

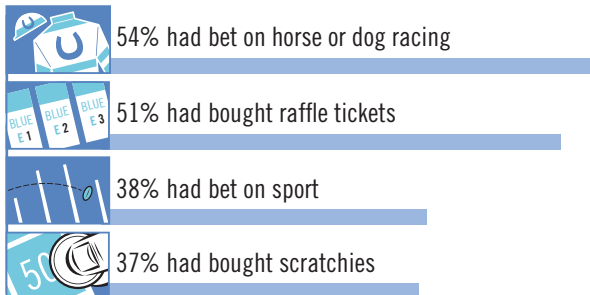
# Gambling among secondary school students

## Key findings

Almost 1 in 3 students had gambled. Older students and males were more likely to have gambled.



Among those:



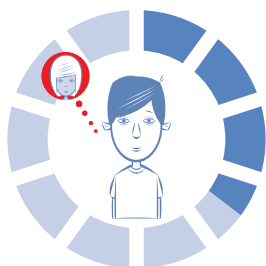
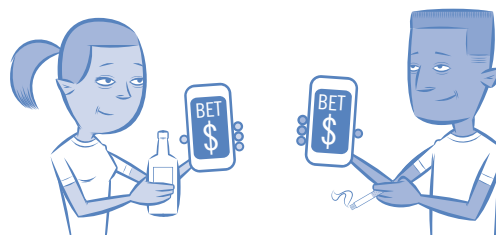
6% of students had gambled in the past month, spending a median of \$9.30.



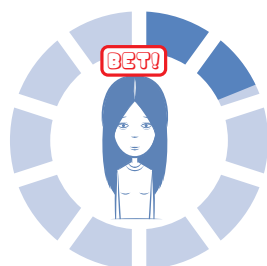
13%

of those students were at high risk of experiencing gambling harm

Recent gambling was linked to tobacco, alcohol and illicit drug use, and also to students reporting a mental health condition.



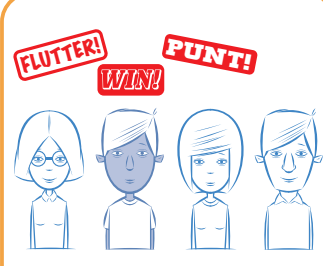
35% of students knew someone who gambled.



18% said someone in their household had gambled in the past month.

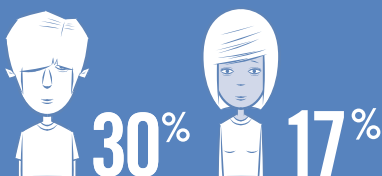
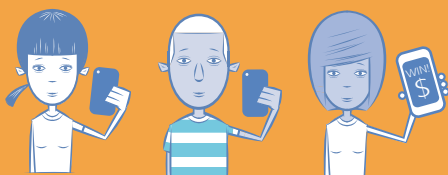


35% had visited a gambling venue in the past month.



73% had seen gambling ads on TV in the past month.

More than a third were also aware of ads on radio, sporting scoreboards, websites or social media.



30% of boys and 17% of girls said they would 'definitely' or 'probably' gamble in the future.

This study confirms the relationship between student gambling and social influences, exposure to gambling environments and advertising. Based on the findings, 25,600 Victorian adolescents may be spending \$2.9 million on gambling each year. The authors recommend limiting students' exposure to gambling advertising and promotion.

**Research report:** *The prevalence and correlates of gambling in secondary school students in Victoria, Australia, 2017*

**Authors:** Megan Freund, Natasha Noble, David Hill, Victoria White, Tiffany Evans, Christopher Oldmeadow & Robert Sanson-Fisher

**What:** Up-to-date information about attitudes, behaviour and exposure to gambling among secondary school students in Victoria.

**Method:** New gambling-related questions were added in 2017 to the triennial Australian Secondary Students Alcohol and Drugs Survey (ASSAD). The survey asked 3,746 Victorian students aged 12–17 about gambling.

To download this report, visit: [responsiblegambling.vic.gov.au](https://responsiblegambling.vic.gov.au)

Gambling awareness program for young people  
[beaheadofthegame.vic.gov.au](https://beaheadofthegame.vic.gov.au)

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