

Developing a picture of gambling harms locally

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What do we mean by harms?

1

Harms are the outcomes, the impacts from the behaviour

2

Harms are different from clinical conceptions of problem gambling

3

Harms can effect people, communities and society

Gambling-related harms: meaning [1]



Gambling-related harms are the adverse impacts from gambling on the health and wellbeing of individuals, families, communities and society

Gambling-related harms: meaning [2]



Focus on social costs

Resources

Work and employment

- Unstable employment
- Job loss
- Reduced performance

Money and debt

- Debt
- Financial insecurity
- Reduced disposable income

Crime

- Anti-social behaviour
- Crimes committed

Relationships

Partners, families and friends

- Ruptured relationships
- Neglected relationships
- Exploited relationships

Community

- Reduced community cohesion / participation
- Social isolation
- Increased inequalities

Health

Physical health

Psychological distress

Mental health

- Reduced health, wellbeing and happiness to individuals, families and communities

Key metrics include:

- Increased benefits claims
- Reduced efficiency / lost productivity (absenteeism)
- Disciplinary issues
- University / school dropout
- Reduced academic performance
- Job loss
- Unable to gain employment
- Missed opportunities / progression at work / education
- Increased use of debt services
- Use of credit cards / unsecured forms of loans / access to money
- Reduced credit scores
- Increased financial exclusion (no access to credit etc)
- Use of food banks
- Bankruptcy and other related financial difficulties
- Experience of homelessness / housing insecurity
- Rent / mortgage / bill arrears
- Use of housing and related services
- Crimes committed (theft, fraud, assault etc)
- Increased reoffending
- Petty crime and criminality (not convictions)
- Police callouts / investigations

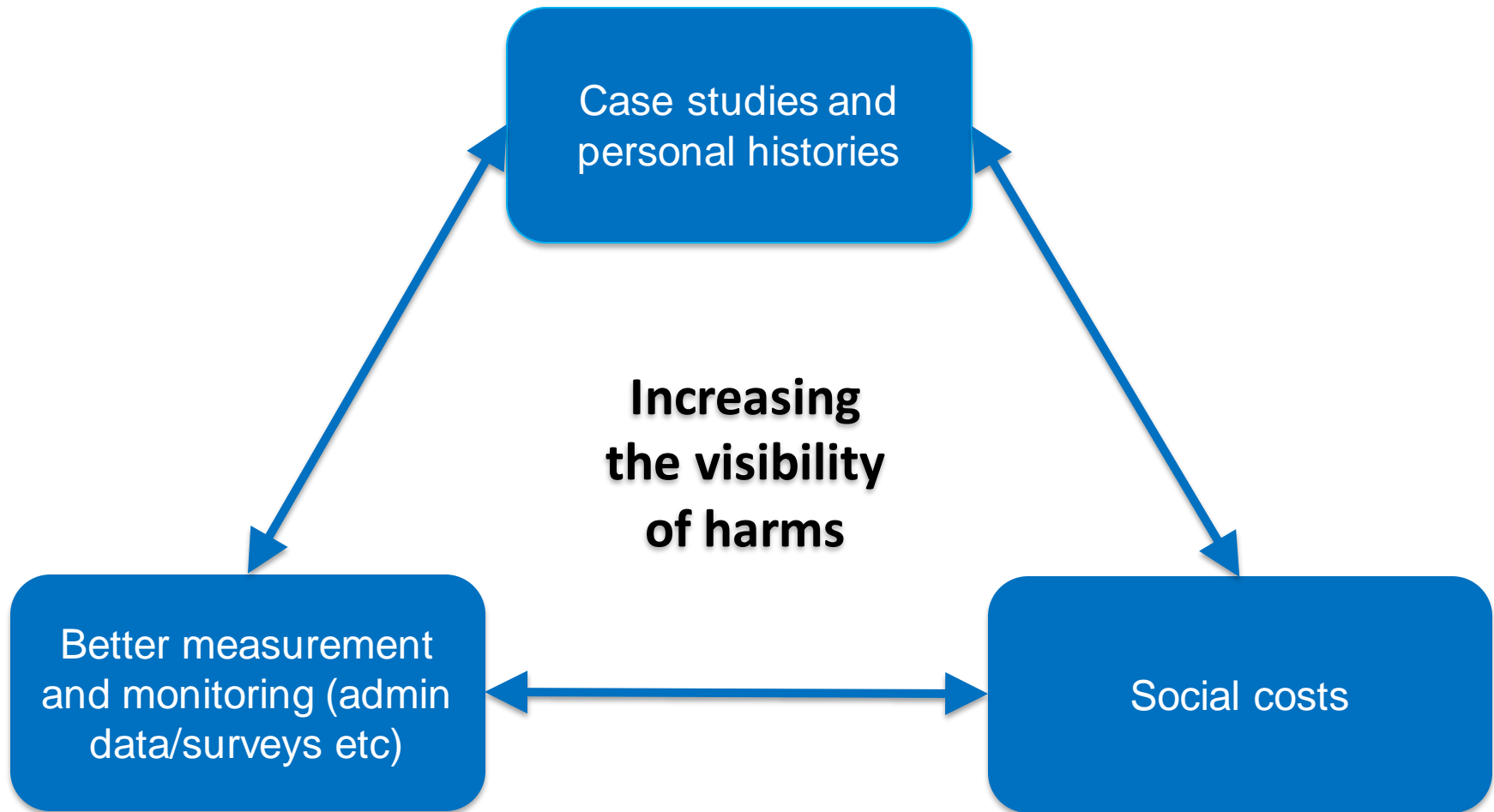
Key metrics include:

- Reduced social capital / community engagement
- Increased social / community inequalities
- Increased social isolation
- Reduced social connectedness (including cultural and religious relationships)
- Divorce / separation / relationship breakdown
- Increased use of relationship services
- Increased arguments and relationship stress
- Increased use of social services
- Domestic violence / abuse
- Reduction of future prospects (including children of gamblers)
- Impact on quality and quantity of future relationships
- Loss of trust between family members
- Inability to fulfil / neglect of familial responsibilities
- Loss of parental support / attention among children of gamblers

Key metrics include:

- Reduced physical activity
- Increased blood pressure
- Poor diet / nutrition
- Poor overall wellbeing
- Increased stress
- Feelings of shame
- Feelings of stigma
- Experience of insomnia
- Experience of depression
- Increased anxiety
- Self-harm
- Suicide and suicidality
- Substance abuse / misuse
- Use of alcohol / drug treatment services
- Use of mental health, primary and secondary healthcare services
- Erosion of personal values, impacting wellbeing
- Increase in benefits claims for long-term disability / ill health

The importance of increasing visibility of gambling-related harms



Potentially promising areas?

1	Loss of employment
2	Experience of debt/bankruptcy
3	Crime associated with gambling
4	Relationship breakdown/problem
5	Health-related problems
6	Suicide and suicidality

What do we need?

1

Data – administrative, survey etc relating to harms so we can start to quantify

2

Recognition of gaps – what can we and can't we evidence; what level of underestimation is likely

3

Plurality of approaches – from aggregate data approach down to case study approach up

Reframing policy action: socio-ecological model

Individual

Individual characteristics, life events, personal history and cognitive characteristics that influence the potential experience of harm

For example: negative motivations for gambling, early gambling experiences, engagement in other risk behaviours that may increase the risk of harm

Families and social networks

Factors within an individual's closest relationships, such as family, partners and peers that influence experience of harm

For example: cultures of gambling within family / peer groups or poor social support that may increase the risk of harm

Community

Characteristics of local areas and cultures within local spaces or broader social groups, like schools and workplaces, that may influence experience of harm

For example: access and availability of gambling locally, poor social / cultural capital or greater deprivation that may increase the risk of harm

Societal

Policy and regulatory climates and associated corporate norms and practices that may influence the experience of harm

For example: ineffective regulation, certain product characteristics, advertising environments or gambling availability that may increase the risk of harm

A national prevention strategy

Addresses the full range of determinant of harms
and take action to address them

Government supported
and owned

Is supported by
appropriate levels of
funding

Feedback:

Please look at the report and tell us what you think or how you can help:

Send feedback to: grh@rgsb.orguk

Get the report at:

<http://www.gamblingcommission.gov.uk/PDF/Measuring-gambling-related-harms.pdf>