Year	Location	Winner	Agency	Paper Title
2003	Canberra	Sharen Nisbett	Southern Cross University, Centre for Gambling Education and Research	Cashless Gaming and Harm Minimisation
2004	Gold Coast	Jacqui Minnikin	Southern Cross University, Centre for Gambling Education and Research	Evaluating the perceived effectiveness of the Queensland education modules in responsible gaming developed for school children
2005	Alice Springs	Sally Monaghan	University of Sydney	Big wins and faulty thinking: the effect of outcome of electronic gaming machine play on irrational beliefs
2006	Sydney	Not awarded		
2007	Cairns	Marisa Paterson	School for Social & Policy Research Charles Darwin University	The regulation of "unregulated" aboriginal gambling
2008	Adelaide	Anna Thomas	Swinburne University of Technology	Electronic gaming machine problem gambling: The importance of escape and accessibility as gambling motivators
2009	Canberra	Not awarded		
2010	Gold Coast	Michael Spurier	University of Sydney	Mental Models of Risk in Problem/ Pathological Gambling
2011	Melbourne	Emma Malone	Relationships Australia Gold Coast	Understanding and predicting young adult gambling behaviour: An application of the Theory of Planned Behaviour
2012	Launceston	Robert Leardi	Deakin University	Factors affecting relapse in a naturalistic study of problem gamblers: Examining the role of gambling urges, negative affect, impulsivity, and accessibility to gambling
2013	Sydney	Simone Rodda	Monash University	The impact of web-based counselling on readiness and distress associated with problem gambling
2014	Gold Coast	Stephanie Merkouris	Monash University	Predictors of problem gambling treatment success
2015	Adelaide	George Youssef	University of Melbourne	Australian responsible gambling limits: How much is too much?
2016	Cairns	Tess Armstrong	Central Queensland University	The Australian Environmental Scan: An assessment of the features associated with automated and digitalised gambling products
2017	Melbourne	Not awarded		
2018	Brisbane	Lorraine Cherny	University of Queensland	Exploring 'regulatory Relationships' in the Queensland Electronic Gaming Machine (EGM) Context