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## Lived Experience involvement for GambleAware app testing

### Role description

#### Overview

GambleAware is the leading independent charity and leading commissioner for gambling harms education, prevention, early intervention and treatment across Great Britain. As part of our commitment to meaningful lived experience involvement, we'd like to invite 3 individuals aged 18-34 with lived experience of gambling harms to contribute to reviewing an app design prototype.

GambleAware are in the process of developing an app designed to support anyone who wants to reduce, quit or stay gamble free. The app is targeted primarily at people who are actively gambling but wish to reduce how much they are gambling, or, quit entirely. The secondary objective is to support people who have already quit gambling to stay 'gamble free'. The app is targeted at anyone who wishes to make or maintain a positive change to their gambling behaviour.

This opportunity focuses on testing the 'stay gamble free' route of the app, participants will be asked to walk through the features available for this user group and provide their feedback on what is there and what could be added.

#### What you'll be doing

Attending a 1 hour call on MS Teams (from a desktop device if possible) with our digital agency Flipside Health, and sometimes a representative of the GambleAware team, to:

- Answer questions about what would be helpful to maintain quitting gambling.
- Review an app prototype and provide feedback on the features and copy presented.
- Suggest other things that could be included in the app.

#### The skills you need

- An understanding of confidentiality.
- Collaborative approach to working together, bringing constructive comments and feedback.
- Insights and advice based on your own lived experience of gambling harms.
- Ability to share and clearly articulate your views.
- Computer skills. You will be required to access a design prototype, navigate through it, and participate in the online meeting.

## The impact you'll have

- Representing the views of groups affected by gambling harms.
- Ensuring the representation of lived experience in decision-making.
- Direct input on the features included in the GambleAware app.

## Activities and Timeline

The online session will take place between Wednesday the 18<sup>th</sup> and Tuesday the 25<sup>th</sup> of September. The session will happen on a working day and will aim to take place between 9am and 5pm (however, different times can be provided if necessary for your commitments). Overall, the expected time commitment will be a 1-hour session.

You'll also receive support from GambleAware project teams, including an induction to the role.

## Location

The role is remote, and the session will happen virtually. You can take this call from anywhere, but we recommend being in a quiet, private location with good network connection. Please join the session from a desktop device, if possible.

## Conflict of interest

You will be asked to fill in a declaration of interest form. If there is a conflict of interest that might impact decision-making processes, we will discuss this with you.

## Register your interest

To register your interest in this opportunity **please complete [this short online form](#) no later than noon on Wednesday, 4 September 2024.**

We particularly encourage individuals from groups that are disproportionately affected by gambling harms, currently underrepresented, from minority communities and from a variety of geographical locations across Great Britain. Please do get in touch if you have any questions: we are looking for a diverse range of applicants and are happy to discuss adjustments.

## Additional Information

### Remuneration and reimbursement policy

To find out more about the remuneration options as well as reimbursement of expenses, please read the policy: [Remuneration Travel and Expenses Policy 02.11.22 \(1\).pdf \(begambleaware.org\)](#). Please note that you will be able to choose between two remuneration options: to be self-employed (with an option of being remunerated in vouchers) or to act as a volunteer. More details can be found in the policy.

### Eligibility criteria

Please note that in order to qualify you must:

- Be aged 18-34 (please note, this age requirement is due to the specific target audience with whom we need to test the app prototype)
- Reside in England, Scotland or Wales.
- Have lived experience of gambling harms.
- Not work – either paid or unpaid - for the gambling industry.
- Not receive (yourself or the business you may be a director of or have financial interest in) LCCP RET funding (gambling operators' contributions). To note this does **not** apply to employees below Director level or to consultants of organisations directly receiving RET funding, or to employees and consultants of organisations being awarded RET funding via GambleAware.
- Be more than 6 months in recovery (this applies only to those who have experienced gambling harms due to their own gambling, e.g. this does not apply those identifying as 'affected others').

**For more information** about Lived Experience Involvement at GambleAware, please visit our [webpage](#). If you have any questions, please contact [involvement@gambleaware.org](mailto:involvement@gambleaware.org).