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Pompidou Group
Council of Europe International
Cooperation Group on Drugs and
Addictions

Healthier Youth – Addressing the Risks of Online Gambling and Gaming

Kick-off Event
Rome, Italy
28-29.1.2025

- Online gambling and gaming platforms have become go-to hubs for entertainment and social connection among young people
 - Excessive or harmful use affects mental health, financial stability and social wellbeing
 - Growing concern of Problematic Internet Use among youth - considerable time spent with gambling and video game playing
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- Recognition of problem online gambling and digital video game playing by the World Health Organization as public health concerns
 - Human rights considerations: best interest of the child, safety by design, do no harm principle, non-stigmatising access to services, gender-specific interventions

KEY PROJECT INFORMATION



- Demand driven
- 9 EU Member States
 - Croatian Institute of Public Health
 - Cyprus National Addictions Authority
 - Government Office of the Czech Republic
 - Ministry of Interior of Hungary
 - Department for Antidrug Policies, Italian Presidency of the Council of Ministers
 - Ministry for Social Policy and Children's Rights of Malta
 - National Centre on Prevention of Addictions of Poland
 - Portuguese Institute for Addictive Behaviours and Dependencies
 - Ministry of Health of Slovenia
- Implemented by the Pompidou Group and DG REFORM
- October 2024 – September 2026
- Target group – children and youth (10-24 years old), parents

- European Commission's 2023 communication on mental health
- 2022 European Strategy for Better Internet for Kids
- Council of Europe Strategy for the Rights of the Child (2022-2027)

RESEARCH AND ANALYSIS

Situation analysis of current policy and legislative responses.

- Provide understanding of the current situation: structured literature review; qualitative analysis of views of policy makers, practitioners, researchers in 9 countries; gap analysis and recommendations.
- Discuss methodological improvements for collecting data on the use of online gambling and gaming platforms by children and youth.

Report reviewing international good practices to address the risks of online gambling and gaming, including through in-person and virtual exchanges.

- Identify and analyse interventions in the field of prevention, risk/harm reduction, treatment: structured review; collection of country practices; analysis and selection of good/promising practices.

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POLICY AND PRACTICE INTERVENTIONS

Common toolbox of interventions for addressing online gambling and gaming, including selective testing of interventions.

- Assess feasibility of interventions selected as good practice in the specific country contexts.
- Carry out testing of pre-selected interventions.

Support to action plans, national strategies, review of national framework to address online gambling and gaming.

- Provide expert review of the existing policy and/or legal framework.
- Design regulations and collaborative agreements involving co-operation with the private industry.
- Develop a monitoring and evaluation framework to support implementation of strategies and action plans.

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PUBLIC AWARENESS

Communication strategy, including mapping of key stakeholders, analysis of target groups and public awareness actions in some participating States.

- Develop a blueprint communication strategy for addressing risks of online gambling and online video game playing.
- Conduct mapping of media outlets in the 9 participating EU Member States.
- Carry out analysis of target groups for selected public awareness actions in some countries.
- Conduct awareness actions guided by the blueprint communication strategy in some participating States.

Main project components

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INTERNATIONAL EXCHANGE of experiences, learning from each other and taking action in a coordinated way

- ✓ Tools for national authorities in the prevention, treatment and risk reduction fields
- ✓ Evidence-based national policies and regulations
- ✓ Reduced risks from online gambling and gaming
- ✓ Improved youth mental health and wellbeing health



Thank you for your attention!

**Orsolya Libic
Project Team**