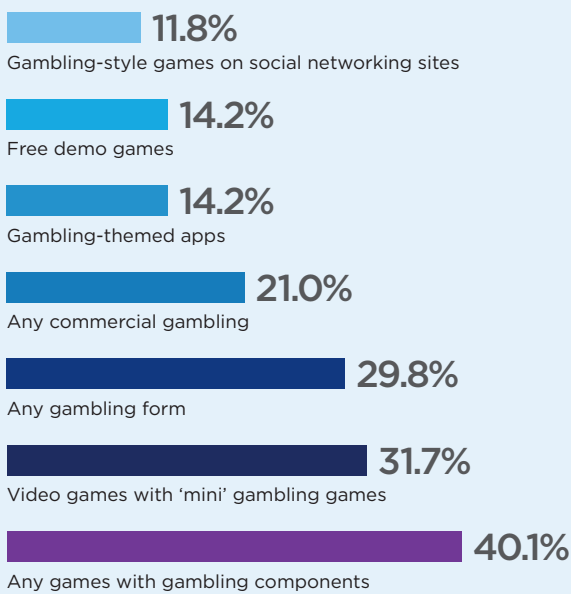


# Young people’s use of gambling-like products

The NSW Youth Gambling Study 2020<sup>1</sup> explored gambling and simulated gambling by young people aged 12-17 years in NSW. It found that participation in simulated gambling (gambling-like products)<sup>2</sup> by young people is widespread and that it appears to be increasing.

## Participation in gambling and simulated gambling in the last 12 months

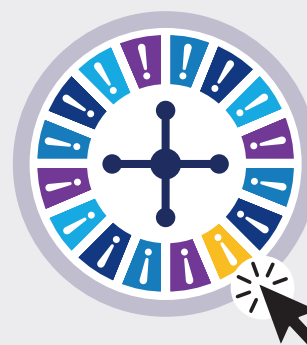


Around two-fifths (40.1%) of the 551 survey participants had played games with gambling components in the last year.<sup>3</sup>

“ Looking back at childhood games, a lot of them had very gambling-based mini games and stuff. It’s kind of scary, because it’s getting kids hooked in at a young age. ”

- Male, aged 15-17, Dubbo

## The most common type of gambling-like component played was wheel spinning.



Wheel spinning: **62.8%**

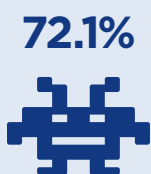
Pokies: 51.9%

Casino games: 49.8%

Poker: 41.0%

Bingo: 37.1%

A majority of the 291 survey respondents who play games with gambling components played them in video games (72.1%).



72.1%

Video games



36.8%

Gambling-themed apps



32.5%

Free demo or practice games on real gambling sites or apps



22.4%

Social networking sites

<sup>1</sup> Hing, N., et al., 2020 *NSW Youth Gambling Study 2020*. Sydney: NSW Responsible Gambling Fund.

<sup>2</sup> Games with gambling-like features, or simulated gambling, are defined as games which imitate many core characteristics of gambling (e.g., the look, sound and actions) but which do not provide an opportunity for a cash payout.

<sup>3</sup> Based on responses to a survey of young people (n=551) recruited via flyers delivered to household letterboxes. To improve representativeness, survey results were weighted for age, gender and location based on ABS population projections for 2020.

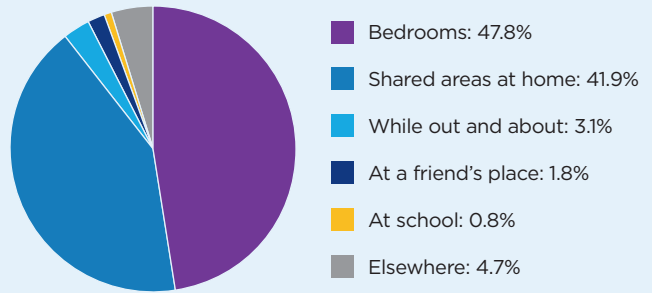
More young males (48.2%) than females (31.3%) reported playing games with gambling components.



**Most respondents reported first playing games with gambling components from the age of 10 (86.1%).**

The vast majority play these games at home, mostly in their bedrooms.

### Where respondents play games with gambling like components (n=291)



## Young people engage in various gaming activities that are similar to gambling

### Loot boxes

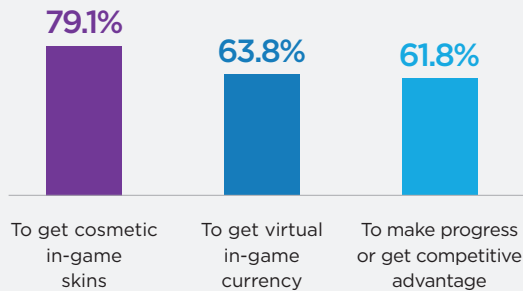


Most respondents (72.2%) had opened loot boxes in the last year, and over one-third (36.5%) had spent money on them.

Median expenditure was \$10 per month but focus group participants reported that some young people regularly spend over \$100.

The majority (79.1%) of those who had ever purchased loot boxes did so to get skins:

### Reasons for purchasing loot boxes (n=272)



**Participants who engaged with loot boxes reported first opening loot boxes at a relatively young age: 18.6% first engaged with loot boxes between the ages of 5 and 9.**

### In-game microtransactions



Around one-third (33.4%) of respondents reported spending money on in-game microtransactions in a typical month. **Median monthly expenditure was \$10.**

### Betting with in-game items

**One in seven respondents (14.5%) had gambled with in-game items in the last year.**

Of these respondents:

- 7.9% bet privately with friends
- 6.2% bet on esports
- 5.8% bet on another site ('skin betting')
- 4.8% bet on other events

Most respondents first started betting with in-game items at the age of 13 - 15.

Betting with in-game items (14.5%) was less common than the most common form of gambling activity - informal private betting (17.1%), but it was more common than the next most popular form of gambling: scratchies/lotteries (11.0%).

## Who is most likely to participate in simulated gambling?

The study found that young people most likely to participate in simulated gambling were male, had lower wellbeing, had higher impulsiveness, gambled during the last 12 months, had parents who do not talk about safety online, had parents who don't set rules about internet use, and felt a stronger sense of belonging to an online community.<sup>4</sup>

<sup>4</sup> Based on bivariate analysis of combined Qualtrics (n=826) and Emails & Ad (n=842) samples surveyed as part of the broader Youth Gambling Study.