



New Solutions in Responsible Gaming

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We are talking about Responsible Gaming for a couple of decades already. Self-exclusions is not the only thing, even though a lot of politicians think it is.

In the presentation there will be a focus on the history (what has been done) as well as the future (what should be done). What is new on the horizon? Taking into account it is all about 'informed choice' or better 'informed decision making' and it should be based on a stepped care model.

Who is responsible for what and when do you take if necessary.

Problems, challenges and solutions. Is it all about big data, technical support and solutions?