



What is the evidence to support effective interventions to reduce gambling-related harm?

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Background to NIHR PHR review

- Commissioned from NIHR Public Health Review Team
- High priority topic for many national and local government stakeholders
- Need to inform both current policy making and identify significant research gaps
- Mapping review followed by focused reviews to fill gaps
- Stakeholder consultations at all stages of review process



Review methods

- A priori system level conceptual model based on generic public health frameworks, to describe contextual factors, pathways and intervention points (for primary, secondary, tertiary prevention)
- Stakeholder consultations, including two PPI panels
- Identification and mapping of published review level
 evidence



Public discourse on gambling including impact (costs, benefits and harms):

public health interests v. industry interests v. government/political interests v. media reporting (broadcast, print and web based/social media)



Mapping review results

- Conducted March to June 2019
- Rapid review methods used in view of short time frame
- 30 full reviews included (from 1080 references)
- Weaker evidence for population level interventions
- Major gaps in both secondary and primary evidence



Findings – Review level evidence

Whole population preventative interventions:

- Demand reduction: interventions to reduce the demand for gambling.
- Supply reduction: interventions to limit opportunities to gamble.
- Targeted treatment interventions for individuals with an identified gambling addiction:
- Therapeutic interventions
- Pharmacological interventions
- Self-help/mutual support interventions
- Studies comparing two or more of these approaches



Findings – Gaps in evidence synthesis

• Screening for earlier identification of individuals at risk of problem gambling

• Interventions to reduce risk of relapse/support recovery



Findings – Major gaps in evidence

- International evidence from policy and industry developments (natural experiments?)
- Potential impact of interventions on inequalities (system impacts?)
- Intended and unintended consequences ("dark logic" models)



Examples of stakeholder consultation input

- Natural history: trajectory may start from seeking solution to financial problems (not only from recreational gambling)
- Scope of review: Inclusion of harms being experienced by third parties
- Identifying evidence: Inclusion of "grey literature"
- Ongoing developments: Citizens Advice service are piloting a screening tool for gambling addiction



Potential issues for discussion

- What are most promising or feasible areas for intervention? What can be done at local authority and/or community level?
- What is role of public attitudes in terms of acceptability of interventions that limit access or personal choice?
- What is role of interventions in tackling inequalities in gambling related harm or targeting specific risk groups?

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