Your views on gambling and gaming

Survey Results

April 2022

ALLIANCE
HEALTH AND SOCIAL CARE
ALLIANCE SCOTLAND
people at the centre

YOUNG SCOT

fast forward

Contents

1. Introduction and key findings

This report outlines findings from a survey conducted by Fast Forward and Young Scot and commissioned by the Health and Social Care Alliance Scotland (the ALLIANCE) to gain top-level insights into young people's views on gambling and gaming.

The ALLIANCE hosts the Scotland Reducing Gambling Harm programme, which supports people with lived experience of gambling harm to inform the National Strategy to Reduce Gambling Harms, to ensure the voice of lived experience is at the centre of shaping action to reduce harm.

Gambling has become normalised. Gambling advertising and marketing is prolific, especially on social media and around football; most young people report having heard gambling advertising or sponsorship[1].

Young people can be affected by their own gambling, or by the gambling of a parent, carer, or family member. It causes a wide range of harms, including: money problems, relationship breakdown, anxiety and stress and, at the most extreme, suicide[2 3]. Furthermore, people who gamble at an early age are at a higher risk of disordered gambling in later life[3].

At any given time as many as 15,000 young people in Scotland experience some level of harm associated with gambling.[1] However, at present Scottish young people do not have opportunities to address how policymakers and education providers can protect them from gambling harms. Sustainable change requires a whole-system approach. In line with the UNCRC principles, it is crucial that young people are enabled to play an active role in this process and have access to opportunities for long term, sustainable and meaningful involvement.

1 11-16 years olds surveyed in the annual Young People and Gambling Survey, 2020 by Ipsos MORI on behalf of the Gambling Commission.

2 Wardle H., Reith G., Best D., McDaid D., & Platt S. Measuring gambling-related harms: a framework for action. Gambling Commission.

3 Wardle H., Reith G., Best D., McDaid D., & Platt S. Measuring gambling-related harms: a framework for action. Gambling Commission.

Therefore, this survey aimed to:

Gain an understanding of young people in Scotland's views on gambling and gaming.

Explore the case for a full Youth Commission into Gambling Harms.

Survey context

The gambling and gaming survey ran between 27th October until 15th December 2021 and received 545 responses.

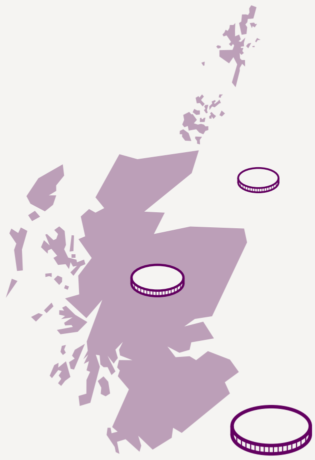
The survey included a range of different question styles including open-ended and closed survey questions as well as word scales to keep young people engaged throughout the process of completion.

Respondents were asked to provide their individual demographic information for further analysis. The demographics explored were age group, deprivation (SIMD quintile), gender identity, ethnic group and whether respondents qualified for Free School Meals. Although the survey was open to all young people aged between 11 and 26, the majority who completed the survey in full were between the ages of 14 and 17.

There were responses from all 32 local authorities in Scotland, however most responses came from individuals who live in Edinburgh and Glasgow.

256 respondents who completed the survey were male in comparison to 184 females. Responses from the other gender identities were low and have therefore been excluded from the demographic analysis.

The ALLIANCE, Fast Forward and Young Scot would like to thank the children and young people who shared their views and experiences of gambling and gaming. They would also like to thank the Scottish Lived Experience Forum for sharing their knowledge and expertise to inform the development process of this survey, and the Fast Forward Shadow Board of young people who shared their views when developing survey questions.

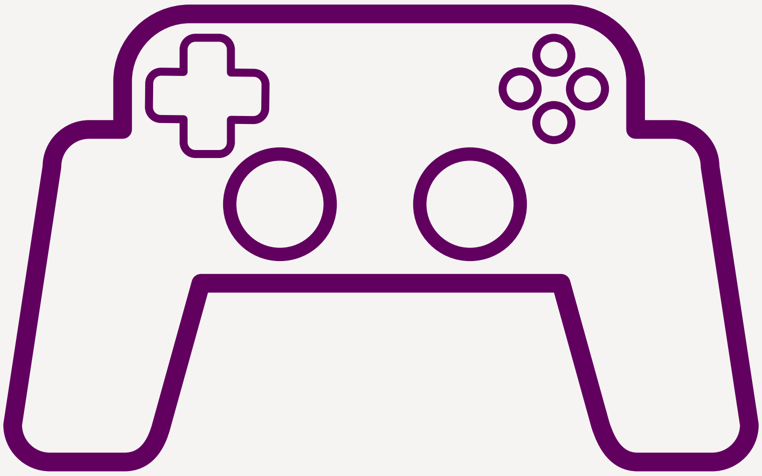


Key findings

Gaming

1. The large majority of respondents (**92%**) stated that they had played a video game in the last 12 months.

2. Of those who had played a video game, two fifths (**40%**) did so every day.



Gambling

1. Around a quarter of respondents (**24%**) stated that they had taken part in a gambling activity in the last 12 months.

2. Of those who did take part in a gambling activity, over half (**55%**) did so less than once a month. Only **8%** stated that they did so every day.

3. Of those who did take part in a gambling activity, three quarters (**75%**) stated that their gambling has **not** impacted them in any way, while one quarter (**25%**) stated that their gambling has impacted them.

4. Respondents who answered to the previous question were asked to expand on their answer.

    a. Those who had selected No mostly made mention of the **types of gambling activities** such as scratch cards and sports bets. Responses also made mention of the **social aspects** of gambling, with reference to their friends and family. Gambling was often done for "**fun**", with **little or no financial involvement**.

    b. Those who had selected Yes detailed the **mental impacts** of their gambling activities, with several referring to **addiction**. **Financial implications** were mentioned more often, with reference to this impact on their **relationships**.

5. Around a quarter of all respondents (**23%**) stated that someone close to them gambles regularly.

6. Of those who had someone close to them that gambled regularly, a third (**33%**) stated that this behaviour had worried them.

7. Half of all respondents (**50%**) stated that they had spoken to a friend or family member about gambling.

The following question was asked to respondents who had answered Yes to any of these previous questions:

Have you played a video game in the last 12 months?

Have you taken part in a gambling activity in the last 12 months?

Does anyone close to you gamble regularly?

8. Respondents were provided with a series of word pairs associated with gambling and asked to select a point on a scale between the pairs that they thought was the best description of the term.

   Gambling was viewed as...

   a. **Risky** rather than safe (**59%**).
   b. **Harmful** rather than beneficial (**56%**).
   c. Mixed response when rating between normal and not normal, although marginally more respondents rated it as **normal** (**28%**).
   d. **Fun** rather than boring (**36%**).
   e. **Visible** rather than hidden (**38%**).
   f. **Thrilling** rather than dull (**39%**).
   g. **Common** rather than uncommon (**55%**).
   h. **About luck** rather than about skill (**58%**).
   i. **Easily available** rather than hard to access (**66%**).

   The factors that respondents were most unsure about were safe vs risky (**25%** selected not sure) and beneficial vs harmful (**20%** selected not sure).

Gaming and gambling

1. Over half of respondents (**60%**) stated that they had opened a loot box within a game.

2. Over half of respondents (**57%**) who have opened a loot box stated that they don't mind them. Responses to this question were neutral, with the same percentage selecting the extremes of the scale I don't like them at all and I like them a lot (**9%**).

Loot boxes are in-game purchases whereby the player would receive random consumable virtual enhancements for their games for a charge.

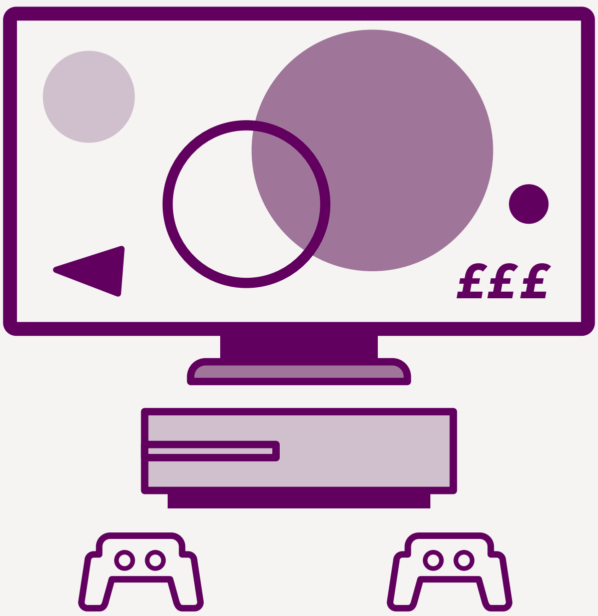
3. Respondents were asked to rate the similarities between video games and gambling games. The factors that respondents thought were the least similar between video games and gambling games were features and risks, with over half selecting "very" or "somewhat different" (**53%**). The factor that respondents thought was the most similar between video games and gambling games was advertising, with over a third selecting "very" or "somewhat similar" (**36%**).

4. Respondents who selected "somewhat" or "very similar" to any of the four factors were asked to describe how they feel about the similarities that they identified.

   a. Respondents mostly identified a strong similarity between gaming and gambling in reference to **addiction**. The **mental impacts** often discussed similarities between **advertising** where younger audiences tend to be targeted. Some respondents also saw **gaming as a 'stepping stone'** to the world of gambling.

   b. These responses were also categorised by concern around similarities, with most identified as **generally concerned**, discussing the **dangers/worries** about these connections.

5. The majority of respondents (**84%**) stated that young people should have a say on the laws around gambling and gambling-like gaming features.



2. Survey results

The survey received 545 responses

Gaming

The first few questions were around young people's experience of playing video games[4].

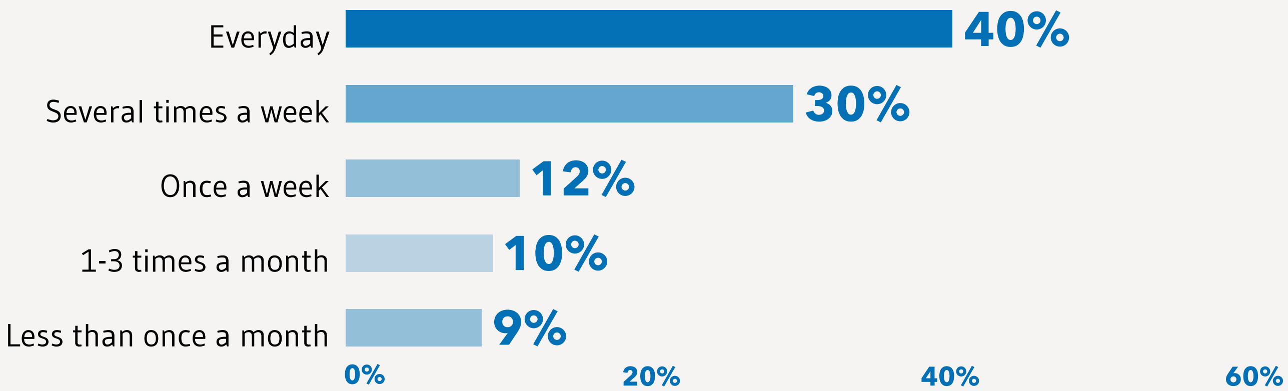
Have you played a video game in the last 12 months?

The large majority of respondents (**92%**) stated that they had played a video game in the last 12 months.

The **503** respondents who selected Yes to the previous question were then asked the following question.

How often do you play?

Of those who had played a video game, two fifths (**40%**) did so every day.



4 In this context, video games were defined as computer games, games on a mobile device, app games and console games

Gambling

The following questions were around young people's experience and opinions of gambling[5].

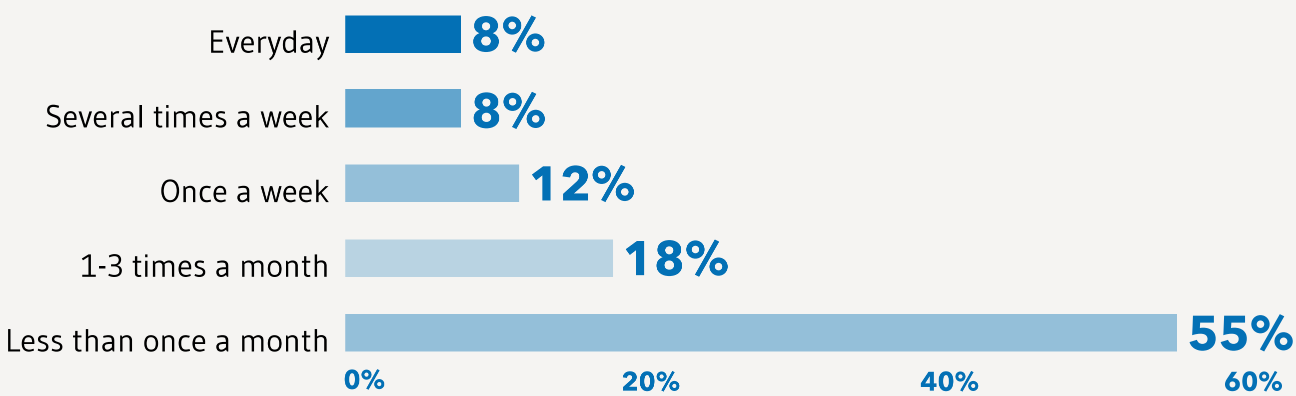
Have you taken part in a gambling activity in the last 12 months?

Around a quarter of respondents (**24%**) stated that they had taken part[6] in a gambling activity[7] in the last 12 months.

The **129** respondents who stated they had taken part in a gambling activity in the past 12 months were then asked the following questions.

How often do you take part?

Those who took part in a gambling activity did not do so often, with over half (**55%**) selecting less than once a month.



Has your gambling ever impacted[8] you in any way?

Of those who stated that they took part in a gambling activity, a quarter (**25%**) selected Yes to this question, while three quarters (**75%**) selected No.

5 The definition of gambling provided in the survey was as follows: Gambling is risking money (or anything of value) on something with an uncertain outcome, in the hope of winning additional money. Examples include scratchcards, lottery, private bets with friends, bingo, sports betting, etc.

6 Respondents who selected Yes to this question were signposted to the BigDeal website for support if needed.

7 70% selected No and 6% selected Not sure

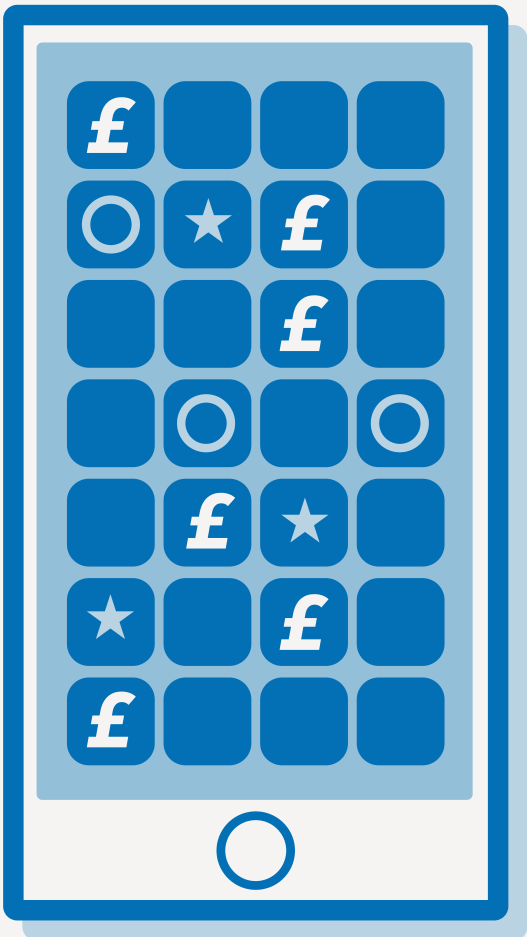
8 Suggested impacts included finances, relationships, health, wellbeing, etc.

Could you tell us a little bit more about your response above?

This question was optional and received 102 responses. Of these, 82 were categorised into themes[9] whereby multiple themes were attached to responses that broadly discussed multiple subjects. This was often the case.

Previous Question Response: "**No**"

Of those who selected No to the previous question, **73** provided a written response with **60** of those being themed. The most common responses involved gambling activities, such as scratch cards and sports games bets, and often included friends or family in the form of social activities. Respondents generally felt more in control of their gambling abilities and often did so for fun and with little or no financial involvement. Digital gambling typically surrounded in-game purchases with loot boxes often mentioned whereby the player would receive random consumable virtual enhancements for their games for a charge. The themes from these responses are detailed in the table below.



9 20 responses were variations of No, Nothing, or responses with no context whatsoever

Main theme	Secondary Theme	Responses
Physical Activities	Scratch cards	12
	Sports games and events	6
	Other physical gambling games (lottery, bingo, poker etc)	3
Social Activities	Activity with friends	12
	Activity with family	6
General Entertainment	Source of fun	11
	Little/no financial involvement	6
	No general interest in gambling	2
Digital Activities	In-game purchases and bets	10
	Online gambling sites	4
Mental Impacts	Self-control	11
	Addiction	3

The following responses are all from Respondents who selected **No** to the prior question.

> I gamble for fun. I buy scratch cards every so often, I put on a football bet at the weekend and I'll visit a casino once in a while on a night out. My gambling is fun and I can easily limit what I spend.

> I just do it with mates, not for lots of money, we never really bring more than £5 to the table.

> I think gambling is a fun thing to do when it's a fun game with no real money included, a just-for-fun game with fake money. I also think that gambling and other things that you have to be over the age of 18 to be stays that way.

> Scratch cards are a common gift in my family for birthdays and Christmases.

The word cloud below further depicts the most commonly occurring words within the **No** responses.

Previous Question Response: "**Yes**"

Of those who selected Yes to the previous question, **29** provided a written response with **22** of those being themed. In contrast to the above No responses, those who answered Yes were much less likely to feel in control and typically referred to their gambling habits as an addiction. Financial implications were also commonly discussed as impacting their own wellbeing and relationships. Gambling was rarely viewed as an activity for the purpose of fun and the common theme of gambling as a social activity as observed prior was absent within these responses also. The themes from these responses are explored below.

Main theme	Secondary Theme	Responses
Mental Impacts	Addiction	11
	Self-control	2
	Concerns over own mental health	2
Financial Implications	Money struggles	11
	Impact on relationships	2
Digital Activities	In-game purchases and bets	4
	Online gambling sites	3
Physical Activities	Sports games and events	1
	Other physical betting games (lottery, bingo, poker etc)	1
Social Activities	Activity with family	1
	Activity with friends	1
General entertainment	Source of fun	1

The following responses are all from Respondents who selected **Yes** to the prior question.

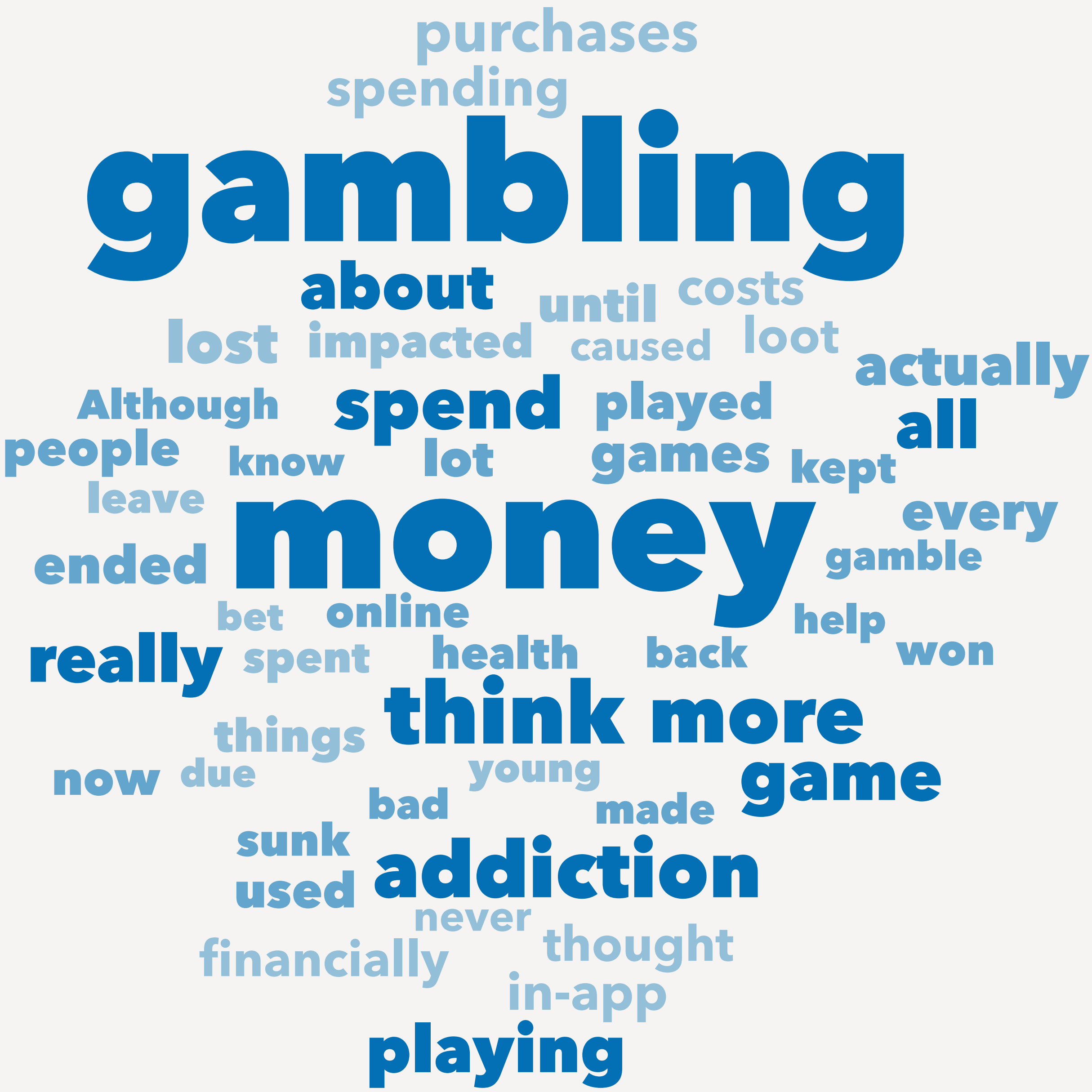
> I gamble every day, usually at least £5 which can leave me with not enough money. It's a bad habit.

> I ended up spending all my money once, even almost my entire overdraft. It was embarrassing and I got help so now I keep a ‘pot’ I never spend out with that even though often I honestly do want to.

> In terms of my relationship it did cause lots of trouble as my girlfriend was very strict regarding games and gambling but I can't leave none of them… so we broke up.

> The more I played the game the more I ended up spending and I ended up spending a massive amount of money. This impacted me financially as it was actually money that I'd saved up and was given to me by family members for university. I eventually came clean about it to my parents whilst having a discussion about my mental health and they were thankfully really understanding about it, however they were also really disappointed… I now know the dangers of gambling. I think that it is way too easy for people, especially young and vulnerable people… I also think that gambling young people should be educated about gambling in school.

The word cloud below further depicts the most commonly occurring words within the **Yes** responses.



All respondents were asked the questions that follow.

Does anyone close to you[10] gamble regularly?

Around a quarter of respondents (**23%**) stated that someone close to them gambles regularly[11].

The following questions were asked to the **125** respondents who answered Yes to the previous question.

Has their gambling ever worried you?

A third of respondents (**33%**) who stated that someone close to them gambles regularly selected Yes[12] to this question.

All respondents were asked the questions that follow.

Have you ever spoken to a friend or family member about gambling?

Half of the respondents (**50%**) selected Yes to this question.

The following question was asked to **510** respondents who had answered Yes to any of these previous questions:

Have you played a video game in the last 12 months?

Have you taken part in a gambling activity in the last 12 months?

Does anyone close to you gamble regularly?

10 Examples provided were a family member, friend, or boyfriend/girlfriend, etc.
11 66% selected No and 11% selected Not sure
12 Respondents who selected Yes to this question were signposted to the BigDeal website for support if needed.

Young people have many different opinions about gambling. We're interested in what you think. For each of the word pairs below, please select the point between them that you think best describes gambling.

I think gambling is…

	-2	-1	0	1	2		Not Sure
Safe	2%	3%	12%	18%	41%	Risky	25%
Beneficial	3%	5%	17%	24%	32%	Harmful	20%
Normal	8%	20%	38%	14%	11%	Not normal	8%
Fun	11%	25%	28%	14%	11%	Boring	10%
Visible	13%	25%	24%	17%	11%	Hidden	10%
Thrilling	15%	24%	25%	12%	13%	Dull	10%
Common	22%	33%	24%	9%	7%	Uncommon	5%
About luck	30%	28%	19%	7%	9%	About skill	6%
Easily available	37%	29%	16%	8%	5%	Hard to access	5%

Respondents were also able to rate themselves as not sure about the factors. The factors that respondents selected this option for most were safe vs risky (25%) and beneficial vs harmful (20%).

For ease of comparison, the commentary below looks at the combination of ratings -2 and -1 at one end of the scale and ratings 1 and 2 at the other (with 0 as a neutral point).

Safety

Respondents mostly viewed gambling as risky, with over half (**59%**) selecting this side of the scale.

Benefits

Respondents mostly viewed gambling as harmful, with over half (**56%**) selecting this side of the scale.

Normality

Respondents were mostly neutral on this factor. Marginally more respondents placed their opinion on the normal side of the scale (**28%**) than the not normal side of the scale (**25%**).

Fun

Respondents mostly viewed gambling as fun, with over a third (**36%**) selecting this side of the scale.

Visibility

Respondents mostly viewed gambling as visible, with almost two fifths (**38%**) selecting this side of the scale.

Excitement

Respondents mostly viewed gambling as thrilling, with almost two fifths (**39%**) selecting this side of the scale.

Common

Respondents mostly viewed gambling as common, with over half (**55%**) selecting this side of the scale.

Luck or skill

Respondents mostly viewed gambling as about luck, with over half (**58%**) selecting this side of the scale.

Availability

Respondents mostly viewed gambling as easily available, with two thirds (**66%**) selecting this side of the scale.

Gaming and gambling

The following questions were around young people's thoughts on the connections between gaming and gambling.

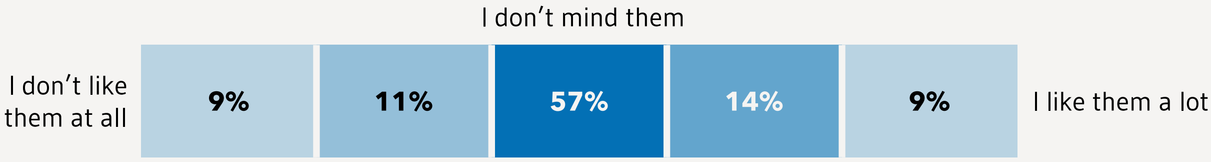
Have you ever opened a loot box[13]?

Over half of respondents (**60%**) stated that they had opened a loot box[14]. These 328 respondents were then asked the following question.

The **328** respondents who stated they had opened a loot box in the previous question were then asked the following question.

How do you feel about loot boxes being part of your video games?

Over half of respondents (**57%**) who have opened a loot box stated that they don't mind them.



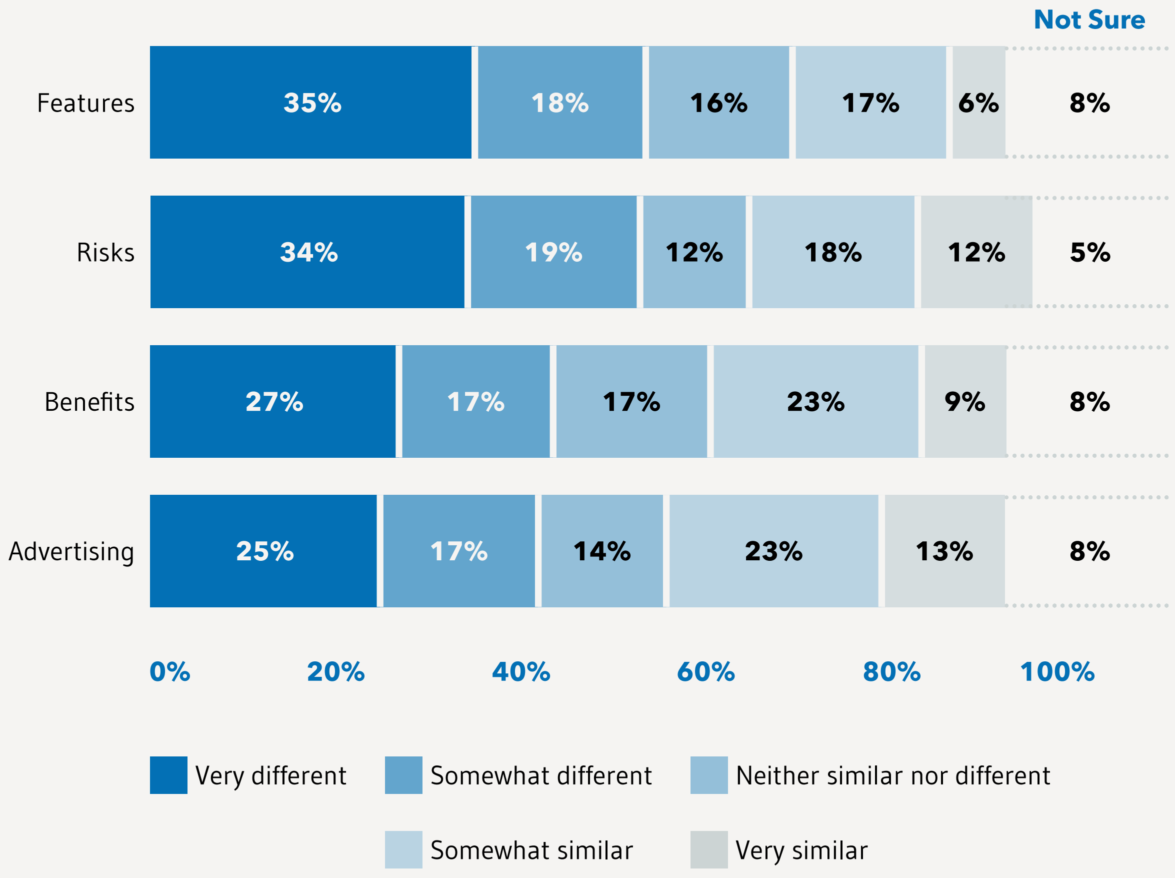
13 The provided definition of a loot box was something you can purchase or receive in a game that contains a randomised reward. For example: player packs, resource crates or goody bundles.
14 35% selected No and 5% selected Not sure.

All respondents were asked the following question.

In general, do you think video games and gambling games have similar...?

The factors that respondents thought were the least similar between video games and gambling games were features and risks, with over half selecting "very" or "somewhat different" (**53%**).

The factor that respondents thought was the most similar between video games and gambling games was advertising, with over a third selecting "very" or "somewhat similar" (**36%**).



Features

Respondents who selected "Somewhat similar" or "very similar" to any of the four factors were asked the following question. This totalled **331** respondents.

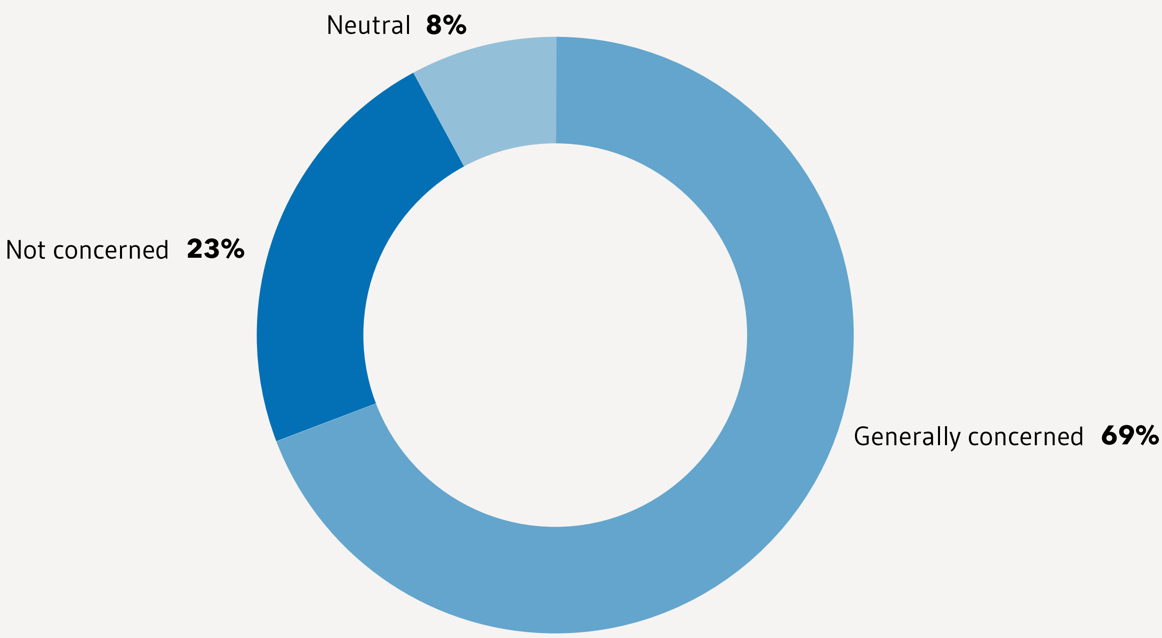
How do you feel about the similarities between gaming and gambling that you have identified?

This question was optional and was answered by **231** respondents. Of these, **190** were categorised into themes with many responses having multiple themes attached based on the subject nature. The most common themes are presented in the table below.

Main theme	Secondary Theme	Responses
Addiction	Primary similarity between gaming and gambling is its addictive nature	38
	The risk factors in gaming often go unnoticed in comparison to gambling	20
	Gaming is generally safer than gambling but can still be addictive	16
	Gaming isn't really addictive and is not similar at all	2
Money	The financial elements involved in gaming and gambling are similar	34
	The financial elements involved in gaming and gambling are different	11
Mental impact	Gaming and gambling both psychologically target their audience	23
	There is a transferrable mindset between gaming and gambling	21
General views	General concerns around similarities between gaming and gambling	37
	General notes of differences between gaming and gambling	30
	Gaming and gambling both share the luck-based element overall	9
	Lack of experience/knowledge around the topic	5
	Gaming is more skill-based whilst gambling is purely luck-based	3

Overall, respondents seemed to favour the view that there was a strong similarity between gaming and gambling that involved their addictive natures whilst also noting the financial presences involved in both. The mental impacts often discussed similarities between advertising whereby audiences are psychologically targeted, a primary concern for respondents who further identified that gaming attracts a significant younger audience. A transferrable mindset between gaming and gambling also suggested gaming as a 'stepping stone' to the world of gambling. However, as the more general views portray, respondents often discussed similarities and differences alike.

The sentiment of these responses in terms of how concerned they felt about these similarities was also considered. The following chart depicts these findings whereby responses were categorised as 'Generally Concerned', 'Not Concerned', or 'Neutral' based on the response as a whole.



131 responses (**69%**) were generally concerned about the similarities through discussing the dangers or perceived worries around the connections. **44** responses (**23%**) were overall not concerned about any similarities, whilst **15** responses (**8%**) provided fairly neutral responses that lacked any swaying to either side.

> Only in this survey did I realise the similarities between the two. I also know that this can both be addicting and dangerous.

> I feel that I've never realised how similar gaming and gambling were.

> I feel Gaming is often used as a gateway, to introduce people, often young people, to gambling which may lead to addiction.

> I feel that gambling and videos games are essentially the same, only video games are marketed in a way that a) seems safer b) is appealing for younger children.

> I feel that gaming, whilst it offers some fun in the concept of gambling, is very harmful when it comes to involving real currency. The fact that someone can buy, say, four random items for £1 can lead to intense addictions.

Do you think Scottish young people should have a say on the laws around gambling and gambling-like gaming features?

The majority of respondents (**84%**) stated that young people should have a say on the laws around gambling and gambling-like gaming features.

Would you like to get involved in forming a Youth Commission[15] on Gambling Harms?

There were **157** respondents who selected Yes to this question. These respondents were then provided the opportunity to provide their contact details, registering their interest in a Youth Commission on Gambling Harms. A total of **39** young people provided their details on the contact form.

15 The following definition of a youth commission was provided to survey respondents: A Youth Commission is a group of young people who gather evidence and make recommendations to the Scottish Government on a particular policy area (for example, mental health services).

3.

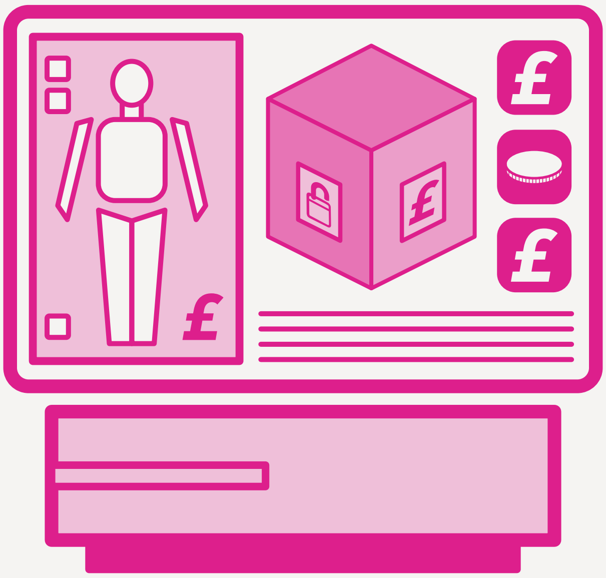
Discussion

This survey looked at the views of children and young people in Scotland on gambling and its links to gaming. Video gaming was a highly popular activity among our respondents (92%), with gambling participation (24%) and loot box use (60%) also common.

A quarter (25%) of respondents who gambled in the last 12 months said their gambling had ever impacted them.

Respondents who said they had been impacted were less likely to describe feeling in control of their gambling, less likely to describe gambling as fun or a social activity, and more likely to refer to gambling as an addiction.

This percentage is higher than expected, given that the proportion of 11-16 year olds at risk of harm or experiencing 'problem gambling' in Great Britain is estimated to be 4.4%, based on Gambling Commission statistics[16]. It is possible that this is due to a form of participation bias, in that young people may have been more likely to take part in the survey if they had been impacted by gambling. Respondents may also have experienced relatively mild impacts that would not be captured by the DSM-IV 'problem gambling' screen included in the Gambling Commission's survey.



16 Gambling Commission (2019). Young people and gambling survey 2019: A research study among 11-16 year olds in Great Britain. https://www.gamblingcommission.gov.uk/statistics-and-research/publication/young-people-and-gambling-2019 (accessed Feb 2022).

Among respondents who have someone close to them who gambles regularly, a third (33%) said it had ever worried them.

This question intentionally did not define ‘regular gambling’, to allow young people to decide themselves whether anyone close to them gambles regularly in their view.

It is striking that a third of young people close to someone who gambles regularly had worried about that person’s gambling. This indicates that the gambling of family members or friends may be a source of concern for many young people. To our knowledge, much of the existing research on the impacts of gambling on close family members and friends focuses on adults[17], so further research is needed to better understand children and young people’s worries. Further, this finding may indicate a need for tailored resources to support young people with these worries.

Up to now, young people have been underrepresented in lived experience and affected other networks and forums across Scotland and the UK, but this finding underlines the importance of young people’s voices being heard.

Half of the respondents (50%) said they had spoken to a friend or family member about gambling.

This figure tallies well with existing research that half of young people in Great Britain (50%) have spoken with someone close to them about gambling[18]. This figure also means that 50% of young people had not spoken with a friend or family member about gambling.

In research conducted by the Royal Society for Public Health with 11-24 year olds in Great Britain, young people said they wanted parents and carers to be given more information to support them around gambling harms[19]. They also supported the idea of parents and carers being given support to spot signs of disordered gambling, which may open up space for conversations around risks and how to stay safe.

17 For example: Banks et al. (2018). Families living with problem gambling: Impacts, coping strategies, and help-seeking. https://www.begambleaware.org/sites/default/files/2020-12/families-living-with-problem-gambling.pdf (accessed Feb 2022); Gunstone & Gosschalk (2020). Gambling treatment and support. https://www.begambleaware.org/sites/default/files/2020-12/gambling-treatment-and-support.pdf (accessed Feb 2022); Landon et al. (2018). An exploratory study of the impacts of gambling on affected others accessing a social service. International Journal of Mental Health and Addiction, 16. https://link.springer.com/article/10.1007/s11469-017-9785-4 (accessed Feb 2022); Merkouris et al. (2020). Affected other treatments: Systematic review and meta-analysis across addictions. https://dro.deakin.edu.au/eserv/DU:30145395/merkouris-affectedother-2020.pdf (accessed Feb 2022); Whitty & Paterson (2019). Gambling support study: Understanding gambling harm experienced by female affected others. https://csrm.cass.anu.edu.au/sites/default/files/docs/2020/3/ANU_Gambling_Support_Study.pdf (accessed Feb 2022).

18 Gambling Commission (2019). Young people and gambling survey 2019: A research study among 11-16 year olds in Great Britain. https://www.gamblingcommission.gov.uk/statistics-and-research/publication/young-people-and-gambling-2019 (accessed Feb 2022).

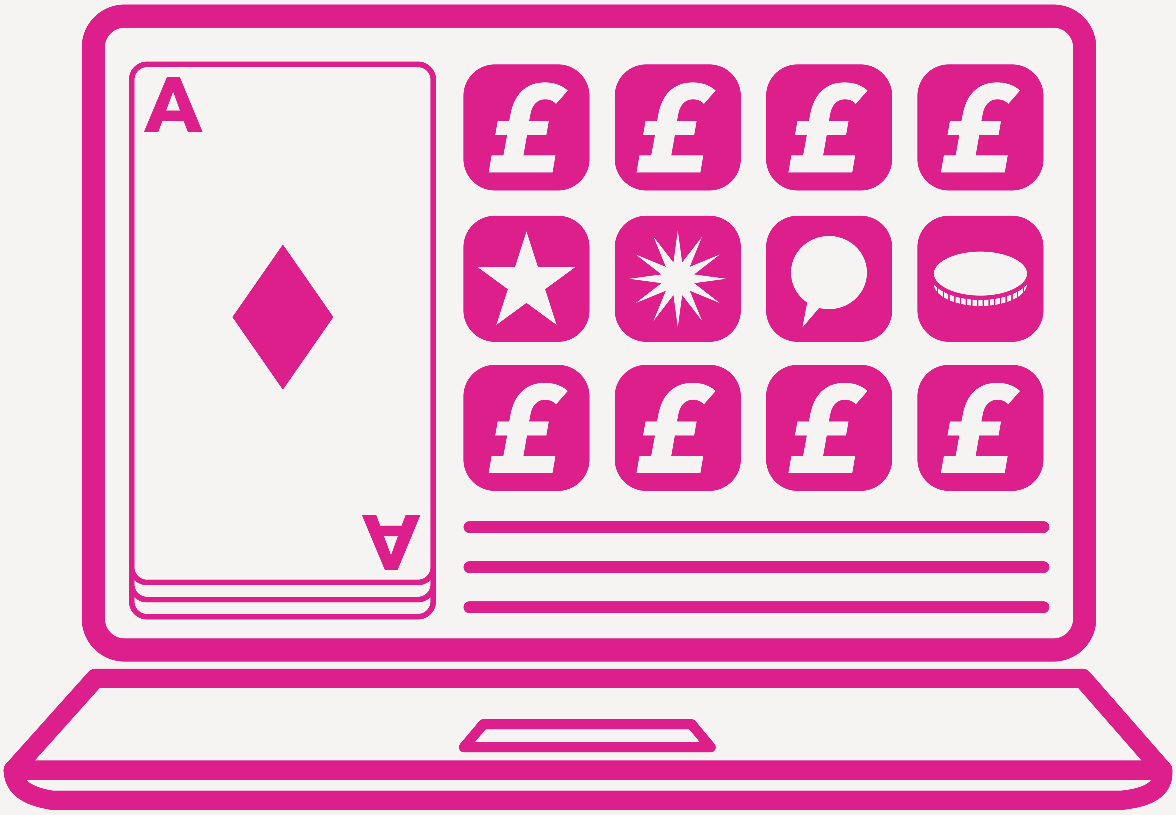
19 Royal Society for Public Health (2019). Skins in the game: A high-stakes relationship between gambling and young people’s health and wellbeing? https://www.rsph.org.uk/our-work/policy/gambling/skins-in-the-game.html (accessed Feb 2022).

Recent research from the Gambling Commission also indicates that friends play a "hugely influential" role in encouraging gambling among young people[20]. Gambling experiences with friends can create peer pressure, and skew what seems like 'normal' behaviour. The authors recommended tackling harmful gambling within friendship groups as part of a more holistic approach, supporting young people to have more open communication around risks and consequences.

Respondents mostly viewed gambling as risky (59%) and harmful (56%), but also common (55%) and easily available (66%).

Young people's views of gambling as risky and harmful echo 2019 Gambling Commission research, which found that 59% of 11-16 year olds in Great Britain think that gambling is dangerous[21].

Most forms of gambling are age-restricted, and older respondents (16+) were more likely to say that gambling is easily available (77%). However, the majority of under-16s still rated gambling as easily available (58%).



20 Gambling Commission (2021). Exploring the gambling journeys of young people. https://www.gamblingcommission.gov.uk/statistics-and-research/publication/exploring-the-gambling-journeys-of-young-people (accessed Feb 2022).

21 Gambling Commission (2019). Young people and gambling survey 2019: A research study among 11-16 year olds in Great Britain. https://www.gamblingcommission.gov.uk/statistics-and-research/publication/young-people-and-gambling-2019 (accessed Feb 2022).

Over half of respondents (57%) who have opened a loot box stated that they don't mind them.

Attitudes to loot boxes seemed to be broadly neutral, with one in ten (9%) saying "I don't like them at all" and one in ten (9%) saying "I like them a lot". This view of loot boxes is more nuanced than expected, given the scrutiny loot boxes have faced in media coverage[22] and in research reports[23].

A 2021 survey of UK gamers of all ages[24] found that while almost 1 in 5 (19%) thought no microtransactions or loot boxes should be allowed in video games at all, less than 1 in 20 gamers (4%) thought there should be no restrictions on microtransactions. This indicates a more critical attitude to loot boxes than our findings, which may be due to differences in sampling, for example due to our participants being aged 11-25 and based in Scotland. In any case, the more nuanced attitudes to loot boxes in our study underline the importance of a range of young people's voices being heard around gaming and loot box regulations.

Advertising was identified as the biggest similarity between video games and gambling, with over a third (36%) saying it is "very" or "somewhat similar".

It is striking that ads were identified as the biggest similarity between video games and gambling, given that advertising for gambling is age-restricted in a way that video gaming advertising is not. For example, UK Advertising Codes require that gambling advertising should not:

- Be likely to be of particular appeal to children or young persons, especially by reflecting or being associated with youth culture
- Be directed at those aged below 18 years (or 16 years for football pools, equal-chance gaming, prize gaming, or Category D gaming machines)

22 For example: Chadwick (2020). One in six children steal money from their parents to pay for addictive computer game 'loot boxes', survey reveals – as campaigners call for them to be classed as gambling. Daily Mail, 23/12/2020. https://www.dailymail.co.uk/sciencetech/article-9082781/One-six-children-steal-money-pay-video-game-loot-boxes.html (accessed Feb 2022); Clarkson (2020). Coronavirus: The gamers spending thousands on loot boxes. BBC News, 13/11/2020. https://www.bbc.co.uk/news/uk-england-54906393 (accessed Feb 2022); Kleinman (2019). My son spent £3,160 in one game. BBC News, 15/07/2019. https://www.bbc.co.uk/news/technology-48925623 (accessed Feb 2022);

23 For example: Close & Lloyd (2021). Lifting the lid on loot-boxes: Chance-based purchases in video games and the convergence of gaming and gambling. https://www.begambleaware.org/sites/default/files/2021-03/Gaming_and_Gambling_Report_Final.pdf (accessed Feb 2022); Parent Zone (2019). The rip-off games: How the new business model of online gaming exploits children. https://parentzone.org.uk/system/files/attachments/The%20Ripoff%20Games%20-%20Parent%20Zone%20report.pdf (accessed Feb 2022).

24 Censuswide (2021). The rise of microtransactions: How much we spend inside our games in the UK. https://www.wepc.com/statistics/microtransactions-survey-uk/ (accessed Feb 2022).

However, recent research conducted by Ipsos MORI found that 96% of 11-24 year olds in the UK had seen gambling ads in the last month[25] Similarly, researchers at the University of Bristol found that children and young people's exposure to gambling ads is high, and that gambling ads on social media are significantly more appealing to children and young people than adults[26]. Given the appeal and reach of gambling ads to children and young people, it is perhaps less surprising that over a third of our participants felt gambling and gaming ads are similar.

Most respondents (84%) stated that young people should have a say on the laws around gambling and gambling-like gaming features.

Although gambling and gambling ads carry age restrictions, children and young people are regularly exposed to advertising and opportunities to gamble – two thirds (66%) of our respondents viewed gambling as easily available. Many loot box consumers are children, and young adults (18-24) are more likely to purchase loot boxes than any other adult age group[27]. Our survey findings indicate that young people have a wide range of views on risks around gaming and gambling, and that they would like their voices to be heard. To quote the Advisory Board for Safer Gambling: "How children perceive lootboxes is important and should be reflected in public policy".

Regulating technologies that are themselves rapidly evolving is notoriously challenging. Indeed, some industry commentators anticipate that the imminent review of gambling laws in the UK will lead to legislation to tackle loot box mechanics, and that gaming companies will shift towards gambling-like game mechanics that are even more difficult to regulate[28]. That makes hearing from children and young people particularly vital, to ensure that research and policy action is both relevant and timely.

25 Ipsos MORI (2020). The effect of gambling marketing and advertising on children, young people, and vulnerable adults. https://www.begambleaware.org/sites/default/files/2020-12/the-effect-of-gambling-marketing-and-advertising-synthesis-report_final.pdf (accessed Feb 2022).

26 Rossi & Nairn (2021). The appeal of gambling adverts to children and young persons on Twitter. http://www.bristol.ac.uk/media-library/sites/management/documents/what-are-the-odds-rossi-nairn-2021.pdf (accessed Feb 2022).

27 Close & Lloyd (2021). Lifting the lid on loot-boxes: Chance-based purchases in video games and the convergence of gaming and gambling. https://www.begambleaware.org/sites/default/files/2021-03/Gaming_and_Gambling_Report_Final.pdf (accessed Feb 2022).

28 Kersley (2021). Loot boxes are dead – What comes next will be worse. Wired, 02/05/2021. https://www.wired.co.uk/article/loot-boxes-new-gambling (accessed Feb 2022).

4.

Respondent demographics

Respondents were asked to voluntarily provide their details in the following questions. There were a portion of respondents who did not fill in their details but had completed the remainder of the survey and have had their results analysed. These individuals are included in the percentage of those who selected "prefer not to say" as a proxy.

How old are you?

Almost two thirds of the respondents (**65.5%**) were aged under 18. The most commonly selected ages were 15, 16 and 17.

Age	% response	Age	% response
11	**0.2%**	19	**4.8%**
12	**4.6%**	20	**3.7%**
13	**8.6%**	21	**2.9%**
14	**11.6%**	22	**2.4%**
15	**13.0%**	23	**1.7%**
16	**13.4%**	24	**2.6%**
17	**14.1%**	25	**2.0%**
18	**4.8%**	Prefer not to say	**9.7%**

Which Local Authority do you live in?

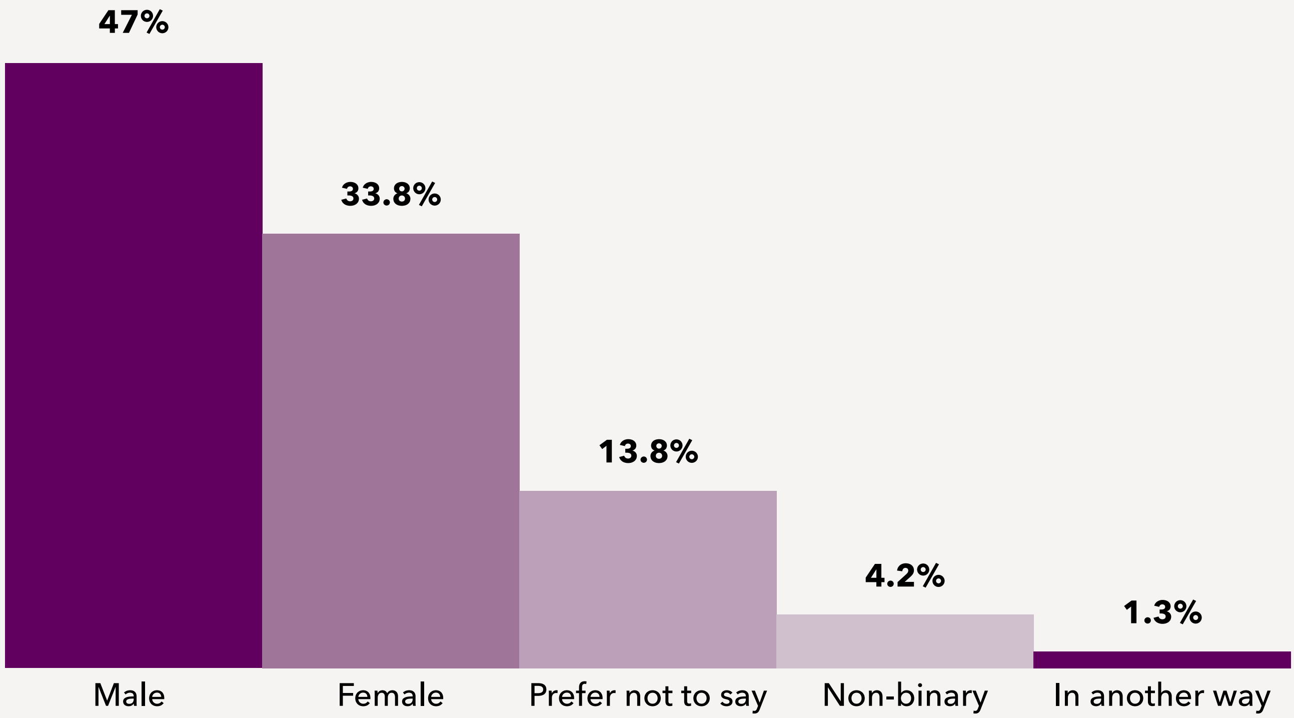
There were responses from individuals who lived in all 32 Local Authorities. Most responses came from individuals who lived in Edinburgh and Glasgow.

Local Authority	% response	Local Authority	% response
Aberdeen	**2.0%**	East Dunbartonshire	**1.1%**
Aberdeenshire	**3.9%**	East Lothian	**2.6%**
Angus	**2.8%**	East Renfrewshire	**2.2%**
Argyll & Bute	**0.4%**	Edinburgh	**18.0%**
Clackmannanshire	**1.7%**	Falkirk	**2.8%**
Comhairle Nan Eilean Siar (Western Isles)	**0.4%**	Fife	**5.1%**
Dumfries and Galloway	**2.4%**	Glasgow	**10.0%**
Dundee	**2.0%**	Highland	**3.3%**
East Ayrshire	**1.5%**	Inverclyde	**0.6%**
Midlothian	**2.4%**	Shetland Islands	**0.7%**
Moray	**1.7%**	South Ayrshire	**0.7%**
North Ayrshire	**2.0%**	South Lanarkshire	**2.8%**
North Lanarkshire	**3.5%**	Stirling	**2.0%**
Orkney Islands	**0.4%**	West Dunbartonshire	**1.5%**
Perth & Kinross	**2.4%**	West Lothian	**3.5%**
Renfrewshire	**1.1%**	Prefer not to say	**9.7%**
Scottish Borders	**3.1%**		

Breakdown of respondents by Scottish Index of Multiple Deprivation Quintile

The Scottish Index of Multiple Deprivation is split into five quintiles, with Quintile 1 representing areas with highest deprivation and Quintile 5 representing areas with lowest deprivation. These postcodes were freely typed and 197 were able to be mapped against the SIMD20 Quintile data. The figures below are a breakdown for the postcodes that were able to be mapped.

Gender Identity



Free school meals

122 respondents (**22.4%**) stated that they have qualified for free school meals at some point.

Ethnicity

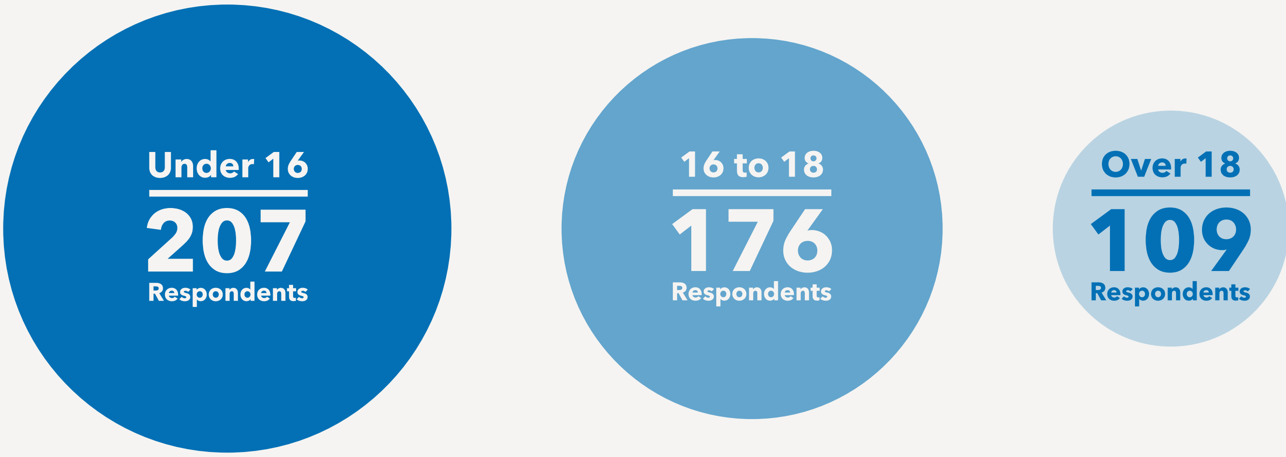
White/White Scottish/White British	**63.7%**
Prefer not to say	**14.7%**
White Other	**5.9%**
Asian/Asian Scottish/Asian British	**5.0%**
Chinese/Chinese Scottish/Chinese British	**2.8%**
Mixed or Multiple Ethnic Groups	**2.4%**
African/African Scottish/African British	**1.3%**
Polish	**1.1%**
Arab/Arab Scottish/Arab British	**1.1%**
Other	**0.7%**
Black/Black Scottish/Black British	**0.6%**
Gypsy/Traveller	**0.4%**
Irish	**0.4%**
Caribbean/Caribbean Scottish/Caribbean British	**0.2%**

5.

Key findings by demographic

Age group

Respondents to the survey were aged between 11 and 26, with the majority being between 14 and 17. For the purpose of this analysis, respondents' ages have been grouped as follows:



Gaming

1. Older respondents were less likely to have played a video game in the last 12 months than younger respondents (81% of over 18s compared with 97% of respondents under the age of 16 and 94% of those aged 16 to 18).

2. Of those who had played a video game, respondents under the age of 16 were most likely to play them every day when compared with other groups (41% of those under 16 compared with 37% aged 16 to 18 and 36% over the age of 18). Respondents over the age of 18 played video games less frequently overall than the other age groups.

Gaming

1. **Older respondents were less likely to have played a video game in the last 12 months** than younger respondents (81% of over 18s compared with 97% of respondents under the age of 16 and 94% of those aged 16 to 18).

2. Of those who had played a video game, respondents **under the age of 16 were most likely to play them every day** when compared with other groups (41% of those under 16 compared with 37% aged 16 to 18 and 36% over the age of 18). Respondents over the age of 18 played video games less frequently overall than the other age groups.

Gambling

1. **Older respondents were most likely to have participated in a gambling activity in the past 12 months** (39% of those aged over 18 stated that they had compared with 28% of those aged 16 to 18 and 12% under the age of 16).

Respondents who stated they had taken part in a gambling activity in the past 12 months were then asked questions about their gambling. When looking at the responses to these questions by demographic, there were not enough responses in each category for comparison.

2. **Respondents over the age of 18 were the most likely to state that someone close to them gambled regularly** (34% compared with 22% of those aged 16 to 18 and 18% of those under the age of 16). Respondents under the age of 16 were also more likely to select not sure than the other groups.

Respondents who stated that someone close to them gambled regularly were asked if their gambling ever worried them. When looking at the responses to these questions by demographic, there were not enough responses in each category for comparison.

3. **Respondents over the age of 16 were more likely to have spoken to a friend or family member about gambling** (53% of those aged 16 to 18 and 53% of those over the age of 18 compared with 44% of those under the age of 16).

   The following question was asked to respondents who had answered Yes to any of these previous questions:

   Have you played a video game in the last 12 months?

   Have you taken part in a gambling activity in the last 12 months?

   Does anyone close to you gamble regularly?

4. Respondents were provided with a series of word pairs associated with gambling and asked to select a point on a scale between the pairs that they thought was the best description of the term.

Safety

Respondents under the age of 16 were less likely to view gambling as risky compared with those over 16 (52% selected the "riskier" end of the scale compared with 61% of those aged between 16 and 18 and 64% of over 18s).

Normality

Respondents over the age of 16 were more likely than those under 16 to view gambling as normal (38% of those aged between 16 and 18 and 34% of over 18s selected the "normal" end of the scale compared with 26% of under 16s).

Fun

Respondents aged between 16 and 18 were most likely to rate gambling fun (41% of those aged between 16 and 18 selected the "fun" end of the scale compared with 36% of over 18s and 27% of under 16s).

Visibility

Respondents aged between 16 and 18 were most likely to rate gambling as visible (43% of those aged between 16 and 18 selected the "visible" end of the scale compared with 36% of under 16s and 33% of over 18s).

Excitement

Respondents under the age of 16 were the least likely to view gambling as thrilling (36% of under 16s selected the "thrilling" end of the scale compared with 45% of those aged between 16 and 18 and 45% of those over the age of 18).

Common

Respondents under the age of 16 were the least likely to view gambling as common (53% of under 16s selected the "common" end of the scale compared with 60% of those aged between 16 and 18 and 61% of those over the age of 18).

Availability

Respondents over the age of 16 were more likely to view gambling as easily available (77% of those aged between 16 and 18 and 77% of those over the age of 18 selected the "easily available" end of the scaled compared with 58% of those under the age of 16).

Gaming and gambling

1. **Respondents under the age of 18 were much more likely to have opened a loot box** compared with those over the age of 18 (59% of respondents under 16 and 66% of those between 16 and 18 compared with 45% of those over the age of 18).

2. **Respondents under the age of 18 were much more likely to "like loot boxes a lot"** compared with those over the age of 18 (25% of respondents under 16 and 23% of those between 16 and 18 compared with 16% of those over the age of 18).

3. Respondents were asked to rate the similarities between video games and gambling games.

Features

Respondents over the age of 18 were most likely to find features similar (44% of respondents over the age of 18 selected very/somewhat similar compared with 34% of those aged between 16 and 18 and 28% of under 16s).

Risks

Older respondents were more likely to rate the risks as similar than younger respondents (36% of those aged between 16 and 18 and 36% of those over 18 selected very/somewhat similar compared with 25% of those under the age of 16).

Benefits

Respondents over the age of 18 were most likely to find benefits similar (33% of respondents over the age of 18 selected very/somewhat similar compared with 23% of those aged between 16 and 18 and 19% of under 16s).

Advertising

Older respondents were more likely to find advertising similar than younger respondents (40% of those aged between 16 and 18 and 42% of those over 18 selected very/somewhat similar compared with 32% of those under the age of 16).

4. **The majority of all age groups stated that young people should have a say on the laws around gambling and gambling-like gaming features, with those over the age of 18 stating this preference most often** (91% of over 18s selected Yes compared with 81% of respondents aged 16 to 18 and 84% of under 16s).

Deprivation (SIMD Quintile)

SIMD Quintile 1
36
Respondents

SIMD Quintile 2
43
Respondents

SIMD Quintile 3
39
Respondents

SIMD Quintile 4
34
Respondents

SIMD Quintile 5
45
Respondents

To compare between groups, results from different quintiles have been combined into two groups: "Most Deprived" (respondents from Quintiles 1 and 2) and "Least Deprived" (respondents from Quintiles 4 and 5). Responses from those in Quintile 3 have not been included.

Gaming

1. Of those who had played a video game, respondents **in more deprived areas were more likely to play them every day** (45% compared with 26% in the least deprived group).

Gambling

1. **Respondents from the most deprived areas were more likely to state that someone close to them gambled regularly** (29% compared with 18% of those in the least deprived group). Respondents from more deprived areas were more likely to select not sure than the other groups.

The following question was asked to respondents who had answered Yes to any of these previous questions:

Have you played a video game in the last 12 months?

Have you taken part in a gambling activity in the last 12 months?

Does anyone close to you gamble regularly?

2. Respondents were provided with a series of word pairs associated with gambling and asked to select a point on a scale between the pairs that they thought was the best description of the term.

Normality

Respondents from areas of higher deprivation were more likely to view gambling as normal (34% of those in the most deprived group selected the "normal" end of the scale compared with 24% of those in the least deprived group).

Fun

Respondents from areas of lower deprivation were slightly more likely to rate gambling fun (36% of those in the least deprived group selected the "fun" end of the scale compared with 30% of those in the most deprived group). Respondents in areas of higher deprivation were more than twice as likely than the other group to select not sure.

Visibility

Respondents from areas of higher deprivation were more likely to rate gambling as visible (42% of those in the most deprived group selected the "visible" end of the scale compared with 31% those in the least deprived group).

Excitement

Respondents from areas of lower deprivation were more likely to view gambling as thrilling (47% of those in the least deprived group selected the "thrilling" end of the scale compared with 38% of those in the most deprived group).

Common

Respondents from areas of higher deprivation were more likely to view gambling as common (62% of those in the most deprived group selected the "common" end of the scale compared with 50% of those in the least deprived group).

Gaming and gambling

1. **Respondents from areas of higher deprivation were more likely to have opened a loot box** (65% of respondents in the most deprived group compared with 57% of those in the least deprived group).

2. Respondents in the **more deprived group were more likely to have an opinion** on loot boxes either way, compared with **almost two thirds in the least deprived group who selected I don't mind them**.

3. Respondents were asked to rate the similarities between video games and gambling games.

Benefits

Respondents from areas of lower deprivation were more likely to find benefits different (53% of respondents from the least deprived group selected very/somewhat different compared with 44% of those in the most deprived group).

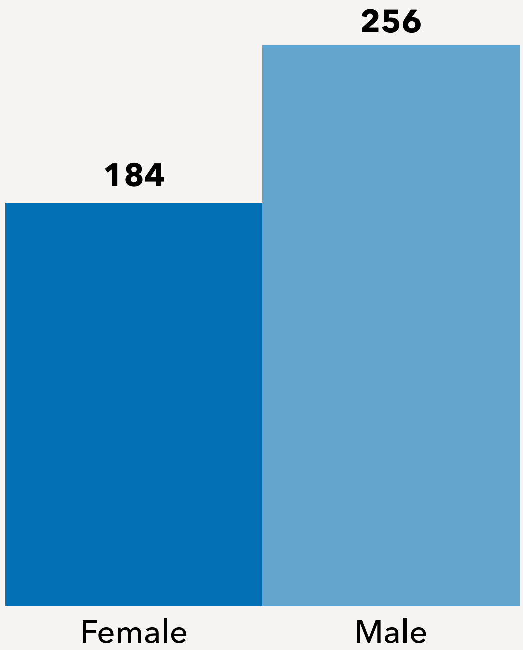
Advertising

Respondents from areas of lower deprivation were slightly more likely to find advertising different (49% of respondents from the least deprived group selected very/somewhat different compared with 42% of those in the most deprived group).

4. **Most of both groups stated that young people should have a say on the laws around gambling and gambling-like gaming features, with those from areas of higher deprivation stating this preference slightly more often** (89% of those from the most deprived group selected Yes compared with 82% of respondents from the least deprived group).

Gender identity

For the purpose of this comparison, respondents from those identifying as female and male have been compared. Responses from the other gender identities were low and have therefore been excluded.



Gaming

1. **Male respondents were more likely to have a played a video game in the past 12 months** (98% compared with 84% of female respondents).

2. Of those who had played a video game, **male respondents were more than twice as likely to play them every day** (48% compared with 21% of female respondents).

Gambling

1. **Male respondents were more likely to have participated in a gambling activity in the past 12 months** (28% compared with 17% of female respondents).

2. **Male respondents were slightly more likely to state that someone close to them gambled regularly** (25% compared with compared with 20% of female respondents).

The following question was asked to respondents who had answered Yes to any of these previous questions:

Have you played a video game in the last 12 months?

Have you taken part in a gambling activity in the last 12 months?

Does anyone close to you gamble regularly?

3. Respondents were provided with a series of word pairs associated with gambling and asked to select a point on a scale between the pairs that they thought was the best description of the term.

Safety

Female respondents were more likely than male respondents to rate gambling as risky (64% selected the "riskier" end of the scale compared with 53% of male respondents).

Benefits

Female respondents were more likely than male respondents to rate gambling as harmful (65% selected the "harmful" end of the scale compared with 51% of male respondents).

Normality

Male respondents were more likely to view gambling as normal (36% of selected the "normal" end of the scale compared with 26% of female respondents).

Fun

Female respondents were slightly more likely to rate gambling as boring (28% selected the "boring" end of the scale compared with 22% of male respondents).

Visibility

Male respondents were more likely to rate gambling as visible (42% selected the "visible" end of the scale compared with 33% of female respondents).

Excitement

Male respondents were more likely to rate gambling as thrilling (45% selected the "thrilling" end of the scale compared with 37% of female respondents).

Gaming and gambling

1. **Male respondents were much more likely to have opened a loot box** (75% compared with 38% of female respondents).

2. **Male respondents were more likely to have an opinion** on loot boxes either way, compared with **almost three quarters of female respondents who selected I don't mind them**.

3. Respondents were asked to rate the similarities between video games and gambling games.

Features

Male respondents were more likely to view features as different (50% selected very/somewhat different) **whilst female respondents typically viewed features as similar** (43% selected very/somewhat similar).

Risks

Male respondents were more likely to view the risks of gaming and gambling as different from each other (55% selected very/somewhat different compared with 48% of female respondents).

Benefits

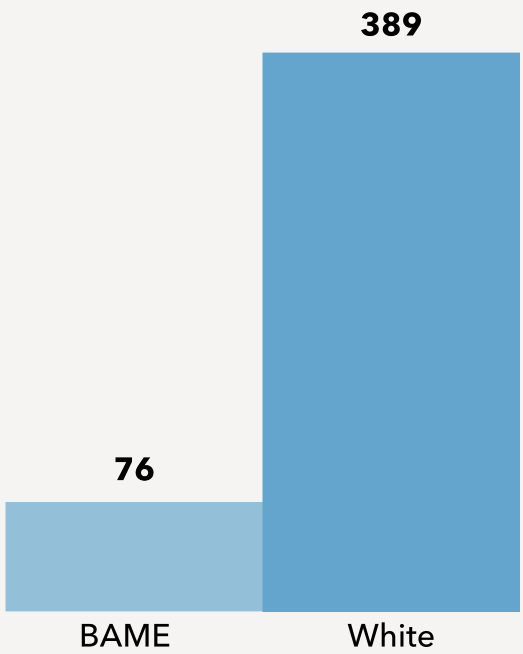
Male respondents were much more likely to view the benefits of gaming and gambling as different from each other (59% selected very/somewhat different compared with 40% of female respondents).

Advertising

Male respondents were much more likely to view advertising of gaming and gambling as different (49% selected very/somewhat different compared with 29% of female respondents).

Ethnic group

For the purpose of this comparison, respondents have been grouped into two ethnic groups: Black, Asian and Minority Ethnic (BAME) groups and White ethnic groups. Responses from other ethnic groups were low and have therefore been excluded.



Gaming

1. **White respondents were more likely to have a played a video game in the past 12 months** (94% compared with 88% of BAME respondents).

2. Of those who had played a video game, **White respondents were much more likely to play them every day** (42% compared with 24% of BAME respondents).

Gambling

1. **White respondents were slightly more likely to have participated in a gambling activity in the past 12 months** (25% compared with 20% of BAME respondents).

2. **White respondents were much more likely to state that someone close to them gambled regularly** (26% compared with 9% of BAME respondents).

3. **BAME respondents were less likely to have spoken to a friend or family member about gambling** (62% had not compared with 48% of White respondents).

The following question was asked to respondents who had answered Yes to any of these previous questions:

Have you played a video game in the last 12 months?

Have you taken part in a gambling activity in the last 12 months?

Does anyone close to you gamble regularly?

4. Respondents were provided with a series of word pairs associated with gambling and asked to select a point on a scale between the pairs that they thought was the best description of the term.

Safety

BAME respondents were less likely than White respondents to rate gambling as risky (49% selected the "riskier" end of the scale compared with 59% of White respondents).

Benefits

BAME respondents were less likely than White respondents to rate gambling as harmful (46% selected the "harmful" end of the scale compared with 60% of White respondents).

Normality

White respondents were more likely to view gambling as normal (33% of selected the "normal" end of the scale compared with 22% of BAME respondents).

Fun

White respondents were more likely to view gambling as fun (35% selected the "fun" end of the scale compared with 25% of BAME respondents).

Visibility

BAME respondents were more likely to rate gambling as visible (45% selected the "visible" end of the scale compared with 37% of White respondents).

Common

BAME respondents were more likely to rate gambling as uncommon (24% selected the "uncommon" end of the scale compared with 14% of White respondents).

Luck or skill

White respondents were more likely to rate gambling as being about luck rather than skill (62% selected the "about luck" end of the scale compared with 54% of BAME respondents).

Availability

BAME respondents were more likely to rate gambling as hard to access than easily available (18% selected the "hard to access" end of the scale compared with 10% of White respondents).

Gaming and Gambling

1. **White respondents were much more likely to have opened a loot box** (63% compared with 45% of BAME respondents).
2. **White respondents were more likely to have an opinion** on loot boxes either way, compared with **around two thirds of BAME respondents who selected I don't mind them**.
3. Respondents were asked to rate the similarities between video games and gambling games.

Features

BAME respondents were more likely to view features as different (49% selected very/somewhat different compared with 42% of White respondents).

Risks

White respondents were more likely to view the risks of gaming and gambling as similar to each other (33% selected very/somewhat similar compared with 25% of BAME respondents).

Benefits

White respondents were more likely to view the benefits of gaming and gambling as similar to each other (24% selected very/somewhat similar compared with 17% of BAME respondents).

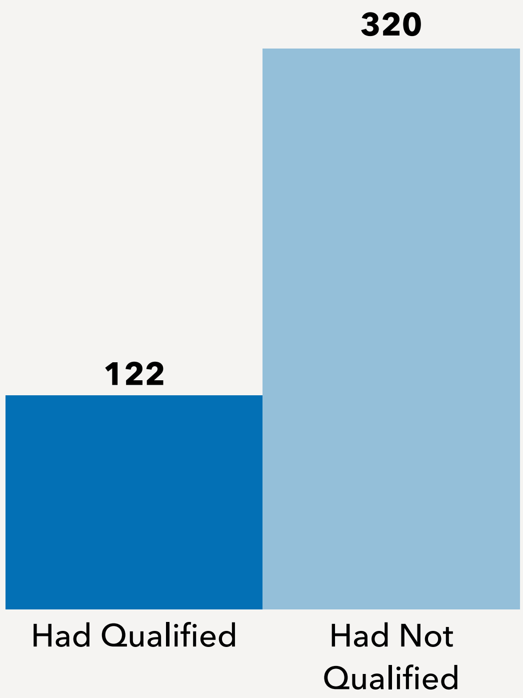
Advertising

White respondents were much more likely to view advertising of gaming and gambling as similar (40% selected very/somewhat similar compared with 26% of BAME respondents).

4. **Both groups mostly stated that young people should have a say on the laws around gambling and gambling-like gaming features, with BAME respondents stating this preference less often** (68% selected Yes compared with 87% of White respondents).

Free school meals

Respondents were asked if they had ever qualified for free school meals.



Gaming

There were no notable differences between demographic groups in response to the questions around gaming habits.

Gambling

1. **Respondents who had qualified were more likely to have participated in a gambling activity in the past 12 months** (29% compared with 22% of respondents who had not qualified for free school meals).

2. **Respondents who had not qualified were less likely to state that someone close to them gambled regularly** (61% selected No compared with 70% of respondents who had qualified for free school meals).

3. **Respondents who had qualified for free school meals were more likely to have spoken to a friend or family member about gambling** (54% had compared with 48% of those who had not qualified for free school meals).

The following question was asked to respondents who had answered Yes to any of these previous questions:

Have you played a video game in the last 12 months?

Have you taken part in a gambling activity in the last 12 months?

Does anyone close to you gamble regularly?

4. Respondents were provided with a series of word pairs associated with gambling and asked to select a point on a scale between the pairs that they thought was the best description of the term.

Safety

Respondents who had not qualified were more likely to rate gambling as risky (59% selected the "riskier" end of the scale compared with 51% of respondents who had not qualified for free school meals).

Benefits

Respondents who had qualified were less likely to rate gambling as harmful (51% selected the "harmful" end of the scale compared with 59% of respondents who had not qualified for free school meals).

Fun

Respondents who had qualified were slightly more likely to view gambling as fun (38% selected the "fun" end of the scale compared with 33% of respondents who had not qualified for free school meals).

Common

Respondents who had qualified were slightly more likely to rate gambling as common (60% selected the "common" end of the scale compared with 55% of respondents who had not qualified for free school meals).

Luck or skill

Respondents who had qualified were slightly more likely to rate gambling as being about skill rather than luck (21% selected the "about skill" end of the scale compared with 16% of respondents who had not qualified for free school meals).

Availability

Respondents who had not qualified were more likely to rate gambling as easily available (71% selected the "easily available" end of the scale compared with 64% of respondents who had qualified for free school meals).

Gaming and gambling

1. **Respondents who had qualified were more likely to like loot boxes** (29% selected I like them a lot compared with 20% of respondents who had not qualified for free school meals).

2. Respondents were asked to rate the similarities between video games and gambling games.

Features

Respondents who had not qualified were more likely to view features as different (48% selected very/somewhat different compared with 42% of respondents who had qualified for free school meals).

Benefits

Respondents who had qualified were more likely to view the benefits of gaming and gambling as different to each other (53% selected very/somewhat different compared with 46% of respondents who had not qualified for free school meals).

6. Partner organisations

About the ALLIANCE

The Health and Social Care Alliance Scotland (the ALLIANCE) is the national third sector intermediary for a range of health and social care organisations. The ALLIANCE has a growing membership of over 3,000 national and local third sector organisations, associates in the statutory and private sectors, disabled people, people living with long term conditions and unpaid carers. Many NHS Boards, Health and Social Care Partnerships, Medical Practices, Third Sector Interfaces, Libraries and Access Panels are also members.

The ALLIANCE Scotland Reducing Gambling Harm programme hosts the Scottish Lived Experience Forum for reducing gambling harms. The Scottish Lived Experience Forum contribute to ongoing work of the programme to ensure the voice of lived experience embeds policy and action to reduce gambling harm in Scotland.

ALLIANCE
HEALTH AND SOCIAL CARE
ALLIANCE SCOTLAND
people at the centre

About Fast Forward

Fast Forward is a national voluntary organisation which enables young people to make informed choices about their health and well-being. Fast Forward provides a range of national and regional high-quality health education and prevention interventions and projects that address a variety of risk-taking behaviours, working directly with young people and those who support them.

Since 2014, Fast Forward has established itself as the leading organisation in Scotland promoting gambling education and prevention with and for young people, through its national programme the Scottish Gambling Education Hub (SGEH). The Hub provides free training, consultancy and resources to organisations working with children, young people and families across Scotland, promoting a harm reduction approach, and has a proven track record for delivering high-quality, high impact gambling education and harm prevention.

fast forward

About Young Scot

Young Scot is the national youth information and citizenship charity for 11-26 year olds in Scotland. Young Scot provide young people with information, ideas and opportunities to help them make informed decisions, supporting them to navigate the challenges they face as they grow up, particularly at times of transition.

Young Scot keep young people informed using their young.scot website and deliver information using the digital spaces they spend their time in – Snapchat, Instagram, Facebook, TikTok and YouTube. Young Scot also translate essential information and content into Gaelic.

YOUNG SCOT

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