

# Social and Health Impacts of Plainridge Park Casino (PPC) in Plainville

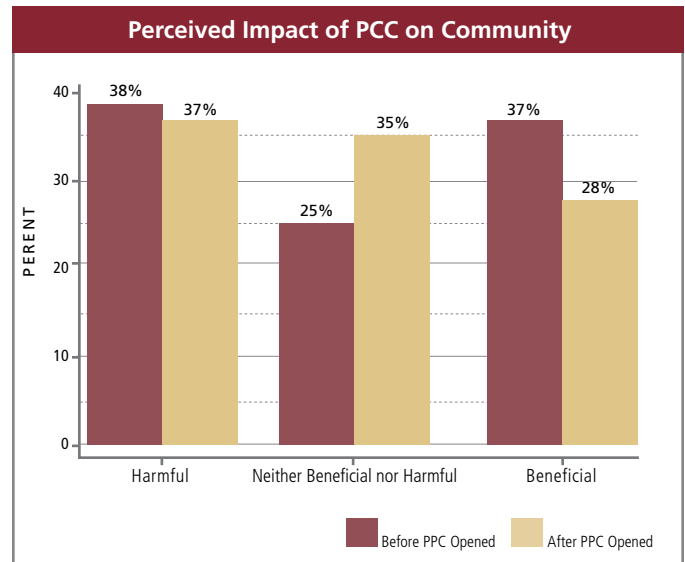
One year prior to PPC opening (2014), the SEIGMA team conducted a survey to understand gambling participation and attitudes toward gambling in the casino host community of Plainville and the surrounding communities of Attleborough, Foxborough, Mansfield, North Attleborough, and Wrentham. A second survey was conducted in 2016-2017 after the casino had been open for one year. This fact sheet summarizes the responses from these two surveys. For additional information, see the [Social and Economic Impacts of Plainridge Park Casino: 2018](#) report.

**There were few changes in Plainville and surrounding communities from before the opening of PPC to one year after. There has been no change in:**

- Rate of problem gambling or related indices (bankruptcy, divorce/separation, domestic violence, suicide, etc.)
  - Likely a result of people already gambling in casinos due to the close proximity of Rhode Island and Connecticut casinos
- Overall gambling participation or the percentage of people who consider gambling to be an important leisure activity
- Broader population characteristics or population health (health, happiness, stress, substance use, addiction)

**Residents of Plainville and the surrounding communities did change their attitudes toward gambling:**

- Three-quarters of people (74%) reported being satisfied with the opportunities of gambling in 2016 compared to 2014 (61%)
- Only half as many people (12%) felt that gambling was not available enough compared to before the casino opened (25%)
- Half as many people (4%) believed casinos would be very beneficial to MA compared to before the casino opened (8%)
- Over one third of people (35%) had neutral opinions about the perceived impact of PPC to their own community (i.e., believing it will be neither beneficial or harmful) compared to before the casino opened (25%)



Social & Health Impacts		Change from before PPC opened to after
Problem Gambling & Related Indices	Rate of Problem Gambling	↔
	Financial Problems or Employment Problems	↔
	Divorce; Separation; Domestic Violence; Child Abuse and Neglect; Suicide	↔
Attitudes	Attitudes Toward Gambling	↓ ↑
Population Health & Leisure	Physical and Psychological Health; Substance Use and Addictions; Leisure Activity	↔
Demographics	Population	↔

## SEIGMA PROJECT OVERVIEW

SEIGMA is a project that uses experts from several disciplines to carry out the different parts of the Massachusetts Gaming Commission's research effort. The project team is dedicated to working closely with many other groups throughout the Commonwealth. The study uses a state-of-the-art design, rigorous data collection and research methods, and a careful analytic approach to establish the effects of casino gambling at state, regional, and local levels. The SEIGMA team collects its own data as well as using data gathered by other organizations. The SEIGMA study is funded by the Massachusetts Gaming Commission.