Thursday February 20ᵗʰ Breakouts
10:45 a.m. -12:15 p.m.

Title: Peer Support for Co-Occurring Disorders (1.50 – C2, G2, P-R1, S3)

Location: Sycamore 1

Presenter: Jody Morgan

Topic: Peer Recovery Support

Participant Skill Level: Intermediate

Focus Population: Men, Women

Summary: This presentation will include peer supporters who currently provide peer support in the field and are in recovery themselves. Peer support is generally provided to individuals with mental health and substance use history, but more and more peer supporters are seeing those with gambling disorders as well. We will focus on how to work with a peer and help them self-identify and work towards recovery.

Learning Objectives:
1. Learn more about how peer support can be incorporated into any setting and the benefits of using peer support as a complement to existing treatment services
2. Understand what a peer supporter can accomplish when working with others and how peer supporters use their stories to engage with those new in recovery
3. Gain an appreciation of how peer support is a unique service that requires specialized training
4. Explanation of services peer supporters provide and how it is different than clinical services

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Title: Actual Live demonstration of Gaming and GAMEbling Concepts and Gambling Situations in Games (1.50 – C1, G1, P2, S1)

Location: Birch 1

Presenters: Steven Kapela, Andrew Kapela

Topic: Cultural Competency, Video Gaming, Actual Live demonstration of Gaming and GAMEbling concepts and gambling situations in games

Focus Population: Adolescents, Older Adults, Men, Women, Veterans, Young Adults, Other: all populations who game

Participant Skill Level: Beginner

Summary: Nearly every assembly of gambling treatment professionals contain some conversation related to Video games, their content and gambling within those games. Rarely, has any of that information been demonstrated in a meaningful way. Video gaming and associated gambling at this level is normally outside the experience of many older professionals in the field.

This presentation is a short general history of Video games and attempts to explain and demonstrate the relatively recent introduction of gambling imagery, "GAMEbling" and gambling within the context of video gaming.

Andrew Kapela, pre-engineering college student and son of Steve Kapela, Manager of Gambling Treatment and Prevention at Zepf Center, will demonstrate live, the content discussed in the presentation. What are, Season Passes, Mods, Loot boxes, Skins, Micro transactions, being 100% and Login rewards? What do they actually do and what do they look like?

What is the language of gaming and what is it describing? This session will also include an extensive question and answer period which will allow possible demonstration of the topics or questions being asked. Please come prepared with questions, will try do our best to answer them.

WARNING: This presentation may be a strong trigger for some attendees, please exercise personal caution.

Learning Objectives:
1. Attendees will learn video gaming and gambling terms and slang
2. Video gaming and gambling concepts will be demonstrated
3. Attendees will review gaming/gambling warning signs
4. Attendees will gain knowledge as to how to access video gaming and gambling resources

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Title: Fellowship Case Presentations – Beginner (1.50 – C2, G2, P-R1, S1)

Location: Sycamore 2

Presenters: Ken Buzzelli, Heather Chapman, Ken Holt, Diana Padrutt

Topic: Clinical

Focus Population: Anyone interested in treatment

Participant Skill Level: Beginner

Summary: This session is for anyone new to treating Gambling Disorder or for anyone interested in hearing cases of clinical treatment. Three presenters who have graduated from the Ohio Disordered Gambling Treatment Supervision Fellowship Program will share cases and engage in discussion with the audience. Presenting Fellows will discuss screening tools, assessment and treatment strategies, similarities and differences between gambling and substance addictions and walk the audience through what a clinical encounter looks like.

Learning Objectives:
1. Participants will hear current cases of Gambling Disorder.
2. Participants will discuss screening tools and assessment strategies.
3. Participants will discuss the use of complimentary strategies such as GA and voluntary exclusion programs.
4. Participants will discuss problem gambling integration into the agency setting.

Title: Synopsis of the African American Community and Gambling (1.50 – C1, G3, P-R1, S3

Location: Cypress 1

Presenters: Maria Garner, George Hicks, Rory Rennick

Topic: Cultural Competency

Focus Population: Cultural/Ethnic Trends

Participant Skill Level: Beginner

Summary: According to research African American's are the most impacted community of gambling. However very little culturally competent interaction with the community is occurring. There are few African American Treatment providers and less presenting at conferences. This in and of itself is problematic because people inflicted with Gambling disorder are not seeing people that look like them nor are treatment providers representative of the African American Community. Since there is already evidence of distrust within the African American from a historical context, this further complicates engagement and treatment.

The purpose of the presentation is to help professionals learn how to engage, in an authentic manner to and support this community. In my presentation I plan to address the issues that occur in the African American Community around gambling. Discuss distrust, and examine barriers to treatment.

By gaining a better understanding of the community we can begin to determine treatment strategies that work for the African American community and its members. By taking a closer look at what gambling looks like in the African American Community. We can learn to build culturally competent programs that produce positive recovery outcomes.

Learning Objectives:
1. To obtain a better understanding of how Gambling Affects the African American Community.
2. To understand the importance of Cultural as key to supporting change individually and as a community.
3. To Determine interventions and interactions that supports the African American Community and it's members.
4. To begin the dialogue of identifying micro-aggression, and appropriations and how this impacts African American's and the Community.

Title: Building Responsible Gambling into Customer Experiences and Employee Culture (1.50 – C-R1, G3, P2, S-R1)

Location: Cypress 2

Presenter: Paul Pellizzari

Topic: Responsible Gambling

Focus Population: Operators

Participant Skill Level: Beginner

Summary: Gaming properties are often the frontlines for spotting someone with a gambling problem and companies are becoming more focused on identifying and engaging with a patron they suspect to have a gambling problem. The PlayersEdge program recently introduced by Hard Rock International will provide training and education to both staff and patrons. This session will overview the philosophy behind the program, ways the program engages staff, and how the program can help provide resources and connections with certified gambling counselors.

Learning Objectives:
1. Learn about the importance of responsible gambling practices for customer engagement
2. Understand how employee culture is important in promoting responsible gambling on-site
3. Network with individuals from various backgrounds, including: prevention, treatment, operations and regulation

Title: Moving the Needle: Tools & Insights for Your Next Problem Gambling Campaign (1.50 – C7, G1, P3, S3)

Location: Cypress 3

Presenter: Beth Burson & Alessandro Ciaffoncini

Topic: Prevention

Focus Population: All

Participant Skill Level: Beginner

Summary: In Ohio, gambling has become a bigger issue as new forms of gaming have been legalized in recent years, including casinos, sports betting, and online gaming for youth. And in a recent survey amongst 24K+ Ohioans, new at-risk populations are on the rise for problem gambling. To address this, Ohio for Responsible Gambling, including the Ohio Department of Mental Health and Addiction Services (OMHAS), set out to conduct focus groups amongst these at-risk populations, addressing specific issues and demographics, including gambling in youth, African-American, and Latino communities.

In this session, Origo Branding Company, the marketing agency partnering on the statewide responsible gambling campaigns, Before You Bet and Change The Game Ohio, will go through our findings, as well as what tools are being created to help partnering organizations and coalitions create true change and awareness in their counties, helping to prevent problem gambling within our statewide and local regions. Furthermore, we will discuss tactics, terminology, and processes to understand when it comes to managing and executing your own awareness campaigns, helping to increase the effectiveness of your outreach efforts.

Learning Objectives:
1. Learn about insights from the state's recent focus groups amongst populations with rising issues around problem gambling, including our region's youth, African-American populations, and Latino communities.
2. Find out about new tools and resources being created for the statewide responsible gambling campaigns, Before You Bet and Change The Game Ohio, which organizations and coalitions can use when implementing into your own local outreach efforts.
3. Gain an understanding about helpful tactics, terminology, and processes when it comes to managing and executing your own awareness campaigns at a local level, including how to manage vendors and media partners. From this discussion, you can increase the effectiveness of your organization's outreach and educational initiatives, as well as learn about other support opportunities offered by Ohio for Responsible Gambling.

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Continuing Education Guide:

C1/Theories of Addiction/Addiction Knowledge
C2/Counseling Procedures & Strategies
C3/Group Process & Techniques Working w/Addicted Populations
C4/Assessment & Diagnosis of Addiction
C5/Relationship Counseling w/Addicted Populations
C6/Pharmacology
C7/Prevention Strategies
C8/Treatment Planning
C9/Legal & Ethical Issues in Counseling
R1/Field Related Other

G1/Knowledge of Gambling Disorder
G2/Gambling Counseling Practice
G3/Special Issues in Gambling Treatment
G4/Professionalism in Gambling Treatment
R1/Field Related Other

P1/Planning & Evaluation
P2/Prevention Education & Service Delivery
P3/Communication
P4/Community Organization
P5/Public Policy & Environmental Change
P6/Professional Growth & Responsibility
P7/Ethics
R1/Field Related Other
PS1/Human Resources Management
PS2/Fiscal Management

R1/Field Related Other
S1/Counselor Development for Clinical Sup.
S2/Professional & Ethical Standards for Clinical Sup.
S3/Program Development & QA for Clinical Sup.
S4/Performance Evaluation for Clinical Sup.
S5/Administration for Clinical Sup.
R1/Field Related Other

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