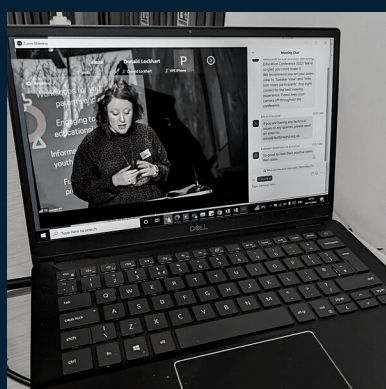


fast forward

SCOTTISH GAMBLING EDUCATION HUB CONFERENCE

A report on the SGEH Conference 2022: Inspiring the next steps.

20
22



Scottish Gambling Education Hub



A recording of the conference can be found at: <https://bit.ly/SGEHYouTube>

SGEH 2022 CONFERENCE A Round Up

Fast Forward's Scottish Gambling Education Hub hosted our conference on 24th November 2022 at the story telling centre in Edinburgh. The conference was also available to attend online.

The theme of the conference was **Inspiring the Next Steps** and it aimed to showcase a variety of the types of work that the SGEH promote around Scotland.

We were delighted to welcome many contributors to the conference who were involved in three keynote speeches, 2 panels and 4 workshops



CONFERENCE AGENDA

SCOTTISH GAMBLING EDUCATION CONFERENCE PROGRAMME

9:30 Arrival and refreshments

10:00 Keynotes

Allie Cherry-Brynes, CEO (Fast Forward)
Francesca Howard, Project Manager (SGEH)
Ronnie Cowan, MP
Lauren Asher, Youth Work Dumfries & Galloway
Robert Quigley, Education Collaborative Lead (Highland Council)

11:00 Workshops

- A. Let's talk about gambling! Games and activities for youth groups (in-person)
- B. Activities for supporting families to embrace the digital world (in-person)
- C. 'Going Forward to Own It' - Developing interactive games to support harm reduction (virtual)
- D. 'One Last Spin' - Film screening and Q&A (virtual and in-person)

12:30 Break (light lunch provided)

13:30 Panel 1: Using story to engage and inspire

Steve Watts, CEO/Founder (GamFam)
Tony Kelly, CEO/Founder (Red Card Gambling Support Project)
Martin Paterson, Director (The Machine Zone Community Interest Company)

14:10 Panel 2: Developing resources: Sharing learning and challenges

Christina Dineen, Project Development Officer (SGEH)
Clare Wyllie, Research Director (Tackling Gambling Stigma)
Hilda Campbell MBE, CEO (COPE Scotland)

14:50 Closing Statement

SGEH funder GambleAware
Allie Cherry-Byrnes, CEO (Fast Forward)



CONFERENCE ATTENDANCE



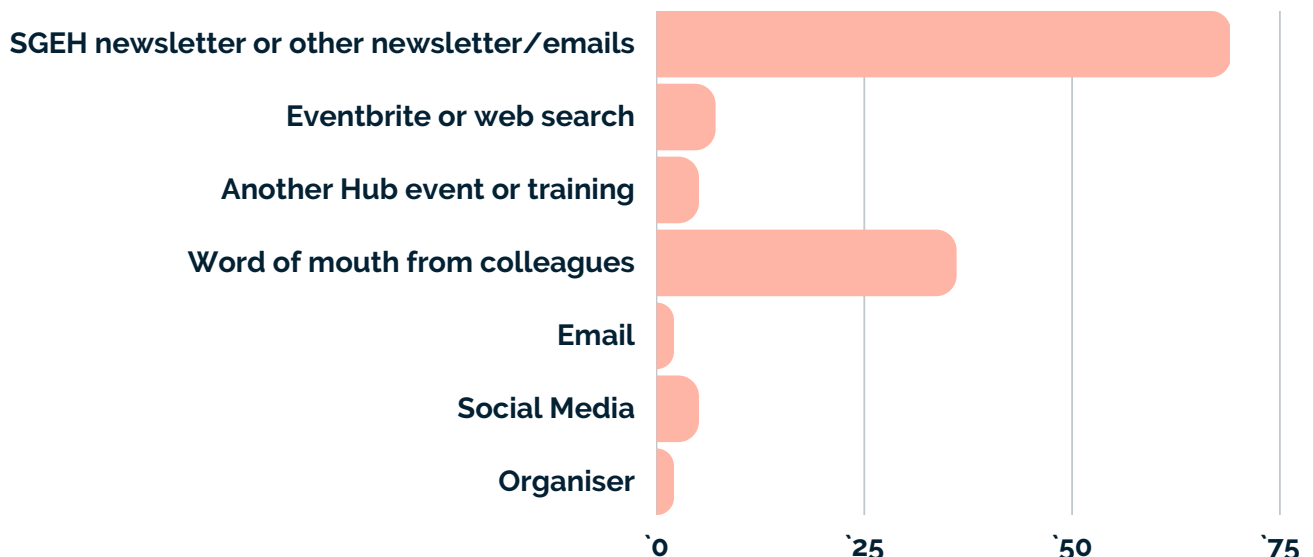
We were delighted to welcome **51** practitioners in person to the Story Telling Centre in Edinburgh to attend and contribute to our 2022 conference. We also pleased to be able to offer the opportunity to attend the conference online, as this allowed those from further afield or who were not able to travel to still be included and engaged in the conversations. We welcomed **38** attendees online.

Non Attendance

55% of people who registered to attend online actually attended

85% of people who booked to attend in person actually attended

HOW DID YOU HEAR ABOUT THE SGEH CONFERENCE?



KEYNOTE SPEAKERS

KEYNOTE 1

RONNIE COWAN
MP FOR INVERCLYDE



"We want to educate and inform. We want to provide people with the tools to control their gambling and we want to help people from being trapped in addiction... I applaud and support those that are educating and informing communities and in particular young adults and/or children."

"The gambling industry is actively grooming the next generation of gamblers and paying scant regard for the safety of it's current consumers"

Youtube: <https://bit.ly/SGEHRonnieCowan>

"The Toon is an interactive drama based production that young people design from scratch, write the script and perform. This year one of the scenes focused on gambling and looked at the ripple effect that a family members gambling can have on the young people and children within the household"

"We have ensured that youth groups have the appropriate posters displayed to signpost to the relevant gambling support services".

Youtube: <https://bit.ly/SGEHyouthworkDG>

KEYNOTE 2

LAUREN & CARLA
YOUTHWORK DUMFRIES & GALLOWAY



KEYNOTE 3

ROBERT QUIGLEY
HIGHLAND COUNCIL



Robert discussed how the roll out of one to one digital devices to school children led to a partnership with Fast Forward to develop training for parents and carers on online safety, gaming and gambling.

"The Lootbox connection was absolutely essential for us. Making that connection to the introduction to early gambling. The pressure or need to get the best item in the game"

Youtube: <https://bit.ly/SGEHRobertQuigley>

A recording of the key note speeches can be found at: <https://bit.ly/SGEHYouTube>

WORKSHOP A

Let's talk about Gambling!
Games and activities for Youth groups

In Person



Tine Reuter, SGEH Project Officer facilitated workshop A. This workshop was in person only and was attended by 12 participants

It can feel difficult to start a conversation about risks around gambling - but it's an important first step to preventing harm in our groups and communities. Join us for an opportunity to try out fun, engaging and thought-provoking activities that you can use to build conversations about gambling into your work with children and young people.



**"The games in
workshop A - lots of
good tools to use
when engaging
with young people"**

Workshop A attendee



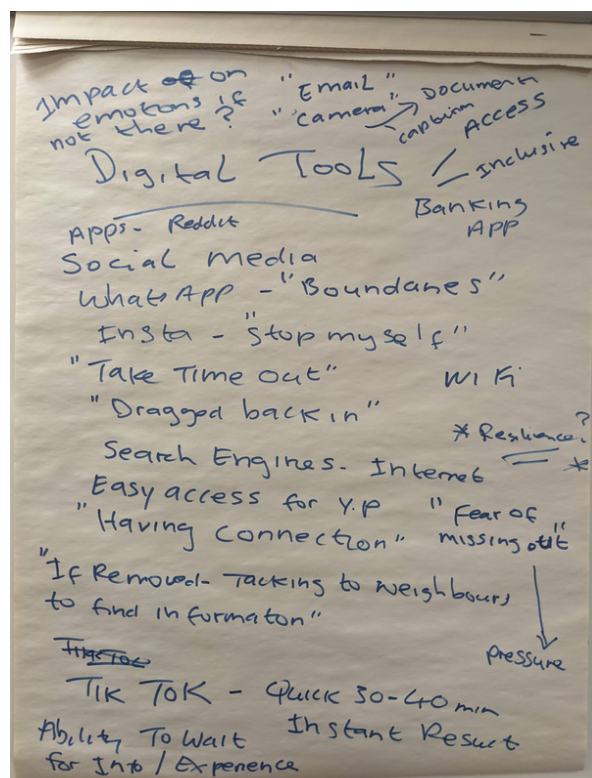
Workshop B was for in person attendees only and had 13 participants. It was run by Donna Brunton (SGEH) and Robert Quigley (Highland Council).

Supporting families to navigate their way through the digital world is crucial when we explore the risks and harms associated with gambling and links to gaming. This practical workshop will showcase activities aimed at working with families as a way to explore how gambling may be impacting on their lives. We will also discuss how conversations about gambling and gaming can be facilitated as part of a holistic, ongoing family programme and can be built into work around the digital world.

WORKSHOP B

Activities for supporting families to embrace the digital world

In person



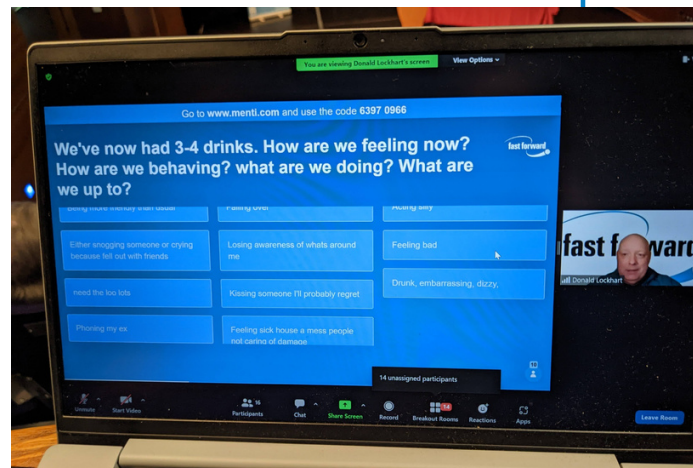
WORKSHOP C

'Going Forward to Own It' -
Developing interactive games
to support harm
reduction

Online

Workshop C was for
online attendees
only and had 18
participants. It was
run by Fast
Forwards Donald
Lockhart

When the lockdown door slammed shut in 2020, it was clear that Fast Forward's Going Forward project had a major problem. If we could not be 'in the room' to deliver our workshop sessions, how could we support young people to make informed and healthy choices on risk-taking behaviours? Realistically, how could we do our job? This session gave our experiences and learning in developing responsive, participatory and interactive online group work sessions and games that continued to complement and enhance the work our project partners.



Going Forward to Own It - Developing interactive games
to support harm reduction

My session draws on our experience of engaging young people in responsive, participative and interactive group work sessions. We supported the development of innovative, creative and meaningful game resources that enable young people to consider a harm-reduction approach to risk taking behaviours through informed choice.

in partnership with **BeGambleAware.org**



WORKSHOP D

'One Last Spin'

Film screening and Q&A

In person and Online



The workshop was facilitated by Fran Howard, SGEH Project Manager. It was attended by 30 in person and 20 online

The workshop began with an introduction from Adrian Bailey and a showing of the One Last Spin film. Following the film, a panel made up of Ronnie Cowan, Martin Paterson and Adrian Bailey answered set questions and questions from the audience.

One Last Spin Panel Questions

- How did you come to make a film (background to Machine Zone, awareness raising)
- What does the film hope to achieve? (awareness raising: training and development across sectors; community events to raise conversation)
- How's it gone so far? (people reached, obstacles faced)
- Tell us about making the film (covid, fund raising, venues, crews, support from others, etc.)
- How can people access/use the film?
- What do you hope for the future? (reaching more sectors, community venues. Dedicated website when film is in public domain with accompanying pages including highlighting of partners' work).

"The film was just 'wow'! The stories told of their journey with gambling and its impacts were empowering"
Conference Attendee



More information about One Last Spin can be found at: [One Last Spin](#) | [a documentary about gambling](#)

LUNCH & NETWORKING

A lunch of soup and filled rolls was provided by The Haggis Box at the Story Telling Centre. We arranged for all the leftover food to be taken to the Salvation Army. This prompted the venue to contact the Salvation Army and arrange for future surplus from events to be donated.

Youth Work Dumfries & Galloway brought in a boardgame which was developed by their young people as part of the SGEH Youth Funding they recieved. It was great to see people playing the game at lunch!



A resource table was available to provide Fast Forward resources as well as other partner organisations in attendance





THE MACHINE ZONE

Community Interest Company



PANEL 1

Using story to engage and inspire

Panel Members

- Steve Watts, CEO/Founder (GamFam)
- Tony Kelly, CEO/Founder (Red Card Gambling Support Project)
- Martin Paterson, Director (The Machine Zone Community Interest Company)

Set Panel Questions Asked

- Who can experience gambling harm and how does it affect them?
- What further work needs to be done to help these affected others?
- How does gambling harm impact the individual's wider world?
- Do you think that operators take enough responsibility for industry practices? If not, what further action needs to happen?
- What regulation, if any, needs to be put in place around gambling advertisement?
- Why is early intervention and the education of young people an important part of harm reduction?

A recording of Panel 1 can be found at: <https://bit.ly/SGEHpanel1>



PANEL 2

Developing resources: Sharing learning and challenges

Set Panel Questions Asked

Co-production and consultation

- It is increasingly recognised that a range of voices need to be heard and involved throughout the resource development process, whether in the form of co-production or through consultation – including experts by experience, the people we support, and any other key stakeholders. Who needs to be at the table, and what do these conversations look like? How do we negotiate disagreement? How do we factor the time and resources involved into the planning?

Visuals and tone

- Depending on the medium used, visuals can often be a helpful way to make resources more engaging and accessible. However, it can be challenging to make sure the visuals look relevant yet convey the right tone, and don't act as triggers, and also don't either portray gambling and related behaviours as too positive (thus promoting them) or too negative (thus stigmatising them). How have you balanced some of these considerations in the pieces of work you've developed?

Being needs-led

- Resources will only be useful and worthwhile if they meet the needs of the target audiences. It can also be helpful to consider the lifestage or circumstances of the people you're working with or targeting. How do you go about identifying the needs of the people you work with?

Language

- The language we use to describe gambling harm, and related harms, matters. Experts by experience are diverse and can have very different reactions to language, and children, young people, and families may not necessarily be familiar with terms like 'gambling harm.' How do each of you approach making those decisions?

Panel 2 Members

- Christina Dineen, Project Development Officer (SGEH)
- Clare Wyllie, Research Director (Tackling Gambling Stigma)
- Hilda Campbell MBE, CEO (COPE Scotland)



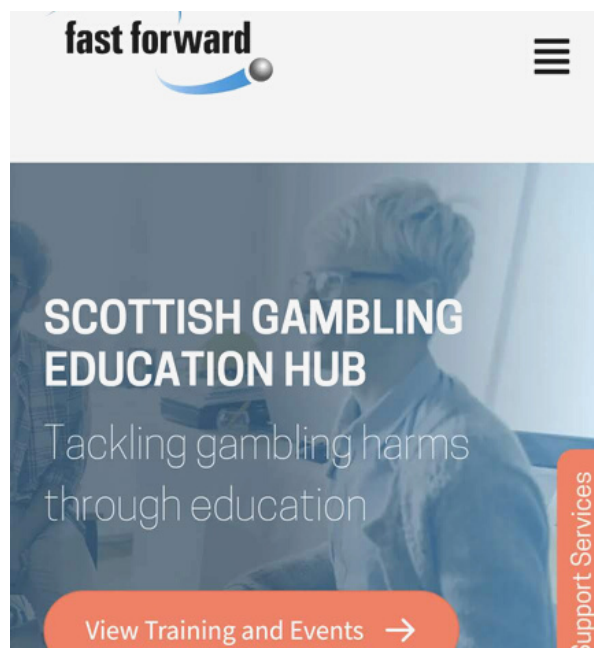
Tackling
Gambling
Stigma

CLOSING STATEMENTS

The conference was closed by a video from Ruth Champion from Gamble Aware and a final speech from Allie Cherry Byrnes, CEO from Fast Forward

"The diverse group of attendees and the authentic focus on work happening in Scotland. Collaboration is thriving here!"
conference attendee

A recording of the closing remarks can be found at:
<https://bit.ly/SGEHGambleAwareClosing>



SOCIAL MEDIA



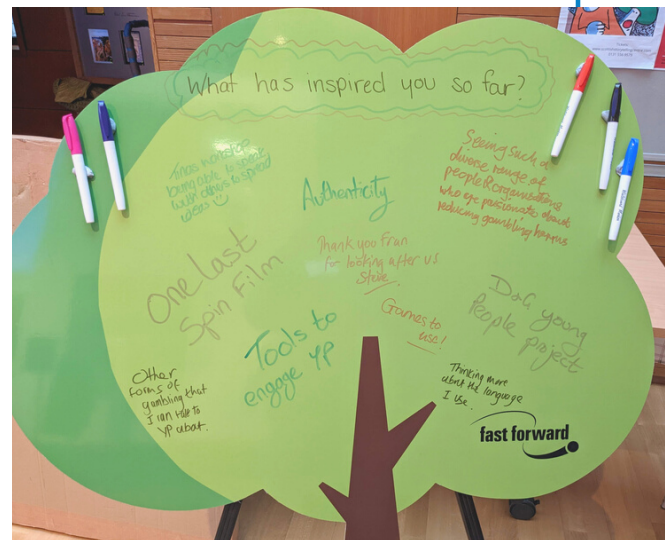
The conference was live tweeted throughout the day. Each speaker and workshop were highlighted and where possible, tagged on twitter. We received a number of comments, likes and retweets throughout the day and for a few days following the conference.



FEEDBACK FROM ATTENDEES

FEEDBACK WAS GATHERED VIA:

- Feedback tree at the venue
- Menti during the day and via link
- Email
- Verbally



Hi Alexa,

Thank you so much for having us along to the event yesterday. It was really inspiring. Fantastic to hear from such a wide range of people who are so invested in making a change.

I thought the whole day had been thought through really well and it was such a fantastic choice of venue as well. I guess the only little thing that might have been a nice addition, was a little bit of time specifically for networking. There was such an incredibly wide variety of attendees that it would have been great to have a chance to talk about all of those different organisations so we can work together and strengthen ties. But really – such a brilliant day. Well done to all involved.

Thanks again – looking forward to the next one already 😊

← Retweeted
by Tony Kelly, Author-Advocate



Tony Kelly, Author-Advocate · 15h ·
Replying to @GamblingEduHub
@GamFamCharity and 3 others

Thank you to the SGEN team for a fantastic conference. Enjoyed sharing my story, and knowledge of gambling related harms.

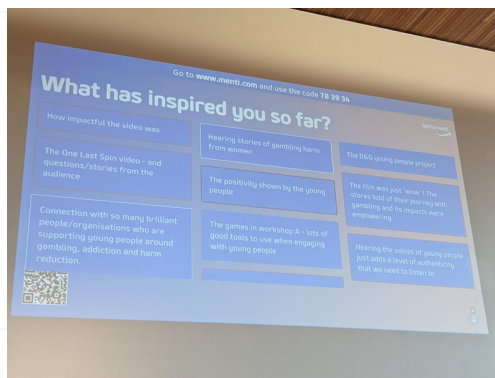
[Redcardgambling.org](https://redcardgambling.org)



↻ You Retweeted



Ronnie Cowan MP @ronni... · 21h ·
Great to be at @GamblingEduHub &
@fastforwardorg conference. Meeting
up with @MartinPaterso13 Steve Watts
of @GamFamCharity & @tonycov1



↻ You Retweeted



G.Y.I.P @GYIP1994 · 21h ·
Great to be at the @fastforwardorg's
Scottish Gambling Education
Conference where our Booze Bet and
Bust project will be highlighted.



↻ You Retweeted



MyBnk Scotland @MyBnkSc... · 15h ·
Fantastic day at @GamblingEduHub
Conference! Important speech from
@ronniecowan about the thousands of
young people at risk of gambling harm
and ideas around how to prevent this.



COPEScotland
@COPEScotland

Replying to @GamblingEduHub @TacklingStigma
and 2 others

Thank you for inviting us along,
was great meeting everyone
and watching @onelastspinfilm
well organised event with lot
great ideas & energy to make a
difference and look out for those
affected by gambling harms and
their families & those who care
about them who are also affected

7:18 · 25 Nov 22 · [Twitter Web App](#)

2 Retweets 3 Likes

MENTI RESULTS



What has inspired you so far?



How impactful the video was

Hearing stories of gambling harm from women

The D&G young people project

The One Last Spin video - and questions/stories from the audience

The positivity shown by the young people

The film was just 'wow'! The stories told of their journey with gambling and its impacts were empowering

Connection with so many brilliant people/organisations who are supporting young people around gambling, addiction and harm reduction.

The games in workshop A - lots of good tools to use when engaging with young people

Hearing the voices of young people just adds a level of authenticity that we need to listen to

Really thought provoking presentations, well planned event with balanced input thanks!

The diverse group of attendees and the authentic focus on work happening in Scotland. Collaboration is thriving here!

The inclusion of young people as peer educators, developing a board game and tik tok videos fantastic way to reach young people

The people sharing their very personal and honest stories.

The young people and their input to the project.

light bulb moment - as a Money Adviser, my way-in to senior school pupils to discuss crypto/gaming/gambling is not necessarily through Financial Education as I thought (which schools may feel they don't need help with) but via Online Safety

After this event...



Not likely at all

How likely are you to recommend the Hub and SGEN to colleagues and stakeholders interested in gambling education and prevention?

5

How likely are you to encourage your colleagues to include gambling among the issues your organisation addresses?

5

How likely are you to collaborate with other education, health and social care services to include gambling education in their work?

5

Very likely