## GameSense Logic Model

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Alogic model is a graphic depiction (road map) that presents the shared relationships among the resources, activities, outputs, outcomes, and impact for a program. It depicts the relationship between a program's activities and its intended effects. (Source: Center for Disease Control). The following logic model was created to illustrate the various inputs and outputs of the Massachusetts GameSense Program. More information about this program can be accessed by visiting <a href="https://www.gamesensema.com">www.gamesensema.com</a>

## **Useful Terms**

British Columbia Lottery Corporation CBCLC)-Responsible for the creation and licensing of the GameSense program.

GameSense-A responsible gaming program adopted by the Massachusetts Gaming Commission to mitigate the harms associated with the legalization of casino gambling. While the majority of GameSense work is done within the casinos, GameSense also responds to community requests for training and education.

GameSense Advisors (GSAs)-Staff trained in responsible and problem gambling who are present at each Massachusetts casino for 16 hours day/7 days a week.

Massachusetts Council on Compulsive Gambling (MCCG)-Independent non-profit responsible for the staffing and daily operation of the GameSenseprogram.

Massachusetts Gaming Commissions (MGC)-Regulatory body created in 2012 to oversee the legal expansion of casino gambling in Massachusetts.

Public Health Trust Fund-A fund consisting of casino fees and assessments meant to support social service and public health programs dedicated to addressing problems associated with compulsive gambling. These programs may include gambling prevention and addiction services, substance abuse services, educational campaigns to mitigate the potential addictive nature of gambling and any studies and evaluations necessary.

PlayMyWay (PMW)-An electronic budgeting tool integrated with casino rewards cards currently in pilot phase at Plainridge Park Casino. For more information, please visit .assgam in g.com / about/playmyway/

Voluntary Self Exclusion (VSE)- A statewide program which allows participants to exclude themselves from the gaming floors of all Massachusetts casinos for a pre determined length of time. For more information, please visit massgaming.com/a bout/voluntary-self-exclusion/

## GameSense MA Logic Model

**IMPACT** Improved health and well-being of Massachusetts residents Advances in the creation of an effective, sustainable, measurable, **EFFECT** socially responsible, and accountable approach to gambling RG enabled casino Reduce gambling Promote positive play **OUTCOMES** related harm workforce Increased RG Increase patron knowledge of Increased referrals/readiness knowledge and and attitudes towards GS to engage community activities among casino Increased GSA engagement resources staff Increased PlayMyWay (PMW) Increased community Increased knowledge of enrollments awareness for high-risk groups **OUTPUTS** and attitudes towards Increased use of Voluntary Self Improved patron literacy, personal GS amongst casino staff Exclusion (VSE) responsibility, honesty, control, & Increased referrals to Reduced problem player losses pre-commitment. GSA by casino staff Reduce other social and Increased casino staff Improved patron attitudes, economic harms related to and GSA engagement beliefs, and behaviors reflective of problem gambling. positive play Interventions to address determinants of program performance **Environments** Intervention Examples GameSense Advisors (GSA) engage & educate patrons; assist patrons enroll Casino Floor & understand PMW and VSE; provide links to community resources Back of House GSA provide training and technical assistance with casino staff **PROCESSES** Community Create & launch public awareness campaigns; design and deliver presentations Evaluation systems Management systems Quality improvement Resources Resources Regulations Policies & Public Health Trust Fund Casino licensees Physical space & equipment British Columbia Lottery **INPUTS** GameSense Advisors & staff Corporation (BCLC) MGC Commissioners & staff • Community partners & vendors Measurement tools GameSense tools, e.g., data from PMW, VSE & GameSense communication Surveillance measures, e.g., staff & patrons survey data, community surveys The Gaming Act GameSense supports the implementation of the expanded gaming law (Chapter 194 of the Acts

LEGISLATIVE

GameSense supports the implementation of the expanded gaming law (Chapter 194 of the Acts of 2011, M.G.L.). The legislation included several key mandates designed to mitigate the social impacts of expanded gaming including casinos providing on-site space for what has become known as GameSense Information Centers and other protections reflected in GameSense programs (Chapter 23, Section 9.8).