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Gambless

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04 Design



Ol Introduction



CONTEXTUAL SPECIFICATION DESIGN OPERATIONALIZATION SUMMATIVE EVALUATION VALUE DRIVERS MODEL

Introduction

- Gambling behavior: non-gambling > recreational gambling > at-risk gambling > problem gambling (Floros, 2018)
- Problem gambling: difficulties in limiting money and time spent on online gambling (Gainsbury et al., 2013)
- Of the regular gambles in the Netherlands, 38% are risky gamblers (Bieleman, 2011)
- Young adults are the most vulnerable age group to develop problem gambling behaviors
- Goal: prevent Dutch young adults from becoming problem gamblers
- CeHRes Roadmap (van Gemert-Pijnen et al., 2011)

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Contextual inquiry

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Process









Literature Research

Review of gambling literature

Desk Research

KSA website

Trial of online gambling game

User Research

Individual interviews with 2 recreational gamblers

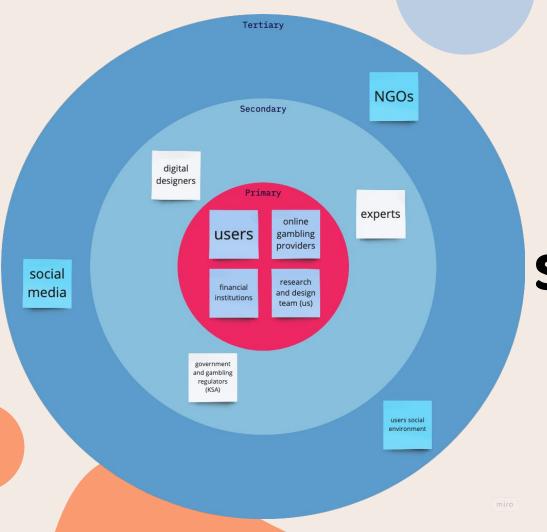
Expert Consultation

Group interview with a gambling expert









Stakeholders

Current Regulations for Responsible Gambling

Gambling Authority (KSA)

- → All gamblers need to be registered
- Problem gamblers can register in the CRUKS list and get banned from gambling platforms for 6 months
- → All online gambling providers need to be registered, and licensed, and follow strict rules and regulations (e.g. include responsible gambling features (RGFs))



Player Initiated RGFs

Limit setting
Self exclusion

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Information Provision RGFs

Gambling risks
Gambling expenses
Self diagnostic tools
Addiction help

Externally Initiated RGFs

Imposing limits
Forced exclusion





Barriers of Responsible Gambling



Gambling providers

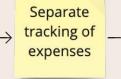
Lack of transparency, communication and centralization of information between

> High ethical and legal concerns in dealing with and sharing personal data

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Financial Institutions



This prevents accurate monitoring of gambling expenses, wins and losses

And users' awareness of their gambling problem



Users

Lack awareness and knowledge of safety regulations and RGFs

Lack adherence to RGFs because they can be easily evaded

Lack awareness of their gambling expenses and habits, and their gambling problem Lack motivation to use RGF because they think they are just for problem gamblers







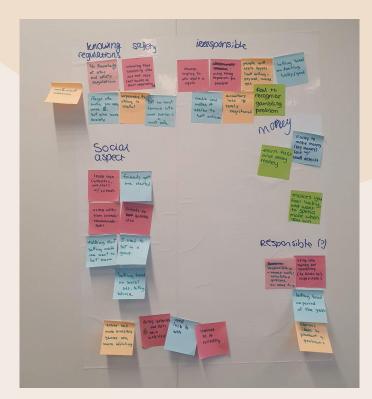


Value 03 specification

Step 1 - affinity mapping

on post its: desk research, literature search, user research

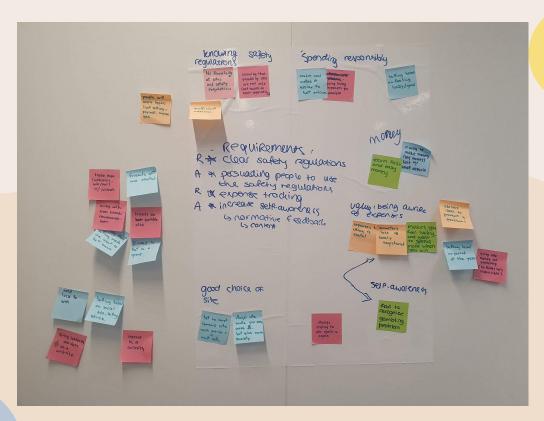
categorization according to themes which stood out



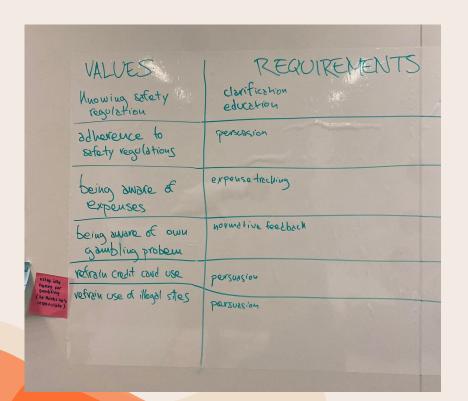
Step 2 - making sense of everything

took out irrelevant topics

understood the values, attributes, requirements



Step 3 - getting a clearer idea



finally had our values and some requirements

made a table so we could see them more clearly



Knowing safety regulations

Adherence to safety regulations

Being aware of own gambling habits/activities

Being aware of expenses

Refraining from using credit cards

Refraining from using illegal sites



Knowing safety regulations

Adherence to safety regulations

Being aware of own gambling habits/activities

Being aware of expenses

Refraining from using credit cards



Uniform approach by gambling sites



Step 4- finalizing our ideas...



... or so we thought





Knowing safety regulations

Adherence to safety regulations

Being aware of own gambling habits/activities

Being aware of expenses

Refraining from using credit cards

Uniform approach by gambling sites





Being aware of own gambling habits/activities

Being aware of expenses



Uniform approach by gambling sites

Targeting the rational mind

Promoting autonomy in RGF

Finally...

Being aware of expenses

Being aware of own gambling habits/activities

Uniform approach by gambling sites

Targeting the rational mind

Promoting autonomy in RGF





Being aware of expenses

Being aware of own gambling habits/activities

Uniform approach by gambling sites

Expense tracking

Time / expense tracking

Tracking on all sites

Targeting the rational mind

Reaching out in a 'cold' state

Promoting autonomy in RGF

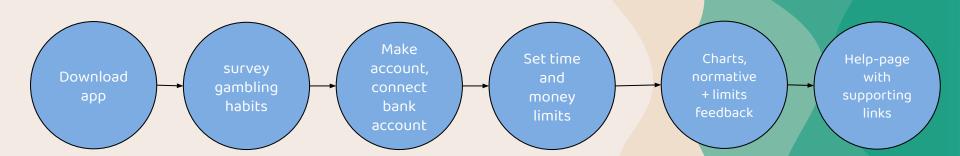
Allow users to set own limits



USER FLOW: gambless app

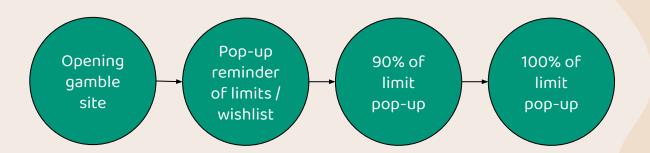
User Flow in the app





User Flow when gambling







User Flow outside the app





Event suggestions Reminders of limit crossing (cold state)

Challenge message

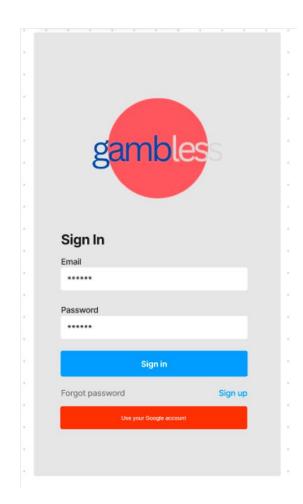


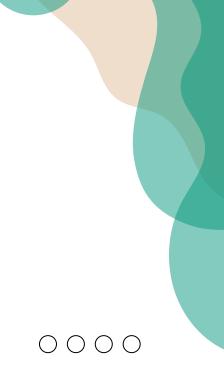
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Gambless app Prototype

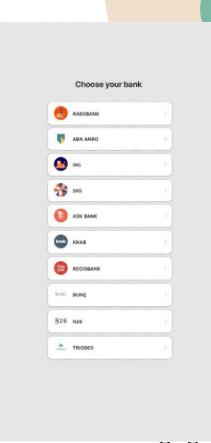






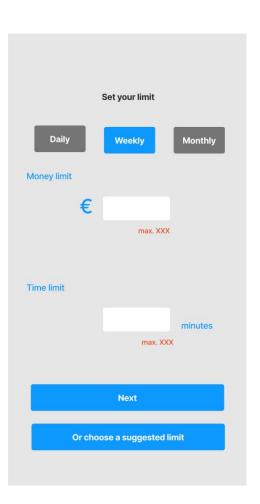






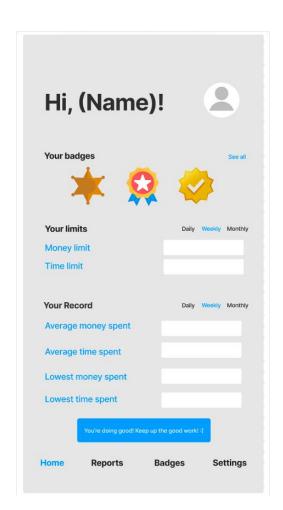


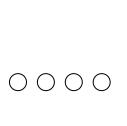
Set your limits



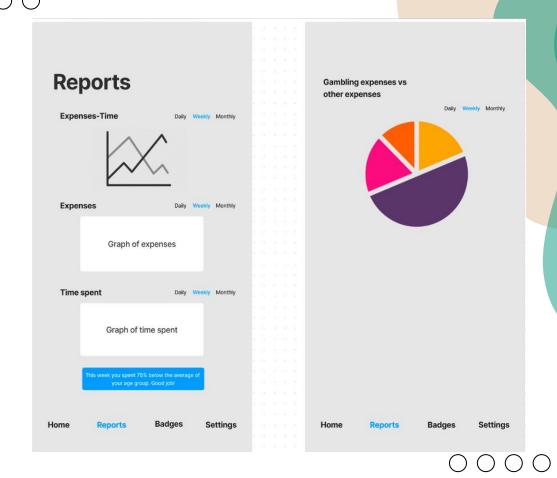




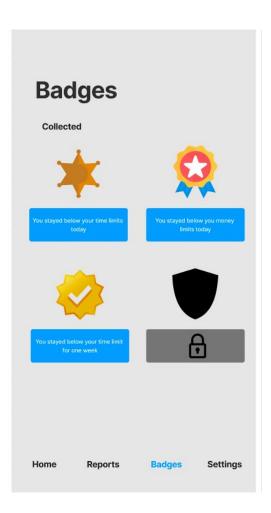




Reports page

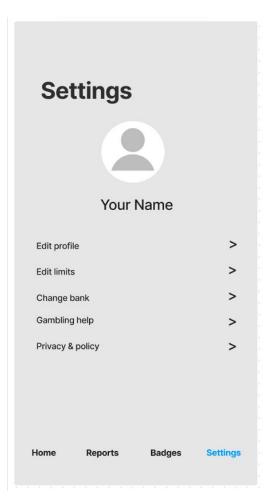






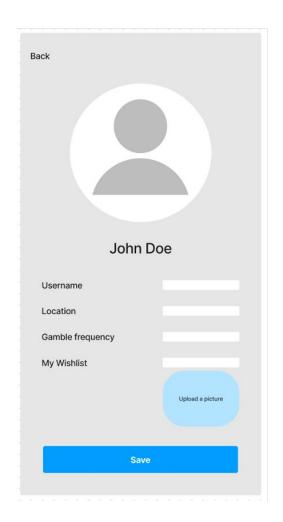


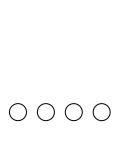




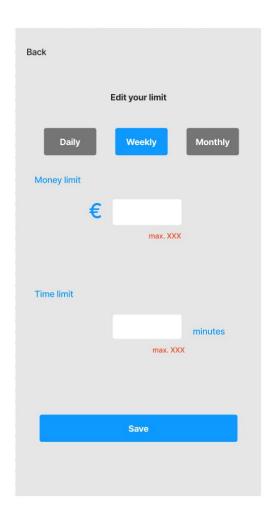






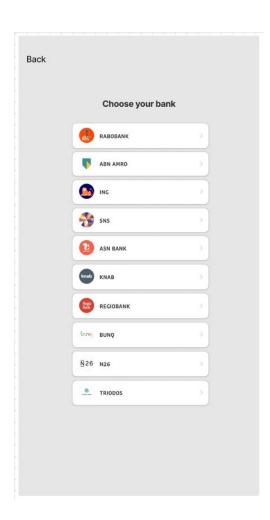






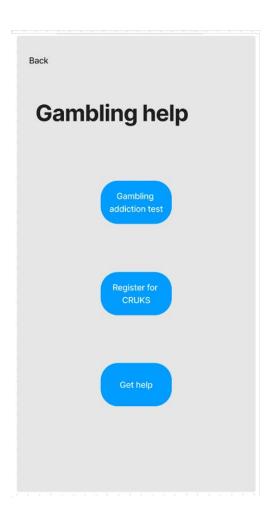


Settings page Change your bank





Settings page Gambling help







Notifications







Thank you for listening!

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