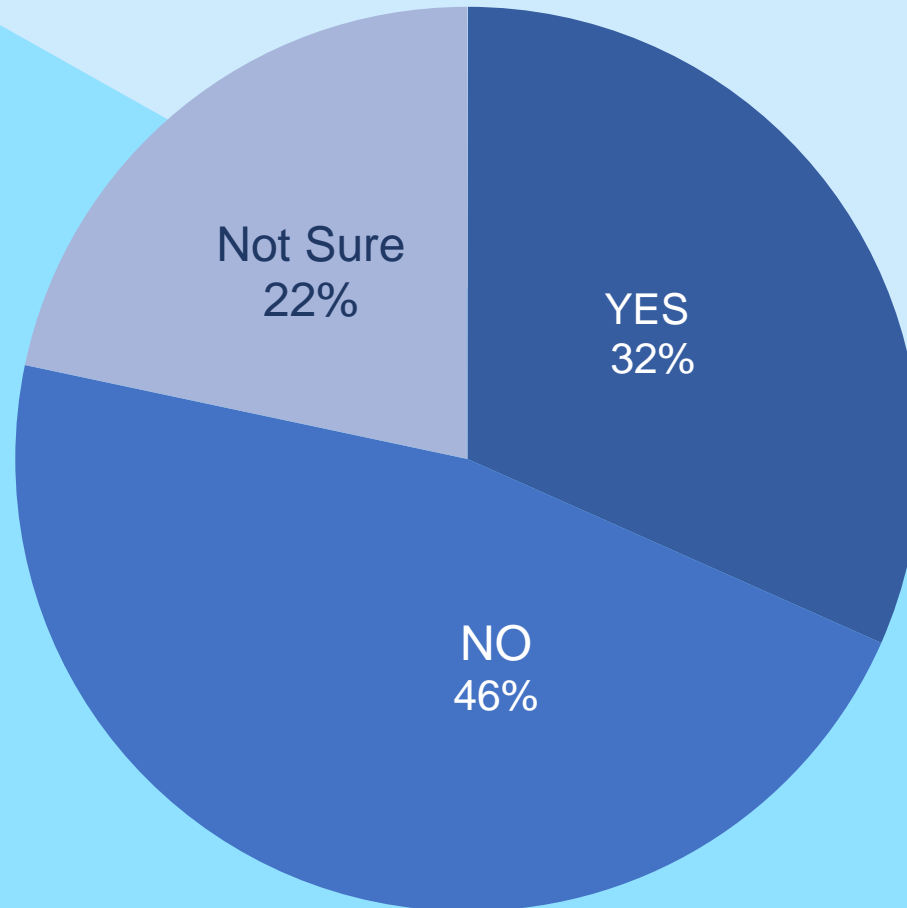
- Gamblers motivated by escape-based reasons should be targeted for intervention (Hing et al., 2014)

RESEARCH SAYS

Pokies have a 80-90% return to player ratio i.e. the machine is programmed to win over time

FINDINGS

46% of respondents don't think their communities are discussing the social harm caused by gambling



FINDINGS

“Many people don't talk about gambling in our community due to shame and stigma. Developing a proactive strategies to break the silence would be very helpful”

(Survey Respondent)

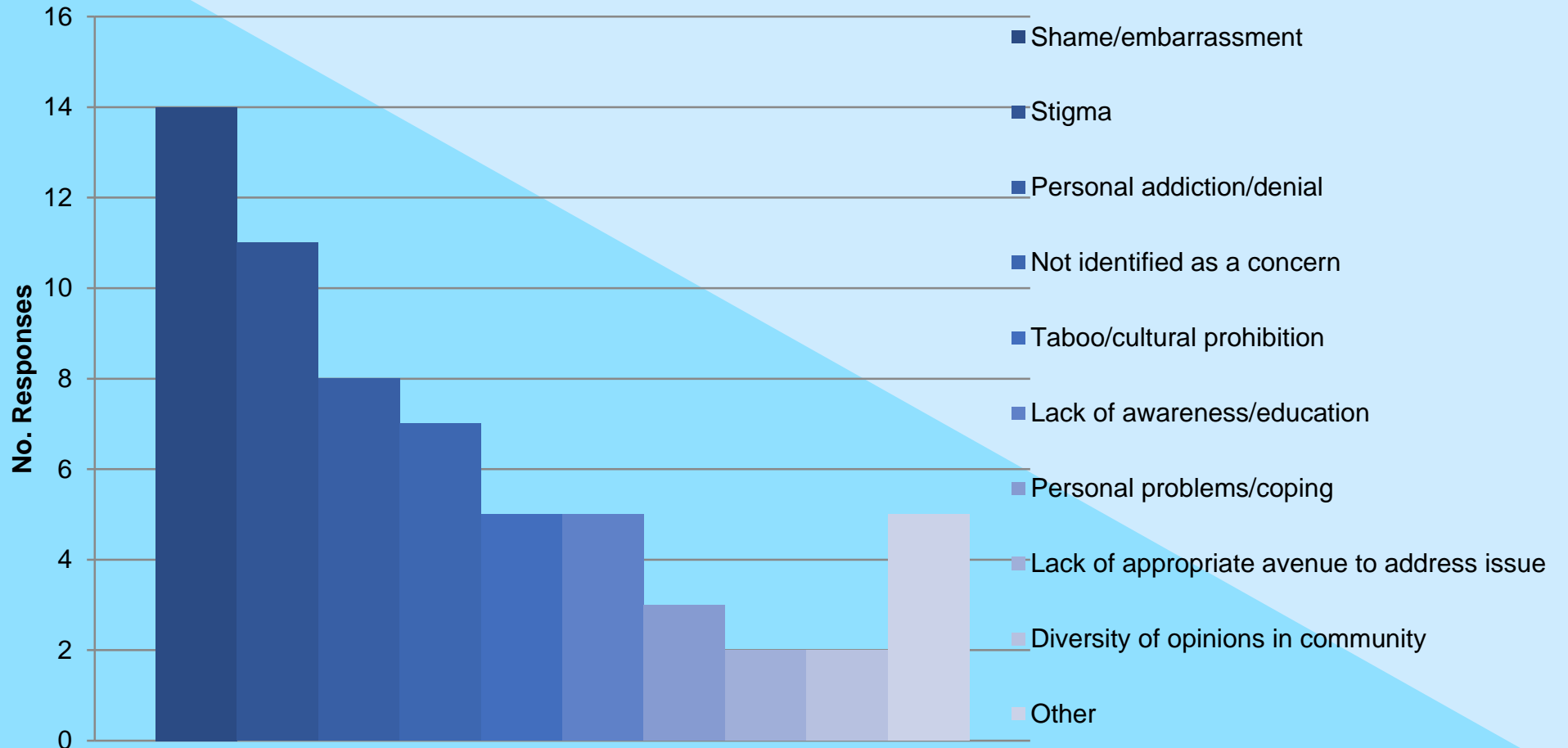
How does stigma and shame impact on gambling in your community?

RESEARCH SAYS

Stigma and shame are key issues for not talking about gambling harm, or seeking help when it is needed. However, stigma can also be a protective factor against gambling in the first place. (Dickins & Thomas, 2016)

FINDINGS

Top 3 reasons why gambling harm is not discussed are shame/embarrassment (23%), stigma (18%) and personal addiction (13%)



FINDINGS

“Gambling is legal in Australia and community people have rights to do what they want to do. However there are not much awareness of the impact on one's personal and social life. Community leaders and local gov.t must initiate talk about the impact on individuals and on the community.” *(Survey Respondent)*

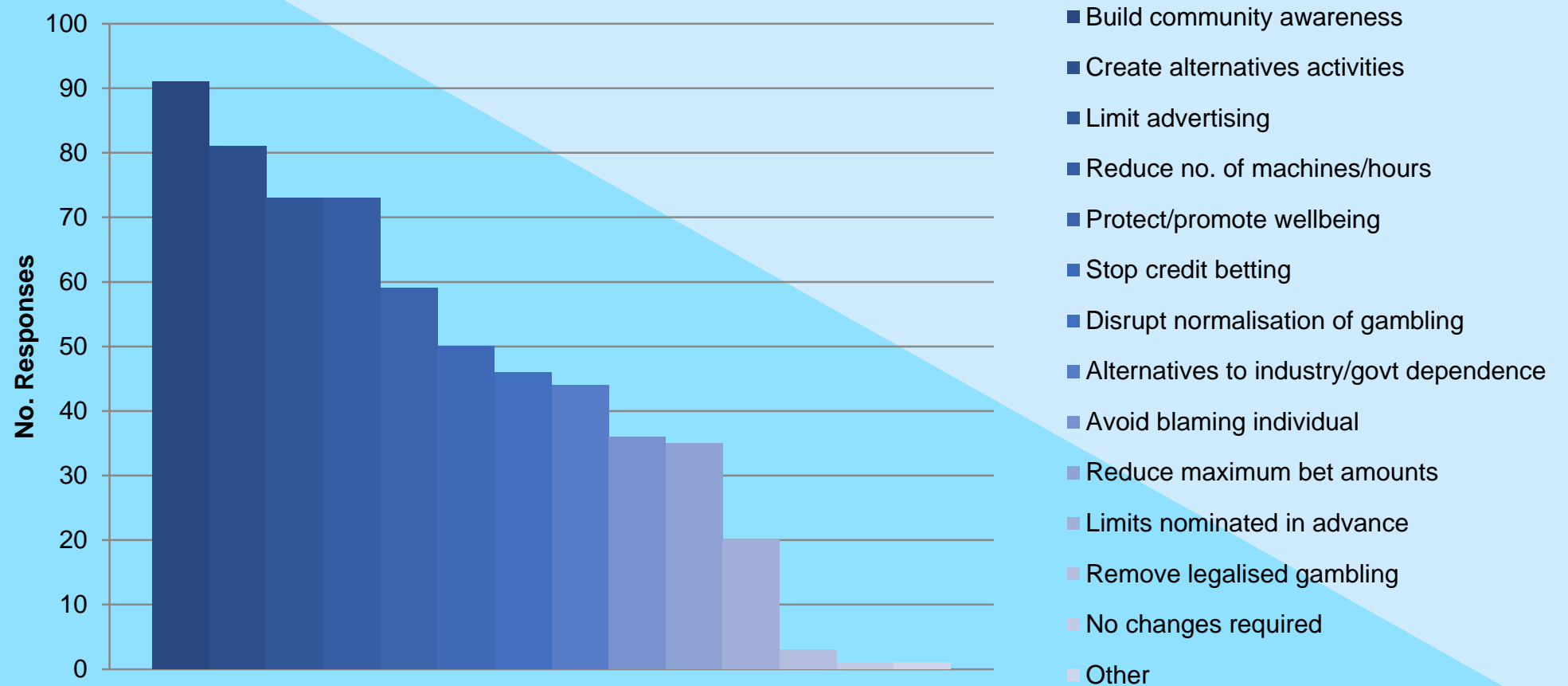
How could you raise awareness about the risk of gambling harm in your community?

RESEARCH SAYS

Governments promote a perception of EGM gambling that ignore or minimise the harm associated with this product (Miller et al, 2018)

FINDINGS

Most popular strategy to minimise gambling harm was to build community awareness / education about risks



FINDINGS

Looking at the data about popular recreational activities, what would be good activities to do more of or start in your community?

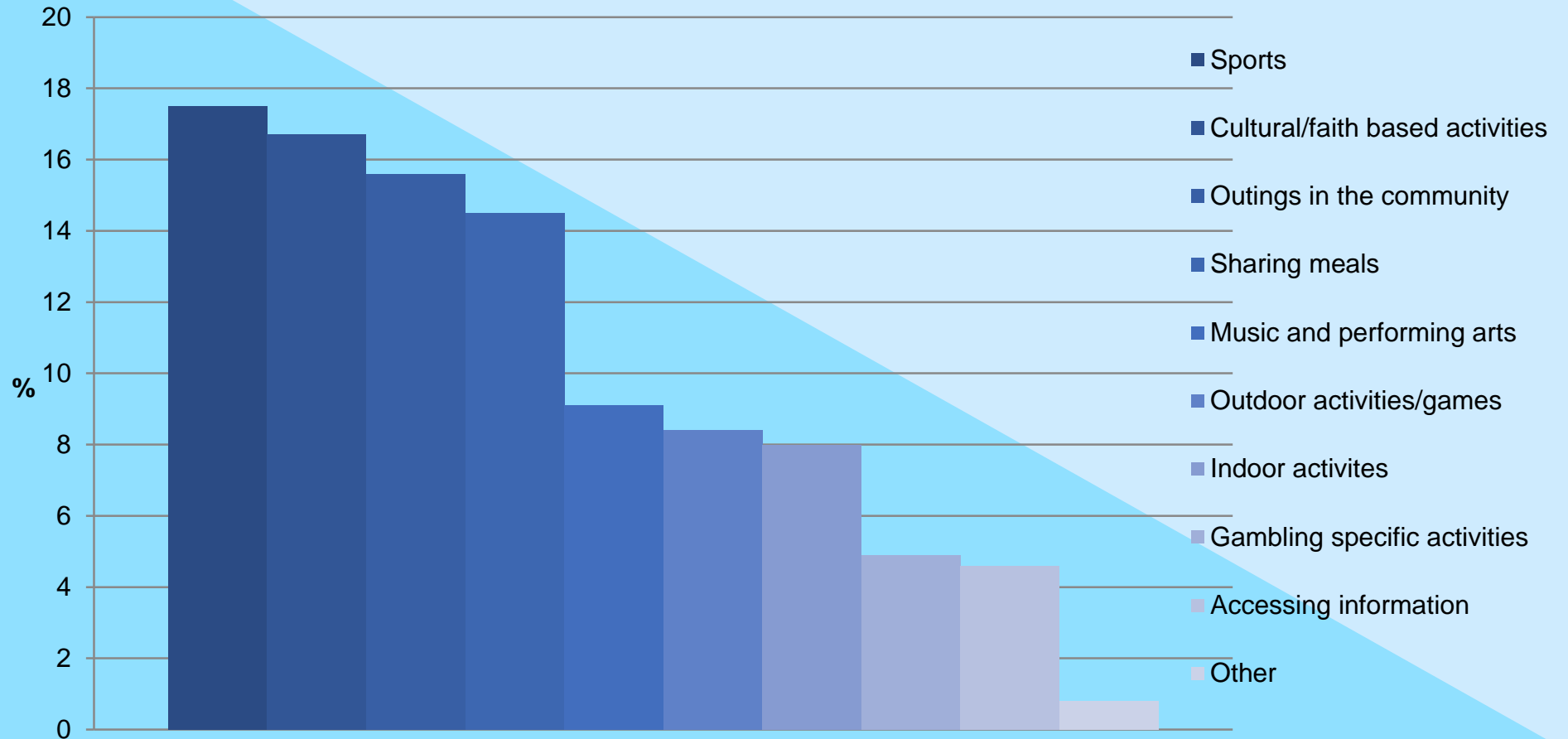
Popular community recreational activities include watching and playing sports, cultural/faith based activities, community outings (e.g. movies, shopping, trips away, galleries, general socialising) and sharing meals

RESEARCH SAYS

A lack of culturally appropriate recreational alternatives may combine with general curiosity and availability to drive engagement [in gambling] (Miller et al, 2018)

FINDINGS

Recreational activities that communities enjoy



CONCLUSION

What we now know:

Majority think that gambling is a problem

People want a change

Communities are not openly discussing gambling harm

What we should do:

Educate and build community awareness about the risks of gambling harm, particularly the pokies

Explore and address stigma and shame in a culturally sensitive manner

Develop public health responses focusing on communities living in low socio-economic areas with high gambling loss

Develop and test tailored in language prevention messages to minimise gambling harm



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