

Where is gambling taking you?

Video User Guide

The Department of Justice recognises and acknowledges Aboriginal and Torres Strait Islander peoples as the First Peoples of Queensland and as the Traditional Custodians of Queensland's precious land and waters. We pay our respects to their Elders past, present and emerging.

We recognise and celebrate the unique and continuing position of Aboriginal and Torres Strait Islander peoples in Australia's history, culture and future, and acknowledge their ongoing strength, resilience and wisdom. We are working to translate this recognition into fair, safe and inclusive practices, policies and services for Aboriginal and Torres Strait Islander peoples.



This design by Gubbi Gubbi woman Lili Jacobsen captures resilience and community strength. Through vibrant colors and symbolic elements, it reflects the journey of overcoming challenges and finding hope, embodying her deep connection to Country and heritage.

Introduction & Background

Where is Gambling Harm Taking You? is a series of videos that present different scenarios of gambling behaviour. Created in collaboration with Aboriginal and Torres Strait Islander community members, these video resources are designed to be flexible and adaptable for a range of uses.

Filmed from a first-person point of view, they aim to foster empathy and connection with viewers. The overarching purpose is to encourage reflection on gambling behaviours and highlight the impact these behaviours can have on individuals, families, and the broader community.



In collaboration with First Nations communities across Queensland and Gambling Help Community Educators, these videos were co-designed to help service providers deliver education and engagement on gambling harm minimisation for Aboriginal and Torres Strait Island communities.

Over several months, the consultation process gathered community voices from urban, rural, regional, and remote areas. Discussions focused on the look and feel of gambling harm within communities to capture cultural, emotional, social, and economic experiences. Stakeholders were

also consulted on preferred language to ensure the resources were respectful, authentic, and did not stigmatise.

The consultations also explored the safest and most effective ways to share education and support regarding gambling harm within communities. The aim was to create trustworthy resources that would encourage engagement.

The videos feature real community members in real locations. The dialogue is largely improvised and the videos focus on capturing a sense of 'being there'.



How to use the videos

The six video scenarios are designed to be used as a practical tool for facilitators in both a group and individual context.

Each video can be viewed as an individual scenario for discussion and reflection or you can use all six for a more in depth exploration of the different ways communities engage with gambling behaviour.

There are three ways of using these videos as a resource.

1. Connect to Community

Simply show the videos as a culturally appropriate resource for Aboriginal and Torres Strait Islander communities.

2. Springboard for discussion

Use the videos to facilitate discussion and reflection. Prior to viewing, ask the audience to consider the following key moments in each scenario.

- What is the gambling behaviour being demonstrated?
- What is the point where temptation takes hold?
- Who is being impacted by the gambling behaviour?
- What feelings or life factors could be causing this person to want to gamble?
- What may be the consequences for those involved?
- What strategies are used to help overcome the temptation to gamble?
- What is possible when the gambling temptation is overcome?

3. Play, Pause, Consider

Embed discussion and interaction while viewing each scenario. The videos have been designed to pause at key points in the gambling behaviour to enable discussion and reflection on what happens next. The videos are filmed in a way that the main character is presented with the option to gamble and can choose to engage or use a strategy and choose a different path. The video presents the outcomes for both choices. The first person view point further emphasises the audience's ability to reflect on gambling behaviour and the impact it has on their life.

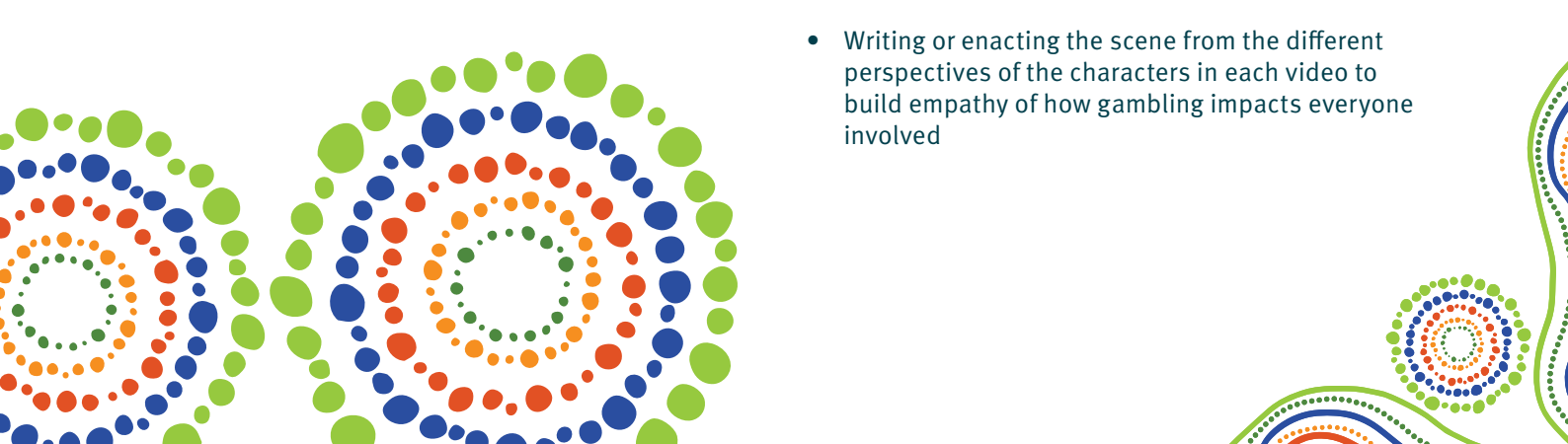
Each moment is signaled so you know when to pause the video.

- The moment of temptation and the opportunity to gamble signalled by the screen - Where is Gambling Taking You?

Following this, the scene plays out as the person follows the gambling behaviour.

- The better choice outcome signalled by the Rainbow Lorriquet - this version of the scene demonstrates a strategy for overcoming gambling temptation and the outcomes of the better choice.

There are many activities that can springboard from this discussion including:

- Role playing further scenarios or stories where gambling is a temptation and has an impact
 - Discussing the pros and cons of both pathways shown in each scenario
 - Brainstorming other strategies the person could have applied to help prevent the gambling behaviour
 - Writing or enacting the scene from the different perspectives of the characters in each video to build empathy of how gambling impacts everyone involved
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The video scenarios



Coming Home

Synopsis

A young Fly in, Fly out (FIFO) worker arrives at the airport, receiving texts from his wife and a friend. While waiting for a taxi, he faces a decision - to go home to his excited family or join his mates at the pub for a sports bet. A screen tagline poses the question: *"Where is Gambling taking you?"*

Initially, he tells the driver to head to the pub. The scenario is then replayed, showcasing a *"better choice."* This time, as he's about to place a sports bet on his phone, a pop-up confirms he's reached his self-imposed limit. He then texts his wife, *"In taxi, be home soon,"* and arrives home to his awaiting family.

Key Points

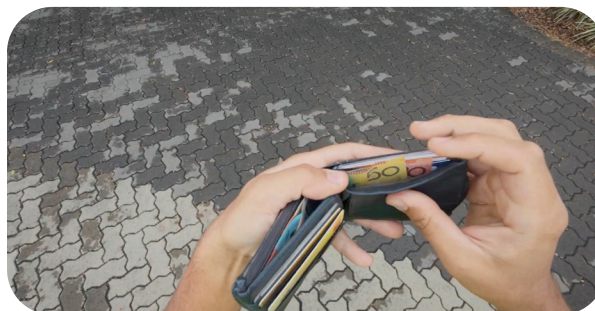
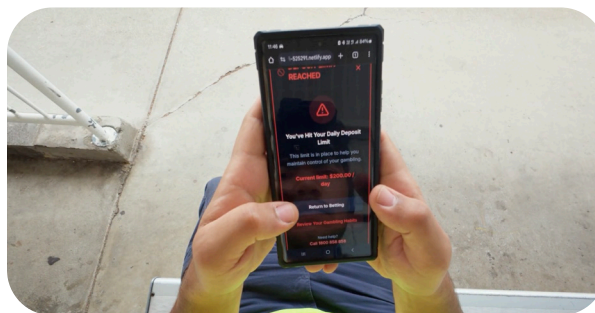
- High incidence in gambling in FIFO workforce.
- Returning home to urban areas and the availability and access to many places to gamble.
- Mobile phone as a device that can enable gambling but also disable gambling.

Strategy Used

Self imposed limit which denies access to gambling app.

Outcomes of better choice

Returns home to family, saves money and feels empowered by using an effective strategy.



Family Lunch

Synopsis

A family visits the Bowls Club for lunch. The mother, keen to play the pokies, heads off first, promising to be quick. She searches for a 'lucky' machine. Her family call her to join them, and a screen tagline prompts: "Where is Gambling taking you?" She then contacts a gambling support buddy who helps her overcome the urge, emphasising the importance of family time. Having made "a better choice," the mother returns to enjoy lunch with her children.

Key Points

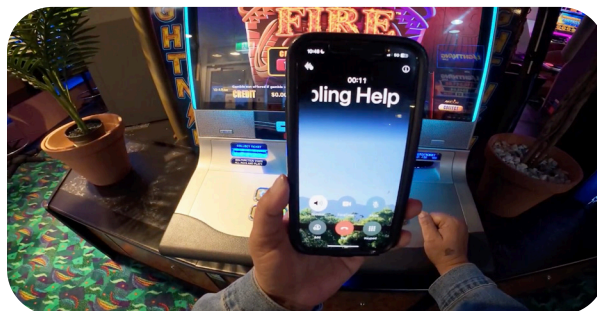
- Socialising with friends and family often gets combined with gambling
- The attraction of the pokies: lights and sound
- The myth of the lucky machine

Strategy Deployed

Calls a Gambling Support Buddy

Outcomes of better choice

Having lunch with family and feeling empowered by choosing to use a strategy she knows works for her.



Around the Card Table

Synopsis

A family card game of poker highlights some intergenerational patterns of gambling. A young girl uses birthday money to stay in the game, prompting the tagline, “Where is Gambling taking you?” When another girl runs out of chips, Grandma initially offers her a loan in exchange for chores. Another tagline “a better choice” appears and Grandma then decides it’s time to stop the game and know your limits. She suggests some food and a yarn instead.

Key Points

- Patterns of gambling across generations
- Influence of Elders on younger generation
- Gambling seen as a rite of passage

Strategy Deployed

Elders knowing and setting limits

Outcomes of better choice

- Spending time together
- Strong Elders leading families



Sorry, I am Busy

Synopsis

A young man, home alone, is engrossed in watching the footy and is gambling on his phone. Text messages from friends and his coach about afternoon footy practice interrupt his focus. Believing he's on a winning streak, he ignores his coach's call, lets it go to voicemail, and tells his friends he's too busy to join them.

The scene replays, this time showing a "better choice." The young man decides that physical activity would be beneficial. He texts his coach, confirming his attendance at footy practice, and accepts a friend's offer of a ride.

Key Points

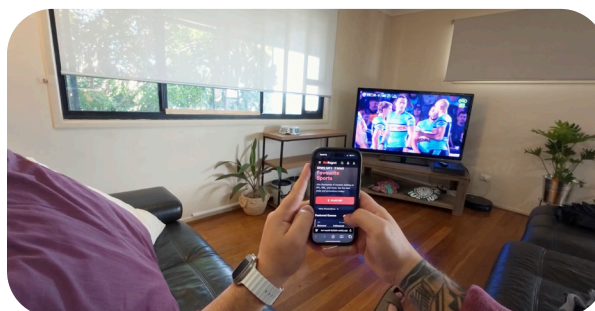
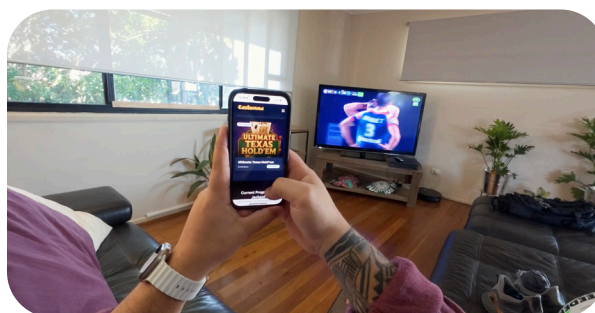
- Connection between sports and gambling
- Connection between gambling and isolation
- Importance of keeping up with routines and staying physical
- Importance of friends and staying connected to them

Strategy Deployed

- Distraction of physical movement
- Being part of a group - sporting group or club and having that responsibility.

Outcomes of better choice

The young man is active, stays involved in his sport and with his friends.



Putting the Kids First

Synopsis

A father struggles to cover his son's state team expenses after a pay advance is declined. He decides to pawn his guitar and the screen displays the tagline: "Where is Gambling taking you?" While checking his new bank balance, he is tempted to gamble the money by placing a sports bet. The screen then displays a "better choice" and the scene is replayed. Upon seeing the bank balance the father realises he can cover the expenses and also afford new shoes for his son. He calls his wife to let her know he has arranged a direct debit for the remaining costs, and presents his son with the paid permission slip and the promise of shopping for new boots after training.

Key Points

- Gambling has an impact beyond the individual in the moment.
- Ongoing financial pressure can be felt by the whole family, including children missing out on opportunities.
- People use different methods to access additional money such as pay advances and cash loans.



Strategy Deployed

Implementing a budget system with direct debit to avoid the temptation to spend the money.



Outcomes of better choice

Was able to pay for the son's sports trip and get the shoes he needed.



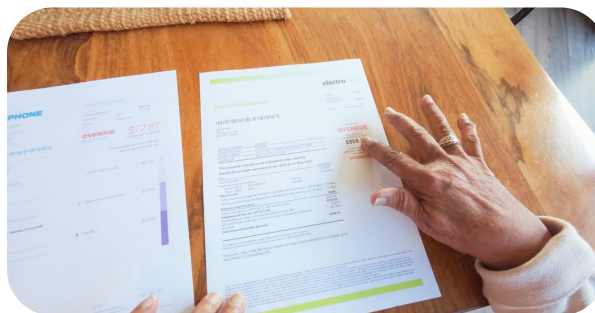
Budgets and Choices

Synopsis

An elderly woman worried about overdue household bills, calls her sister and daughter to borrow money. They remind her that she still owes them from last time but her daughter agrees to another loan until pension day. A screen displays the question: “Where is Gambling taking you?” While shopping, she is tempted to buy scratchies and lotto tickets, imagining gifts for her grandchildren. The scene then replays displaying a “better choice” and she looks at her grandchild’s photo in her wallet and buys food instead. Back home, she writes out a budget and sets aside four envelopes for food, power, rent, and phone.

Key Points

- Prioritising how your money is allocated is important
- Pay bills and buy food first before spending on additional items such as lotto tickets and scratchie tickets.
- Asking family and friends for money can cause relationship issues.



Strategy Deployed

Reminded herself of priorities and commitment to family with a photo of her grandkids.



Outcomes of better choice

She was able to buy food and with the leftover money began a budget book using envelopes to help organise money.





For more resources including community worksheets relating to each video and a series of factsheets relating to Gambling Harm impacts please visit **www.gamblinghelpqld.org.au**.

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