



FACT SHEET 6: ONLINE GAMBLING

Victorian Population Gambling and Health Study (2018–2019)

Gaining momentum

Online gambling via websites and apps is rapidly growing in popularity, especially for betting on sports and racing.

About one in five adults (19.2 per cent) bets online, which is 27.6 per cent of Victoria's gambling population.

An increasing proportion of Victorian sports bettors is using the internet to place bets on activities like AFL, cricket and soccer. In 2008, only 22.4 per cent of sports bettors placed wagers online, increasing to 52 per cent in 2014. At 71.1 per cent, a large majority of Victorians who bet on sports in 2018–19 did so online.

Betting on horse, harness or greyhound racing online has also increased, from 6.8 per cent in 2008 to 34.4 per cent in 2018–19.

Other online gambling activities include:

- buying scratch and lotto tickets
- playing keno
- betting on casino table games like blackjack, roulette, and poker
- buying raffle tickets or entering sweeps or other competitions
- betting on fantasy sports.

Only a very small proportion of adults in Victoria bet on fantasy sports (0.4 per cent) and eSports (0.5 per cent). However, these groups experience some of the highest average levels of gambling harm.

On average, people who gamble online participate in a significantly higher number of gambling activities (2.87) than their counterparts (1.91 activities).

Participation by gender

Of Victoria's adult gambling population, more men (31.6 per cent) than women (23.8 per cent) bet online.

Eighteen per cent of men who gamble place online bets on sports, racing, pokies, eSports, fantasy sports, casino games or 'other' (novelty) activities. This compares with 9.3 per cent of women who gamble.

Men are more likely to participate in online sports betting, at 72 per cent compared with 70.3 per cent of women sports bettors.

At 38.7 per cent, men are also significantly more likely than women (29.3 per cent) to place racing bets online.

Participation by age

Online gambling is highest among 25 to 34-year-olds and declines with age. Almost 42 per cent of people in this age group who gamble do so online, compared with about 12 per cent in the age group 65 to 74 and 6.6 per cent of those aged 75 years or over.

Online gambling among those aged 25–34 years is largely associated with buying lottery, scratch or raffle tickets or playing Keno. A lower proportion (21 per cent) use the internet to gamble on sports, racing, pokies, eSports, fantasy sports, casino games or ‘other’ (novelty) activities, compared with about 28 per cent of those aged 18 to 24.

Participation by income

The prevalence of online gambling generally increases with personal income.

Thirty-seven per cent of Victorians who gamble and have an annual income of \$78,000 to \$155,999 gamble online. This is more than double the proportion of people who gamble who earn \$1 to \$20,799 (16.7 per cent) a year.

The wealthier group is most likely, at 21.4 per cent, to place online bets on sports, racing, pokies, eSports, fantasy sports, casino games or ‘other’ (novelty) activities, compared to 8.7 per cent.

A relatively high proportion of people who gamble and have no income or a negative income participate in online betting, at 29.1 per cent compared with 27.6 per cent overall.

Of this group, the significant majority buy lottery, scratch or raffle tickets or play Keno, while about 13 per cent place online bets on sports, racing, pokies, eSports, fantasy sports, casino games or ‘other’ (novelty) activities.

In Victoria’s gambling population, those who mainly speak a language other than English at home are significantly more likely to bet online, at 32 per cent, than those who mainly speak English at home (26.8 per cent).

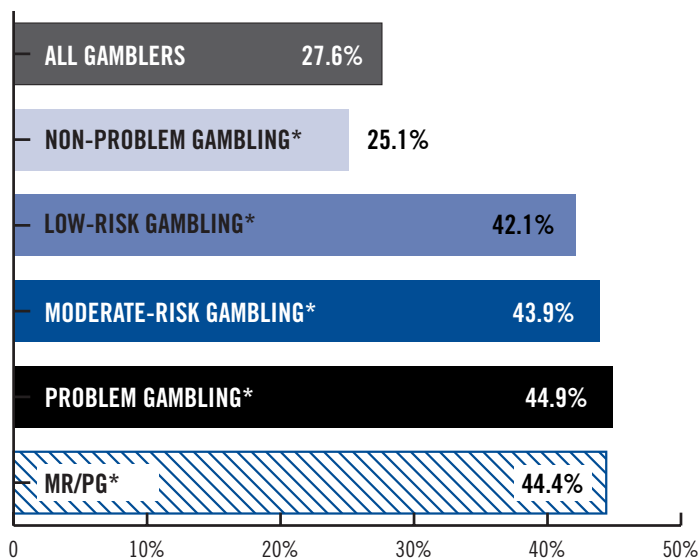
However, the English-speaking group is significantly more likely to place online bets on sports, racing, pokies, eSports, fantasy sports, casino games or ‘other’ (novelty) activities, at 13.8 per cent compared with 12.7 per cent.

Participation by PGSI category

The Problem Gambling Severity Index (PGSI) is a survey used to measure the risk of a person experiencing problem gambling. The PGSI categories are: problem gambling; moderate-risk gambling; low-risk gambling; and non-problem gambling.

Almost 45 per cent of Victorians in the problem gambling category, 44 per cent in the moderate-risk and 42 per cent in the low-risk categories gamble online, compared with 25 per cent of those in the non-problem category.

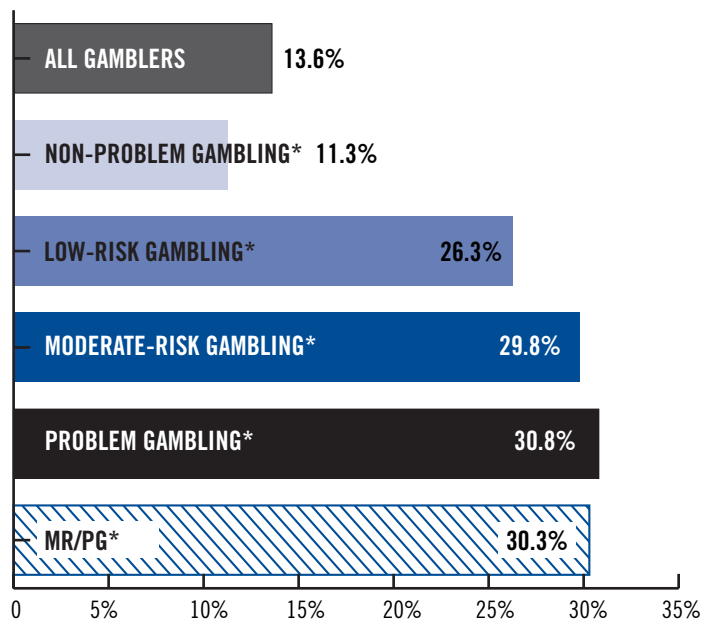
Figure 1: Victorians who participate in online betting, overall and by PGSI



* significant differences from the proportion for all gamblers

Victorians in the problem gambling or moderate risk category (30.8 per cent) are significantly more likely than those in the non-problem gambling category (11.3 per cent) to place online bets on sports, racing, pokies, eSports, fantasy sports, casino games or ‘other’ (novelty) activities.

Figure 2: Victorians who bet online on sports, racing, pokies, eSports, fantasy sports, casino games or ‘other’ (novelty) activities, overall and by PGSI



* significant differences from the proportion for all gamblers

Online gambling and lifetime risk

The National Opinion Research Center DSM-IV Screen for Gambling Problems (NODS-CLiP 2) is a survey used to assess problem gambling behaviour over their lifetime.

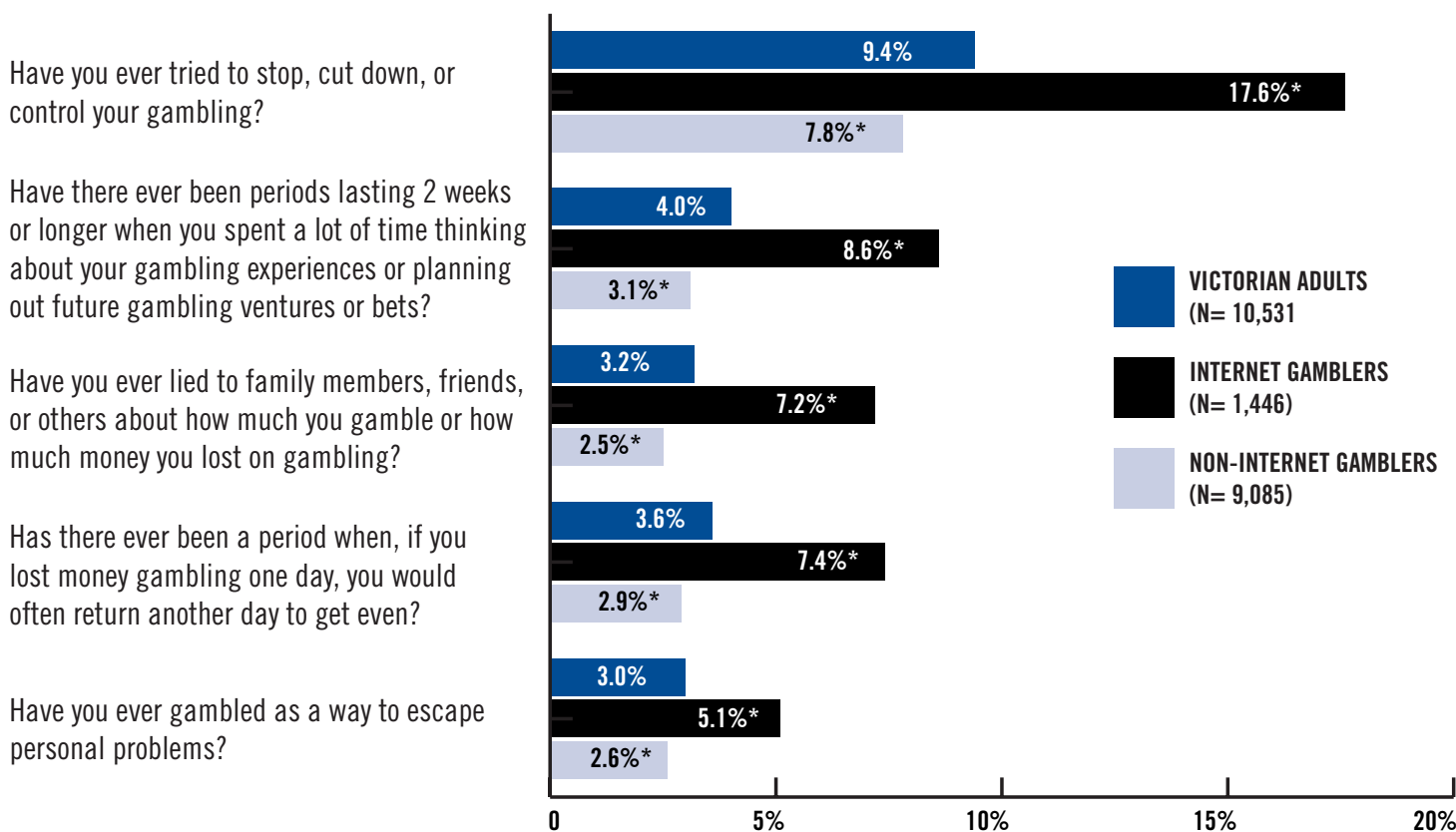
The short version of the survey asks respondents five questions about whether they have ever tried to stop, cut down or control their gambling; spent at least two weeks or more thinking about their gambling; chased their losses; lied to family members or friends about their gambling; or gambled as a way to escape from personal problems.

In Victoria, people who gamble online are significantly more likely than people who gamble in other ways to say yes to these questions.

They are also significantly more likely to belong to the following categories:

- lifetime at-risk gambling, 11.7 per cent compared with 4 per cent of non-online gambling
- lifetime problem gambling, 4.3 per cent vs 0.8 per cent
- lifetime pathological gambling, 2.6 per cent and 1.2 per cent.

Figure 3: Proportion of Victorians who say 'yes' to the short NODS-CLiP 2 questions, overall and by those who gamble online



* significant differences from the proportion for all gamblers