

## COVID-19 UPDATE

We are still accepting referrals, offering treatment and delivering free training online. Our normal client facing services are available online and/or by phone and we currently have no waiting list.

If this would be of interest to your organisation, please contact the Leeds team on **0113 3886466** for any enquiries or information.

## WHAT ARE LOOT BOXES?

Gaming has changed rapidly over the last 10 years and loot boxes are now a key feature of many online games.

Video game packs and loot boxes can be defined as in game purchases involving chance. Loot boxes allow individuals to spend real money to unlock special characters, features in the game, equipment, or 'skins' - usually cosmetic items for in game characters and items. As loot boxes are random, people could spend £10 and get something useful, or spend £100 and get nothing useful at all - similar to how slot machines work (BBC, 2018)

The House of Lords Gambling Committee recently discussed the concerns around young people and gaming, with particular attention to video game loot boxes which they felt should be regulated and classified as "games of chance" The report stated that: "if a product looks like gambling and feels like gambling, it should be regulated as gambling" under the 2005 Gambling Act.

A recent BBC article highlights not just the dangers of loot boxes and their addictive tendencies, but the amount of money young people can go through over a short period of time.

We offer interactive workshops to young people aged 11-19 and deliver training to professionals who work with young people and young adults aged 11-24. Please contact our Youth and Young Adult Outreach Worker directly on **07423 166413** to find out more.

**FOLLOW US ON SOCIAL MEDIA FOR REGULAR UPDATES:**

<https://twitter.com/LeedsCGS>

<https://www.facebook.com/LeedsCGS/>



## YOUNG PEOPLE AND GAMBLING

In 2019, My School My Health conducted a survey asking young peoples experience with gambling within the last 12 months of taking the survey. These questions were answered by 6,940 secondary school pupils across Leeds, in years 7, 9 & 11 (aged 11 to 15) and by 632 post 16 students in years 12 and 13. The key findings of the survey are below:

Most common form of gambling amongst post 16 year students:  
24% national lottery scratch cards & 18% placing a private bet with friends

Of all the young people that had gambled, nearly 70% did so with their parent or carers knowledge

24% of secondary school pupils had taken part in gambling activity

In comparison, 13% had smoked a cigarette, 7% had tried illegal drugs and 51% had tried alcohol.

Over 52% of secondary aged pupils and 39% of post 16 students felt they needed better information and learning material in school on gambling.

75% of post 16 students knew where to access gambling support but 25% did not

67% of secondary aged pupils knew where to access support for such issues and 33% did not

Most common form of gambling amongst secondary school pupils:  
21% via gaming or skin betting & 20% bingo



## TRAINING OPPORTUNITY

Our training team are delivering a **free** training session on Thursday 24th September 2020, for mixed organisations to come together and learn . If this is of interest to you or your team, please ring **07423 153598** by Thursday 17th September 2020, to book on.

## GET IN TOUCH...

- Self-referrals can be made via our website at [www.gamcare.org.uk/leeds](http://www.gamcare.org.uk/leeds)
- Call 0113 388 6466 to speak to our team about gambling related concerns.
- Email us at [leedscommunitygamblingservice@gamcare.org.uk](mailto:leedscommunitygamblingservice@gamcare.org.uk)
- OR contact the 24 hour National Gambling HelpLine on 0808 8020 133 to speak to an adviser.

If you have any engagement, training or drop in enquiries, please contact the engagement team directly on: **07425 330403**