Innovative Applied Research Scheme 2018

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Welcome & Overview

• Welcome
• Two engagement events – 2 November in London; 8 November in Sheffield
• Aim of these events are to highlight the new Innovative Applied Research Funding Scheme (IARGS) and the themes we are focusing on for 2018-2020
• An opportunity to network with others
• An opportunity to ask questions
Guided by the National Responsible Gambling Strategy, GambleAware is an independent charity tasked to fund research, education and treatment services to help minimise gambling-related harm in Great Britain.

A tripartite agreement with Gambling Commission and RGSB in 2012 defined GambleAware’s central role.
Our vision is that fewer people in Britain suffer from gambling-related harms.

- We work to achieve our vision by making it our mission to:

  - **Broaden public understanding of gambling-related harms**, in particular as a public health issue;

  - **Advance the cause of harm-prevention** so as to help build resilience, in particular in relation to the young and those most vulnerable to gambling-related harms; and

  - **Help those who do develop gambling-related harms** get the support that they need quickly and effectively.
The primary knowledge hub, independent thought-leader and trusted expert, speaking truth to power and giving voice to lived experience

• **Invest in research** that makes a positive and practical difference to reducing gambling-related harms in Britain;

• **Invest in education, prevention and the most effective interventions** to reduce gambling-related harms in Britain within the resources available;

• **Provide information and advice** about the nature of gambling, the risks associated and where to go for help if needed;

• **Reach out** to vulnerable groups and communities to reduce the risk of gambling related harms;

• **Work in partnership** with other organisations, agencies and experts to help reduce the risk of gambling-related harms;

• **Contribute to the development** of public policy and raise awareness of the challenges of reducing gambling-related harms.
Research strategy and commissioning – roles and responsibilities

Gambling Commission

- Developing policy and providing advice to DCMS which is informed by the research undertaken within the research programme

RGSB

- Establishing and maintaining the research programme, producing research briefs and setting research questions

GambleAware

- Developing a commissioning plan based on this programme, seeking to deliver as much as possible within the available funding

The industry

- Has no influence on the research programme, but does have responsibility for making data and other information available to researchers
We commission research in line with the RGSB/Gambling Commission’s Research programme.

- **Theme 1**: Gambling-related harms
  - “We need to develop a way to comprehensively understand and measure the harms caused by gambling”

- **Theme 2**: Patterns of play
  - “We need to understand how gambling behaviour varies across different products and environments, and which characteristics are most strongly associated with harm”

- **Theme 3**: Treatment
  - “We need to understand what works in gambling treatment and build the evidence base to help formulate an effective and inclusive approach to treating gambling related harms”

- **Theme 4**: Longitudinal study
  - “We need to understand how gambling behaviour changes over time and why people move in and out of harmful play”

- **Theme 5**: Industry-based interventions
  - “We need to use evaluations to assess the effectiveness of interventions, and identify best practice in industry-based harm minimisation”

- **Theme 6**: Education and prevention
  - “We need to understand what works in preventative education through insights provided by research and evaluation”
GambleAware’s Research

- We also commission research and engagement projects in line with GambleAware’s charitable objects and aims, including:
  - PhD funding
  - Innovative applied research
  - Other selected projects that supports our impact focus
We want to fund 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.

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 welcome people from a range of professional and academic backgrounds to get involved.
Four Central Themes for 2018-2020

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).
Theme 1 – Gambling/Gaming Interface

• This theme is about exploring relationships between online gaming, gambling, the role of technology and the internet.
• We are particularly interested in exploratory work in relation to specific demographic groups and also the interaction between certain groups and particular products.
• Alexander Kallman – (Fundraising Officer GambleAware & Subject Matter Expert on Emerging technologies in gambling & gaming) will be presenting more on this.
Mental health and well-being is gaining national and international attention, with increasing recognition by policymakers and leaders of the impact mental illness can have on individual lives, families and communities.

Studies could explore mental health and gambling issues in particular communities, but we welcome studies that also explore issues relating to resilience and prevention for people of all ages.

**Leyla Okhai** – Specialist in mental health & policy will be presenting on key policies in this area at the Sheffield Event and her presentation will be shared following the event.
Theme 3: Corporate Social Responsibility, Sustainability and Responsible Marketing in Gambling

• The gambling industry is multifaceted and like many other industries has different approaches to CSR, responsible business and responsible marketing.

• We welcome research that explores and unpicks current practices, ideas and behaviours, as well as research that explores wider responsible business issues in gambling.

• Check our InfoHub for previous work, but in particular Revealing Reality’s Report (2017) ‘Responsible Gambling: Collaborative Innovation Identifying good practice and inspiring change’
Theme 4 - Cross-cutting Research in Gambling Studies

• This theme is interested in research that crosses boundaries and explores nuanced topics in gambling studies such as:
  • *Socio-cultural inequalities in gambling*, such as how race and class interacts in relation to gambling.
  • *Gender diversity and gambling*, both in relation to women, men and transgender people
  • *Social policy and gambling*: this could explore local, regional and national policies and approaches to regulation and harm-minimisation.
  • *Employment studies in gambling*: this could be in relation to staff as well as people who take in gambling-related activities.
Topic Ideas

• 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.
• These examples of projects are suggestions only and proposals do not necessarily need to be in line with these.
Funding allocated for this scheme

• We have allocated **£2 million** over two years for this research scheme.

• We expect proposals to fall into two categories:
  1. Feasibility studies, scoping studies or preliminary exploratory work – up to £100,000
  2. 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).
Key Skills & Experience

We are particularly interested in proposals from those with experience of some or all of the following:

• Developing high quality policy-focused research;
• Using innovative research methods and techniques;
• Understanding of and/or experience of regulated industries;
• Stakeholder engagement and participatory approaches;
• Policy to practice translation;
• Applied business research.
Advice & Tips

• Please read the ITT and supporting documents carefully for all of the relevant information and terms and conditions.

• 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.

• We welcome partnerships and collaborations between a range of organisations, as long as it is clear who the research leads will be.
More information

• To find out more about our commissioning process, policies and procedures, please visit https://about.gambleaware.org/research/

• For the Invitation to tender and supporting information, please visit: https://about.gambleaware.org/media/1809/itt_innovative-applied-research-iargs.pdf

• To access InfoHub, please visit: http://infohub.gambleaware.org/
• Deadlines for proposals: Monday 17 December 2018 at 17:00 GMT.
• Deadline for queries relating to the ITT must be received no later than 12 noon GMT on Friday 7 December 2018. Please submit all queries to commissioning@gambleaware.org
• All responses to queries will be posted online (anonymously)
• We hope to provide an update on applications by end of January 2019.
IT’S NEVER TOO SOON TO BeGambleAware®