

Gaming

A resource for young people

The past decade has seen an increase in the monetisation of video games and game design has evolved to include gambling-like elements. A recent Victorian Government study found that half of the most popular games in Australia included features that were considered gambling.

Simulated gambling

- Games that imitate the look, feel and play of real forms of gambling i.e. pokies/slots and poker
- Free to play via apps
- Inflated chances of winning

In-game gambling

- Gambling scenarios embedded into game narrative
- Normalises and teaches gambling to under 18s without the financial risk
- Microtransactions – in app purchases

Gambling-like elements

- Features of the game have gambling-like characteristics
- Chance-based elements like loot boxes – require no skill and outcome based on chance
- Intermittent rewarding and near-misses keep you playing longer and spending more

Potential negative outcomes

- Normalises gambling among young people
- Creates pathways into underage gambling
- Gives players unrealistic expectations of winning
- Potentially creates harms similar to gambling harms
- These games are not defined as 'gambling' and are mostly unregulated