

Developing and Testing Messages about Cannabis and Gambling for Young People

Sasha Stark¹, Lena Quilty², Janine Robinson¹, Alex Price¹, Bernard Le Foll², & Joanna Henderson²

¹ Responsible Gambling Council, Toronto, Ontario ² Centre for Addiction and Mental Health, Toronto, Ontario

ABSTRACT

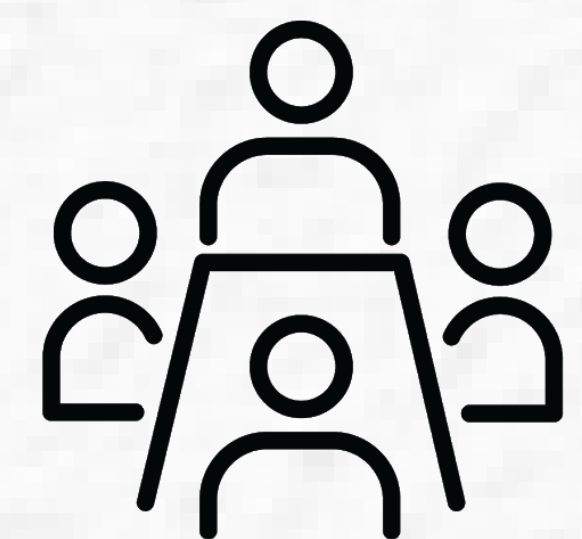
Background: Young people report both more cannabis and gambling-related problems than older age groups. Education and awareness initiatives are critical, particularly in the context of gambling expansion and cannabis legalization. The current project mobilized knowledge about cannabis and gambling among adolescents and young adults to develop evidence-based key messages. **Methods:** An online survey was conducted with 59 representatives of provincial organizations that work with young people, with a focus on addictions. One social media message about link between gambling and using cannabis was piloted among adolescents in Ontario. **Results:** The stakeholder survey found that information on the links between gambling and cannabis, the risk associated with gambling following cannabis use, and strategies to reduce risk would be useful for young people. The 256 viewers who completed the pilot message evaluation survey reported that the message increased their knowledge of the risks of gambling and cannabis use, and discouraged their likelihood of gambling or using cannabis. **Conclusions:** Young people have deficits in knowledge about the risks of cannabis and gambling. Social media messages can be a useful tool for increasing awareness.

OBJECTIVE

Develop evidence-based key messages about cannabis and gambling for adolescents and young adults for delivery as part of the Responsible Gambling Council's educational programming.

METHODS

Advisory Committee



Young adult advocates from the Centre for Addiction and Mental Health's National Youth Action Council helped guide the work

Online Provincial Stakeholder Survey



59

Representatives of Provincial Organizations

Social Media Message Pilot Targeting Adolescents in Ontario



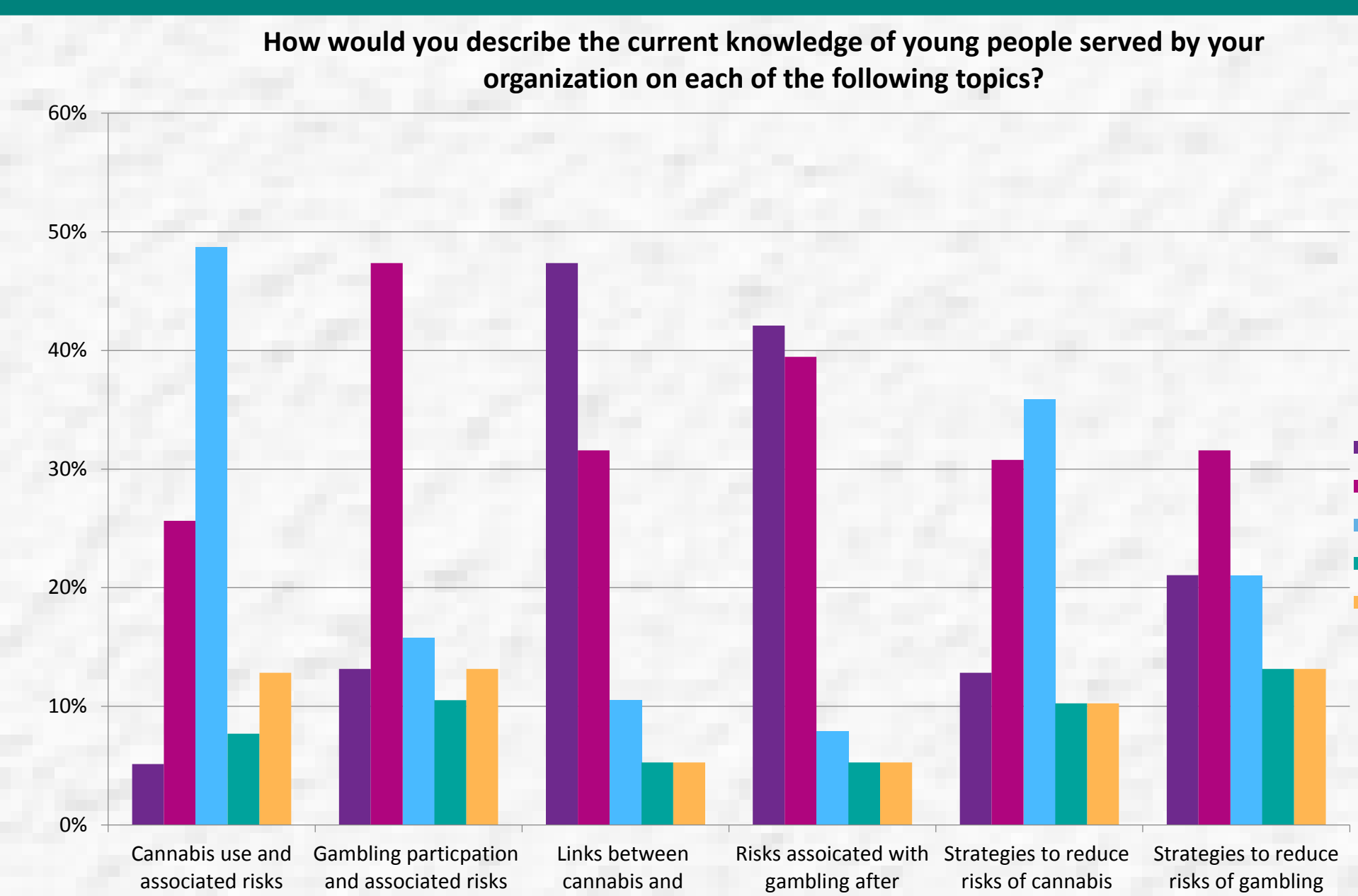
256

Completed Evaluation Surveys



RESULTS

Stakeholder Survey



Limited Knowledge



- 1 Gambling
- 2 Gambling & Cannabis
- 3 Risks Associated with Gambling following Cannabis use

Relevant & Impactful

- “Very Much” 1 Information on the risks of cannabis use
or
“Extremely” 2 Information on the risks of gambling & cannabis use
3 Information on how to manage risks

Pilot Test

Key Numbers

105,000 → 13 – 18 Year Olds Reached

800+ Clicks

50+ Shares

Did this message increase your knowledge about the risks of gambling and using weed?

73% YES
19% NO

Is knowing this information likely to discourage you from gambling or using weed?

60% YES
26% NO

CONCLUSION

According to stakeholders, young people have knowledge deficits about gambling and cannabis use and can benefit from education on risks and risk mitigation strategies. This work shifts attention to the need to educate young people about gambling while high, not just intoxicated on alcohol, and highlights the positive impacts of using social media messages for increasing awareness on these topics among young people.