

**Inquiry into the Victorian Auditor-General's reports no. 99: Follow up of Regulating Gambling and Liquor (2019) and no. 213: Reducing the Harm Caused by Gambling (2021)**

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# A public health approach

## Research on harm:

- occurs on a spectrum and is widespread
- multiple factors need to be addressed e.g. social, policy, access
- affects individuals, families, friends, communities, population
- product design, promotion and offers increase risk
- requires a collective response across sectors to minimise.

## Foundation functions:

- build, expand and strengthen knowledge / understanding of harm
- monitor the gambling environment and disseminate knowledge
- raise community awareness
- provide treatment and support services
- support professional development for services.



# Enhancing efficacy

<b>Outcomes framework</b>	<ul style="list-style-type: none"><li>• Unique and leading work – provides metrics against which to measure progress and sets out goals to guide priorities</li></ul>
<b>Service system review</b>	<ul style="list-style-type: none"><li>• Outcomes are informing the recommendation to develop a new, more efficacious stepped care service delivery model</li></ul>
<b>Prevention programming framework</b>	<ul style="list-style-type: none"><li>• An evidence-based approach to program development that focuses on reducing risk factors in the community and strengthening protective factors for vulnerable populations</li></ul>
<b>Sector development strategy</b>	<ul style="list-style-type: none"><li>• A revised approach to enhancing professional and community capacity to prevent and respond to harm and understand recovery</li></ul>



# Response to VAGO recommendations

<b>Understand harm</b>	<ul style="list-style-type: none"><li>• Updated research procurement processes</li><li>• Improved knowledge mobilisation</li><li>• Updated clinical guidelines</li><li>• Service system review</li></ul>
<b>Prevent harm</b>	<ul style="list-style-type: none"><li>• Outcomes framework</li><li>• Cost-effectiveness included in evaluations</li><li>• Sector development strategy</li></ul>
<b>Treat harm</b>	<ul style="list-style-type: none"><li>• Improved referral processes and dataset review</li><li>• New service delivery model</li><li>• Integration of services into MARAM Framework</li></ul>



# Gambling harm and the online environment

- Amplified risks include immediate and continuous nature, accessibility, high stakes, numerous events
- Saturation ads across media continue to normalise betting – especially for young people and on sports
- Losses increased during and post-pandemic
- Simulated gambling in games can normalise gambling, blunt or distort understanding of risk and create gateways to gambling

