

GAIN-Q3 Report

PROJECT

What is the GAIN-Q3? The Global Appraisal of Individual Needs Quick version (GAIN-Q3) is used to identify and address a wide range of problems among adolescents and adults in clinical and general populations in diverse setting.

Screener Domains: The 15 to 25 minute GAIN-Q3 assessment consists of nine screeners that estimate the severity of problems that are also categorized to guide clinical decision making and the recency of treatment participation in each life area represented. The screeners are summed into a GAIN-Q3 count of problems with moderate/high severity.

- School Problems
- Work Problems
- Physical Health
- Sources of Stress
- Risk Behaviors and Infectious Diseases
- Mental Health (Internal & External)
- Substance Use
- Crime and Violence

Source: GAIN data is from **DISC Village, Inc's** GAIN ABS account and includes GAIN-Q3 data collected from **July 1, 2022 to June 30, 2023**. Report authored by Rachael Hand, Michael Dennis and Kathryn Modisette, GAIN Coordinating Center, Chestnut Health Systems, Normal, IL. A number of research support tools provided by the Data and Evaluation Team can be found at <https://chestnut.box.com/v/GAINCCWeb>. If you have any questions, please contact DataSumit@chestnut.org.

Results (Characteristics): A total of **250** intake assessments were recorded.

Figure 1 shows gender and gender and race/ethnicity for the population served:

- 49% are male, 50% are female, and 1% identified as other. "Other" includes transgender male, transgender female, and non-binary.
- 1% are Asian, 59% are Black, 41% are White, 4% are Hispanic, and 1% identified as Other. "Other" includes Alaskan Native, Native American, Pacific Islander, and some other group.
- When mixed race is endorsed (e.g. client reported 2 or more races in the verbatim field), each reported race was counted.

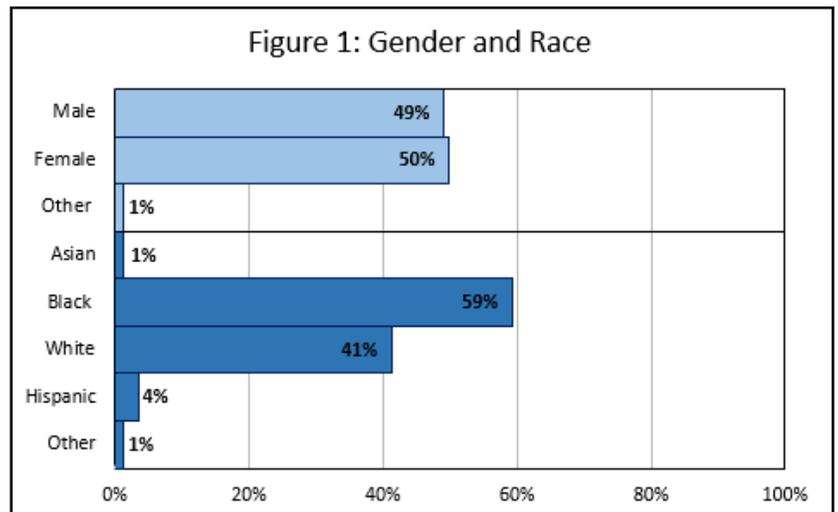
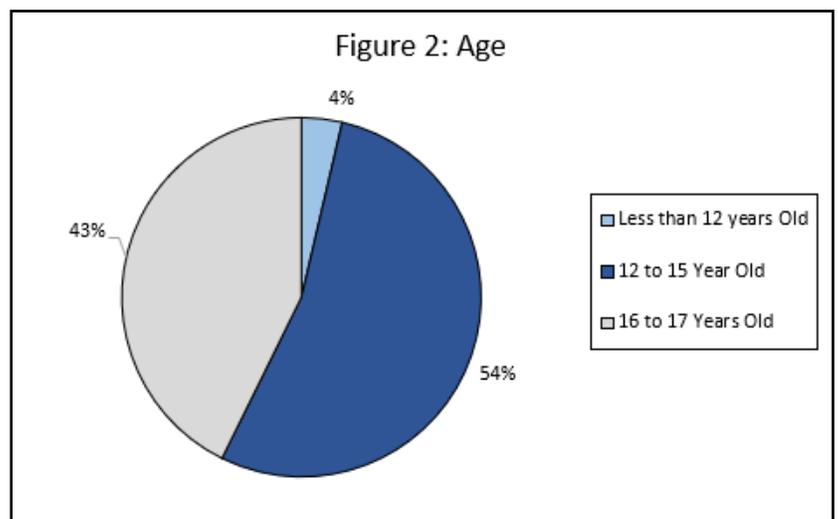


Figure 2 shows age demographics for the population served:

- The adolescent age breakdown shows 4% are under 12 years old, 54% are 12 to 15 years old, and 43% are 15 to 17 years old.
- The average age is 15 year-old.



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Results (GAIN-Q3 Screeners): The next several graphs show the severity level for each of the 9 GAIN-Q3 screeners (low = 0 problems reported, moderate = 1-2, or high = 3 or more) for the 250 who had an intake GAIN-Q3 administered.

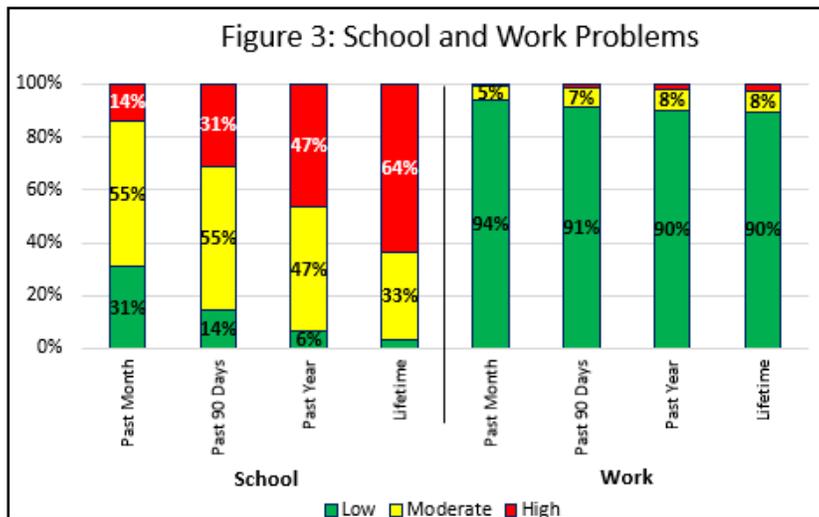


Figure 3 displays school and work problems including lifetime, past year, past 90-days, and past month:

- **94%** reported symptoms scored in the moderate to high range of the in the past year. This suggests the need for school or training help related to attendance or bad grades.
- **10%** reported symptoms scored in the moderate to high range of the in the past year. This suggests the need for work or training help related to attendance or doing badly at work.

Figure 4 displays physical health problems including lifetime, past year, past 90-days, and past month:

- **59%** reported symptoms scored in the moderate to high range of the in the past year. These participants would benefit from help with health-related behaviors such as worrying about their health, not meeting responsibilities due to health problems, and accessing medical care.
- The GAIN-Q3's Physical Health section includes all aspects of the participant's physical condition, including information current and past health problems and interactions with the health care system.

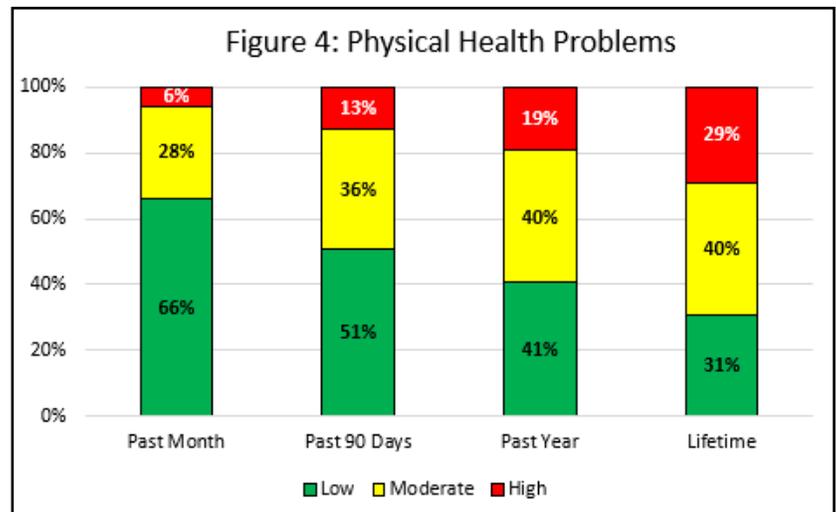
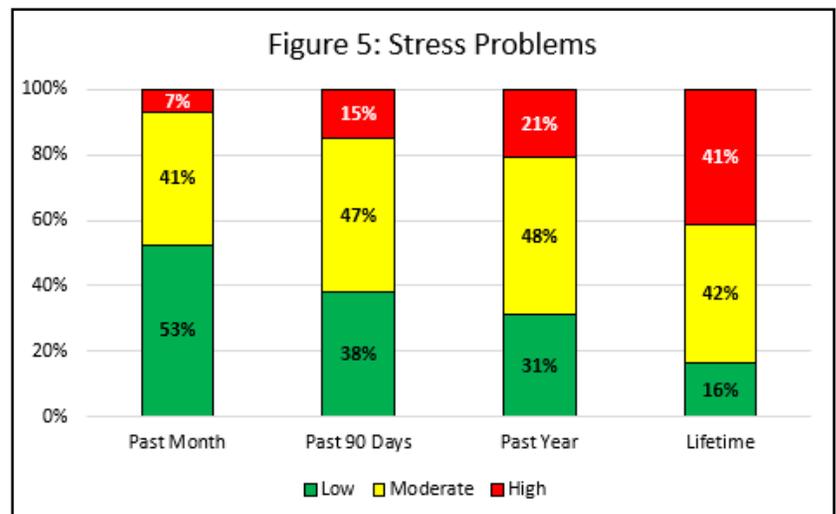


Figure 5 displays stress problems including lifetime, past year, past 90-days, and past month:

- **69%** reported symptoms scored in the moderate to high range of the in the past year.
- This suggests the need for help with stress related to the death or health problem of a family member or friend, fights with coworker or classmates, or a major change in relationships.



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Results (GAIN-Q3 Screeners):

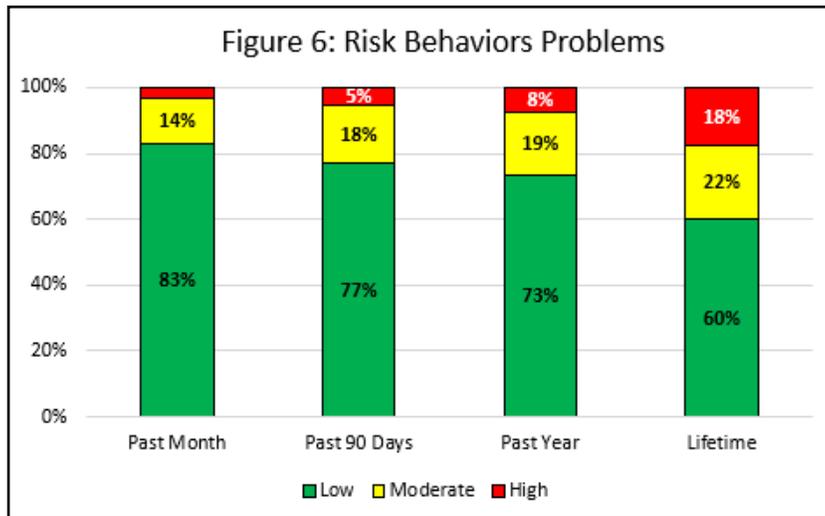


Figure 6 displays risk behaviors problems including lifetime, past year, past 90-days, and past month:

- **27%** reported symptoms that scored in the moderate to high range of the in the past year.
- Risk factors include such behaviors or problems as unprotected sex, needle use, and physical, sexual, or emotional abuse.

Figure 7 displays internalizing and externalizing mental health disorder symptoms including lifetime, past year, past 90 days, and past month:

- **65%** reported moderate to high severity internalizing disorder symptoms in the past year. This suggests the need for mental health treatment related to depression, anxiety, trauma, psychosis, and suicide and in rarer cases serious mental illness (e.g. psychosis).
- **85%** reported moderate to high severity externalizing disorder symptoms in the past year. This suggests the need for mental health treatment related to attention deficits, hyperactivity, impulsivity, conduct problems and gambling or other impulse control disorders.

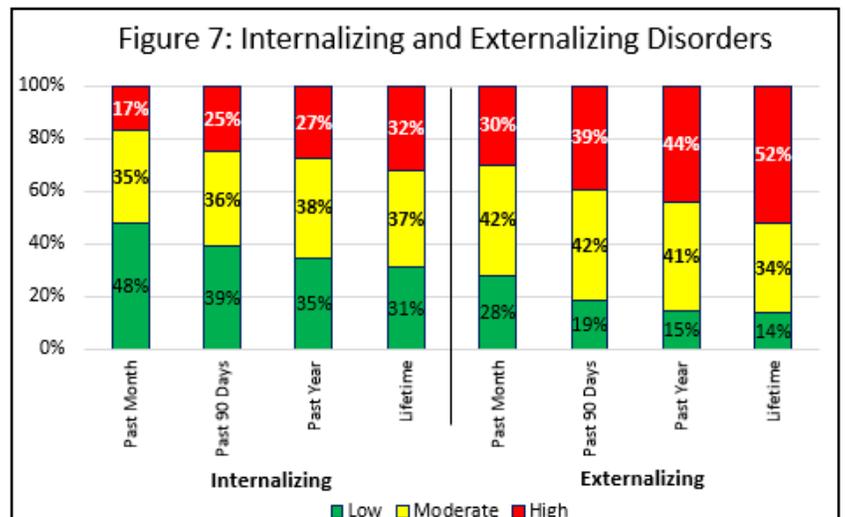
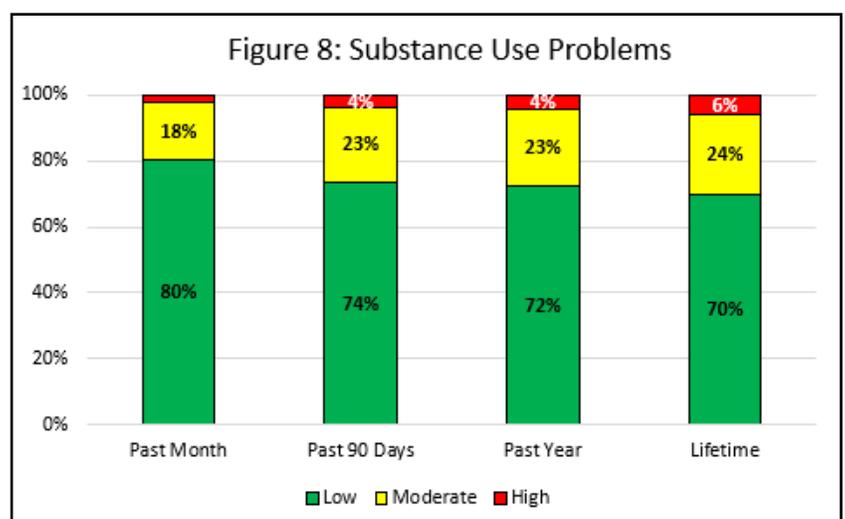


Figure 8 displays substance use disorder symptoms including lifetime, past year, past 90-days, and past month:

- **28%** reported moderate to high severity substance use disorder symptoms in the past year, suggesting the need for substance use disorder treatment and, in more extreme cases, detoxification or maintenance services.



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Results (Weekly AOD and GAIN-Q3 Screeners):

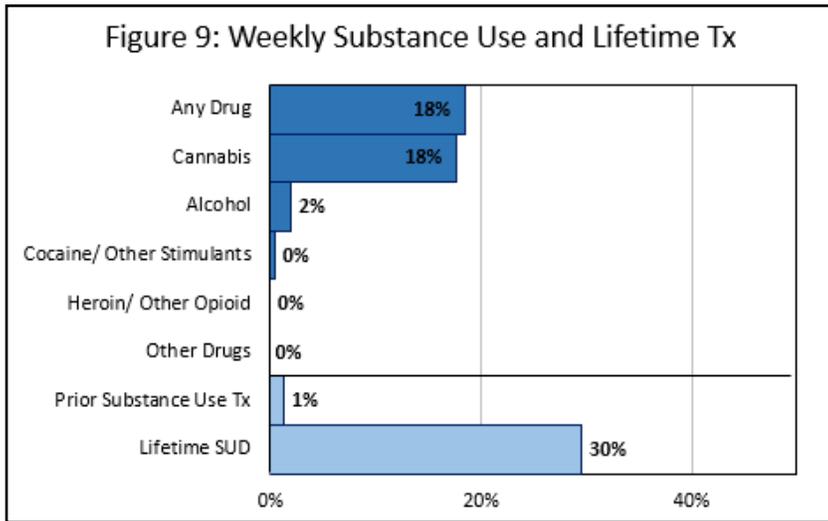


Figure 9 displays weekly substance use and lifetime treatment:

- **18%** reported using any drug for 13 or more days out of the past 90 days (weekly use).
- During the past 90 days, the most common drugs reported with weekly use were **cannabis (18%)** and **alcohol (2%)**. Other stimulants include crack, speed/ amphetamines, methamphetamines, etc. If an individual used multiple substances, each substance was counted.

- “Other Drugs” includes inhalants, PCP, acid/LSD, anxiety/tranquilizers, downers/sedatives, etc.
- **1%** reported having prior substance use treatment. Treatment includes counseling, medication, case management or aftercare for the use of alcohol or other drugs.
- **30%** have reported a moderate or high substance use disorder at some point in their lifetime.

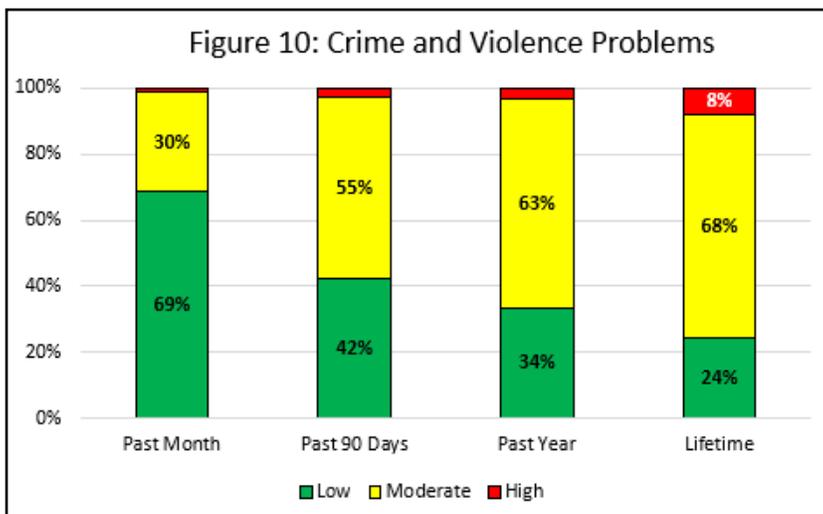


Figure 10 displays crime and violence problems including lifetime, past year, past 90-days, and past month:

- **66%** reported moderate to high severity crime and violence problems in the past year. This includes interpersonal violence/crime, drug-related crime, and property crime.
- Possible treatment includes anger re-placement therapy, cognitive restructuring, cognitive behavioral therapy, medication to control impulsive violence and co-occurring problems, more intensive monitoring/supervision and in extreme cases incarceration.

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Results (Mod/Hi Problems and Life Impact and Cost):

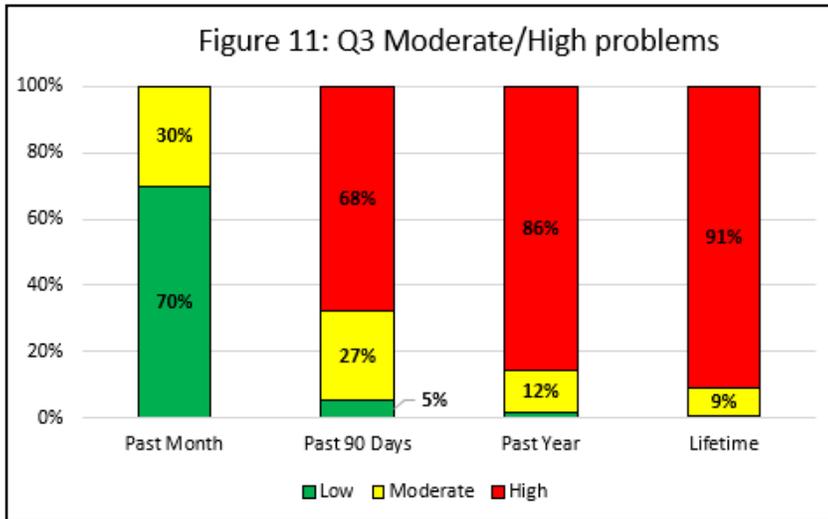


Figure 11 displays moderate to high combined problems including lifetime, past year, past 90 days, and past month:

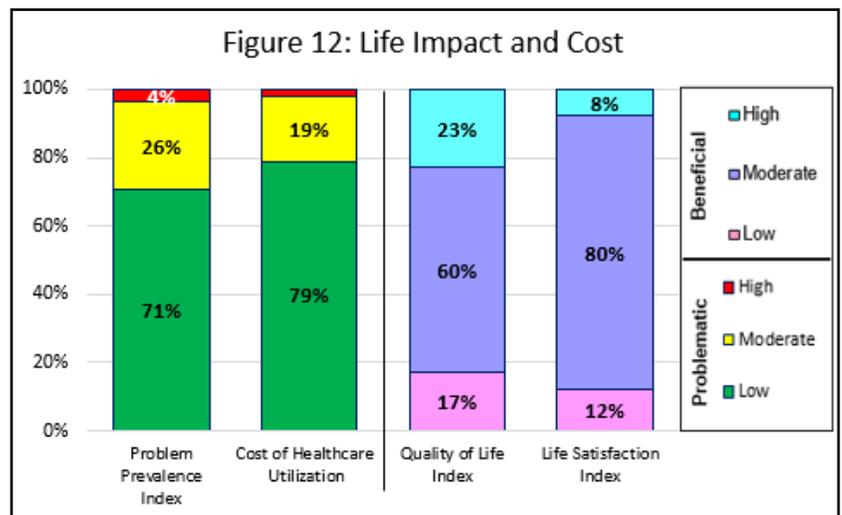
- An individual's score reflects the total number of problems related to substance use, psychopathology, at-risk behavior, physical health, life stress, work, school, and crime/violence endorsed within the past year.
- **86%** of individuals scored in the high range and **12%** scored in the moderate range in the past year.

- Higher scores (3-9 problem areas) are interpreted as reflecting a greater number of overall problems; lower scores indicate fewer number of problems (Moderate = 1-2 areas, Low = 0 areas).

Figure 12 displays current life impact and cost. This chart shows the level of life problems, healthcare cost, quality of life and life satisfaction:

- The **Problem Prevalence Index** shows days with common problems across sections during the past 90 days (0-5 Low/ 6-24 Mod/ 25+ High). **29%** reported symptoms scored in the moderate to high range.

- The **Cost of Past Year Healthcare Utilization** (using 2022 rates) was determined as follows: Low is \$0, High is \$42,661+, and Moderate is everyone in between (\$1-\$42,661). **2%** reported the cost to be higher than \$37,232 in the **past year**. Any attempt to cut the cost of services has to target those in this high group.



- The **Quality of Life Index** uses the GAIN-Q3 screeners to determine quality of life over the client's past year. A higher score on this index indicates a higher quality of life. **83%** reported a moderate to high quality of life in the **past year**.

- The **Life Satisfaction Index** has six-items that measure current life satisfaction. This measurement includes relationships, living situation, life direction, school and work situation, and happiness). A higher score on the index indicates a higher level of satisfaction with life. **88%** reported **being satisfied with their lives** during the past month (moderate to high range).

- *Note; Life Satisfaction (N=90) index cannot be calculated when the "GAIN-Q3 3.2.3 CTDCF MI Lite" or the "GAIN-Q3 3.2.3 CTDCF Lite Plus" templates are used. This could be the reason for the total number of cases for this indices is lower.*