

Gambling Harm - Can we Measure What Matters?

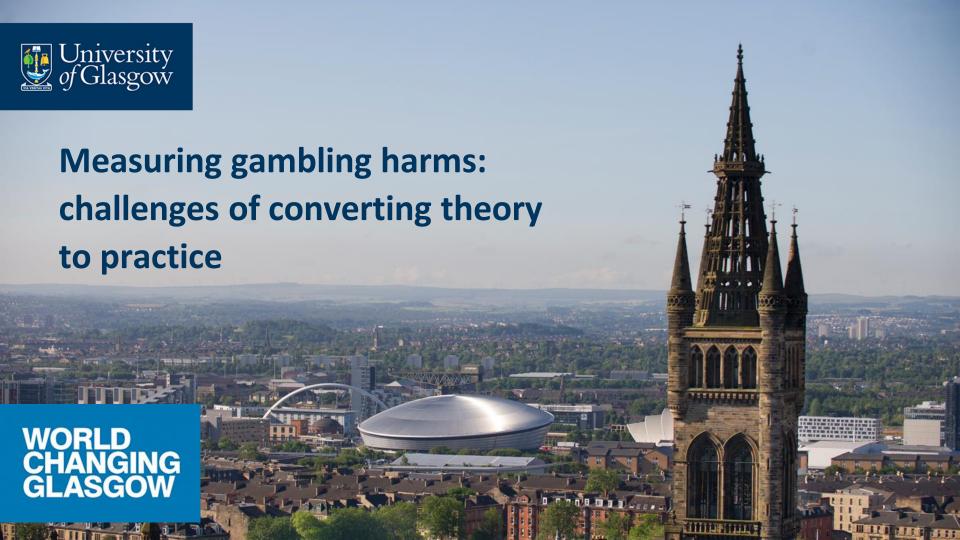




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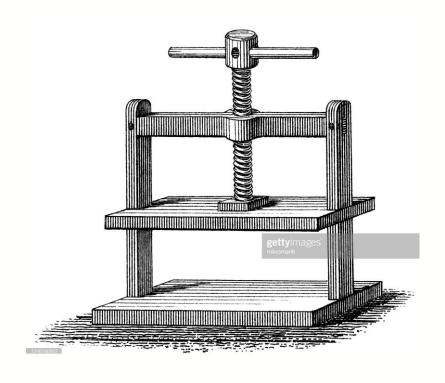


Disclosures

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- HW has been previously funded by GambleAware (up to 2018)
- HW was Deputy Chair of the Advisory Board for Safer Gambling, funded through the Gambling Commission (2015-2020)
- HW is a member of the WHO panel and gambling and co-Chair of the Lancet Public Health Commission on gambling



The Challenge....



Can we just
"crank the handle"
and all the
relevant metrics
for harms are
produced?

July 2017



The starting point....

1 What do we mean by harms?

What kinds of data and insight are we thinking about?

What kinds of approaches to evidence and data collection are we talking about?



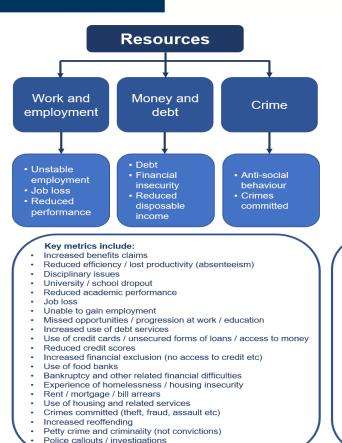
The first steps...

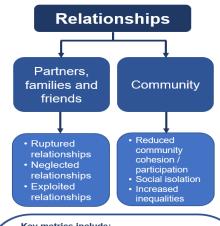
Gambling-related harms are the adverse impacts from gambling on the health and wellbeing of individuals, families, communities and society





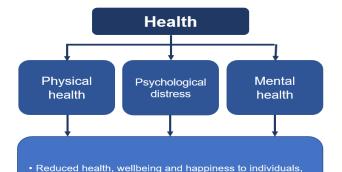
The first steps...





Key metrics include:

- Reduced social capital / community engagement
- Increased social / community inequalities
- Increased social isolation
- Reduced social connectedness (including cultural and religious relationships)
- Divorce / separation / relationship breakdown
- Increased use of relationship services
- Increased arguments and relationship stress
- Increased use of social services
- Domestic violence / abuse
- Reduction of future prospects (including children of gamblers)
- Impact on quality and quantity of future relationships
- Loss of trust between family members
- Inability to fulfil / neglect of familial responsibilities
- Loss of parental support / attention among children of gamblers



Key metrics include:

Reduced physical activity

families and communities

- Increased blood pressure Poor diet / nutrition
- Poor overall wellbeing
- Increased stress
- Feelings of shame Feelings of stigma
- Experience of insomnia
- Experience of depression
- Increased anxiety
- Self-harm
- Suicide and suicidality
- Substance abuse / misuse
- Use of alcohol / drug treatment services
- Use of mental health, primary and secondary healthcare services
- Erosion of personal values, impacting wellbeing
- Increase in benefits claims for long-term disability / ill health



The system?

Individual

Individual characteristics, life events, personal history and cognitive characteristics that influence the potential experience of harm

For example: negative motivations for gambling, early gambling experiences, engagement in other risk behaviours that may increase the risk of harm

Families and social networks

Factors within an individual's closest relationships, such as family, partners and peers that influence experience of harm

For example: cultures of gambling within family / peer groups or poor social support that may increase the risk of harm

Community

Characteristics of local areas and cultures within local spaces or broader social groups, like schools and workplaces, that may influence experience of harm

For example: access and availability of gambling locally, poor social / cultural capital or greater deprivation that may increase the risk of harm

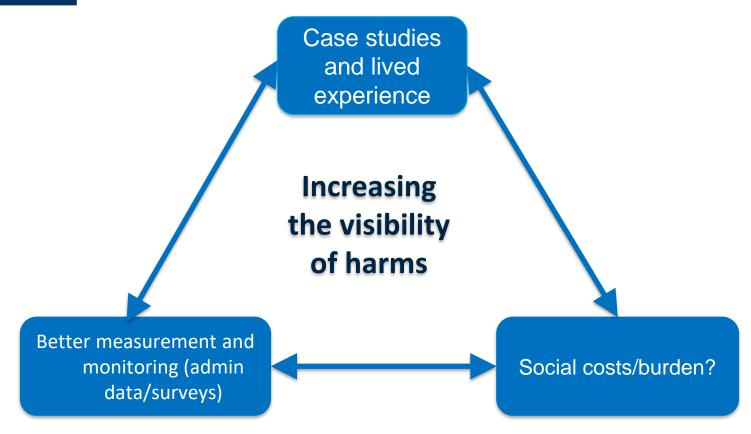
Societal

Policy and regulatory climates and associated corporate norms and practices that may influence the experience of harm

For example: ineffective regulation, certain product characteristics, advertising environments or gambling availability that may increase the risk of harm



What happened next...



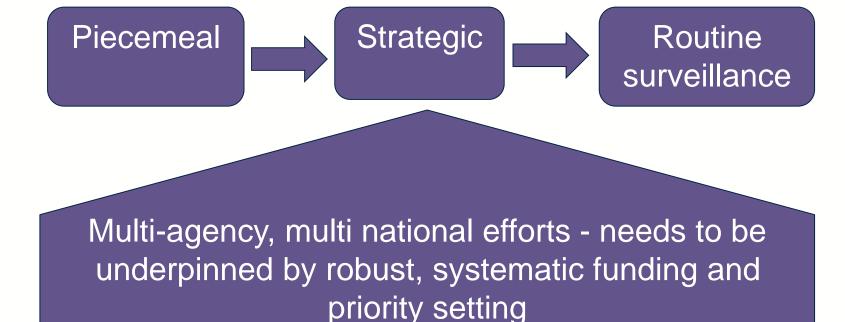


A patchwork quilt of action?

Strong advocacy groups highlighting experiences of harms	Growth and strength of lived experience networks (ground- up)	
	Some national surveillance of harms: Citizens advice bureaus/econsult systems	Some improvement in data quality on treatment networks
Localised pilots for local surveillance – criminal justice systems		Pilot of collection of survey data on harms



Where next?





Can we "crank the wheel"?

- No, but progress in people understanding broader range of gambling harms and gaining some traction from organisations and agencies who weren't previously interested
- Building on this traction continues to build support for efforts, but efforts still reliant on good-will and buy-in
- Can't be truly systematic without the funding to support it.
- So do we "know" how many people are harmed by gambling in Britain?





Dr. Anita Patel

Independent Health Economics Consultant



2021 New Horizons in Responsible Gambling Conference: Player Health Reboot: Resetting the Future, 9-10 March 2021,

Bringing a public health perspective to measuring the costs of gamblingrelated harms Dr. Anita Patel **Independent Health Economics** Consultant

Summary

- Why measure the costs of gambling harms?
- Evidence to date
- Measurement challenges
- Learning from other public health concerns
- Recommendations for future directions

Why measure the costs of gambling harms?

- Calls for a public health approach to tackling gambling harms founded upon growing recognition of:
 - gambling harms falling far beyond the individual who gambles, towards family and social groups, communities and society
 - socio-economic/commercial determinants of harms
 - inequalities in harm burdens
- Thus gambling harms sit alongside public health concerns (smoking, air pollution, alcohol consumption, obesity etc) which require multi-faceted prevention and treatment approaches enacted through policy and legislation
- Quantifying scale and size of gambling harms is an essential step towards:
 - recognising their relative importance in society
 - prioritising investment towards mitigating measures
 - assessing progress

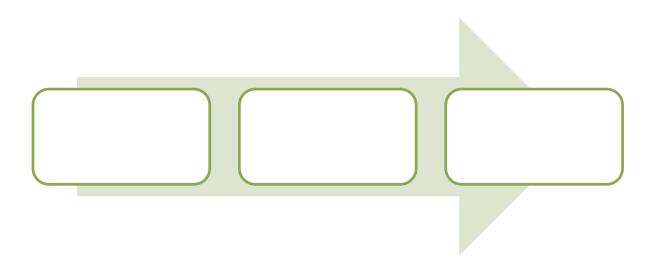
Our look at the evidence

- McDaid & Patel (2019) report for the Gambling Commission in Great Britain
- GC was set up under the Gambling Act 2005 to regulate commercial gambling in Great Britain in partnership with licensing authorities. Also regulate the National Lottery
- Aimed to document approaches to better measure and value the cost of gambling-related harms identified in *Measuring gambling-related harms:* a framework for action (Wardle et al, 2018).
- Examined evidence and gaps in measuring costs of harms
- Identified examples of economic evaluations on interventions to prevent or reduce gambling-related harms
- Wide scope: gambling harms, addiction harms, other relevant public health relevant harms

Evidence to date

- We found 322 records examining ways to measure and cost harms linked to gambling and other addictions (of which 112 specifically addressed gambling)
- Growth in studies adopting a more public health perspective approach to costing harms, including consideration of impacts for all gamblers and their families, not just problem gamblers
- Quality of life and wellbeing instruments also now being used
- 30% of all studies led by authors from the US, followed by Australia, Canada and UK
- 2/3 of studies published in last 10 years and over time literature has broadened...more countries and different gambling experiences, including online gambling, gaming with in-game purchases

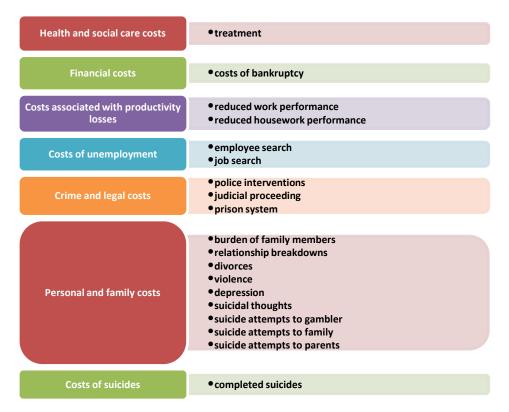
Key steps for estimating costs



Aspects of gambling-related harms included in selected costing studies (McDaid & Patel, 2019)

Study	Work / employment	Mone y/ debt	Crim e	Familie s	Communit Y	Physic al health	Psychologic al distress	Menta I health	Other costs
Browne et al (Australia)									Policy, regulation and research on treatment.
Browne et al (New Zealand)									
Effertz et al (Germany)									
Han et al (South Korea)									Outside scope of conventional gambling: Debts associated with gambling on stocks and shares
Fong et al (Macao)									
Kohler (Switzerland)									General social functioning
Rodriguez-Monguio et al (USA)									Includes out of pocket health care payments
O'Neil et al 2008 (Australia)									
Productivity Commission (Australia) 1999									
Productivity Commission (Australia) 2010									
Talamo et al (Italy)									Costs of organised crime around gambling
Thorley et al (UK)									
Victorian Competition & Efficiency Commission (Australia)									Included some regulatory costs for preventing / dealing with gambling

Range of costs estimated for the Czech Republic

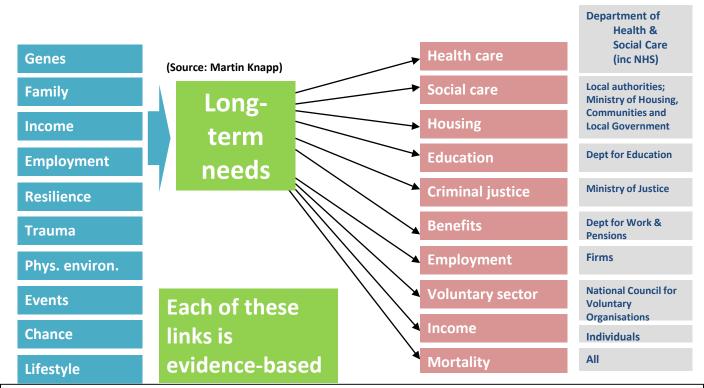


Winkler et al (2017) based on the methodology used by the Australian Productivity Commission (2009)

Challenges

- Multiple and wide-ranging societal impacts to measure
- Attributing social harms to gambling
- Going beyond costs to capture quality of life impacts
- Lack of economic evaluations so unclear how best to intervene
- But we have seen the same challenges elsewhere...

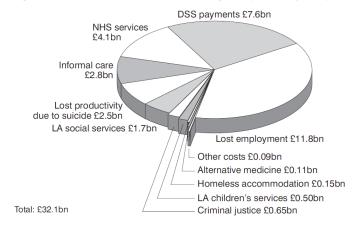
Mental health problems are similarly characterised by breadth, complexity and longevity...hitting many budgets



"If gambling is to be taken seriously as a public health issue then policy responsibility for prevention and treatment should lie with the Department of Health and Social Care, with input from other departments who deal with the harms of gambling such as welfare, justice, and education. Local authorities should also play a significant role" (Wardle et al, BMJ, 2019)

Despite complexities, we are able to estimate societal costs of mental health

Figure 1 The cost of mental illness in England (1996/97 prices)



Patel & Knapp, 1998

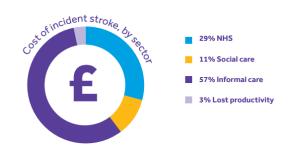
TABLE 1: NUMBER OF PEOPLE WITH SPECIFIC DISORDERS AND CURRENT AND PROJECTED COSTS

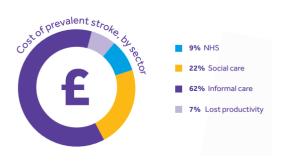
Disorder	Number of Speople (million)		Gervice costs (£ billion)		Lost earnings (£ billion)			Total costs (£ billion)			
	2007	2026	2007	2026 (2007 prices)	2026 including real pay and price effect	2007	2026 (2007 prices)	2026 including real pay and price effect [©]	2007	2026 (2007 prices)	2026 including real pay and price effect
Depression	1.24	1.45	1.68	2.03	2.96	5.82	6.31	9.19	7.50	8.34	12.15
Anxiety disorders	2.28	2.56	1.24	1.40	2.04	7.7	8.34	12.15	8.94	9.74	14.19
Schizophrenic disorders	0.21	0.244	2.23	2.52	3.67	1.78	1.94	2.83	4.01	4.46	6.5
Bipolar disorder/ related conditions	1.14	1.23	1.64	1.8	2.63	3.57	3.83	5.58	5.21	5.63	8.21
Eating disorders	0.117	0.122	0.016	0.016	0.024	0.035	0.036	0.052	0.051	0.052	0.076
Personality disorder	2.47	2.64	0.7	0.78	1.13	7.2	7.65	11.16	7.9	8.43	12.29
Child/adolescent disorders ^b	0.61	0.69	0.14	0.16	0.24	0	0	0	0.14	0.16	0.24
Dementia ^b	0.58	0.94	14.85	23.88	34.79	0	0	0	14.85	23.88	34.79
Total	8.65	9.88	22.5	32.59	47.48	26.1	28.1	40.97	48.6	60.69	88.45

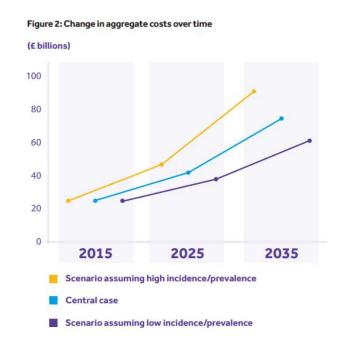
Notes: "The costs for personality disorders related to 64.6 per cent of people with the condition (see Chapter 9)." The total costs are the same as the service costs as we have assumed that freal pay and prices increase by two percentage points above the GDP deflator.

...and many other health conditions

Figure 1: Breakdown of costs for incident and prevalent stroke







Interpretation (and measurement) complexities

Costs naturally vary across time and place. Some other aspects of variation to look out for, especially before drawing comparisons:



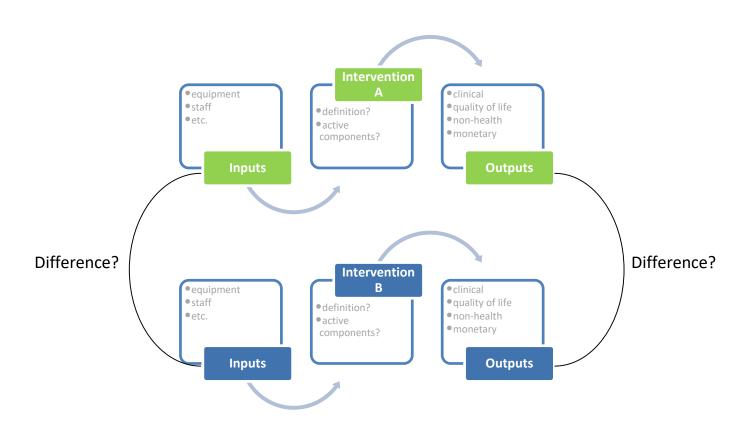
Moving from counting to evaluating

- Counting costs ultimately only reflects the costs of doing nothing
- Given all the impetuses to reduce harms and to use limited resources to best effect, important to shift towards economic assessments of actions/interventions
- But our review found few such assessments (especially compared against those for other addictions)

Example policy evaluation questions:

- If we implement a walk-in community-based gambling counselling service, what would be the additional cost associated with any reductions in prevalence of co-morbid depression over one year, compared with referral-based counselling provision?
- What impact would there be on health care costs and quality of life over ten years if people presenting in primary care with any addiction issues were referred to a suicide prevention programme?
- Do the total monetary benefits of implementing harmful gambling screening among young adults exceed the monetary costs over their lifetime?
- What are all the costs and benefits associated with increasing the minimum legal age for online gambling?

Typical economic evaluation framework



Dealing with the unknown

Modelling/estimation useful when:

- data minimal/unavailable
- extrapolating data across time, place, context, population, evaluation phase
- exploring intervention's position within gambling trajectory and potential nature/timing of its impacts
- need early indication of potential costs/gains/cost-effectiveness against comparators, by stakeholder, and key determinants of this
- deciding/justifying further R&D needs
- exploring alternative pricing/implementation/roll-out scenarios
- synthesising a series of data (often superior to single studies)

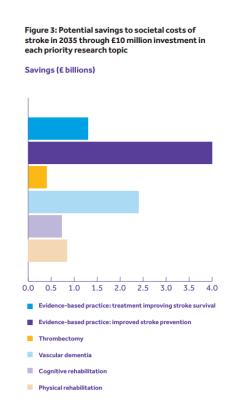
Modelling examples

TABLE 15: POTENTIAL ANNUAL SAVINGS FROM INTERVENTIONS TO TREAT DEPRESSION, ANXIETY DISORDERS, SCHIZOPHRENIA, BIPOLAR DISORDER AND DEMENTIA

Condition and interventions	2007	2026
Depression		
Medication for those currently untreated	£5–36 million	£8–61 million
Medication plus psychological therapy for those currently untreated	£1–9 million	£2–16 million
Anxiety disorders		
Medication for those currently untreated	£8-66 million	£13–102 million
Medication plus psychological therapy for those currently untreated	£1–7 million	£2–11 million
Schizophrenia		
Expansion of crisis intervention teams	£4–22 million	£7-37 million
Expansion of early intervention services	£o million	£13–65 million
Introduction of early detection services	£o million	Up to £19 million
Bipolar disorder		
Expansion of crisis intervention teams	£2–10 million	£3–16 million
Expansion of early intervention services	£o million	£8-31 million
Introduction of early detection services	£o million	Up to £4 million
Dementia		
Reduction in prevalence among those aged 65-74	£0.2-0.6 billion	£o.4–1.2 billion
Reduction in prevalence among those aged 65–84	£o.8–2.4 billion	£1.7–5.2 billion
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The range of potential savings depends on how many more patients are treated and how quickly new services come online

McCrone et al, 2007



In conclusion, some recommendations...

- Incorporate a public health perspective for economic assessment of gamblingrelated harms
- Make use of methodologies that deal with the issue of causality
- Difficulty in attributing multi-morbidities to gambling is not a reason to exclude physical and mental health costs
- Highlight all relevant impacts of gambling-related harms, not just those that can more easily be measured monetarily
- Consider making use of existing governmental estimates on intangible impacts of crime, injury and unexpected loss of life to put monetary values on comparable harms relating to gambling
- Measure and value gambling-related harms associated with all levels of gambling
- Invest in simulation modelling
- Make use of opportunities to generate data for future longitudinal analysis of gambling related harms
- Consider use, and further development, of quality of life metrics when assessing impacts of gambling related harms
- Assess cost-effectiveness of actions to minimise gambling related harm

Thank you!

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Questions?

Use the sessions chat in the right-hand panel.



