

SCIENTIFIC & TECHNOLOGY INNOVATIONS

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Joint Select Committee on Gambling Reform

Inquiry into the prevention and treatment of problem gambling

Committee Secretary
Joint Select Committee on Gambling Reform
PO Box 6100
Parliament House
Canberra ACT 2600
Australia

Dear Secretary,

Re: Terms of reference

In summary: response to Measures to prevent problem gambling on Poker machines and other Gaming Systems.

Note: Please also see our previous submission to the committee's first inquiry into the design and implementation of a mandatory pre-commitment system for electronic gaming machines (Attachment 1).

(a)(i)

The Safe Gambling System (known as: SGS, & formerly known as PMAAS. See Attachment A) currently has high brightness LEDS that warn the player to pause from gambling upon an alarm condition. This method to deter play will be replaced by either a fan style blind between a Perspex shield or much better, an LCD. screen that becomes polarized (opaque) during an alarm and prevents the player from seeing the VDU. Screen, thereby not allowing gaming to continue.

(ii)

Effective use in SGS. System is that the system will transmit an audio message to the problem gambler and if fitted via an RF. Link to a Venue Manager so that the Manager and Player are informed about the need to pause from gambling before further alarms and screen blanking occurs.

(iii)

See point (a) (ii)

(b)(i)

Any active market campaigns that give rise to problem gambling can be counteracted upon by the kind of message that SGS. transmits to player/s, this deterrent will have a role to effectively break any gambling cycle that can escalate the problem gambling addiction.

(ii)

See point (b)(i)

(c)

Research has identified early intervention as the most effective method of addressing addictions. Early intervention is always working with SGS. The moment the player commences to gamble, SGS. will measure SGS will measure length and frequency of play as well as increases in wagering in conjunction with the limit for each particular poker machine.

Response continued..

(d)(i)

The SGS will automatically intervene when play reaches problematic levels determined by clinical trials. Play levels that would otherwise allow the player to become trapped in an problem gambling cycle. This will assist in early intervention and rehabilitation in problem gambling as it gives the player feedback on problematic behaviour as it occurs.

(ii)

The venue to have on display what SGS or similar technology actually does for education purposes.

(iii)

SGS (or similar technology) will self exclude the player from the venue if the player continues to ignore alarms. For example if a full alarm is operated on a poker machine (for example) and the VDU. is blanked, the player may choose to go to another poker machine, however a camera is used to signal to remote monitoring staff to similarly blank out poker machines (or other gaming systems) in the event that the player roams to other poker machines etc.

(e)

The SGS has a data logging function where the data can be automatically sent to a PC. each day for record keeping and research purposes.

(f)

Since the data is continuously logged and stored this data is able to be utilised for gambling policy research and evaluation.

(g)

The SGS Technology can be utilised for any other form of Gambling with a suitable interface to suit the gaming System. For example on-line gambling can be monitored at the service provider if a gaming program is being downloaded and certain keys are pressed at the player end that signal a play event that will trigger SGS. technology.

Another example is at the TAB. for horse racing where the player needs to receive a temporary data card that then is compared with play, SGS for frequency, length and purchase amount can be detected this way and audio messages at the cashier will warn the player to pause from gaming or the gaming will be denied as detected by the 'smart' data card.

Also the Casino Gaming tables to also have a temporary data card for player use again making use of SGS. audio feedback to warn the player upon each occasion if the player is gaming too quickly in conjunction with the amount of chips that are purchased etc.

Summary.

Clinical Trials will be required to be conducted on each anti problem gambling system. At the present time funding is required to develop and further the current prototype (Poker machines) so that all other forms of gambling systems can be fitted with the SGS. Technology and prevent widespread problem gambling World Wide.

Scientific & Technology Innovations would be interested to provide further information at future public hearings in the not too distant future.

Yours faithfully,

Gary Jackson.