

# Community impact of electronic gaming machines.

An Annotated Bibliography  
August 2010



School of Behavioural and Social Sciences and Humanities

**University of Ballarat**  
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**COMMUNITY IMPACTS OF  
ELECTRONIC GAMING  
MACHINES**

**ANNOTATED BIBLIOGRAPHY**

**August 2010**

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## Introduction

This annotated bibliography has been prepared by Ms. Deborah Greenslade and Associate Professor John McDonald at the University of Ballarat (Victoria, Australia). The bibliography summarises international knowledge about the community impacts of electronic gaming machines.

The bibliography is the first product of a research project funded through the Australian Research Council Linkages scheme (grant # LP0989647) in collaboration with the Victorian Local Governance Association and local governments across Victoria. The project is titled *The impact of the introduction of electronic gaming machines on communities: health and wellbeing consequences*. The overall aim of the project is to examine the community-level impacts of electronic gaming machines (EGMs).

We acknowledge the support of Alison Ollerenshaw at the University of Ballarat in assisting with copyright approvals. We also acknowledge the valuable advice and resources contributed by members of the Local Government Working Group on Gambling (convened by the Victorian Local Governance Association).

## Background and Purpose

From the early 1990s, legislative control of gambling was liberalized across much of the Western world, as governments sought to raise tax revenue without increasing direct taxation. The gaming industry calculates that over \$900 billion is wagered globally each year (Global Betting and Gaming Consultants, n.d.), and the rapid growth in spending on gambling can be largely explained by the proliferation of electronic gaming machines (EGMs). There are now an estimated 7,678,528 machines operating worldwide (Australian Gaming Machine Manufacturer's Association, 2008).

Gambling research has emerged over the past two decades as a distinct field of study. There have been two main lines of inquiry: research on the prevalence and pathology of individual problem gambling, and research of the economic and social impact of gambling. Thus, most research has focused on individual and regional or state levels of analysis.

By comparison, there has been relatively little research attention paid to the community-level impact of EGMs. That is where this annotated bibliography comes in. It summarises, classifies and offers critical commentary on research knowledge about the community-level impacts of EGMs.

## Search Criteria

The search criteria for this bibliography were:

1. Literature published between 1980 and 2010
2. English language
3. Key words
  - electronic game machines, and the various names by which they are known in Australia and New Zealand, UK, Canada and USA and elsewhere including:
    - poker machines
    - pokies
    - EGMs
    - gaming machines
    - slot machines
    - fruit machines

- impact (also effect and consequences)
- community impact (also effect and consequences)
- community impact assessment
- community impact assessment framework
- socioeconomic impact.

As the focus of the bibliography was on the impacts of EGMs, the search excluded literature concerned with gambling prevalence studies, predictors and correlates of gambling behaviour, and treatment and harm reduction strategies.

The term 'community' has not been consistently used in the research literature. There have been at least five distinct uses. (1) The term 'community gamblers' has been applied to gamblers who live and gamble in their local community (compared to tourist or destination gamblers). (2) 'Community sample of gamblers' refers to a sampling strategy to recruit study participants (as distinct from clinical samples of problem or pathological gamblers who are receiving a professional treatment). (3) The 'community effects' of gambling has also been used to refer to the effects on an aggregate of the individuals who gamble within a given locality. (4) The 'community' impact of gambling has been used simply as a synonym for the 'social' impact of gambling. (5) 'Community' has been used to refer to geographic locality studies of the impact of gambling.

### **Search Strategy**

The scope of the search included peer reviewed and grey literature from a range of sources, including:

- journal articles
- theses
- reports published by governments, authorities, agencies, and university departments and research centres
- submissions to and reports by commissions of inquiry
- research commissioned and/or funded by government departments
- conference papers
- monographs and chapters in monographs.

Back issues of every edition of the following journals were manually searched:

- *Gambling Research*
- *International Gambling Studies*
- *Journal of Gambling Issues*
- *Journal of Gambling Studies*.

### **Details of Each Entry**

Each single entry in this bibliography contains the following information:

- Author/s
- Date
- Title
- Abstract or summary
- Critical comments
- Source of project funding and declaration of interests
- Web address or DOI (hyperlinks have been set to enable direct links to web addresses). Please note not all journals permit free access to non-subscribers

## **About DOI**

A DOI (Digital Object Identifier) is a character string used to uniquely identify an electronic document and is a more stable link than a URL. To search via DOI simply type or copy the DOI into your search engine.

## **Organisation of the Bibliography**

A total of 126 reports were located. Each report has been assigned to one of four categories:

### **Category A: Empirical Studies**

There were sixty-nine empirical studies located. Empirical studies include all investigations that entail the systematic collection, analysis and interpretation of primary and/or secondary data. The majority of these sixty-nine studies have been published in scholarly journals.

### **Category B: Reviews of the Literature**

Nine reviews of the literature were located and have been included in this bibliography. Reviews include annotated bibliographies and systematic reviews of the literature. In the main, these have been published since 2000, and indicate some level of maturity of the field of gambling studies.

### **Category C: Assessment Frameworks**

A number of publications describing assessment frameworks were identified. Ten of these are included in this section, while the framework methodologies developed by the South Australian Centre for Economic Studies and used to conduct their empirical research are located in section A. These frameworks represent attempts to classify and measure the impacts of gambling. The impacts range across social, economic, psychological, cultural, moral, ethical and political dimensions. Assessment frameworks have been published since the early 2000s as our understanding of the impacts and how to measure them has become more sophisticated.

### **Category D: Theoretical, Opinion and Policy Critiques**

This final category contains thirty-eight entries and includes theoretical treatises, opinion pieces, and policy analyses relevant to the community impact of electronic gaming machines.

## **Summary of Key Findings**

### **Category A: Empirical Studies**

Empirical research findings on the community effects of problem gambling indicate a wide range of correlated negative impacts including: increased crime rates (possibly to provide money for gambling or to cover debts as a result of gambling); depression; alcohol misuse; family and relationship stress; partner violence and anger; child neglect and psychological harm; poorer physical and emotional health; food insecurity and poorer household nutrition; psychological distress; attempted suicide and suicide ideation; social isolation; financial hardship (including loss of discretionary spending and repossessions) and increased bankruptcy; decreased contributions to charities; disruption to work and study; reduction in the level of social capital (measured in terms of trust, civic, volunteerism, group participation, giving, and meeting obligations of family and friends in a community); and leakages from the regional economy and reduced levels of regional income and employment. Socio-economically disadvantaged groups are more likely to suffer adverse outcomes of increased gambling. Research

has identified some of the indirect and “ripple out” effects, though these have not been well quantified.

On the other hand, some positive outcomes have been reported including increased recreation opportunities, increased job opportunities and increased tourism (identified in some studies mainly in relation to American casinos) and increased personal income.

Overall, empirical findings about the community level effects of electronic gaming machines are indicative rather than definitive and universal. While there is strong correlation between gambling and negative social, psychological and economic effects, causality has not been conclusively established. Research limitations include that fact that there has been a heavy reliance on single group, post-test only studies; that gambling research on socio-economically disadvantaged groups has not been able to conclusively demonstrate whether gambling causes or the extent to which it compounds individual, familial and community harm.

### **Category B: Reviews of the Literature**

The literature reviews vary in their focus, breadth, and approach to assessing published research. For example, one review (Brown, McLure, & Johnson, 1998) is an annotated bibliography focusing on the health impacts of gambling on women from diverse cultural backgrounds. Another (Delfabbro, 2008) is a comprehensive review of Australian research, which subjects research findings to an evaluation of their scientific merits. Others (such as McGowan, Droessler, Nixon & Grimshaw, 2000) adopt a critical approach to assessing the research literature, concluding that “the time has come to broaden, conceptually and methodologically, our research in this area beyond the current hegemony of positivist models, methods, and interpretations in the socio-cultural domain of gaming and gambling” (p. 20).

### **Category C: Assessment Frameworks**

Ten gambling impact assessment frameworks have been listed in section C . A number of these have arisen from the requirements by certain jurisdictions that community impact assessments must be conducted prior to the introduction of gaming machines in a particular locality. The frameworks aim to measure, through quantitative indicators, the positive and negative effects across a range of domains: while some are restricted to social and economic domains, others extend to consider the health, education, employment, tourism, legal, and cultural domains. To date, no single framework has been universally adopted. Of the frameworks identified for this annotated bibliography the most sophisticated are the *Social and Economic Impacts of Gaming: A Framework for Research*; *The Socio-Economic Impact of Gambling (SEIG) Framework*; the New Zealand study by Adams et al. (2004) of gambling impacts in seven territorial authorities in the Auckland region and *Community Impacts of Electronic Gaming Machine Gambling (2005)* prepared by the South Australian Centre for Economic Studies which is listed in section A.

The strengths of the framework approaches are that they broaden the focus from the individual to the community and reveal a wider array of ways EGMs can impact. However, a number of methodological problems limit the framework approach. The most significant of these is that researchers have had difficulties demonstrating impact for all identified indicators. For example, in SACES’ 2005 study into the community impacts of EGM gambling, the researchers found that data limitations restricted their ability to measure or establish causality for many of the community impacts identified, including demand for emergency relief, bankruptcies, work performance and negative social capital impacts.

## **Category D: Theoretical, Opinion and Policy Critiques**

This body of work has extended and deepened our understanding of the multiple, indirect and often hidden ways in which gambling can impact on communities. Researchers have identified the moral, ethical and political compromises wrought by the mutual interests of the gaming industry, venue operators and governments. These compromises have also affected researchers themselves who, usually knowingly but sometimes unwittingly, accept research funding either directly or indirectly from the gaming industry, or accede to the narrow research interests prescribed by governments. These writings have also advanced our epistemological and theoretical stances in understanding the impact of gambling. For instance, positivist approaches that have pathologised and individualised problem gambling have been critiqued, and in their stead, a public health paradigm, feminist perspectives, and classical social theories have been proposed. By shifting the focus from the behaviour of individual gamblers, a number of researchers have argued for studies to attune to the local and contextual forces that may shape gambling behaviour.

## **Copyright**

Every effort has been made to obtain copyright permission from publishers. We acknowledge the publishers of the following journals in granting permission to reproduce abstracts for this bibliography:

- *Gambling Research*
- *International Gambling Studies*
- *Journal of Gambling Issues*
- *Journal of Gambling Studies*

## **Request for amendments/updates**

This annotated bibliography will be updated in 2011. Please forward any suggested amendments and updates for the 2<sup>nd</sup> edition to the authors Associate Professor John McDonald [j.mcdonald@ballarat.edu.au](mailto:j.mcdonald@ballarat.edu.au) or Deborah Greenslade [d.greenslade@ballarat.edu.au](mailto:d.greenslade@ballarat.edu.au)

## Category A: Empirical Studies

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# Category A: Empirical Studies



## Category A: Empirical Studies

**Abbott, M. (2001). What do we know about gambling and problem gambling in New Zealand: Report number 7 of the New Zealand gaming survey. New Zealand: The Department of Internal Affairs. Retrieved from:**  
[http://www.dia.govt.nz/diawebsite.nsf/wpg\\_URL/Resource-material-Our-Research-and-Reports-New-Zealand-Gaming-Survey?OpenDocument](http://www.dia.govt.nz/diawebsite.nsf/wpg_URL/Resource-material-Our-Research-and-Reports-New-Zealand-Gaming-Survey?OpenDocument)

This report presents data on gambling participation, problem gambling, and attitudes towards gambling and problem gambling in New Zealand. The impact and costs of problem gambling are identified as higher rates of depression and alcohol consumption, financial stress, financial hardship among family members, relationship stress and breakdown, child abuse and neglect, disruption to study and work, rates of offending, and costs of service provision to support problem gamblers. The report concludes that "it is evident that the financial and other costs of problem gambling are wide-ranging and have ripple effects throughout society. While the extent of these various costs is unclear and have not been quantified, they are likely to be significant" (p. 66). The Appendix discusses the politicisation of gambling research and criticisms of the New Zealand Gambling Survey methodology.

Location of Study: New Zealand

Comment: this study, arising from concerns about the impact of the liberalisation of gambling in New Zealand, confirms many of the findings of the Australian Productivity Commission Inquiry. It focuses on problem and pathological gamblers rather than the structure of the gaming industry. Little hard evidence about community impacts.

\* Project funding and declared interests: funding for the New Zealand Gaming Survey (of which this report is one part) came from the undistributed profits of the New Zealand Lotteries Commission (applied to the project at the discretion of the Minister of Internal Affairs). Funding also came from the Committee on Problem Gambling Management. The research terms of reference were developed by the New Zealand Department of Internal Affairs in consultation with a variety of statutory, industry and national voluntary sector organisations.

**Barthe, E., & Stitt, B. G. (2009). Temporal distributions of crime and disorder in casino and non-casino zones. *Journal of Gambling Studies*, 25(2), 139-152. DOI:10.1007/s10899-009-9115-2**

Research on the relationship between casinos and crime has yielded mixed conclusions. Some authors argue that casinos are crime attractors and provide fertile grounds for disorder in the surrounding communities. Others claim that the impact of casinos on the crime problem has been over-stated and that casinos in themselves are not crime generators. Relying on calls for service and incidents known to the police, this research reveals the specific spatial and temporal characteristics of all criminal and disorderly behaviours around casino venues.

Location of Study: United States

Comment: it is important to note that this investigation studied the possible differences in the time of the reported occurrence of crime in casino and non-casino zones. The study does not report on the incidence or rate of crime.

\* Project funding and declared interests: the authors are employed at the University of Nevada. No declared interests and no mention of project funding sources.

**Bilt, J. V., Dodge, H. H., Pandav, R., Shaffer, H. J., & Ganguli, M. (2004). Gambling participation and social support among older adults: A longitudinal community study. *Journal of Gambling Studies*, 20(4), 373-390. DOI:10.1007/s10899-004-4580-0**

The purpose of this preliminary study was to examine associations between leaving home to engage in bingo or gambling activity and indices of physical and mental health and social support among a representative community cohort of 1016 elderly people. Cross-sectional and longitudinal data gathered from a prospective epidemiological study in a rural, low socio-economic status, area of Pennsylvania was employed. The cohort had a mean age of 78.8 (SD = 5.1) (range 71-97) and participated in three consecutive biennial "waves" of data collection. Nearly half (47.7%) of the cohort reported gambling. To predict gambling, the independent variables included age, sex, education, employment, social support, depressive symptoms, self-rated health, alcohol use, cigarette use, and cognitive functioning. In cross-sectional, univariate analyses, gambling was associated with younger age, sex (male), fewer years of education, greater social support, lower depression scores, better self-rated health, alcohol use in the past year, and higher cognitive functioning. In a cross-sectional multiple regression model, younger age, greater social support, and alcohol use in the past year remain strongly and independently associated with gambling activity. Longitudinally, age, sex, social support, alcohol use, and gambling are predictive of future gambling activity. The results revealed that gambling may offer a forum of social support to older adults who are often isolated as they age. *[ABSTRACT FROM AUTHOR]; Copyright of Journal of Gambling Studies is the property of Springer Science & Business Media B.V. and its content may not be copied or emailed to multiple sites or posted to a listserv without the copyright holder's express written permission. However, users may print, download, or email articles for individual use. This abstract may be abridged. No warranty is given about the accuracy of the copy. Users should refer to the original published version of the material for the full abstract. (Copyright applies to all Abstracts)*

Location of Study: United States

Comment: a rare longitudinal design of gambling behaviour over eight years that highlights both the positive and negative effects of gambling in an aged, rural cohort.

\* Project funding and declared interests: this research was supported, in part, by funding from the National Institute on Aging of the National Institutes of Health, US Department of Health and Human Services.

**Blaszczynski, A. & Farrell, E. (1998). A case series of 44 completed gambling-related suicides. *Journal of Gambling Studies*, 14 (2), 93-109. DOI: 10.1023/A:1023016224147**

This paper presents an analysis of 44 case records of suicide occurring between 1990 and 1997 in the State of Victoria, Australia, in which the State Coroner identified the presence of a putative gambling problem. Analysis of demographic data revealed that the majority of suicidal gamblers were male with a mean age of 40 years with 84% of the sample being either unemployed or from lower socioeconomic backgrounds. The most common method of suicide was carbon monoxide poisoning. A quarter of the victims left a suicide note. Evidence was found indicating that almost a third (31.8%) of cases had previously attempted suicide and one in four had sought some form of mental health assistance for their gambling problem. A number of putative risk factors were identified including comorbid depression, large financial debts and relationship difficulties. The relationship between crime, suicide and gambling and gender differences among suicidal gamblers was also examined. The authors conclude that further research is required to substantiate these initial findings which are based on retrospective accounts and secondary sources of evidence.

Location of Study: Victoria, Australia

Comment: despite the methodological limitations identified by the authors, this paper provides an insight into the relationship between problematic gambling and suicide and reminds us of the devastating impacts for some within our community. The paper does not make reference to the types of gambling the individuals were engaged in.

\* Project funding and declared interests: none declared.

**Borrell, J. & Boulet, J. (2007). *Exploring the links between family violence and problem gambling: Volume 1*. Prepared by Borderlands Cooperative. Victoria, Australia: Community West for the Victorian Government's Problem Gambling Local Community Partnership grant scheme. Retrieved from [http://communitywest.org.au/index.php?option=com\\_content&view=article&id=107:exploring-the-links-between-family-violence-and-problem-gambling&catid=87:general](http://communitywest.org.au/index.php?option=com_content&view=article&id=107:exploring-the-links-between-family-violence-and-problem-gambling&catid=87:general)**

Borderlands Cooperative was engaged by Community West to conduct research into possible relationships between family violence and gambling problems and the implications that might follow for service delivery practice and design. The research comprised a literature review on relationships between family violence and gambling problems, interviews with representatives of Gambler's Help and family violence/relationship support services, focus groups with Gambler's Help service providers and a snap-shot survey of Gambler's Help service users in one region. In most of the consultations, participants reported their experience that family violence has *increased* with the development of gambling problems – as instigated either by 'problem gamblers' or by close others, usually partners. 'Gambler-abusers' included men who are 'established' with families and who feel the burden of related financial commitments, adult offspring pressing parents for money, parents of dependent children and gambling spouses.

Location of Study: Victoria, Australia

Comment: a detailed and comprehensive report which highlights yet another negative social impact of problematic gambling. The study reveals the complexity of the phenomena of family violence and problematic gambling and makes a number of recommendations regarding service provider support and professional development.

\* Project funding and declared interests: funded by the Victorian Government's Problem Gambling Local Community Partnership grant scheme

**Brown, S., Hohnson, K., Jackson, A., & Wyn, J. (1998). *Healthy, wealthy and wise? The health implications of gambling for women. Australian Journal of Primary Health, 4(3), 156-162. DOI:10.1071/PY98043***

The paper examines the health implications of gambling for women living in the Western Metropolitan Region of Melbourne. The research is unique in that it focuses on the health impact of gambling for women from different cultures and age groups within one regional setting. It seeks to explore how women view gambling in their lives and to develop and evaluate strategies to assist women and health agencies to reduce the negative impacts of gambling on women's health. The paper focuses on the findings of the study to date and the methodological and political difficulties involved in researching a sensitive women's health issue.

Location of Study: Australia

\* Project funding and declared interests: healthy, Wealthy and Wise was a two year project funded by VicHealth.

**Brown, G., Van Groningen, J. & Veno, A. (2000). *The Impact of Gaming and Crime Statistics*. Australia: Prepared by the Centre for Criminology & Criminal Justice for the Victorian Casino and Gaming Authority. Retrieved from: <http://www.vcgr.vic.gov.au/CA256F800017E8D4/Statistics/000E9C9ED767DD79CA25701F002B1B23?Open>**

This report to the Victorian Casino and Gaming Authority relates to the impact of gambling upon crime statistics. This research involved: a review of existing literature; an analysis of current data availability and collection procedures within the Victorian Justice System; and interviews and consultations with key stakeholders. There is a considerable amount of anecdotal and other evidence presented in this report that indicates that there may be significant levels of gambling related crime. However, the report also found official statistics currently collected in the three major areas of the criminal justice system cannot be, and are not, for a variety of reasons, used to identify crimes as being gambling related.

Location of Study: Victoria, Australia

Comment: The focus of this study was income generating crime linked to problem gambling. The researchers found that the crime recording practices of the criminal justice system and the under reporting of gambling related crime effectively hid the extent of gambling related crime in Victoria. However, gambling support groups and agencies noted that many of their clients had committed criminal offences, few of which were reported to police. The report also contains a good review of the (now) early literature related to gambling and crime.

\* Project funding and declared interests: funded by the Victorian Casino and Gaming Authority.

**Chow-Fairhall, J., Watkins, D., de Castella, A., Kouzma, N., Hollander, Y. & Butler, S. (2006). Suicide and problem gambling: A community partnership. In proceedings of the 16<sup>th</sup> National Association for Gambling Studies Conference. Sydney, Australia: National Association for Gambling Studies Inc. Retrieved from <http://www.nags.org.au/conferencenotes.htm>**

The aims of this study were to determine the prevalence of problem gambling and suicidal ideas or behaviours and to identify the extent of hypothesised risk factors for suicidality in people with gambling problems. This study screened 848 people assessed by the Alfred's Crisis Assessment and Treatment Team, or who were admitted to the Emergency Department of The Alfred and then seen by the Psychiatry Triage Team. It was found that the prevalence of problem gambling in the study population was more than four times that of the general community; men with gambling problems had a far higher proportion of suicide ideas or behaviours than women; suicidal ideation and intent were held at moderate levels of severity; and depression and substance use were commonly occurring problems in people with gambling problems.

Location of Study: Australia

Comment: a further study describing a relationship between problem gambling and mental health issues; particularly depression, substance abuse and suicide ideation. The authors note that establishing causal relationships and problem primacy was not the focus of the research.

\* Project funding and declared interests: funded by the Victorian State Government's Department of Justice Problem Gambling Strategy

**Christensen, M. H., Patsdaughter, C. A., & Babington, L. M. (2001). Health care providers' experiences with problem gamblers. *Journal of Gambling Studies*, 17(1), 71-79. Retrieved from EBSCO database. DOI: 10.1023/A:1016644416076**

The purpose of this study was to document health care providers' awareness of problem gambling and frequency of recognition and treatment. An exploratory survey was designed to collect data on awareness and knowledge of problem gambling. A structured questionnaire was completed anonymously by 180 health care providers (nurses, physicians, social workers, and other allied health professionals). Almost all respondents (96%) reported knowledge of problem gambling, and 30% reported asking clients about gambling problems when they presented with stress related symptoms. A third of the respondents reported identifying and treating clients for a gambling problem. The most frequently reported intervention was referral to counselling and other gambling resources. Respondents were generally interested in learning more about gambling problems, particularly those providers who have had a client discuss gambling related concerns. There were no significant differences in findings between provider groups.

Location of Study: United States

Comment: the authors noted that the use of anonymous, convenience sampling to collect data raised issues of reliability and validity as the identity of the respondents could not be confirmed.

\* Project funding and declared interests: none declared

**Crofts, P. (2003). Problem gambling and property offences: An analysis of court files. *International Gambling Studies*, 3(2), 183-197. DOI:10.1080/1356347032000142289**

This article outlines some of the major findings regarding criminogenic problem gambling in Crofts' (2002) analysis of New South Wales Local and District Court files. The article details firstly the advantages and disadvantages of relying upon court files as a source of information on gambling related crime. The article then outlines the personal characteristics of the subjects in the study, the relationship of gambling to the commission of their offences and judicial responses. The study provided qualitative information on when people are likely to seek treatment for problem gambling and also highlighted problem gambling as a significant motivation for employee theft. The study also suggests that the reasons for problem gambling may impact upon offending patterns. (PsycINFO Database Record (c) 2009 APA, all rights reserved)

Location of Study: Australia

Comment: although this study does not focus exclusively on EGM users, it provides significant insight into criminogenic problem gambling within an Australian context. An important finding from the study was that "gambling provides a motivation for stealing by people who are otherwise law abiding and are gainfully employed." The other important findings are that problem gamblers may commit crimes to provide funds for gambling or to cover daily living financial shortfalls and debts due to gambling. Problem gamblers often turn to crime as a last resort, initially relying on savings, making cash advances on their credit cards and borrowing from family and friends.

\* Project funding and declared interests: none declared

**Darbyshire, P., Oster, C., & Carrig, H. (2001). The experience of pervasive loss: Children and young people living in a family where parental gambling is a problem. *Journal of Gambling Studies*, 17(1), 23. DOI: 10.1023/A:1014536315167**

Gambling research has contributed much to our understanding of the effects of gambling on families, yet we have only the most cursory understanding of the child's perspective on what it is like to grow up in such a family. The aim of this qualitative study was to gain a deeper understanding of the experiences of Australian children who live in families where a parent or caregiver has a serious gambling problem by exploring the perspectives and understandings of the children and young people themselves. This paper reports a central finding, the experience of Pervasive Loss, from our interviews with 15 young people, 11 males and 4 females, aged between 7 and 18 years. Their sense of loss encompassed both physical and existential aspects of the child's life, including their parent(s), relationships, trust, security, sense of home, and material goods. The dimensions of this experience of pervasive loss are explored from the child's perspective. Children living in families where gambling is a problem experience threats to their overall well-being to the extent that parental problem gambling must now be considered to be a significant child health as well as social problem.

Location of Study: Australia

Comment: this study is unusual in that it focuses on the impact of parental problem gambling on the family from the child's perspective. It is powerful to hear the children's voices as they describe the impact on their everyday lives of their parent's problem gambling. The authors recommend further research into differential effects of paternal and maternal problem gambling for children.

\* Project funding and declared interests: the research was funded by a 'Living Health' Grant from the Department of Human Services, South Australia.

**Dickson-Swift, V. A., James, E. L., & Kippen, S. (2005). The experience of living with a problem gambler: Spouses and partners speak out. *Journal of Gambling Issues*, (13)** Retrieved from [http://www.camh.net/egambling/issue13/jgi\\_13\\_dicksonSwift.html](http://www.camh.net/egambling/issue13/jgi_13_dicksonSwift.html)

Whilst gambling provides a source of enjoyment and entertainment for many people, it can be a source of hardship for others. The problems associated with gambling have been extensively studied with gamblers; however very few studies have been specifically undertaken to identify the impacts that gambling has on spouses, partners and family members. This qualitative study provided an opportunity for some partners and spouses of people affected by problem gambling to identify the outcomes that gambling had on their lives. It identified that excessive gambling has a number of significant effects on financial security, family relationships, and physical and emotional health. Problem gambling is a major social health problem that is negatively impacting the lives of many people in our community. Interventions that are designed to deal with problem gambling need to go beyond the gambler and consider those other people in their lives who are often overlooked.

Location of Study: Australia

Comment: this study is of interest as it was conducted in a small regional Victorian town, some time after the introduction of EGMs. Although the study does not focus exclusively on issues associated with EGM problem gambling, EGM gambling was the main source of gambling for five out of the seven participants' partners and many participants discuss their perceptions of the impact of the introduction of EGMs on their partners.

\* Project funding and declared interests: none declared.

**Fabiansson, C. (2006). Pathways to excessive gambling within the social community construct. *Gambling Research*, 18(2), 55-68. Retrieved from** <http://search.informit.com.au/documentSummary;dn=832315599880040;res=IELHEA>

Gambling is a leisure pursuit patronised by the majority of adults in New South Wales as well as in the rest of Australia. In the local community, electronic gaming machines are one of the most common gambling forms and NSW has one of the highest concentrations of electronic gaming machines per capita in the world, higher than in USA, Canada, and the United Kingdom. Thus poker machines are easily accessible. Even if gambling is a recreational activity for the majority of participants, it causes severe adverse consequences for a group of people who gamble over their financial means. The research presents pathways within the social community construct from recreational gambling pursuits to excessive gambling quests, where the winning and the solitary space have taken over from the social recreational environment that initiated the gambling. The gambling pursuit has led to personal and family implications well outside the mere gambling activity. The research was undertaken within Greater Western Sydney exploring local community recreational pursuits in a multicultural milieu. The individual data is collated from people seeking counselling help for their escalating gambling problems. The data is based on semi-structured personal interviews. The research explored pathways from social recreational gambling to excessive gambling within the local community construct where the social environment and personal factors were found to contribute to excessive gambling pursuits.

Location of Study: Australia

Comment: although the abstract sounds promising, the full paper is poorly constructed and under-conceptualised. The discussion of interviews with gamblers is very brief and there is no discussion of the interviews with the key informants.

\* Project funding and declared interests: none declared.

**Ferland, F., Fournier, P M., Ladouceur, R., Brouchu, P., Bouchard, M. & Pâquet, L. (2008). Consequences of pathological gambling on the gambler and his spouse. *Journal of Gambling Issues*, (22), 219 – 229. Retrieved from <http://www.camh.net/egambling/issue22/pdfs/04ferland-fournier.pdf>**

The consequences of pathological gambling negatively impact many aspects of the life of both the gambler and his relatives. This exploratory study compared the gambler's perceptions of the consequences of gambling in his life and in the life of his spouse with the perceptions that his spouse had of the same consequences. Seven couples, each including a male pathological gambler, participated in the study. Members of each couple individually completed the questionnaire. The descriptive analyses showed that each member of the couple mentioned, in addition to the financial consequences, different consequences stemming from the gambling behaviour of the gambler. The analyses revealed that the spouse perceived the consequences she experienced, as well as those experienced by the gambler, as more severe than the gambler perceived them. This paper discusses how each member of a couple that includes a pathological gambler differs in their perception of harm related to gambling.

Location of Study: Canada

Comment: although the focus of this article is the differences in perception of problems between pathological gamblers and their wife/spouse, aspects of the research discuss a range of effects of problem gambling. These include financial hardship and psychological distress. The discussions around the effects on the gamblers social life are very interesting as they illustrate the ripple effect of problem gambling to family and friends and the broader community. Increased fights with relatives, a tendency by gamblers to isolate themselves and restricted outings due to financial hardship were all noted.

\* Project funding and declared interests: this study was funded by the "Centre québécois d'excellence pour la prévention et le traitement du jeu". During the course of the study the Centre received funding from the following organisations: Ontario Problem Gambling Research Centre, Harrahs Operating Funds and Social Sciences and Humanities Research Council, "Ministère de la Santé et des Services Sociaux du Québec", "Fondation Mise sur toi", "Loto-Québec", "Fonds Québécois de la Recherche pour la Santé et la Culture". No competing interests declared.

**Graffam, J. & Southgate, R. (2005). *From pokies to problems: Gambling and the impact on community services in Eastern Melbourne*. Australia: Deakin University. Retrieved from: <http://www.deakin.edu.au/hmnbs/chase/docs/Pokies%20report%20long.pdf>**

This study examined the impact of gambling related problems on community services in Melbourne. The study is comprised of: a literature review; a survey of people with gambling related problems; a survey of staff of community services and a focus group with staff from a Gamblers Help service. The literature review revealed significant international and Australian literature surrounding issues related to gambling, but little empirical evidence of the impact of gambling on community services. The findings suggest that the development of a gambling related problem was associated with an increase in the number and range of community services used and also created a new pool of community service users who had not previously used community services. Therefore the gambling not only impacted on the gambler and his/her family, but the impact has extended to community services organisations.

Location of Study: Melbourne, Australia

Comment: this study extends our understanding of the range of impacts from gambling related problems. The authors note the difficulty in calculating the actual cost of problematic gambling across the community service sector. Although the study included all forms of gambling, 83 per cent of participants identified EGMs as one of their preferred gambling activities and 55.3 per cent identified EGMs as their only gambling activity.

\* Project funding and declared interests: this study was funded by the seven local governments of Eastern Melbourne: City of Boroondara, Knox City Council, Manningham City Council, Maroondah City Council, City of Monash, Shire of Yarra Ranges and the City of Whitehorse.

**Griswold, M. T., & Nichols, M. (2006). Social capital and casino gambling in U.S. communities. *Social Indicators Research*, 77(3), 369-394. DOI:10.1007/s11205-004-6337-7**

This paper empirically analyzes the impact that the spread of casino gambling has on social capital in communities throughout the United States. Social capital is a networking process that translates into an individual's effectiveness in the community and workplace, and binds communities together. Several recent studies have also demonstrated a link between higher levels of social capital and quality of life. In this study, social capital is measured based on six dimensions: trust, civic, volunteerism, group participation, giving, and meeting obligations of family and friends. Using data from the DDB Needham database for the years 1978, 1988, and 1998, regression analysis is conducted on over 300 Metropolitan Statistical Areas throughout the United States to determine the impact that the spread of casino gambling has on social capital. The results of the analysis indicate that the presence of casino gambling significantly reduces social capital when a casino is located within 15 miles of a community, suggesting that a casino's location influences a community's quality of life and should be a consideration when deciding on the merits of gambling legalization.

Location of Study: United States

Comment: a particularly interesting study which examines the impact of gambling on social capital and quality of life. Examination of the level of impact at the community level makes this article particularly relevant for this bibliography.

\* Project funding and declared interests: no statement made

**Hames Sharley. (1997). *Impact of electronic gaming machines on small rural communities*. Melbourne, Australia: Prepared for the former Victorian Casino and Gaming Authority. Retrieved from: <http://www.vcgr.vic.gov.au/CA256F800017E8D4/Statistics/36AB81950861EF0BCA25701C004FF69C?Open>**

This research examined the impact of electronic gaming machines (EGMs) on the three small rural communities of Wannon (including Balmoral and Coleraine), Camperdown and Sale and surrounds. Researchers utilised a combination of qualitative and quantitative methods including stakeholder consultations, telephone surveys and a review of existing literature and other research studies undertaken in the areas.

Location of Study: Australia

Comment: the researchers conclude that in most areas the negatives associated with the introduction of EGMs outweigh the positives and that many of the social costs are either hidden or less apparent.

\* Project funding and declared interests: research commissioned by the former Victorian Casino and Gaming Authority

**Hing, N., & Breen, H. (2008). How working in a gaming venue can lead to problem gambling: The experiences of six gaming venue staff. *Journal of Gambling Issues*, (21) Retrieved from <http://www.camh.net/egambling/issue21/02hing-breen.htm>**

Arising from a larger study into workplace influences on gambling among employees who work in hotels, clubs, and casinos in Queensland, Australia, this paper presents six case studies of staff with gambling problems. All six developed their gambling problems while working in gaming venues. Semi-structured interviews were conducted and analysed thematically to reveal several ways in which the work environment in gaming venues influences the gambling behaviour of these staff. For these employees, the attraction of gambling is reportedly enhanced by close interaction with gamblers, frequent exposure to gambling, the influence of fellow employees, the influence of management, workplace stress, hours of work, and frequent exposure to gambling marketing and promotions. Responsible gambling training and other venue-based responsible gambling measures did not protect these staff from gambling

problems. An understanding of these workplace influences on problem gambling can inform identification of appropriate interventions.

Location of Study: Australia

Comment: with the majority of the literature on gambling generated from the disciplines of psychology, sociology or economics, this paper is unusual in coming from the field of hospitality and tourism. Job creation is often cited as a community benefit of establishing/expanding EGM venues, so this study which highlights the potential risks associated with this form of employment is of particular interest. The magnitude of financial losses by the case study participants and some of the anecdotal accounts provides a greater understanding of the negative impact of problem gambling for individuals, families and the wider community.

\* Project funding and declared interests: no competing interests declared, financial assistance for this research project was provided by the Queensland Office of Gaming Regulation, Queensland Treasury, Australia.

**Hing, N. & Nisbet, S. (2010). A Qualitative Perspective on Physical, Social and Cognitive Accessibility to Gambling. *Journal of Gambling Issues*, (24), 101-120. doi: 10.4309/2010.24.7**

A possible relationship exists between heightened accessibility to gambling and the development and maintenance of gambling problems amongst employees at gambling venues. This paper takes an interpretive approach to exploring how working in a gambling venue influences accessibility to gambling. Semi-structured telephone interviews were conducted with 40 hotel and club employees in Victoria, Australia. Data were analysed along three key dimensions of accessibility to gambling. In terms of physical accessibility, respondents generally felt shiftwork and split shifts heavily influence the times staff are likely to access gambling facilities. Aspects of social accessibility, including familiarity and comfort of gambling in the workplace, encouragement by other staff, and workplace cultures that do not deter staff gambling, were considered encouraging influences. Cognitive accessibility (or knowledge and understanding about gambling) was heightened by enhanced knowledge of gambling products and processes, greater knowledge of jackpot levels, a desire to know what competing venues are offering, and cognitive distortions around winning.

Location of Study: Australia

Comment: good discussion around the multi-dimensionality of accessibility as it relates to gambling (in this case EGMs and TAB outlets in hotels). The study raises a number of issues related to possible negative consequences of working in gambling venues and highlights the variance in policy relating to staff gambling.

\* Project funding and declared interests: no competing interests declared for either author, funding provided by the Office of Gaming and Racing, Department of Justice, State Government of Victoria.

**Holden, A., Dickerson, M., Boreham, P., Harley, B. & Hogan, B. (1999). *Long term study into the social impact of gaming machines in Queensland: An issues paper: the social and economic impact of gaming machines on Aboriginal and Torres Strait Islander communities in Queensland*. Australia: Queensland Department of Families, Youth and Community Care. Retrieved from <http://www.olgr.qld.gov.au/resources/responsibleGamblingDocuments/longTermStudySocialImpactOfGamingMachinesInQld.pdf>**

This issues paper is one of the outcomes of a three-year project into the social impacts of the introduction of EGMs to Queensland conducted by the Australian Institute for Gambling Research. The study revealed EGM and wagering expenditure totalled 20% of average income and negatively impacted on household budgets. One surprising (although likely short-term) effect of the introduction of EGMs/PubTABs was the diversion of spending from alcohol and a reduction in alcohol related disturbance.

Location of study: Queensland, Australia

Comment: although brief, this report provides an insight into the impacts of EGMs on Aboriginal and Torres Strait Islander communities. Unsurprisingly, the combination of high EGM expenditure and low incomes resulted in disproportionate levels of social and economic harm amongst the participants. The researchers note that as alcohol and gambling related problems are correlated, the reduction in alcohol related issues may be a short term effect.

\* Project funding and declared interests: research commissioned by the *Queensland Department of Families, Youth and Community Care*

**Hsu, C. H. C. (2000). Riverboat casinos' impact on host communities: Comments from business owners and residents. *Asia Pacific Journal of Tourism Research*, 5(1), 8-15. DOI: 10.1080/10941660008722054**

A qualitative component was incorporated in a gaming impact study to explore how business owners and residents make sense of their lives and experiences with the presence of a riverboat casino in their community. Data collected were categorized to summarize their perceptions on the effect of riverboat casinos on their businesses, their lives, and the community. Most respondents' comments represented a balanced view of the casinos' influence. Increased gambling addiction appeared to be their major concern. This article provides insights of the real feelings of people who were affected the most by the gaming development.

Location of Study: United States

Comment: this research provided a voice for community members and business owners to express their views on the impact of riverboat casino gambling on their community. The respondents noted a range of positive and negative community impacts including: increased recreation opportunities; loss of discretionary spending; increased gambling addiction; relationship breakdown; decreased contributions to charities and increased bankruptcy.

\* Project funding and declared interests: no statement made

**Kang, S. K., Lee, C., Yoon, Y., & Long, P. T. (2008). Resident perception of the impact of limited-stakes community-based casino gaming in mature gaming communities. *Tourism Management*, 29(4), 681-694. DOI: 10.1016/j.tourman.2007.07.011**

The purpose of this research is to assess the impacts of Colorado's community-based, limited-stakes casino gaming after 12 years of operation. Current residents' perceived impacts, benefits, and support of community development due to gaming were examined in the three Colorado gaming communities of Black Hawk, Central City, and Cripple Creek. Results of the study suggest that as gaming development has evolved, residents of these gaming towns have continued to reflect the underlying tenets of social exchange theory in their assessment of gaming. Perception by residents of positive gaming impacts significantly influenced residents' perceived benefits and these positive benefits also had a positive effect on residents' support for gaming. Findings of the study concluded that regardless of the life cycle stage of a gaming community, social exchange theory was still valid in explaining the relationships among residents' perceived impacts, benefits, and support of gaming development.

Location of Study: United States

Comment: this study examines three of the four communities looked at in Long (1996). There may be data limitations associated with the use of a self-administered mail survey based on closed questions. As the casinos are predominantly targeting tourists, many of the social impacts maybe exported away from the host communities.

\* Project funding and declared interests: no statement made

**Korman, L., Collins, J., Dutton, J., & Dhayanathan, B. (2008). Problem gambling and intimate partner violence. *Journal of Gambling Studies*, 24(1), 13-23.**  
**DOI:10.1007/s10899-007-9077-1**

This study examined the prevalence and severity of intimate partner violence (IPV) among 248 problem gamblers (43 women, 205 men) recruited from newspaper advertisements. The main outcome measures used were the Canadian Problem Gambling Index, the Conflicts Tactics Scale-2, the State Trait Anger Expression Inventory-2, the drug and alcohol section of the Addiction Severity Index and the substance use section of the Structured Clinical Interview for the DSM-IV. In this sample, 62.9% of participants reported perpetrating and/or being the victims of IPV in the past year, with 25.4% reporting perpetrating severe IPV. The majority of the sample (64.5%) also had clinically significant anger problems, which was associated with an increased risk of being both the perpetrator and victim of IPV. The presence of a lifetime substance use disorder among participants who had clinically significant anger problems further increased the likelihood of both IPV perpetration and victimization. These findings underscore the importance of routinely screening gambling clients for anger and IPV, and the need to develop public policy, prevention and treatment programs to address IPV among problem gamblers. Future research to examine IPV among problem gamblers is recommended.

Location of Study: Canada

Comment: this is one of few studies to focus on intimate partner violence (IPV) among problem gamblers. The study found a significant correlation between IPV and problem gambling, but did not examine the causal relationship between gambling and anger, i.e. do gamblers gamble to regulate their anger, do gambling losses result in anger or are gambling and anger problems both symptoms of other factors? .

\* Project funding and declared interests: research supported by a grant from the Ontario Problem Gambling Research Centre, which is funded by The Ministry of Health and Long Term Care.

**KPMG Consulting. (2000). *Report of the 1999 Longitudinal Community Impact Study: Vol. 1 & 2*. Melbourne: Victorian Casino and Gaming Authority. Retrieved from <http://www.vcgr.vic.gov.au/CA256F800017E8D4/Statistics/36AB81950861EF0BCA25701C004FF69C?Open>**

KPMG Consulting was engaged by the Victorian Casino and Gaming Authority to undertake a social and economic impact study of gaming in specified regions of Victoria. The municipalities investigated were the Cities of Greater Dandenong, Greater Geelong, Maribyrnong, Moreland, the Rural City of Mildura and the Shire of Wellington in the eastern part of the State. The methodology for the study included: collection of social and economic data from the ABS, local government authorities and other sources; consultation with key stakeholders and a survey of 1000 residents (170 for each municipality). Two of the six local government regions in the study, Maribyrnong and Dandenong, have significantly higher numbers of gaming machines per adult than the Victorian average, while another two, Wellington and Geelong, have above the State average. This pattern is also largely reflected in gaming expenditure per adult, with expenditure per person particularly high in Maribyrnong and Dandenong. The study also found that people game locally (typically travelling only 2.5km) and that gaming does not provide a substantial boost to tourism.

Location of Study: Australia

Comment: the survey revealed widespread community concern about problem gambling with 82 per cent of respondents agreeing that gaming is a serious social problem; and 11 per cent of adults saying that they or a member of their family had experienced difficulties with excessive gambling.

\* Project funding and declared interests: research commissioned by the Victorian Casino and Gaming Authority.

**Krishnan, M., & Orford, J. (2002). Gambling and the family: From the stress-coping-support perspective. *International Gambling Studies*, 2(1), 61- 83.**  
**DOI:10.1080/14459790208732300**

Aims: To apply the stress-coping-support perspective to the study of the effects of problem gambling in the family. Specifically, to examine the ways in which family members cope and the nature and sources of support they receive. To compare coping strategies of family members of gamblers with those of individuals living with other addictive behaviour in the family. Design: Cross-sectional interview and questionnaire study of close relatives of problem gamblers. Participants: Sixteen close family members of gamblers from separate families, mainly parents and partners. Data: Semi-structured interview; adapted version of the Coping Questionnaire (CQ). Findings: Data from the CQ and qualitative analysis of interview data suggested considerable use of 'engaged' (specifically controlling) ways of attempting to cope with such problems, comparable to the use of such strategies by relatives of people with alcohol or drug problems, but little use of 'tolerant-accepting' and 'withdrawal' ways. Interview data on the support received (or not) by family members confirmed previous research showing that relatives of people with addiction problems often feel unsupported, but particularly appreciate positive emotional and practical support for themselves and their problem gambling relatives. Conclusions: The stress-coping-support perspective, previously applied to families with alcohol and drug problems, also offers an appropriate framework for understanding problem gambling and the family.

Location of Study: United Kingdom

Comment: this UK study, supports earlier work which suggests problem gambling has multiple negative effects on the family. Although most of the family members interviewed were related to problem gamblers experiencing problems with 'fruit machines' (EGMs), some were related to gamblers with problems with other forms of gambling, including horse/dog racing.

\* Project funding and declared interests: Research funded by the Medical Research Council, UK

**Law, M. (2005). *House of cards. Problem gambling and low income earners in Tasmania. Australia: Anglicare Tasmania Inc.* Retrieved from <http://www.anglicare-tas.org.au>**

This qualitative research looks at the experiences of people who are living on low incomes in Tasmania and who have a gambling problem. The majority of participants reported difficulties with poker machines; with a second, smaller group reporting problems with horse/dog racing. Impacts of problem gambling included: relationship stress and breakdown; extreme levels of debt; food insecurity; ill-health (caused by stress); attempted suicide or suicide ideation; and breaking the law due to gambling. The research found that for people on low incomes, even small financial losses could cause significant impacts. The report also provides a brief history of gambling in Australia / Tasmania and details the Tasmanian policy context, as well as listing a series of recommendations. The authors conclude that the "causes and consequences of gambling problems need to be addressed at a broad community level and from a public health perspective".

Location of Study: Australia

Comment: a comprehensive report which combines a discussion of the literature around problem gambling and findings from focus group interviews. Use of direct quotes and personalised accounts provides insight into the range of impacts of problem gambling on the individual and their family.

\* Project funding and declared interests: this research was funded by Anglicare Tasmania.

**Lin, J., Casswell, S., Easton, B., Huckle, T., Asiasiga, L. & You, R. Q. (2010). Time and money spent gambling and the relationship with quality-of-life measures: A national study of New Zealanders. *Journal of Gambling Issues*: 24, 33-53. DOI:10.4309/jgi.2010.24.4**

This study provides quantitative measures of the impacts of gambling from a general population sample exposed to a range of gambling opportunities. New tools to assess the level of gambling participation and quality-of-life measures were used in a telephone survey with 7,010 adults in New Zealand. The findings show that people with higher gambling loss reported significantly poorer physical health, mental health, relationships, feelings about self, quality of life, satisfaction with life, living standards, and study performance. When respondents' reports of quality of life in the various domains were analysed in relation to the time spent gambling in different modes, it was clear that time spent on electronic gaming machines provided the greatest risk for people's quality of life. This study estimated that 2.4% of the population had an inferior state of reported mental well-being as a result of gambling. The main contribution came from the playing of electronic gaming machines.

Location of Study: New Zealand

Comment: a very recent study with a large sample size that provides further evidence of the association of EGMs and negative social and economic outcomes for regular users.

\* Project funding and declared interests: funded by the New Zealand Ministry of Health. No competing interests declared.

**Livingstone, C. (2007). *Understanding the community benefit of electronic gaming machines: An interim analysis of Victorian EGM community benefit statements*. Australia: Department of Health Science, Monash University. Retrieved from <http://www.parliament.vic.gov.au/council/gaminglicensing/Submissions/GL10%20Sup.pdf>**

Legislation regulating the operation of local hotel and club electronic gaming machine (EGM) venues in the state of Victoria, Australia, provides a taxation benefit for club venues in comparison to hotel venues, and concomitantly requires all venues to submit an annual community benefit statement to the gambling regulator. These statements set out the venue's claims for monetary value of contributions to community benefit, and are published on the regulator's web-site. An analysis of the claimed community benefits for the financial year 2005-06 was undertaken to ascertain the purposes to which claimed benefits were put. A total of 559 statements were analysed representing 523 hotel and club venues. This analysis revealed that 62.8% of aggregate claimed community benefits were wage costs for venue and management company staff, 14.2% of claimed benefits were in respect to the costs of fixed assets, and 13.3% were for direct and indirect operational costs. Gifts of funds or goods and sponsorships amounted to a total of 2.6% of total claimed benefits and a further 4.2% was claimed as costs of volunteer services and/or time. These categories are all allowed as community benefit claims under the relevant current Ministerial determinations.

Location of Study: Australia

Comment: Livingstone's analysis of the community benefit statements demonstrates that the majority of these expenditures do not benefit the local community, but are actually employment and venue costs associated with the operation of very profitable businesses. Closer scrutiny seems to reveal that many of the argued financial benefits to the community of EGM gambling are simply nonexistent

\* Project funding and declared interests: this paper was prepared with the support of the Department of Health Science, Faculty of Medicine, Nursing and Health Sciences, Monash University. The author states there are no conflicts of interest.

**Livingstone, C., Woolley, R., & Borrell, J. (2006). *The changing electronic gaming industry (EGM) and technology*. Melbourne, Australia: Prepared by the Australian Institute for Primary Care (AIPC) La Trobe University for the former Gambling Research Panel. Retrieved from**

[http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/Home/Gambling+and+Racing/Research+and+Statistics/JUSTICE+-+Changing+Electronic+Gaming+Machine+Industry+and+Technology+\(PDF\)](http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/Home/Gambling+and+Racing/Research+and+Statistics/JUSTICE+-+Changing+Electronic+Gaming+Machine+Industry+and+Technology+(PDF))

Released in June 2006 by the Department of Justice, this study analysed the composition and transformation over time of the technological basis of the Victorian electronic gaming machine (EGM) industry, so as to develop an understanding of the relation between technology and consumption behaviour. The study was commissioned by the Gambling Research Panel. A number of Victorian Local Government Areas (LGAs) were selected for more detailed quantitative analysis which allowed for comparisons between metropolitan, regional and rural localities and between those areas with high or low densities of EGMs. Qualitative research was conducted, utilising interviews, focus groups and follow-up interviews, as well as field visits involving key industry and community informants and a range of EGM users (including 'problem' and recreational gamblers). Some of the key findings were that aspects of EGMs including free spins, bank note acceptors and multi-line betting are more likely to intensify gambling consumption; and there is a correlation between higher EGM consumption and measures of socioeconomic disadvantage.

Location of Study: Australia

Comment: the section of the report describing the qualitative research conducted with self-identified problem gamblers in relation to EGM technology is particularly enlightening and quite unique in that the technology, not the problem gamblers themselves was the focus of discussion.

\* Project funding and declared interests: research commissioned by the former Victorian Gambling Research Panel and funded by the Victorian government through the Community Support Fund.

**Long, P. T. (1996). Early impacts of limited stakes casino gambling on rural community life. *Tourism Management*, 17(5), 341-353. DOI: 10.1016/0261-5177(96)00034-9**

Owing to the potential windfall profits of casino gambling, rural communities throughout the United States are considering gambling tourism as a means to revitalize failing economies. The communities of Deadwood, South Dakota, and Black Hawk, Central City and Cripple Creek, Colorado, have implemented one form of casino gambling, limited stakes, with varying degrees of success. It is clear from the early experience of these communities that gambling can spawn terrific windfalls — and generate tremendous costs. Thus, public officials, casino owners and managers, community leaders and residents must all understand the issues communities face in making the transition to a gambling economy and plan accordingly. An unbridled move to a gambling economy causes tremendous change and the need for dramatic adjustment in the lives of community residents. Early indications are that planning is essential at the community, state and gambling industry level. Determining appropriate scale, assessing current and future competition, and identifying who should benefit must be an integral part of this planning effort.

Location of Study: United States

Comment: this study examines the impact of casino gambling on four small rural communities and compares the results to a control community. Respondents noted increased traffic congestion, crime and a decrease in control over the decision making process in their community as negative impacts; with increased jobs and personal income noted as benefits. This article reports on research regarding limited stakes casino gambling (meaning the maximum bet that can be wagered is capped and the variety of games offered may be restricted). The types of gambling introduced into the study communities were card games and slot machines.

\* Project funding and declared interests: financial support provided by the Rural Economic Policy Program of the Aspen Institute, the USWEST Foundation and the University of Colorado at Boulder Outreach Committee.

**Lund, I. (2009). Gambling behaviour and the prevalence of gambling problems in adult EGM gamblers when EGMs are banned. A natural experiment. *Journal of Gambling Studies*, 25(2), 215-225. DOI: 10.1007/s10899-009-9127-y**

In this article, findings of a panel study among former EGM gamblers are discussed. The data were collected in two waves during 2007, and 1293 people, 18 years or older, participated. The background for the study was the Norwegian ban on EGMs from 1 July 2007, and the aim was to investigate how this ban affected gambling involvement and problem levels in the sample. The analysis shows that gambling participation, gambling frequencies and gambling problems were reduced after EGMs disappeared from the market. There was no indication of the development of an illegal EGM market, or of substitution of EGMs with other types of gambling. A reduction in other types of gambling is interpreted as an indication of synergetic effects between games. Reduced gambling participation among the most active EGM gamblers, and among risk gamblers, shows that the reductions in gambling availability had an effect even on highly involved gamblers.

Location of Study: Norway

Comment: this is a unique before and after study which took advantage of a temporary ban of EGM machines in Norway to investigate the impact on problem gambling of the removal of EGMs within a sample of 1700 participants. Although there are some limitations to the study (see below) the findings counter the often stated claims that if problem gamblers did not gamble on EGMs they would turn to other forms of gambling and adds weight to arguments that many gamblers experiencing problems with EGM gambling do so due to the nature and characteristics of EGMs, rather than an addiction to gambling per se. Limitations of the study include the timing between the first and second wave surveys (only five months) and a drop out of some of the most highly involved gamblers between the first and second survey, and an inability to complete further follow-up studies due to the reintroduction of new EGMs by the Norwegian Government

\* Project funding and declared interests: this study was fully funded by the Norwegian Institute for Alcohol and Drug Research (SIRUS). SIRUS is a government body answerable to the Ministry of Health and Care Services.

**Mangham, C., Carney, G., Burnett, S., & Williams, R. J. (2005). *Determining socio-economic impacts of new gaming venues in four lower Mainland communities: Final baseline report*. Canada: Prepared by Blue Thorn Research and Analysis Group for the Ministry of Public Safety and Solicitor General Government of British Columbia. Retrieved from <http://www.eia.gov.bc.ca/gaming/reports/index.htm>**

This report is the first wave of a longitudinal study into the social and economic costs and benefits of gaming. The research was commissioned by the British Columbia Ministry of Public Safety and Solicitor General, Gaming Policy and Enforcement Branch in July 2004 to inform responsible gaming policy and community planning. The opening of four gaming venues in the Lower Mainland (two new facilities and the expansion of two existing facilities to include slot machines) created an opportunity to study the impacts of new gaming facilities. This report provides a summary of the social and economic data collected prior to and around the time the new venues opened and forms the baseline data for comparison in the second and third waves of the study. Telephone surveys of residents, surveys of patrons and interviews and focus groups were used to collect data regarding the social impacts of the new gaming venues. The economic baseline data was obtained using a range of economic estimation analysis including econometric estimation.

Location of Study: Canada

Comment: see comment under *Final Report*

\* Project funding and declared interests: research commissioned by the British Columbia Ministry of Public Safety & Solicitor General

**Mangham, C., Carney, G., Burnett, S., & Williams, R. J. (2006). *Determining socio-economic impacts of new gaming venues in four lower mainland communities: First impact measures report*. Canada: Prepared by Blue Thorn Research and Analysis group for The Ministry of Public Safety and Solicitor General Government of British Columbia. Retrieved from <http://www.eia.gov.bc.ca/gaming/reports/index.htm>**

This report is the second wave of a study into the social and economic costs and benefits from the creation and operation of four new gambling venues in Lower Mainland. This first impact report compares data collected in 2005 with the baseline data collected prior to and during the opening of three of the four gaming venues between November 2004 and May 2005. The impact analysis in the report is limited (as noted by the authors) as the data was collected not long after the casino opening dates (there is only six months between the writing of this report and the writing of the initial baseline report).

Location of Study: Canada

Comment: see comment under *Final Report*

\* Project funding and declared interests: research commissioned by the British Columbia Ministry of Public Safety & Solicitor General

**Mangham, C., Carney, G., Burnett, S., & Williams, R. J. (2007). *Socioeconomic impacts of new gaming venues in four British Columbia lower Mainland communities: Final report*. Canada: Prepared by Blue Thorn Research and Analysis for The Gaming Policy and Enforcement Branch Ministry of Public Safety & Solicitor General Government of British Columbia. Retrieved from <http://www.eia.gov.bc.ca/gaming/reports/index.htm>**

This report is the third wave of a longitudinal study into the social and economic costs and benefits from the creation of new gambling venues in Lower Mainland. The study initially aimed to examine the impact of the introduction of casino facilities to two regions and the extension of pre-existing facilities in two other regions. However, only three facilities were included in the study as the planned addition of the slot machines at one venue did not occur during the research period. Researchers utilised a range of methodology to gauge social and economic impacts of the new facilities including: telephone surveys to assess current gambling behaviour; attitudes towards gambling and problem gambling prevalence; employee and patron surveys at the new facilities; an examination of changes in available economic and social indicators regarding employment rates, housing starts, suicide rates, property values, changes in business revenue, bankruptcy, direct gaming revenue and crime rates; and qualitative interviews with local police, business owners, problem gambling counsellors and city planners. The main conclusions drawn by the researchers are that no impacts were found for most variables and the impacts that did occur were quite small.

Location of Study: Canada

Comment: this report along with the *Final Baseline Report* and *First Impact Measures Report* are significant as they constitute one of the few longitudinal studies regarding the impact of new gambling facilities. It is interesting to note that although the researchers found in general nil or a moderate impact for most variables, the City of Langley was an exception to this, experiencing an increase in problem gambling. This the researchers attribute in part to there being no pre-existing availability of casino gambling in Langley, while the other two regions had some pre-existing availability. This, they suggest, supports the "social adaptation model" of gambling which argues that gambling produces more negative effects when first introduced, but that after time communities adapt and the negative impacts diminish. It is interesting to note that negative general attitudes towards gambling became significantly worse as the study progressed.

\* Project funding and declared interests: research commissioned by the British Columbia Ministry of Public Safety & Solicitor General.

**Marshall, D. (1998). Missing the Jackpot? The Proliferation of Gambling in Australia and its Effect on Local Communities. *Australian Geographical Studies*, 36, 237-247.**  
DOI 10.1111/1467-8470.00054

Research assessing the consequences of gambling proliferation fails to recognise the influence of local circumstances on its costs and benefits. The consequences of new gambling facilities need to be assessed at the community level. The introduction of poker machines to hotels in the South Australian town of Peterborough has exacerbated pre-existing socio-economic problems associated with the wider effects of the rural crisis. The growth of gambling worldwide requires new policies that reflect the current geographies of gambling.

Location of Study: Australia

Comment: this study is one of the few to specifically examine the impacts of EGMs at a community level, rather than an individual or state level. Utilising qualitative methodology, Marshall assesses the impact on a range of community domains including charities and welfare services, small businesses, hotel industries and employment.

\* Project funding and declared interests: none declared.

**Marshall, D. (2005). The gambling environment and gambler behaviour: Evidence from Richmond-Tweed, Australia. *International Gambling Studies*, 5(1), 63-83.**  
DOI:10.1080/14459790500099471

As opportunities to gamble proliferated rapidly during the 1990s, accessibility to gambling facilities has been cited as a factor driving increased gambling consumption. However, research examining this relationship is limited. Most assessments have tended to be at a broad regional rather than a local level. Furthermore, explanations for why greater access encourages increased gambling activity have been inadequate. Using the framework of time-geography, this paper outlines new empirical evidence to assist in clarifying relationships between the accessibility to and consumption of gambling. Data on gambling behaviour were obtained from 1,018 persons in seven residential centres of the Richmond-Tweed region of NSW, Australia and compared to local provision of gambling facilities. In this study, availability of gambling opportunities—measured here by electronic gaming machines (EGMs) per capita—is often reflected in differences in gambling activity by the local population. It is concluded that accessibility to EGM facilities at a particularly local level is an important factor driving their use.

Location of Study: Australia

Comment: in addition to the detailed analysis of the research described above, this paper also provides a comprehensive discussion of gambling consumption and the gambling environment. Of particular interest is Marshall's analysis of the concept of 'accessibility', which he argues incorporates both spatial and non-spatial components. These include physical access, venue features/attractions, numbers of machines, and cultural acceptance of gambling. The lack of 'space-time' constraints resulting from multiple venues and extended operating hours is also discussed.

\* Project funding and declared interests: none declared. Article based on PhD research undertaken at ANU.

**Marshall, D. & Baker, R. (2001). Unfair odds? Factors influencing the distribution of electronic gaming machines in Melbourne. *Urban Policy and Research*, 19(1), 77-92.**  
Retrieved from Informit database. DOI: 10.1080/08111140108727864

Since the rapid proliferation of electronic gaming machines in Australia during the 1990s, it has been recognised that regions of lower socioeconomic status have experienced the greatest allocations of these machines. It has generally been argued that market forces are the main reason for this. This paper addressing the case study of Melbourne, suggests that legislative,

historical and cultural factors, among others, might also underpin and re-enforce the emergent spatial inequities.

Location of Study: Australia

Comment - in addition to the factors above, this paper provides a good overview of the Victorian regulatory environment for EGMs prior to the introduction of the caps policy and some interesting historical background regarding licensed venues in Melbourne. Of particular interest are the few paragraphs which discuss the range of local factors which influence the impact of a new gambling industry on the host community.

\* Project funding and declared interests: no conflicting interests declared

**Marshall, D., & Baker, R. G. V. (2001). Clubs, spades, diamonds and disadvantage: The geography of electronic gaming machines in Melbourne. *Australian Geographical Studies*, 39(1), 17-33. DOI 10.1111/1467-8470.00127**

Opportunities to gamble, particularly on electronic gaming machines (EGMs) have been rapidly increasing in Australia during the 1990s. The increase in expenditure on gambling and the related problems have subsequently become a growing concern, particularly in relation to disadvantaged sectors of the population. Given this, the development of geography of gambling is an important step in understanding the implications of this rapidly expanding industry. This paper addresses this issue at two distinct geographical scales in metropolitan Melbourne and considers the distribution of EGMs in relation to levels of economic well-being. Findings suggest that patterns evident at the wider Melbourne scale of greater concentration of EGMs in less advantaged regions are also reflected at a local level. These findings are related to the wider issues of accessibility to gambling facilities and problem gambling.

Location of Study: Australia

Comment: building on previous studies illustrating the uneven distribution of EGMs between LGAs, this study takes the analysis further, examining the uneven distribution of EGMs within LGAs. The distribution of EGMs was found to correspond "inversely to the levels of economic resources available within the various LGAs." Marshall also notes inadequacies associated with focusing on machine numbers at an LGA/post code level, citing an example of a large venue located adjacent to a municipal boundary. Although this paper is based on research conducted in 1999 and written prior to the implementation of regional caps in 2000, it highlights one of the criticisms of the policy - that is the failure to take into account local level variation within LGAs and postcodes.

\* Project funding and declared interests: none declared.

**McMillen, J., & Doran, B. (2006). Problem gambling and gaming machine density: Socio-spatial analysis of three Victorian localities. *International Gambling Studies*, 6(1), 5-29. DOI: 10.1080/14459790600644093**

This paper examines the debate about possible relationships between problem gambling and accessibility to electronic gaming machines (EGMs), in the context of the Victorian Government's policy that imposed a 'cap' on EGMs in disadvantaged communities. Using GIS (Geographical Information Systems), the spatial distribution of social disadvantage in three 'capped' localities was compared with the spatial distribution of gaming venues and patterns of concentrated EGM expenditure during 2001-2005, including seasonal trends. Research revealed different relationships between spatial and social categories in the study localities, indicating the need for more systematic local area analysis. This research raises questions about the limitations of conventional methodologies and regulatory strategies based on simple measures such as gaming machine density. We propose improvements to the methodology to better measure the changing level of local supply and demand for machine gaming.

Location of Study: Australia

Comment: this study highlights the complexity of the issue of accessibility to EGMs, which has multiple dimensions. The researchers note that numbers of EGMs per 1000 adults is one measure, but venue features, machine configuration and local community characteristics also influence accessibility. Available data does not allow the authors to identify the residential location of patrons who visit EGM venues. The authors call for more detailed, localised research into the long term effects of gambling on communities. It is interesting to note that this research was used by the Victorian Government to justify its decision not to implement the recommendation of the Regional Electronic Gaming Machine Caps Review Panel to set the cap at eight EGMs per one thousand adults, (See 'Taking Action on Problem Gambling: Regional Caps. October, 2006').

\* Project funding and declared interests: study commissioned by the Department of Justice, Victoria, Australia.

**McMillen, J., Marshall, D., Ahmed, E., Wenzel, M. (2004). 2003 Victorian longitudinal community attitudes survey. Melbourne, Australia: Prepared by the Centre for Gambling Research, Australian National University for the Department of Justice. Retrieved from <http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/resources/file/eb9c5f0308862f5/Victorian%20Longitudinal%20Attitude%20Survey.pdf>**

This document, published in 2004, highlights the results from the 2003 Victorian Longitudinal Community Attitudes Survey on Gambling and the analysis that followed the collection of this data. The study also undertook a comparative evaluation of three screens: the Victorian Gambling Screen; the Canadian Problem Gambling Index and the South Oaks Gambling Screen (version 5+). The survey was conducted by ACNielsen in April and May 2003 using an effective random sample of 8,479 Victorian residents, a significantly larger sample than previous Victorian gambling surveys, and the resultant data provided to the Australian National University research team for analysis in July 2003. Three groups were identified — non-gamblers, non-regular gamblers and regular gamblers — and interviewed about their gambling behaviour, and their attitudes to gambling and its impact on the community. The significant finding of this survey is that large numbers of Victorians continue to experience problems associated with their gambling. Therefore problem gambling remains an important issue for public policy.

Location of Study: Australia

Comment: a broad report containing considerable discussion around EGM gambling and private impacts of gambling. Good data on distance travelled to gamble and community attitudes towards gambling/EGMs. Recommendations are made for future research.

\* Project funding and declared interests: funded by the Victorian Government through the Community Support Fund.

**Morrison, L. (2004). Pokie gambling and Maori women: Friend or foe? *Journal of Gambling Issues*, (12) Retrieved from [http://www.camh.net/egambling/issue12/jgi\\_12\\_morrison.html](http://www.camh.net/egambling/issue12/jgi_12_morrison.html)**

Gambling behaviours and health promotion strategies to address problem gambling are becoming increasingly important in Aotearoa-New Zealand, as in other parts of the world. Successful health promotion strategies are underpinned by contextual knowledge around the issue in question. This paper discusses some of the contextual factors that health promoters will need to consider when addressing strategies aimed at Maori women affected by problem gambling. The paper is a work in progress contributing to a doctoral thesis to explore Maori women's perceptions of new forms of gambling and the health implications on whanau (extended family) in Rotorua and Auckland.

Location of Study: New Zealand

Comment: the majority of the paper explores the appeal of EGM gambling to Maori women gamblers. Despite resulting in significant negative effects for themselves and their extended family, the women interviewed identified numerous positives associated with EGM gambling and the venues. Winning their way out of poverty was a significant motivation to gamble, as was escapism, time-out from family and responsibilities. The comfortable and attractive furnishings, satellite T.V., provision of complementary food and beverages and positive attention by staff, also provided a strong motivation to these women who received few such experiences in their daily life. This paper aids our understanding of how the introduction of EGMs could impact on particular groups within the community.

\* Project funding and declared interests: none declared. This paper is based on research conducted for a PhD study.

**National Gambling Impact Study Commission. (1999). *National gambling impact study commission final report*. USA: US Government. Retrieved from <http://govinfo.library.unt.edu/ngisc/index.html>**

The Commission was instructed by the US Government to conduct a comprehensive legal and factual study of the social and economic impacts of gambling on federal, state, local, and Native American tribal governments and communities and social institutions including the individuals, families, and businesses which compose them. The study included a review of existing government policies and practices, examined the relationship between gambling and crime, and assessed pathological or problem gambling, including its impact on individuals, families, businesses, social institutions, and the economy. In addition, the Commission sought to gauge gambling's impact on individuals, families, businesses, social institutions, and the economy generally, including gambling's impact on depressed economic areas. The extent to which gambling provides revenue to State, local, and Native American tribal governments and the extent to which possible alternative revenue sources may exist for such governments was also examined as was the use of interactive technologies and the Internet.

Location of Study: United States

Comment: an internationally influential and widely cited report.

\* Project funding and declared interests: report commissioned by the Government of the United States.

**New Focus Research. (2003). *Experiences of Problem Gamblers, Their Families and Service Providers*. Melbourne, Australia: Department of Justice. Retrieved from: <http://www.justice.vic.gov.au/wps/wcm/connect/justlib/DOJ+Internet/Home/Gambling+and+Racing/Research+and+Statistics/>**

Released in January 2003, this is the first in a series of reports on problem gamblers, their loved ones and service providers, commissioned by the Gambling Research Panel. This report presents qualitative findings based on interviews that were conducted to inform the second stage tracking study. This report made use of qualitative research data gathered from late April to mid-June 2002 to provide a preliminary snapshot of gambling and service activity as seen through the eyes of problem gamblers, their families, and problem gambling and related crisis intervention service providers. A total of 50 people were involved this initial round of research including: service providers (from both regional and metropolitan areas); problem gamblers and family members.

Location of Study: Australia

Comment: this study provides further evidence of the negative impact on individuals, families and communities of problem gambling including: loss of housing, poor work/study performance, debts, suicide ideation and divorce/separation. The majority of problem gamblers identified EGMs as their principal form of gambling.

\* Project funding and declared interests: funded by the Victorian Government through the Community Support Fund

**Nichols, M., Stitt, G., & Giacomassi, D. (2002). Community assessment of the effects of casinos on quality of life. *Social Indicators Research*, 57(3), 229-262.**

Recent attention has focused upon the social and economic impact of legalized gambling, particularly casino gambling. Though considerable attention has been paid to the effects on individuals in such areas as problem gambling, less attention has been given to the effect casino gambling has on citizens' day-to-day life. In particular, how does the introduction of casino gambling affect their quality of life? This paper explores this issue utilizing multiple indicators gathered as part of an in depth study of the effects of casino gambling on crime and quality of life in eight new casino jurisdictions.

Location of Study: United States

Comment: this analysis is part of a larger study to measure the impacts of casinos on crime and quality of life and is based on responses of residents to five closed questions and demographic data collected within a larger survey. Overall residents perceived economic related indicators positively and crime related indicators negatively. Responses to the question regarding quality of family life were sharply divided.

\* Project funding and declared interests: no statement made

**Nichols, G., Stitt, G., & Giacomassi, D. (2004). Changes in suicide and divorce in new casino jurisdictions. *Journal of Gambling Studies*, 20(4), 391-404. DOI:10.1007/s10899-004-4581-z**

Using county-level data, this study examines the impact that the introduction of casino gambling has on suicide and divorce. Eight communities that adopted casino gambling between 1991 and 1994 are compared with a matched set of control counties, jurisdictions that are economically and demographically similar to the casino counties. Suicide rates are not statistically different between casino and control communities. Divorce rates are lower in three casinos counties, higher in one, and not statistically different in four. Overall, the results suggest no widespread, statistically significant increase in either suicide or divorce. Possible explanations for the results are provided.

Location of Study: United States

Comment: this paper is one of a number by the authors linked to a larger study around the effects of casino gambling on crime and quality of life in new casino jurisdictions. It is unclear from the paper to what extent gambling was available in the counties prior to the casinos. The authors note that a limitation of the study is the unlikelihood that suicides and divorces amongst 'pathological' gamblers (estimated to be 1.6% of the population), would show up in a statistically significant way using aggregate data such as this. The authors recommend further research into this issue.

\* Project funding and declared interests: project supported by a grant from the National Institute of Justice, Office of Justice Programs, United States.

**Nixon, G., Solowoniuk, J., Hagen, B., & Williams, R. J. (2005). "Double trouble": The lived experience of problem and pathological gambling in later life. *Journal of Gambling Issues*, (14), 45-65. Retrieved from [http://www.camh.net/egambling/issue14/jgi\\_14\\_nixon.html](http://www.camh.net/egambling/issue14/jgi_14_nixon.html)**

**Objective:** The objective of this phenomenological qualitative study was to explore the lived experience of older adults who engage in problem or pathological gambling. **Method and sample:** Older adults who gamble were recruited and administered two gambling screens to ensure that they met the criteria for problem or pathological gambling. Eleven problem-pathological gamblers were identified and contributed their narratives via in-depth interviews about their experiences of problem or pathological gambling. **Results:** Several themes arising from the interviews were similar to patterns identified with younger gamblers, yet distinct

patterns emerged. Some older gamblers gamble as an opportunity to break away and escape from traditional roles and go to extreme measures to continue their gambling while hiding it from significant others. **Conclusion:** Despite research suggesting few seniors encounter problems with gambling, this qualitative study suggests that gambling can have devastating consequences. Older adults may have lessened ability and time to recover from these consequences or from hitting bottom.

Location of Study: Canada

Comment: much of the focus of the study centres on why participants commenced gambling, and development of and recovery from gambling problems (which is not the focus of this bibliography). However, there is also discussion around the effects of problem gambling on older adults and their families and on the perceived attractions for older adults of gaming venues. EGM gambling was not the specific focus of this research, but the majority of examples related to this form of gambling.

\* Project funding and declared interests: this paper is from a project looking at seniors and gambling, funded by the Alberta Gaming Research Institute

**Patford, J. (2009). For worse, for poorer and in ill health: How women experience, understand and respond to a partner's gambling problems. *International Journal of Mental Health and Addiction*, (7), 177-189. DOI: 10.1007/s11469-008-9173-1**

Gambling is now big business in Australia and public expenditure on gambling is high. Some individuals gamble to excess with adverse consequences for themselves and their partner. The present study targeted women who had concerns about a current or previous partner's gambling and employed a qualitative methodology to explore their experiences, understandings and responses. Various recruitment strategies were used to avoid an excessive reliance on a clinical sample and to attract participants in different walks of life. The final sample comprised twenty-three women, eleven of whom continued to maintain a marital or de facto relationship with the gambler. Data were gathered by means of in-depth interviews and subjected to thematic analysis. Findings from the study indicate that women are likely to be the victims and enablers of their partner's gambling and may also provide informal help and care. Implications for community education programs, formal services and Australian law are discussed.

Location of Study: Tasmania, Australia

Comment: good discussion of the effects of a partner's gambling on the lives of women. Diminished quality of life, financial losses, relationship tensions, effects on children and on other social relationships are explored.

\* Project funding and declared interests: funding provided by the Community Support Levy (CSL) through the Tasmanian Government. The CSL is derived from a 4% tax on gross profits of hotel and club based EGMs in Tasmania and is distributed between sport and recreation clubs (25%), charitable organisations (25%) and the provision of prevention, treatment and community education services, research into gambling and other health services (50%)

**Pinge, I. (2001). *Measuring the economic impact of electronic gaming machines in regional areas - Bendigo, a case study*. Australia: Latrobe University.**

Regional impact analysis using input-output modelling has had a long history (Bergstrom et al, 1990; Batey et al, 1993; Oster et al, 1997). Little has been done however to assess the impact of gambling activities on regional economies. An approach to this issue has been developed to study the impact of electronic gaming machines on Australian regional cities. The findings suggest that the present distribution of gaming revenue leads to poor relative performance of the sector and large leakages out of the regional economy and in turn reduces levels of regional output, income and employment. An attempt was then made to quantify the net effects of gaming, including the social costs, to the regional economy. Policy options were then

discussed. It is argued that the methodology used has application to the study of gaming in other regional areas.

Location of Study: Australia

Comment: this is a precursor to Pinge's more recent, 2008 study commissioned by the City of Greater Bendigo. Completed at a time when much of the economic data associated with EGM expenditure was not in the public domain, the study nonetheless reveals the high social costs associated with EGM gambling.

\* Project funding and declared interests: none declared

**Pinge, I. (2008). *Electronic gaming machines in Bendigo - assessing their economic impact*. Australia: City of Greater Bendigo. Retrieved from [http://www.bendigo.vic.gov.au/Files/THE\\_ECONOMIC\\_IMPACT\\_OF\\_EGMs\\_IN\\_BENDIGO\\_2008.pdf](http://www.bendigo.vic.gov.au/Files/THE_ECONOMIC_IMPACT_OF_EGMs_IN_BENDIGO_2008.pdf)**

This study sets out to isolate the electronic gambling sector from food and beverage sales and club activities and assess the net economic impact of electronic gaming machines (EGMs) on the regional economy of Bendigo. This approach assumes that food, beverage and club activities all occurred prior to the introduction of EGMs and would continue in the unlikely event of the removal or drastic cutback of the electronic gambling sector. It follows an earlier study (Pinge 2000) that examined similar issues through regional economic modelling. Much more attention is given in this study to the underlying features of electronic gambling industry sector which determine its relatively weaker performance as an industry sector. A number of surveys of gamblers in Victoria, including EGM gamblers, have been carried out since the last study and the important information they have provided has been incorporated into the study.

Location of Study: Australia

Comment: this paper, prepared for the City of Greater Bendigo, challenges the view that EGMs create jobs and therefore provide benefits for communities. Pinge's analysis of the economic impact of EGM gambling in Bendigo is thorough and fair (often erring in favour of the industry in his calculations) and accessible to the lay person. This is a useful paper for local governments seeking to assess the economic costs/benefits of EGM gambling for their communities.

\* Project funding and declared interests: research commissioned by the City of Greater Bendigo

**Productivity Commission. (1999). *Australia's gambling industries*. Canberra: Commonwealth of Australia. Retrieved from <http://www.pc.gov.au/projects/inquiry/gambling/docs/finalreport>**

In 1999, the federal government asked the Productivity Commission to report on the performance of the gambling industries and their economic and social impacts across Australia, including their impacts on the retail, tourism and entertainment industries, and on Commonwealth and State/Territory Budgets. During the inquiry the Commission undertook three national gaming surveys which yielded much new and useful data. The commission found that electronic gaming machines likely had a negative impact on society, citing the much higher incidence of problem gambling associated with EGMs and dismissing arguments about the economic benefits of the industry.

Location of Study: Australia

Comment: a nationally and internationally influential report which is still widely cited.

\* Project funding and declared interests: report commissioned by the Australian Government

**Productivity Commission. (2010). *Gambling*. Canberra, Australia: Australian Government. Retrieved from <http://www.pc.gov.au/projects/inquiry/gambling-2009/draft>**

This report provides an update on developments since the Commission's 1999 report. A range of issues have been considered including the economic impacts of the gambling industries, organisation and interrelationships with other industries, such as tourism, leisure, other entertainment and retailing. Also examined are the social impacts of the gambling industries, the contribution of gambling revenue on community development activity and employment, the impact of gambling on Commonwealth, State and Territory budgets and the impact that the introduction of harm minimisation measures at gambling venues has had on the prevalence of problem gambling and on those at risk.

Location of Study: Australia

Comment: another thorough examination of gambling in Australia by the P.C. which also contains a number of harm reduction recommendations.

\* Project funding and declared interests: report commissioned by the Australian Government

**Reith, G., & The Scottish Centre for Social Research. (2006). *Research on the social impacts of gambling*. UK: Scottish Executive Social Research. Retrieved from: <http://www.scotland.gov.uk/Resource/Doc/143770/0036514.pdf>**

This study was undertaken through a review of the British and international research evidence on the social impacts of gambling and casinos. It also analysed fresh data from the 1999 Prevalence Survey of gambling in Great Britain to investigate patterns of gambling behaviour in Scotland. Understanding of the social impacts of gambling is limited by a serious lack of high quality research. Many studies have produced inconclusive or contradictory results, which can exacerbate the controversy that surrounds gambling with an evidence base that is often not able to resolve the most contentious issues. As a result both the negative as well as the positive effects of gambling, particularly casino gambling, tend to be overstated. Disadvantaged social groups who experience poverty, unemployment, dependence on welfare, and low levels of education and household income are most likely to suffer the adverse consequences of increased gambling. Although individuals from these groups may not spend more money on gambling in absolute terms, they do spend a higher proportion of their incomes than wealthier players. Availability and convenience are strongly associated with problem gambling. Electronic gaming machines (EGMs) that are located outside casinos and are widely dispersed throughout the community in bars, hotels and clubs can encourage impulsive gambling and are associated with the highest rates of problem gambling worldwide. At the other end of the scale, casinos tend to require deliberate effort, in terms of planning and travelling to a venue, which discourages impulsive play. The provision of public health information and specialised treatment services targeted towards 'at risk' groups can help to combat the potential negative effects of increased casino gambling.

Location of Study: Scotland

Comment: a wide-ranging report examining the impacts of all forms of legalised gambling, but which includes considerable discussion around the impacts of EGM gambling. A number of Australian research studies are included. Reith notes the scarcity of research on the effects of gambling on communities.

\* Project funding and declared interests: research commissioned by the Scottish Government

**Schluter, P., Bellringer, M., & Abbott, M. (2007). Maternal gambling associated with families' food, shelter, and safety needs: Findings from the Pacific Islands families study. *Journal of Gambling Issues*, (19) Retrieved from <http://www.camh.net/egambling/issue19/schluter.html>**

From a cohort study of Pacific families with children resident in Auckland (n = 983) we examine the association between maternal gambling over the previous 12 months and families' food, shelter, and safety needs. Overall, 666 (68%) mothers reported no gambling, 267 (27%) reported gambling but receiving no criticism, and 50 (5%) reported both gambling and receiving criticism. Compared to those with nongambling mothers, households with gambling mothers were more likely to have both food and housing issues related to a lack of money but no excess in physical intimate partner violence.

Location of Study: New Zealand

Comment: although brief, this paper highlights some of the impacts on families associated with financial difficulties associated with maternal gambling. Poorer household nutrition and variety was one of the key findings. The authors cite research linking poor nutrition to poor health, academic and social outcomes in children. These findings highlight the complex and potentially long term implications of gambling problems for not only gamblers, but their families and the wider community.

\* Project funding and declared interests: no competing interests declared. Funding: The Pacific Islands Families Study is supported by grants awarded from the Foundation for Science, Research and Technology, the Health Research Council of New Zealand, and the Maurice and Phyllis Paykel Trust.

**Scull, S., & Woolcock, G. (2005). Problem gambling in non-English speaking background communities in Queensland, Australia: A qualitative exploration. *International Gambling Studies*, 5(1), 29-44. DOI: 10.1080/14459790500097939**

This paper provides an overview of qualitative research into problem gambling among non-English speaking background (NESB) communities in Queensland, Australia. The focus for this pilot study was the Chinese, Greek and Vietnamese communities. Using qualitative methodologies, this community-based research explored the motivations for gambling, and the impacts of problem gambling upon individuals and communities. Findings indicate that problem gambling is evident in each of the communities of study, but the issue is characterised by a pervasive sense of denial. Gambling is an issue of enormous shame and stigma, not only for the problem gambler but their entire family. As a result, most problem gamblers do not seek professional help but try to resolve the problem themselves or within the family unit. Research finding indicate that service access could be increased through a range of strategies including the provision of culturally appropriate community education and gambling help services, partnerships between NESB communities, gambling help services and community workers, and the development and implementation of preventative strategies.

Location of Study: Australia

Comment: the researcher utilised a community-based approach to the study including forming project reference groups for each of cultural groups which took part. The study acknowledges cultural differences between groups. Limitations noted include difficulty recruiting participants willing to speak about their gambling problems and biases associated with snowball sampling. The study does not focus specifically on EGM gambling.

\* Project funding and declared interests: funding for this project was provided by the Research and Community Engagement Division, Queensland Treasury.

**Smith, G., Wynne, H. J., & Hartnage, T. (2003). *Examining police records to assess gambling impacts: A study of gambling-related crime in the city of Edmonton*. Canada: Alberta Gaming Research Institute. Retrieved from <https://dspace.ucalgary.ca/handle/1880/1628>**

This study examined police files and interviews with key informants to document and analyse linkages between gambling and criminal behaviour. The report contains five major sections which examine: the role that gambling plays in Canada; the literature in relation to criminal theory pertinent to gambling-related crime; methods and procedures used to gather and analyze the data; the results of the study and conclusions and implications from the findings.

Location of Study: Canada

Comment: a comprehensive study which demonstrates the complexity of researching the link between gambling and crime. The study was not limited to EGMs (slot machines) but focused on all forms of legalised and illegal gambling. Under-reporting of gambling-related crime in police records was noted by the authors as a significant limitation of the study.

\* Project funding and declared interests: funded by the Alberta Gaming Research Institute (a consortium of the University of Alberta, University of Calgary, and the University of Lethbridge. The Institute receives its principal funding from the Department of Solicitor General and Public Security).

**South Australia Centre for Economic Studies. (2001). *The impact of gaming machines on small regional economies*. Commissioned by the Provincial Cities Association of South Australia. Australia: South Australia Centre for Economic Studies. Retrieved from: <http://www.adelaide.edu.au/saces/publications/consultancy/>**

The study focuses on the Provincial Cities in South Australia to estimate quantitatively the overall net impact of gaming machines on regional economies. The report identifies using econometric analysis, those spatial and demographic factors which influence net gaming revenue. It also provides an estimate of the extent of problem gambling and the number of problem gamblers in the regions. For the Provincial Cities as a group, the report shows that the net benefit from electronic gaming machines is more likely to be in the negative, where the benefits are more than outweighed by the scale of the costs of problem gambling. It concludes that the net effect on employment in the Provincial Cities is very dependent on what happened with government expenditure in the regions. The report provides recommendations and suggestions for further research.

Location of Study: South Australia

Comment: In addition to the content described above, this report contains a comprehensive listing of the social impacts of EGMs as outlined by gambling counsellors and a good review of Australian literature concerning EGMs.

\* Project funding and declared interests: research commissioned by the Provincial Cities Association of South Australia

**South Australia Centre for Economic Studies. (2005). *Community impact of electronic gaming machine gambling*. Australia: The former Victorian Gambling Research Panel, Department of Justice. Retrieved from <http://www.adelaide.edu.au/saces/publications/consultancy/>**

The focus of this extensive report is on identifying the community level impact of electronic gaming machine (EGM) gambling by comparing regions in Victoria with similar regions in Western Australia where there are no EGMs outside of Burswood Casino. The researchers undertook a review of the literature and consultations with local government and other stakeholders to identify a range of potential indicators of community impact. An extensive range of impacts were identified and broadly grouped under the following headings: financial; workplace performance; health; depression; suicide; family breakdown; effects on children; violence; crime; negative social capital impacts; economic impacts and positive impacts. The researchers selected factors to be compared between the Victorian and Western Australian

regions based on availability of existing data. A number of surveys were also developed and administered, including of local residents and GPs.

Location of Study: Australia

Comment: this research by SACES finds the impacts of the very different gambling environments in Victoria and Western Australia are significant. It was disappointing that the researchers were unable to include many of the identified community impacts in the study, as suitable data were not available. This illustrates the challenges identified by many researchers of establishing causality between gambling and a range of individual and community impacts.

\* Project funding and declared interests: research commissioned by the former Victorian Gambling Research Panel

**South Australia Centre for Economic Studies. (2005). *Study of the impact of caps of electronic gaming machines*. Australia: The former Victorian Gambling Research Panel, Department of Justice. Retrieved from**

<http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/Home/Gambling+and+Racing/Research+and+Statistics/JUSTICE+-+Study+of+the+Impact+of+Caps+on+Electronic+Gaming+Machines+%28PDF%29>

This report arose from the 2001-2002 Research Plan of the Gambling Research Panel. The primary objective of the research was to assess the effectiveness of the regional caps on the number of EGMs in five Victorian areas. The researchers utilised a matched comparison approach, whereby each capped area was matched to a 'control' region of similar composition. Consultations and a review of the literature were also undertaken. Research was conducted over a three year period from July 2002 to December 2004.

Location of Study: Australia

Comment: the study found that the reductions in EGM numbers were too small to result in any real impact on accessibility to EGM gaming opportunities.

\* Project funding and declared interests: research commissioned by the former Victorian Gambling Research Panel

**South Australia Centre for Economic Studies. (2008). *Social and economic impact study into gambling in Tasmania. Volume 1*. Tasmania, Australia: Department of Treasury and Finance Tasmania. Retrieved from**

<http://www.tenders.tas.gov.au/domino/DTF/DTF.nsf/cc3ea1ef237e8d21ca25696c007dcf02/2338bdd545bdca31ca2569900004c330?OpenDocument&RestrictToCategory=s>

This relatively recent study by the South Australian Centre for Economic Studies (SACES) provides an analysis and review of social, financial and economic impact of gambling in Tasmania. Although the report looks at all forms of legalised gambling, there is significant discussion around EGMs, with the study confirming the main source of gambling problems derive from EGMs.

Location of Study: Australia

Comment: another comprehensive report by SACES which has now conducted research into the impacts of EGM for a number of state governments. The second volume of the study is concerned with a prevalence study and although not included within this annotated bibliography, is available from the website above.

\* Project funding and declared interests: research commissioned by the Tasmanian Department of Treasury and Finance.

**Thomas, A. C., Bates, G., Moore, S., Meredyth, D., Jessop, G. (2009). Gambling and the multidimensionality of accessibility: More than just proximity to venues. International Journal of Mental Health and Addiction, Published online 03 November 2009. DOI 10.1007/s11469-009-9256-7**

Accessibility to gambling has been linked to gambling behaviour but remains poorly understood. This study used data from semi-structured focus groups and interviews with 38 participants (median age 42 years) to explore wider aspects of accessibility. People preferred venues which were open long hours and located close to home, work or regular routes, i.e., geo-temporal accessibility. This was particularly influential for problem gamblers. Social and personal accessibility related to venues as safe, social, easy entertainment experiences, and as an accessible retreat from life issues. The attraction of an accessible retreat was restricted to problem gamblers. Finally, low outlay games and easy access to money increased financial accessibility. Accessibility should therefore be considered multidimensional. Further, results suggested that while gambling as safe, social entertainment may be relatively harmless, the attraction of geo-temporal accessibility and a retreat from problems may encourage excessive gambling in some individuals.

Location of Study: Australia

Comment: this Australian research is of interest as it uses open ended interviews and focus groups to explore the multi-dimensional nature of accessibility from the perspective of individual gamblers. This study builds on the findings of other researchers including McMillen, Doran, Marshall and the Productivity Commission (1999).

\* Project funding and declared interests: this research was funded by the Office of Gaming and Racing, The Department of Justice, Victoria as part of a wider research project. **Disclaimer:** In December 2007, Dr Glenn Jessop left his role as Project Manager at Swinburne University of Technology to take up the role of as Project Officer at the Office of Gaming and Racing. Dr Jessop conducted all work on this paper during his time as Project Manager at Swinburne University of Technology and has not undertaken any work on this paper since commencing with the Office of Gaming and Racing. The views expressed in this paper are those of Dr Jessop in his capacity as Project Manager at Swinburne University of Technology.

**Thomas, S & Jackson, A. (2008). Report to *beyondblue: Risk and protective factors, depression and comorbidities in problem gambling*. Australia: The Problem Gambling Research and Treatment Centre. Retrieved from [http://www.beyondblue.org.au/index.aspx?link\\_id=6.718&tmp=FileDownload&fid=1041](http://www.beyondblue.org.au/index.aspx?link_id=6.718&tmp=FileDownload&fid=1041)**

This project was concerned with the identification of risk and protective factors for problem gambling with a particular emphasis upon the role of depression and related psychological and behavioural problems for problem gambling. The researchers conducted telephone surveys with 2012 Victorians about problem gambling and a range of related matters. A priority of the research was to identify factors amenable to change in order that optimally effective interventions may be developed and delivered to individuals and groups that need them within the Australian community.

Location of Study: Australia

Comments: this research found that those with problem gambling have very high rates of depression (71.4%), hazardous alcohol use and other psychological problems. The authors note that it is not possible from this research to establish causation between problem gambling and these co-morbidities and recommend further research.

\* Project funding and declared interests: the Risk and Protective Factors in Problem Gambling project was funded by the Victorian Department of Human Services and the Victorian Department of Justice, *beyondblue*, the University of Melbourne and Monash University.

**Tu'itahi, S., Guttenbeil-Po'uhila, Y., Hand, J., & Htay, T. (2004). Gambling issues for Tongan people in Auckland, Aotearoa, New Zealand. *Journal of Gambling Issues*, (12) Retrieved from <http://www.camh.net/egambling/>**

This paper focuses on a research project on gambling issues within the Tongan community in Auckland, New Zealand that was conducted by the Auckland Regional Public Health Service (ARPHS). It outlines the background and rationale for the research, progress as of the time of writing, preliminary findings and future plans

Location of Study: New Zealand

Comment: this paper describes the preliminary findings from phase one of the project in which 50 interviews were conducted with religious ministers and community leaders and professionals. Participants believed gambling to be a major health issue for Tongan communities and described a number of negative consequences for individuals and families, including child neglect, repossession of possessions and broken families.

\* Project funding and declared interests: none declared

**Welte, J. W., Wieczorek, W. F., Barnes, G. M., Tidwell, M., & Hoffman, J. H. (2004). The relationship of ecological and geographic factors to gambling behavior and pathology. *Journal of Gambling Studies*, 20(4), 405-423. DOI: 10.1007/s10899-004-4582-y**

The current study examined the effect of neighbourhood disadvantage and gambling availability on gambling participation and pathology. A national telephone survey included 2631 US adults. Census data were used to characterize the respondent's neighbourhood, and the distance from the respondent's home to gambling facilities was calculated. Logistic and linear regressions were performed to predict gambling participation and pathology. Results showed that the neighbourhood disadvantage was positively related to frequency of gambling and problem/pathological gambling. The presence of a casino within 10 miles of the respondent's home was positively related to problem/pathological gambling. The permissiveness of gambling laws was positively related to any gambling in the past year, as well as frequent gambling. These results were interpreted to mean that the ecology of disadvantaged neighbourhoods promotes gambling pathology, and that availability of gambling opportunities promotes gambling participation and pathology. *ABSTRACT FROM AUTHOR Copyright of Journal of Gambling Studies is the property of Springer Science & Business Media B.V. and its content may not be copied or emailed to multiple sites or posted to a listserv without the copyright holder's express written permission. However, users may print, download, or email articles for individual use. This abstract may be abridged. No warranty is given about the accuracy of the copy. Users should refer to the original published version of the material for the full abstract. (Copyright applies to all Abstracts)*

Location of Study: United States

Comment: this study found that physical accessibility to a gambling venue was associated with greater incidence of problem gambling and cites a number of other studies with similar findings. The study also found a correlation between neighbourhood disadvantage and pathological gambling, which was "not simply an effect of poverty at the individual level". This suggests that community characteristics can shape the impact of a gambling facility on that community, thus individual communities may have very different outcomes from similar gambling developments. The study focused on casino gambling which includes EGMs and tables games.

\* Project funding and declared interests: no statement made.

**Wheeler, S. A., Round, D. K., Sarre, R., & O'Neil, M. (2008). The influence of gaming expenditure on crime rates in South Australia: A local area empirical investigation. *Journal of Gambling Studies*, 24(1), 1-12. DOI:10.1007/s10899-007-9070-8**

Although there has been much speculation about the possible links between gambling and crime rates, relevant quantitative evidence has been practically non-existent in Australia to date. This paper reports the results of research that utilised a model designed to investigate the potential relationship between electronic gaming machine expenditures and property (income-generating) crime rates reported to police in local areas in South Australia in 2002–2003. The research found that the higher the expenditures on gaming machines in a particular local area per adult, the higher the income-generating crime rate in that area. No such relationship was found between gaming machine expenditure and non-income-generating crime rates. However, further research is required before any policy-relevant conclusions can be drawn.

Location of Study: Australia

Comment: an interesting study and one of few that have examined gambling and crime rates at a community rather than an individual level. The authors notes that the positive correlation between EGM expenditure and income generating recorded crime rates is significant, but that other factors including the number of alcohol venues and the percentage of male population play a larger role in influencing income generating offence rates. The researchers identified a number of limitations with the study including the limited time frame examined, that only reported crimes were analysed and not actual crimes. The relationship of embezzlement and other so called 'while collar' crimes to EGM expenditure was not examined, possibly as many of these go unreported/undetected.

\* Project funding and declared interests: initial analysis on this topic was made possible via a grant from South Australia's Independent Gambling Authority.

**Wheeler, S., Round, D. K. & Wilson, J. K. (2010). *The relationship between crime and gaming expenditure in Victoria: Final report. Prepared by the Centre for Regulation and Market Analysis, School of Commerce, University of South Australia. Victoria, Australia: Office of Gaming and Racing, Department of Justice. Retrieved from: [http://www.justice.vic.gov.au/wps/wcm/connect/1a64778042c5ff2198ccf961032178a1/Gaming\\_expenditure\\_and\\_crime.pdf?MOD=AJPERES](http://www.justice.vic.gov.au/wps/wcm/connect/1a64778042c5ff2198ccf961032178a1/Gaming_expenditure_and_crime.pdf?MOD=AJPERES)***

This study investigates the relationship between gaming expenditure and crime in Victoria (especially income-generating crime - theft, fraud, break and enter, forgery, false pretences, larceny and robbery). This research involved an extensive literature review and developed complex databases to model the relationship between crime and its various influences across three years in Victoria: 1996, 2001 and 2006.

Comment: this comprehensive study found a significant positive association between per capita EGM expenditure and crime (particularly income-generating crime). The study's size, recency and the sophistication of the methodology add to the significance of these findings.

\* Project funding and declared interests: this study was funded through the Community Support Fund as part of the pilot round – Submission Based Grants System for Gambling Research

**Young, M., & Tyler, W. (2008). Mediating markets: Gambling venues, communities and social harm. *Gambling Research*, 20(1), 50-65. Retrieved from <http://search.informit.com.au/documentSummary;dn=397509529845470;res=IELHSS>**

Supply-side explanations of gambling behaviour and associated social outcomes have been generally neglected in gambling research efforts. As a consequence, supply structures and their relationships to problem gambling have been poorly understood, although this has not prevented their somewhat questionable translation into regulatory regimes, notably in machine relocation policies. The simplistic assumption behind these initiatives is that problem gambling can be reduced to a linear effect of association between gambling exposure (or supply) and the

distribution of gambling opportunities among disadvantaged populations. However, the assumptions contained in this formulation can be shown to be based on either a faulty logic or uncertain and problematic causal sequences. It is argued that this formulation has omitted an important mediating interaction between gambling venues and the wider markets in which they operate. This paper presents an alternate account of the relationship between socio-spatial processes and social outcomes in which the structure, location and uses of gambling venues assume a central position as a mediating factor between supply and demand. The paper then presents a revised conceptual framework of a regulatory area which addresses the complexity of these relationships. Without such consideration of these effects, it is argued that regulatory efforts will be often based on a confused or over-simplistic social logic, one that is unable to reconcile the social outcomes of processes at different geographic scales.

Location of Study: Australia

Comment: the authors recommend further research into the socio-spatial relationship between venues, gamblers and host communities.

\* Project funding and declared interests: this paper is based on a literature review conducted for the Department of Justice, Victorian Government

# Category B: Reviews of the Literature



## Category B: Reviews of the Literature

**Abbott, M., Volberg, R., Bellringer, M., & Reith, G. (2004). *A review of research on aspects of problem gambling: Final report*. London: Prepared by the Gambling Research Centre, Auckland University of Technology for the Responsibility in Gambling Trust (RIGT). Retrieved from [http://www.gla.ac.uk/media/media\\_34551\\_en.pdf](http://www.gla.ac.uk/media/media_34551_en.pdf)**

This review focuses on (1) the development of and risk factors for problem gambling, (2) intervention options for the treatment of problem gambling and their effectiveness, and (3) the impact of alternative approaches to public education and awareness raising.

Location of Study: United Kingdom

Comment: a comprehensive review of the international literature. Use of the term 'community' is restricted to gamblers in the community or community samples (as distinct from clinical samples).

\* Project funding and declared interests: the project was commissioned and funded by the Responsibility in Gambling Trust, United Kingdom.

**Brown, S., McLure, S., & Johnson, K. (1998). *Women, gambling, culture, health: An annotated bibliography featuring articles about women and the health impacts of gambling from a regional and cultural perspective*. Melbourne, Australia: Women's Health West. Available from: <http://www.whwest.org.au/pubs/catalogue.php>**

An annotated bibliography of the health impacts of gambling, particularly on women of diverse cultural backgrounds. The bibliography is organised into a number of categories, including: Addiction; Causes; Cultural; Impacts of gambling; Interventions; Policy; Prevalence and Youth. The bibliography was an initiative of the University of Melbourne's School of Social Work and Women's Health West's Healthy Wealthy and Wise Women research (a VicHealth funded project focused on developing interventions appropriate to the health impacts of gambling on women in Melbourne's Western Region). Contributions are also included from Women's Health in the North, BreakEven Eastern and other individuals working in the problem gambling field.

Location of Study: Australia

Comment: the 'Healthy Wealthy and Wise Women' research project played a significant role in raising awareness of the impact of gambling (particularly EGM gambling) on women from a range of cultural backgrounds. A significant document in the history of gambling related research in Victoria, Australia.

\* Project funding and declared interests: funding provided by VicHealth.

**Delfabbro, P. (2008). *A review of Australian gambling research*. Victoria, Melbourne: Prepared by the University of Adelaide for Gambling Research Australia. Retrieved from <http://www.gamblingresearch.org.au/CA256DB1001771FB/page/GRA+Research+Reports-Analysis+of+Australian+Gambling+Research?OpenDocument&1=35-GRA+Research+Reports~&2=0-Analysis+of+Australian+Gambling+Research~&3=~>**

This review of Australian gambling research was commissioned by the Victorian Department of Justice on behalf of Gambling Research Australia and completed by the University of Adelaide. The two main aims of the review were to provide a critical review of recent Australian gambling research and the extent to which this can be used to inform public policy, and to inform the currently identified national research priorities identified by Gambling Research Australia. Material for the review was drawn from the Australasian Gambling Review (AGR), which is produced annually by Delfabbro and LeCouteur (2007) for the Independent Gambling Authority of South Australia. Research was assessed on the basis of scientific quality, the methodological

comparability, and the role of contextual factors and the needs of final users. The report includes chapters on:

- Prevalence research
- Research into the impacts of problem gambling
- EGMs and their role in gambling and problem gambling
- Harm minimisation strategies, interventions and services
- Economic and geographic impact studies

Location of Study: Australia

Comment: a comprehensive report which critically reviews recent Australian gambling research and makes recommendations for future research. An excellent summary and analysis is provided of the major economic and geographic impact studies. Both quantitative and qualitative studies are included in the review; however coming from a quantitative background, the author assesses all studies on the basis of scientific credibility, criticising a number of qualitative studies on the basis of small sample size.

\* Project funding and declared interests: funded by the Research Program of the Ministerial Council on Gambling.

**Grant Kalischuk, R., Nowatzki, N., Cardwell, K., Klein, K., & Solowoniuk, J. (2006). Problem gambling and its impact on families: A literature review. *International Gambling Studies*, 6(1), 31. DOI: 10.1080/14459790600644176**

This paper offers an overview of the existing literature concerning problem gambling and families and identifies gaps in current research knowledge on this topic. Relevant theoretical perspectives are outlined and the role of familial factors in the development of problem gambling is discussed. This is followed by a focused review of the effects of problem gambling on family members, specifically the spouse, children and parents. Available treatments and therapies for family members are also reviewed. The paper concludes by identifying the limitations of existing knowledge and some directions for future research on this topic.

Location of Study: Canada

Comment: this review encompasses a broad range of literature and is one of the very few articles which identifies and analyses gambling research from a disciplinary/theoretical perspective. One of the gaps in the literature highlighted includes the scarcity of studies expressly addressing the impacts of problem gambling on the family (although there is considerable evidence within the literature that negative effects occur). The authors put forward a model for understanding problem gambling and its impact on families, which also seeks to illustrate community influences and make recommendations for future research.

\* Project funding and declared interests: financial support provided by the Alberta Alcohol and Drug Abuse Commission in Edmonton, Alberta.

**McGowan, V., Droessler, J., Nixon, G., & Grimshaw, M. (2000). *Recent research in the sociocultural domain of gaming and gambling: An annotated bibliography and critical overview*. Canada: Alberta Gaming Research Institute. Retrieved from [http://www.abgaminginstitute.ualberta.ca/literature\\_reviews.cfm](http://www.abgaminginstitute.ualberta.ca/literature_reviews.cfm)**

The purpose of this overview is to systematically identify and critically analyze the relevant scientific, descriptive, and policy-oriented literature in this area with the aim of providing a resource that will inform future research and development in gaming and gambling studies. Accordingly, this review constitutes a source document on gaming and gambling studies produced in the latter part of the twentieth century in English and French speaking countries. Studies are included that examine the distribution and patterning of gaming and gambling among population sub-groups; social structural factors influencing those patterns within the context of traditional and emerging norms, values and beliefs; and social impacts of gaming and gambling. Literature produced between 1980 and 2000 in North America, Europe, and non-

European Commonwealth countries is included, as well as (in the critical overview) a summary of gaming and gambling among Blackfoot peoples, as recorded in ethnographic studies available through the electronic version of the Human Relations Area Files (eHRAF). A range of studies representing different methods and disciplines were included as this material was found in both published and unpublished ("grey literature") forms. Materials were included if they were judged by the project team to comprise a significant contribution to the literature in this domain.

Location of Study: Canada

Comment: this review of the literature is one of a number of pieces of research commissioned by the Alberta Gaming Research Institute in the early part of this century. McGowan et al provide a detailed systematic overview of the literature on gambling/gaming. This work forms the basis of McGowan's article 'How do we know what we know? Epistemic tensions in social and cultural research on gambling: 1980 – 2000' (listed in section D).

\* Project funding and declared interests: commissioned by the Alberta Gaming Research Institute (a consortium of the University of Alberta, University of Calgary, and the University of Lethbridge. The Institute receives its principal funding from the Department of Solicitor General and Public Security).

**Smith, G., & Wynne, H. J. (2000). *A review of the gambling literature in the economic policy domains*. Canada: The Alberta Gaming Research Institute. Retrieved from [http://www.abgaminginstitute.ualberta.ca/literature\\_reviews.cfm](http://www.abgaminginstitute.ualberta.ca/literature_reviews.cfm)**

Commissioned by the Alberta Gaming Research Institute, this literature review focuses on the economics of gambling as well as government and industry gambling policy and practice. Themes covered in the literature review include gambling as an economic development strategy; methodological issues surrounding the measurement of gambling costs and benefits; and recent national and international interest in assessing the social and economic impacts of gambling and developing a framework for doing so.

Location of Study: Canada

Comment: a useful element of the report is an annotated bibliography containing in excess of 800 entries. The authors suggest a multiple-perspective framework to assess the socio-economic impacts of gambling could be useful, rendering richer, deeper and more accurate descriptions of the true impact of gambling on society than a solely economic analysis can. Report not limited to EGM gambling.

\* Project funding and declared interests: funded by the Alberta Gaming Research Institute (a consortium of the University of Alberta, University of Calgary, and the University of Lethbridge. The Institute receives its principal funding from the Department of Solicitor General and Public Security).

**Stevens, R. M. G., & Williams, R. J. (2004). *Socio-economic impacts associated with the introduction of casino gambling: A literature review and synthesis*. Canada: Alberta Gaming Research Institute. Retrieved from [http://www.abgaminginstitute.ualberta.ca/literature\\_reviews.cfm](http://www.abgaminginstitute.ualberta.ca/literature_reviews.cfm)**

This review is an attempt to comprehensively identify and synthesize the literature examining the socio-economic impacts associated with the introduction of casino-style gambling. A total of 181 articles were identified that bear directly on this issue. Much of the available literature in this area indicates that these impacts have both positive and negative effects on individuals and communities as a whole. The paper summarizes what is known about the methodological problems of this research endeavour, summarizes what has been found with regard to economic and social impacts and provides an exhaustive bibliographic list of studies in this area.

Location of Study: Canada

Comment: although not limited to EGM gambling, this is an accessible and useful document. The authors record a range of reported socio-economic impacts related to the introduction of casino (including EGM) gambling including: employment impacts; costs to problem gamblers and their families; health care; crime etc. Under each impact heading the authors discuss the literature related to that impact and suggest variables to be measured.

\* Project funding and declared interests: funded by the Alberta Gaming Research Institute (a consortium of the University of Alberta, University of Calgary, and the University of Lethbridge. The Institute receives its principal funding from the Department of Solicitor General and Public Security).

**Van Brunschot, E. G. (2000). *Gambling in context: The socio-cultural domain, literature overview and annotated bibliography*. Canada: The Alberta Gaming Research Institute. Retrieved from [http://www.abgaminginstitute.ualberta.ca/literature\\_reviews.cfm](http://www.abgaminginstitute.ualberta.ca/literature_reviews.cfm)**

This literature review is organised upon the basis of the gambling event model, with a discussion first of the precursors to gambling, gambling activity itself, followed by a discussion of the aftermath or outcome of gambling activities. Each of these sections is accompanied by a similarly-labelled section in the annotated bibliography which follows this summary. It must be noted that in the interests of brevity, not all the literature included in the bibliography is addressed, rather, only selected highlights appear. We urge readers to consider the annotated bibliography itself to gain the greatest appreciation of the range of included references. At the end of our discussion, we briefly introduce the websites included in the bibliography, as well as highlight the contributions of our list of experts to the study of gambling in North America.

Location of Study: Canada

Comment: this is one of five literature reviews commissioned by the Alberta Gaming Institute and completed in 2000. The literature reviews examined gambling from one of four research domains (bio-psychological, socio-cultural, economic and government and industry policy and practice) and assisted the Institute to identify areas requiring further research investigation.

\* Project funding and declared interests: funded by the Alberta Gaming Research Institute (a consortium of the University of Alberta, University of Calgary, and the University of Lethbridge. The Institute receives its principal funding from the Department of Solicitor General and Public Security).

**Young, M., Tyler, B., & Lee, W. (2007). *Destination style gambling: A review of the literature concerning the reduction of problem gambling and related social harm through the consolidation of gambling supply structures*. Victoria: Department of Justice, Victorian Government. Retrieved from <http://www.cdu.edu.au/sspr/gambling/>**

This review of the literature was conducted for the Victorian Government to investigate the potential for destination gaming as a strategy to reduce the harm from problem gambling. The goal of destination style gambling (DSG) is to reduce accessibility by vulnerable groups to the convenience style gambling provided by EGMs located in local clubs and hotels. The report examines the literature around problem gambling and the socio-spatial environment, the relationships between venue distance and participation, social disadvantage and machine location in both Australia and New Zealand and the social impacts of EGM gambling. Also discussed are the differing uses of terms internationally, such as 'casino' which is used in the U.S. to describe any venue with 30 or more EGMs (comparable to medium sized clubs in Australia). The final chapter details a series of recommendations/requirements for successful destination-style gaming, most notably that DSG would only be effective if there was a reduction in the overall number of 'convenience' venues, not just a reduction in the number of EGMs.

Location of Study: Australia

Comment: the Brumby Government announced that it would not be pursuing a destination style gaming model in Victoria on the day this report was released.

\* Project funding and declared interests: commissioned by the Department of Justice, Victorian Government

**Zirnsak, M. (2002). *It's a risky business: The impact of gambling on families in Victoria. Australia: Justice and International Mission Unit, Synod of Victoria.* Retrieved from: <http://www.austgamingcouncil.org.au/images/pdf/eLibrary/3346.pdf>**

This report examines the available information in the literature relating to the impacts of gambling on families in Victoria since the introduction of the casino and EGMs. Serious negative impacts listed include: arguments; relationship breakdown and divorce; financial hardship; domestic violence and loss of housing. The report reveals that 40% of Victorian adults with gambling problems have dependent children, which translates into an estimated 30,000 families.

Location of Study: Victoria, Australia

Comment: in addition to the content described above, the report also includes a good quality discussion around government dependence on gaming revenue is provided, along with a detailed discussion of harm minimisation strategies for EGMs.

\* Project funding and declared interests: the report was commissioned by the SHARE Community Appeal from the Justice and International Mission Unit (JIMU) of the Synod of Victoria.

# Category C: Assessment Frameworks



## Category C: Assessment Frameworks

Adams, P., Rossen, F., Perese, L., Townsend, S., Brown, R., Brown, P., et al. (2004). *Gambling impact assessment for seven Auckland territorial authorities, part one: Introduction and overview*. New Zealand: Centre for Gambling Studies, University of Auckland. Retrieved from <http://www.fmhs.auckland.ac.nz/soph/centres/cgs/default.aspx>

This report was commissioned by the seven territorial authorities within the Auckland region to inform the development of their local gambling venue policies required by the Gambling Act 2003. Prior to drafting their gambling venue policies, the Act requires territorial authorities to conduct an assessment of the social impacts of gambling on their communities. The report acknowledges the absence of organised systems for territorial authorities to monitor gambling behaviour and its impact within their districts. Using the best available information, a data collection framework has been constructed that identifies key indicators broken into social, economic, cultural and environmental impacts. This framework could provide a base for territorial authorities in future community impact assessment. The report summarises local and international literature on the impact of gambling on communities. It collates information from databases on population characteristics, the allocation of community benefit funds by the six main National Gambling Machine Trusts, and trends in help-seeking for problem gambling within each territorial authority district. It also summarises a series of stakeholder workshops, which sought public views on the future role of territorial authorities.

Location of Study: New Zealand

Comment: a thorough and internationally cited framework.

\* Project funding and declared interests: this report was commissioned by seven territorial authorities within the Auckland region. No declared interests.

Anielski, M., & Braaten, A. (2008). *The socio-economic impact of gambling (SEIG) framework*. Canada: Inter-Provincial Consortium for the Development of Methodology to Assess the Social and Economic Impact of Gambling. Retrieved from <https://dspace.ucalgary.ca/handle/1880/45235>

This report deals with the question of what is the best method to measure the social and economic impact of legalized gambling in an early 21st Century society. The authors have developed a framework to address the complex and wide-ranging impact question of what is the positive and negative impact of legalised gambling and, in particular, what are the preventable negative consequences. The construct presented in this report is called The Socio-Economic Impact of Gambling (SEIG) Framework. It is designed to help guide researchers and policy makers to measure, assess and report on the social and economic impact – both positive (benefits) and negative (costs) – of gambling in Canada. The six impact themes are: (1) health and wellbeing, (2) economic and financial, (3) employment and education, (4) recreation and tourism, (5) legal and justice, and (6) culture.

Location of Study: Canada

Comment: this report presents a balanced, comprehensive framework to assess the positive and negative impacts of gambling. It is being used across a number of provinces in Canada, and could well be adapted for other jurisdictions including Australia.

\* Project funding and declared interests: this research was funded by the Inter-Provincial Consortium for the Development of Methodology to Assess the Social and Economic Impact of Gambling. The consortium comprises gambling research, regulation and treatment organizations from across Canada. No declared interests.

**Centre for Social and Health Outcomes Research and Evaluation. (2006). *Socio-economic impacts of gambling. developing a methodology for assessing the socio-economic impacts of gambling in New Zealand*. New Zealand: Centre for Social and Health Outcomes Research and Evaluation & Te Ropu Whariki. Retrieved from <http://www.shore.ac.nz/>**

The aim of this project was to develop a sound methodology for measuring the socioeconomic impacts of gambling in New Zealand. This project was funded as part of the Problem Gambling Research Initiative, collaboration between the Problem Gambling Committee and the Health Research Council of New Zealand. The project comprised a review of the available literature regarding methodologies and approaches for measuring the social and economic impacts of gambling, including economists' cost benefit analysis (CBA). In addition data collection was conducted with various stakeholders from the gambling industry, people who participated in gambling, and those affected by the gambling of others to provide insights into the nature and range of gambling impacts within New Zealand.

Location of Study: New Zealand

Comment: the final aspect of the project was the development and piloting of a quantitative data collection instrument to assess the social and economic impacts of gambling in New Zealand.

\* Project funding and declared interests: funded as part of the Problem Gambling Research Initiative, collaboration between the Problem Gambling Committee and the Health Research Council of New Zealand.

**Centre for Social and Health Outcomes Research and Evaluation. (2008). *Assessment of the social impacts of gambling in New Zealand*. New Zealand: Ministry of Health. Retrieved from [http://www.shore.ac.nz/projects/Gambling\\_impacts\\_Final\\_05\\_01\\_09.pdf](http://www.shore.ac.nz/projects/Gambling_impacts_Final_05_01_09.pdf)**

The objectives of this survey were to provide quantitative measures of the impacts of gambling from a representative sample of New Zealanders aged 15 to 80 years (to provide information at the individual level and, allow for aggregation, at the societal level). The survey collected quantitative measures which assessed the negative and positive impacts of gambling experienced by the gambler and by significant others (such as family and friends). The survey collected data on the impacts of gambling from three different ethnic groups within New Zealand; specifically Maori, Pacific peoples and Chinese/ Korean peoples. The total sample size of the survey was 7010 and the survey consisted of a general population sample of 4650 respondents, and oversamples to allow for separate analysis based on 1000 respondents each for the Maori, Pacific and Chinese and Korean samples.

Location of Study: New Zealand

Comment: additionally included in the report is a brief summary of the literature on the impacts of gambling, highlighting some of the limitations in the existing literature relevant to economic costings. The way in which the current research addresses some of these limitations is summarised and an overview of the methodology and results of the research are presented.

\* Project Funding and Declared Interests - This research was funded by the Ministry of Health, NZ.

**Eadington, W. R. (2003). *Measuring costs from permitted gaming: Concepts and categories in evaluating gambling's consequences*. *Journal of Gambling Studies*, 19(2), 185-213. Retrieved from <http://search.ebscohost.com/login.aspx?direct=true&db=hjh&AN=12524833&site=ehost-live>**

This paper addresses the methodology of cost-benefit analysis as applied to policy alternatives regarding legally sanctioned gambling in its various forms. Existing economic studies regarding the social costs of gambling are reviewed and critiqued. Distinctions are made between definitions of social costs that are defined as actions which result in negative changes in aggregate social wealth (the "narrow" definition), and those which also include internal

nonmarket costs that are borne by individual gamblers and their immediate families and acquaintances (the "broader" definition). This distinction is important because of its bearing on economic policies that are primarily concerned with economic efficiency versus policies that are more paternalistic, which attempt to protect individuals from self-damage or self-destruction by restricting their ranges of choice. Whether societies choose to prohibit or severely restrict permitted gambling, or allocate substantial resources to mitigate its negative side effects, rests largely on which of these perspectives regarding social costs they find more appropriate. Finally, the issue of social protection through restrictions on the availability of gambling to the entire population, versus a strategy tailored toward identifiable "problem" gamblers, is discussed. *ABSTRACT FROM AUTHOR Copyright of Journal of Gambling Studies is the property of Springer Science & Business Media B.V. and its content may not be copied or emailed to multiple sites or posted to a listserv without the copyright holder's express written permission. However, users may print, download, or email articles for individual use. This abstract may be abridged. No warranty is given about the accuracy of the copy. Users should refer to the original published version of the material for the full abstract. (Copyright applies to all Abstracts)*

Location of Study: United States

Comment: aspects of this paper may be of interest, including a critique of the attempts by the Productivity Commission (1999) to quantify the social costs of gambling. However, much of the article is focussed on fairly narrow discussions of what constitutes a social cost of gambling according to the discipline of economics. This paper was one of five commissioned by the Canadian Centre on Substance Abuse for presentation at the 1<sup>st</sup> International Symposium on the Economic and Social Impact of Gambling held in Whistler, 2000. The other papers can be found within sections C and D of this bibliography.

\* Project funding and declared interests: the Whistler Symposium was planned and funded by Canadian provincial government agencies, private foundations, and gaming industry operators with a mandate or interest in gambling related issues.

**John, W., Boreham, P., Johnston, J., & Sleight, T. (2001). *The social and economic impacts of gaming: A framework for research*. Victoria: Prepared by the Social and Economic Research Centre, The University of Queensland for The Victorian Casino and Gaming Authority. Retrieved from <http://www.justice.vic.gov.au/>**

The Social and Economic Impacts of Gaming is a study commissioned by the Victorian Casino and Gaming Authority, and published in 2001 by the Victorian Gambling Research Panel. The study looked at the various levels at which data is collected (State, regional, community, household and individual), and the multiple dimensions at which gaming impacts occur (families and individuals, communities and neighbourhoods, society and culture, and the economy). The project's two research objectives were the development of an analytical social framework and associated indicators to provide a model for the analysis and evaluation of the social impacts of gaming, with an emphasis on electronic gaming machines and casino activity, and to critically analyse and evaluate the research projects in the 1998-99 Research Program of the Victorian Commission for Gambling Regulation using the analytical framework developed. The final report draws conclusions about the social and economic impacts of gaming and provides an analysis of the research conducted in the context of the framework.

Location of Study: Australia

Comment: this wide-ranging report presents one of the earliest attempts to develop a framework to assess the social and economic impacts of gaming (mainly EGMs). The authors draw on previous research to make a strong case for community as a level of analysis at which the impacts of gambling can be assessed. One of the few reports that highlight the lack of a commonly accepted definition of 'community'.

\* Project funding and declared interests: study commissioned by the Victorian Casino and Gaming Authority

**Johnson, D. (2002). *Measuring the local impact of electronic gaming machines (Working Paper No. 13/02)*. Melbourne: Melbourne Institute of applied Economic and Social Research. The University of Melbourne. Retrieved from [www.melbourneinstitute.com](http://www.melbourneinstitute.com)**

Recent growth in the utilisation of Electronic Gaming Machines (EGMs) has led to community disquiet about attendant problems of alleged loss of community standards, problem gambling and losses by retailers and other local businesses. Recent legislation provides an opportunity for local councils to object to any proposals to increase numbers of EGMs on the grounds of social and economic impact on the local community. The Pokie Application Research Kit (PARK) is a software tool that aims to help local councils determine the local social and economic impact of the introduction of additional EGMs to venues within their boundaries. PARK evaluates the benefit of additional EGMs by tracing the way in which expenditures on EGMs feed, or do not feed, into the local economy. If expenditures do feed through to further local economic activity there is a benefit for the local economy. If the expenditures accrue to agents who repatriate them outside the local economy there is no benefit for it. In such a circumstance the expenditure is said to be 'leaked'. The PARK model compares the situation that would arise with additional expenditures on EGMs with the status quo. In operationalising the comparison a number of crucial assumptions are required, the most important concerning 'leaked' expenditures. The analysis finds the results are very sensitive to these assumptions and the current structure of the model predisposes it to show large net losses from the introduction of additional EGMs. Alternative approaches to measuring the local economic impact of increasing the number of EGMs and the role of local economic impacts in the broader public policy debate are discussed in the paper.

Location of Study: Australia

Comment: Johnson's critique of the Pokie Application Research Kit (PARK) emphasizes the challenges faced by those seeking to develop a methodology to assess the full range of economic impacts of EGMs at a community level. Johnson proposes a number of alternative methods, including modifying the existing PARK model and/or changing the assumptions around leaked expenditure.

\* Project funding and declared interests: none declared

**Single, E. (2003). *Estimating the costs of substance abuse: Implications to the estimation of the costs and benefits of gambling*. *Journal of Gambling Studies*, 19(2), 215-233. Retrieved from <http://search.ebscohost.com/login.aspx?direct=true&db=hjh&AN=12524834&site=ehost-live>**

This presentation describes a recently developed set of guidelines for estimating the economic costs of substance abuse, summarizes the findings from a Canadian study that utilized these guidelines, and discusses the implications to the potential development of guidelines for estimating the costs and benefits of gambling. The guidelines for estimating the costs of substance abuse present a general framework of costs to be included and discuss methodological issues such as the definition of abuse; determination of causality; comparison of the demographic and human capital approaches; the treatment of private costs; the treatment of non-workforce mortality and morbidity; the treatment of research, education, law enforcement costs, the estimation of avoidable costs and budgetary impact of substance abuse, and the significance of intangible costs. Utilizing these guidelines, a study was undertaken to estimate the economic costs of alcohol, tobacco, and illicit drugs to Canadian society in 1992. Based on this experience, it is argued that cost/benefit research should be conducted by multidisciplinary teams, that the real value of such work lies more in the detailed findings than in the bottom line results, and that focus should be placed on developing an ongoing process for developing consensus on how to conduct studies of the costs and benefits of gambling, rather than attempting to find a precise methodology that everyone agrees upon. [ABSTRACT FROM AUTHOR]; Copyright of *Journal of Gambling Studies* is the property of Springer Science & Business Media B.V. and its content may not be copied or emailed to multiple sites or posted to a listserv without the copyright holder's express written permission. However, users may print, download, or email articles for individual use. This abstract may be abridged. No warranty is given about the accuracy of the copy. Users should refer to the original published version of the material for the full abstract. (Copyright applies to all Abstracts.)

Location of Study: Canada

Comment: while still emphasising the need for the development and use of a common methodology to estimate the costs of gambling, Single's paper is more conciliatory than those of some of the other contributors to the Whistler Symposium. Single advocates the need for multidisciplinary research into the impacts of gambling and emphasises that the detailed findings in economic cost and benefit analysis may be of greater value than the 'bottom line'. This paper was one of five commissioned by the Canadian Centre on Substance Abuse for presentation at the 1<sup>st</sup> International Symposium on the Economic and Social Impact of Gambling held in Whistler, 2000. The other papers can be found within sections C and D of this bibliography.

\* Project funding and declared interests: the Whistler Symposium was planned and funded by Canadian provincial government agencies, private foundations, and gaming industry operators with a mandate or interest in gambling related issues.

**Wynne, H. J., & Shaffer, H. J. (2003). The socioeconomic impact of gambling: The Whistler Symposium. *Journal of Gambling Studies*, 19(2), 111-121. Retrieved from <http://search.ebscohost.com/login.aspx?direct=true&db=hjh&AN=12524830&site=ehost-live>**

Wynne and Schaffer discuss the phenomenal growth of legal gambling around the world in the last two decades of the twentieth century, which has been a boon to governments seeking alternative sources of revenue to direct taxation. They also discuss the ongoing and often polarised debate regarding the costs and benefits of the expansion of gambling and highlight that this is in part due to the paucity and the poor quality of much of the research into the socioeconomic impacts of gambling. In an effort to address the shortcomings in much of the research, the Whistler Symposium was organised. The symposium aimed to bring together policy makers, researchers from a range of disciplines and other stakeholders to begin to develop a framework to assess the positive and negative impacts of gambling. Symposium participants were not able to reach consensus on any of the key issues including definitions of costs, what costs and benefits should be counted or the best methods for measuring gambling benefits or costs. The bulk of this article reviews the five scholarly papers written by leading researchers and commissioned prior to the symposium. The papers can be found within sections C and D of this bibliography.

Location of Study: Canada

\* Project funding and declared interests: the Whistler Symposium was planned and funded by Canadian provincial government agencies, private foundations, and gaming industry operators with a mandate or interest in gambling related issues.

# Category D: Theoretical, Opinion and Policy Critiques



## Category D: Theoretical, Opinion and Policy Critiques

**Adams, P. (2004). The history of gambling in New Zealand. *Journal of Gambling Issues*, (12) Retrieved from [www.camh.net/egambling/issue12](http://www.camh.net/egambling/issue12)**

This editorial by Adams appeared in the *Journal of Gambling Issues*' special issue on gambling in Aotearoa-New Zealand which was assembled from papers presented at a conference on gambling held in Auckland in September 2003. This third international conference on gambling, *Gambling through a Public Health Lens*, was jointly hosted by the Problem Gambling Foundation and the University of Auckland's Centre for Gambling Studies. The focus of the conference was intended to assist services and government agencies to prepare for the Ministry of Health's takeover of responsibility for the provision of services for problem gamblers, as it moved to recognise gambling as a public health issue. The timing of the conference was fortuitous. The three days of the conference coincided with the final reading of the Gambling Act, the first piece of legislation that provided a comprehensive regulatory framework for gambling and the culmination of a seven-year review process. The three hundred people attending the conference were continually aware that their discussions were being echoed with concurrent discussions in the halls of power. While the conference was attended by a number of esteemed presenters (such as David Korn from Toronto and Jeff Marrota from Oregon<sup>1</sup>) the papers chosen for this issue concentrate specifically on the current scene in Aotearoa-New Zealand, particularly as it applies to gambling within specific cultural contexts. The intent was to enable readers in other countries to compare what is happening in Aotearoa-New Zealand with the evolution of gambling within their own cultural contexts. The rapid proliferation of gambling has had contrasting impacts on indigenous populations, migrant groups, and local communities.

Location of Study: New Zealand

Comment: Adams presents an overview on the four waves of settlement in Aotearoa-New Zealand, providing context for the articles by Dyal (2003), Morrison (2003) and Tu'itahi et al (2003) featured in the December 2004 edition of the *Journal of Gambling Issues*. The discussion around the history of gambling in New Zealand provides a good summary of the impacts of gambling deregulation and how New Zealand came to adopt a public health model for problem gambling.

\* Project funding and declared interests: none declared. Conference was funded by was jointly hosted by the Problem Gambling Foundation and the University of Auckland's Centre for Gambling Studies.

**Adams, P. (2004). Minimising the impact of gambling in the subtle degradation of democratic systems. *Journal of Gambling Issues*, (11) Retrieved from <http://www.camh.net/egambling/>**

Gambling can harm a society's social and economic systems and negatively affect its political ecology. If not protected, democratic processes and institutions in jurisdictions with high levels of gambling are likely to undergo a progressive, cumulative degradation of function. These subtle diffuse distortions result when a broad variety of individuals, working in isolation and reacting to pressures from gambling providers, incrementally compromise their roles and responsibilities. This article examines how these degradations can occur for people working in universities, government departments, media outlets, politics, and community organisations. It argues that any strategy to minimise harm from gambling should include explicit measures to protect the public from such distortions to democratic processes. The single most effective way to do this is to independently monitor people with public duties who have relationships to the beneficiaries of gambling consumption. The article concludes by proposing an international charter that sets benchmark standards for protecting a society from such degradation.

Location of Study: New Zealand

Comment: this paper broadens the dialogue regarding the impacts of gambling. Using hypothetical scenarios, Adams unravels the ways in which gambling funds can subtly compromise the ability of individuals to participate in public debates about gambling.

\* Project funding and declared interests: Peter Adams is employed by the University of Auckland. No other funding or competing interests declared.

**Adams, P. (2008). *Gambling, freedom and democracy*. UK: Routledge.**

This book focuses on harms to democratic systems as a consequence of the rapid proliferation of commercial gambling in Western-style democracies. Adams examines how people with key roles in democratic structures are vulnerable to subtle influence from the burgeoning profits of gambling. It argues that governments have a duty of care to protect their own democratic processes from subtle degradations and that independence from the gambling industries needs to be proactively built into public sector structures and processes. It outlines how a public health approach, harm minimisation strategies and international conventions can provide the base for protecting the integrity of democratic systems.

Location of Study: New Zealand

Comment: a very readable and thought provoking examination of the ways gambling proceeds can erode the democratic process.

\* Project funding and declared interests: Peter Adams is employed by the University of Auckland. No other funding or competing interests declared.

**Adams, P., & Rossen, F. (2006). Reducing the moral jeopardy associated with receiving funds from the proceeds of gambling. *Journal of Gambling Issues*, (17) Retrieved from <http://www.camh.net/egambling/>**

This paper outlines the ethical and organisational risks for community and other public good organisations of accepting funding from gambling industry sources. Aspects of this moral Jeopardy include the ethics of benefiting from the suffering of others as well as impacts on an organisation's reputation, governance and internal relationships. After 50 years of unethical practice by tobacco manufacturers, community agencies involved with tobacco control are now actively challenging organisations that continue to pursue these links. This readiness to question has not yet been extended to gambling, but with efforts at improving ethical awareness, people in key agencies can be assisted in challenging these relationships. The different arrangements for dispersing charitable funds from gambling are examined and we conclude that none of them are free from moral jeopardy. The paper finishes with recommendations on ways organisations might participate in promoting low moral jeopardy environments.

Location of Study: New Zealand

Comment: this paper extends our understanding of the potential harm from gambling by examining the moral and ethical implications of accepting funding from gambling industry sources. The issues raised are particularly relevant to New Zealand, the UK and Canada where community benefit funding (especially from EGMs) is a primary purpose of gambling and many community and other public good organisations receive, often significant portions of their revenue, from gambling. However, many of the issues raised are also relevant to the Australian situation - in particular his discussions around gambling funds compromising academic and research organisations and public health funding provided by gambling organisations being utilised to legitimise gambling industries and promote a positive public image.

\* Project funding and declared interests: financial support was provided by the Problem Gambling Foundation of New Zealand for background research for this paper. No other funding. No declared interests.

**Auditor-General. (2010). *Taking action on problem gambling: Victorian Auditor General's Report*. Victoria: Auditor-General's Office. Retrieved from [http://www.audit.vic.gov.au/reports\\_publications/reports\\_by\\_year/2010-11/20102807\\_problem\\_gambling.aspx](http://www.audit.vic.gov.au/reports_publications/reports_by_year/2010-11/20102807_problem_gambling.aspx)**

This audit examined the effectiveness of the 2006 strategy *Taking action on problem gambling* in reducing problem gambling and gambling-related harm. The strategy has been funded over five years with \$132.3 million. The audit examined whether the strategy was based on sound evidence and research; whether the Department of Justice (DOJ) and the independent

regulator, the Victorian Commission for Gambling Regulation (VCGR), are implementing the strategy as intended; and whether there is reasonable assurance that initiatives are achieving their objectives. The audit found that the Department of Justice (DOJ) appropriately structured its strategy around public health approaches, however, there was little or no evidence to suggest that the initiatives contained in the strategy would be effective. As a result it was imperative that the DOJ be able to assess the effectiveness of the strategy and its initiatives. However, the performance management system DOJ uses does not provide progressive assessment of the strategy's performance. Furthermore DOJ's evaluation of the strategy has been compromised with problems in its development and implementation. DOJ and the Victorian Commission for Gambling Regulation have discharged their responsibilities in implementing the strategy adequately. This could have been strengthened in some areas including initiatives aimed at encouraging a more responsible gambling industry, supporting decision making on whether to agree to an increase in the number of electronic gaming machines in communities, and training of gaming venue staff.

Location of Study: Australia

Comment: this audit found that not all initiatives were evidenced based (including the current levels of EGM caps). Key findings include that the VCGR should develop principles on which net detriment can be assessed, more comprehensively consider the impact of gaming venues in communities and take into consideration the socio-economic profile of different areas within municipalities.

**Banks, G. (2003). The Productivity Commission's Gambling Inquiry: Three Years On. *Gambling Research*: 15(1), 7-27. Retrieved from:**

<http://search.informit.com.au/browseJournalTitle:res=IELHSS:issn=1832-4975>

Considerable progress has been made in addressing problem gambling since the Productivity Commission's inquiry. Recognition that there is a problem, and acceptance that existing measures were inadequate to deal with it, are perhaps the most significant changes. Regulatory and self-regulatory initiatives that have been introduced are extensive, with some useful innovations. It remains unclear whether problem gambling and its associated impacts have moderated. While spending has slowed, this is consistent with maturing markets for gaming machines. That the gaming machine share of gambling expenditure has risen further is significant, because the costs of problem gambling loom larger for this gambling mode. Significant deficiencies remain in the regulatory environment for gambling. Areas deserving priority attention by governments include: more research on what actually works among possible consumer protection measures; the need for independent and transparent research; a need for effective monitoring and enforcement of industry compliance with consumer protection regulations; and further reforms to policy-making and regulatory governance arrangements, especially to ensure the independence of the regulator.

Location of Study: Australia

Comment: an often cited paper which (among other things) assesses the response by government and industry to the Productivity Commission's 1999 report into gambling.

\* Funding sources and declared interest: none declared.

**Borrell, J. (2003). Values in gambling research and implications for public policy. *International Journal of Mental Health and Addiction*, 1(1), 40-47. Retrieved from**

<http://www.austgamingcouncil.org.au/images/pdf/eLibrary/2842.pdf>

We are often told that we should have no value position in our research. Of particular interest here, we are told that values should not play a part in gambling research that highlights adverse social impacts. In this paper Borrell unpicks these propositions in discussing the place of values and morals in gambling research and implications for public policy. Borrell begins with a brief overview of the philosophical basis of modern science and, for the remainder of the discussion,

examines some its ramifications as played out in current gambling research and policy - to the strategic advantage of certain sectional interests. For reasons given in the paper, poker machine gambling, in particular, forms the focus of this discussion.

Comment: this paper introduces some of Jennifer Borrell's ideas about the alliance between positivist research and gaming industry and government. A fuller account of these ideas can be found in Borrell's book titled *Understanding Problem Gambling*, which was released in 2009. She argues persuasively that those in power should consider the moral and ethical dimensions of public debates about gambling.

\* Funding sources and declared interest: none declared.

**Borrell, J. (2006). Critical commentary by an EGM gambler. *International Journal of Mental Health and Addiction*, 4(2), 181-188. DOI:10.1007/s11469-006-9013-0**

Comment: this is a unique paper which combines an introduction by Borrell with an extended piece of correspondence from an individual with a long history of problems associated with EGM gambling. Borrell received the correspondence from 'Katrina' in response to a previous article and "struck by the profoundness of its substance", submitted the letter for publication. Katrina provides an articulate and thoughtful insight into EGM gambling and challenges many of the dominant approaches to the study and prevention of problem gambling and offers the reader insight into what constitutes 'problem gambling'.

Location of Study: Australia

\* Funding sources and declared interest: none declared.

**Borrell, J. (2008). *Understanding problem gambling: The interaction of personal and structural processes*. Germany: VDM Verlag Dr. Muler.**

In our attempts to understand human issues we tend to fragment or reduce them and distort them in the process. Very often the object of study then bears little resemblance to real life experiences and processes. In remedy, this book proposes an integrative framework to assist in understanding social phenomena in general and problematic gambling in particular. Drawing on a range of theorists from physics, biology and social theory and following a critique of positivist trends in the gambling research literature, a holistic, process-based approach is presented. This framework is then 'road tested' with a focus on electronic gaming machine 'addiction'. It is concluded that the directions of the gambling industry have been primarily determined by corporate principals and imperatives and that these are deeply implicated in problematic gambling. This book will assist people concerned with social theory as well as those who are involved in its application to human problems and aspirations. It includes information and ideas that will be of interest to people from many walks of life, including academics, policy makers, students, support workers and activists.

Location of Study: Australia

Comment: a challenging and thought provoking text which also draws on Borrell's own experience as a researcher to explore EGM gambling in Australia/Victoria.

\* Funding sources and declared interest: none declared.

**Borrell, J., & Boulet, J. (2005). A theoretical exploration of culture and community health: Implications for prevention, research and problem gambling. *Journal of Gambling Issues*, (13), 1-21. Retrieved from <http://www.camh.net/egambling/issue13/index.html>**

While predominant models of prevention focus on the prevention of specific diseases and disorders and/or on the minimisation of harm arising from them, the authors argue for a (theoretical and practical) reinsertion, or a reconstruction, of subjectivity within a web of social connectedness - including a sense of culture (we propose an action-relevant frame of reference), a sense of health as a social construct, and a sense of community - the latter two arising from implications of the former. Specifically, there are said to be three theoretical and potential intervention areas, all with a focus on the reconstruction of subjectivity, that require much greater attention in the study of addiction, especially gambling, as well as in practical and policy responses to these issues.

Location of Study: Australia

Comment: this article explores the limitations of the predominantly empiricist (positivist or reductionist) approaches to research into problem/pathological gambling. Borrell and Boulet argue the current approach focuses too heavily on the individual problem gambler and that the way research is designed often removes the "foci of study" from the context in which they usually occur. They advocate for a more holistic public health approach to research and prevention which considers the individual within a social/community context and looks at the effects of organisational and political behaviour.

\* Funding sources and declared interest: none declared

**Bostock, W. (2005). Australia's gambling policy: Motivations, implications, and options. *Journal of Gambling Issues*, (13) Retrieved from <http://www.camh.net/egambling/archive/index.html>**

The paper will discuss current gambling policy in Australia. The attraction of the use of gambling as a method of "painless taxation" is recognised, but its potentiality for damaging individuals and society will be considered. Five policy options are identified. Much evidence will be drawn from the three-volume report Australia's Gambling Industries, and there will be an evaluation of the Australian Interactive Gambling Act, 2001. The assessment of the least damaging form of gambling policy, when all aspects of gambling are taken into account, is the ultimate aim of this paper.

Location of Study: Australia

Comment: recognising both the attraction of gambling taxation for governments, and the community unease of the regressive nature of the taxation, Bostock seeks to outline five policy options available to governments related to protection/support for individuals and society from the negative impacts of gambling. These range from an outright ban on gambling (described as the fundamentalist option) to full deregulation (described by Bostock as the survival of the fittest option). In the end the author opts for a combination of education and control/limitation, although few specific details are provided. This lack of detail is the most significant limitation of the paper. Bostock peppers his paper with key findings from the 1999 Productivity Commission report, illustrating just how lucrative gambling taxation revenue has become and the magnitude of losses by problem gamblers.

\* Funding sources and declared interest: none declared

**Brown, H. (2009). *Notes about gambling issues. Australia: City of Greater Dandenong. Retrieved from [http://www.greaterdandenong.com/Resources/SiteDocuments/sid1\\_1%20Review%20of%20Gambling%20Issues.pdf](http://www.greaterdandenong.com/Resources/SiteDocuments/sid1_1%20Review%20of%20Gambling%20Issues.pdf)***

Drawing on the academic literature from Australia and overseas and a range of other data, Brown provides a comprehensive overview of electronic gambling machine gambling in Victoria.

The document explains how the industry is set up, how revenue (loss) is distributed and the impact of losses on disadvantaged communities. Brown also explores the limitations associated with prevalence surveys of problem/pathological gambling and the advantages of broader approaches focusing on adverse effects upon individuals, families and communities.

Location of Study: Australia

Comment: the chapters on council policy responses and planning considerations would be particularly useful to those working in local government. This comprehensive document also contains a very useful listing of websites related to planning, research, legislation and support.

\* Funding sources and declared interest: none declared

**Bunkle, P. (2003). The changing participation of women in gambling in New Zealand. *Journal of Gambling Issues*, (8) Retrieved from <http://www.camh.net.egambling>**

This paper was from an address by Phillida Bunkle to the Centre for Gambling Studies, University of Auckland, and the Problem Gambling Foundation of New Zealand, April 2002. The paper outlines the history of the changing face of gambling in New Zealand in relation to increased women's participation. Poker machine usage is the main focus.

Location of Study: Australia

Comment: this paper discusses women's participation in EGM gambling from a feminist perspective. Bunkle documents the increased participation of women in EGM gambling over the last fifteen years in New Zealand and discusses some of the appeal of the machines for groups of individuals frequently socially excluded. Another interesting element of the paper is the discussion around the 'normalisation' of gambling within the New Zealand context, where lottery tickets and now even EGMs and increasingly located within the areas people go about their shopping and everyday business.

\* Funding sources and declared interest: this is an opinion piece which was not peer reviewed. Phillida Bunkle was a member of parliament at the time this piece was written/presented.

**Bunkle, P. (2009). Women and gambling: What can be learned from the New Zealand experience? A women's studies approach. *Women's Studies Journal*, 23 (1), 36-45. Retrieved from: <http://www.wsanz.org.nz/journal/docs/WSJNZ231Bunkle36-45.pdf>**

This paper suggests that a women's studies epistemology is the most productive way of developing hypotheses about the factors attracting an increasing number of women to machine gambling. It uses a women's studies approach of listening to and reflecting upon the significance of 'anecdotal' evidence which may otherwise be overlooked or dismissed. It explores the growth of machine gambling and problem gambling among women in New Zealand from 1990 and suggests that a similar pattern may develop in Britain in the future. This paper observes that forms of 'equal chance' gambling have few barriers to participation by groups excluded from other forms of opportunity. The New Zealand experience of a rapid growth of gambling activity among women suggests that where lotteries and gambling machines have become easily accessible, they have led to a rapid development of new markets among groups to whom they offer an equal chance to become a 'winner'. These forms of gambling do not discriminate. Participation may be perceived as the only opportunity some groups have of participating in an economic activity with an equal chance of success. It is argued that this may be particularly potent when participation is encouraged by the way the mode of gambling is designed, and when it is supplied from convenient locations which offer some safe opportunities for social interaction. Reflecting on anecdote and observation, a new hypothesis is proposed about why women gamble and the modes of gambling they prefer.

Location of Study: New Zealand

Comment: an interesting opinion piece in which Bunkle shares her views regarding the limitations of the predominantly quantitative approach to gambling research and argues for more qualitative, holistic research into women and gambling. Main focus is EGM gambling.

\* Funding sources and declared interest: none declared

**Collins, D., & Lapsley, H. (2003). The social costs and benefits of gambling: An introduction to the economic issues. *Journal of Gambling Studies*, 19(2), 123-148. Retrieved from <http://search.ebscohost.com/login.aspx?direct=true&db=hjh&AN=12524831&site=ehost-live>**

This paper surveys the range of economic issues that need to be addressed in attempting to evaluate the social costs and benefits of gambling. It considers, inter alia, the nature of private and social costs and benefits and their policy significance, the important distinction between real and pecuniary costs, the incidence of gambling costs and benefits and the sources of gambling costs and benefits. Similarities and differences between the analysis of gambling and alcohol are considered. The paper concludes with a consideration of why various estimates of the social costs of gambling have produced such divergent results.

Location of Study: Australia

Comment: this paper was one of five commissioned by the Canadian Centre on Substance Abuse for presentation at the 1<sup>st</sup> International Symposium on the Economic and Social Impact of Gambling held in Whistler, 2000.

\*Funding sources and declared interest: the Whistler Symposium was planned and funded by Canadian provincial government agencies, private foundations, and gaming industry operators with a mandate or interest in gambling related issues.

**Costello, T. & Millar, R. (2000). Wanna Bet? Winners and losers in gambling's luck myth. Australia: Allen & Unwin**

Australians have long been told that they are natural gamblers; that they 'love to gamble'. The notion of the great Aussie gambler is the core of the 'luck myth' entrenched in the traditional view of Australian culture. This book challenges the myth, its origins and the way it has been exploited by the gambling industry to generate a four-fold growth in gambling since 1970. Costello and Millar provide an exposé of commercial gambling's rampant growth, the complicity of governments and the impact on individuals and communities. It is also a thoughtful exploration of gambling traditions and debates, offering insights on social, moral and symbolic aspects of gambling and its part in Australian culture, past, present and future.

Location of Study: Australia

Comment: an accessible and interesting discussion of all forms of modern commercial gambling, with a significant focus on EGMs. Costello and Millar explore the history of EGM gambling in Australia and Victoria, expose the complicity of governments and industry and the real impacts of EGMs on communities and individuals.

\* Funding sources and declared interest – None declared

**Dickerson, M. (2003). Exploring the limits of 'responsible gambling': Harm minimisation or consumer protection? *Gambling Research*: 15(1), 28-43. Retrieved from <http://search.informit.com.au/documentSummary;dn=980572465991403;res=IELHSS>**

In the context of the rapidly developing international interest in responsible gambling the paper presents a brief description of the different definitions of problem gambling and their related methods of measurement: problem gambling defined as a mental disorder, as a harmful impact

and as an addictive behaviour. For each of the conceptual approaches the question was posed, "How can problem gambling (gamblers) be identified from behaviour patterns on the gaming room floor?" It was concluded that although all approaches may enable an observer to refine probability statements about whether A or B is a problem gambler none permit the sure identification of such a person. Current psychological research does not support the responsible gambling objective of excluding the problem gambler from gambling venues but does have significant implications for consumer protection. The argument presented is that loss of control over expenditure of time and money during a session of play/betting is a common and 'natural' experience for regular players. This sense of loss of control is likely to be an integral part of the pleasurable experience of gambling. It was concluded that the manner in which continuous gambling products are provided to regular gamblers is in direct conflict with responsible gaming strategies, may fail to satisfy the principle of duty of care and may be an issue best resolved in terms of consumer protection.

Location of Study: Australia

Comment: Dickerson concludes that the way EGM gambling is currently regulated and provided in Australia promotes impaired control in the average regular player (not just in problem gamblers) and that provision of 'responsible gambling' literature in venues and on machines is ineffective. Dickerson argues for the point of sale to be removed from the gambling session itself via implementation of a smart card system. The article also briefly cites studies that show even moderate alcohol consumption negatively impacts on gambling control.

\* Funding sources and declared interest: at the time of writing this article Mark Dickerson held the position of Tattersall's Chair in Psychology at the University of Western Sydney. No declaration regarding funding or declared interests made regarding this paper.

**Dollery, B., & Storer, J. (2008). Assessing the impact of electronic gaming machines: A conceptual critique of the productivity commission's methodology. *Gambling Research*, 20(1), 1-12. Retrieved from**

<http://search.informit.com.au/documentSummary;dn=397416364989179;res=IELHSS>

In its Final Report Australia's Gambling Industries, the Productivity Commission (1999) developed a methodology for quantifying the social benefits and costs associated with legal gambling. In essence, this novel methodology departed from previous evaluation approaches by (a) assessing both the benefits and costs of gambling and (b) using the concept of consumer surplus rather than investment, employment and other directly observable consequences of gambling to gauge its economic effects. The Productivity Commission methodology has subsequently become extremely influential in the regulation of gaming in Australia, particularly in New South Wales, where it is often relied upon to support a positive economic impact on the local community in Class 2 Social Impact Assessment statements under the Gaming Machines Act 2001 on the desirability or otherwise of the introduction of additional Electronic Gaming Machines into an area. However, despite the broad acceptance of this methodology, it nevertheless contains several fatal conceptual flaws which have hitherto been ignored. This paper seeks to remedy this neglect by providing a theoretical critique of the Productivity Commission's approach.

Location of Study: Australia

Comment: Dollery and Storer note the uncritical acceptance of the Productivity Commission's methodology used to calculate consumer surplus and express concern that is being utilised by businesses and financial consultants to argue in favour of planning applications for EGM venues in NSW. Their critique of the Productivity Commission's methodology highlights yet again the debate among many economists on how best to measure the range of impacts of gambling. EGM gambling is the main form of gambling discussed.

\* Funding sources and declared interest: none declared

**Doughney, J. (2002). *The poker machine state: Dilemmas in ethics, economics and governance*. Australia: Common Ground Publishing**

The Poker Machine State interrogates the ethical and political context in which decisions about poker machines are made; it refutes claims by the gambling industry and its consultants that poker machines measurably and substantially improve the quality of life of those who play them; and it presents an argument for a reflection on the type of economics that should more generally guide the formation of public policy. The book highlights the need in our society for an informed discussion about poker machine activity and the rise in problem gambling, canvassing issues such as: the state's level of dependency on poker machine 'tax' revenues; the conflict of interest facing governments as both tax beneficiaries and regulators; the regressive nature of poker machine 'tax'; the fact that machine losses are concentrated disproportionately in low income municipalities; the overwhelming evidence about the nature of the harm caused by poker machines in our communities; and asks the question, is it legitimate for the poker machine industry to profit from the serious harm it causes? An argument is presented that governments cannot escape their moral responsibility to consider the real impacts of poker machines on their citizens, and they are therefore obliged to reduce drastically the amounts that people lose.

Location of Study: Australia

Comment: this book provides a comprehensive discussion of the political and moral context which has enabled poker machine gambling to flourish and their devastating negative impacts on citizens and communities. Doughney methodically unpicks the arguments used by industry proponents and although, as Charles Livingstone notes in the preface, later chapters wrestle with some difficult concepts (such as the economic measure called 'consumer surplus') and require "a little attention", it is worth the endeavour as Doughney provides a thorough explanation of this often cited measure.

\* Funding sources and declared interest: financial support for this research provided by the Victorian Local Governance Association (VLGA) and its Local Government Working Group on Gambling, the Inter Church Gambling Task Force and the Faculty of Business and Law at Victoria University.

**Doughney, J. (2002). Socioeconomic Banditry: Poker Machines and Income Redistribution in Victoria. Paper presented at the *National Social Policy Conference, 2001, Sydney, Australia*. Retrieved from [http://www.sprc.unsw.edu.au/media/File/NSPC01\\_Doughney.pdf](http://www.sprc.unsw.edu.au/media/File/NSPC01_Doughney.pdf)**

Poker machine gambling was introduced to Victoria in 1992. Losses have ballooned since then. In 1999-2000 \$2.2 billion was lost in Victoria, an 11 per cent increase in one year. Two issues have galvanised social policy debate since the election of a Labor government in 1999: (1) the size of the losses and (2) the disproportionately large numbers of machines in communities of lower than average socio-economic status. The government has responded to community concern by 'capping' the numbers of machines allowed in five of these areas. It has also legislated for local government to be heard in the pokie planning process, which now demands social and economic impact assessments. This paper argues that the conceptual cast of the policy represents an advance but that its content manifestly will not ameliorate the social and economic harm, to individuals and communities, caused by this 'industry'. Social, economic and various poker machine data, geographically coded to ABS collection district level, are analysed to support this view. The ethics of the policy framework, including the conflict of interest facing the state government as tax beneficiary and regulator, are also considered. The views of John Maynard Keynes provide an interesting contribution to the discussion presented in the paper.

Location of Study: Australia

Comment: there have been a number of changes to EGM regulation since Doughney delivered this paper, including the extension of the caps policy to other Victorian areas and the removal of the 'commercial in confidence' agreement which prevented venue specific data being made public. However, many of the social justice issues he raises are still pertinent today.

\* Funding sources and declared interest: none declared.

**Doughney, J. (2007). Ethical Blindness, EGMs and Public Policy: A Tentative Essay Comparing the EGM and Tobacco Industries. *International Journal of Mental Health and Addiction*, 5(4), 311-319. doi:10.1007/s11469-007-9067-7**

Arguing a case by way of analogy can be perilous. Each problem has its own particulars that analogy and examples from other domains often obscure. Therefore it is with some trepidation that this paper discusses similarities and differences between the poker-machine (EGM) and the tobacco industries. The author has no special knowledge of the tobacco industry beyond that of the reasonably informed citizen. Rather it is out of concern about ethics and product safety for EGMs that the paper addresses the following question: what, if any, are the substantive ethical differences between the EGM industry and the tobacco industry?

Location of Study: Australia

Comment: a powerful paper which succinctly draws parallels between the tobacco and EGM industry in the marketing of harmful/unsafe and control-impairing products. Key differences between the two industries are also highlighted including the role of the Australian state governments in creating the EGM industry and the fact that they are also partners in the industry.

\* Funding sources and declared interest: none declared.

**Doughney, J. (2008/2009). *An unconscionable business: The ugly reality of electronic gambling, A selection of critical essays on gambling research, ethics and economics.* (forthcoming)**

This collection of six essays critically examines EGM gambling in the state of Victoria. The essays deal with a range of issues including: ethical issues associated with the Victorian government's heavy reliance of taxation revenue derived from EGM losses; the disproportionate concentration of EGMs in disadvantaged communities; a discussion of leaked data regarding the *Tatts Pokies Advantage Programme* and a critique of research into the economic impacts of gambling prepared for the Victorian Casino and Gaming Authority.

Location of Study: Australia

Comment: a passionate and thought provoking publication which also brings together a number of other articles written by Doughney during the last decade.

\* Funding sources and declared interest: no competing interests declared

**Dyall, L. (2004). Why is wearing glasses useful in New Zealand? *Journal of Gambling Issues*, (12) Retrieved from [www.camh.net/egambling/issue12](http://www.camh.net/egambling/issue12)**

This paper was presented at the International Conference "Gambling through a public health lens," 2003. It has been prepared to support the development of a public health approach to addressing gambling-related harm in New Zealand. It supports the theme of the first International Conference Gambling through a Public Health Lens held in Auckland, September 2003, that through a changing lens, like a kaleidoscope, an issue can be looked at through many different prisms and from each prism unusual patterns can be seen and trends recognised.<sup>1</sup> The lens of this paper is to provide a Māori view on gambling to support the development and implementation of a public health approach that is appropriate for Māori. This also may contribute to improving gambling-related harm for all New Zealanders in Aotearoa. By focusing on the development of whanau (family networks), hapu (tribal communities), and iwi (tribal groups), Māori may also be able to offer support to other ethnic communities nationally and internationally of the importance of maintaining and strengthening their cultural foundations. By sharing information across different countries we may also be able to see common themes emerge to understand the possible reasons why gambling is now increasingly being promoted as a normalised activity and a fundamental part of different governments' and communities' policies for economic and social development. The

costs and benefits of the promotion of gambling, however, have not been adequately defined and need to be defined from different perspectives or lens. Research and community involvement must be an integral part of any public health approach to reduce gambling-related harm.

Location of Study: New Zealand

Comment: a very broad article covering discussion of the Treaty of Waitangi and its implications for the distribution of gambling revenue and the right of Maori to have a say in all aspects of gambling policy. Of interest to this bibliography are the themes of gambling as an emerging health issue for particular population groups (in this instance Maori), the inequitable distribution of EGMs amongst often vulnerable communities and the conflict of interest of governments (in this case the NZ government) highly dependent on gambling tax revenue and at the same time responsible for its regulation. Discussion of the changing role of local governments in relation to gambling venues is also highlighted.

\* Funding sources and declared interest: no competing interests declared

**Hing, N. (2006). A history of machine gambling in the NSW club industry: From community benefit to commercialisation. *International Journal of Hospitality & Tourism Administration*, 7(2), 83-107. DOI: 10.1300/J149v07n02\_05**

This article documents a history of the NSW club industry, with particular emphasis on its evolution to a major contemporary operator of gaming machines at state, national and international levels. It argues that three conditions of club registration (their not-for-profit status, membership requirements, and social benefit objectives) have been instrumental for clubs in gaining and maintaining dominant rights to machine gambling in NSW. These three features of clubs traditionally have underpinned their legitimacy as major providers of machine gambling, reflecting prevailing government policy that linked legalised gambling to social benefit. However, the substantial revenues that accrued from machine gambling, amidst an absence of competition, fuelled an expansion of the club sector that was neither predicted nor planned, with many clubs growing dramatically in assets, membership and facilities. The original club goals of promoting and pursuing the social purpose and community benefit for which they were established became superseded by an emphasis on expansion, market share, and profits. More recently, increased competition for the gambling dollar, reflecting a shift in government policy towards economically driven stimulation and expansion of commercial gambling, has further entrenched the commercialisation of clubs in their machine gambling operations, subordinating their social agenda to economic interests. This change in focus by club management has diminished the social contract that exists for clubs to operate gambling for community benefit, the very basis of the clubs' legitimacy as major providers of machine gambling. Indeed, the implicit assumption that social benefit was built into club machine gambling has allowed the clubs to exploit their position of market dominance in a way that exacerbates the negative social impacts of their core product.

Location of Study: Australia

Comment: the additional features of this paper are that it provides a fascinating account of the history of EGM gambling in NSW, which commenced with the first (illegal) machines in the 1880's. Some of the facts and figures quotes by Hing are a confronting reminder of the magnitude of EGM gambling in NSW which has around 100,000 machines.

\* Funding sources and declared interest: none declared

**Korn, D. (2000). Expansions of gambling in Canada: implications for health and social policy. *Canadian Medical Association Journal*, 163 (1), 61-64. Retrieved from <http://www.cmaj.ca/content/vol163/issue1/index.dtl>**

Canada experienced a dramatic increase in legalized gambling in the 1990s, primarily because of governments' need to increase revenue without additional taxation. This article examines gambling from a public health perspective. The major public health issues include gambling addiction, family dysfunction and gambling by youth. Debates have emerged about the health, social and economic costs and benefits of gambling. Stakeholder and social policy groups have expressed concern about the impact of expanded gambling on the quality of life of individuals, families and communities. Epidemiological studies show that the prevalence of gambling in the general adult population is low but increasing. Of particular concern is the high though steady prevalence of gambling among youth. New technologies have been linked to gambling-related problems such as addiction to gambling by video lottery terminals. Gambling by means of the Internet represents another emerging issue. The article concludes with recommendations for health and social policy related to gambling. These recommendations incorporate a broad public health approach to create a strong research program and to balance risks and benefits.

Location of Study: Canada

Comment: one of the earlier papers by Korn in which he seeks to provide an overview of the growing health interest in gambling and recommend a number of policies to mediate harms. Korn discusses the concerns voiced by many commentators regarding the conflicting roles of governments (in this instance the Canadian Provincial Governments), often acting as gambling regulator, and owner-operator (or beneficiary) and provider of services for gambling related problems. Health, economic and social costs to gambling on individuals and communities are briefly discussed and further research recommended to assess the impact of gambling on quality of life.

\* Funding sources and declared interest: none declared

**Korn, D. (2002). Examining gambling issues from a public health perspective. *Journal of Gambling Issues*, (4) Retrieved from [www.camh.net/egambling/issue4](http://www.camh.net/egambling/issue4)**

Public health has a tradition of addressing emerging and complex health matters that affect the whole population as well as specific groups. AIDS, environmental tobacco smoke and violence are examples of contemporary health concerns that have benefited from a public health analysis and involvement. This article encourages the adoption of a public health perspective on gambling issues. Gambling has been studied from a number of perspectives, including economic, moral, addiction and mental health. The value of a public health viewpoint is that it examines the broad impact of gambling rather than focusing solely on problem and pathological gambling behaviour in individuals. It takes into consideration the wider health, social and economic costs and benefits; it gives priority to the needs of vulnerable and disadvantaged people; and it emphasises prevention and harm reduction. This paper looks at the public health foundations of epidemiology, disease control and healthy public policy, and applies them to gambling. Major public health issues are analysed within a North American context, including problem gambling trends amongst the general adult population and youth, and their impact on other specific populations. There is a significant opportunity for public health to contribute its skills, methodologies and experience to the range of gambling issues. By understanding gambling and its potential impacts on the public's health, policy makers, health practitioners and community leaders can minimise gambling's negative impacts and optimise its benefits.

Location of Study: Canada

Comment: this paper provides some interesting discussion around the impacts of gambling and special populations (including women, older adults and others) and the effects of gambling on family life. Impacts of the rapid expansion of gambling (casinos, lotteries, VLTs and EGMs) are discussed, along with community quality of life.

\* Funding sources and declared interest: none declared

**Korn, D., Gibbins, R., & Azmier, J. (2003). Framing public policy towards a public health paradigm for gambling. *Journal of Gambling Studies*, 19(2), 235-256.**  
**DOI: 10.1023/A:1023685416816**

This paper examines the public policy value of looking at gambling from a public health perspective. The manner in which social issues are framed will either expand or curtail public policy debates. The existing and traditional frames for gambling (e.g. gambling as a matter of individual freedom, gambling as a form of recreation) fail to consider research on the social and economic impacts of gambling. Because a public health frame offers a broad viewpoint of society, it encompasses a number of social and economic impacts not considered in traditional frames. However, the existing gambling frames enjoy varying degrees of cultural, economic, and political support and, as a result, creating a higher profile for a public health framework will encounter a number of barriers. Research can play a decisive role in overcoming these barriers, as it has in a number of related fields (e.g., tobacco use, addiction and product liability the epidemiology of AIDS). The paper concludes that research that identifies and quantifies the public health factors of gambling will substantially contribute to a public shift toward a public health frame. *ABSTRACT FROM AUTHOR Copyright of Journal of Gambling Studies is the property of Springer Science & Business Media B.V. and its content may not be copied or emailed to multiple sites or posted to a listserv without the copyright holder's express written permission. However, users may print, download, or email articles for individual use. This abstract may be abridged. No warranty is given about the accuracy of the copy. Users should refer to the original published version of the material for the full abstract. (Copyright applies to all Abstracts)*

Location of Study: Canada

Comment: this is one of five papers presented at the Whistler Symposium, 2000, which aimed to develop guidelines for estimating the social and economic impacts, costs and benefits of gambling. The authors discuss the range of traditional frames for viewing gambling and build a strong case for framing gambling as a public health issue affecting all citizens, rather than as a matter of individual choice, with the negative consequences confined to problem gamblers.

\* Funding sources and declared interest: none declared. The Whistler Symposium was planned and funded by Canadian provincial government agencies, private foundations, and gaming industry operators with a mandate or interest in gambling related issues.

**Korn, D., & Shaffer, H. J. (1999). Gambling and the health of the public: Adopting a public health perspective. *Journal of Gambling Studies*, 15(4), 289-365.**  
**DOI:10.1023/A:1023005115932**

During the last decade there has been an unprecedented expansion of legalized gambling throughout North America. Three primary forces appear to be motivating this growth: (1) the desire of governments to identify new sources of revenue without invoking new or higher taxes; (2) tourism entrepreneurs developing new destinations for entertainment and leisure; and (3) the rise of new technologies and forms of gambling (e.g., video lottery terminals, powerball mega-lotteries, and computer offshore gambling). Associated with this phenomenon, there has been an increase in the prevalence of problem and pathological gambling among the general adult population, as well as a sustained high level of gambling-related problems among youth. To date there has been little dialogue within the public health sector in particular, or among health care practitioners in general, about the potential health impact of gambling or gambling-related problems. This article encourages the adoption of a public health perspective towards gambling. More specifically, this discussion has four primary objectives: 1. Create awareness among health professionals about gambling, its rapid expansion and its relationship with the health care system; 2. Place gambling within a public health framework by examining it from several perspectives, including population health, human ecology and addictive behaviours; 3. Outline the major public health issues about how gambling can affect individuals, families and communities; 4. Propose an agenda for strengthening policy, prevention and treatment practices through greater public health involvement, using the framework of The Ottawa Charter for Health Promotion as a guide. By understanding gambling and its potential impacts on the public's health, policy makers and health practitioners can minimize gambling's negative impacts and appreciate its potential benefits.

Location of Study: Canada

Comment: this is a frequently cited paper which provides a good overview of aspects of the history of legalised gambling in the U.S. and Canada and the medicalisation of problem gambling. Korn and Shaffer build a detailed argument for acknowledging gambling as a public health issue. Recommendations include a call for the development of a community impact model to assess the social, economic and health costs and benefits of gambling on communities.

\* Funding sources and declared interest: none declared

**Livingstone, C. (2001). The social economy of poker machine gambling in Victoria. *International Gambling Studies*, 1(1), 46-65. DOI: 10.1080/14459800108732287**

Studies oriented towards the development of a social theory of gambling in late modernity are currently comparatively few. Yet the explosion of commercial gambling in recent years provides ample scope for such studies. This paper reports an analysis of aspects of the rapid growth in gambling in one Australian jurisdiction (the state of Victoria) in order to sketch out the possible course that such studies may take. In particular, the political economy of local gambling at suburban poker machine venues is explored in order to establish a preliminary methodological link to certain ideas largely drawn from classical social theory, including Nietzsche's cultural problematic, Weber's concept of enchantment and his methodology of ideal types, and the hermeneutic method as adapted by Castoriadis.

Location of Study: Australia

Comment: an interesting article on two counts, one providing an overview of the EGM gambling landscape in Victoria in the late 90's, and the second the discussion around the link between gambling in late modernity to a number of ideas from classical social theory. Livingstone's discussion of the issue of the concentration of EGMs in less advantaged communities and dismantling of industry arguments that it is due primarily to venue availability, is still pertinent a decade later.

\* Funding sources and declared interest: none declared

**Livingstone, C. (2005). Desire and the consumption of danger: Electronic gaming machines and the commodification of interiority. *Addiction Research & Theory*, 13(6), 523-534. DOI:10.1080/16066350500338161**

This article brings together disparate elements of commercialized mass gambling, briefly describing the consumption of local gambling using electronic gaming machines (EGMs) in the Australian state of Victoria, particularly its capital, Melbourne. It also reports on the fieldwork research involving conversations with 62 self-identified EGM 'problem gamblers'. The article brings the empirical material produced by analysis of data and discussions into conversation with the social theory of Cornelius Castoriadis and others in order to explain some aspects of the rapidly developing social institution of commercialised mass gambling. The article seeks to 'dig into' the heart of the gambling transaction, as an act of dangerous consumption, in order to pursue understanding of the significance that this holds for the social individual, and for understanding of the role of desire in the commodification of the interiority of the subject, which, it is argued, lies at the core of dangerous consumptions. *[ABSTRACT FROM AUTHOR]* Copyright of *Addiction Research & Theory* is the property of Taylor & Francis Ltd and its content may not be copied or emailed to multiple sites or posted to a listserv without the copyright holder's express written permission. However, users may print, download, or email articles for individual use. This abstract may be abridged. No warranty is given about the accuracy of the copy. Users should refer to the original published version of the material for the full abstract. (Copyright applies to all Abstracts)

Location of Study: Australia

Comment: of particular interest to this bibliography is Livingstone's research with 62 self-identified problem gamblers conducted for the then Gambling Research Panel. The research findings provide significant insight into the impacts of problem EGM gambling on individuals and their families.

\* Funding sources and declared interest: none declared

**Livingstone, C., & Woolley, R. (2007). Risky business: A few provocations on the regulation of electronic gaming machines. *International Gambling Studies*, 7(3), 361-376. DOI:10.1080/14459790701601810**

Electronic gambling machines (EGMs) proliferate in Australian club and hotel venues, generating revenues of billions of dollars annually and accounting for the majority of gambling expenditure. These revenues arguably rely on unsafe consumption practices, generating considerable harm. Clear evidence is available describing unsafe levels of EGM consumption by regular EGM consumers in hotels and clubs, and indicating modifications to EGM technology and systems to minimize harm. However, a comfortable orthodoxy, the discourse of 'business as usual', perpetuates current arrangements, sustaining in particular a model of the 'problem' gambler as an individualized flawed consumer. The article argues that the marketing and distribution of EGMs is neither accidental nor something for which the individual is responsible, and neither is the safeguarding of oneself from the harm produced by goods licensed by government. Pursuit of a goal of safe consumption for all EGM gamblers requires disruption of the discourse of business as usual. (PsycINFO Database Record (c) 2009 APA, all rights reserved) (from the journal abstract)

Location of Study: Australia

Comment: this article challenges the dominant approach to problem gambling research which pathologises and individualises problem gambling and largely ignore questions around governmental responsibility and product safety. The article is an opinion piece which draws upon previous research by the authors with key informants and problem gamblers.

\* Funding sources and declared interest: none declared

**Marshall, D. (2009). Gambling as a public health issue: The critical role of the local environment. *Journal of Gambling Issues*, (23) Retrieved from <http://www.camh/egambling/>**

This paper discusses gambling as a public health concern and outlines why local circumstances are central to such concerns. Using the framework of compositional and contextual factors to frame discussions, it is argued that the local circumstances of individuals and communities are critical to whether gambling activity is problematic. Unlike other similar public health issues for which there are clear parameters defining what is a problem and how severe the problem is, it is argued here that gambling-related problems are determined almost entirely by the circumstances in which the activity is occurring. As such, strategies designed to prevent or minimise gambling-related problems should target the local contextual environment and not just focus on the gamblers themselves, as has tended to occur to date.

Location of Study: Australia

Comment: Marshall joins a growing number of academics in calling for gambling to be addressed from a public, rather than an individual, health perspective. The paper contains a comprehensive discussion of compositional and contextual factors and how they may influence the emergence of gambling problems within a community. Marshall argues that rather than merely the level of gambling in a region affecting whether gambling leads to public health problems, it is the interplay of factors such as population characteristics, regulatory measures, size and number of EGM venues, the presence of alternative recreational activities and so on.

\* Funding sources and declared interest: no declared conflicts of interest

**McDonald, J. (2009). The Biggest Challenge? Recognition of Gambling as a Public Issue. *Gambling Research*, 21(1), 47-50. Retrieved from:**

<http://search.informit.com.au/documentSummary;dn=185963720960991;res=IELHSS>

Some of the biggest challenges that face gambling research in Australia are discussed. The need is for advocacy and action groups and researchers to work at shaping gambling as a public issue.

Location of Study: Australia

Comment: McDonald's reflections on the current funding arrangements for Australian based gambling research are based partly on his experience of seeking research funding and provide an interesting, if disheartening, insight. The discussion regarding "actual and perceived" conflicts of interest draws parallels with issues plaguing research funded by the tobacco, alcohol and pharmaceutical industries and makes a number of recommendations to enhance the integrity of gambling research.

\* Funding sources and declared interest: no declared conflicts of interest

**McGowan, V. (2004). How do we know what we know? Epistemic tensions in social and cultural research on gambling: 1980 - 2000. *Journal of Gambling Issues*, (11) Retrieved from <http://www.camh.egambling/>**

This project seeks to answer the question, how do we know what we know about gambling? With reference to a systematic review of the gambling research literature that addresses social and cultural topics and issues, this paper explores the epistemic cultures that created and gave authority to knowledge about gambling presented in scholarly research published between 1980 and 2000. From small beginnings in the 1980s, scholarly research in this area exploded during the 1990s and was dominated by surveys describing the distribution of problem and pathological forms. The trend in gambling research is towards an increasingly narrow range of topics, focused on pathology, and curiously disengaged from advances in contemporary social theory. The paper concludes with a plea for nuanced, politically engaged, and culturally informed gambling research grounded in the social, cultural, historical, and everyday contexts in which gambling is embedded.

Location of Study: Canada

Comment: this comprehensive analysis and critique of gambling research during the 1980s and 1990s charts the development of research by different disciplines. The relative domination of research focused on the individual problem gambler is examined and the lack of research on the social and cultural impacts of gambling is highlighted.

\* Funding sources and declared interest: based on a literature review commissioned by the Alberta Gaming Research Institute

**McMillen, J. (March 2009). Is democratic gambling reform possible? *Australian Review of Public Affairs Digest*, Retrieved from <http://www.australianreview.net/digest2009.html>**

Comment - In this paper McMillen critically reviews the arguments put forward by Peter Adams in his book, *Gambling, Freedom and Democracy*. Also of interest are McMillen's summaries of the differing gambling environments within Australia's states and territories and background to the federal government's Productivity Commission inquiry into Australia's Gambling Industries (1999). McMillen is supportive of many of the arguments put forward by Adams including the power of the gambling industry to block, manipulate or dilute policy reform and the way in which 'Community benefit' payments can bind local organisations, sports groups and counselling services to gambling operators, effectively preventing them from voicing any misgivings they may have with the industry and its impact on individuals and the community. However, McMillen takes issue with some of Adam's criticisms of the Australian situation, arguing that he has not

given full consideration to the reforms since the 1999 Productivity Commission Inquiry and that the situation is more complex than he proposes.

Location of Study: Australia

\* Funding sources and declared interest: Jan McMillen is Adjunct Professor at the Auckland University of Technology. Her research interests include the analysis of gambling impacts, policy and regulation. She has held professorial appointments at the Australian Institute for Gambling Research (University of Western Sydney) and Centre of Gambling Research (Australian National University). She also has been a regulator appointed to two independent Gaming Commissions (1990–2003).

**Regional Electronic Gaming Machine Caps Review Panel (2005). *Regional electronic gaming machine caps review panel: Final report*. Melbourne: Office of Gaming and Racing, Department of Justice. Retrieved from [www.justice.vic.gov.au](http://www.justice.vic.gov.au)**

The Regional Electronic Gaming Machine Caps Review Panel was established in March 2005 to examine the regional caps policy and strategy introduced in five Victorian areas in 2001 and to make recommendations to the Government regarding the best way to progress. The Panel took submissions from community groups, industry and local government and contacted a number of leading Australian researchers. The panel also commissioned the Australian National University Centre for Gambling Research ([McMillen & Doran](#)) to undertake socio-spatial analysis research and considered the report the [Study of the Impact of Caps on Electronic Gaming Machines](#) commissioned by the Victorian Government and conducted by the South Australian Centre for Economic Studies (SACES).

Location of Study: Australia

Comment: this report contains a good history of the caps policy, review of its effectiveness, discussions around accessibility and gambling activity and nine recommendations. These included: the setting of a universal cap of a density of eight EGMs per one thousand adults (excluding Melbourne CBD, Docklands and Southbank), that the Minister investigate a shift towards more destination style gaming venues and fewer overall venues and that the Victorian Government encourages all councils to develop a local gaming machine policy to be included in their planning framework.

\* Funding sources and declared interest: commissioned by the Regional EGM Caps Review Panel.

**South Australia Centre for Economic Studies. (2009). *Social impacts of gambling: A comparative study*. Final report. South Australia, Australia: Independent Gambling Authority. Retrieved from: <http://www.iga.sa.gov.au/pdf/research/SocialImpactsOfGamblingAComparativeStudyApril2009-PublishedVersion.pdf>**

This report aims to describe the definitions and methodologies used by the Productivity Commission and regulatory bodies in Australia and New Zealand in relation to measuring the social impacts of gambling, and secondly, critique those methodologies and definitions. The authors' find that the definition of social impacts, the measurements of social impacts and the tests applied to gaming licence applications relating to social impacts are subject to a high degree of subjectivity. There are some similarities across approaches by the gambling authorities in the Australian and New Zealand jurisdictions, but approaches vary widely.

Location of Study: Australia

Comment: a very useful overview and critique of the varying regulatory environments within New Zealand and each Australian state/territory. The document lists which authority regulates gambling, the related Acts of Parliament, how 'social impacts' are defined and how they are dealt with within the application processes for EGMs.

\* Funding sources and declared interest: report commissioned by the Independent Gambling Authority of SA.

**Walker, D. (2003). Methodological issues in the social cost of gambling studies. *Journal of Gambling Studies*, 19(2), 149-184. DOI: 10.1023/A:1023629331837**

The appropriate way to classify and measure the social costs of gambling is a very important, unresolved methodological issue that has been addressed by Collins and Lapsley (2000); Thompson, Gazel, and Rickman (1999); and Walker and Barnett (1999), among others. What should be included and excluded from social cost studies continues to be a controversial issue, as illustrated in the literature and recent conferences. This paper is an attempt to explain the economics conception of social costs in accessible language. By using a simple economic model and everyday examples, it shows that the economics methodology is better than the other methodologies currently available. There are four specific goals of the paper: (1) Discuss the importance of the social cost methodological debate and the state of research in the area; (2) Explain the Walker–Barnett definition of social cost in the context of a simple production possibilities frontier and indifference curve model; (3) Use simple illustrative examples to show why many of the alleged social costs should not be classified as such; and (4) Suggest a new method for analyzing the social costs and effects attributable to pathological gambling.

Location of Study: United States

Comment: while recognising that research on legalised gambling is multidisciplinary, Walker argues strongly for a single definition of the ‘social costs’ of problem gambling according to an economic framework. Walker’s stance is controversial and the definition proposed includes only those effects that result in a net decrease in overall societal wealth and thus excludes personal expenditures and negative consequences to individuals including crime, divorce etc. This paper was one of five commissioned by the Canadian Centre on Substance Abuse for presentation at the 1<sup>st</sup> International Symposium on the Economic and Social Impact of Gambling held in Whistler, 2000. The other papers can be found within sections C and D of this bibliography.

\* Funding sources and declared interest: the Whistler Symposium was planned and funded by Canadian provincial government agencies, private foundations, and gaming industry operators with a mandate or interest in gambling related issues.

**Walker, D. (2008). *Challenges that confront researchers on estimating the social costs of gambling* (10th Anniversary White Paper Series. US: American Gaming Association. Retrieved from [http://www.americangaming.org/publications/10th\\_anniversary\\_series.cfm](http://www.americangaming.org/publications/10th_anniversary_series.cfm)**

This white paper examines why little progress has been made in researchers’ ability to adequately identify and measure the potential costs of legalized gambling and strives to provide researchers and policymakers with an understanding of the basic problems inherent in measuring the social costs of gambling. Dr. Walker suggests four fundamental issues that must be addressed before researchers can truly begin to estimate the social costs of gambling, (1) comorbidity, or the idea that many pathological gamblers have other coexisting disorders; (2) survey data validity; (3) measuring government expenditures relating to the treatment of problem gambling; and (4) the counterfactual scenario.

Location of Study: United States

Comment: Walker discusses the difficulty of accurately measuring the social costs of gambling in monetary terms. While some of the points he makes regarding issues associated with assessing social costs are reasonably argued, much of the paper seems biased and is peppered with statements such as: “Such findings suggest that people who suffer from these conditions may be predisposed to engage in compulsive behaviours. If these individuals did not have a gambling problem, they would likely have other problematic behaviours instead.”

\* Funding sources and declared interest: this paper is one of a number commissioned by the American Gaming Association (AGA) for its tenth anniversary series. The AGA is an organisation established to represent the commercial casino entertainment industry