

Study of gambling and health in Victoria

Gaming machines



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.

Past-year participation

Of the Victorian adults surveyed, 16.74 per cent spent money on gaming machines in the past 12 months.

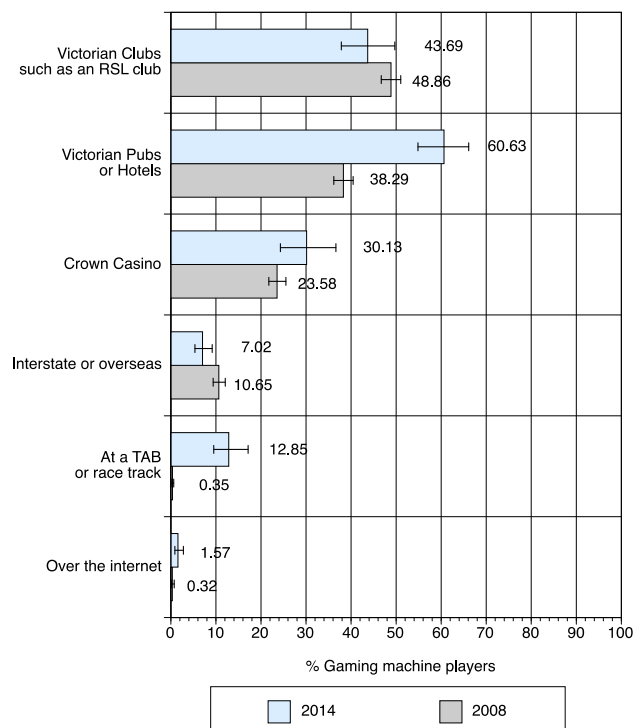
This shows a significant decline in gaming machine participation from 2008, when it was 21.46 per cent.*

Locations where gaming machines were played

The top locations were:

- pubs or hotels (60.63 per cent)
- clubs (43.69 per cent)
- Crown Casino (30.13 per cent).

Pubs or hotels were the most popular location for gaming machine play in 2014 (60.63 per cent of gaming machine players). In 2008 clubs were the most popular location (48.86 per cent of players).



Comparisons with 2008

There was a significant increase in gaming machine play:

- at pubs and hotels (2008: 38.29 per cent, 2014: 60.63 per cent)
- at Crown Casino (2008: 23.58 per cent, 2014: 30.13 per cent)
- at TABs and race tracks (2008: 0.35 per cent, 2014: 12.85 per cent)
- over the internet (2008: 0.32 per cent, 2014: 1.57 per cent).

There was a significant decrease in gaming machine play interstate or overseas (2008: 10.65 per cent, 2014: 7.02 per cent).

Gender of gaming machine players

Around 50.07 per cent of gaming machine players were male and 49.93 per cent were female.

Age of gaming machine players

Age group	Proportion of gaming machine players (%)
18 to 24	13.97
25 to 34	14.28
35 to 44	13.87
45 to 54	13.54
55 to 64	18.53
65 and older	25.81

* Although mobiles were not included in the survey sampling in 2008