



COUNCIL ON COMPULSIVE GAMBLING
OF PENNSYLVANIA, INC.

PA Cert Board Conference Problem Gambling Workshop

Gambling & Gaming

April 24, 2023

Council on Compulsive Gambling of Pennsylvania, Inc.

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.

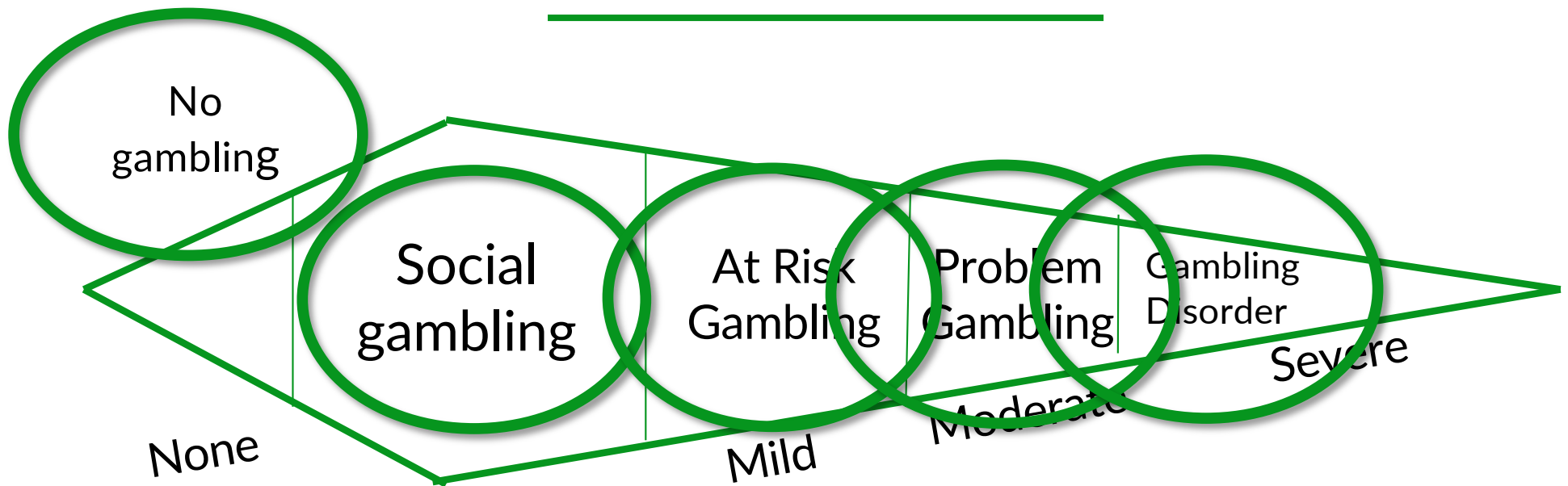
What is Gambling?

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



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

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

- Preoccupation
- Tolerance
- Withdrawal
- Escape
- Lying
- Loss of Control
- Risky Relationship
- Continue Despite Negative Outcomes
- Give up other hobbies/activities

Gambling Disorder: DSM-5 Diagnostic Criteria

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- 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

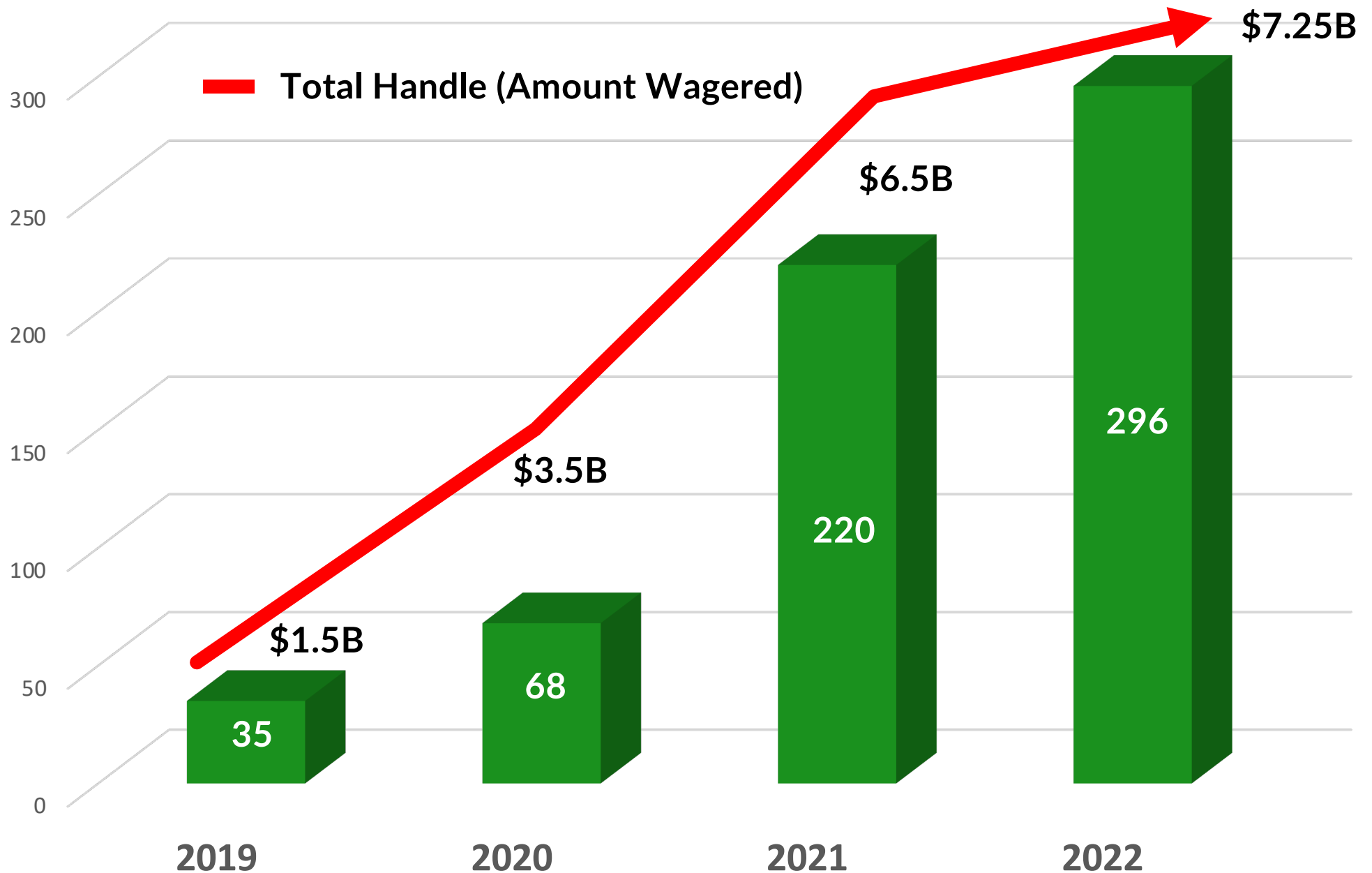
Year	Slot Machine Revenue	iGaming Revenue	Table Games Revenue	Sports Wagering Revenue	VGT's Revenue	Fantasy Sports Contests	Total Gaming Revenue
2012	\$2,470,935,317		\$687,382,546				\$3,158,317,863
2013	\$2,384,098,225		\$729,830,365				\$3,113,928,590
2014	\$2,319,534,380		\$749,543,217				\$3,069,077,597
2015	\$2,365,651,659		\$808,137,112				\$3,173,788,771
2016	\$2,360,184,122		\$853,238,055				\$3,213,422,178
2017	\$2,336,212,902		\$890,704,254				\$3,226,917,156
2018	\$2,369,885,203		\$878,796,174	\$2,516,589		\$15,309,615	\$3,266,507,581
2019	\$2,363,085,673	\$33,599,749	\$903,594,181	\$84,112,967	\$2,329,540	\$25,872,124	\$3,412,594,239
2020	\$1,355,924,735	\$565,776,908	\$504,309,266	\$189,703,465	\$16,647,898	\$21,148,707	\$2,653,511,029
2021	\$2,287,529,465	\$1,112,855,937	\$924,902,965	\$340,113,160	\$39,852,039	\$29,298,635	\$4,734,552,201
2022	\$2,390,757,300	\$1,364,392,468	\$990,568,468	\$401,208,108	\$42,079,447	\$22,297,399	\$5,211,303,191

PA Sports Betting

Year	Slot Machine Revenue	iGaming Revenue	Table Games Revenue	Sports Wagering Revenue	VGT's Revenue	Fantasy Sports Contests	Total Gaming Revenue
2019	\$2,363,085,678	\$33,599,749	\$903,594,181	\$84,112,967	\$2,129,540	\$25,872,124	\$3,412,594,239
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2022 Sports Betting Handle (amount wagered) = over \$7.25 Billion

Sports Betting calls to 1-800-GAMBLER

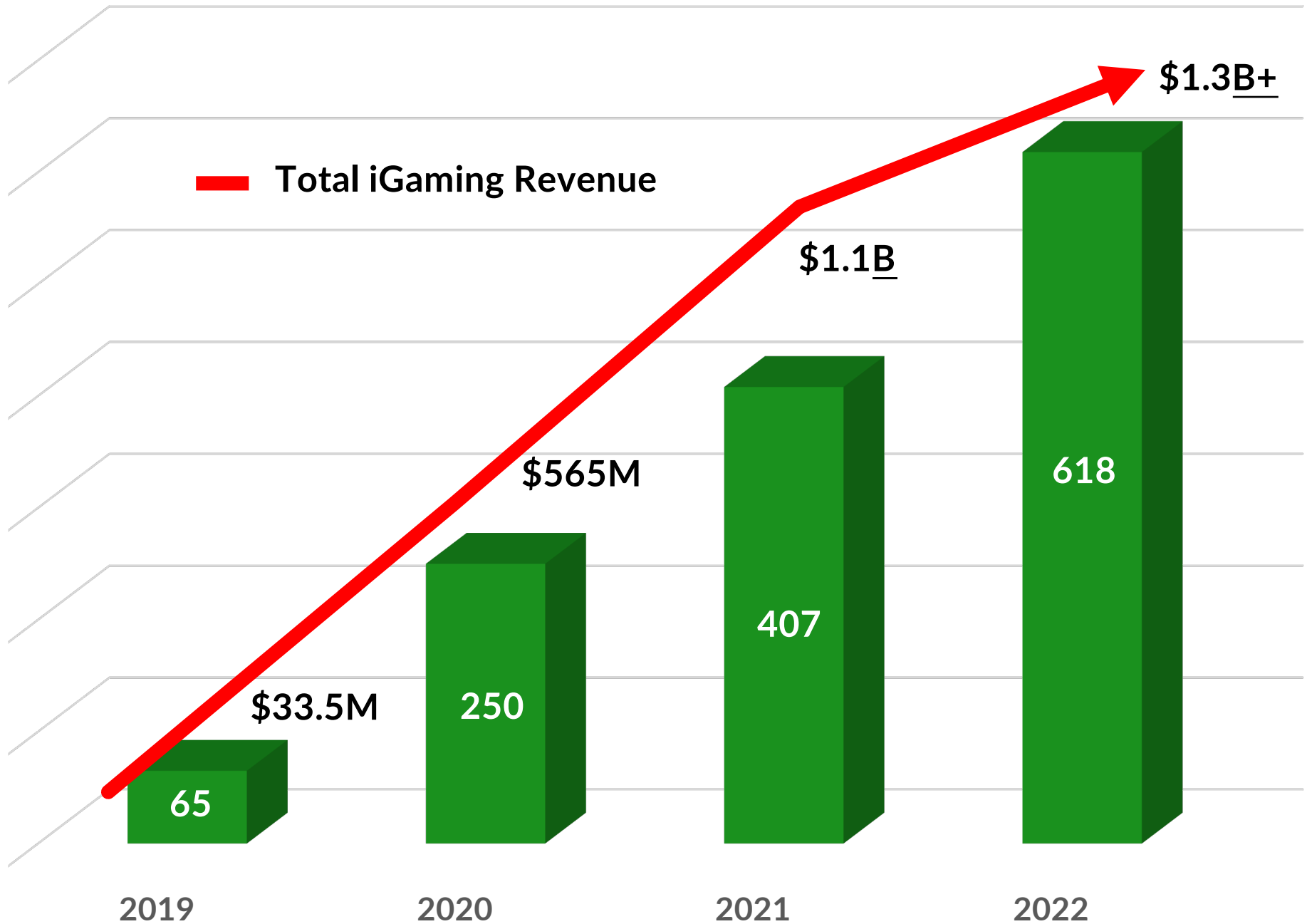


2022 PA iGaming Revenue

Year	Slot Machine Revenue	iGaming Revenue	Table Games Revenue	Sports Wagering Revenue	VGT's Revenue	Fantasy Sports Contests	Total Gaming Revenue
2019	\$2,363,084,678	\$33,599,749	\$903,594,181	\$84,112,967	\$2,329,540	\$25,872,124	\$3,412,594,239
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2021 iGaming Revenue = over \$1.3 Billion

Internet Gambling calls to 1-800-GAMBLER



**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
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The Impact of COVID-19

THE VERGE

GAMING ENTERTAINMENT

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



Video Gaming & COVID-19

Bloomberg | *Quint* Markets Business BQ Blue Exclusive Videos Coronavirus Pandemic >

Video-Game Addiction Poised to Spread During Coronavirus Lockdown

Olga Kharif

 [Bookmark](#)

Published on April 07 2020, 2:30 PM

Last Updated on April 07 2020, 4:28 PM

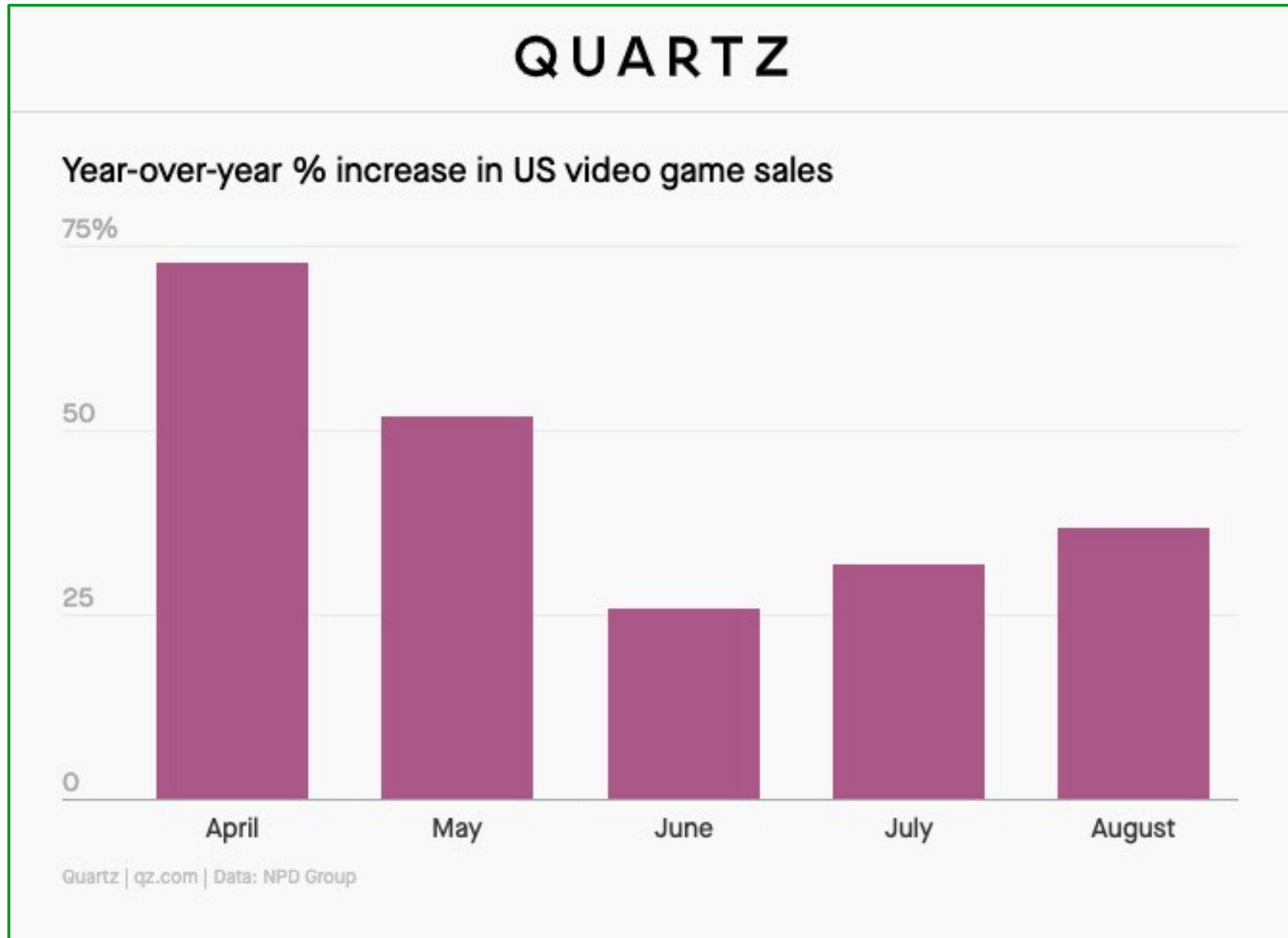


(Bloomberg) -- With much of the U.S. and Europe in lockdown, video-game use has exploded.

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

Monthly Participation

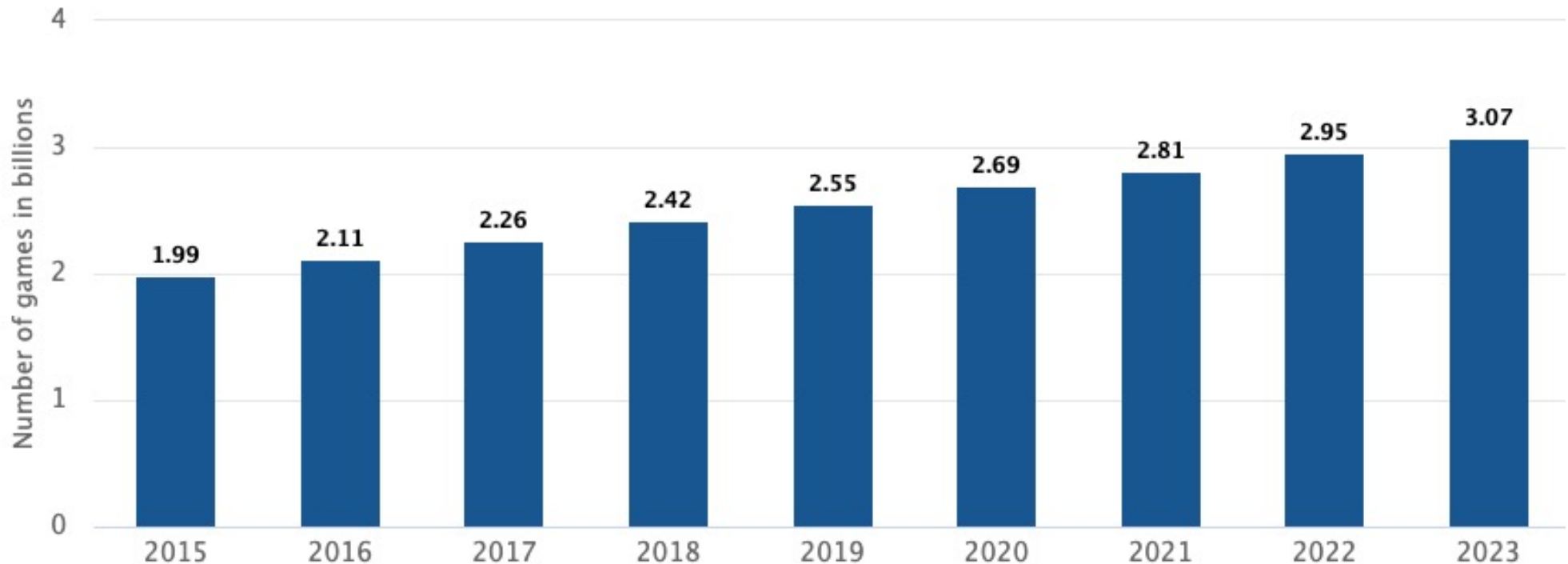


Monthly Participation

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.

Participation

Number of active video gamers worldwide - 2015 to 2023
in billions



Source: Newzoo (2020)

Designed by  FinancesOnline

Video Games

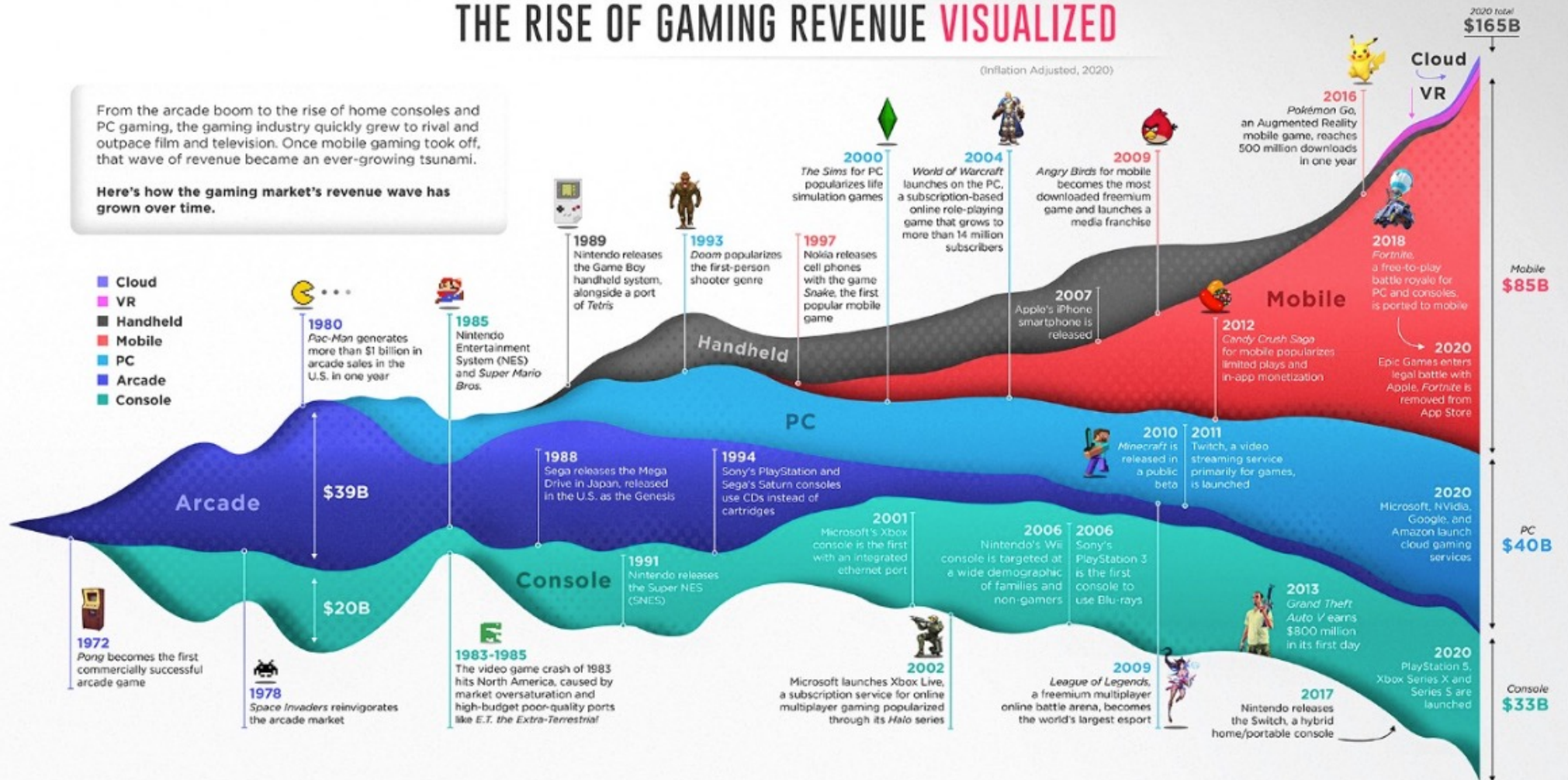
- Participation
- **'FREE'mium games**
- Microtransactions
- Spectating
- eSports
- Good vs Bad

The Evolution of Video Gaming Revenue

THE RISE OF GAMING REVENUE VISUALIZED

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.



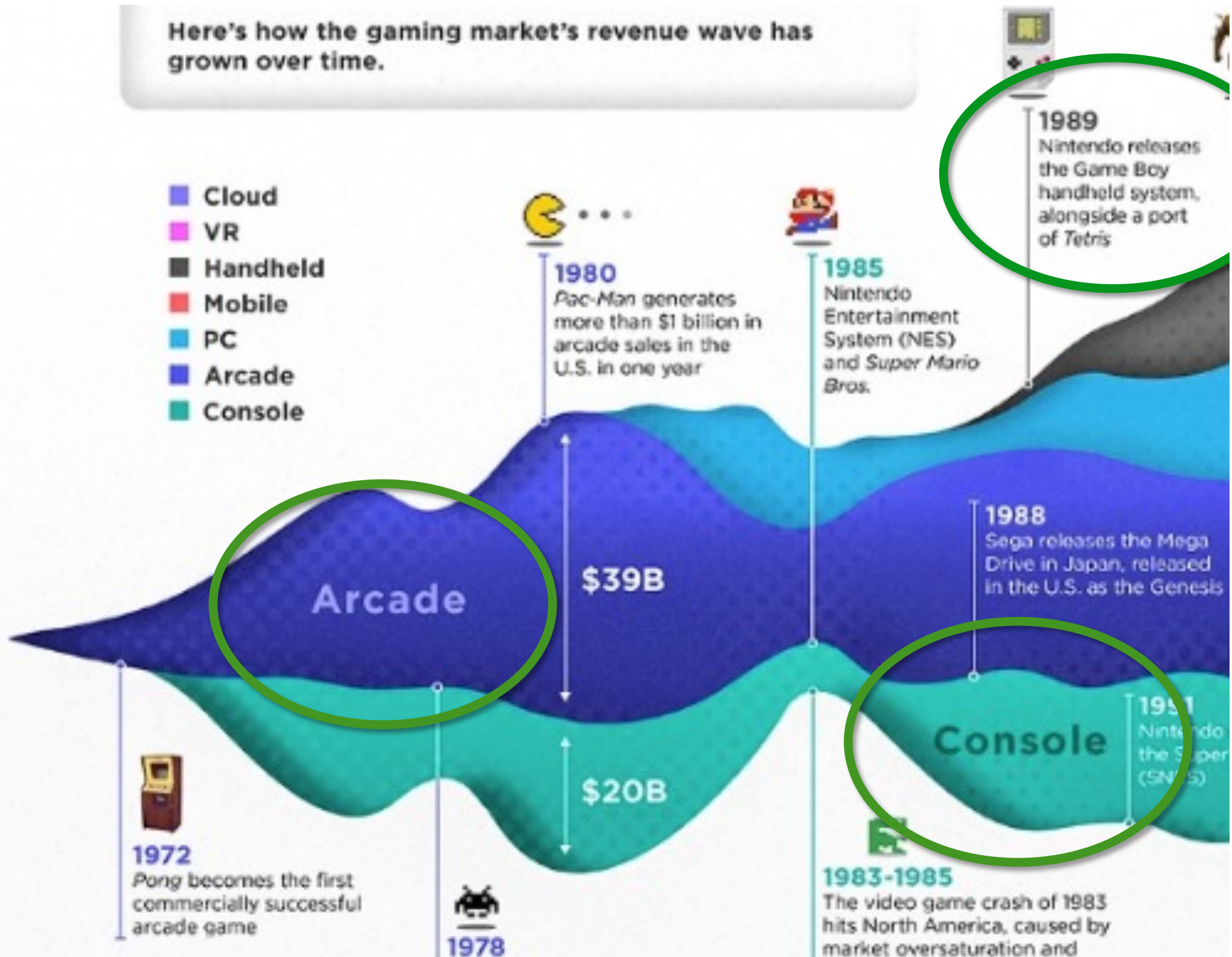
SOURCE: Pitcher Smithers

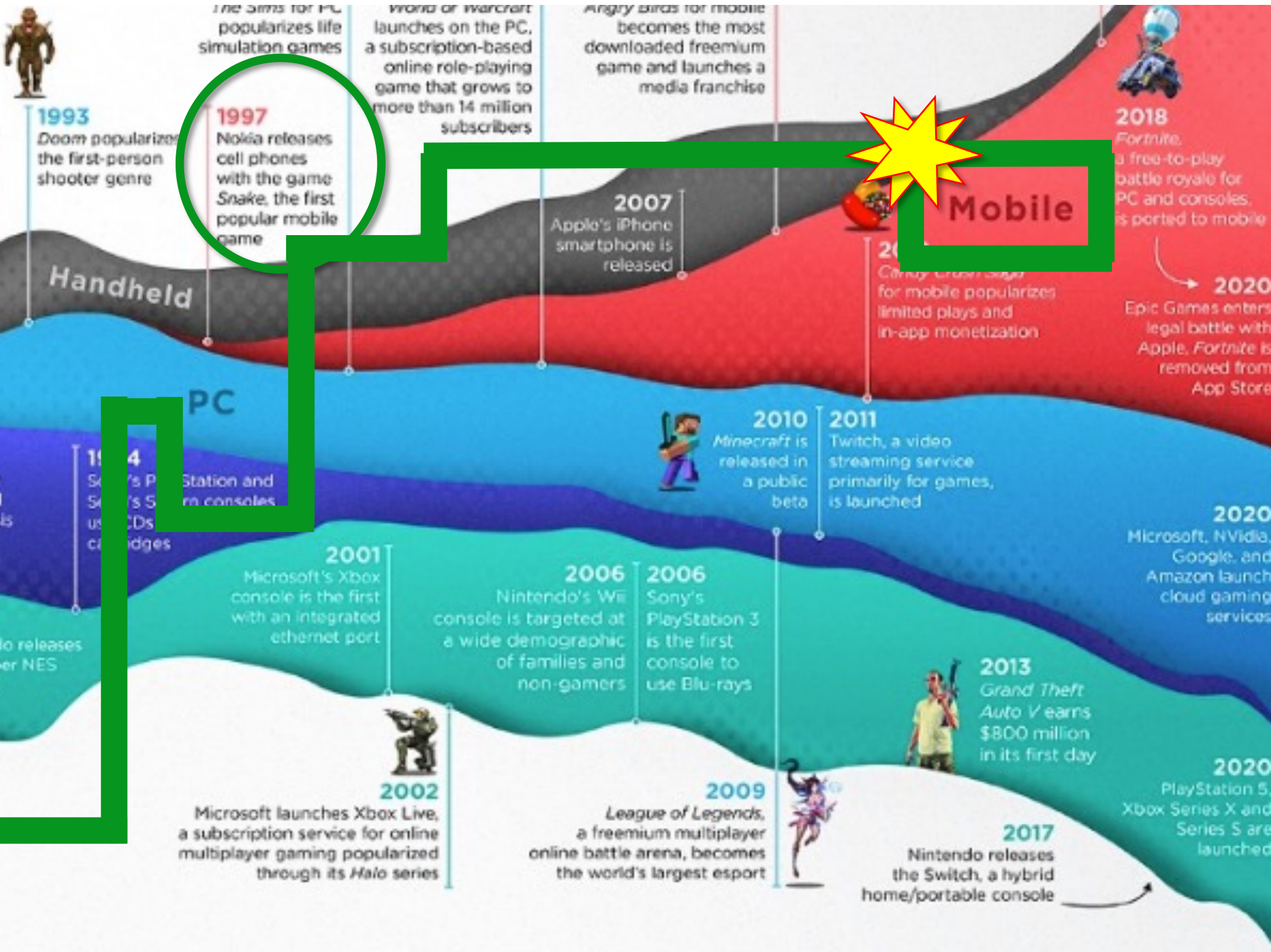
COLLABORATORS: RESEARCH • WRITING: Omni Wellach | DESIGN • ART DIRECTION: Clayton Wootworth

VISUAL CAPITALIST

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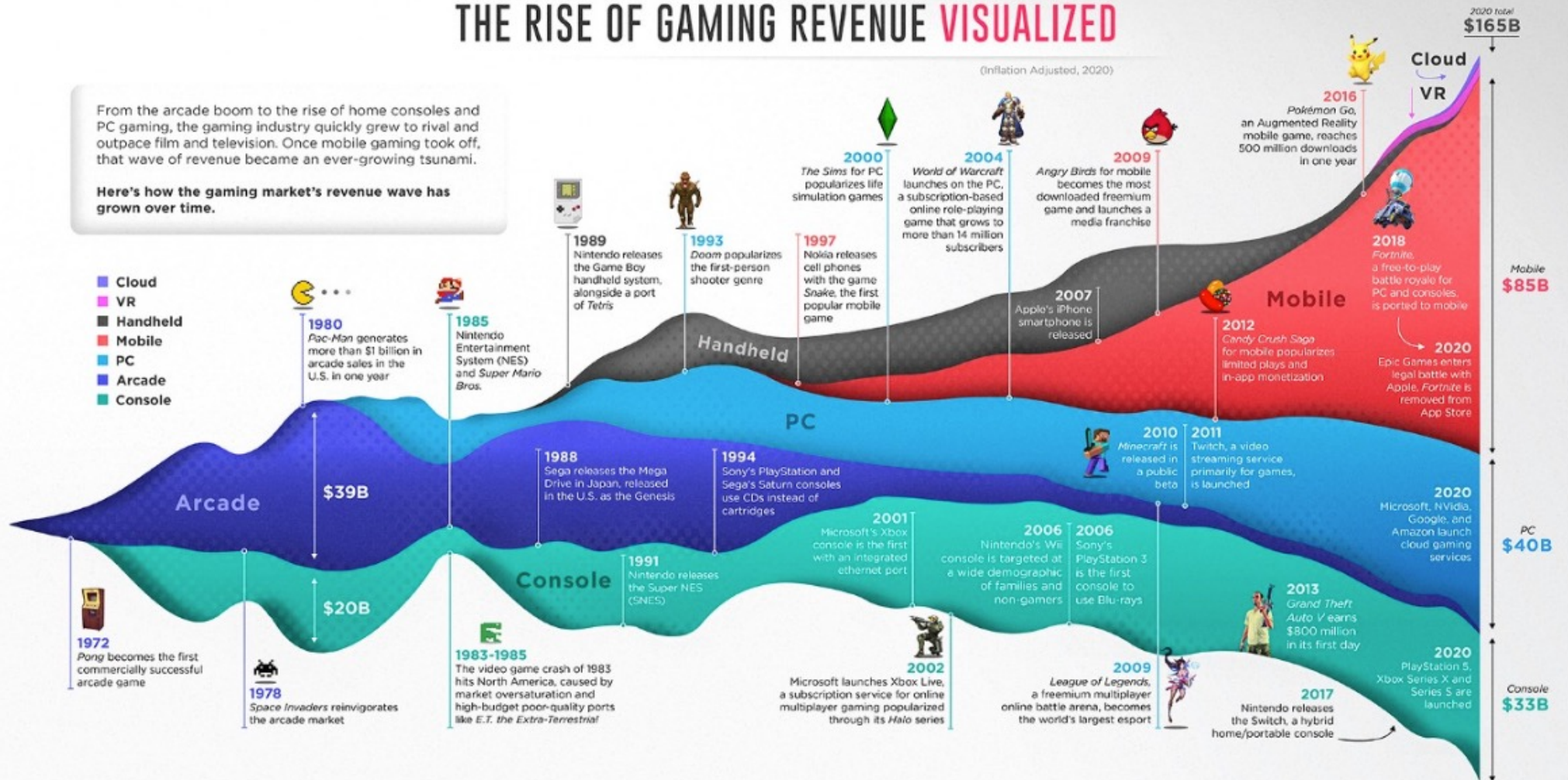


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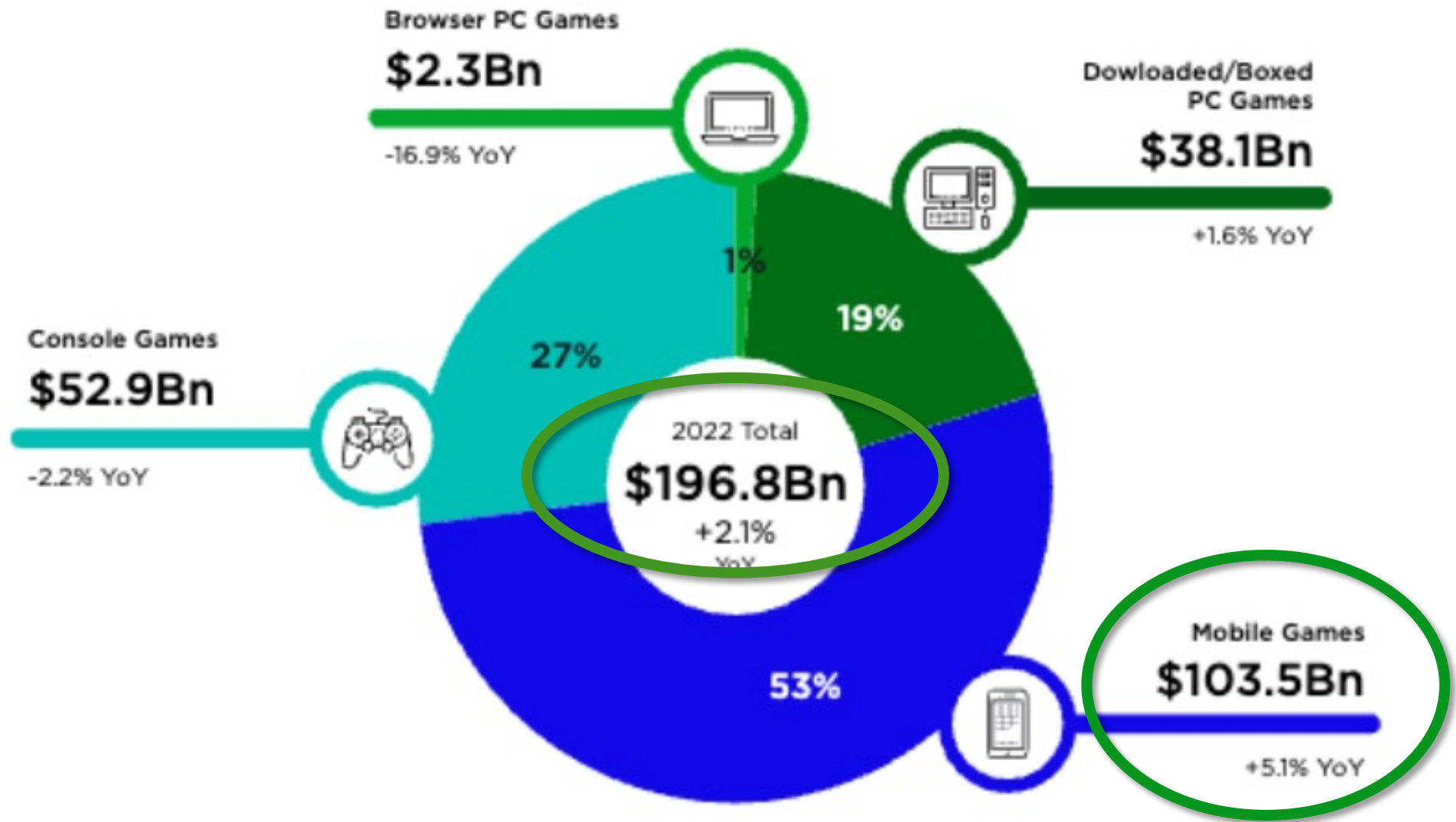
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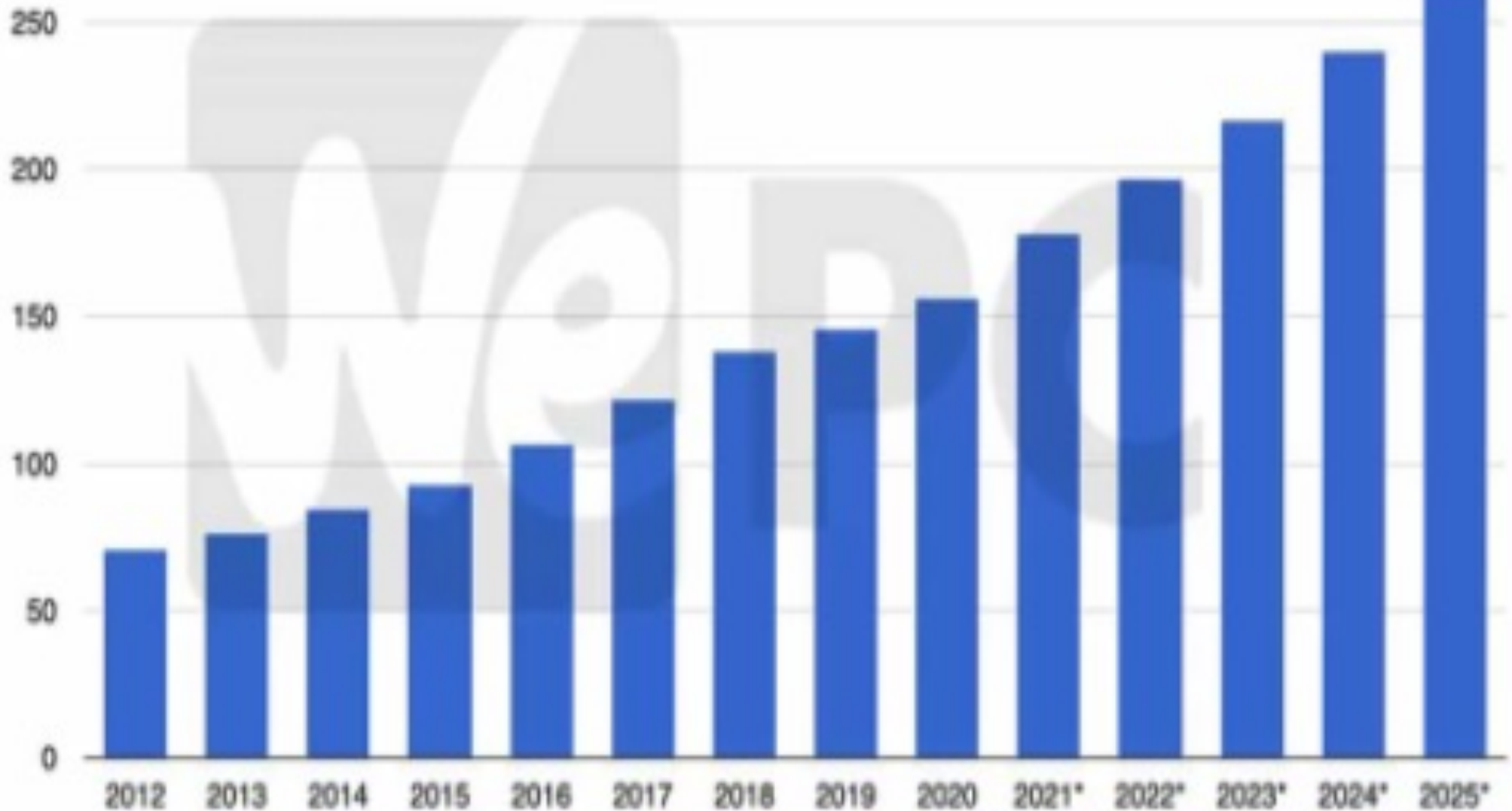
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2022 Global Games Market

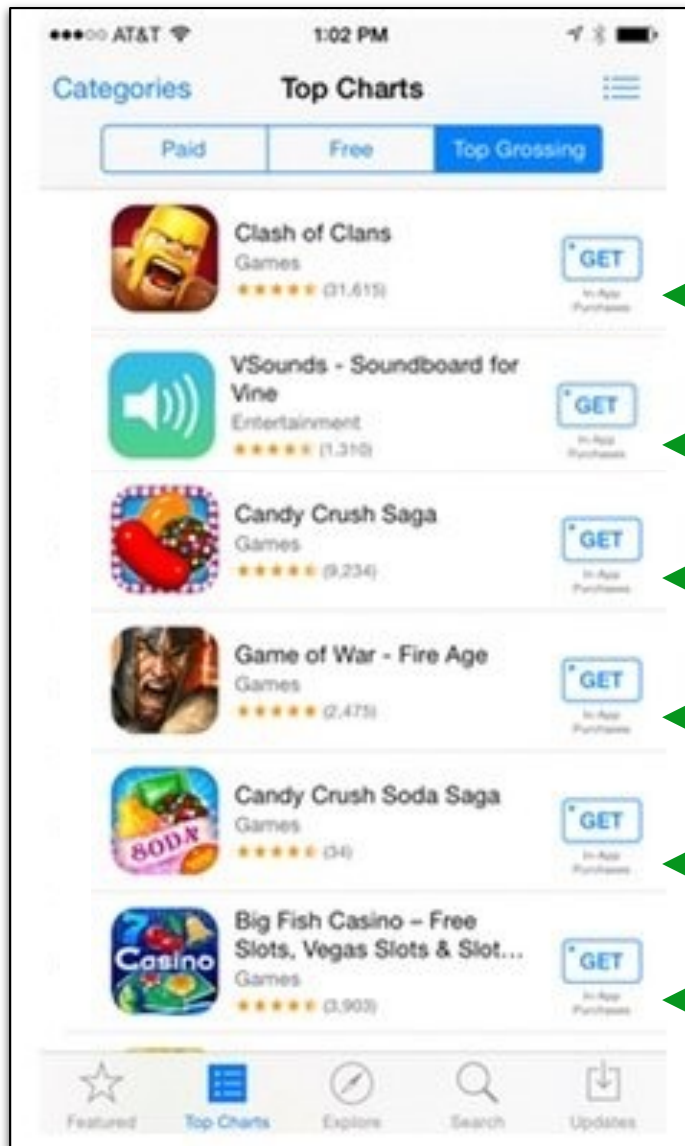
Per Device & Segment with Year-on-Year Growth Rates



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

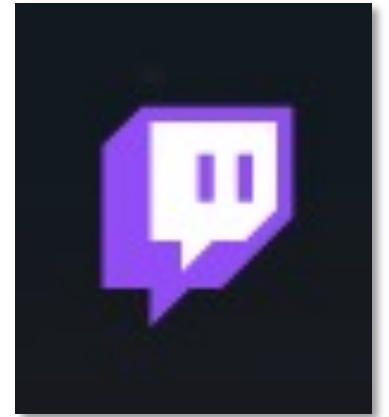
- Exchange of money/something of value
- A future event will determine results of the exchange
- Chance at least partly determines outcome of the exchange
- Losses can be avoided by simply not taking part
- Winners gain at the sole expense of losers

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

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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

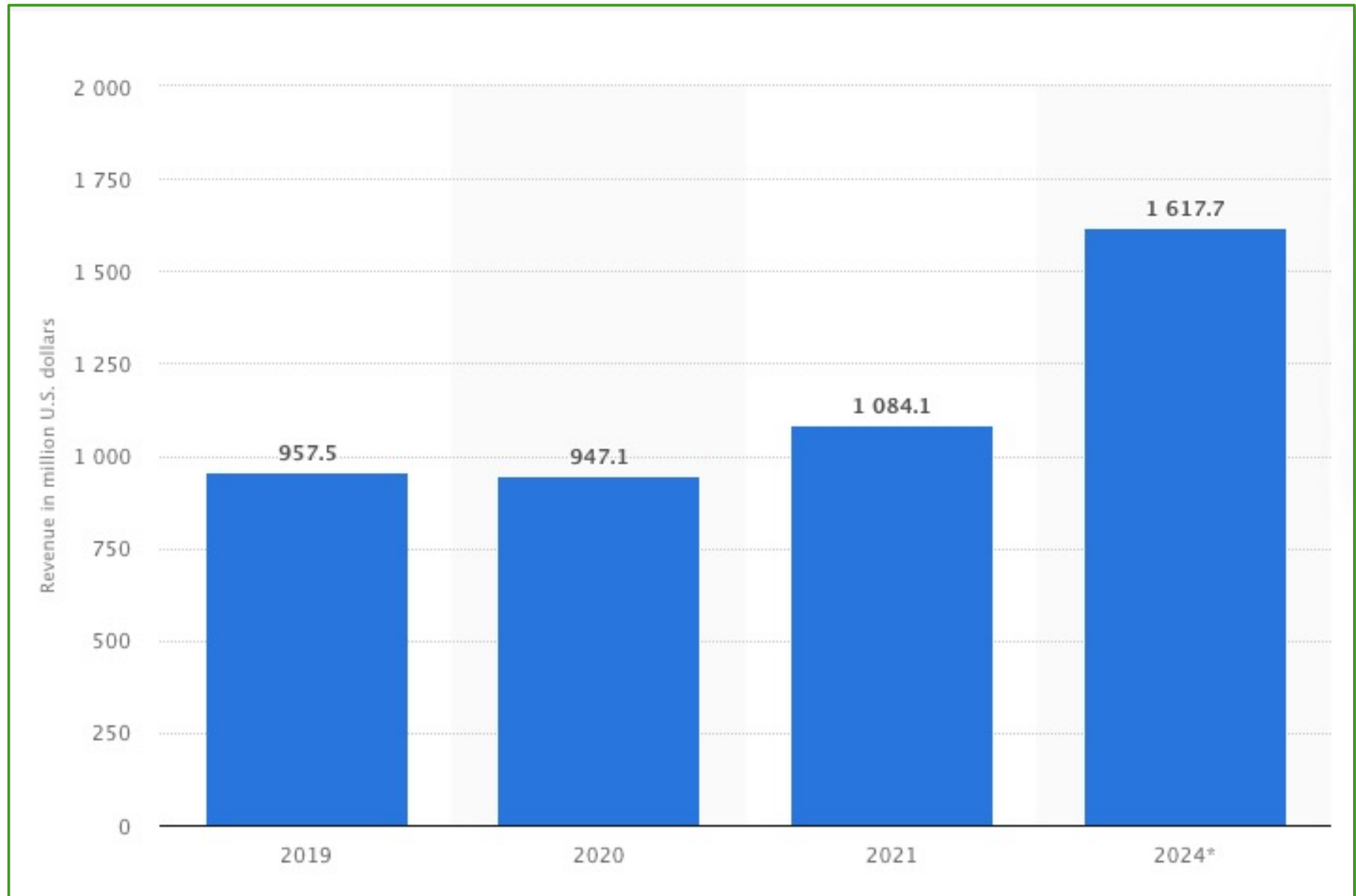
Bronny



Kyler

eSports market revenue worldwide – 2019-2024

(in millions – US dollars)

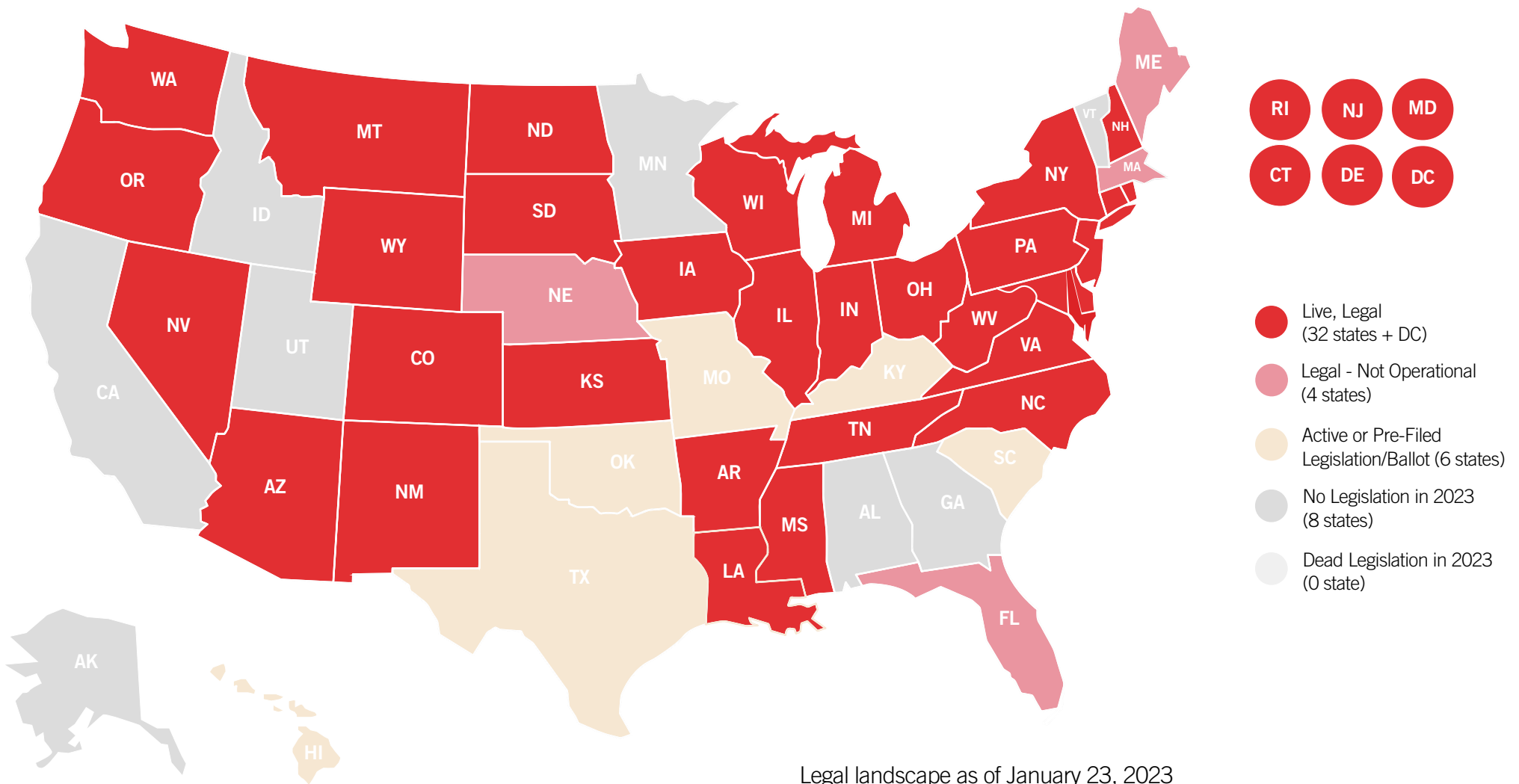


<https://www.statista.com/statistics/490522/global-esports-market-revenue/>

May 2018

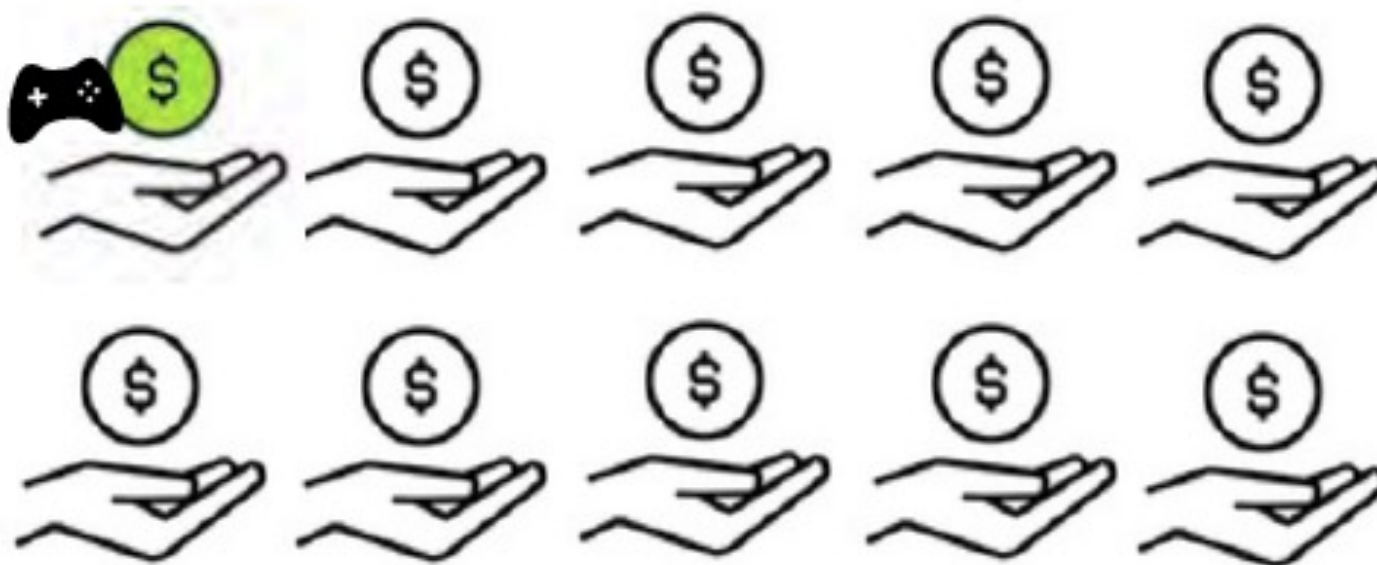
- **US Supreme Court overturns Professional and Amateur Sports Protection Act (PASPA)**
 - Allowed for states to decide whether or not betting on pro/college sports should/could be legalized
 - Applies to **eSports**

Sports Betting in the US: 2023





10% of sports bettors
in Pennsylvania have
bet on eSports







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ESPORTS

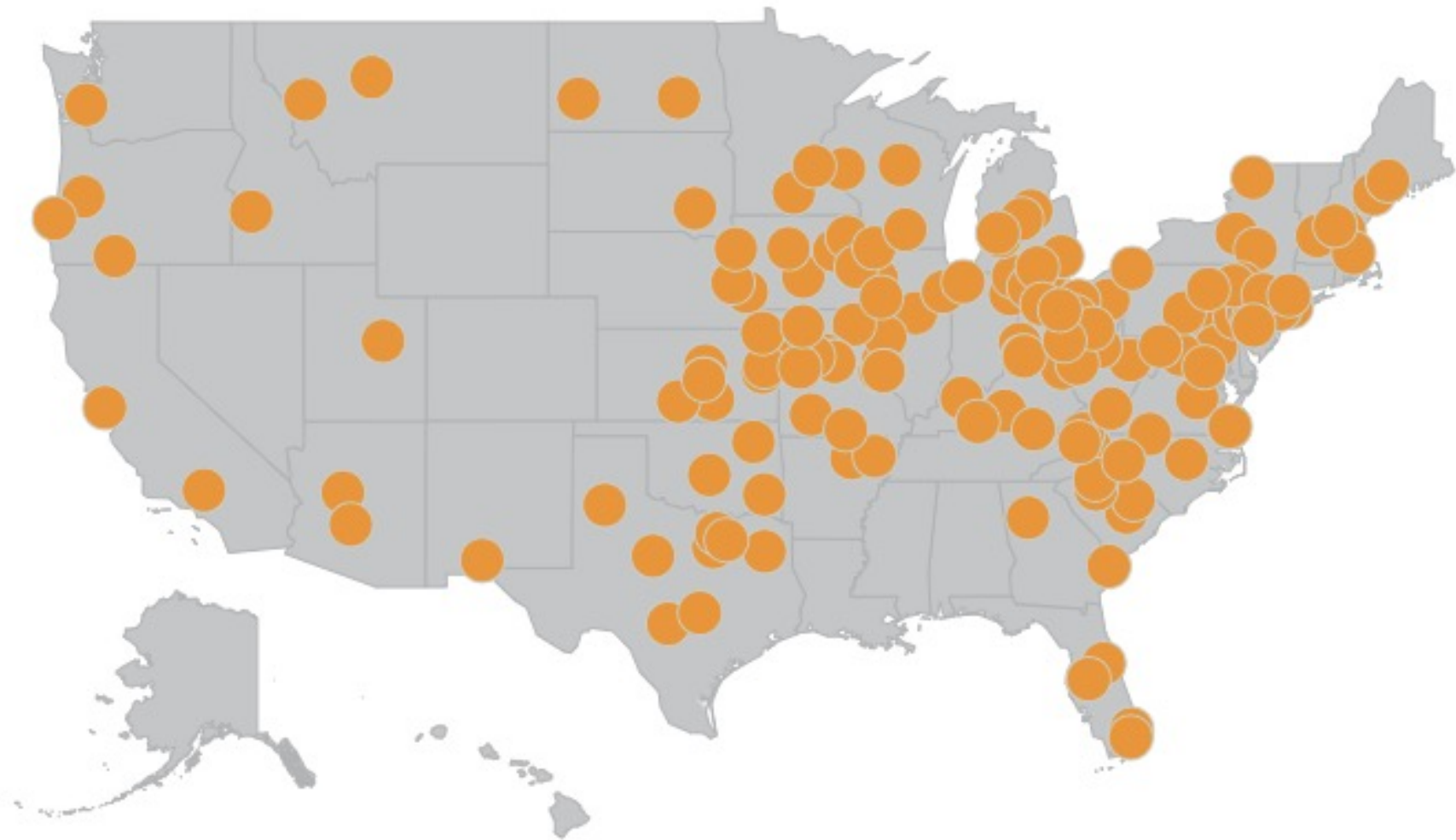


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HARRISBURG UNIVERSITY
PA CUP

The National Association of Collegiate Esports



Video Games

- Participation
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- **Good vs Bad**

Good vs Bad



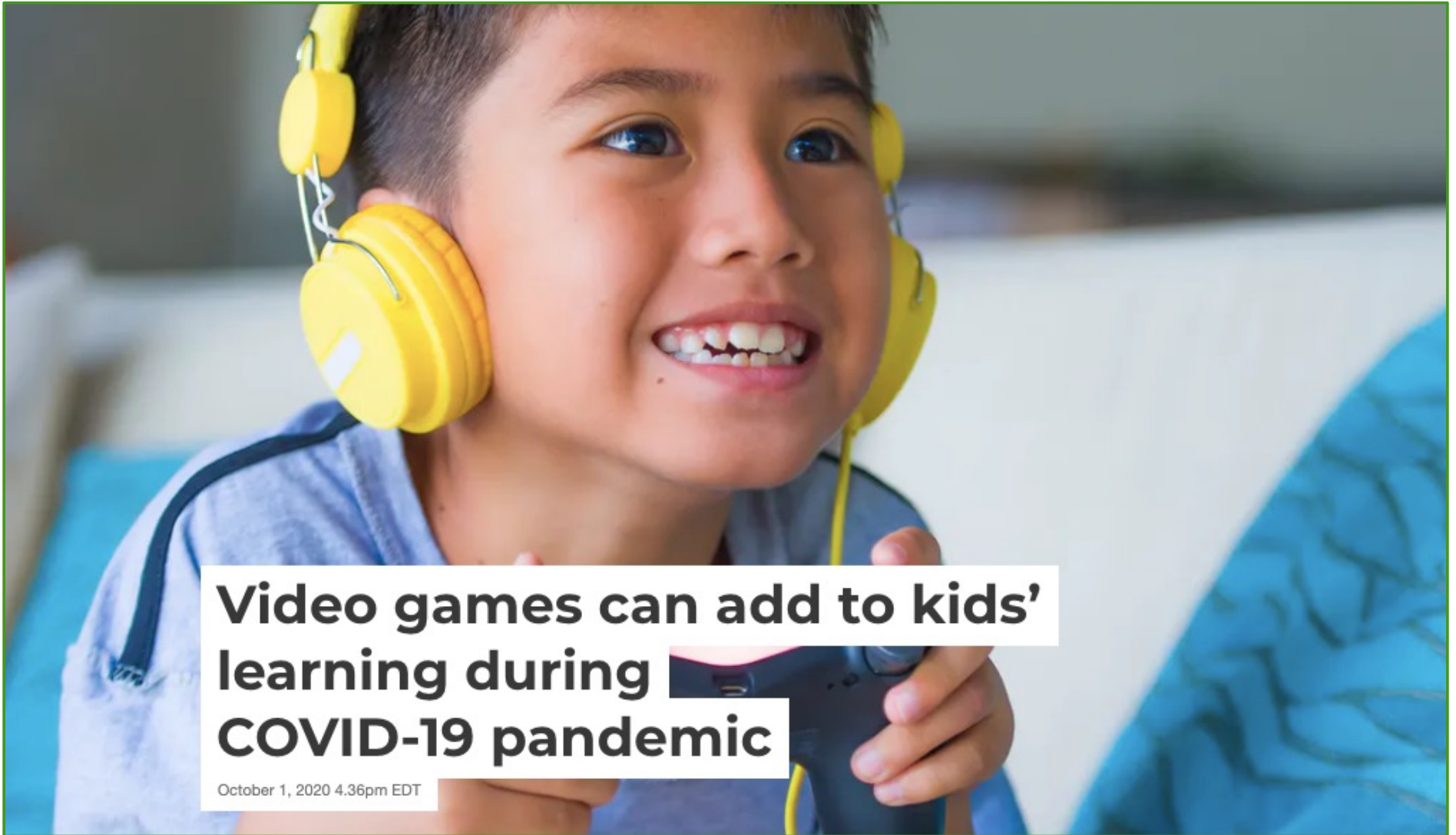
Positive Effects of Gaming

- 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

Education & COVID-19



Video games can add to kids' learning during COVID-19 pandemic

October 1, 2020 4.36pm EDT

Socialization & COVID-19

NATIONAL
GEOGRAPHIC

LOGIN



PHOTOGRAPH BY WONDERLANDSTOCK / ALAMY

FAMILY | CORONAVIRUS COVERAGE

How video games can help kids socialize during this isolated time

All that screen time might actually be good for your children right now.

The Healthy Side of Video Games



VIDEO GAMES

Video games can be a healthy social pastime during coronavirus pandemic

Mike Snider USA TODAY

Published 4:17 p.m. ET Mar. 28, 2020 | Updated 3:51 p.m. ET Mar. 29, 2020

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

Negative Effects of Gaming

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

Gambling, Gaming & COVID-19





Resources



COUNCIL ON COMPULSIVE GAMBLING
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Find a Meeting

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HOME

ABOUT

PROBLEM GAMBLING

LOOKING FOR HELP

PROVIDING HELP

EVENTS

HELPLINE



Recovery is Possible



www.pacouncil.com



Do I Have a Gambling Problem?

Get Gambling Addiction Help

Self-Exclusion

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

THE PENNSYLVANIA INTERACTIVE GAMING ASSESSMENT:
ONLINE GAMBLING
REPORT 2022

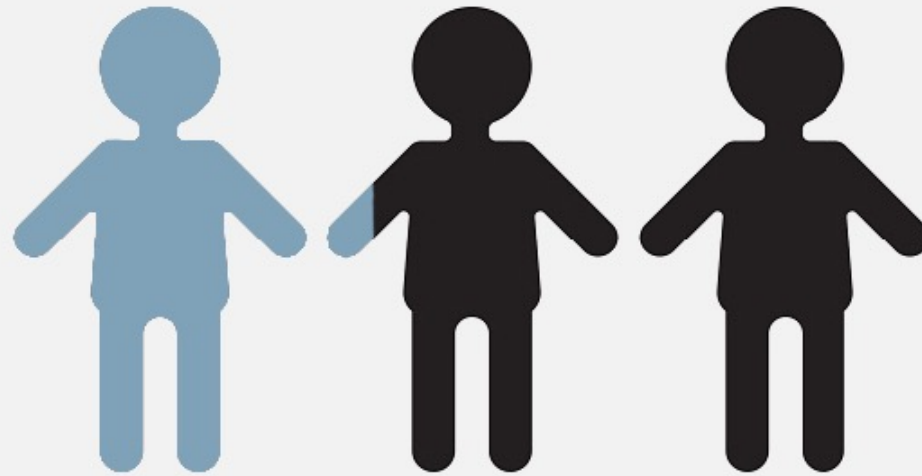
Prepared by
The Pennsylvania State University

PA Interactive Gaming Report 2022



**Approximately 1 in 10 Pennsylvanians has gambled online in the
past 12 months**

PA Interactive Gaming Report 2022



More than 1 in 3 people who have gambled online in the past 12 months have experienced at least one problem with their gambling

PA Interactive Gaming Report 2022



**1.7% of
PA Residents
Have Called
1-800-GAMBLER**

gamequitters.com

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Video Game Addiction

Is Gaming Taking Over?

Take a short quiz and

[I'M A GAMER](#)[I'M A LOVED ONE](#)

Reboot & Recover

rebootandrecover.org



Reboot & Recover

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TECH ADDICTION

IN A COVID WORLD

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

[Learn More](#)

Pennsylvania Problem Gambling Helpline

1-800-GAMBLER

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igccb.org

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

[ENROLL NOW ▶](#)

igcccb.org

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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!!!**



COUNCIL ON COMPULSIVE GAMBLING
OF PENNSYLVANIA, INC.

Thank You!!

**Council on Compulsive Gambling of
Pennsylvania, Inc.**

www.pacouncil.com

References

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