

GambleAware

Innovative Applied Research Grants Scheme (IARGS) 2018

Supporting Document

GambleAware is the leading charity in the UK committed to minimising gambling-related harms. As an independent national charity funded by donations from the gambling industry, GambleAware commissions education, prevention and treatment services and funds research to inform policy and practice. GambleAware aims to reduce harm from gambling and provide effective treatment for those experiencing harm.

Alongside the commissioning of the Responsible Gambling Strategy Board's (RGSB) research programme, GambleAware also commissions applied research through its innovative applied research grants scheme (IARGS), in a bid to further its vision, mission and values, and to develop the field of gambling research. This scheme is an opportunity to engage those currently working in the field of gambling or gambling-related harm minimisation who want to explore new ideas and approaches, as well as researchers and policy-makers who may not be working in the field of gambling studies but who may have knowledge and expertise in fields that share similarities with gambling and harm-minimisation, such as those in alcohol, drugs and tobacco. Similarly, it is an opportunity to engage those with expertise in working with specific members of the population in relation to risk, resilience and addiction such as psychologists, child and youth experts, mental health professionals; and those with expertise in responsible business (such as business researchers, social responsibility experts).

What do we Mean by Innovative Applied Research?

We are seeking to support original and creative research projects that will extend what is already known in the field of gambling-related harms and bring new ways of thinking and doing to the fore. We strongly encourage all those interested in this grant scheme to visit GambleAware's InfoHub (<http://infohub.gambleaware.org/reports/>) to explore what research we have already funded before submitting a Response. The core to our definition of innovative applied research is that it is original, pushes boundaries or breaks new ground, and that it is both applicable to policy and/or practice.

We have four central themes for the 2018 IARGS call. These are:

1. The Gaming/Gambling Interface (exploring relationships between online gaming, gambling, the role of technology and the internet)

2. Mental Health, Gambling and Wellbeing (particularly issues relating to resilience and prevention for people of all ages)
3. Corporate Social Responsibility, Sustainability and Responsible Marketing in Gambling (and other business research areas in gambling)
4. Cross-cutting Research in Gambling Studies (such as socio-cultural inequalities in gambling, gender diversity and gambling, social policy and gambling, employment studies in gambling).

We expect proposals to fall into two categories:

- Feasibility studies, scoping studies or preliminary exploratory work – up to £100,000.
- Larger projects – up to £400,000.
We will however consider proposals larger than £400,000 in circumstances where the case has clearly been made for the extra costs, such as in the case of experimental design.

We will not fund interventions but will support feasibility studies or scoping studies into the development of effective interventions for prevention and treatment, as well as evaluations of interventions.

We will not fund undergraduate or postgraduate research as part of this scheme but will support post-doctoral research.

Examples of the types of research could be:¹

- Studies exploring aspects of diversity (such as gender, age, race/ethnicity, socioeconomic status) and particular gambling products;
- Studies that explore the role of organisational social responsibility policies and practices in harm minimisation;
- A scoping study to support the development of a new intervention, based on emerging therapeutic techniques;
- A study exploring the application of a particular resilience or wellbeing approach to the field of gambling-related harms;
- A comparative study exploring a particular issue, product or policy in Great Britain and another location;
- The evaluation of a gambling related harm-minimisation intervention;
- A study exploring the relationship between social media platform(s) and particular gambling product(s) usage.

We welcome responses from researchers, practitioners and organisations from academia, the third sector and the private sector, and we encourage collaborative proposals (please see the Invitation to Tender for further details).

We will be holding a series of engagement events for IARGS 2018, please visit our website (<https://about.gambleaware.org/>) for more information on dates and times and how to register, or contact commissioning@gambleaware.org to find out more.

¹ These examples of projects are suggestions only and proposals do not necessarily need to be in line with these.