

ADPH NE GAMBLING HARMS PROGRAMME NEWSLETTER OCTOBER 2025

Welcome to the Association of Directors of Public Health North East (ADPH NE) Gambling Harms Programme newsletter. We are working to develop a regional approach to tackle gambling harms across the North East.

In this edition....

We share the *ADPH NE Gambling Harms Stakeholder Impact Report*, a call for participants for a new lived experience project, and our recent contribution to the FUSE Open Science Blog.

This edition includes a feature page on the latest news and research on gambling in video games and esports, alongside two new resources from the programme.

You will also find details on the next annual report of the Gambling Survey for Great Britain and a new hub on illegal gambling from the Gambling Commission, updates on conferences hosted nationally and internationally and other news, insights and useful resources.

Thank you for your continued efforts in working to address gambling harms.

ADPH NE Gambling Harms Programme: Stakeholder Impact Report

The ADPH NE Gambling Harms Programme has published its first Stakeholder Impact Report. This report summarises the work the programme has produced since commencing in 2023 and the impact that this work has had on our stakeholders.

Key achievements include:

- Formation of the Gambling Harms Lived Experience Forum
- Publication of the first 'North East Gambling Harms: Health Needs Assessment'
- Co-production of the MECC and Gambling Harms training module
- Over 50 external stakeholders supported

Find out more from the Stakeholder Impact Report [here](#).

Invite to Participate: Stories of Lived Experience of Gambling Harms

The ADPH NE Gambling Harms Programme are looking for people in the North East to share their stories of gambling harms in a series of short films to raise awareness, reduce stigma and offer hope to others.

Participants must be over the age of 18, live in the North East and have lived experiences of gambling harms. We offer participants vouchers for their time and travel costs.

Your story could make a difference. If you are interested in being a part of this project or would like to find out more, please contact us at:

GHR@middlesbrough.gov.uk



FUSE Blog Post

The FUSE Open Science Blog provides an insight into public health research for audiences across the public health sector.

Read our post 'Changing the Narrative on Gambling Harms in the North East' [here](#).

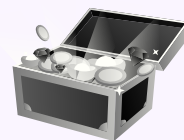
ADPH
North East

**Association of Directors of Public
Health North East
Gambling Harms Programme
Stakeholder Impact Report**

Video Games, Esports and Gambling Harms

Gaming products are increasingly incorporating gambling themes and elements, such as loot boxes and chance-based rewards systems.

Studies have shown children and young people who play gambling-themed games are more likely to engage in gambling and experience gambling harms. Many parallels can also be drawn between gambling in traditional sports and esports.



In the News

Australia: Loot boxes are still rife in kids' mobile games, despite ban on 'gambling-like' features

Read [here](#).

Latest Reports

A rapid evidence review of skins gambling

This report, published at GOV.UK, collates evidence regarding skins gambling.

Read [here](#).

Why do young people buy loot boxes in video games?

This article introduces a new tool designed to understand why young video gamers purchase loot boxes and shares a study it's effectiveness tool in identifying early signs of gambling harm.

Read [here](#).

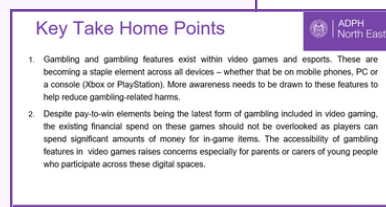
What are loot boxes?

Loot boxes are digital items in video games that may be bought for real-world money, but which provide players with a randomised reward of uncertain value. This may include weapons, accessories, tools or 'skins' which change the appearance of characters.

Esport and Video Game Gambling Related Harms Academic Slide Deck

The ADPH NE Gambling Harms Programme has produced this new resource to support public health professionals to understand and evidence the most relevant and up-to-date literature on gambling related harms in esports and video games as a public health concern.

This resource can be accessed [here](#).



RESEARCH CORNER

**These articles have been checked for any conflicts of interest or industry funding. None were identified.*

Targeting the next generation of gamblers?
Gambling sponsorship of esports teams

Link [here](#)

Gambling features and monetization in video games create challenges for young people, families, and clinicians

Link [here](#)

Digital geographies of home: parenting practices in the space between gaming and gambling

Link [here](#)

Drafting video game loot box regulation for dummies: a Chinese lesson

Link [here](#)

Blocking Tools and Guides to Counter the Gambling Elements of Video Games

This new resource provides information for caregivers, educators and other professionals on the types of gambling related content being featured in esports and video games, and how children and young people interact with this content.

It provides a summary of the common settings and software available to place limits and reduce exposure to gambling elements across platforms, devices and various games.

This resource can be accessed [here](#).



Gambling Survey for Great Britain: Annual Report

The Gambling Commission has published the second annual report from the Gambling Survey for Great Britain (GSGB). The full report can be accessed [here](#).

The Gambling Commission has published two supplementary reports alongside the GSGB report.

1. Investigating the profiles of those who gamble more frequently

Read this report [here](#).

2. Understanding the adverse consequences of gambling

Read this report [here](#).

Gambling Commission Illegal Gambling Hub

The Gambling Commission has launched the **Illegal Gambling Hub**, which shares research, updates, latest news and blog posts on illegal and unlicensed gambling in Great Britain.

Found out more [here](#).

Gambling Reform Summit

Peers for Gambling Reform (PGR) hosted a national Gambling Reform Summit in London on Wednesday 3rd September 2025.

Expert panels provided insight and discussion on topics including recent research findings, progress toward gambling advertising bans, public health approaches to gambling harm prevention, empowering local authorities and identifying areas for future reform.

Read the speech given by Tim Miller, from the Gambling Commission, [here](#).

Japan-UK Conference Conference on Gambling Addiction

The Japan-UK Conference on Gambling Addiction was held in Tokyo on Sunday 21st September.

Read about the conference [here](#).

PROFESSIONAL DEVELOPMENT

MECC and Gambling Harms

This free course provides an overview of gambling and gambling harms, highlights the importance of addressing gambling harms and provides insight on how to recognise and respond to signs of harm. It also provides information on treatment and support options in the North East.

You can find more information about MECC and Gambling Harms [here](#).

Find training sessions on the Boost Learning Academy Platform [here](#).

Webinar : Exploring Gambling Harms within UK Military Veterans

Gambling Lived Experience Network (GLEN)

Thursday 20 November 2025 | 10am - 12pm

Online

Register via Eventbrite [here](#).

LOCAL PUBLICATIONS

Gambling Harms in the North East: Regional Health Needs Assessment

➡ Read [here](#)

Gambling-Related Harms in Sunderland: Health Needs Assessment

➡ Read [here](#)

North Tyneside Joint Strategic Needs Assessment: Gambling

➡ Read [here](#)

Newcastle City Council Gambling and Gambling-Related Harms: Needs Assessment

➡ Read [here](#)

County Durham Gambling Health Needs and Assets Assessment

➡ Read [here](#)



**GET IN
TOUCH**

If you would like us to include anything in our next newsletter, please email GHR@middlesbrough.gov.uk

Find more information about the ADPH NE Gambling Harms Programme [here](#).