Council on Compulsive Gambling of Pennsylvania

• CCGP is a non-profit advocacy organization whose purpose is to assist individuals in Pennsylvania who are experiencing gambling related issues

• CCGP has operated the PA Problem Gambling Helpline since 1997 - this 24-hour service connects individuals with help throughout Pennsylvania

• CCGP provides outreach, prevention and clinical training programs to community groups, professionals and treatment organizations throughout PA

1-800-GAMBLER®
www.pacouncil.com
Learning Objectives

Participants will be able to:

• Discuss factors associated with the development of problematic gambling and gaming

• Identify the potential risks and overlap between gambling and gaming

• Recognize the impact the pandemic has had on gambling and gaming

• Have awareness of available local resources
Trigger Warning

This presentation contain imagery and elements that some attendees may find distressing to see and/or hear about.

If you such images are challenging for you, or if there is any concern that you may have difficulty in coping with the associated content, you may wish to take steps to avoid such negative experiences or remove yourself from the webinar at this point.
What is Gambling?

The activity or practice of playing a game of chance, or taking a chance, for money or some other stake, where there is a risk of losing that stake

- Dictionary.com
Problem Gambling

Continuum

No gambling

Social gambling

At Risk Gambling

Problem Gambling

Gambling Disorder

Mild

Moderate

Severe

Korn & Shaffer, 99
What is Gambling Disorder?

• Identified as a progressive, persistent and recurrent problematic gambling behavior leading to significant distress and major life problems

• Occurs when someone is unable to control their gambling activities

- DSM-5
Gambling Disorder: DSM-5 Diagnostic Criteria

- Preoccupation
- Tolerance
- Withdrawal
- Escape
- Lying
- Loss of Control
- Risked Relationship
- Chasing
- Bailout
Factors Affecting Progression

- Related to the Activity
- External Factors
- Internal Factors
What is Gaming?

Google

• The action or practice of playing video games

• The action or practice of playing gambling games
Internet Gaming Disorder

“A condition warranting more clinical research and experience before it might be considered for inclusion as a formal disorder”

## Gaming Disorder: Proposed DSM-5 Diagnostic Criteria

<table>
<thead>
<tr>
<th>Preoccupation</th>
<th>Loss of Control</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tolerance</td>
<td>Risked Relationship</td>
</tr>
<tr>
<td>Withdrawal</td>
<td>Continue Despite Negative Outcomes</td>
</tr>
<tr>
<td>Escape</td>
<td>Give up other hobbies/activities</td>
</tr>
<tr>
<td>Lying</td>
<td></td>
</tr>
</tbody>
</table>
Gambling Disorder: DSM-5 Diagnostic Criteria

- Preoccupation
- Tolerance
- Withdrawal
- Escape
- Lying
- Loss of Control
- Risked Relationship
- Chasing
- Bailout
Internet Gaming Disorder

World Health Organization

• 2018 - World Health Organization (WHO) now classifies gaming disorder in their *International Classification of Diseases (ICD-11)*
WHO Definition

• 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.
Factors Affecting Progression

• Individual Factors
• Cognitive Factors
• Social Interaction Factors
• Psychopathological Conditions
Types of Legal Gambling in PA - 2022

- Lottery (tickets & scratch-offs) / Online
- Category 1, 2, 3 & 4 Casinos
- Horse Racing & Off-Track Betting
- Fantasy Sports
- Truck Stop VGT’s
- Sports Gambling
- Online Casino Gambling (iGaming)
- Airport Gambling
- Bingo / Games of Chance
Act 42 of 2017

iLottery

Fantasy Sports

Sports Gambling

Online Gambling
# 2022 Overall PA Gaming Revenue

<table>
<thead>
<tr>
<th>Year</th>
<th>Slot Machine Revenue</th>
<th>iGaming Revenue</th>
<th>Table Games Revenue</th>
<th>Sports Wagering Revenue</th>
<th>VGT's Revenue</th>
<th>Fantasy Sports Contests</th>
<th>Total Gaming Revenue</th>
</tr>
</thead>
<tbody>
<tr>
<td>2012</td>
<td>$2,470,935,317</td>
<td></td>
<td>$687,382,546</td>
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<td></td>
<td></td>
<td>$3,158,317,863</td>
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<tr>
<td>2013</td>
<td>$2,384,098,225</td>
<td></td>
<td>$729,830,365</td>
<td></td>
<td></td>
<td></td>
<td>$3,113,928,590</td>
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<tr>
<td>2014</td>
<td>$2,319,534,380</td>
<td></td>
<td>$749,543,217</td>
<td></td>
<td></td>
<td></td>
<td>$3,069,077,597</td>
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<tr>
<td>2015</td>
<td>$2,365,651,659</td>
<td></td>
<td>$808,137,112</td>
<td></td>
<td></td>
<td></td>
<td>$3,173,788,771</td>
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<tr>
<td>2016</td>
<td>$2,360,184,122</td>
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<td>$853,238,055</td>
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<td></td>
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<td>$3,213,422,178</td>
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<tr>
<td>2017</td>
<td>$2,336,212,902</td>
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<td>$890,704,254</td>
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<td></td>
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<td>$3,226,917,156</td>
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<tr>
<td>2018</td>
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<td>$878,796,172</td>
<td>$2,516,589</td>
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<td>$15,309,615</td>
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<td>$3,266,507,581</td>
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<tr>
<td>2020</td>
<td>$1,355,924,735</td>
<td>$565,776,908</td>
<td>$804,309,266</td>
<td>$189,703,465</td>
<td>$16,647,898</td>
<td>$21,148,707</td>
<td>$2,653,511,029</td>
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<td>2022</td>
<td>$2,390,757,300</td>
<td>$1,364,392,468</td>
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# PA Sports Betting

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2022 Sports Betting Handle (amount wagered) = over $7.25 Billion

*Pennsylvania Gaming Control Board, 2022*
Sports Betting calls to 1-800-GAMBLER

- Total Handle (Amount Waged)
  - 2019: $1.5B
  - 2020: $3.5B
  - 2021: $6.5B
  - 2022: $7.25B
## 2022 PA iGaming Revenue

<table>
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<td>$16,647,898</td>
<td>$21,148,707</td>
<td>$2,653,511,029</td>
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<tr>
<td>2021</td>
<td>$2,287,529,265</td>
<td>$1,112,855,937</td>
<td>$249,029,965</td>
<td>$340,113,160</td>
<td>$39,852,039</td>
<td>$29,298,635</td>
<td>$4,734,552,201</td>
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<tr>
<td>2022</td>
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2021 iGaming Revenue = over $1.3 Billion

*Pennsylvania Gaming Control Board, 2022*
Internet Gambling calls to 1-800-GAMBLER

- Total iGaming Revenue

Year 2019: $33.5M
Year 2020: $565M
Year 2021: $1.1B
Year 2022: $1.3B+
Ok, so let’s talk about video games?
Video Games

• Participation
• ‘FREE’mium games
• Microtransactions
• Spectating
• eSports
• Good vs Bad
Video Games

- Participation
- ‘FREE’mium games
- Microtransactions
- Spectating
- eSports
- Good vs Bad
More than half of Americans turned to video games during lockdown

A habit that’s here to stay

By Megan Farokhmanesh | @Megan_Nicolett | Jan 6, 2021, 9:00am EST
(Bloomberg) -- With much of the U.S. and Europe in lockdown, video-game use has exploded.

It’s become a way for millions of quarantined people to pass the time and stay connected to others without spreading coronavirus — and health officials have applauded the idea. But for some percentage of users, the binge comes with a dark side: internet and gaming addiction.

Like problem gamblers, video-game addicts are under a number of pressures, including stress, isolation and unemployment. And they’re being encouraged to engage in the very behavior they want to control.
Monthly Participation

Year-over-year % increase in US video game sales

April: 75%
May: 50%
June: 25%
July: 25%
August: 25%

Quartz | qz.com | Data: NPD Group
Monthly Participation

77 percent of mobile gamers from the United States who spent more time on mobile games during the COVID-19 outbreak reported that they were very or somewhat likely going to continue playing mobile games at the same rate once the COVID-19 pandemic ends.

United States; United Kingdom (Great Britain); YouGov; April 2021 - Statista 2021
Participation

Number of active video gamers worldwide - 2015 to 2023

in billions

Source: Newzoo (2020)
Video Games

• Participation

• ‘FREE’mium games

• Microtransactions

• Spectating

• eSports

• Good vs Bad
The Evolution of Video Gaming Revenue

From the arcade boom to the rise of home consoles and PC gaming, the gaming industry quickly grew to rival and outpace film and television. Once mobile gaming took off, that wave of revenue became an ever-growing tsunami.

Here's how the gaming market's revenue wave has grown over time:

1980 - Pac-Man generates more than $1 billion in arcade sales in the U.S. in one year
1985 - Nintendo Entertainment System (NES) and Super Mario Bros.
1988 - Sega releases the Mega Drive in Japan, followed in the U.S. as the Genesis
1991 - Nintendo releases the Super NES (SNES)
1994 - Sony’s PlayStation and Sega’s Saturn consoles use CD-quality of cartridges
1996 - Nintendo 64 console is targeted at a wider demographic of families and non-gamers
2001 - Microsoft launches XBox, the first console to use Blu-rays
2002 - Microsoft launches Xbox Live, a subscription service for online multiplayer gaming popularized through its Halo series
2006 - Sony’s PlayStation 3 is the first console to use Blu-rays
2009 - League of Legends, a free-to-play multiplayer online battle arena game, becomes the world's largest export
2009 - Angry Birds for mobile becomes the most downloaded premium game and launches a media franchise
2009 - World of Warcraft launches on the PC; a subscription-based online role-playing game that grows to more than 14 million subscribers
2010 - Minecraft is released in public beta
2011 - Twitch, a video streaming service, is launched
2011 - Netflix arrives in Japan
2012 - Cloudy With a Chance of Meatballs
2013 - Grand Theft Auto V earns $800 million in its first day
2016 - Pokemon Go, an augmented reality mobile game, reaches 500 million downloads in one year
2018 - Fortnite launches
2020 - Epic Games enters into battle with Apple, Fortnite is removed from Apple store
2020 - Microsoft Azure, Google, and Amazon launch cloud gaming services
2020 - Cloud gaming services

The Rise of Gaming Revenue Visualized

Growth Adjusted: 2020
Here’s how the gaming market’s revenue wave has grown over time.

1972
Pong becomes the first commercially successful arcade game.

1978
"Pac-Man" generates more than $1 billion in arcade sales in the U.S. in one year.

1980

1989
Nintendo releases the Game Boy handheld system, alongside a port of "Tetris".

1981
Nintendo the Super (SNES)

1985
Nintendo Entertainment System (NES) and "Super Mario Bros."

1988
Sega releases the Mega Drive in Japan, released in the U.S. as the Genesis.

1983-1985
The video game crash of 1983 hits North America, caused by market oversaturation and...
The Evolution of Video Gaming Revenue
2022 Global Games Market
Per Device & Segment with Year-on-Year Growth Rates

- **Browser PC Games**
  - $2.3Bn
  - -16.9% YoY

- **Downloaded/Boxed PC Games**
  - $38.1Bn
  - +1.6% YoY

- **Console Games**
  - $52.9Bn
  - -2.2% YoY

- **Mobile Games**
  - $103.5Bn
  - +5.1% YoY

- **2022 Total**
  - $196.8Bn
  - +2.1% YoY

Newzoo.com, 2023
The Global Games Market
Microtransactions

In App Purchases
Microtransactions

• ‘Small’ amounts of real-world money spent on virtual items or other advantages
  • In-game items (weapons/skins/level up packs)
  • In-game currencies
  • Additional lives/Expiration
  • Random Chance Purchases
Microtransactions: Loot Boxes

- In-game mechanism allowing players to spend money in video games

- Players are not paying for something specific — instead they are paying for a **randomly** selected item
Loot Boxes & Gambling

Structural similarities

• Exchange of money/something of value

• A future event will determine results of the exchange

• Chance at least partly determines outcome of the exchange

• Losses can be avoided by simply not taking part

• Winners gain at the sole expense of losers

Video Games

• Participation
• ‘FREE’mium games
• Microtransactions
• Spectating
• eSports
• Good vs Bad
Spectating: Twitch

• 140 million monthly active users
• 30 million daily active users
• 7.6 active streamers monthly
• 22.4 billion hours viewed in 2022
• 71 million hours of content viewed daily
Spectating: Twitch

• 2.58 million concurrent viewers
• 2022 estimated revenue - $2.8B
• 65% male / 35% female
• Over 2/3 of users are under 35 years old
• 5th highest used social media platform
Video Games

- Participation
- ‘FREE’mium games
- Microtransactions
- Spectating
- eSports
- Good vs Bad
Still not sure what eSports are???

• Form of competition using Video Games
• Multiplayer
• Professional players
• Live streaming
• Video Game Industry shift to follow subculture
  • Real Time Strategy (RTS)
  • Massively Multiplayer Online Role-Playing Game (MMORPG)
  • First-Person Shooter (FPS)
  • Multiplayer Online Battle Arena (MOBA)
  • Sports/Racing
eSports

Kyler

Bronny
eSports market revenue worldwide – 2019-2024
(in millions – US dollars)

May 2018

• US Supreme Court overturns Professional and Amateur Sports Protection Act (PASPA)

  • Allowed for states to decide whether or not betting on pro/college sports should/could be legalized

• Applies to eSports
Legal landscape as of January 23, 2023

- **Live, Legal (32 states + DC)**
- **Legal - Not Operational (4 states)**
- **Active or Pre-Filed Legislation/Ballot (6 states)**
- **No Legislation in 2023 (8 states)**
- **Dead Legislation in 2023 (0 state)**
10% of sports bettors in Pennsylvania have bet on eSports.

Data source: National Survey on Gambling Attitudes and Gambling Experience (NGAGE), 2019 [www.ncpgsurvey.org]
The National Association of Collegiate Esports
Video Games

- Participation
- Spectating
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- Good vs Bad
Good vs Bad

POSITIVE EFFECTS of GAMING

NEGATIVE EFFECTS of GAMING

www.gamequitters.com
Positive Effects of Gaming

• Improved cognitive abilities
• Enhanced problem-solving skills and logic
• Increased hand-to-eye coordination
• Greater multi-tasking ability
• Faster and more accurate decision-making
Positive Effects of Gaming

• Enhanced prosocial behaviors
• Better eyesight (attention to detail)
• Higher accuracy / task completion
• Teamwork promotion
• Physical Activity
Video games can add to kids’ learning during COVID-19 pandemic

October 1, 2020 4:36pm EDT
How video games can help kids socialize during this isolated time

All that screen time might actually be good for your children right now.
Video games are being prescribed as a recommended treatment for our ongoing homebound existence, brought on by the coronavirus pandemic.

Game makers from Activision Blizzard to Zynga on Saturday began kicking off a new initiative entitled #PlayApartTogether to encourage people on how to entertain themselves and also practice physical distancing.

The initiative, supported by the World Health Organization (WHO), is particularly noteworthy because WHO previously designated video game addiction as an official mental health disorder.
Gaming Disorder

World Health Organization update

• 2018 - World Health Organization (WHO) now classifies gaming disorder in their *International Classification of Diseases (ICD-11)*
Negative Effects of Gaming

• Poor sleep hygiene
• Physical health atrophy
• Exhaustion
• Dehydration
• Obesity and heart problems
• Aggression

www.gamequitters.com
Negative Effects of Gaming

• Lack of motivation
• Depression
• Social anxiety
• Poor emotional regulation
• Interpersonal conflict
• Suicidal thoughts

www.gamequitters.com
Online Gambling, Gaming Addiction Has Increased During COVID-19: Tips That Can Help
Resources
Recovery is Possible

www.pacouncil.com
GAMBLING PROBLEM?
GET YOUR LIFE BACK

If you've lost control of your ability to gamble responsibly, it may be time for a change. Self-exclusion allows you to voluntarily ban yourself from gambling activities such as casinos, interactive gaming and fantasy contests, so you can regain your life.

Sign Up for Self-Exclusion  Learn More

www.responsibleplay.pa.gov
Gamblers Anonymous
gamblersanonymous.org

Online Gamers Anonymous
olganon.org
Approximately 1 in 10 Pennsylvanians has gambled online in the past 12 months
More than 1 in 3 people who have gambled online in the past 12 months have experienced at least one problem with their gambling.
1.7% of PA Residents Have Called 1-800-GAMBLER
Video Game Addiction

Is Gaming Taking Over?

Take a short quiz and explore resources.
Reboot & Recover
rebootandrecover.org

TECH ADDICTION
IN A COVID WORLD

What does it mean to maintain healthy screen habits in a screen-dependent environment?

Learn More
International Certified Gambling Counselor-I (ICGC-I) Certification

ENROLL NOW
International Gaming Disorder Certificate (IGDC)

ENROLL NOW
PA Gambling & Gaming

And finally...

- More trained help is needed, counselors, teachers, parents, professionals, etc.

- Expansion & overlap will likely continue – leading to increased opportunity

- Awareness, Awareness, Awareness!!!
Thank You!!

Council on Compulsive Gambling of Pennsylvania, Inc.

www.pacouncil.com
References


• Håkansson, Anders PhD; Fernández-Aranda, Fernando PhD, FAED; Menchón, Jose M. MD, PhD; Potenza, Marc N. MD, PhD; Jiménez-Murcia, Susana PhD Gambling During the COVID-19 Crisis – A Cause for Concern, Journal of Addiction Medicine: July/August 2020 - Volume 14 - Issue 4 - p e10-e12 doi: 10.1097/ADM.0000000000000690
