



Let's talk about cards and gambling

**The NT Gambling Project** has started in Wurrumiyanga. The aim of this unique health promotion project is to create a safe and supportive space for people to talk about gambling and to enable work with people to strengthen community action for activities that may reduce harm people experience because of card games and gambling. Through health promotion activities that are developed and driven by local people the project aims to build personal skills, provide information and re-orient health services. The team is also engaging with Pmara Jutunta and Willowra in the Central Desert region.



Flying into Tiwi

**The Australian National University** (ANU), Menzies School of Health Research (Menzies) and Amity Community Services Inc. (Amity) are working together in this project and with people in remote communities across the Territory.



Australian National University



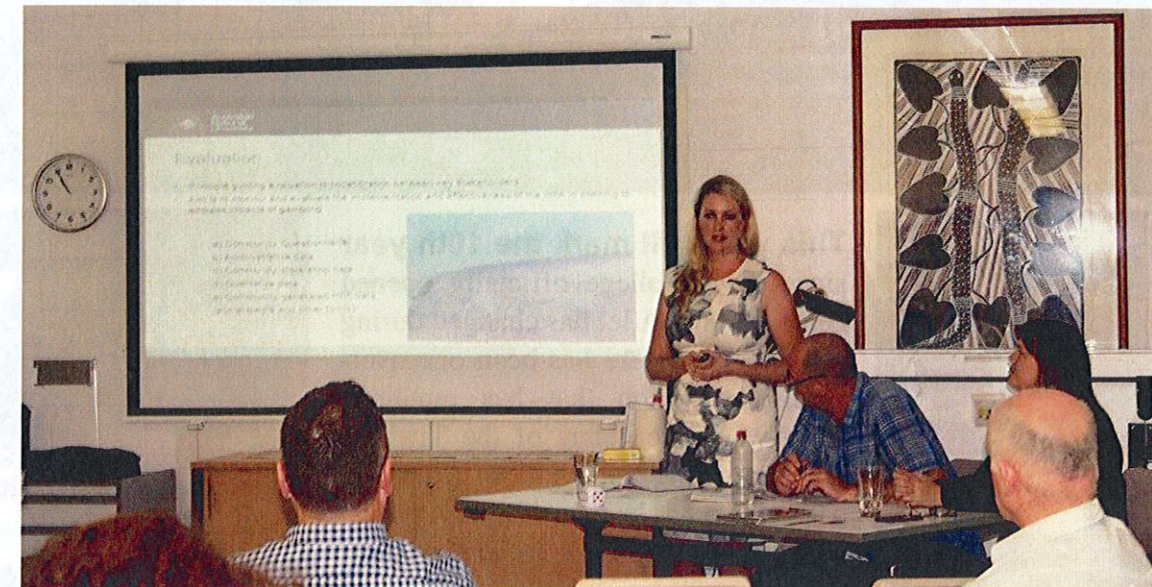
**Amity**  
Community Services Inc



Some of the team members: Megan Whitty, Harriet McKnight and Charlotte Boyer

**Each partner plays** important roles in the implementation and evaluation of the project. Amity will work with people in communities to develop a health promotion activity, for example a message about gambling, harm or call to action. Sometimes the message may be in painting, song, animation or video. All health promotion activities will be developed with people living in community and tailored to engage and enable people to use their existing skills or further develop skills.

**Researchers** from ANU and Menzies will collect information through surveys and interviews about health, wellbeing and gambling from people in communities. The information collected will provide a snapshot of how people see health and gambling in their community at different points in time over two years. People might also want to share with the team what their experience of the health promotion activities has been.

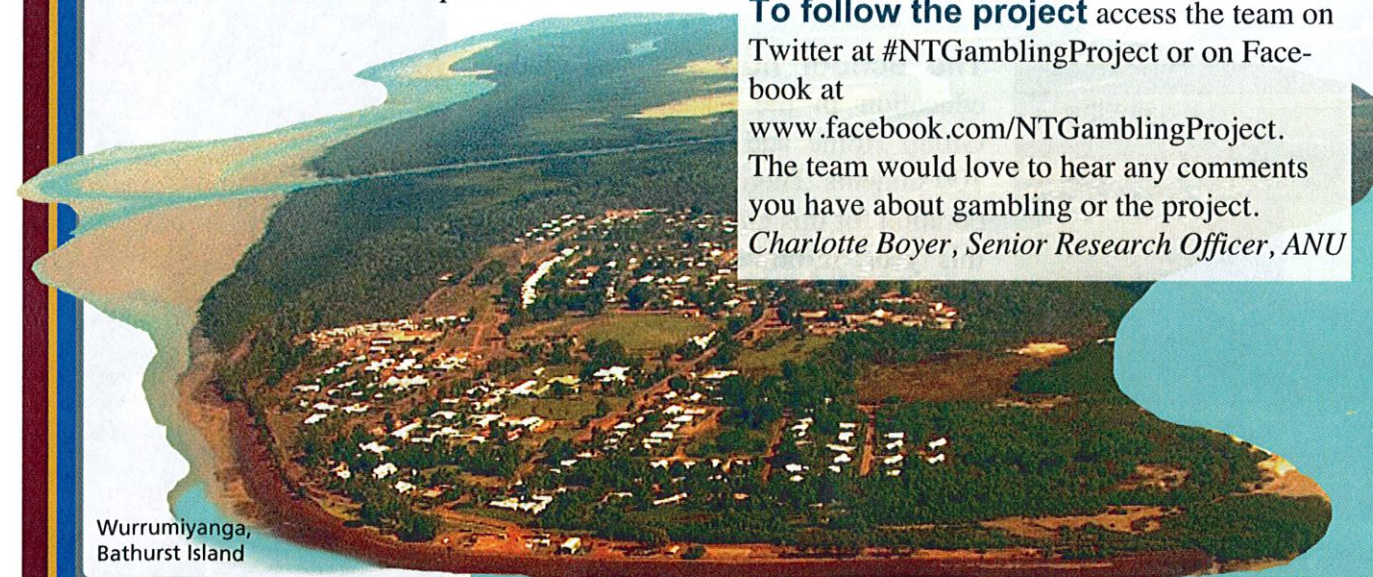


Dr. Marisa Fogarty presenting about the project to key stakeholders in Darwin

**This project is unique** because it includes research, practice and evaluation. Evaluation of health promotion is important because it helps to understand what activities are most useful when developing health promotion activities to influence change of harmful gambling behaviours. Evaluation also enables people to share their story and explain how being part of developing local health promotion activities has impacted.

**The whole team** is grateful for the welcome we have received when we have been travelling around the Territory talking and listening about card playing and gambling. In Tiwi we appreciate the support from Skin Group leaders, Tiwi Land Council, Red Cross and Prime Minister and Cabinet, along with many other people in Wurrumiyanga community.

**To follow the project** access the team on Twitter at #NTGamblingProject or on Facebook at [www.facebook.com/NTGamblingProject](http://www.facebook.com/NTGamblingProject). The team would love to hear any comments you have about gambling or the project.  
*Charlotte Boyer, Senior Research Officer, ANU*



Wurrumiyanga, Bathurst Island