

PRODUCTIVITY COMMISSION SUBMISSION GAMBLING INQUIRY

Re.: Submission to Productivity Commission Gambling Inquiry.

I have undertaken two research project about gambling from the community perspective. The first research project explored young people's experiences of gambling (funded by Queensland Government, Treasury, 2002-2003):

Fabiansson, C. and Healey L. (2004) *Young People's Community Affiliation*. University of Western Sydney, Sydney ISBN 1 74108 049 5, pp. 1-197.

The second research project explored the interlink between employment and excessive gambling (funded by New South Government, Responsible Gambling 2005-2006):

Fabiansson, C. (2007) *A Community Study - Employment Status & Gambling Pursuits in Greater Western Sydney, New South Wales*, University of Western Sydney, Sydney, ISBN Number 1 74108 141 6, pp. 1-178.

These research projects highlight gambling pathways from young people's introduction to gambling and the consequences of excessive gambling later in life where professional help were needed. The youth project is based on a survey of over 750 young people in rural and regional Queensland. The adult sample includes 21 case studies and their pathway to excessive gambling.

Gambling sections from these two community research projects have been published in the journals:

Fabiansson, C. (2006) Recreational Gambling – Young People's Gambling Participation in Rural Australia, *Journal of Youth Studies*, vol. 9, no. 3, pp. 345-360 (peer reviewed).

Fabiansson, C. (2008) Pathways to Excessive Gambling – Are young people's approach to gambling an indication of future gambling propensity? *Child Indicators Research*, (vol. 1 no 2, pp. 156-175 (peer reviewed).

The Youth Studies article is easily accessible while the Child Indicator Research can be more difficult (if you have difficulties to access a copy please let me know and I will help you).

An inference from my research about gambling is the marked difference between gambling activities and other recreational and sports activities in that there are few time restrictions on gambling, except a venue's opening times. A football match lasts a fixed time, the same for a film, or a concert, but not for gambling on electronic gaming machines. The session only has an enforced termination when the venue closes or the customer's money is finished.

To borrow from the slogan used to enforce safe driving: *Stop-Revive-Survive*, the same principle could be tried with electronic gaming. For example, the player log in with his or her personal code, the machine stops after e.g. 2 hours playing. The player can choose to take a 15 -30 minutes break, or take out eventual winnings and leave the machine. The player will have his or her machine untouched and unchanged during the *Revive break*. The player should not be able switch to a 'new' machine without the *Revive break*.

It would be quite simple to program electronic gaming machines in this manner. The possibilities to play for extended periods are an issue for poker machine gamblers who gamble excessively.

I have attached the reports (pdf), due to their size they are sent separately, Email 1, and Email 2, with the same introductory information and Submission cover sheet.

Sincerely

Charlotte