

Understanding spending behaviours when gambling

Asiya's story



Asiya is 16. She is sociable and friendly and gets on well with lots of different people. She also has a learning disability and OCD; she attends a mainstream school where she gets extra help to support her with her lessons and manage her conditions while she is there.

When Asiya was young her dad took her to the arcade to play on the penny machines. It started off as a treat, but as she got older, he found that going to the arcade helped build her confidence and she enjoyed meeting new people, so they would go every weekend. Asiya's dad would only let her spend a small, set amount of money – once it was gone, they went home.

Now Asiya is older, she has a small monthly allowance from her parents which is paid into a bank account. The account is linked to her dad's credit card. She has also recently got a part-time job on Saturday mornings. Each week she receives her wages in cash, then goes down to the arcade after lunch. She especially enjoys trying to win soft toys and playing on the coin pusher machines because sometimes she wins a lot of coins, and she says that makes her feel 'rich'. Asiya always puts any coins she wins straight back into the machines until she has nothing left. Sometimes she comes home with prizes, but usually she comes home with nothing.

Recently someone Asiya met at the arcade showed her an online slot casino app and told her that it's much better because you can win 'real money'. She managed to sign up to the app even though she's only 16, because her account is linked to her dad's credit card. The app gave her 250 free spins if she spent £10 - she spent £50 so she could get more free spins. However, she only won £5. Now she wants to spend another £10 to try and win some more.



Activity one: Asiya's thoughts and feelings

What does Asiya think and feel about going to the arcade and using the app?





Activity three: Advice for Asiya

Help Asiya to manage her spending. Choose which of the advice below is more helpful, less helpful, or not helpful for Asiya visiting the arcade or using the online casino app. Tick the ones you'd like to include and write them on the next page.

Knowing the laws about gambling		Avoiding going to the arcade/deleting the app	
Budget and give herself a set amount to spend at the arcade/online each month		Thinking about how it feels when she doesn't win a prize	
Dad taking her phone away so she can't use the app		Talk to her Dad about the app that she has found	
Thinking about her dad's feelings before she spends her, or his money		Finding another hobby or past time she enjoys	
Going to the arcade or using the app with friends, but not by herself		Reminding herself of other things she wants to buy before spending more at the arcade or on the app	
Only going to the arcade with her dad or using the app with dad		Doing more hours at work to earn more to spend	
Set a budget for how much she will spend and leave when it's all gone		Agree to spend a set amount of time at the arcade and leave when planned	
Remembering that often, she doesn't win anything		Something else?	



Activity three: Advice for Asiya

Choose the right section of the diagram for the advice cards, which advice is more, less or not helpful for Asiya?

Not helpful

Less helpful

More helpful