

A Comprehensive Statewide Study of Gambling Impacts: Implications for Public Health

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Problem Gambling

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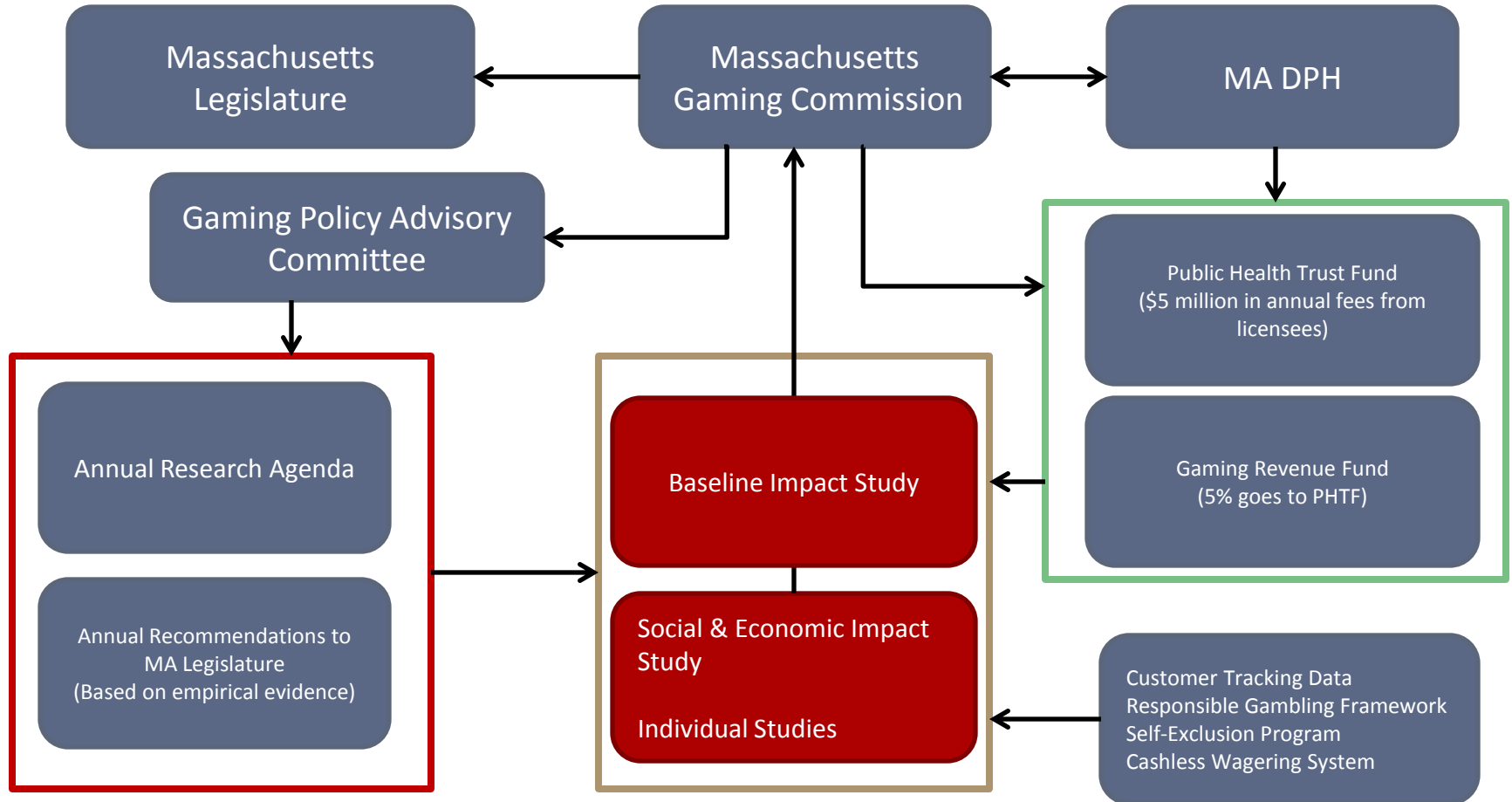
Acknowledgement

We would like to thank
the Massachusetts Gaming Commission
for funding this research effort.

Background

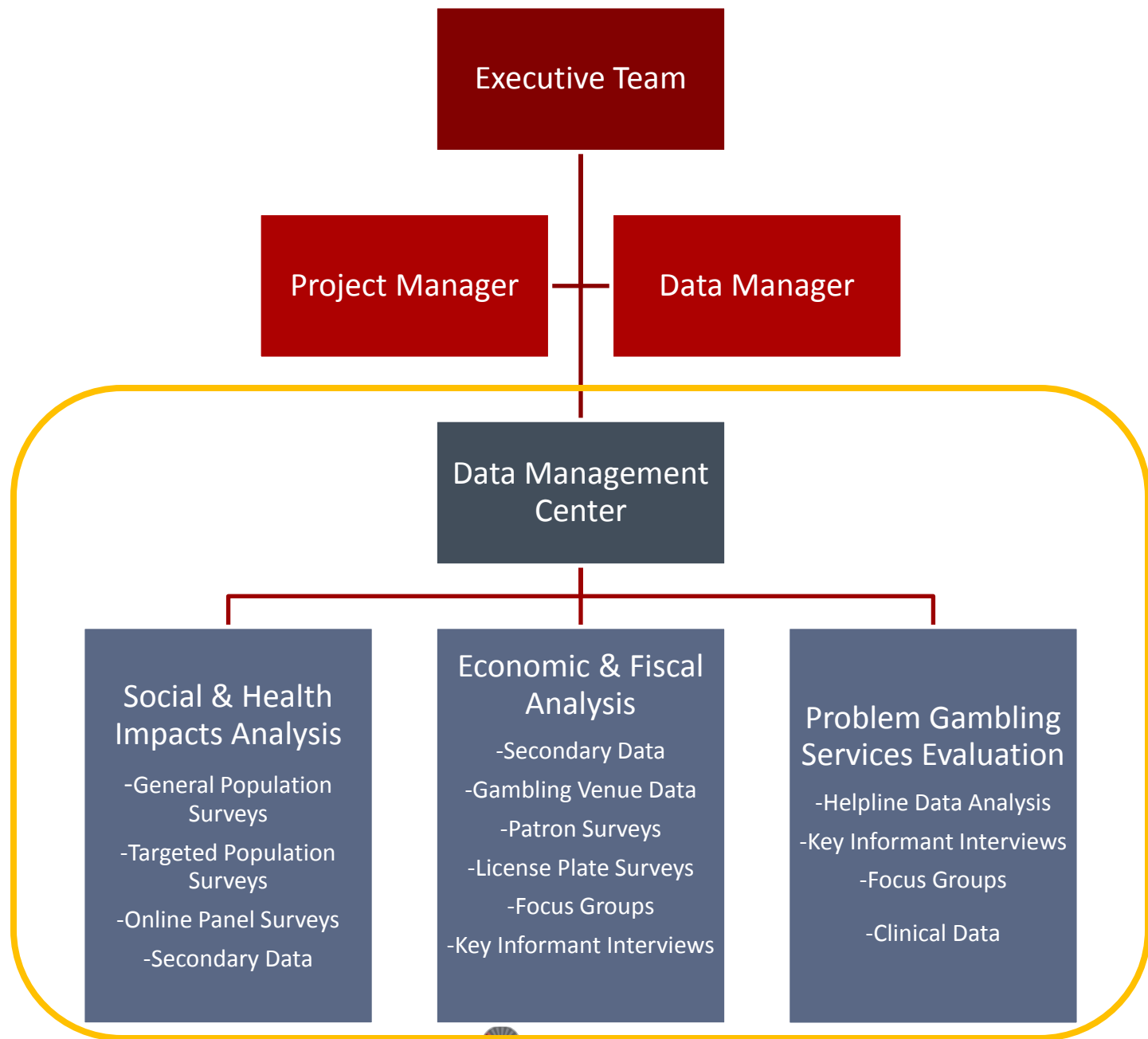
- 2011 Expanded Gaming Act is unique in enshrining the role of research to enhance responsible gambling & minimize problem gambling in MA
- Section 71 of Gaming Act requires MGC to establish an “annual research agenda” to assist in understanding the social and economic effects of casino gambling in MA & 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
 - Obtain scientific information relevant to enhancing responsible gambling and minimizing harmful effects

Statutory Research Activities



Overarching Features of SEIGMA

- An experienced, multi-disciplinary, scientifically rigorous research team
- Collaborative orientation
- Uses a state of the art analytical framework
- Uses multiple methods
- Comprehensive analysis at multiple geographical levels
- Measures impacts before and after the introduction of new gambling venues



Study Design

	Baseline			Operational: Construction			Operational: Post-Opening	
Focus Groups								
Key Informant Interviews								
Patron & License Plate Survey								
Gaming Employee Survey								
Gambling Venue & Government Data								
Targeted Surveys								
Population Surveys								
Treatment & Prevention								
Secondary Data Collection & Analysis								
	Prior to 2012	2012	2013	2014	2015	2016	2017	2018

Overview

SOCIAL & HEALTH IMPACTS ANALYSIS

Social & Health Indicators

- Problem gambling & related indices
- Crime
- Leisure activities
- Housing
- Education
- Socioeconomic inequality
- Attitudes
- Quality of life
- Health
- Environment

Primary Data Collection

- General Population Surveys
 - n=10,000
 - Addressed Based Sampling approach
 - Multi-mode interviews (WEB- > SAQ -> telephone)
- Targeted Population Surveys
 - n=1,000 in each set of host & surrounding communities
 - Addressed Based Sample
 - Multi-mode approach
- Online Panel Survey
 - n=5,000

Secondary Data Collection

- Data Sources:

- Behavioral Risk Factor Surveillance System (BRFSS)
- American Community Survey (ACS)
- All Payer Claims Database
- Acute Hospital Case Mix
- Other sources as needed

Progress to Date:

- General Population Survey is out of the field
 - Data cleaning & analysis in progress
 - Topline results expected in September 2014
- Targeted Populations Surveys in the field
- Online Panel is complete
 - Data analysis in process
- Secondary Data
 - 10 year trends for most variables
 - Experimenting with data sharing

What will we learn?

- Public Attitudes about gambling
- Current gambling behavior/participation rates—
demographics, frequency, expenditures
- Population prevalence of problem gambling
- The substance abuse and mental health comorbidities of PGs
in MA
- Determine community-specific impacts of gambling expansion

How can we apply it?

Public Attitudes

- Target prevention campaigns

Gambling
Participation

- Target prevention and intervention

Prevalence

- Ensuring enough treatment options exist

Comorbidities

- Target clinical screening & treatment

Community-Specific
Impacts

- Targeting resources to mitigate impacts

How can we apply it?

Individual

- Crafting effective awareness and prevention messages.
- Strategically placing messages to reach individuals at risk
- Tailoring treatment to individual problem gamblers

Community

- Implementing awareness & prevention campaigns
- Planning/bolstering community resources & supports
- Creating a community of effective treatment providers

Policy

- Ensuring sufficient resources to cover prevention, treatment, and mitigation
- Regulating responsible gaming initiatives at gambling venues

Overview

ECONOMIC & FISCAL IMPACTS ANALYSIS

Economic Analysis: Objectives

Measure and determine the **NET** economic and fiscal impacts of casino facilities at the local, regional, & state level through primary and secondary data collection and estimating methods

- Government finance
- Business dynamics
- Labor market conditions
- Property values

Economic & Fiscal Indicators

- Government revenue
- Public services
- Regulatory costs
- Business starts & failures
- Business revenue
- Tourism
- Personal income
- Employment
- Housing
- Infrastructure value & costs
- Origin & costs of gambling supplies & servicing

Two complementary approaches to measure economic & fiscal impacts

- Direct impacts and primary data collected directly from the casino operations such as employees, wages, construction investment, and local expenditures modeled with REMI to isolate economic impacts
- Secondary data sources primarily from public government data sets to track conditions over time (e.g., unemployment rate, household income, and property values) and compare trends before/after and with comparison regions

Methods Used

- Modeling impacts using REMI
- Matched Control Communities (using the “counterfactual” approach)
 - Choosing one or more communities without a casino that are similar to one with a casino
 - Comparing these communities with the MA community to approximate what would have happened without the casino

Progress To Date:

- Secondary Data Analysis:
 - Established trends for past 5-10 years
 - Refined strategy for selecting matching communities
 - Matched community analysis in process
- Primary Data Collection:
 - Refining methods and research plans

What will we learn?

- Whether jobs created are new jobs or cannibalized from other industries
- Determine whether workers are hired within or outside of MA
- Determine whether revenue is a genuine influx or diverted from other sectors of the economy
- The net economic impact of new gambling venues
- Community perception of the impacts of the new gambling venues

How can we apply it?

Individual

- Ensuring that operators are hiring individuals in host & surrounding communities

Community

- Ensure that operators are fulfilling obligations to host and surrounding communities

Policy

- Community mitigation fund
- Workforce Development oversight

Overview

PROBLEM GAMBLING SERVICES EVALUATION

Data Collection

Primary Data Collection

- Analysis of items from General Population Surveys
- Focus Groups with treatment providers
- Key Informant Interviews

Secondary Data Collection

- MCCG Helpline Data Analysis
- Retrospective clinical data analysis

Progress To Date

- General Population Survey Items:
 - Analysis in progress
- Helpline Data Analysis
 - Analysis & report writing in process
- General Progress:
 - Refining methods for other aspects of evaluation

What will we learn?

- What prevention and treatment services currently exist in Massachusetts
- Who is using these services
- How adequately these services address & mitigate impacts of problem gambling
- How existing services match up with best practices in problem gambling prevention, intervention & treatment

How can we apply it?

Existing Services

- Ensure existing services sufficient for # of problem gamblers
- Ensure services are geographically dispersed

Adequacy of Services

- Ensure availability and affordability of services
- Evaluate/strengthen effectiveness of services

Use of Best Practices

- Ensure that services match with best practices for greater effectiveness

How can we apply it?

Individual

- Train individual treatment providers
- Increase # of gamblers seeking treatment

Community

- Plan/bolster resources and supports
- Create a community of expert treatment providers

Policy

- Effectively allocate resources to prevention & treatment
- Regulate responsible gaming initiatives at gambling venues

Overview

DATA MANAGEMENT CENTER

Role of the Data Management Center

- Creating Data Management Plan
- Collecting, cleaning, and storing all SEIGMA data
- Creating Data Use Agreements
- Determining what raw data can be shared with whom and sharing it as widely as possible
- Disseminating key findings and results of SEIGMA analysis in unique ways
- Ensuring IRB compliance and ethical integrity

Dissemination Example: Website



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Blog

SEIGMA's Annual Meeting



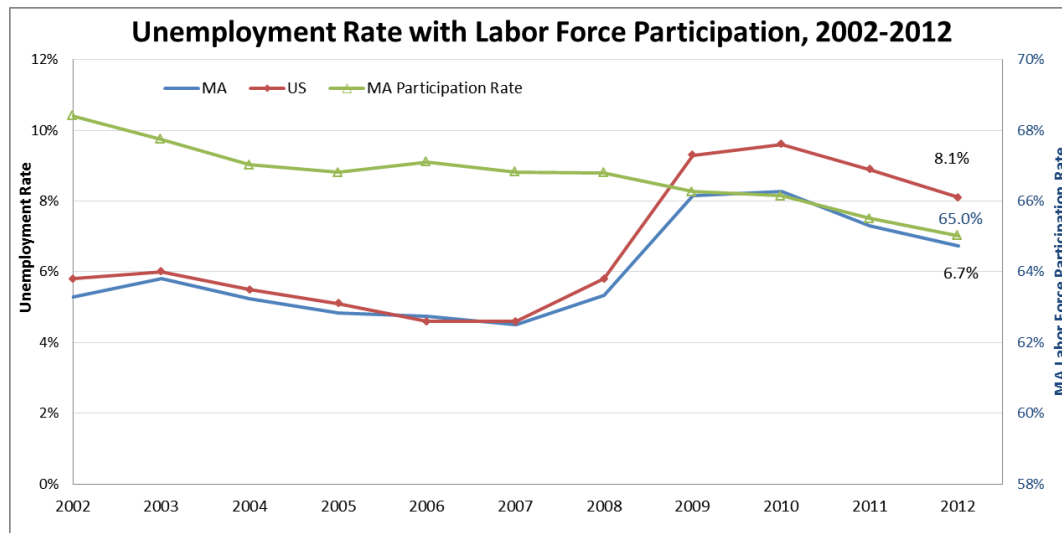
Amanda Houpt, Social and Economic Impacts of Gambling in Massachusetts (SEIGMA) Project Manager, reports on the recent Annual Meeting of the team, held at the University of Massachusetts Amherst.

For most Americans, mid-April marks tax season and the return of spring. For the SEIGMA Research Team, April has additional significance as the anniversary of our project's start date. It's hard to believe it, but just a little over one year ago, the SEIGMA study launched. The team has been a flurry of activity ever since. To commemorate the one year anniversary of the project, we held a three-day meeting on April 14-16. Expert advisors, principal investigators, team members, and members of the Massachusetts Gaming Commission convened in Western Massachusetts to update each other on progress made, collaborate, and plan for the next year.

[Read more](#)

Dissemination Example: Trends

	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	Relative Percent Change 2002-2012
Unemployment Rate												
MA	5.3%	5.8%	5.2%	4.8%	4.8%	4.5%	5.3%	8.2%	8.3%	7.3%	6.7%	27.2%
US	5.8%	6.0%	5.5%	5.1%	4.6%	4.6%	5.8%	9.3%	9.6%	8.9%	8.1%	39.7%
Labor Force Participation Rate												
MA	68.4%	67.7%	67.0%	66.8%	67.1%	66.8%	66.8%	66.3%	66.1%	65.5%	65.0%	-4.9%
US	66.6%	66.2%	66.0%	66.0%	66.2%	66.0%	66.0%	65.4%	64.7%	64.1%	63.7%	-4.3%



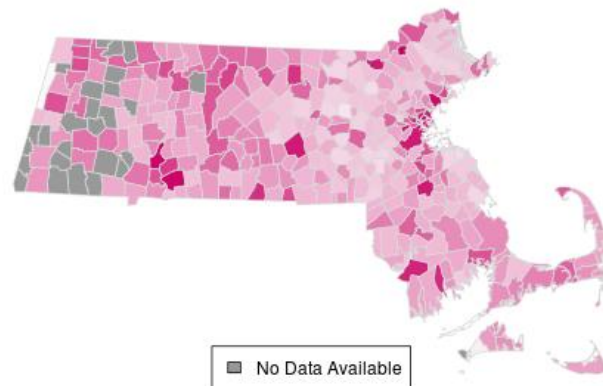
Dissemination Example: Maps

Summary

Plot

Map

2012 High Needs (%) by Municipality



91%

68%

46%

23%

0%

Utility of the Data Management Center

- Other researchers will be able to replicate our analyses
- Other researchers and interested parties will be able to conduct unique analyses
- The general public will be able to look at different measures within their own communities

For more information, visit:

www.umass.edu/seigma