

Young Peoples Initiative Awards - Thinking outside the square

In 2004 the Problem Gambling Foundation of New Zealand (PGF) created the Young People's Initiative Awards to acknowledge and honour the significant contributions of young people to raising awareness of the impacts of gambling in Aotearoa.

Last year two awards were presented to organisations who used creative media to express messages about gambling related harm.

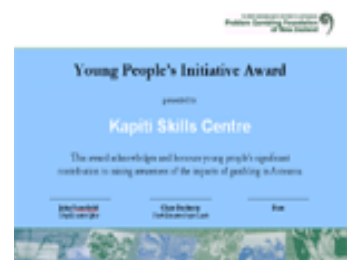
The first of these organisations was Reporoa College for their involvement in the Smokefree Stage Challenge. By utilising music and dance, this school was able to highlight gambling-related issues.

The second organisation was the Kapiti Skills Centre. Young people at the Centre were given the topic, "Gambling is..." and were asked to describe their perspective of gambling in their community through photography.

"It's all about thinking outside the square and taking the opportunity to raise awareness about this important issue. So many of our young people engage in gambling activities, without any knowledge of the potential for harm," says Lauren Cundall, Youth Services Project Team Leader (PGF).

"I would encourage organisations to see how they can incorporate messages around gambling into their curriculum, arts programmes and youth

week events and activities."



If you know an individual or organisation who should be considered for the Young People's Initiative Award, please contact Lauren Cundall on (03) 379 2824 or email lauren.cundall@pgfnz.co.nz

Year 7 & 8 Resource—Participants required for Advisory Group

PGF have developed a draft programme to educate Year 7 & 8 students about gambling, risk-taking and the odds.

The next part of the process is to undertake consultation with people and organisations who work with young people, about package safety and the

effectiveness of delivery to this age group.

From this consultation, recommendations will be made to the Ministry of Health.

We would like education specialists, social psychologists, teachers and anyone working with

young people - particularly those working with Years 7 & 8 - to give us feedback on this package. This will undertake a thorough analysis on the best use for this resource.

Anyone who would be interested in giving feedback would be welcome

to participate in focus groups, via email or telephone conversations.

For more information about this Advisory Group, please contact Lauren Cundall on (03) 379 2824 or lauren.cundall@pgfnz.co.nz



Young people and gambling: News from around the world

Games, Youth and New Zealand (NZ)

A story about teenagers and gaming featured on TVNZ in September, highlighting the ease with that many teenagers can access computer games that they are not allowed to play.

The Office of Film and Literature Classification and the Department of Internal Affairs have released the Underage Gaming Research report, which is based on a survey of 331 secondary school students aged 15 to 17. The study found that 62% of participants had played at least one restricted or banned game.

Often parents purchased the banned game, bringing to mind the number of young people gambling illegally.

For the full story go to:
<http://tinyurl.com/dst7y>

Card Playing Trend in Young People Continues (USA)

The University of Pennsylvania conducted a survey of 900 young people (14-22 years old) and found a 20% increase in the rates of card gambling compared with a 2004 study.

‘There are approximately 2.9 million young people ... gambling on cards on a weekly basis. Over 80% of these youth are male.’

The survey also found that card gambling spilled over to using Internet gambling sites, especially with games the availability of games such as Poker and BlackJack .

For the full press release go to: http://www.annenbergpublicpolicycenter.org/07_adolescent_risk/GamblingRelease20050928.pdf

Adolescence and problem gambling (Germany)

A University of Bremen (Germany) study was conducted on German youth aged 13-19 years, with results typical of other western countries.

The findings indicated the urgent need for regulatory gambling policy at national level e.g. age restrictions.

‘The profile of an adolescent with gambling problems suggests a comp. ‘Instead of labelling gambling as deviant, evil or even sinful, problem gambling prevention programmes must offer young people a way to develop adequate personal skills and social competencies.’

For the full article go to: www.youthgambling.com, and click on **Fall 2005 YGI Newsletter**

Planting the seed (Canada)

Children often imitate adults, and the gambling industry marketing gambling products to young people entrenches the desire for children to copy their parents.

Arcades contain rows of old slot machines that take tokens instead of money, for children to play. A large quantity of tokens is needed to be exchanged for prizes - bikes, toys, video games.

‘Children still in strollers were being taught how to put coins in the slots and push the buttons.’

This raises concerns on the potential long-term implications on such behaviour.

For the full story go to: <http://www.education.mcgill.ca/gambling/en/PDF/NewsFlash/Nov2005.pdf>

Website of the month: Youth Gambling Research Group at Brock University

Brock University in Canada has a very informative website about young people and problem gambling. Their vision statement states their dedication to researching ‘primarily about youth gambling and related risk behaviours’ and making sure that all affected and interested parties are informed about the ‘development of policy and programming leading to prevention and treatment of problem gambling among youth’.

Useful areas include a PowerPoint presentation for parents; discussing the problem of youth gambling in Canada; areas of research about young people and problem gambling; and a youth and parent survey (2003). Visit <http://www.brocku.ca/ygrg/index2.html>

For more information on these stories contact Lauren Cundall on (03) 379 2824 or email lauren.cundall@pgfnz.co.nz