

Research programme 2018-22

In support of the National Responsible Gambling Strategy

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Executive Summary

1. This document sets out the research required to progress delivery of the National Responsible Gambling Strategy,¹ the overall aim of which is to reduce gambling-related harms. We have based the programme on six core themes. We aim to deliver the programme across the next three years².
2. Figure 1 below outlines the core research themes and the overarching aim for each area of work.

Figure 1: Core research themes



3. These clearly defined priorities will enable us to be more ambitious in our research objectives and deliver larger scale projects which will provide robust evidence to feed into a complex and evolving policy environment. It will allow the research to be commissioned through consortium teams which encourage the involvement of experts and specialists new to the field of gambling.³

¹ [National Responsible Gambling Strategy](#), Responsible Gambling Strategy Board, April 2016.

² A new National Strategy will be developed for 2019-2022. This research programme anticipates the evidence that will be needed to support a successor strategy. It will be updated in parallel to the development of the next National Strategy to ensure the approach to research is consistent with any changes to strategic priorities.

³ This is intended to help widen the field of academics and agencies involved in gambling research, in line with Priority Action 10 of the National Responsible Gambling Strategy.

Introduction

4. This document sets out priority topics for research which will enable effective actions to be taken to reduce gambling-related harms. These priorities have been set on the advice of the Responsible Gambling Strategy Board (RGSB).
5. An independent research programme is a key part of the governance arrangements which ensure a separation between the funding for research on gambling and the setting of research priorities and questions. By being specific about the research needed, and setting the research agenda independently, we hope to encourage a wider range of academics, research agencies and others to deliver high quality research. It is vital that independent academics and researchers can contribute without concern about risk to their reputations.
6. This document builds on the first research programme, which was always intended to be adapted in response to changes in the scale and scope of projects required. This version will cover the period from 2018-22, spanning the end of the period covered by the current National Responsible Gambling Strategy and anticipating knowledge and evidence gaps that will need to be filled to support a successor strategy. Updates may be required to allow for new priorities that arise in the next iteration of the National Strategy for which the Gambling Commission will be the lead body.
7. We want to hear views from a wide range of stakeholders on the contents of this programme. An updated version will be published alongside the next National Strategy. If you have comments on this research programme, or have ideas about how it can be improved, please contact us at: research@gamblingcommission.gov.uk by December 2018. It will remain a live document and will be updated as required to ensure that it keeps pace with changes in research priorities.

Background

8. In April 2016 RGSB published the National Responsible Gambling Strategy 2016-19. This highlighted key issues where research and evidence were needed. In May 2017, RGSB published a research programme to set out these requirements in more detail. In developing the research programme, RGSB engaged directly with policymakers, academics and other stakeholders to identify key gaps in evidence.⁴
9. From April 2019, the Gambling Commission will take lead responsibility for the National Responsible Gambling Strategy. As a result, it will also take responsibility for the research programme underpinning it.⁵ The Gambling Commission also writes the project briefs required to commission each project or theme contained within the research programme.

⁴ The research programme was initially published in December 2016, with an updated version published in May 2017 following consultation with the Gambling Commission and key stakeholders, including a number of academics. [Research Programme 2017-19](#), Responsible Gambling Strategy Board, May 2017.

⁵ The period until March 2019 will be transitional, with governance arrangements being updated to reflect these changes in the arrangements for delivering research, education and treatment.

10. This updated research programme sets out the research requirements in the form of six core research themes. This will give more flexibility in how they are delivered and increase the scope for them to be commissioned as large consortium projects or sub-programmes of research made up of smaller modules.⁶ We believe this will be a more effective way of delivering the work.
11. We recognise that answering the big questions set out by this programme will be difficult and will take time. We need to take a pragmatic approach. Pace of delivery is important to making progress now. Research will therefore need to be delivered incrementally with findings published along the way.
12. The research programme provides the following for each research theme:
 - a. Short-term outputs that can be achieved in the next 12 months.
 - b. Longer term goals to be met within the next 2-3 years.

Considerations

13. There are four overarching factors which will be considered when research is commissioned and delivered:
 - **Children and young people:** Children, young people and adults interact with gambling and experience gambling-related harms in different ways. These differences should be taken into consideration when research is commissioned and should be reflected in research design.⁷
 - **Accessibility of data:** It is essential that datasets are made available for wider research and secondary analysis by independent researchers and academics, as well as teams commissioned by GambleAware. We will undertake work to make more data openly available to researchers, including both industry data and survey datasets, and will support GambleAware in the development of a data repository.
 - **Horizon scanning and future proofing:** The gambling industry is changing at a fast pace, introducing new products and ways of engaging with customers. It is important that this programme of research makes the most of opportunities to identify risks that are likely to materialise in the future, as well as those we currently face. This is a cross-cutting theme reflecting priority action 11 in the National Strategy.
 - **Lived experience and consumer voice:** We recognise that gamblers, including those that have experienced harm, and their families and friends, are likely to be able to offer important insights to research. Consideration should be given to ways of capturing these insights in research projects undertaken as a result of this programme. This cross-cutting theme will contribute to priority action 12 in the National Strategy.

⁶ Theme 5 will be directly fed by the outputs of our work into gambling-related harms, and so limited progress will be made in this area until we have an agreed method for measuring and monitoring harms in a survey vehicle.

⁷ [Children, young people and gambling: A case for action](#), Responsible Gambling Strategy Board, June 2018.

Roles and responsibilities

14. Alongside this research programme are publishing an updated Research Commissioning and Governance Procedure⁸ which gives transparency about the governance arrangements and provides assurance that research priorities are set independently.
15. In brief, roles and responsibilities are now as follows:



Structure of this document

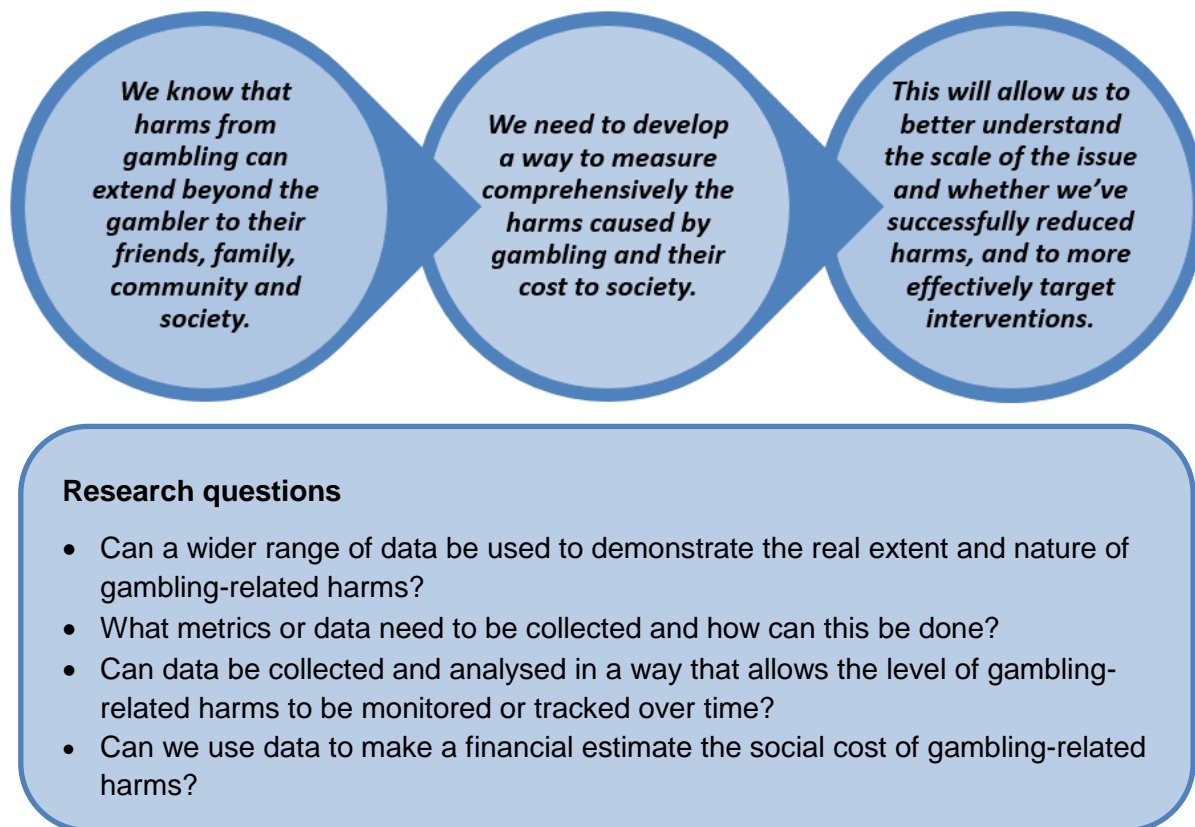
16. The structure of the remainder of this document is as follows:
- **Part one** - Provides a summary of each research theme, the research questions to be answered, and our short and medium-term research goals.
 - **Part two** – Sets out further detail on research governance and delivery.

⁸ [Research Commissioning and Governance Procedure](#), Responsible Gambling Strategy Board and GambleAware, April 2016 – an updated version is forthcoming.

Part one – Core research themes

18. This section summarises each research theme and sets out what we already know, what new research under each theme needs to cover, what the findings will allow us to achieve, and the research questions to be answered.

Theme 1: Defining, measuring and monitoring gambling-related harms



19. It is important to improve our understanding of the true nature of gambling-related harms and our ability to measure them. This will help us move away from simply identifying the number of problem gamblers within a population. Gambling-related harms include those experienced by other people, not just the gambler – including families, children of gamblers, employers, communities and society more generally. Harms can be temporary, episodic or longer term in nature, and can occur at all levels of gambling participation.
20. An expert group has developed a conceptual framework of harms grounded in theory and evidence. Work to date has involved agreeing a preliminary working definition of gambling-related harms and adapted models of how harms sit within broader eco-social and prevention models⁹.
21. Achieving the long-term goal of developing an effective way of measuring and monitoring gambling-related harms will be a significant undertaking. For the next 12 months work will focus on developing a pragmatic methodology based on data that are currently available

⁹ [Measuring gambling-related harms: a framework for action](#), Wardle H, Reith G et al, July 2018.

and begin the process of analysing existing data sources in a series of pilot projects. The methodology will need to be refined and added to over subsequent years.

22. The expert group have also presented a range of likely metrics to which we could attach a social cost of gambling-related harms. It has outlined a shortlist which it considers has the most potential for building into a framework to measure social costs:
 - a. Number of job losses / increased claims on benefit system
 - b. Bankruptcy
 - c. Homelessness applications
 - d. Increased use of debt services
 - e. Crimes committed
 - f. Divorce / separation / relationship breakdown
 - g. Increased use of relationship services
 - h. Experience of stress, depression, anxiety, substance abuse and misuse
 - i. Suicide and suicidality.

23. The next phase will require a consortium of researchers, analysts, health economists and other experts to scope the proposed framework, assess and analyse existing data, and develop a robust methodology for data collection to extend the list of metrics through existing administrative data sources, self-report surveys and primary data collection.

24. We will follow a similar approach to develop a dedicated framework to measure harms experienced by children and young people. This will include developing and piloting a set of survey questions to improve our understanding of the dimensions of harm experienced by children as a result of their own or someone else's gambling.

25. Table 1 below outlines what we expect to be achieved in the next 12 months, and work to take place in the subsequent two years.

Table 1: Gambling-related harms - short and medium-term research goals

Short-term outputs (next 12 months)	Medium-term goals (years 2 and 3)
<p>Commission small pilot projects to conduct preliminary analyses of promising metrics¹⁰ where data is available. Identify opportunities to link with self-reported survey data where needed.</p> <p>Engage health economists to scope and develop a methodology for measuring the cost and prevalence of harms.</p> <p>Develop and pilot survey questions to understand gambling-related harms experienced by children and young people.</p>	<p>Build and pilot new survey questions to supplement or develop available data to start to measure and monitor the cost and prevalence of gambling-related harms. Refine and extend the core methodology as more data become available.</p> <p>Use new survey questions to explore the harms experienced by children and young people.</p>

¹⁰ Including the link between gambling and suicide.

26. This research theme builds on the following two research projects from the 2017-2019 research programme:

- **Project 1.1:** Developing and identifying effective indicators of gambling-related harms.
- **Project 1.2:** Building and testing a mechanism for measuring and monitoring gambling-related harms.

Theme 2: Analysis of patterns of play and associations between harms and gambling products, environments and characteristics



Research questions

- Do people gamble differently on different products, and in different environments and premises?
- Are some forms of gambling more harmful than others?
- Are there any products or characteristics that *don't* lead to harmful play or act as 'protective characteristics'?
- How does people's play vary by problem gambling status, socio-economic, demographic, and psycho-social characteristics?
- How can we improve our understanding of what makes people more vulnerable to gambling-related harms?
- What effect does the use of gambling management tools have on patterns of play which might be indicative of harms?

27. The research required in this area will help us better understand if, how and why some gambling products are more harmful than others. Answering these questions will involve analysis of real play data provided by the gambling industry. To achieve this, all sectors of the gambling industry will need to share data regularly and make it available for research. Analysis of more granular data will allow greater insights into how people gamble within sessions and over longer-periods of time.

28. We know that problem gamblers are more likely to use multiple gambling products. Drawing a link, therefore, between one specific type of product or characteristic and

gambling-related harms will be extremely difficult. However, we do need to understand which products may pose greater risks so that we can most effectively target interventions. This will require considerable work to develop a robust methodology and to source data from the gambling industry.

29. In the medium-term we will also be looking to scope opportunities to access previously untapped data sources and link consumer data to play data to identify links to consumer vulnerability.
30. An open repository for industry data, which would allow data to be collected and retained on a continuous basis for harm-minimisation and research purposes, should be established. This too is a complex task, but will contribute efficiencies and benefits to researchers, industry, policy-makers and other key stakeholders. It will enable multiple research projects to be conducted from the same datasets and minimise the burden placed on both the industry and research participants.
31. Table 2 below outlines what we expect to be achieved in the next 12 months, and work to take place in the subsequent two years.

Table 2: Patterns of play - short and medium-term research goals

Short-term outputs (next 12 months)	Medium-term goals (years 2 and 3)
<p>Engage with industry to source data, with an early focus on online gambling. Commission a research consortium to conduct preliminary analysis of priority datasets and design a robust methodology for additional data collection.¹¹</p> <p>Conduct initial analysis where play data is already linked to consumer data and assess the feasibility of linking or collecting further data.</p> <p>Scope the development of a repository for industry data.</p>	<p>Continue advanced analysis on play data across all sectors, linked to data on consumer vulnerability to understand how gambling behaviour and consumer risk varies by product and environment.</p> <p>Create a repository for industry data for harm-minimisation and research purposes.</p> <p>Research to understand the specific effect that being online (i.e. accessibility, isolation and a perception of anonymity) has on gambling behaviour.</p>

32. This research theme builds on the following projects from the 2017-2019 research programme:
 - **Project 4.2:** Analysis to describe patterns of play on different gambling products and in different environments.
 - **Project 4.3:** Understanding consumer vulnerability by linking data on play with individuals' socio-economic background and attitudes to gambling.
 - **Project 4.4:** Online gambling: The impact of accessibility and the effect of being online in decision making and behaviour.

¹¹ This will build on the initial analysis completed in the study: [Analysis of play among British online gamblers on slots and other casino-style games](#), David Forrest and Ian McHale, University of Liverpool, March 2018.

Theme 3: Changes in gambling behaviour over time



Research questions

- What is the most effective way of collecting longitudinal data on individuals' gambling behaviours and gambling-related harms?
- Are certain products more likely to be 'gateway' activities, and what does a typical 'progression' in gambling look like?
- What impact do life events have on people's decision to start, continue or stop gambling, or on harmful gambling behaviour?
- How does this vary according to demographic and other characteristics that indicate consumer vulnerability?
- Does interacting with certain products have a disproportionate impact on harm?

33. Existing population surveys such as the Health Surveys and Welsh Problem Gambling Survey are effective at monitoring rates of gambling participation and the prevalence of problem gambling. They are limited, however, in exploring how individual gamblers' behaviour changes over time. A longitudinal study will enable us to explore the factors that cause people to start, continue and stop gambling at different points in their lives.
34. Longitudinal studies have been considered in the past. However, the methods that can be used have evolved in recent years. We will explore online methodologies and mixed method approaches which may help us to deliver longitudinal research in a way that represents better value for money. It may also be possible to exploit existing longitudinal studies.
35. This study will not necessarily be fully representative of the population as a whole. It may be more effective to target it to explore changes in gambling behaviour over time in specific cohorts.
36. A scoping study will therefore be needed, with the full development, piloting and launch of the study taking place in the subsequent two years. However, if progress can be accelerated, it may be feasible to set up the core survey sooner than anticipated.

Table 4: Changes in gambling behaviour over time - short and medium-term research goals

Short-term outputs (next 12 months)	Medium-term goals (years 2 and 3)
<p>Scoping study to explore methodology options and innovative approaches which can deliver a longitudinal study whilst also achieving value for money.</p> <p>Start development of survey vehicle and begin piloting and cognitively testing core questions.</p> <p>Identify the 'predictive factors' where data will need to be collected in the early stages of a longitudinal study.</p>	<p>Recruit sample cohort/s and commence the study.</p> <p>Incorporate the outputs of the gambling-related harms work to ensure that the survey includes (or can contribute to) a measure of gambling-related harms.</p> <p>Further develop survey content in line with policy requirements. Analysis of core survey data when available.</p>

37. This research theme builds on the following project from the 2017-2019 research:

- **Project 4.5:** Longitudinal study: Why do people move in and out of harmful play?

Theme 4: What works in industry-based harm-minimisation?



Research questions

- How can we learn from pilots of harm-minimisation initiatives? This is likely to involve projects where operators pilot interventions and collaborate on how they are evaluated.
- What is the impact of regulatory change? This is likely to involve work to understand the impact of changes to the LCCP (such as the introduction of multi-operator self-exclusion).
- How can we support industry to establish a culture where they use evaluation to understand the effectiveness of their own safer gambling initiatives?

38. The National Strategy sets an expectation that the gambling industry should evaluate the impact of the interventions and harm-minimisation tools they develop in line with the good practice principles outlined in the Evaluation Protocol.¹² This is an area where accelerated progress is still required.¹³ We aim to encourage the use of collaborative pilots (established with industry input) to test interventions and identify good practice.
39. We recognise, however, that there are some areas where evaluations should be led by GambleAware, working in conjunction with the Commission and RGSB. For example, we need to understand the impact of multi-operator self-exclusion schemes (MOSES) on gambling-related harms. It will also be necessary to explore consumers' awareness of self-exclusion more widely and barriers to its use. This work will be commissioned in 2018, but it is likely to take more than 12 months to conduct evaluations across all sectors.
40. Research is currently in progress which involves piloting and evaluating online interventions.¹⁴ These projects will both move into the piloting phase in the next 12 months and are likely to complete their evaluations in years two or three.
41. We intend to use evaluations from across the industry to generate good practice principles and consolidate the key lessons learnt to enable ongoing improvement of both interventions and evaluations. Table 5 below shows the short and medium-term goals for evaluations of industry-based interventions.

Table 5: What works in industry-based harm-minimisation? - short and medium-term research goals

Short-term outputs (next 12 months)	Medium-term goals (years 2 and 3)
<p>Evaluation of gamblers' awareness of self-exclusion and barriers to using it. Development of evaluation methodologies for MOSES</p> <p>Projects piloting innovative ways the gambling industry can ensure gambling is safe, empower customers and identify and intervene when their play becomes risky.</p>	<p>Start data collection with MOSES users to inform impact assessments. Revisit gamblers' awareness of self-exclusion and barriers once the schemes have been embedded.</p> <p>Completion of pilot interventions and evaluation of impact.</p> <p>Review support available to industry to allow them to conduct or commission credible evaluations of their safer gambling activities.</p>

42. This theme builds on the following projects from the 2017-2019 research programme:
- **Project 7.1:** Evaluation of MOSES and awareness and barriers to self-exclusion.
 - **Project 3.1:** Evaluation – analysis of best practice and key lessons learnt.

¹² [Evaluation Protocol](#), Responsible Gambling Strategy Board, April 2016.

¹³ [Two years on: progress delivering the National Responsible Gambling Strategy](#), Responsible Gambling Strategy Board, May 2108

¹⁴ More information can be found at: [GambleAware website – Research projects](#) – Applying behavioural insights to reduce problem gambling – remote gambling research phase 3.

Theme 5: Education and prevention



Research questions

- Should specific demographic groups be targeted by preventive education?
- What techniques of providing information are most likely to prove effective?
- What is the role of preventive education in a public health approach to reducing gambling-related harms?
- Should children and young people be provided with information to help them avoid gambling-related harms? If so, how should it be provided and what information do they need?
- What can we learn from evaluation of pilot projects?
- What impact does marketing and advertising for gambling have on children, young people and vulnerable people?

43. In principle, prevention of harm is better than cure. The role of education, therefore, as a key form of prevention, needs to be better understood. This work will provide the evidence to enable us to achieve our overarching aim to establish a national strategic plan for preventive education. It will need to consider approaches suitable for mainstream audiences, groups which are particularly vulnerable to harm, and children and young people.
44. There is a need for caution when developing this work as we will need to be careful to avoid unintended consequences. However, this should not block progress, which is why research and evaluation is crucial.
45. GambleAware has already delivered five advice and education pilot projects¹⁵ which aim to explore ways to reduce the impact of gambling-related harms, particularly on vulnerable populations (such as young people, homeless people, professional sports players and those in the armed forces). These pilot projects are now being evaluated.
46. New research is also underway to explore the impact of gambling advertising on children, young people and vulnerable people. This research will assess whether there are specific characteristics of advertising that are particularly harmful to these groups. Improving our

¹⁵ [GambleAware website – harm-minimisation programme](#)

understanding in this area will help us explore whether changes to the way gambling products are advertised could prevent harm.

47. Table 5 below shows the short and medium-term goals for education and prevention.

Table 5: Education and prevention - short and medium-term research goals

Short-term outputs (next 12 months)	Medium-term goals (years 2 and 3)
<p>Complete evaluations of education pilot projects and begin to explore what works in preventive education. Use this evidence and insight to inform a new strategic plan for preventive education.</p> <p>Complete research to improve our understanding of the impact of gambling advertising on children, young people and vulnerable people.</p>	<p>Develop understanding of what works, for whom, and in what circumstances.</p> <p>Use evidence from this research to deliver a national strategic plan for preventive education.</p> <p>Continue to evaluate education and information provision projects.</p>

48. This theme builds on the following projects from the 2017-2019 research programme:

- **Project 8.1:** How do we know what works in preventive education?
- **Project 4.1:** The effect of advertising on children, young people and vulnerable people.

Theme 6: Treatment



Research questions

- Which treatment approaches work best, and for whom?
- Are there gaps in the current provision of treatment for gambling-related harms?
- Are there any barriers to accessing treatment? Do these vary for different population groups?
- Can we identify opportunities for improving treatment through better use of new technology? Are there any alternative approaches that could be more effective?
- How can gambling treatment be integrated into the provision of support for other issues, such as alcohol, drugs or debt services?

49. We need to make sure that the treatment available to those who need it is effective and accessible. This applies to treatment provided by GambleAware-funded services, whilst also recognising that people may need support with issues related to gambling in other settings – including mainstream healthcare or wider addiction services (e.g. alcohol, substance abuse and misuse) or debt advice.
50. Finding the right approach needs to be underpinned by research and evaluation. GambleAware is currently commissioning teams to carry out a systematic review of effective treatment for gambling problems and a delivery gap analysis, followed by an evaluation of existing GambleAware-funded treatment services,¹⁶ namely GamCare (and its partners), the Gordon Moody Association, and the National Problem Gambling Clinic. All three of these projects include an assessment of whether there are any opportunities for improving treatment through technology.
51. The goals for this research area are set out in table 6 below.

Table 6: Treatment - short and medium-term research goals

Short-term outputs (next 12 months)	Medium-term goals (years 2 and 3)
<p>Deliver a review of the current model for treating gambling problems.</p> <p>Carry out a gap analysis of current provision to determine where needs are, and are not, being met.</p> <p>Establish a methodology for evaluating treatment services currently funded by GambleAware.</p>	<p>Deliver the evaluation of existing GambleAware-funded treatment services – identifying what works, for whom, and under which circumstances.</p> <p>Gain a better insight into value for money provided by existing treatment services.</p> <p>Identifying opportunities for innovative ways of delivering treatment.</p> <p>Create a national strategic plan for effective treatment.</p>

52. This theme builds on the following projects from the 2017-2019 research programme:
- **Project 9.1a:** Systematic review of effective treatment for gambling.
 - **Project 9.1b:** Evaluation of GambleAware treatment services.
 - **Project 9.2:** Treatment: delivery gap analysis (a needs assessment for treatment services).
 - **Project 9.3:** Opportunities for improving treatment through technology.

¹⁶ This may include new approaches to treatment that have emerged or are being piloted at the time of the evaluation.

Part two – Governance and delivery

Roles and responsibilities

53. Clear procedures have been put in place to govern how research priorities are set and how research is commissioned. The objectives of these arrangements are that:
- I. Research commissioning is conducted transparently and to the highest standards of governance so that all stakeholders can have confidence in the integrity of the results and a wide range of academics and research organisations are encouraged to engage with the delivery of the research agenda.
 - II. Research priorities are clearly identified and addressed.
 - III. There is clarity of responsibility and accountability.
54. Further detail on roles and responsibilities are as follows:
- **The Gambling Commission** is responsible for establishing and maintaining this research programme. When research is commissioned the Gambling Commission will produce a research brief outlining the policy context, setting the research questions to be addressed, explaining how these questions relate to strategic priorities, and describing how the research output is likely to be used. It also has a key role to play in this research programme by ensuring researchers have access to data and that operators cooperate where pilots are required. The Commission will ensure that research findings are applied directly to policy.¹⁷
 - The **Responsible Gambling Strategy Board** is responsible for advising the Gambling Commission on the contents of the research programme. RGSB also advise the Gambling Commission on the development of project briefs.
 - **GambleAware** is responsible for developing and maintaining a commissioning plan based on this programme and seeking to deliver as much of it as possible within the limitations of available funding. GambleAware may commission other research projects outside the scope of the programme, but consistent with its objectives, to the extent resources allow.
 - The **gambling industry**¹⁸ has no influence on the setting of priorities, on the research projects themselves or on the publication of research reports. It does have responsibility for supporting the research by making data and other information available. It also has a role to play by facilitating pilot activities which will allow the impact of interventions to be evaluated. All sectors of the gambling industry should regularly and routinely share data and make it available for research.

¹⁷ The Commission also has a wider role to play in research by commissioning and delivering research in line with its statutory role to give advice on the incidence of gambling, the manner in which gambling is carried out, the effects of gambling and the regulation of gambling. It has the power to commission research itself. The Commission follows the convention of focusing on participation and prevalence research, as well as other research that enhances its role as a source of credible statistics on gambling in Great Britain.

¹⁸ Including those who profit from, or have a vested interest in, the gambling industry.

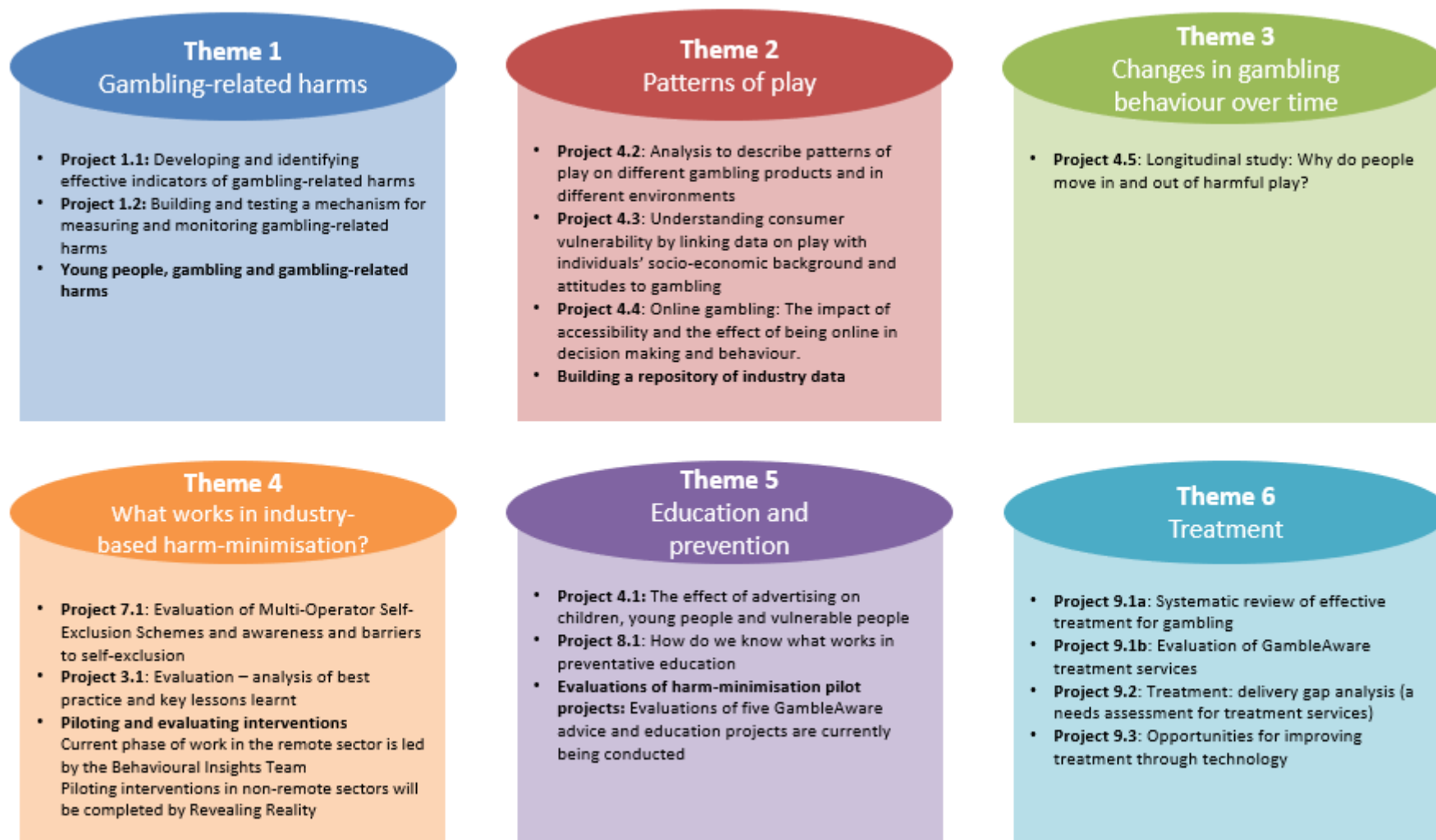
Dependencies

55. Successful delivery of this programme will be dependent on a number of factors, including:
- a. The availability of data from industry and other stakeholders to allow researchers to fully explore and answer the research questions that have been set. This will be particularly important in the work on patterns of play, which will rely heavily on the availability of industry data. The work on gambling-related harms also requires data to be made available by other stakeholders, such as health bodies, the criminal justice system, debt advice charities and other support services.
 - b. Sustainable funding to allow research to progress and for longer-term goals for each area of work to be achieved. It is likely that research in each area will be continuous and some projects, such as the longitudinal study, will be developed with longevity in mind.
 - c. A strong commitment from industry to collaborate and share knowledge to pilot interventions, test their effectiveness and share findings and good practice.
 - d. Strong leadership and direction from policy-makers to identify priority policy areas and to ensure that research findings are well communicated and incorporated into policy development.
 - e. Engagement from public health bodies and other stakeholders to ensure that strategic plans for treatment and education are well supported and implemented in a collaborative way.

Alignment to the 2017-2019 research programme

56. This updated version of the research programme seeks to continue the progress already made against the 2017-2019 research programme. Figure 2 below displays the new core research themes along with the distribution of the projects identified in the previous version of the research programme.

Figure 2: Core research themes and distribution of projects defined in the previous research programme (2017-2019)



September 2018

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