Gambling as a public health issue in Wales

Gambling is increasingly recognised as a public health problem. While only a minority of gamblers develop gambling problems, the financial, health and social harms associated with gambling can extend beyond the gambler to impact families, communities and wider society. Understanding the nature of gambling harms, the populations at risk and impacts of policy options can support effective practice to prevent gambling harms in Wales.





£14.4 billion

was lost^a by people gambling in 2017/18 in Great Britain

The estimated cost^b to Welsh public services from problem gamblers in 2015/16

was £40-£70 million

More than half of adults in Wales participate in gambling

Of Welsh residents aged 16+ years^c:

spent money on gambling in the last year (40% excluding those only playing the National Lottery)

were identified as 'at-risk' gamblers



were identified as problem gamblers

The number of gambling adverts aired on TV in the UK has risen dramatically

2006 152,000 2012

1,390,000

Exposure to gambling advertisements Adults

2 per day

Children

4 per week



14% of 11-16 year olds

in Great Britain have gambled in the past week^d

This is approximately 450,000 children



Almost 1 in 5 adults in Great Britain gamble online^e

Laptops are the most commonly used devices for online gambling but use of mobile phones and tablets is increasing







^aThe difference between bets paid in and bets paid out: Gambling Commission 2018; ^bConservative estimates of costs of health, welfare, employment, housing and criminal justice services: Thorley et al, 2016; Data from 2016: Gambling Commission 2017; Data from 2018: Gambling Commission 2018; ^eData from 2017: Gambling Commision 2018; ^fData from Ofcom 2013.

Gambling harms are the adverse impacts from gambling upon the health and well-being of individuals, families, communities and society

Examples of gambling harms include...

Resources

- Debt
- Crime
- Job loss
- School drop out
- Financial insecurity
- Lost work productivity
- Increased benefit claims

Health

- Stress
- Anxiety
- Suicide
- Depression
- Physical inactivity
- Alcohol misuse
- Substance abuse

Relationships

- Neglect
- Loss of trust
- Inequalities
- Domestic abuse
- Social isolation
- Separation and divorce
- Loss of parental support

Which groups can be more vulnerable to gambling harms ⁹				
Low income households	Unemployed people	Immigrants	Problem gamblers	Young people
People who have suffered ACEsh	Deprived communities	People in debt		Minority ethnic groups
People who are homeless	Smokers & alcohol drinkers	People with poor mental health	Students	Military veterans

What could Wales do to prevent gambling harms?

Increase **public awareness of gambling harms**, among young people and parents

Invest in **professional training** across multiple agencies e.g. healthcare, education

Improve services for those affected by gambling harms, including support for families

Integrate gambling harms as an outcome and factor in other **public health policies**

Advocate for policy change at UK-level restricting advertising and marketing

Develop the **evidence base** of what works to reduce gambling harms in different settings

Other evidence-based interventions which may be useful:



Restrict access to funds while gambling



Set limits on the time and money spent on gambling



Assist at-risk gamblers to self-exclude from gambling venues and services.



Action should be both **universal** and **targeted**, offering greatest support to those most in need



Consensus needs to be found among policy makers and the public on the **appropriate level of restrictions on gambling**

⁹To find out which areas across Wales have high numbers of people at risk of gambling harms, visit www.bangor.ac.uk/gambling-and-health-in-wales hAdverse Childhood Experiences

The information in this infographic is taken from the report: Gambling as a public health issue in Wales. For more information contact Bangor University (r.rogers@bangor.ac.uk) or Public Health Wales (mark.bellis@wales.nhs.uk).





