

Ygam and Manchester Met University Research: Peer to Peer identification and brief advice (IBA)

Safeguarding Our Digital Generation



Session aims:



Understand the specific risks associated with students and gambling harms and how to spot the signs of gambling harm



Explore students' experiences of gambling and the associated harms



Understand the research project and discuss the insights, perspectives and experiences of university students around gambling harms



Explore how Ygam's University & Student Engagement Programme can support you, your university, and students.



Setting the scene:



How many students have gambled in the past 12 months?





Student Gambling Survey 2024



46%

Gambling has impacted university experience



28%

Students who gambled were found to be at 'moderate risk'



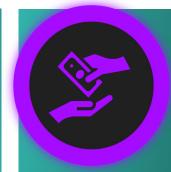
21%

Students who had behaviour categorised as 'problem gambling'



23%

Using student loan to pay for gambling



48%

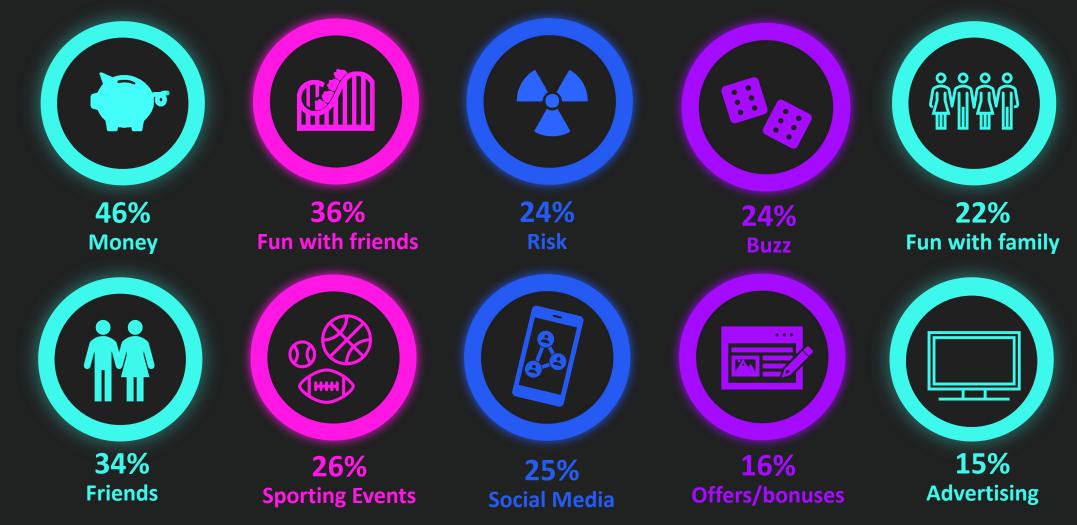
Bet more than they can afford to lose



£35.25

Average gambling loss per week

Motivations and influences





Gambling: Signs of harm



Health

- Self-neglect
- Poor diet
- Low mood
- Depression



Financial

- Difficulty budgeting
- No money for essentials
- Borrowing
- Fraud
- Theft



Relationships

- Broken promises
- Secrecy
- Isolation
- Lower intimacy
- Arguments
- Mistrust



Social

- Limited interactions
- Hours lost to gambling
- Social development skills eroded



Education

- Poor attendance
- Lack of focus
- Decline in standards
- Tiredness



Lived experience of gambling harm

"When you go to university for the first time and you have student finance, money from your parents and other financial support you can be tempted to gamble recklessly. It took over my life – I wasn't studying, I was just sitting in my halls gambling. In my second year of university, I ended up gambling away my student loan in the first 24 hours."

"It is important that students have access to organisations, such as Ygam, to educate them about gambling and that they are aware of essential tools such as self-exclusion if they are experiencing problems with their gambling. I know that it would have benefited me when I was at my lowest point".

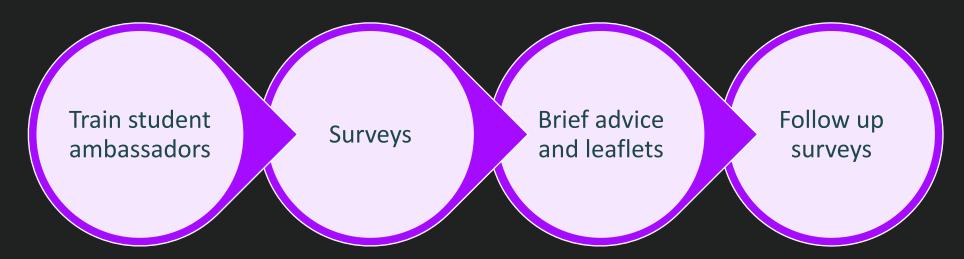


Our research project

Purpose:

Explore the impact thar peer to peer brief advice has on preventing gambling harms within the student population.

Activity:





ENGAGING STUDENTS



(Y)gam



Engagement goals

We aimed to engage MMU students in this project as Ygam Ambassadors and as survey respondents.

Targets:

- + Recruit and train 10 15 Ygam Ambassadors

 These students would be the ones manning stalls and engaging with other students completing the survey.
- + 800 students complete the Ygam survey

 These responses would form the basis of the research into student gambling habits

Results:

- + Recruited and trained 10 Ygam Ambassadors
 15 students were shortlisted, 10 of whom attended training.
- + 665 students completed the survey



AMBASSADOR RECRUITMENT

Advertisement and Applications

Simple application process:

- + role description online
- + short interest form
- + 3-hour training session (paid)

What we asked for:

- + current MMU students
- + Friendly, responsible, supportive and helpful
- + able to attend the training session

What we offered:

Your	name
Your	Student ID
Email	address you would like us to contact you on.
willy a	are you interested in the role of Ygam Ambassador?
	ng for this project will take place in person at The Union on Thursday 9th November,
5pm-	9pm. Are you available to attend the training?
5pm-9	9pm. Are you available to attend the training?
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- + Would be paid the student staff wage (real living wage), training included.
- + Training provides them with a City & Guilds qualification
- + 3 four-hour shifts (12 hours total)
- + Help MMU students affected by gambling harm
- + Be part of this piece of research into the prevalence of gambling among university students.



AMBASSADOR RECRUITMENT

Training included:

- + Statistics about gaming and gambling
- + History of Ygam
- + Background on how gaming and gambling can cause harm, particularly with young people
- + Information about support
- + Their role as ambassadors
- + How the IBA approach works and the conversations they would have with students.



Ambassadors role:

- + Engage with students at the stall
- + Talk them through the survey
- + Talk them through the scoring system
- + Provide them with the Ygam information leaflet
- + Talk them through the section relevant to their harm level/ signpost



SURVEY STALLS

We did several stalls over a period of three weeks covering different areas of campus:

- + Business School
- + The Union
- + Platt Lane

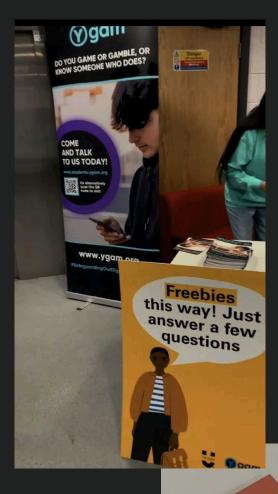
Stall Resources

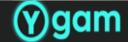
- + Ygam banner
- + Freebies A2 poster
- + Ygam Turquoise Hoodies

+ Ygam leaflet containing information about gambling harms and support available

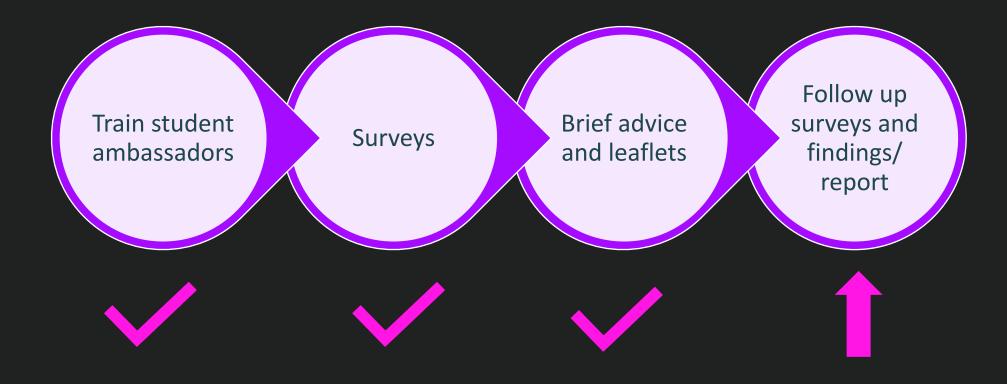
Incentives

+ Coffee Vouchers (later, sweets)





Our research project





Our research project

Initial findings:

21.8%

Of the 665 respondents 21.8% said they had gambled in the last 12 months[[] 50%

50% of respondents say they spend £10 or less per week.

24%

24% reported that they gamble online, whilst 19% reported gambling on sports.

3.5%

Scored 7-9 on the PGSI, indicating significant levels of gambling harm 9.7%

9.7% reported spending over £200 a month on gambling.



LEARNINGS

Ambassadors:

- + recruitment largely effective
- + students who expressed interest in the topic were most engaged and reliable.
- Some lacked confidence challenging students who just wanted freebies
- Some just less extroverted
- Paid role meant less accessible for some international students

Stalls:

- + Coffee vouchers were an effective incentive
- + did get 665 responses
- Freebie incentives were a bit too effective
- Hard to supervise multiple stalls over a long period of time

What we could change:

- + Offer incentive for completion of follow-up survey
- + Reinforce focus on engaging gamblers through stall promotion and ambassador training.
- + Hold stalls for a shorter, longer period of time
- + More staff supervision and support



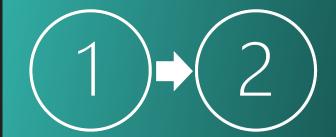


Next steps

Report and Lessons Learnt

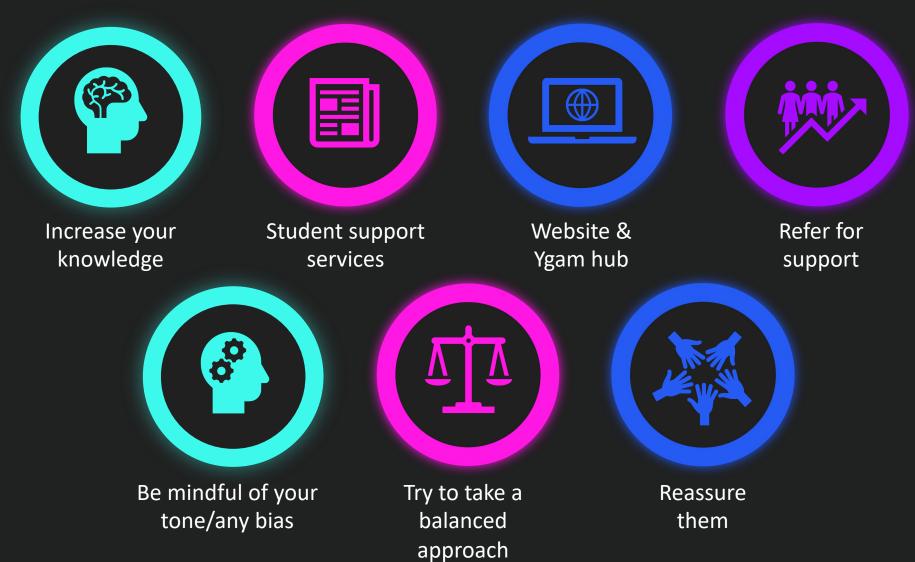


Phase 2





How you can help





Signposting and support



National Gambling Helpline: 0808 8020 133



University & Student Engagement Programme



Fully funded City & Guilds Assured Gaming and Gambling Awareness and Harm Prevention CPD for HE and university professionals



Free **Gaming and Gambling Harms** awareness sessions for students



University Roadshows – on campus activity to talk to students about gaming and gambling harms/signposting information



Dedicated Ygam Student Hub providing information to students - students.ygam.org



Ygam Alumni Programme and ongoing support





X @YgamUk





Thank You!



#SafeguardingOurDigitalGeneration