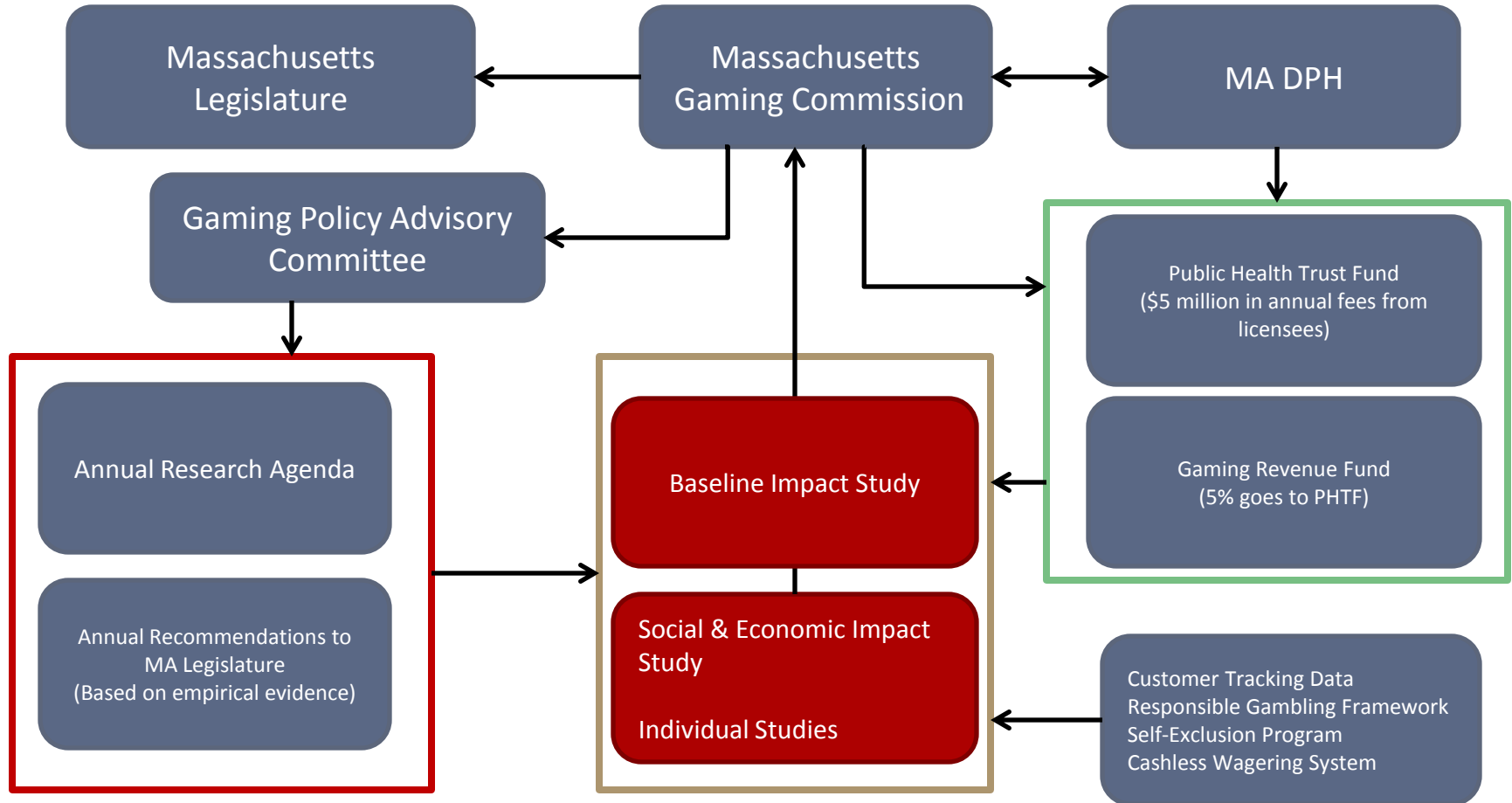


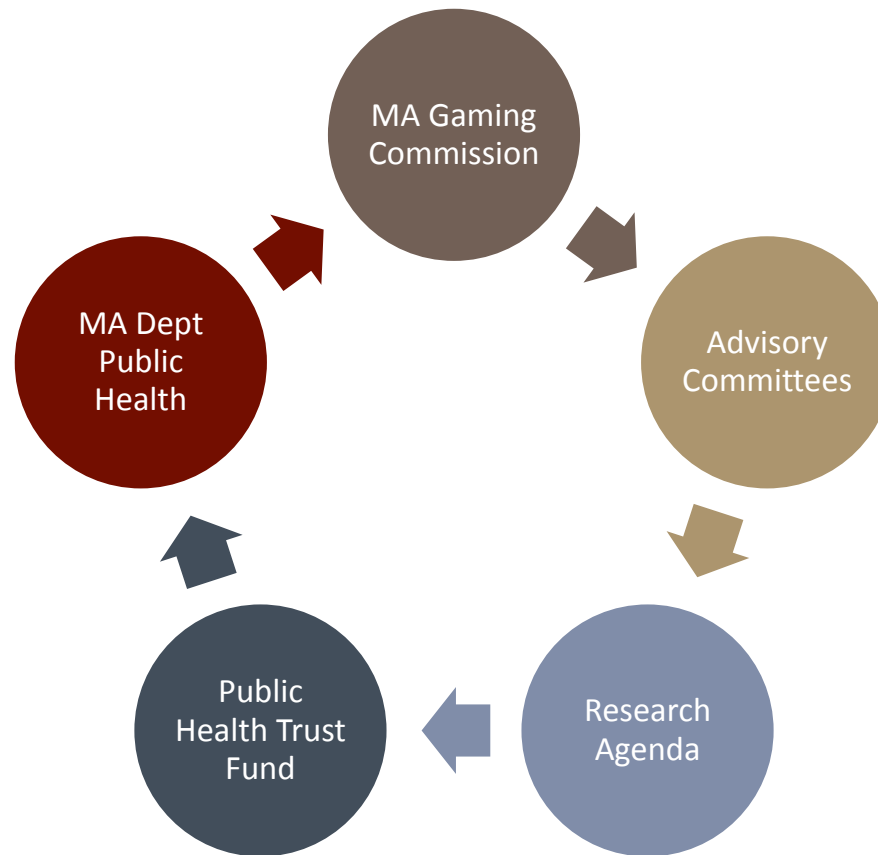
Studying the Social and Economic Impacts of Expanded Gambling in Massachusetts

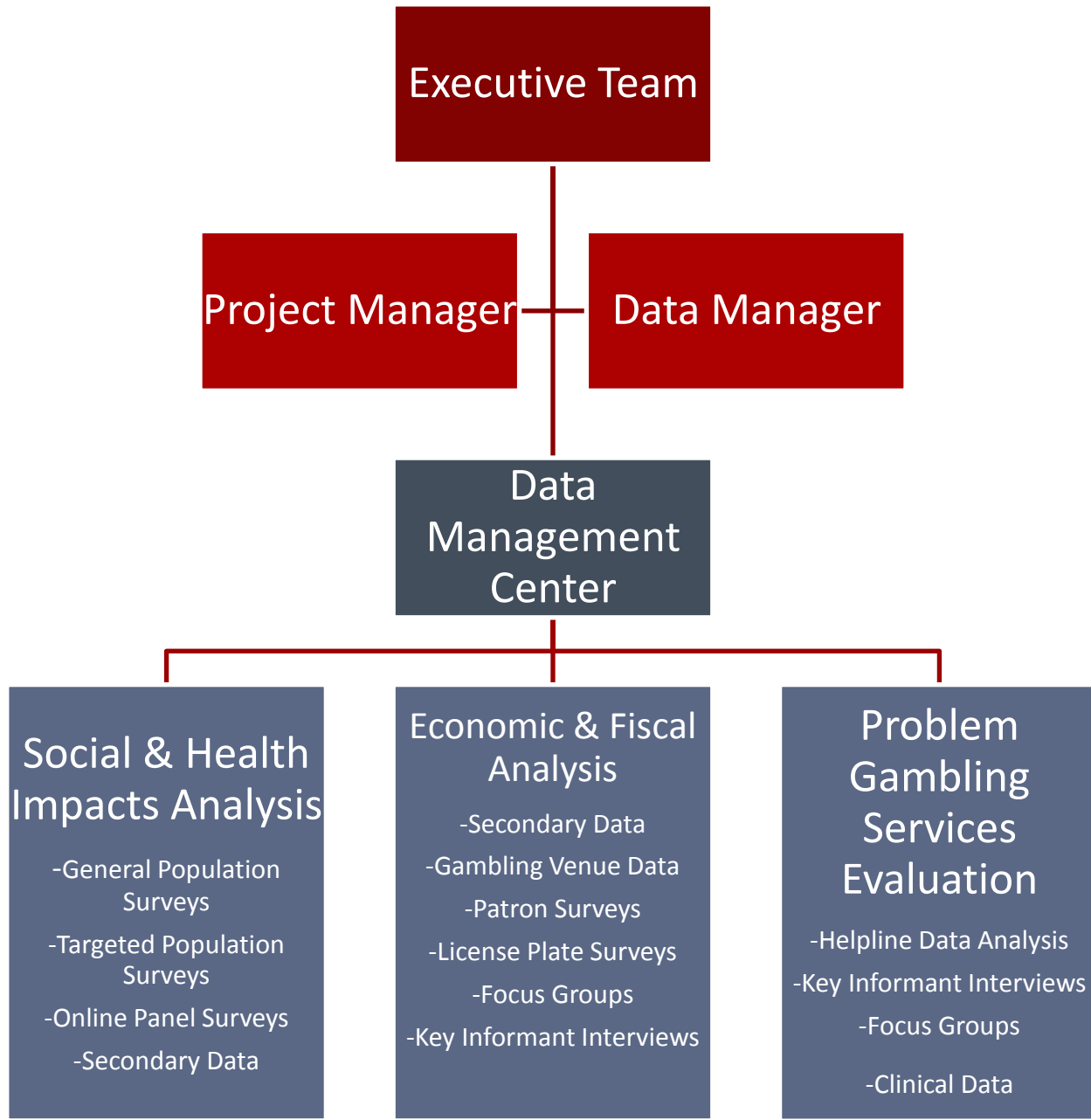
Rachel A. Volberg

Statutory Research Activities

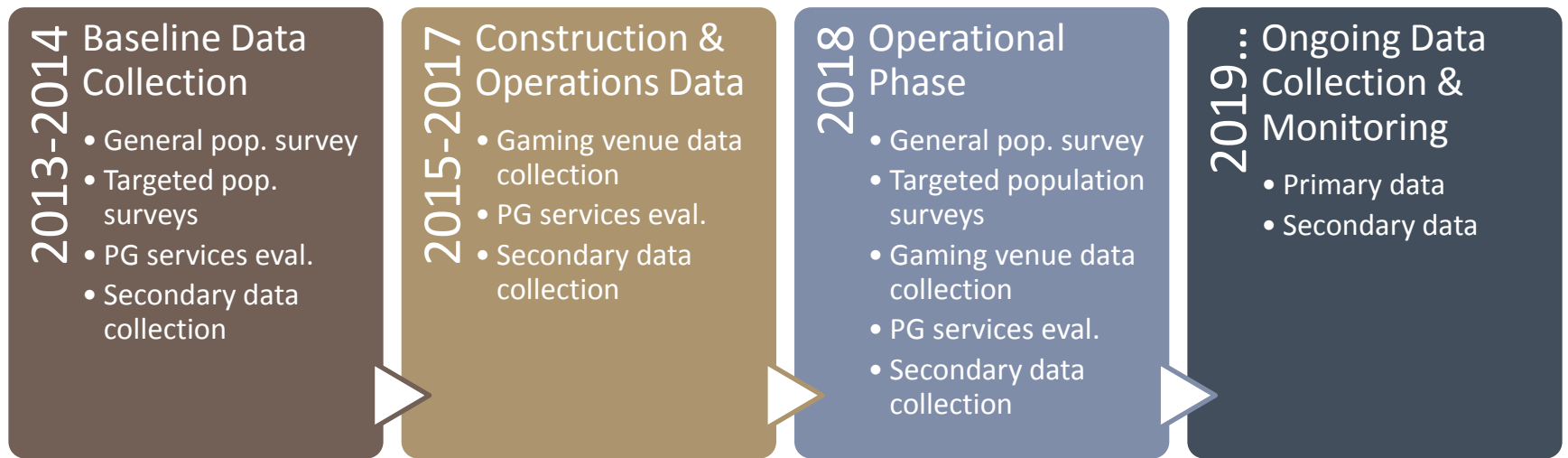


A Virtuous Circle?





Timing of Data Collection



Overview

SOCIAL & HEALTH IMPACTS ANALYSIS

Social & Health Indicators

- Problem Gambling & related indices
- Gambling-related crime
- Leisure activities
- Housing
- Education
- Socioeconomic inequality
- Attitudes about gambling
- Quality of life
- Health
- Transportation
- Environment

Data Collection

Primary Data Collection:

- General Population Surveys
 - n=10,000
 - Addressed-Based Sampling Approach
 - Multi-mode interviews
- Targeted Population Surveys
 - n=1,000 in each set of host & surrounding communities
 - Same methodology as GPS
- Online Panel Survey
 - n=5,000

Secondary Data Collection:

- Data Sources:
 - Behavioral Risk Factor Surveillance System (BRFSS)
 - American Community Survey (ACS)
 - All Payer Claims Database
 - Acute Hospital Case Mix
 - Other sources as needed

Key Findings

- Public **attitudes** towards gambling
- Current gambling **behavior**/participation rates
 - Demographics, frequency, expenditures
- Population prevalence of **problem gambling**
- Substance abuse and mental health **comorbidities** of people with gambling problems
- Other difficulties that people with gambling problems face
- Community-specific **impacts** of gambling expansion
- The types of **crime** attributable to new gambling venues

Utility of Key Findings

Public Attitudes

- Target awareness & prevention campaigns

Gambling Participation

- Target prevention & intervention
- Monitor uptake of new forms of gambling

Prevalence

- Ensure sufficient treatment options exist

Comorbidities

- Tailor clinical screening & treatment

Community-Specific Impacts

- Target resources to mitigate community impacts

Overview

ECONOMIC & FISCAL IMPACTS ANALYSIS

Economic & Fiscal Indicators

- Government revenue
- Public services
- Regulatory costs
- Business starts & failures
- Business revenue
- Tourism
- Personal income
- Employment
- Housing
- Infrastructure value & costs
- Origin & costs of gambling supplies & servicing

Data Collection

Primary Data Collection:

- Collected directly from the casino operations to track direct impacts
 - # of employees
 - Wages
 - Construction investment
 - Local expenditures
- Modeled with REMI to isolate economic impacts & assess accuracy of forecasts

Secondary Data Collection:

- Collected primarily from government agencies to track conditions over time
 - Unemployment
 - Household income
 - Property values
 - Business starts/failures
- Examine trends before/after casinos & compare with other regions/localities

Key Findings

- How many **jobs** are being created at the casino facilities and other Massachusetts businesses
- What is the **nature** of these jobs
 - Average wages, # of workers previously unemployed, # of workers who relocated to MA
- To what extent does this represent **net new economic activity** (rather than displacing jobs at existing businesses)
- How much **net new revenue** do casinos contribute to Massachusetts
- How the casino facilities affect **host and surrounding communities**
 - Job growth, unemployment rates, household income
- Whether payments to host & surrounding communities and other economic effects **offset** additional public services related to casino operations

Utility of Key Findings

Job Creation/ Displacement

- Monitor workforce development goals
- Modify/set new workforce development goals
- Monitor host & surrounding community agreements

Impact on Communities

- Monitor workforce development goals
- Monitor host & surrounding community agreements
- Plan future budgets & development projects

State Revenue Generated

- Plan future State budgets & development projects

Benefits vs. Costs

- Plan future State & community budgets & development projects
- Target resources to mitigate negative impacts

Overview

PROBLEM GAMBLING SERVICES EVALUATION

Data Collection

Primary Data Collection:

- Analysis of items from General Population and Online Panel surveys
- Focus groups with treatment providers
- Key Informant interviews

Secondary Data Collection:

- MCCG Helpline data analysis
- Retrospective clinical data analysis

Key Findings

- What prevention and treatment services currently **exist** in Massachusetts
- Who is **using** these services
- How **adequately** these services address and mitigate impacts of problem gambling
- How existing services match up with **best practices** in problem gambling prevention, intervention, treatment & recovery

Utility of Key Findings

Existing Services

- Ensure existing services sufficient for # of problem gamblers (PGs)
- Ensure services are geographically dispersed

Service Use

- Determine that existing services are sufficient for # of PGs
- Build the capacity of service providers to treat PGs
- Tailor treatment services

Adequacy of Services

- Ensure availability and affordability of services
- Strengthen effectiveness of services

Use of Best Practices

- Ensure that services match with best practices for greater effectiveness
- Improve service provider training

SEIGMA's Data Management Center

SHARING RESULTS

Role of the Data Management Center

- Create Data Management Plan
- Collect, clean, and store all SEIGMA data
- Create Data Use Agreements
- Ensure Institutional Review Board compliance and ethical integrity
- Determine what data can be shared with whom and share data as widely as possible
- Share key findings and results of SEIGMA analysis in unique ways

Sharing Results: Website



Blog

SEIGMA's Annual Meeting



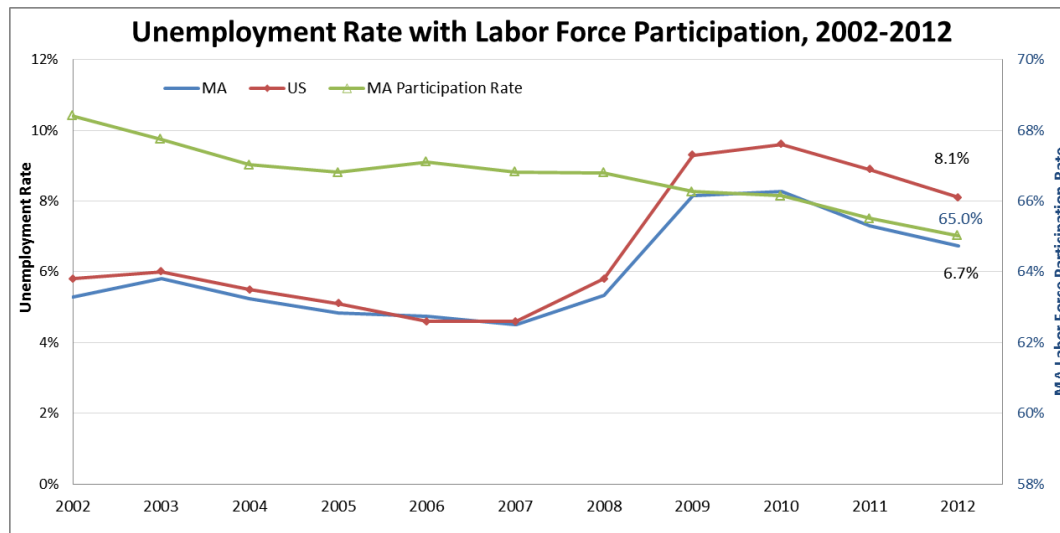
Amanda Houpt, Social and Economic Impacts of Gambling in Massachusetts (SEIGMA) Project Manager, reports on the recent Annual Meeting of the team, held at the University of Massachusetts Amherst.

For most Americans, mid-April marks tax season and the return of spring. For the SEIGMA Research Team, April has additional significance as the anniversary of our project's start date. It's hard to believe it, but just a little over one year ago, the SEIGMA study launched. The team has been a flurry of activity ever since. To commemorate the one year anniversary of the project, we held a three-day meeting on April 14-16. Expert advisors, principal investigators, team members, and members of the Massachusetts Gaming Commission convened in Western Massachusetts to update each other on progress made, collaborate, and plan for the next year.

[Read more](#)

Sharing Results: Trends

	2002	2003	2004	2005	2006	2007	2008	2009	2010	2011	2012	Relative Percent Change 2002-2012
Unemployment Rate												
MA	5.3%	5.8%	5.2%	4.8%	4.8%	4.5%	5.3%	8.2%	8.3%	7.3%	6.7%	27.2%
US	5.8%	6.0%	5.5%	5.1%	4.6%	4.6%	5.8%	9.3%	9.6%	8.9%	8.1%	39.7%
Labor Force Participation Rate												
MA	68.4%	67.7%	67.0%	66.8%	67.1%	66.8%	66.8%	66.3%	66.1%	65.5%	65.0%	-4.9%
US	66.6%	66.2%	66.0%	66.0%	66.2%	66.0%	66.0%	65.4%	64.7%	64.1%	63.7%	-4.3%



Sharing Results: Maps

Summary

Plot

Map

2012 High Needs (%) by Municipality



Utility of the Data Management Center

Managing Data

- Ensures that results are accurate, reliable, and replicable

Ensuring Ethical Integrity

- Limits harm to human subjects
- Ensures the integrity of SEIGMA Team and its findings

Sharing Data

- Other researchers will be able to replicate our analyses
- Other stakeholders and researchers will be able to conduct unique analyses.

Sharing Results

- The general public will be able to examine impacts within their own communities

For more information, visit:

www.umass.edu/seigma