

**Reflections from the 2021 Regional Pilot Project  
and  
The Lived Experience Story Game**

Presented by  
Fiona Pemberton & Billy Kriaris

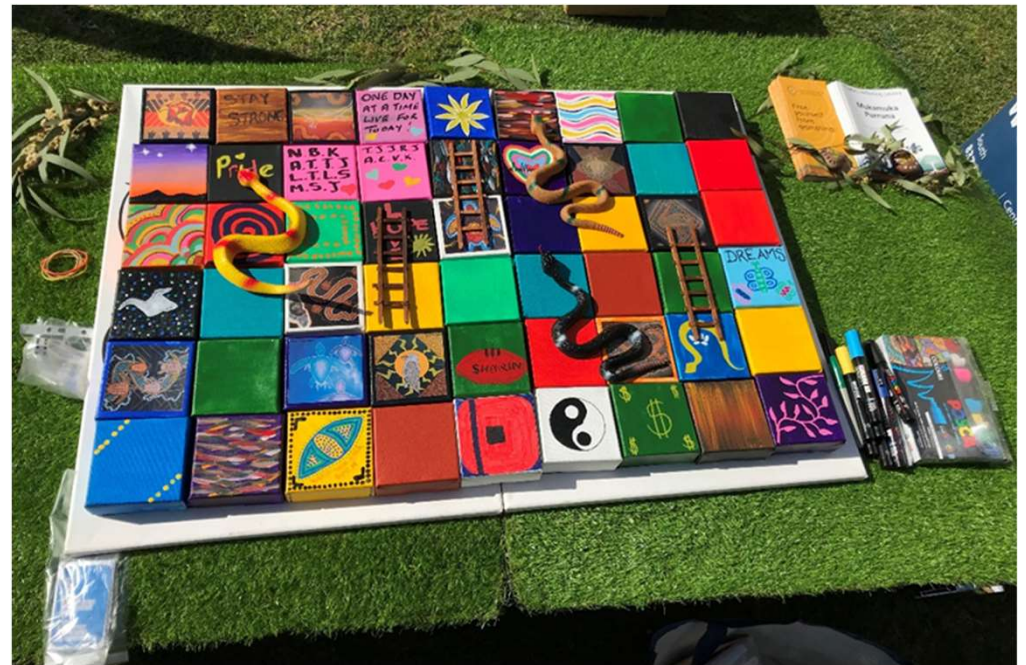
## Acknowledgment of Country

We would like to acknowledge and pay respect to the Traditional Owners of the land on which we stand, the Kurna People of the Adelaide Plains. It is upon their ancestral lands that we meet today.

We pay respect to Elders past and present. We respect their spiritual beliefs and connections to land which are of continuing importance to the living Kurna people of today.

We further acknowledge the contributions and important role that Aboriginal people continue to play within our shared community.

- The Lived Experience Story Game Project
  - Introduction
    - Lived Experience Story Development Training
  - Consultation
    - Dana Shen consultation and workshop (OPG)
- Developing the Game
- The Story Game film
- Feedback (from participants)
- What have we learnt?
- Q&A



## Introduction

A significant challenge when working with gambling addiction in the Aboriginal community is that westernised and clinical approaches to gambling have never been very effective as they don't take into account the significant cultural, economic and socio-political differences and challenges.



Game tile – Artist Robert Brauer



*Relationships Australia.*  
SOUTH AUSTRALIA

## Lived Experience Story Development Training – Ceduna

In February 2020, the CV program and FWC delivered lived experience story development training in Ceduna. The training was attended by Aboriginal people from the Ceduna Region using a “story Game” tool.

At the end, participants indicated that they loved the story game tool and saw the benefit of replicating it for use with members of the Aboriginal community.

8.

CHANCE

I lose I feel so down on  
myself, maybe if I  
can get \$10 or even \$5  
from somewhere, I can win  
it all back . . .  
Miss a turn

9.

CHANCE

I chase losses i'll just rub  
the machine, push on the  
edge of the buttons then  
i'll get free spins  
Simon Baby - Give me  
them free spins  
Go back 1 Square

## Consultation

- OPG funded consultancy work by Dana Shen – “Exploring and designing approaches to minimise gambling harm with and within Aboriginal Communities”



## Developing the Story Game tool project:

- Aim - extend and develop one aspect of the training that worked particularly well – the story game tool which is an interactive board game modified to provide the building blocks and tools to share gambling harm stories.
- Project Team
  - Project Education: L'Hibou Hornung – CV Coordinator
  - Lived Experience Consultant: Kathleen Wanganeen - Aboriginal Community Consumer Voice Speaker
  - Community Contact, Liaison Officer and Education: Tjunkaya Ken- Aboriginal Social Worker
  - Pilot Project Coordinator and Educator: Fiona Pemberton
- Partners
  - Flinders Wellness Centre: Nicole Pilkington

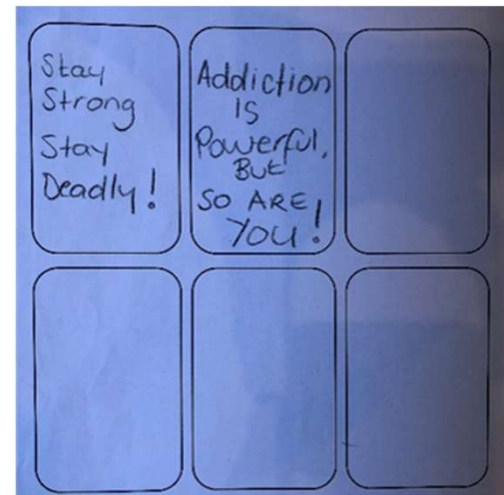
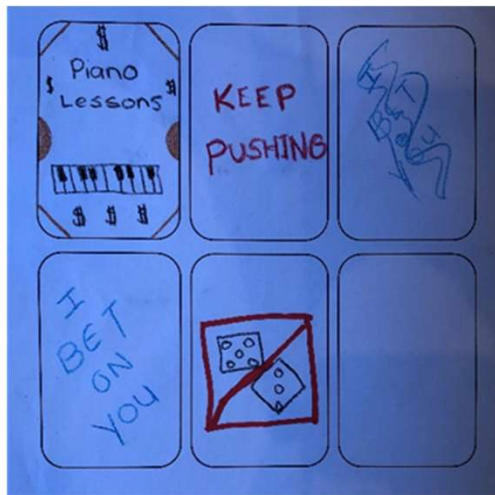


Workshops were facilitated at the Flinders Wellbeing Centre and members of the Aboriginal Community with lived experience of gambling were invited to participate in June and July 21.

- 7 Aboriginal community members
- 2 Aboriginal staff (RASA and Flinders Wellness Centre)
- 2 non-Aboriginal Staff (RASA and Flinders Wellness Centre)
- 2 Consumer Voice Speakers (1 x Aboriginal & 1 non-Aboriginal)







# The Story Game Film



## STORY GAME INSTRUCTIONS

### Objective

The objective of the game is to collect tiles as the player advances and retain them in the sequence they were obtained. The underside of the tiles present potentially real situations that may come up navigating the system

### How to play:

- 4 - 6 players
- Each player rolls the dice the highest value goes first
- Each player chooses a story card. this will remain their "character" for the entire game
- Player 1 rolls the dice, collecting and answering the tiles on each square, keeping them in sequence
- If they land on a ladder, once they have answered they go up the ladder to that square, they do not need to answer that question.
- If a player lands on the head of the snake they go down to the end of the tail, they do not need to answer that question.
- Snakes and ladders only come into play when all the cards have been collected and only numbers remain
- To get to the finishing square, you **must** roll the exact number of squares left to win the game

When the game ends the tiles are lined up in a row and each player uses them to tell the story of their "character's" experience, the winning point is recovery as in what is understood about recovery in a contemporize lived experience recovery model.



## Feedback (from Workshop Participants)

*"I love this. We can use this for others from our mob."*

*"It made me realise how far I've come."*

*"As an Anangu Pitjantjatjara woman, ...I felt I should write a reflective opinion on watching this game in use at Salisbury and why I believe it is the most effective way to be used as a therapeutic means towards tackling gambling addictions. ....within Aboriginal communities and where I am from in the APY Lands, westernised and clinical approaches have never really been effective for counselling as it doesn't correlate at all with our culture."*

**I am**  
Matthew

**Age:** 36

**Background:** Port Lincoln  
Narrunga

**Situation:**  
I have Anxiety and feel relaxed only when I am at the Pokies.

**16.**

**Relationships**

I make up a story to a relative/partner to conceal my gambling activities. Tell us a story you have said or heard?

move back 1 square

**6.**

**Chance**

I believe it is a lucky day. I gamble: I win some money. This is proof I have the 'luck'

Roll dice and advance the same number of squares

**37.**

**Tragedy**

This is where my journey ends.

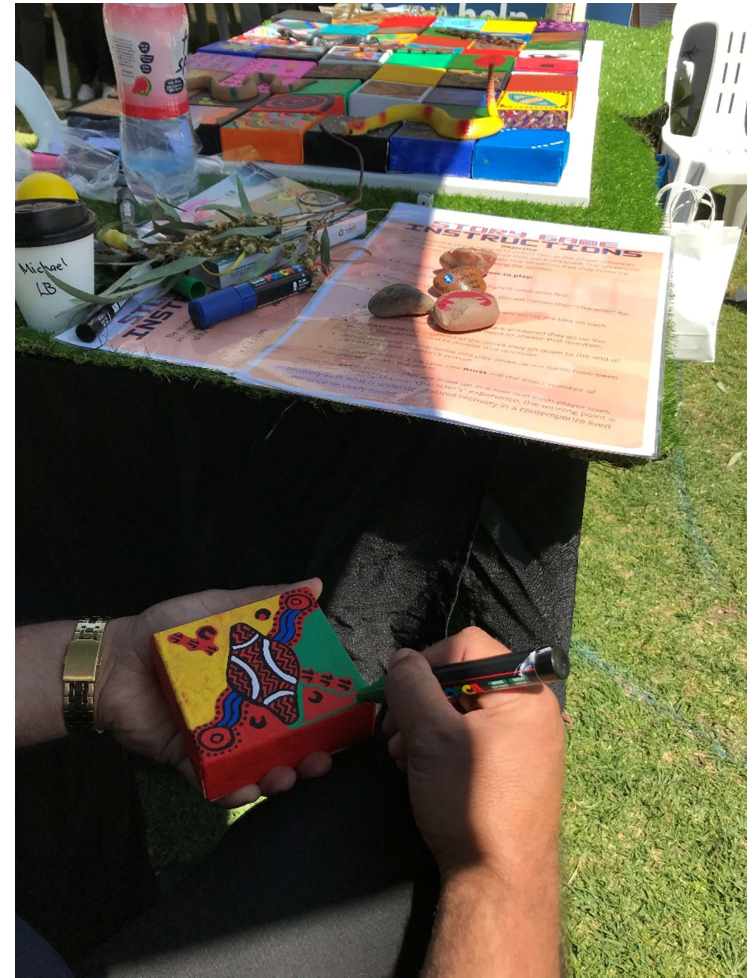
I am out of the game.

## What have we learnt?

- 1) The game generated conversations assisting some to change their narrative
- 2) Collaborating with our partner, the FWC, was critical to the success of this
- 3) Often, people from extended family cultures face barriers to attend e.g. childcare, transport etc. We needed to be flexible
- 4) Need to accommodate LLN skills when running workshops that involve reading and writing
- 5) Aboriginal people are the experts when it comes to developing solutions to problems in the community
- 6) Working with Aboriginal participants provides a unique lens into gambling harm and the challenges for the wider Aboriginal community.

<p>13.</p> <p><b>Stigma</b></p> <p>I encounter judgemental attitudes about gambling addiction. Name 3.</p> <p>Roll dice and go back the same number squares</p>	<p>35.</p> <p><b>Relationships</b></p> <p>Relationship failure - A partner leaves / or a relative shuts contact, saying my gambling is unacceptable to them.</p> <p>Move back to square 2</p>	<p>15.</p> <p><b>Wellbeing</b></p> <p>I join a gym and feel all the better for it!</p> <p>move forward 1 square</p>	<p>38.</p> <p><b>Choice</b></p> <p>I have decided enough is enough. I dial Gambling Helpline 1800 858 858 for free confidential assistance.</p> <p>Roll dice. If even number move forward 1 Square. If Odd, stay here</p>
-----------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------	---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

# Thanks | Questions | Reflections



Funded through  
the Gamblers  
Rehabilitation Fund



**aha|sa**  
Australian Hotels Association (SA)

**SKYCITY  
ENTERTAINMENT  
GROUP**



Government of South Australia  
Department of Human Services

 Relationships Australia South Australia  
Gambling Help Service

*Relationships Australia.*  
SOUTH AUSTRALIA