TRANSLATING RESEARCH ON GAMBLING-RELATED HARMS INTO PRACTICE

INTERNATIONAL CONFERENCE ON GAMBLING AND RISK TAKING

MAY 28, 2019

2011 EXPANDED GAMING ACT

Allows for resort style casinos in three geographically diverse regions

No more than one casino in each region

Allows for one slots parlor statewide (not geographically restricted)

LEGISLATIVE MANDATE

Section 71 of Expanded Gaming Act requires MGC to establish an "annual research agenda" to assist in understanding the social and economic effects of casino gambling in MA & in making annual scientifically-based recommendations to the Legislature

Essential elements of the research agenda:

- Understand the social & economic effects of expanded gambling
- Baseline study of problem gambling and existing prevention & treatment programs
- Facilitate independent studies to obtain scientific information relevant to enhancing responsible gambling and minimizing harmful effects

RESEARCH TEAM SELECTION PROCESS

Timing	Activity
May/Jun 2012	MGC meets w/research groups in MA
Summer 2012	MGC Public Education Forums
Oct 2012	MGC Request for Information (RFI) 6 responses received
Nov 2012	MGC Request for Research Services (RFR) 4 responses received
Jan 2013	MGC invites 2 teams to give oral presentations
Mar 2013	MGC announces UMass Amherst consortium will carry out comprehensive baseline & impact study
April 2013	Launch of Social and Economic Impacts of Gambling in Massachusetts (SEIGMA) study

METHODOLOGICAL PRINCIPLES

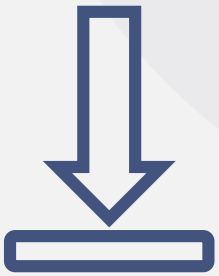
- Identify how much money is involved, where it is coming from, and where it is going
- Assess impacts for years before and for years after the introduction of new gambling venues
- Comprehensively assess *all* potential economic and social impacts and utilize multiple sources of info for triangulation
- Compare changes to those observed in Matched Control Communities

Research

1 → 2 → 3 → 4

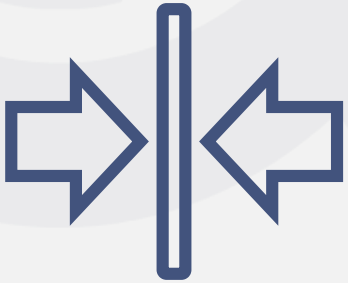
Establish baseline

Collect baseline data on social & economic indicators; **create a comprehensive picture of community needs** prior to the introduction of casino gaming.



Assess impacts

Measure changes that occur on social & economic indicators, **post-casino opening**.



Develop programs

Leverage findings to inform effective policies & programs that will **minimize harm & maximize benefits**, with a focus on high-risk, vulnerable groups.

Evaluate

Continually evaluate policies & programs to **refine & improve** based on new findings.

Target Geographic

To date, data is being collected:

Statewide

Massachusetts

Host & Surrounding Communities (H & SCs)

Plainville
& surrounding communities

Everett
& surrounding communities

Springfield
& surrounding communities

Indicators

Indicators are being tracked across two pillars of population health

Social & Health

5 dimensions

1 total indicators

4

Economic & Fiscal

6 dimensions

1 total indicators

5

Social & Health

Problem Gambling & Related Indices

- Prevalence & incidence
- Treatment seeking
- Personal bankruptcy
- Family impacts
- Suicides

Crime

- Overall crime rates
- Illegal gambling

Population Health

- Physical & psychological
- Substance use & addictions
- Attitudes towards gambling
- Leisure activity

Demographic Impacts

- Population changes attributable to new gambling venues

Environmental Impacts

- Traffic (volume, accidents)
- Noise

Economic & Fiscal

Direct Casino Impacts

- Employment
- Revenue
- Expenditure

Employment

- Participation
- Unemployment

Personal Income

- Wages
- Poverty rate
- Gambling participation as a function of income

Business Establishments

- Total number
- Bankruptcy
- Changes in industry mix
- Impacts on other types of gambling

Real Estate & Housing

- Property values
- Rent
- Residential building permits

Government & Fiscal

- Expenditure
- Revenue

Streams of

SEIGMA
SOCIAL AND ECONOMIC IMPACTS OF GAMBLING IN MASSACHUSETTS
UNIVERSITY OF MASSACHUSETTS SCHOOL OF PUBLIC HEALTH AND HEALTH SCIENCES

- Statewide
- Over-sampling H & SCs and at-risk populations
- Multi-year tracking of all indicators

MAGIC
MASSACHUSETTS GAMBLING IMPACT COHORT STUDY
UNIVERSITY OF MASSACHUSETTS SCHOOL OF PUBLIC HEALTH AND HEALTH SCIENCES

- Statewide
- Over-sampling H & SCs and at-risk populations
- Longitudinal cohort

Public Safety

- Public safety impacts on H & SCs
- Qualitative/quantitative methods

Community-Engaged

- Focus on H & SCs and at-risk populations
- Question or issue is driven by the community

Summary of Impacts

SOCIAL and HEALTH IMPACTS			
		Statewide	Regional
Problem Gambling and Related Indices	Prevalence and Incidence of Problem Gambling; Treatment Seeking for Problem Gambling	↔	↔
	Financial Problems, Bankruptcy, Employment Problems	↔	↔
	Divorce, Separation, Domestic Violence, Child Abuse and Neglect; Suicide	↔	↔
Crime	Overall Crime Rates; Illegal Gambling	↔	↔
Attitudes	Attitudes Towards Gambling	↓ ↑	↓ ↑
Population Health & Leisure	Physical and Psychological Health; Substance Use and Addictions; Leisure Activity	↔	↔
Demographics	Population; Educational System	↔	↔
Environment	Traffic (accidents, volume); Noise	↔	↑

Summary of Impacts

ECONOMIC and FISCAL IMPACTS			
		Statewide	Regional
Direct Casino Expenditure and Revenue	Plainridge Park Casino	↑	↑
	MGM Springfield	TBD	TBD
	Encore Boston Harbor	TBD	TBD
Business Establishments	Number of Business Establishments; Impacts on Other Types of Gambling	↔	↑
Employment	Employment Levels, Labor Force Participation	↔	↑
Personal Income	Wages	↔	↑
	Poverty Rate	↔	↓
	Gambling Participation in Relation to Income	TBD	TBD
Real Estate and Housing	Property Values; Residential Building Permits; Rental Costs	↔	↔
Government and Fiscal	Expenditure	↑	↑
	Revenue	↑	↑

Research Process

1 & 2

SEIGMA
SOCIAL AND ECONOMIC IMPACTS OF GAMBLING IN MASSACHUSETTS
UNIVERSITY OF MASSACHUSETTS SCHOOL OF PUBLIC HEALTH AND HEALTH SCIENCES

MAGIC
MASSACHUSETTS GAMBLING IMPACT COHORT STUDY
UNIVERSITY OF MASSACHUSETTS SCHOOL OF PUBLIC HEALTH AND HEALTH SCIENCES

Public Safety

Community-Engaged

3

Develop programs

4

Evaluate

RESEARCH AGENDA

About

- Expanded Gaming Act
- Careers in Expanded Gaming
- Vendor and Supplier Opportunities
- Responsible Gaming
- Voluntary Self-Exclusion
- Diversity
  - Access and Opportunity Committee
- Community Mitigation Fund
- Research Agenda
  - Meet the Researchers
- Tribal Gaming
- Requests for Responses/Proposals
- Frequently Asked Questions
- Press Releases
- Requests for Public Comments
- Reports & Publications
- Calendar
- Live Streaming Video

What You Need to Know

The Expanded Gaming Act requires MGC to establish "an annual research agenda" to understand the social and economic effects of casino gambling in Massachusetts.

Research Goals

- Understand the social and economic effects of expanded gambling and use findings to inform evidence-based policy and regulation
- Obtain scientific information relative to the neuroscience, psychology, sociology, epidemiology and etiology of gambling
- Inform best practice strategies and methods for responsible gaming and problem gambling treatment and prevention
- Evaluate all responsible gaming initiatives developed by the Massachusetts Gaming Commission

Social and Economic Impacts of Gambling in Massachusetts (SEIGMA)

In 2013, the Commission engaged a team at the University of Massachusetts Amherst to conduct a comprehensive, multi-year study of

RELATED CONTENT

Meet the Researchers

Learn more about the researchers conducting MGC's research agenda.

CLICK HERE »

Responsible Gaming Framework

The Responsible Gaming Framework is designed to provide structure for responsible gaming practices of Massachusetts Gaming Commission licensees and is based on the commitment by the Massachusetts Gaming Commission and their licensees to the guiding value of ethical and responsible behavior.

READ THE FRAMEWORK »

Connect with SEIGMA

Visit the website of The Social and Economic Impact of Gambling in Massachusetts (SEIGMA) research team at UMass Amherst.

TAKE ME THERE »

MASS-AT-A-GLANCE

A dashboard app and user-friendly platform to explore Massachusetts data on selected social and economic variables.

VIEW DATA »

THANK YOU!!
ADDITIONAL QUESTIONS/COMMENTS:

Mark Vander Linden

Massachusetts Gaming Commission

Director of Research and Responsible Gaming

Mark.vanderlinden@state.ma.us

www.gamesensema.com

www.massgaming.com

Rachel A. Volberg

Research Associate Professor

School of Public Health & Health Science

rvolberg@schoolph.umass.edu

www.umass.edu/seigma

www.umass.edu/macohort