



Friday February 21st Breakouts
10:30-12:00 p.m.

Title: Recovery Advocates: The Many Roles they Play and Their Value (1.50 – C2, G2, P-R1, S3)

Location: Sycamore 1

Presenter: Bill McGovern & Jess Stewart

Topic: Community Engagement, Cross-sector Collaboration, Peer Recovery Support, Policy and Advocacy, Prevention

Focus Population: Adolescents, Older Adults, Men, Women, Younger Adults

Participant Skill Level: Intermediate

Summary: This presentation will discuss all the various roles advocates play in bringing awareness to issues. Those in prevention and treatment tend to feel they are of limited or no value and this presentation will be designed to counter that way of thinking. It will also serve to seek opportunities for collaboration and partnership between those in prevention with advocates moving forward. It will also enlighten those in attendance to the mindset of a problem gamblers at first contact, the most critical time.

Learning Objectives:

1. Dispel the myths that advocates are of limited or no value.
2. Showcase all advocates already do.
3. Discuss options for advocates to be part of local and county programs regarding problem gambling education.

The 17th Annual Ohio Problem Gambling Conference is hosted by Problem Gambling Network of Ohio and sponsored by Ohio for Responsible Gambling.

Title: Greek Life Mental Health Consultation Program (1.50 – C7, G3, P2, S-R1)

Location: Sycamore 2

Presenter: Michael Buzzelli & Kelly Garza

Topic: Community Engagement, Gambling Integration, Cross-sector Collaboration, Prevention

Focus Population: Young Adults

Participant Skill Level: Intermediate

Summary: The purpose of the Greek Life Mental Health Consultation Program is to assist fraternities and sororities in developing a community that supports its members and creates a culture of care and balance. The components of the program include an assessment, recommendations and programming. Over the past three years the Greek Life Program has worked collaboratively with Case Western Reserve University and six of the universities' chapters on specifically tailored programming and has served over 300 students on the campus. This program is now being adapted to other colleges/universities in the Toledo area and this session will further explore the collaborative nature of integrating problem gambling programming onto college campuses and some of the challenges and success that come along the way.

Learning Objectives:

1. Participants will discuss how to work collaboratively with interdisciplinary partners on the creation and implementation of problem gambling programming.
2. Participants will discuss what strategies help in the creation and implementation of effective and sustainable programs.
3. Participants will hear about a current program that discusses mental health and addiction with Greek Life students on college and university campuses.

Title: Get Them to Add a Screening Question (1.50 – C4, G2, P R-1, S3)

Location: Cypress 1

Presenter: Bruce Jones & Melinda Swan

Topic: Community Engagement, Cross-sector Collaboration, Policy and Advocacy

Focus Population: Older Adults, Men, Veterans, Women & Young Adults

Participant Skill Level: Intermediate

Summary: Maryhaven’s One More Chance gambling intervention program created a presentation for groups on the front lines in identifying gambling addiction—law enforcement, probation officers, bankruptcy judges, family law and more. Often, these groups don’t know the signs of problem gambling or it stays hidden behind other issues they think are more pressing. This session will examine the different ways we’ve engaged these vital community partners and, in turn, gotten them to take key actions like advocating for better policies and adding gambling addiction questions to their intake process.

Learning Objectives:

1. Get best practices on engaging potential community partners in identifying problem gambling.
2. Discover stats and facts that play a critical role in getting buy-in from these community partners.
3. See what screening questions work and why.

Title: Behind the Scenes: Ohio's Problem Gambling Helpline (1.50 – C1, G1, P4, S3)

Location: Cypress 2

Presenter: Matt Finley

Topic: Client Engagement

Focus Population: All

Participant Skill Level: Intermediate

Summary: Behind the Scenes: Ohio's Problem Gambling Helpline will present a comprehensive overview of the day-to-day operations of Ohio's Problem Gambling Helpline. Through a combination of prepared slides and a live demonstration of United Way 2-1-1 HelpLink's back-end contact management systems, attendees will gain an understanding of how 2-1-1 works with clients to best direct them to local gambling treatment, prevention, and education resources. This will include information about our staff, training, the lethality assessment we perform on all gambling recovery-related contacts, as well as some of the techniques used for building rapport and establishing a client's needs. The presentation will also feature information about how our statewide database of gambling resource treatment providers is updated and maintained; a walkthrough of the quality assurance process that is used to evaluate calls for potential individual coaching or group refresher trainings; and a brief look at the reporting we provide to our partners and the community around gambling-related requests and referrals.

Learning Objectives:

1. Understand the general purpose and scope of Ohio's Problem Gambling Helpline
2. Learn the steps 2-1-1 Community Resource Navigation Specialists takes on a contact, from greeting a client to arriving at a mutually agreed upon plan for accessing the appropriate community resources.
3. Gain insight into 2-1-1's process for evaluating the quality of contacts based on a Specialist's communication, the interaction's content, and an overall adherence to procedure.
4. Understand 2-1-1's process for curating and updating the information provided to clients regarding local problem gambling treatment resources.

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Title: Video Game Loot Boxes in the Regulatory Wilderness (1.50 – C1, G1, P5, S1)

Location: Cypress 3

Presenter: Christopher Hansford

Topic: Gaming and Gambling

Focus Population: All

Participant Skill Level: Intermediate

Summary: As technology advances, so too does the ability to gamble in new ways, including through gaming devices. This session will explore the emerging market of gambling within gaming, which will include: loot boxes, microtransactions, and other gaming elements that could be problematic to both young and experienced gamers.

Learning Objectives:

1. Understand the general purpose and scope gambling in gaming
2. Learn the ways that gaming companies are utilizing 'free' games to generate millions in revenues
3. Gain insight into how best to approach this emerging and unregulated market with elected officials

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