

Study of gambling and health in Victoria

Profile of problem gamblers



Gambling activities in 2014

The top three gambling activities of problem gamblers* were:

- lotto, Powerball and the pools (67.41 per cent)
- gaming machines (66.58 per cent)
- race betting (52.5 per cent).

Highest spend gambling activities

The highest spend gambling activities for problem gamblers in 2014 were:

- gaming machines (50.64 per cent)
- race betting (31.01 per cent)
- lotto, Powerball and the pools (9.18 per cent).

Top gambling locations in 2014

The top locations for problem gamblers who played gaming machines in the past 12 months were:

- pubs (86.53 per cent)
- clubs (64.68 per cent)
- casino (44.30 per cent).

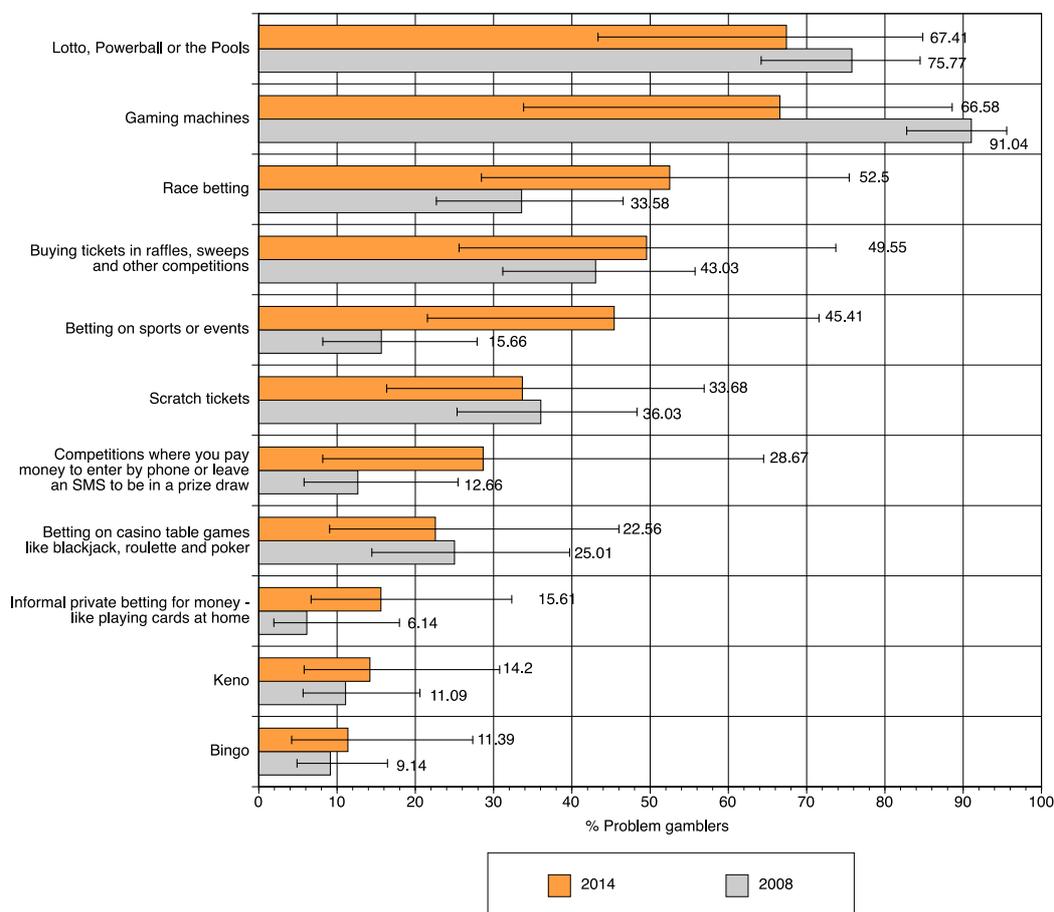
The top locations for problem gamblers who bet on sports in the past 12 months were:

- online (70.83 per cent)
- TAB (45.71 per cent)
- pubs (22.65 per cent)
- clubs (19.8 per cent).

The top locations for problem gamblers who played table games in the past 12 months were:

- casino (86.96 per cent)
- online (32.95 per cent).

Participation in gambling activities by problem gamblers



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Changes in gambling frequency since 2008

For those gamblers who participated in these activities, from 2008 to 2014 there was:

- an increase in frequency of gaming machine play from 56.37 times per annum in 2008 to 87.61 times per annum in 2014
- an increase in frequency of table game play from 31.06 times per annum in 2008 to 59.15 times per annum in 2014
- an increase in frequency of race betting from 67.17 times per annum in 2008 to 203.77 times per annum in 2014.

Gender and age profile of problem gamblers in 2014

Around 60.95 per cent of problem gamblers were male and 39.05 per cent were female, but this difference was not significant.

Problem gamblers were significantly more likely to be aged 35 to 44 years.

Age group	Proportion of problem gamblers (%)
18 to 24	9.27
25 to 34	10.74
35 to 44	43.79
45 to 54	18.49
55 to 64	9.72
65 and older	7.99

Other demographics of problem gamblers

Other demographics of problem gamblers were:

- 12.42 per cent identified as a person of Indigenous or South Sea Islander background (significantly higher than in the Victorian population)
- 25.61 per cent speak a language other than English at home (not significantly different from the Victorian population).

What is the study?

The Victorian prevalence study 2014 is a telephone survey of 13,554 Victorian adults who were selected randomly from the general population. There were 12,551 surveys using landlines and 1003 using mobile telephones. The study aimed to explore gambling and problem gambling in the Victorian population.

* The categories for risk of gambling harm used in this study are based on the Problem Gambling Severity Index. They are:

- Non-problem gambler – gambles with no negative consequences.
- Low-risk gambler – experiences a low level of problems with few or no identified negative consequences.
- Moderate-risk gambler – experiences a moderate level of problems leading to some negative consequences.
- Problem gambler – gambles with negative consequences and a possible loss of control.

For more information about what these categories mean, see fact sheet 2: Categories for risk of gambling harm.