# YGAM Young Person Focus Group

## Research materials – Post training

### Introduction

**Note to interviewer**

**The main aim of this research will be to discuss the training received by YGAM about gaming and gambling experiences of young people. The topic guide is for young people aged 13-16. Therefore explanations will need to be modified to ensure age appropriateness, depending on the interviewee. On screen / paper-based scales can be used especially for younger participants as prompts.**

**Introduction**

**Hi, my name is {name} from {Rocket Science/school/youth club}, thanks so much for agreeing to talk to me today about the training you have received on gaming and gambling. I want to talk to you today about the training you’ve received, if it’s been educational, and what you’ve learnt from it. Do you have any questions about why we’re having this conversation today?**

**The conversation we have will be confidential and anonymous, this means that when I’m writing up what you have said, I won’t use your names, or any quotes that could identify you. The only time I would need to break confidentiality is if you were to tell me something that was a risk to you or someone else, if that happens I’ll tell you at the time. Is that okay?**

**You can change your mind at any point if you decide you want to stop the interview, and if there are any questions you don’t want to answer that is fine – it is up to you what you want to share.  I will leave you / your youth advocate my contact details at the end of this and you can contact me with any questions or if you want to withdraw from the evaluation.**

**The focus group will last about half an hour/ 45 minutes, is that okay? I will take notes as we go.  Have you got any questions for me before we start?**

### Focus group discussion questions

**1. Do you understand why age restrictions are set for gaming/gambling?**

**2. Would you know the signs that a friend has a problem with gaming or gambling?**

**(*What are the signs?)***

**3. To what extent do you understand the negative effects that gambling or gaming can have on you or a friend?**

***(List some of the negative effects)***

**4. Do you know where you’d find support if you were worried about a friend gaming or gambling?**

**5. Would you feel confident talking to one of your friends if you were worried that they had a problem with gaming or gambling?**

***(What exactly would you say to them? What advice would you give?)***

**6. Do you know what kind of alternatives are out there to gaming or gambling?**

***(If yes, what?)***

### Persona’s discussion

**Persona one**

**Adam is 14 and enjoys gaming with his friends after school. The friends he plays with usually log off after about ½ hours, but since term started in September Adam gaming time has increased and he’s now staying up past midnight gaming on his own. He has been coming into school tired and is losing concentration in his lessons because of the lack of sleep.**

**Persona two**

**Evie is 16 and has been using her mum’s bank card to open loot boxes online. She has been coming into school and bragging about the number of loot boxes she’s been opening, as well as how much money she’s been spending on her mum’s card. She’s now spent around £250 without her mum knowing and has no plans to stop.**

**Persona three**

**Joe is 13 and has been playing games online which are 18+ and have graphic content of fighting and warfare. Joe’s behaviour in class has changed, he’s started to get distracted and he seems less focused and is getting agitated by the thought of having to sit through a whole lesson. He is getting told off a lot and it’s getting worse every week.**

**Discussion**

**7. What problems can you identify in each of these people’s gaming/gambling usage?**

**8. What kind of advice you’d give them as a friend?**

**9. If you think they needed help, where would you tell them to go?**

**10. From the answers you’ve just given, how much did you learn from the training you’ve received on gaming and gambling?**

### Young person interview scales

**Now I’d like to talk a bit more about what may has changed as a result of getting the training about gaming/gambling – I’d like to find out if it’s made a difference to you. You’ll see some scales on the screen (on paper in person), and I’d like you to tell me where you think you were before you had the training and where you think you are now, then we will talk about each one.**

**11. Age restrictions for gaming/gambling**

**1 = I’ll play games no matter what**

**5 = I understand age restrictions and stick to them**

**12. Signs of problem gaming/gambling**

**1 = I wouldn’t know any signs of gaming/gambling**

**5 = I could identify the signs of problem gaming/gambling**

**13. Negative effects of gaming/gambling**

**1 = I don’t know what negative effects gaming/gambling have on people**

**5 = I understand what negative effects gaming/gambling have on people**

**14. Where to find support**

**1 = I don’t know where to find support**

**5 = I know the support that is available and how to access it**

**15. Telling friends they have a problem with gaming/gambling**

**1 = I wouldn’t tell my friends if I thought they had a problem**

**5 = I feel fully confident telling my friends if I think they had a problem**

**16. Alternatives to gaming/gambling**

**1 = There are no alternatives out there to gaming/gambling**

**5 = I know what alternatives are out there and could suggest to a friend**

### Summary questions

**17. To what extent did you find participating in the gaming and gambling training to be a good experience on a scale of 1-5?**

***(1 = not good at all, 2 = not good, 3 = average, 4 = good, 5 = very good)***

**18. Do you think what you’ve learnt may help you or a friend change the way you game or gamble in the future?**

**19. On a scale of 1-5 how educational did you find the training you received?**

***(1 = not educational at all, 2 = not educational, 3 = average, 4 = educational, 5 = very educational)***