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Position: FAV



**HB195 - State Lottery and Gaming Control Commission -
Authority to Conduct Studies on the Use of Emerging Technology and
the Workgroup on Gambling Prevention Technology**

Position: Support
Hearing Date: April 2, 2026
Committee: Senate Budget and Taxation

The Maryland Coalition of Families (MCF) is a statewide nonprofit organization that provides family peer support services at no cost to families who have a child or other loved one with a mental health, substance use, or problem gambling disorder. As experienced caregivers, we provide support, guidance, and hope to people who love or care for someone with a behavioral health challenge and advocate to improve the systems they rely on.

MCF supports efforts to better understand how emerging technology can be used to create a safe and transparent gambling environment that prohibits young people from engaging in gambling activities before the age of 21 and protects those of legal age from identity theft or other security breaches. According to the Maryland Center of Excellence on Problem Gambling, young people who gamble before the age of 21 are four times more likely to develop gambling disorders later in life, are more likely to engage in other risky behaviors such as alcohol and/or drug use, have higher instances of anxiety and depression, suffer poor academic performance, and have strained relationships with family members.

Exploring emerging technologies is a critical first step to protecting young people from the harmful effects of activities that can lead to a problem gambling disorder. But these technologies also carry risks that could be particularly harmful to young adults interacting with gaming platforms. While we support identifying technology that would support age verification to prevent illegal gaming and the use of facial recognition and biometrics to protect against identity theft, we would caution that these technologies also carry a responsibility to ensure that any data collected about young people using these digital tools is safeguarded, used only for its intended purposes, and provide consumers with full transparency so they can make informed decisions about their participation and interaction with these tools.

Karen L. Duffy, MA
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2026 HB 195 Maryland Center of Excellence on Probl

Uploaded by: Blair Inniss

Position: FAV



April 2, 2026

Senate Budget and Taxation Committee
3 West
Miller Office Building
Annapolis, Maryland 21401

RE: HB 195 – State Lottery and Gaming Control Commission – Authority to
Conduct Studies on the Use of Emerging Technology and the Workgroup on
Gambling Prevention Technology

Dear Chair Guzzone:

The Maryland Center of Excellence on Problem Gambling (the Center) supports *HB 195 – State Lottery and Gaming Control Commission – Authority to Conduct Studies on the Use of Emerging Technology and the Workgroup on Gambling Prevention Technology* as amended.

The Center promotes healthy and informed choices regarding gambling and problem gambling through public awareness, training and education, prevention, technical assistance to the behavioral health care system, peer recovery support, research and public policy. It does so by working closely with appropriate state stakeholders and bringing together experts from a variety of disciplines including psychiatry, medicine, epidemiology, social work, law and others. The Center supports the amendments to this bill and welcomes the opportunity to collaborate with the Commission, Bowie State University, and Morgan State University.

If you would like more information, please contact Heather Eshleman at heshleman@som.umaryland.edu or (667) 214-2120.

Sincerely,

Heather Eshleman, MPH

Director of Operations
Maryland Center of Excellence on Problem Gambling
Office Direct: 667-214-2120
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Bowie State University HB195 FAV testimony.pdf

Uploaded by: Michael Harrison

Position: FAV



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Senate Budget and Tax Committee

**House Bill 195 - State Lottery and Gaming Control Commission - Authority to Conduct
Studies on the Use of Emerging Technology and the Workgroup on Gambling
Prevention Technology**

Letter of Support

April 2, 2026

Chair Guzzone, Vice Chair Rosapepe, and Members of the Committee:

Bowie State University (BSU) appreciates the opportunity to submit favorable testimony on House Bill 195, as amended. As amended, this bill authorizes the Lottery and Gaming Control Commission to collaborate with Bowie State University, Morgan State University, and the Maryland Center of Excellence on Problem Gambling to study trends and emerging technologies aimed at creating a safer, more transparent gambling environment. The bill also establishes a workgroup to study best practices in gambling prevention technology, including geofencing, to better understand the extent of problem gambling on college campuses.

BSU supports the establishment of this workgroup and appreciates Delegate Queen and representatives of the State Lottery and Gaming Control Commission for their collaboration in addressing our initial concerns and reaching agreement on these amendments.

Bowie State University's Center for Data Analytics (CDA) serves as a data-driven resource for faculty, students, and external partners, providing applied research support and expertise in statistical methods and data analysis. The Center is funded through the University's operating budget and maintains a small staff focused on both academic and applied analytics.

Separately, BSU recently received a \$7,000 grant from the Maryland Center of Excellence on Problem Gambling to support prevention-focused education, outreach, dissemination of materials, and review of campus policies, with activities beginning next month.

Data on student gambling at BSU comes primarily from the Maryland College Alcohol Survey (MD-CAS). The 2025 survey shows that of participating full-time undergraduate students (N=194), 25% reported gambling in the past year, including 16% who participated in sports betting. Most activity was infrequent and low-stakes, with a majority of sports bettors wagering less than \$10 and betting once per year or less. These findings underscore the need for careful, evidence-based approaches to gambling prevention.

While BSU supports the goal of promoting safer gambling, we have concerns about implementing or evaluating technologies such as geofencing without further study. These tools present significant data validity and interpretation challenges, including the inability to reliably distinguish students from faculty, staff, visitors, or members of the public who may be on or near campus. Geofencing data also cannot meaningfully link access attempts to age, enrollment status, or gambling risk without potentially intrusive data matching. Results may be further distorted by shared devices, multiple devices per individual, or the use of VPNs, which can circumvent restrictions.

Importantly, a reduction in access attempts does not necessarily indicate reduced gambling harm and may instead reflect behavioral workarounds. There is also a risk of unintended consequences, including shifting students toward unregulated or illegal gambling platforms that lack consumer protections, or moving activity off campus into private settings where risky behavior is more difficult to identify and address. Notably, BSU's existing Wi-Fi network already blocks gaming websites and other inappropriate content.

BSU looks forward to participating in the workgroup and contributing its expertise to help inform practical, data-driven, and effective gambling safeguards.

Thank you for your consideration. For questions, please contact **Michael Harrison, Director of Government and Community Relations, Bowie State University**, at mlharrison@bowiestate.edu.

Queen_testimony-HB195_Gambling_Budget-Tax.pdf

Uploaded by: Pamela Queen

Position: FAV



THE MARYLAND HOUSE OF DELEGATES
ANNAPOLIS, MARYLAND 21401

**Sponsor Testimony - Request for Favorable Recommendation
HB 195 - State Lottery and Gaming Control Commission - Authority to
Conduct Studies on the Use of Emerging Technology – Collaboration and the
Workgroup on Gambling Prevention Technology**

Greetings Chair Guzzone, Vice Chair Rosapepe, members of the Budget and Taxation Committee,

Bill Summary:

HB 195 establishes a workgroup on Gambling Prevention Technology within the Maryland Lottery and Gaming commission and expands collaboration with the Maryland Center of Excellence on Problem Gambling to study the use of technologies to *protect customers*, including *advanced cybersecurity measures*, *AI to detect problem gambling*, and *leveraging digital identity verification* to prevent fraud and underage access. The Center will work with certain local universities to study how technology can be deployed to address gambling prevention on college campuses.

The Problem:

According to the Maryland Center of Excellence on Problem Gambling, a part of the University Maryland School of Medicine, its helpline has been receiving more calls from young adults ages 18-24 in recent years. Additionally, 41% of college students who bet on sports have placed a bet on their school's teams and 35% have used a student bookmaker. This betting activity among college students is at a higher rate than found in the general population.

HB 195 passed by unanimous support out of the Ways and Means Committee (18-0) and the House of Delegates (131-0). I seek a favorable recommendation for this bill.

Cordially,

A handwritten signature in cursive script, appearing to read "Pamela E. Queen".

Using technology to address problem gambling:

[Youth Gambling Public Health Issue](#)

[Gambling and Geofencing](#)

[AI and Problem Gambling](#)

[College Gambling Prevention Initiative](#)

Per a NIH study, geofencing technology can provide just-in-time adaptive interventions for addictive adult gamblers - Smartphone App Delivery of a Just-In-Time Adaptive Intervention for Adult Gamblers (Gambling Habit Hacker): Protocol for a Microrandomized Trial - PMC (nih.gov).