




Video Gaming, Sports Betting, and Other Trends: How Aware are You?

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Objectives

- Participants will have a better understanding of gaming disorder, sports betting, and basic characteristics of each
- Participants will have a better understanding of how gaming disorder and sports betting co-occur with other substance use and mental health concerns
- Participants will have a better understanding of current best practices for dealing with gaming disorder and sports betting and Kansas specific resources available

A yellow ribbon graphic with the text "AD ASTRA" written in white, uppercase letters. The ribbon is curved and has a tail at the bottom left.

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What is Gambling?

Gambling is the act of risking something of value (including money and property) on an activity that has an uncertain outcome

- Consideration – commercial or financial advantage to the promoter/sponsor and disadvantage to the participant
- Prize – tangible item of value
- Chance – if you play, you may win



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Legal Gambling in Kansas

- Casino Gambling
- Lottery
- Charitable Bingo
- Fantasy Sports
- Sports Betting ??



Why Do People Gamble?

- Entertainment
- Risk Taking
- Escapism
- Glamorous
- Social
- Common Misperception
- Belief of Monetary Gain



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The Emerging Trends of Sports Betting, Fantasy Sports and Gaming

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Sports Gambling

Sports gambling is an illegal \$150 billion a year industry

- Americans bet more than \$15 billion annually on the Super Bowl and March Madness-The vast majority of it being illegally
- In the 2017 football season, an estimated \$58 billion in illegal bets were placed on NFL and college games



(American Gaming Association)

Sports Gambling History

- 1961 – Federal Wire Act
- 1976 – First Sportsbook opened at a Las Vegas strip casino
- 1992 – The Professional and Amateur Sports Protection Act Passed (PASPA)
- 2018 – PASPA overturned



Sports Gambling Expansion

- Depending on factors to include tax rates, intrastate betting, and available land based locations, the 2023 potential market could be worth between \$1.8 and \$9 billion in revenue (Global Market Advisors)
- The National Football League's annual revenue could increase by \$2.3 billion a year due to widely available, legal, regulated sports betting (Nielsen Sports Research)

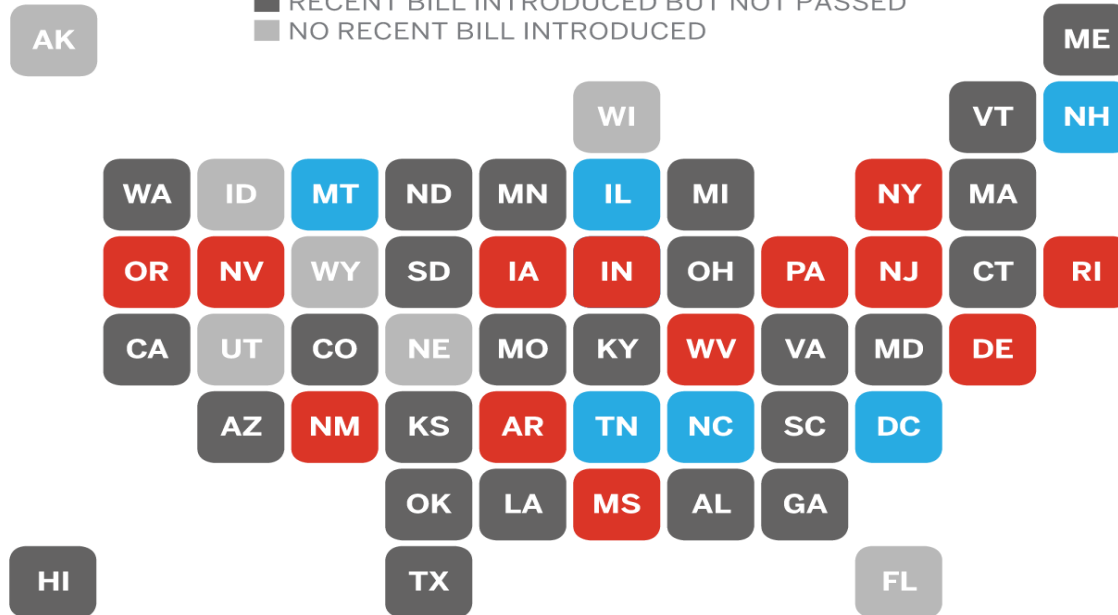


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State by State

SPORTS BETTING BILL TRACKER

- FULL-SCALE LEGALIZED SPORTS BETTING
- RECENT BILL PASSED
- RECENT BILL INTRODUCED BUT NOT PASSED
- NO RECENT BILL INTRODUCED



Sports Gambling Attitudes

- 55% of Americans support legalized betting on professional sports (AGA)
- 57% agree regulated sports betting would protect consumers (AGA)
- An estimated 28 million would be more likely to wager on sports if sports betting was legal (AGA)
- Nearly 1 in 5 bet on sports in the past year
- Fewer people over the age of 50 support legalization of sports betting. Those ages 18-49 support it by wide margins.
- 70% of Americans think sports betting should be regulated by the states (Reason Foundation)



Potential Problems

- Male, college age athletes seem to be the most at-risk group for sports betting problems
- According to an NCAA survey in 2016 of over 22,000 college athletes:
 - 55% of men reported gambling for money in the last year
 - 90% of those who have ever bet on sports made their first bet before college
 - 54% think sports gambling is a harmless pastime; half think they can make consistently make money doing it



Sports Gambling Problems Risk Factors

- Need for action/excitement
- Highly competitive personalities
- Belief in own skill
- Belief in own luck
- Sense of entitlement
- Peer pressure and perception of social norms
- Unrealistic relationship to money



Daily Fantasy Sports

- Provides an opportunity to “bet” on lineups instead of outcomes of games
- The options to play are much higher than they used to be
- Not considered “gambling” in many jurisdictions

The logo for FanDuel features the word "FanDuel" in a white, cursive script font, centered on a dark blue square background. The square is positioned on a yellow ribbon that has the word "STRATA" written on it in a white, sans-serif font. The ribbon is curved and has a white dashed line along its edge.

FanDuel

Gaming

- There are over 2.5 billion active gamers worldwide, of which 47%, or 1 billion, spend money while gaming (Newzoo 2019)
- The three countries with the most gaming revenue are China, United States and Japan (Newzoo 2019)
- In the U.S. alone, there are over 211 million gamers (EEDAR, 2018)
- The average age of gamers is 35 (ESA, 2015)
- 48% of gamers are female (Pew, 2015)



Gaming Disorder

- In 2018, the World Health Organization classified Gaming Disorder as a diagnosable condition
- It is estimated 3-4% of people who game will be affected by a gaming disorder (WHO, 2018)
- The average age of a person with a gaming addiction is 24 years old (WHO, 2018)

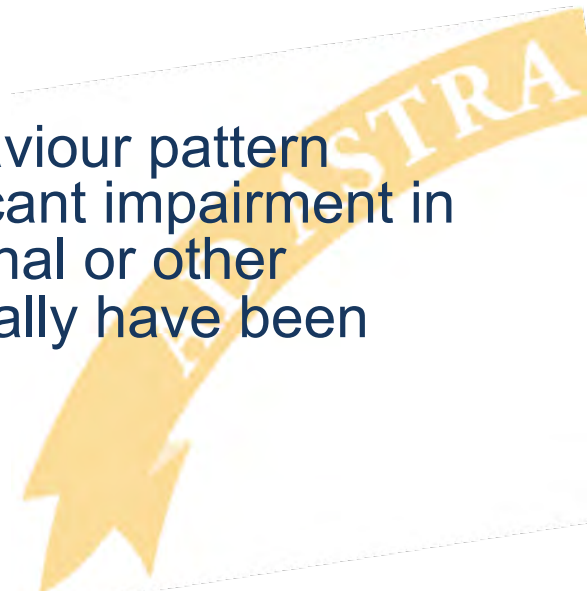


Gaming Disorder

What is gaming disorder?

Gaming disorder is defined in the draft 11th Revision of the International Classification of Diseases (ICD-11) as a pattern of gaming behavior (“digital-gaming” or “video-gaming”) characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.

For gaming disorder to be diagnosed, the behaviour pattern must be of sufficient severity to result in significant impairment in personal, family, social, educational, occupational or other important areas of functioning and would normally have been evident for at least 12 months.



Gambling vs. Gaming Disorder

Similarities

- Tolerance
- Preoccupation
- Use to escape
- Inability to cut back or quit
- Irritability when cutting back or quitting
- “Chasing” losses
- Lying or concealing
- Risking or losing relationships

Differences

- Continue despite negative consequences(Gaming)
- Bailouts(Gambling)

Gaming Monetization

- “Microtransactions” have become big part of social and video gaming
- This leads to spending real money for pretend prizes
- Fortnite: Battle Royale has made its developer over \$1 billion...all from in game purchases^(Superdata)



What is a Loot Box?

- A consumable virtual item in a video game which can be redeemed to receive a random selection of other virtual items
- They are a form of monetization, with players either buying boxes or receiving boxes during play
- Regulated under gambling law in some countries
- Criticized by some for being a form of unregulated gambling by providing situations in games for people to “pay-to-win”



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Loot Box

“Video game loot boxes addictive and a form of ‘simulated gambling’, senate inquiry told”

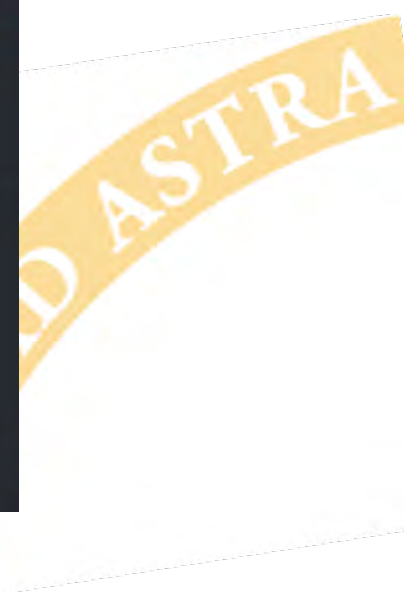
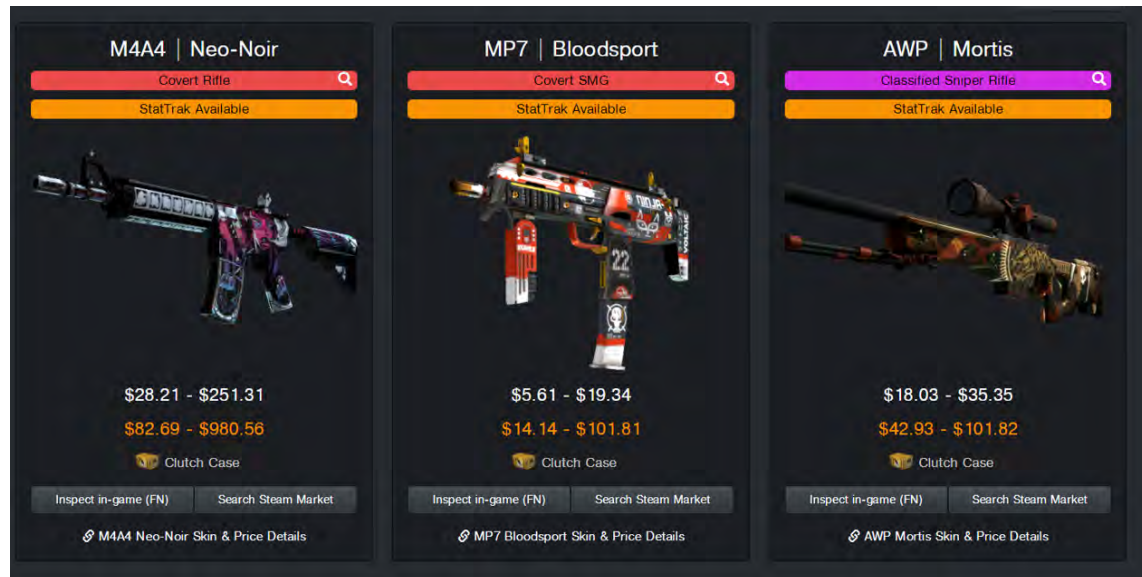
<https://www.theguardian.com/games/2018/aug/17/video-game-loot-boxes-addictive-and-a-form-of-simulated-gambling-senate-inquiry-told>



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Skins

- Refers to decorations for items and players on video games
- They bring uniqueness to the games
- These are revenue generating items



eSports

- Refers to competitive video gaming in real time
- It is a global industry
- Revenue of nearly \$325 million in 2015

eSports and Next Gen Betting" by Kathryn Rand, et al. 2016



eSports

- There are now opportunities for people to receive compensation for their competitive gaming
- Twitch Prime has 100 million visitors per month!
- Gamers are becoming online stars

Ninja's New 'Fortnite' Twitch Records: 5 Million Followers, 250,000 Subs, \$875,000+ A Month



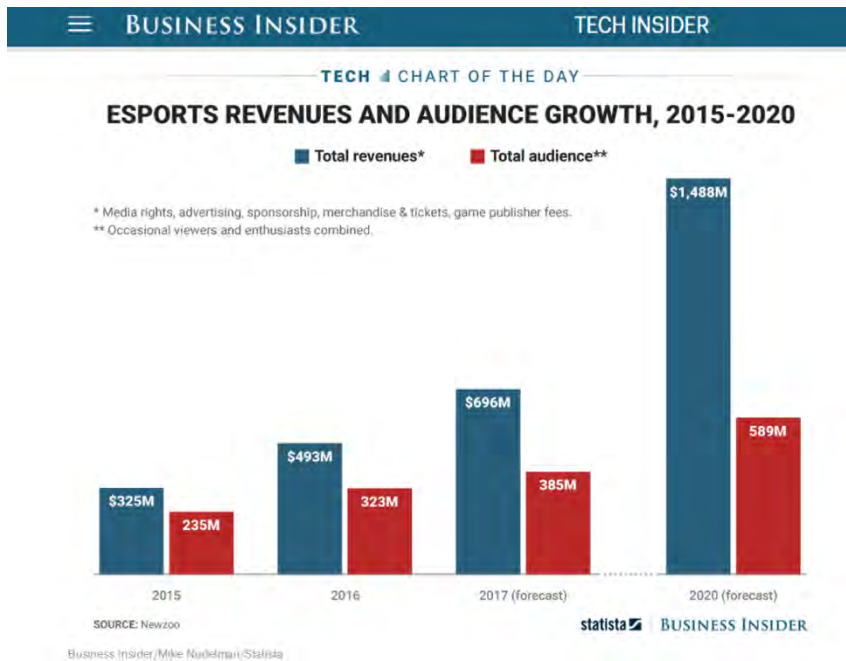
Paul Tassi Contributor
Apr 7, 2018, 09:48am • 59,297 views • #GamingSales



As of 9/23/19, his number of followers has increased to.....



eSports



Source: "Competitive video gaming will be a \$1.5 billion industry by 2020, researchers say," Jeff Dunn / *Business Insider* / 3/27/17
<http://www.businessinsider.com/esports-popularity-revenue-forecast-chart-2017-3>



Gaming Disorder

Won't stop, can't stop: Teenagers addicted to online gaming | 60 Minutes Australia

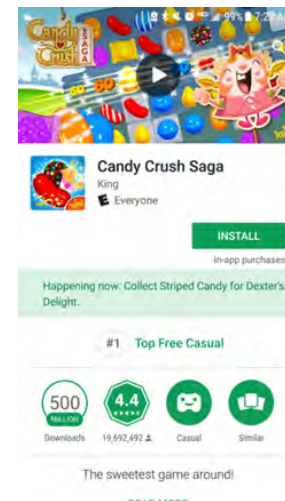
<https://youtu.be/0Yg-FLIAdXA>

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Social Gaming

- Typically involves what is referred to as “Freemium” content
- Money is not required to play, but in-app purchases are available
- Blurring lines???



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Social Gaming

- Of the 100 most popular games on Facebook, over half (54%) include gambling content.
- 22% are slot machine based (Giroux, 2016)



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Potential Issues with Social Gaming

- Social Casino Games: Short duration, speed of play
- Repetitive exposure normalizes behavior
- Easily available
- Allows for positive experiences and social interaction
- In game transactions normalizes spending money on games
- Rewards and increasing levels may carry over to comps as adults

Gainsbury, Sally. "Gambling and Gaming are Converging" Editorial. The Basis. Feb. 2017



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Challenges of These Trends

- There is a difficulty of separating “Gaming” and “Gambling” in addiction research
- Relatively new phenomenon
- Many common features in relation to both
- Both Gaming and Gambling can create harm
- Increasingly Blurred lines



Gaming Resources

GameQuitters.com

- Serves over 50,000 members each month in over 90 countries
- Cam Adair, the website's founder and a person in gaming recovery, was awarded by the Canadian Center for Addiction and Mental Health(CAMH) as a leader in mental health



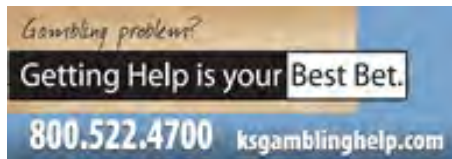
Resources for Problem Gambling

To order any print product:

www.kansaspreventioncollaborative.org



Treatment Posters



Helpline Card (English and Spanish)



Brochures



Kansas Voluntary Self-Exclusion Program (VEP)

- Voluntary
- Participant information is strictly confidential
- Available at all state-owned casinos
- Participant may self-exclude for 2 years or lifetime

For more information:

Call **785.296.5800**, or visit

www.ksgamblinghelp.com



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Help is Available for Problem Gamblers, Gamers, and Concerned Others

NO Out of Pocket Cost

One phone call can access a problem gambling counselor and information on:

- Treatment
- GA and GamAnon Meetings
- Other Helpful Resources



Special Thanks!

- Julie Hynes, National Council on Problem Gambling, Prevention Lane, Oregon

www.preventionlane.org

- Daniel Trolaro, Council on Compulsive Gambling of New Jersey

www.800gambler.org



- Cam Adair, Game Quitters

www.gamequitters.com





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