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www.ipgap.indiana.edu

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Have you ever felt the need to bet more and more and more money?

Have you ever had to lie to people about how much you gamble?

An answer "yes" to either or both of these questions may indicate a problem with gambling.

Lie Bet Screen by Johnson, E.E., et al. (1988).

FOR A CONFIDENTIAL

REFERRAL CALL

1-800-994-8448

The Indiana Problem Gambling Awareness Program (IPGAP) is funded by a contract with the Indiana Family and Social Services Administration Division of Mental Health and Addiction with funds through the Indiana Problem Gamblers' Assistance Fund.

Kentucky Council on Problem Gambling Training



21st Annual Educational and Awareness Conference Presented by the Kentucky Council on Problem Gambling (KYCPG)

with Sponsorship Support from the Kentucky Department of Behavioral Health, Developmental and Intellectual Disabilities

Clarion Hotel, Lexington, Kentucky February 1-2, 2018

KYCPG's 21st Annual Educational and Awareness Conference is an appropriate learning opportunity to gain critical knowledge of problem and pathological gambling prevention and treatment practices to educate alcohol/substance abuse counselors, social workers, psychologists, psychiatrists, marriage and family therapists, clergy, prevention specialists, human resource or employee assistance professionals, school counselors, gambling industry personnel, and anyone interested in learning more about problem and addicted gambling and its impact on individuals, families, and society.

Up to 14 hours of CEUs available. Applications filed for International Gambler Counselor Certification Board, alcohol and drug counselors, fee-based pastoral counselors, nursing home administrators, nursing, professional art therapists, professional counselors, psychologists, and social workers.

Registration scholarships will be awarded to prevention specialists and counselors with Kentucky Regional Prevention Centers (RPCs) and Comprehensive Mental Health Centers (CMHCs). All attendees may apply for registration-only scholarships. Details in conference registration form inside this brochure. All attendees must register.

For registration information and agenda, please see the attached pdf.

Introduction to Motivational Interviewing Training

Introduction to Motivational Interviewing

Register at: <http://drugs.indiana.edu/training/training-details.php?crsn=132>

What to Expect:
This one-day training will be highly interactive. Participants will experience group activities, role-play, videos, lecture and skills practice.

Audience:
Counselors, social workers, graduate students or healthcare professionals that have direct patient/client interactions. All levels of skill are welcome.

Objectives:

- Define Motivational Interviewing and discuss uses with clients/patients.
- Explore use of the Spirit of Motivational Interviewing
- Introduce and practice core skills of Motivational Interviewing

Training Details:
Date: January 30, 2018
Time: Doors open at 8:30. Training starts at 9:00am
Location: Community Health Network Pavilion at Stones Crossing
3000 S State Road 135, Greenwood, IN 46143
Cost: \$100.00 per person
CEUs: 6.5 hours
Food: Lunch on your own

Trainer:
Mallori DeSalle, MA, LMHC, CCMHC, NCC, CPS, MATS
Motivational Interviewing Trainer
Member of the Motivational Interviewing Network of Trainers (MINT)
Indiana University—Bloomington

Limited Space Available!


Register at: <http://drugs.indiana.edu/training/training-details.php?crsn=132>

Register by : **January 15, 2018**

Questions? Contact : Heather Dolne, hdolne@iu.edu

IPRC Indiana Prevention Resource Center

SCHOOL OF PUBLIC HEALTH INDIANA UNIVERSITY



To register for this training, please visit: <http://drugs.indiana.edu/training/training-details.php?crsn=132>

Want to gamble on virtual sports? One firm is betting on it.

AP November 27, 2017, 10:21 AM

The virtual sports events might not be real, but the bets are backed by actual money.

The company behind internet gambling website PlaySugarHouse.com became the first in the U.S. to let gamblers bet real money online on the outcome of virtual sports events.

Chicago-based Rush Street Interactive recently received approval from New Jersey regulators to let patrons bet online on the outcome of virtual computer-generated sporting "events," including soccer, horse, dog and vehicle racing. Its site and mobile app launched Wednesday, and is only available to people physically in New Jersey.

The approval comes as the U.S. Supreme Court gears up to hear New Jersey's case next month seeking to legalize sports betting in the 46 states where it is not permitted.

Company president Richard Schwartz told The Associated Press the games are a good way to prepare for the possibility that the high court could legalize real-world sports betting.

"It's computer-generated, and not based on any current active live sports event, so it's not legally considered sports betting," he said. "You can acquire a database of people with an interest in sports betting."

The technology already exists in some Nevada casinos and is widely used throughout Europe, but this is the first time it will be available over the internet in the U.S.

Schwartz said virtual sports betting is popular in Europe, and can account for as much as 20 percent of a sports book's revenue.

"We expect the same results in the New Jersey market," he said. "Virtual sports betting is used effectively to fill in time between races and in time periods where there are no real time sporting events."

He said virtual sports betting is a good way to attract a younger demographic who like sports as well as computer games.

Inspired Entertainment, a technology company that offers virtual sports, created the product, which relies on random number generation technology to select a winner in each game.

It is the same technology behind slot machines, and was tested by New Jersey gambling regulators before they approved it, said Robert Moncrief, deputy chief of the Technical Services Bureau at the New Jersey Division of Gaming Enforcement.

Soccer is the first virtual team game to be offered, but others are expected to follow shortly, Schwartz said.

Rush Street plans to keep the games in place even if real-world sports betting is approved in the U.S.

AP November 27, 2017, 10:21 AM

<https://www.cbsnews.com/news/want-to-gamble-on-virtual-sports-one-firm-is-betting-on-it/>

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Next skill-based gaming machines arrive on Las Vegas Strip



COURTESY OF GAMBLIT GAMING

By [Thomas Moore](#) (contact)

Tuesday, Oct. 24, 2017 | 2 a.m.

The second round of skill-based gaming machines has hit the Las Vegas Strip, allowing players to stake their cash on their abilities to use a cartoon catapult or survive a zombie-infested cornfield.

Gamblit Gaming unveiled TriStation, a pod containing three interactive gaming stations, at Planet Hollywood on Monday. There are six skill-based games available on each TriStation for players who want to risk money on something a little less random than slot machines.

The six games are:

"Into the Dead." A zombie shooter game that was originally a smartphone game with 72 million downloads.

"Catapult King." Also first a smartphone game, players use a catapult to topple knights and castles.

"Lucky Words." Players must quickly put together letters to form words.

"Match 3volution." Players create creatures and match them.

"Smoothie Blast." Players swipe fruit to make smoothies.

"Slice of Cake." Players slice ingredients to bake a cake.

The TriStation is in the midst of the Nevada Gaming Control Board's [New Innovation Beta process](#), adopted by the board (in response to state legislation) to accelerate the development of new games.

Gamblit introduced another machine, the Model G, in Caesars Entertainment's resorts and other Strip casinos earlier this year. The Model G comes in two game variants, "Gamblit Poker" and "Cannon Beard's Treasure," both of which have already received regulatory approval.

Gamblit has two TriStation pods on Planet Hollywood's casino floor alongside three of the Model Gs. They're located on the south side of the property, just outside P.F. Chang's, not far from the casino's Strip entrance and across the casino from the theater where Britney Spears performs her Las Vegas residency.

The minimum coin-in and maximum jackpot are different in each game and can vary in each casino.

However, the minimum bet ranges from 50 credits (50 cents) in most of the TriStation games or \$1-\$2 minimum bet on the "Into the Dead" game. The maximum win in many of the games is often \$10.

The maximum bet also varies game to game and, because they're interactive, with the players' skills. Top-end payouts on some games range from 100-1 to 300-1 on the max bet. On the "Into the Dead" game, the maximum win is 8-1 if, for example, the top bet is \$5.

Because the games are so new and also because gaming manufacturers and casino companies almost never reveal specific revenue numbers, it's difficult to know how the games are performing.

The fact that none of the earlier Model G's have been pulled from casino floors anywhere in Las Vegas is proof they are doing well, Gamblit's chief of marketing Darion Lowenstein said.

"If they weren't making money, they wouldn't give us the floor space," Lowenstein said.

Aside from the obvious interactive aspect, Gamblit's games are also different in the way they're branded. The company mascot, a red letter "G" stylized to look like a face, sits atop each TriStation, to create more brand recognition than is typical of most games.

"That was very intentional," Lowenstein said. "I've always wanted us to be the Kleenex of gaming. I want people to see that logo and know it's us and it's something different."

However, Lowenstein said Gamblit isn't just counting on the mascot to attract players. It's also working with Caesars to promote the new games. A Gamblit-produced video trailer for the game plays on screens throughout Planet Hollywood. The game is included in loyalty card promotions and on flyers given to hotel guests.

Gamblit isn't the only company producing interactive games. Konami has introduced a version of "Frogger," undergoing the New Innovation Beta process at the Level Up gaming lounge at the MGM Grand. GameCo. has also introduced interactive games in Atlantic City.

And years ago, some [early attempts at interactive games](#) were introduced as bonus rounds on traditional slot machines.