Building Knowledge of Minority Communities' Lived Experience of Gambling and Gambling Harms across Great Britain

Engagement Event – Wednesday 12th May

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Agenda

Timing	Activity
2.00 – 2.15	Welcome & Introductions
2.15 – 2.30	GambleAware's Research, Data & Evaluation Strategy
2.30 – 2.45	The Research Programme
2.45 – 3.10	Q&As
3.10 – 3.15	Summary & Next Steps

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Welcome and Introductions

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Role of GambleAware

Lead commissioner in prevention and treatment services for gambling harms

Charitable Objectives:

1

Advancement of education aimed at preventing gambling harm for the benefit of public of GB in particular young people and those who are most vulnerable.

2

Working to keep people safe from gambling harms through the application of a public health model based on three levels of prevention; through research, awareness raising and grants for provision of effective treatment, interventions and support.

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Programme of work to-date includes:

Funding and improving the pre-existing treatment infrastructure

Commissioning the National Gambling Treatment Service – bringing together the National Gambling Helpline and a network of providers including specialist NHS clinics to offer a range of treatment services

Preventing gambling harms by producing public health campaigns and providing practical support to local services

Commissioning research & evaluation to improve knowledge of what works for whom in prevention

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GambleAware's Research, Data & Evaluation Strategy

2021-2026

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GambleAware's research, data & evaluation function

The research, data & evaluation function is how GambleAware builds knowledge that:

- Builds the evidence for our awareness raising, education and treatment approaches, design and commissioning
- Informs advocacy and influences policymaking at national and local level
- Informs public awareness

And we also
- Support and mobilise others to undertake research, and grow research and evaluation capability

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GambleAware's research, data & evaluation function

Our focus is on building knowledge of 'what works for whom' at the three levels of prevention:

The Primary Prevention of gambling harms
– *evidence around what works in educational approaches and public awareness campaigns*

The Secondary Prevention of gambling harms
– *what works in developing advice-giving capacity in workforces with gambling harms*

The Tertiary Prevention of gambling harms
– *what works for whom in treatment interventions and support*

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Core areas of research, data & evaluation commissioning

Our three core areas of work will be delivered through a range of delivery vehicles

Core areas

1 Knowledge generation to support GambleAware's four commissioning objectives

2 Annual GB data sets and research

3 'Foundation' knowledge creation

Delivery vehicles

Commissioned Research & Evaluation portfolios, Evaluation Hub, PhD programme

Annual GB Treatment Statistics, Annual GB Treatment & Support Survey & Maps

Academic Research Hub, What works centre partnership

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The Research Programme

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Building Knowledge of Minority Communities' Lived Experience of Gambling and Gambling Harms across Great Britain

Building knowledge about the **lived experience of minority communities** and gambling harms, and about the **drivers of gambling harms** experienced by these communities.

We expect proposals to be:

- Have a mixed-methods, multidisciplinary and multi-sector approach.

- From consortia and multidisciplinary teams including research agencies and/or academics.

Background and Context: Minority Communities and Gambling

What Is Our Understanding:

- These are hugely heterogenous communities, we only have very limited understanding.
- _Secondary data analysis of the Gambling Treatment and Support study_ highlighted:
    - Pakistani people more likely to be classified as 'problem gamblers'.
    - Black African people more likely than Black Caribbean people who gamble to have participated in various activities.
    - Asian people who gamble most likely to have gambled in a casino, particularly Pakistani gamblers.
- Overall, lower participation rates in gambling.
- But, **greater burdens of harm**.
- One in five experienced harm associated with gambling.
- But, under-represented in specialist gambling treatment commissioned by GambleAware.
- **Why?** _GambleAware's scoping study_ highlights drivers of disproportionate burdens of harm:
  racism, discrimination, and othering, as well as other markers of social exclusion.

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Gaps in our Understanding

- Little detailed understandings of the **heterogeneous lived experience** of minority communities in relation to gambling, and how this varies by demographics and geography.

- We do not know what the **drivers** are for higher burdens of harms in GB.

- We do not understand fully the **barriers** to accessing services in GB.

Purpose and Aims

1. Explore minority communities' lived experience of gambling, gambling harms, and gambling advice and information, support and treatment services.

2. Establish and explore the drivers of gambling harms for minority communities in Great Britain, building on the international literature.

3. Explore the services, interventions, and policies necessary to reduce and prevent gambling harms for minority communities.

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Research Scope and Focus

- *Illustrative foci, not exhaustive:*
- **Stigma and discrimination** faced by minority communities in the context of gambling.
- **Perceptions, attitudes, preferences, and constructions** of minority communities in relation to gambling, and those held in relation to these communities by service providers, in research, in grey literature, and in the popular media.
- **The drivers** of the disproportionate gambling harms experienced by minority communities, with this grounded in an understanding of the context in which they live.
- **Barriers** to gambling treatment faced by minority communities, and factors necessary for increasing accessibility to treatment and support.
- **Effective** interventions to reduce and prevent gambling harms for these communities.

Expected Outputs

The expected outputs from the research programme will be:

A. Reports written for **a lay audience**, published by GambleAware, and

B. Papers submitted to **peer reviewed journals** for academic publication.

Specifically:

- A **separate report for each research workstream** in the programme, written for a lay audience
- A **synthesis report** integrating findings from all research workstreams, written for a lay audience
- A slide deck for **presentation of key findings** for GambleAware and / or an external audience
- Several **peer reviewed publication** submissions (at least three submissions in the course of the contract).

All reports will be in word and will be peer reviewed in line with GambleAware's Research Publication Guidelines.

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Q&A

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Next Steps

Process	Date
Deadline for clarification questions	Thursday, 17 June 2021
Deadline for Call for proposal submission	14.00, Tuesday 22 June 2021
Decision on Shortlisted applicants	Thursday, 01 July 2021
Interviews with shortlisted applicants	Tuesday, 06 July 2021 (AM)
Final decision and Award	Tuesday, 13 July 2021

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Thank You