

**NCPG 2010 LIVE LEARNING CENTER CEU VERIFICATION FORM**

**Track D: Regulatory / Responsible Gaming/ Services / Non-Clinical Skills/ Helpline / Advocacy /  
Media Skills/ Policy & Legislation - (4D, 4E, 12A, 12B, 12D, 14B)**

To receive CEU credit, rate each presentation viewed through the Live Learning Center website for: Content, Application to Practice, and Goals met. Completed forms must be sent to the NCPG office for verification. Once approved a certificate will be sent documenting the number of NCPG approved CEU hours awarded.

Note: Attendees of the 2010 NCPG Conference may not receive duplicate credit for sessions attended in person and viewed online

Rate each presentation according to the following scale: **5= Excellent, 4=Good, 3 = Average, 2=Poor and 1=Disappointing**

| <u>CEU Hours</u> | <u>Title</u>   | <u>Content</u> | <u>Application to practice</u> | <u>Met Goals?</u> |
|------------------|--|----------------|--------------------------------|-------------------|
| <b>1.50</b>      | <b>4D) RESPONSIBLE GAMING PANEL</b>  |                |                                |                   |
|                  | We All Benefit From Responsible Gambling: A Lottery Retailer Training Program  |                |                                |                   |
|                  | Goal: To gain knowledge of the attitudes and perceptions of lottery wait staff regarding their role in addressing problem gambling<br>Goal: To learn about a program to address problem gambling and promote responsible gambling within video lottery retailer settings.<br>Goal: To learn about a data driven program development.                 |                |                                |                   |
|                  | "Don't Talk to ME About Responsible Gambling"  |                |                                |                   |
|                  | Goal: To challenge attendees to think about the difference between responsible gambling and problem gambling.<br>Goal: To understand how players view efforts to promote responsible gambling.<br>Goal: To see how taking a "branding" approach to responsible gambling can open up new channels for communicating important information to players. |                |                                |                   |
| <b>1.50</b>      | <b>4E) Treatment program outcome evaluation: The story of Two states</b>   |                |                                |                   |
|                  | Goal: To gain an understanding of key variables in measuring treatment outcome.<br>Goal: To learn how program outcome monitoring can be used to improve clinical practice and facilitate program strategic planning.<br>Goal: To gain an understanding of practical issues involved in implementing treatment program outcome monitoring systems.    |                |                                |                   |
| <b>1.50</b>      | <b>12A) "RG Check" – Setting the Bar for 'Responsible Gambling' Programs</b>   |                |                                |                   |
|                  | Goal: To provide the audience with a framework for assessing responsible gambling programs in gaming venues.<br>Goal: To provide information to further the dialogue about standards for responsible gambling programs.<br>Goal: To promote analytical thinking about the value and quality of responsible gambling programs.                        |                |                                |                   |
| <b>1.50</b>      | <b>12B) ADVOCACY AND RECOVERY PANEL</b>  |                |                                |                   |
|                  | Voices of Problem Gambling Recovery: A Community Action Group  |                |                                |                   |
|                  | Goal: Increase awareness of the need to energize and enable the problem gambling recovering community to become more involved.<br>Goal: To learn about a community empowerment effort that could be exported to other jurisdictions.<br>Goal: To directly experience the power of hearing from PG community advocates.                               |                |                                |                   |
|                  | A Roundtable Discussion  |                |                                |                   |
|                  | Goal: To be able to list several components of an advocacy effort.<br>Goal: To discuss what considerations and guidelines should be employed when involving people in recovery in advocacy efforts.<br>Goal: To create a list of future steps and directions for the advancement of recovery advocacy efforts.                                       |                |                                |                   |

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|------------------|--|----------------|--------------------------------|-------------------|
| <b>1.50</b>      | 12D) SELF EXCLUSION PANEL  |                |                                |                   |
|                  | Self Exclusion Panel: Self-Exclusion Program: Longitudinal Four-Year Study: An Interim Report (Year 3)   |                |                                |                   |
|                  | Goal: VSE participant perspective of the program and who they are.<br>Goal: VSE participant reasons for violating the program.<br>Goal: Preliminary suggestions for improving the program.   |                |                                |                   |
|                  | The Challenge to Close the Gap Between Theory and Practice. Implementation of Evidence-Based Action Recommendations to Optimize Exclusion Practices in the Terrestrial and Online Product Portfolios at Casinos Austria and Austrian Lotteries |                |                                |                   |
|                  | Goal: Effectiveness of exclusion orders/bans.<br>Goal: Implementation of research results.<br>Goal: Influence on internal processes by implementation of said results.   |                |                                |                   |
| <b>1.00</b>      | 14B) Pioneers in the Field   |                |                                |                   |
|                  | Goal: To understand how the problem gambling field has developed.<br>Goal: To get the perspectives of the field's leading experts on our greatest challenges.<br>Goal: To explore future directions.   |                |                                |                   |

**Name:** \_\_\_\_\_

**Mailing Address:** \_\_\_\_\_

**Email:** \_\_\_\_\_ **Total CEUs:** \_\_\_\_\_