

Goals/Needs	Resources/Inputs	Activities/Processes	Outputs	Outcomes
<p>Vulnerable players (i.e. at-risk and problem gamblers):</p> <ul style="list-style-type: none"> -Reduce risks of game features thereby minimizing harm to persons who are vulnerable to developing gambling problems. - "Normal" players who occasionally lose control - Emotionally disturbed gamblers - Impulsive/biologically vulnerable gamblers <p>Game developers:</p> <ul style="list-style-type: none"> -Increase sensitivity to gaming design for RG <p>Game operators:</p> <ul style="list-style-type: none"> -Enhance compliance of gaming companies with state regulations and industry standards (e.g., WLA). -Enhance gaming staff understanding of key RG - considerations. -Provide an objective standardised procedure for examining potential game risks -Provide evidence of due process -Minimize risk <p>State regulators</p> <ul style="list-style-type: none"> -Clarify gaming risk factors -Provide common language for RG practice -Minimize risk 	<p>Development:</p> <ul style="list-style-type: none"> -2 lead experts -Start-up financial support from Camelot -Research on risk and situational characteristics -initial (7) and later input from 22 experts on RG ; 19 treatment providers, 20 recovered PGs -2 independent peer reviewers -WLA level IV certification requirements for RG design -Prevalence studies / clinical service reports. <hr/> <p>Operation:</p> <ul style="list-style-type: none"> -Owned and operated by GamRes -Secure GamRes managed server -Procurement of technical service -Gamgard user guide and web-resources -Revenue from gaming operators/clients -Expert and collegial input/promotional services -Input and feedback from clients 	<p>Gamgard process:</p> <ol style="list-style-type: none"> 1. Define game characteristics 2. Analyse score games (multi-staff participation, avg. score) 3. Interpret results 4. Consider design changes/alterations to enhance RG 5. Reporting <hr/> <p>GamRes service provision</p> <ul style="list-style-type: none"> -occasional involvement of multiple participants -consultation with clients - standardized results plus enhanced reporting <p>Client self-assessment</p> <ul style="list-style-type: none"> -Team application -standardized report integrated with other reporting systems. <p>Other:</p> <ul style="list-style-type: none"> -GamRes promotion and service support -GamRes monitoring and communication to clients of ongoing research developments 	<p>Standardized reports: Traffic light total score and scoring wheel summary</p> <p># GamRes reports produced</p> <p># Client self-assessment reports produced/utilized in organizational reporting</p> <hr/> <p># games tested</p> <p># client organizations served</p>	<p>Immediate (conceptual):</p> <ul style="list-style-type: none"> -Increase understanding of game RG characteristics <p>Short term (instrumental):</p> <ul style="list-style-type: none"> -Design benefits from enhanced game developer sensitivities to RG risk factors -Improvement of individual characteristics of games (balance RG with fun). -Abandon/redesign game provider decisions -Employment of market protection and prevention strategies/reduced risk to gaming operators -Regulated games meet WLA level IV certification requirements for RG design - client awareness of ongoing research findings <p>Long term:</p> <ul style="list-style-type: none"> -minimize harm to persons who are vulnerable to develop gambling problems. -minimise losses from disordered players -Games balance RG with user value - maintain reputation as conscientious and responsible gaming operator - integrate ongoing research findings into RG practises
<p>Assumptions/Risks</p> <p>Needs to Inputs: Regulators will continue to require of game developers high RG standards Inputs to Activities: resources sufficient to manage processes; client participation is genuine; Activities to Outputs: server security integrity maintained; Outputs to Outcomes: credible, accurate reporting; findings genuinely considered and acted on.</p>				

Figure 1: Gamgard logic model

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