

Overlapping between gambling and some form of gaming in the Internet world: first results of a cross-national survey.



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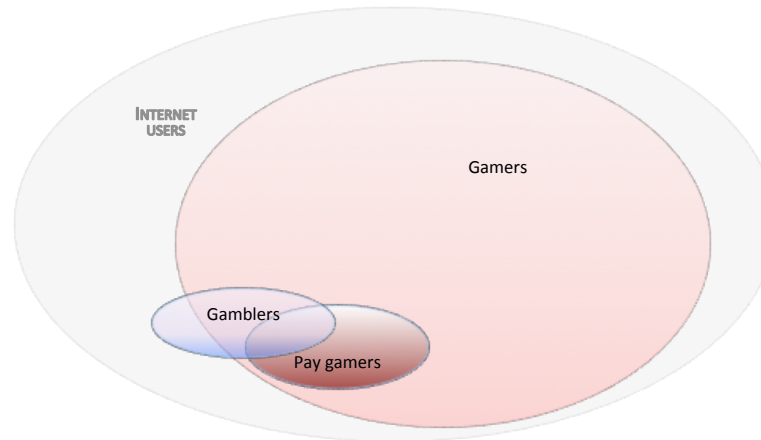
Lisbon
23th October 2017

Three main goals:

- 1) Establish or update a gambling status report for each participating country**
- 2) To set up a much larger sample of Internet gamblers in order to explore several important issues and themes**
- 3) To explore an important area of overlapping between gambling and gaming**

At the starting point of this project are involved three countries: France, Canada and Germany ; then Italy joined the project. Some others have expressed interest to be associated

a cross-national survey among a panel of Internet users. The study targets two Internet users' subgroups: gamblers and pay-to-win gamers.

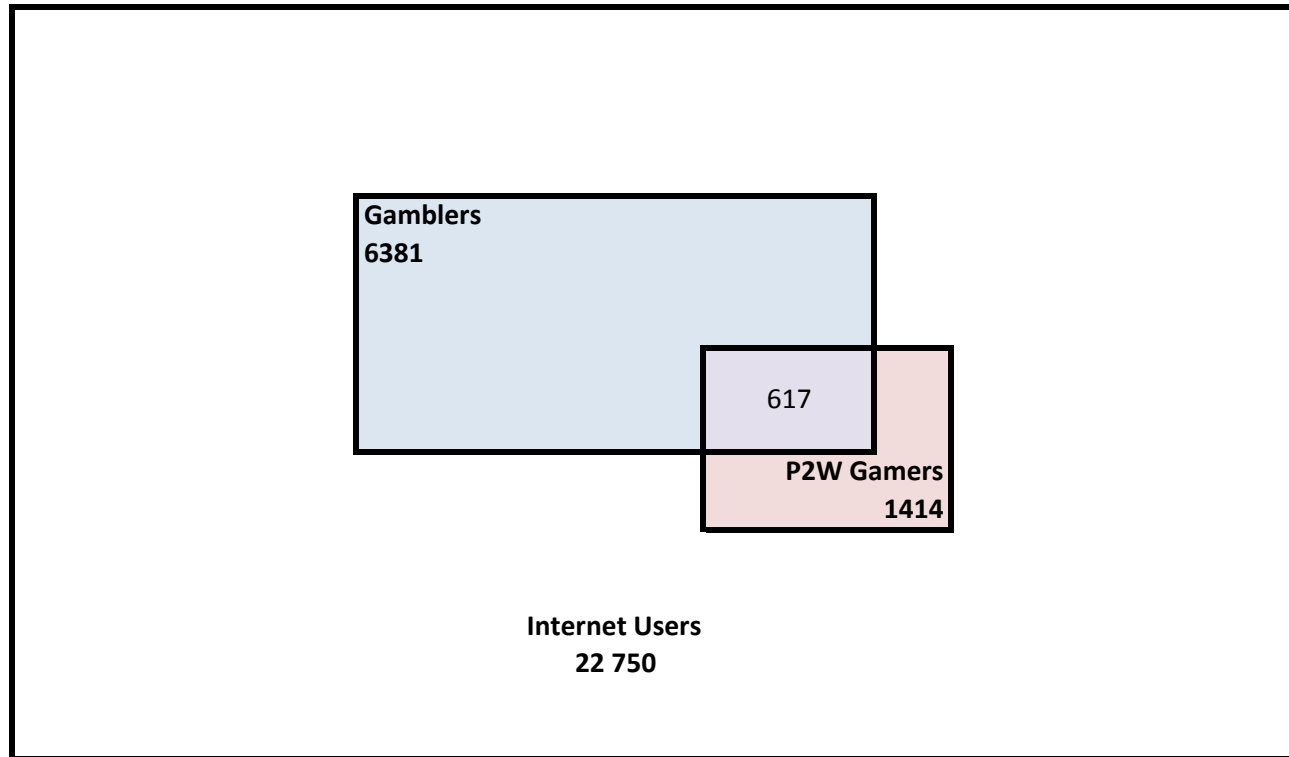


PayToWin gaming - is characterized by the possibility to make payments during the game to significantly increase players' chances to win or to help players better progress or faster progress in the game compared to players not paying; that is, players do not have to spend money to stay in the game, but they can pay to get privileges to increase their chances to win or advance to higher levels in the game.

French eGames survey: samples

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5 January 2017 - 24 February 2017



**Gambling
and
P2W
Gaming**

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Questionnaire, measures

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The questionnaire is composed of two parts:

1. Gambling (see inclusion criteria)
2. Gaming (see inclusion criteria)

Participants reported on a set of demographic characteristics and were asked to report on the frequency, spending and duration

The Problem Gambling Severity Index (PGSI) was used for gambling and adapted for P2W gaming

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	Internet Users	Gamblers	Internet Users	Gamblers	Test dif. gamblers vs nongamblers	non- gamblers
Gender	22750.0	6380.6				
man	11420.5	4170.9	50.2	65.4	***	44.3
woman	11329.5	2209.7	49.8	34.6	***	55.7
Age						
1-[18-34[6450.7	2413.2	28.4	37.8	***	24.7
2-[35-54[8861.5	2788.6	39.0	43.7	***	37.1
3-[55 +[7437.8	1178.8	32.7	18.5	***	38.2
Professional activity						
No	8124.4	1532.3	35.7	24.0	***	40.3
Yes	14625.6	4848.3	64.3	76.0	***	59.7
Graduation						
< Highschool	4063.4	962.4	17.9	15.1	***	18.9
Highschool to college + 2	9937.3	2890.9	43.7	45.3	*	43.0
At least college + 3	5644.0	1584.8	24.8	24.8	NS	24.8
Household Financial Ressources (monthly)						
≤ 1 500 €	5742.2	1428.4	25.2	22.4	***	26.4
[1 500 € ; 3 000 €]	8350.3	2354.9	36.7	36.9	NS	36.6
≥ 3 000 €	8657.5	2597.2	38.1	40.7	***	37.0

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Gambling and P2W Gaming

Gambling	Mean	SE	Median	Gini
frequency / year	126.4	8.4	38	0.70
spending (€) / year	1483.0	68.5	240	0.83
duration (hours) / year	389.1	44.5	117.0	0.76

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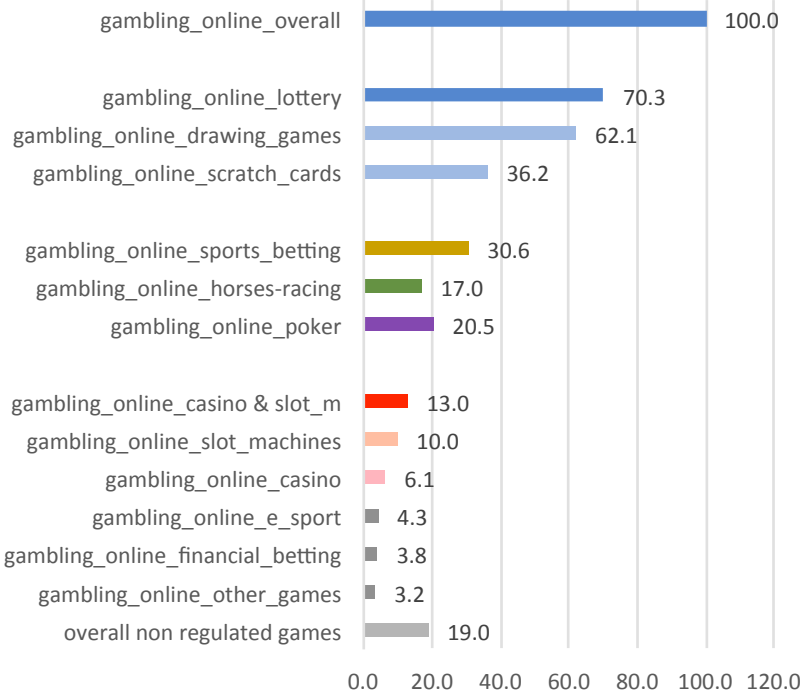
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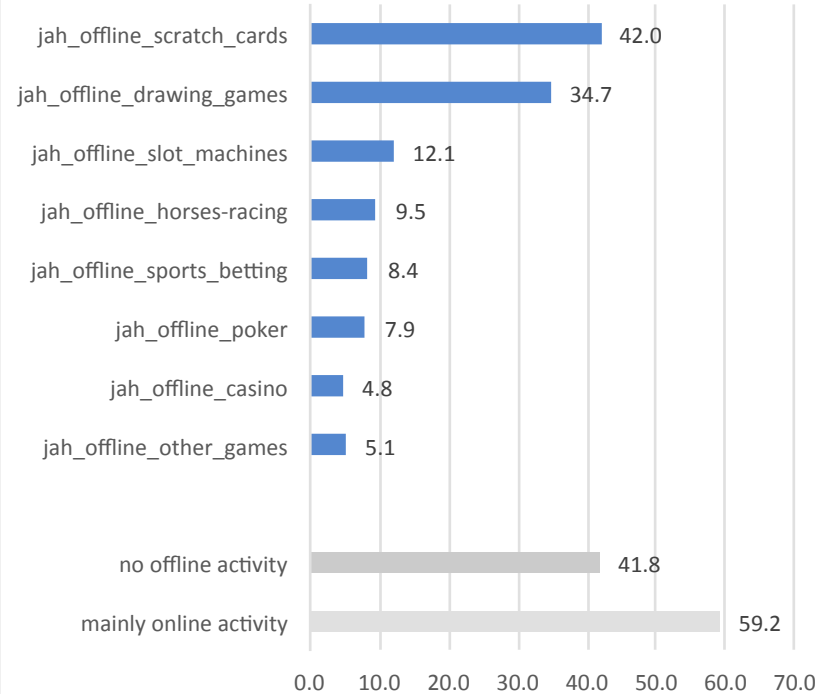
Gamblers
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Online activities



Offline activities of online gamblers



Practices PayToWin games

Play these games

59.2 %

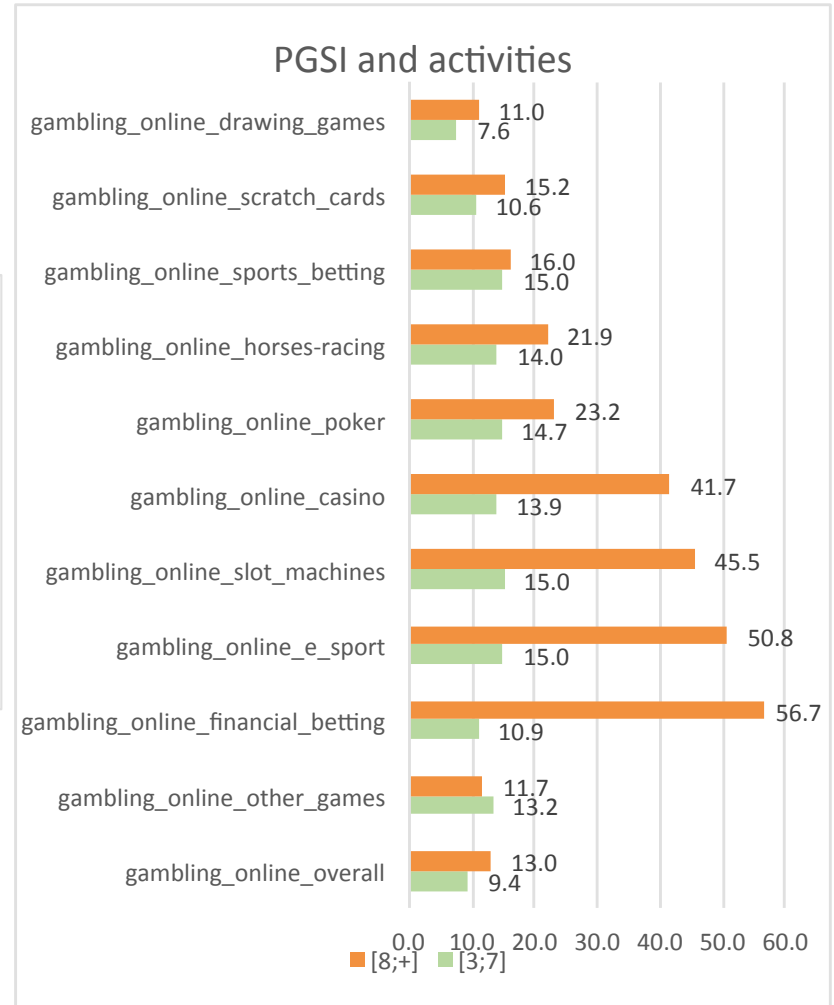
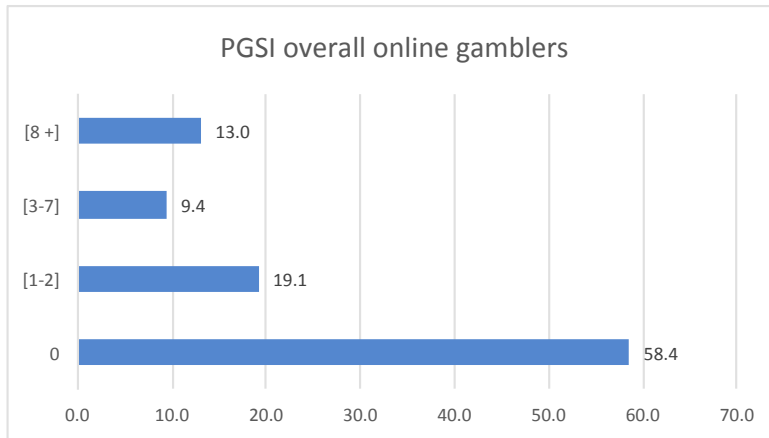
Spend money on these games

15.4 %

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P2W Gamers
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Gambling and P2W Gaming

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	Internet Users	Gamers P2W	Internet Users	Gamers P2W	Test dif. gamers vs nongamers	non-gamers
Gender	22750.0	1413.8				
man	11420.5	684.1	50.2	48.4	NS	50.3
woman	11329.5	729.7	49.8	51.6	NS	49.7
Age						
1-[18-34[6450.7	559.9	28.4	39.6	***	27.6
2-[35-54[8861.5	659.3	39.0	46.6	***	38.4
3-[55 +[7437.8	194.5	32.7	13.8	***	33.9
Professional activity						
No	8124.4	342.9	35.7	24.3	***	36.5
Yes	14625.6	1070.8	64.3	75.7	***	63.5
Graduation						
< Highschool	4063.4	216.5	17.9	15.3	*	18.0
Highschool to college + 2	9937.3	694.5	43.7	49.1	***	43.3
At least college + 3	5644.0	306.8	24.8	21.7	*	25.0
Household Financial Ressources (monthly)						
≤ 1 500 €	5742.2	346.1	25.2	24.5	NS	25.3
[1 500 € ; 3 000 €]	8350.3	535.6	36.7	37.9	NS	36.6
≥ 3 000 €	8657.5	532.1	38.1	37.6	NS	38.1

P2W Gamers
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Gambling and P2W Gaming

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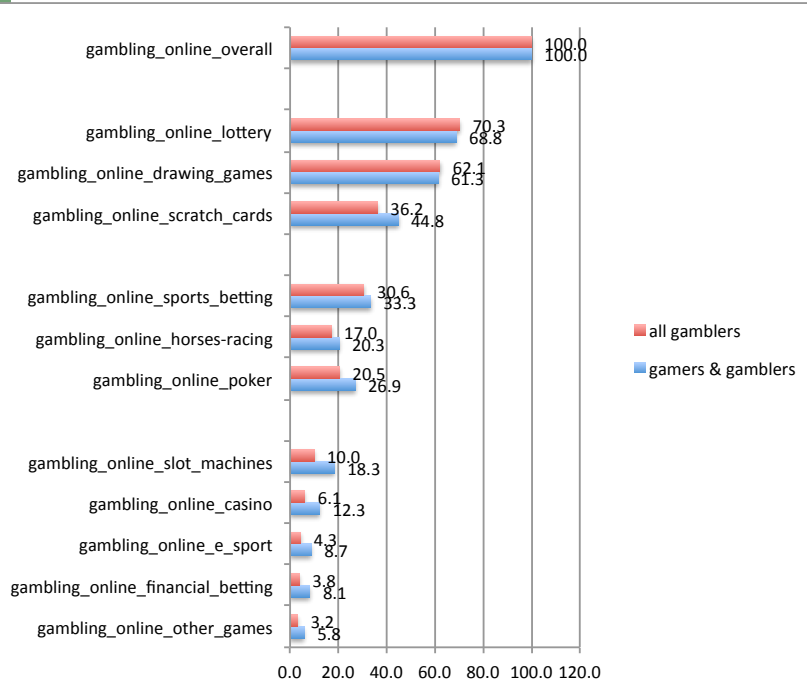
	Mean	SE	Median	Gini
play p2w games / year	551.2	26.8	210	0.62
P2W: frequency spend money / year	32.1	1.7	6	0.67
P2W: spending (€) / year	127.3	8.7	39	0.77
P2W: duration (hours) / year	501.3	39.1	133.5	0.77

P2W Gamers
1414

% P2W gamers who gamble online 43.7

Gambling and P2W Gaming

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Gaming and play gambling link

%
n = 1414

Certainly	12.2
Quite sure	20.5
A little	20.1
Not at all	39.3
Don't know	7.9

Gaming and real money gambling link

Certainly	8.4
Quite sure	16.5
A little	16.3
Not at all	53.9
Don't know	4.8

P2W Gamers
1414

PGSI	(%)
n = 1414	
[0]	26.2
[1-2]	29.4
[3-7]	24.6
[8 +]	19.8

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Socio-démo	(%)	G1_Gamblers	test G1vsG2	G2_Gamblers & Gamers	test G3vsG2	G3_P2W Gamers
Gender						
man		66.0	*	59.6	*	39.7
woman		34.0	*	40.4	*	60.3
Age						
1-[18-34[37.1	*	44.3	*	35.9
2-[35-54[38.1	*	43.6	NS	42.0
3-[55 +[15.8	*	7.4	*	15.2
Graduation						
< Highschool		24.9	NS	25.4	NS	22.6
Highschool to college + 2		75.1	NS	74.6	NS	77.4
At least college + 3		39.7	NS	38.6	NS	33.2
Household Financial Ressources (monthly)						
≤ 1 500 €		37.7	NS	38.0	NS	40.2
[1 500 € ; 3 000 €]		62.3	NS	62.0	NS	59.8
≥ 3 000 €		41.0	NS	37.9	NS	37.5

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Patterns gambling	(%)	G1_Gamblers	test G1vsG2	G2_Gamblers & Gamers
Annual Frequency				
[1-26[37.0	NS	32.4
[26-52[14.9	NS	15.2
[52-104[16.4	*	12.4
[104 et +]		31.7	*	39.9
Annual spending				
[1 € - 250 € [48.8	NS	39.7
[250 € - 500 € [13.9	NS	11.0
[500 € -1000 € [13.4	NS	11.9
≥ 1000 €		21.1	NS	35.4
[NSP]		2.7	NS	2.0

Level of significance: * p ≤ .05, NS non significant

Patterns gaming	(%)	G2_Gamblers & Gamers	test G3vsG2	G3_P2W Gamers
Annual Frequency				
[1-26[5.2	NS	4.3
[26-52[9.4	*	4.7
[52-104[7.1	*	2.3
[104 et +]		77.0	*	87.8
[NSP]		1.3	NS	0.9
Annual spending				
[1 € - 250 € [78.0	*	89.9
[250 € - 500 € [10.0	*	3.5
≥ 500 €		8.9	*	1.7
[NSP]		3.2	NS	4.8

Level of significance: * p ≤ .05, NS non significant

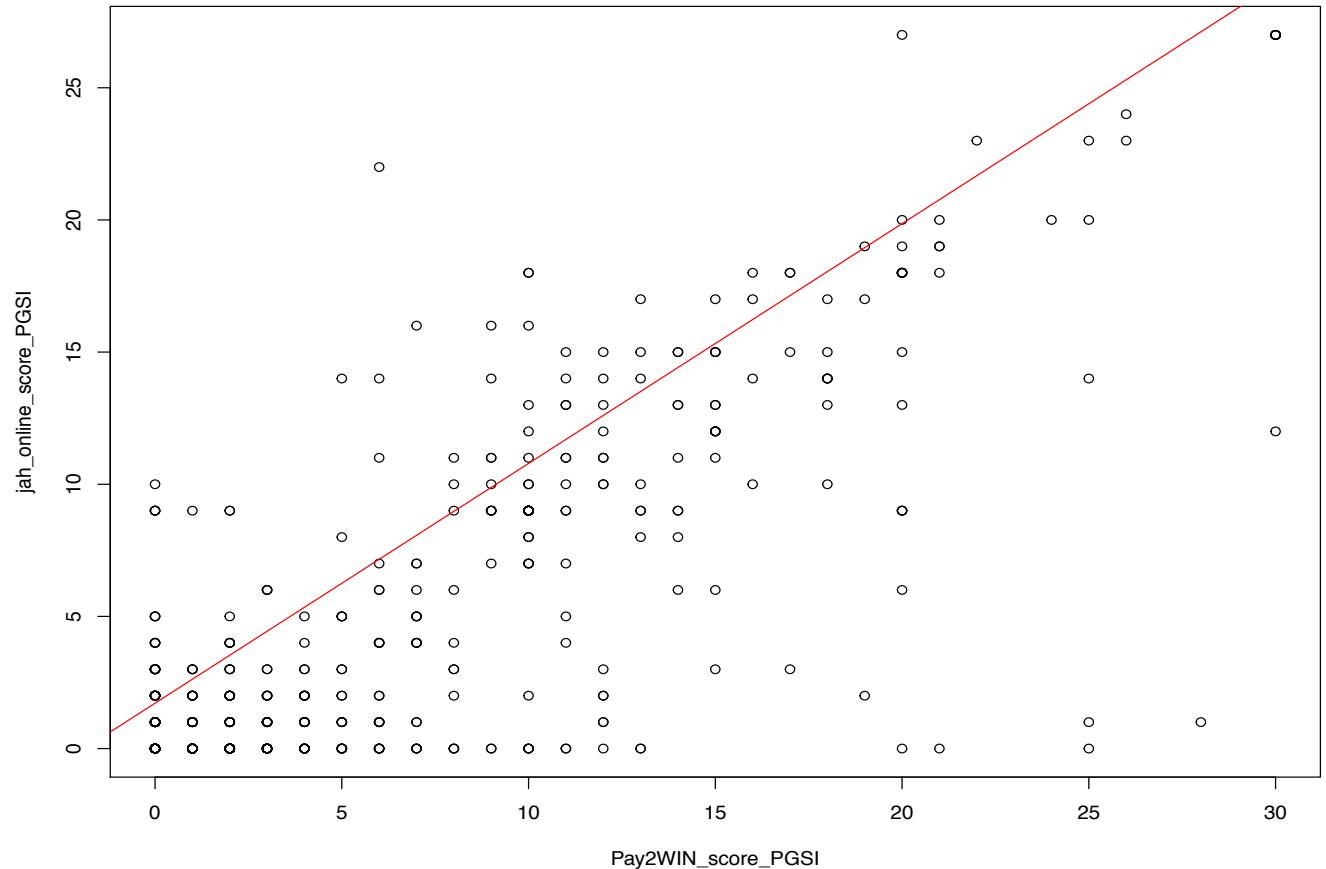


ICJE	(%)	G1_Gamblers	test G1vsG2	G2_Gamblers & Gamers	test G3vsG2	G3_P2W Gamers
Gambling - PGSI ≥ 8		11.5	*	27.4		
P2W Gaming - PGSI ≥ 8				31.3	*	11.0

Level of significance: * p ≤ .05, NS non significant

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Cor = 0.81
Pvalue < 0.001



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Limits and conclusions

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- ✓ Internet users panel sampling leads to limitations
- ✓ First interesting results on the overlap and the links between gambling and a part of gaming
- ✓ Need to frequently reproduce surveys on the internet
- ✓ 3 or 4 new surveys in the coming year