



# How interaction design can influence and support RG tools and their effect

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APR  
2023

# OVERVIEW OF INTERNET USE

ESSENTIAL INDICATORS OF INTERNET ADOPTION AND USE



INDIVIDUALS  
USING THE  
INTERNET



**5.18**  
BILLION



INDIVIDUALS USING THE  
INTERNET AS A PERCENTAGE  
OF TOTAL POPULATION



**64.6%**  
YOY: +2.0% (+129 BPS)



YEAR-ON-YEAR CHANGE IN  
THE NUMBER OF INDIVIDUALS  
USING THE INTERNET



**+2.9%**  
+147 MILLION



PERCENTAGE OF THE  
TOTAL FEMALE POPULATION  
THAT USES THE INTERNET



**61.8%**



PERCENTAGE OF THE  
TOTAL MALE POPULATION  
THAT USES THE INTERNET



**67.4%**

AVERAGE DAILY TIME  
SPENT USING THE INTERNET  
BY EACH INTERNET USER



**6H 35M**  
YOY: -4.4% (-18 MINS)



PERCENTAGE OF USERS  
ACCESSING THE INTERNET  
VIA MOBILE DEVICES



**95.0%**  
YOY: +2.8% (+260 BPS)



PERCENTAGE OF USERS  
ACCESSING THE INTERNET  
VIA COMPUTERS AND TABLETS



**62.6%**  
YOY: -7.9% (-540 BPS)



PERCENTAGE OF THE  
TOTAL URBAN POPULATION  
THAT USES THE INTERNET



**78.5%**



PERCENTAGE OF THE  
TOTAL RURAL POPULATION  
THAT USES THE INTERNET



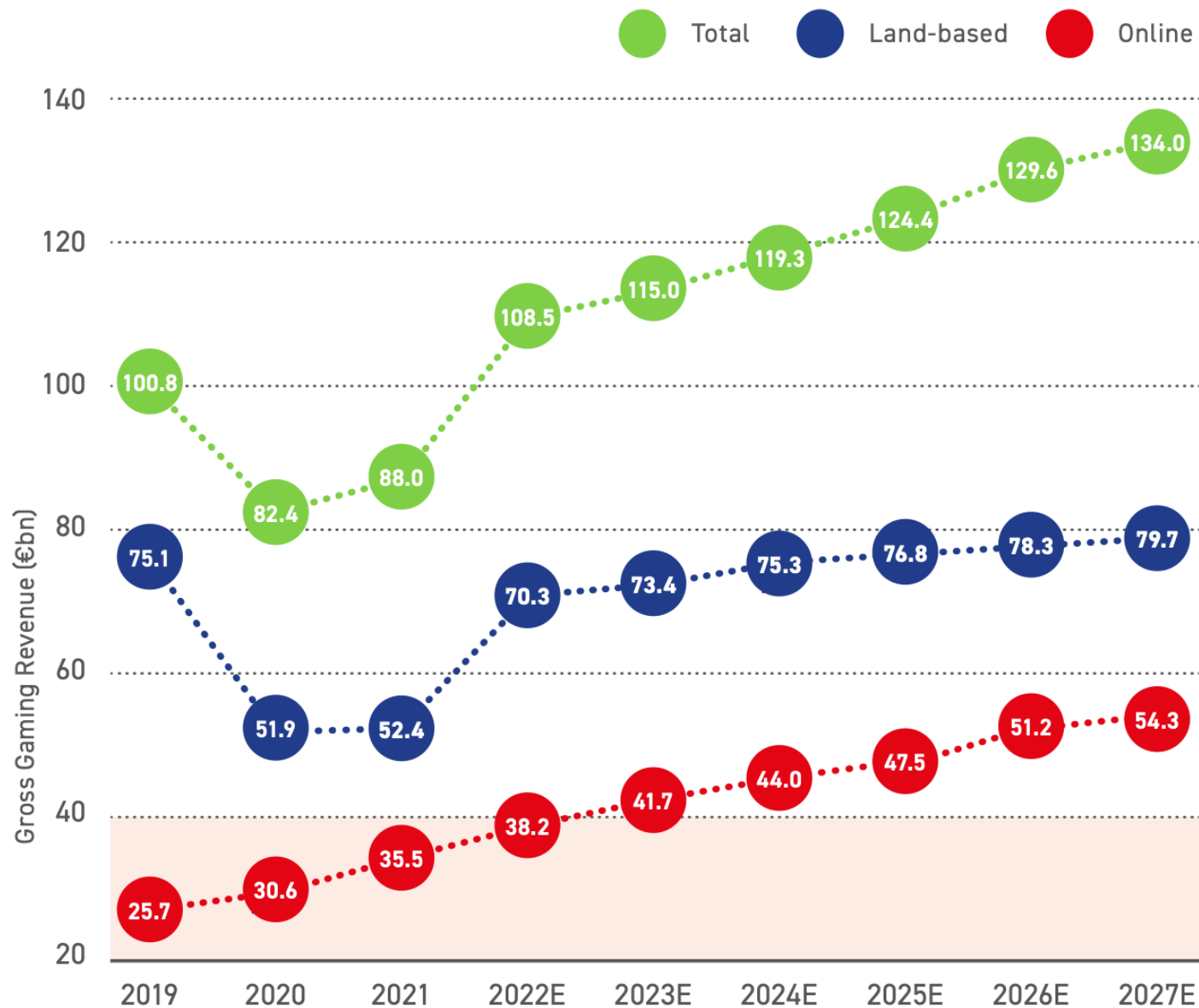
**45.9%**

**SOURCES:** KEPIOS ANALYSIS; ITU; GSMA INTELLIGENCE; EUROSTAT; WORLD BANK; GOOGLE'S ADVERTISING RESOURCES; CIA WORLD FACTBOOK; CNNIC; NIELSEN; LOCAL GOVERNMENT AUTHORITIES; UNITED NATIONS. TIME SPENT AND MOBILE SHARE DATA FROM GWI (Q4 2022). SEE [GWI.COM](https://www.gwi.com) FOR MORE DETAILS. **NOTES:** GENDER DATA ARE ONLY AVAILABLE FOR "FEMALE" AND "MALE". PERCENTAGE CHANGE FIGURES IN THE BOTTOM ROWS OF DATA SHOW RELATIVE YEAR-ON-YEAR CHANGE. "BPS" FIGURES REPRESENT BASIS POINTS, AND SHOW ABSOLUTE YEAR-ON-YEAR CHANGE. **COMPARABILITY:** SOURCE AND BASE CHANGES. ALL FIGURES USE THE LATEST AVAILABLE DATA, BUT SOME SOURCE DATA MAY NOT HAVE BEEN UPDATED IN THE PAST YEAR. SEE [NOTES ON DATA](#) FOR DETAILS.

# Europe's gambling market revenue

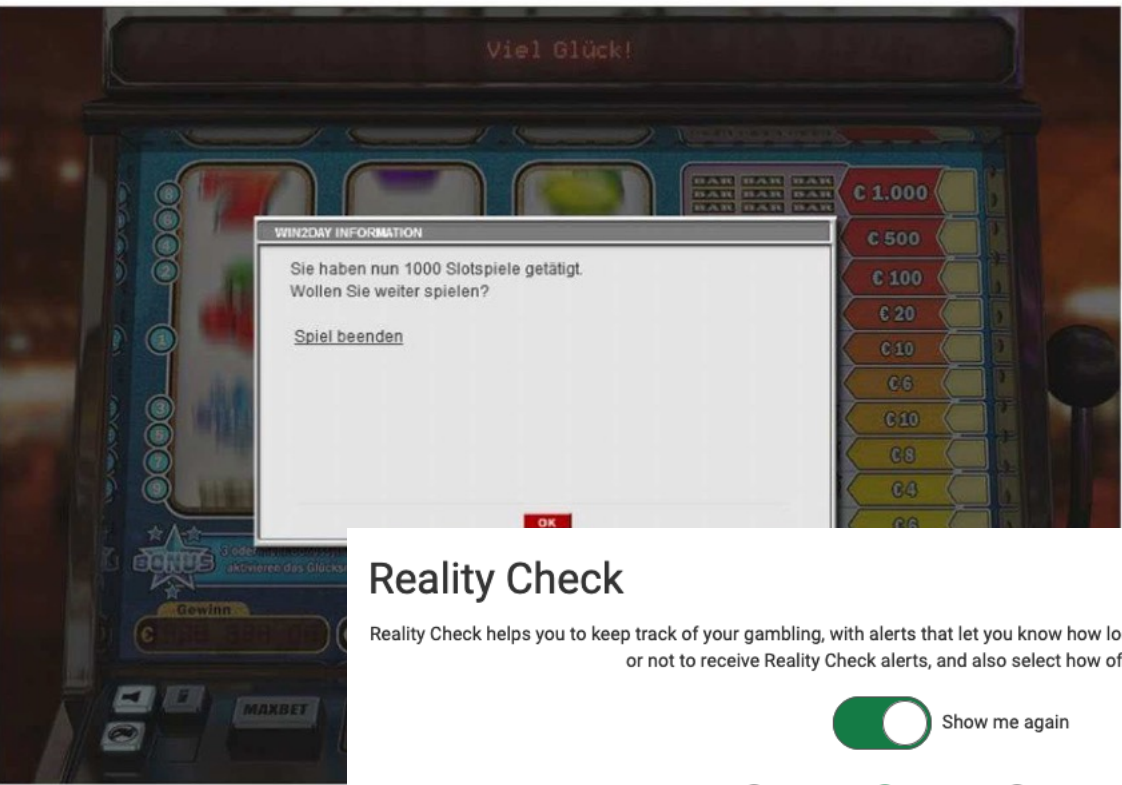
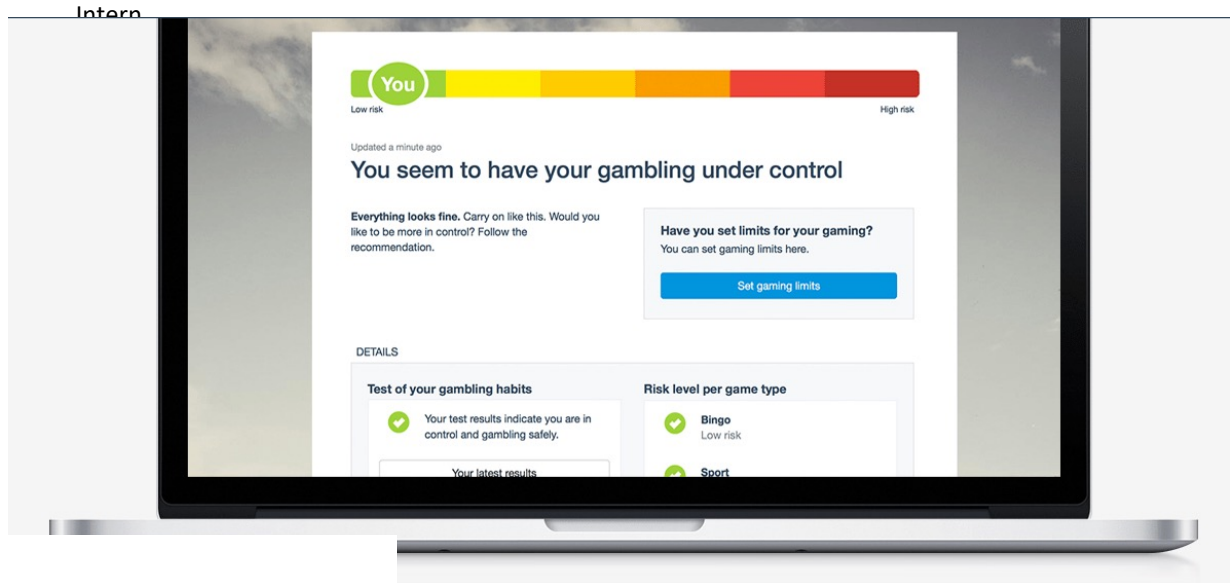
Europe's gambling market revenue stabilised in 2022 and reached €108,5bn gross gaming revenue, an 8% increase compared to pre-pandemic levels in 2019 and a 23% rise compared to 2021. This growth was driven mainly by the reopening of land-based gambling venues following the pandemic, with land-based gross gaming revenue increasing 34% to €70,3bn in 2022, accounting for 65% of total gambling revenue. Meanwhile, online gambling revenue increased by 8% to €38,2bn gross gaming revenue, or 35% of Europe's total gambling revenue.

\*EU-27 and UK online gambling markets only.  
Source: [H2 Gambling Capital](#), December 2022.



# Digital gambling tools today





## Reality Check

Reality Check helps you to keep track of your gambling, with alerts that let you know how long you've been active. You can choose whether or not to receive Reality Check alerts, and also select how often they appear.

Show me again

30 min  60 min  90 min

## My Limits

### WEEKLY DEPOSIT LIMIT

### WAGER LIMIT

### SESSION TIME LIMIT

#### Set Session Time Limit <sup>i</sup>

Limit:  
No Limit

Decreases are effective immediately.  
Increases are effective 24 hours after entry.

If you have reached your chosen limit, you will be unable to purchase or play games for 24 hours.

#### Update session time limit

1 hr 30 mins

[REMOVE LIMIT](#)

**Save**

No limit

Set a Limit

Deposit Limit  
\$1000

Every  
Month (28)

**+\$10**

**+\$50**

**+\$100**

**+\$500**

You can deposit up to \$1000 every 28 days.

**Update limit**





DEPOSIT LIMITS



PLAY TIME LIMITS



TIME OUTS



SELF-EXCLUSION



	DEPOSIT LIMITS	PLAY TIME LIMITS	TIME OUTS	SELF-EXCLUSION
888 sport	✓	✓	✓	✓
FANDUEL	✓	✓	✓	✗
FOX BET	✓	✓	✓	✓
DRAFT KINGS	✓	✓	✓	✓
BETMGM	✓	✓	✓	✓
CASINO DELAWARE PARK	✓	✓	✓	✗
DOVER DOWNS	✓	✓	✓	✗
HARRINGTON	✓	✓	✓	✗
BETRIVERS	✓	✓	✓	✓
WILLIAM HILL SPORTS BOOK	✓	✓	✓	✓
BORGATA SPORTS.COM	✓	✓	✓	✓
bet365	✓	✓	✓	✓
theScore   BET	✓	✓	✓	✓
UNIBET	✓	✓	✓	✓
SUGAR HOUSE	✓	✓	✓	✓
BARSTOOL SPORTS BOOK	✓	✓	✓	✗
parx	✓	✓	✓	✗
CAESARS CASINO & SPORTSBOOK	✓	✓	✓	✓
wynnBET	✓	✓	✓	✓
POINTS BET	✓	✓	✓	✓
GOLDEN NUGGET	✓	✓	✗	✓



The design of the interaction  
between a user and product with  
focus on usability, wording,  
visuals, timing, and behavior, and  
how a user experiences said  
product



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### Before

There are 6 unsaved changes:


### After

6

### Before UX


Account:	7088476
Current Balance:	\$6,258
Monthly Growth:	22%
Last Sale:	7/06/20
Account Rep:	John

### Before



No data

### After



No matches found

3 filters applied

### After UX

Account: 7088476

CURRENT BALANCE:

**\$6,258** ↑ 22%

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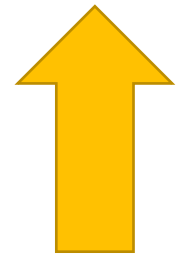
LAST SALE: 2 Week Ago      ACCOUNT REP: John



# How Spillepuls has used behavioral and interaction design



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Interaction design



# Early phases

## Behavioral design

- Who would use this?
- What are the current behaviors?
- Why would they want to do the desired behavior?
- Why are they not doing it?

## Interaction design

- Who are they?
- What are they currently doing?
- When should they do this?
- Where are they (in the system)?
- Why should they do this?
- How should they do it?



# Create phase

## Behavioral design

- What principles to use?

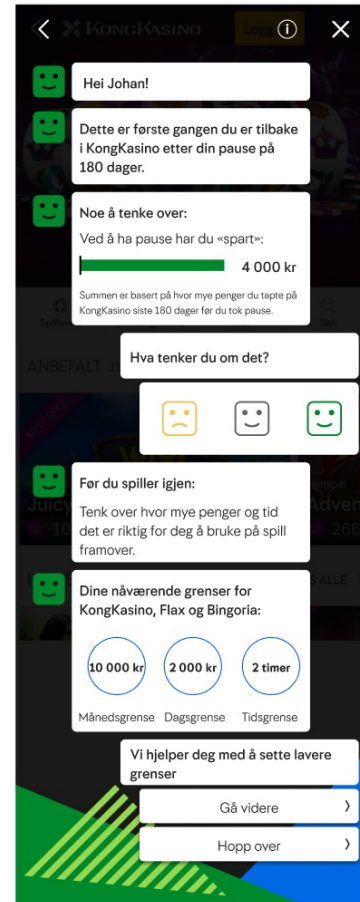
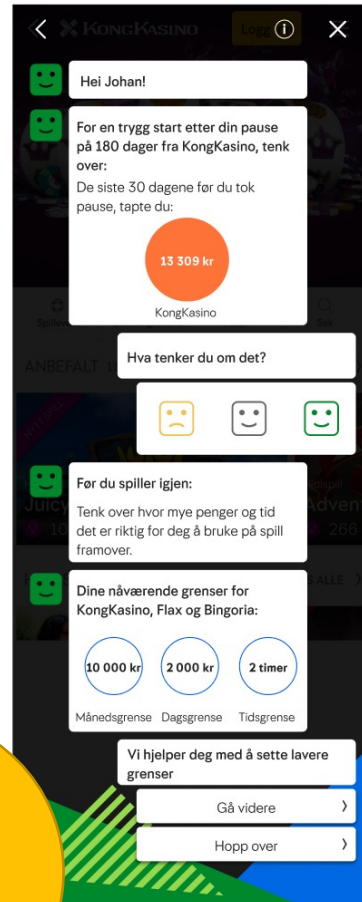
## Interaction design

- How should it look?
- When should it be seen?
- Where should it be located?
- How should we encourage the action or change?

**K.I.S.S. – Keep it simple stupid**

# Spillepuls' first couple of pilot tests

BD – behavioral design; ID – interaction design

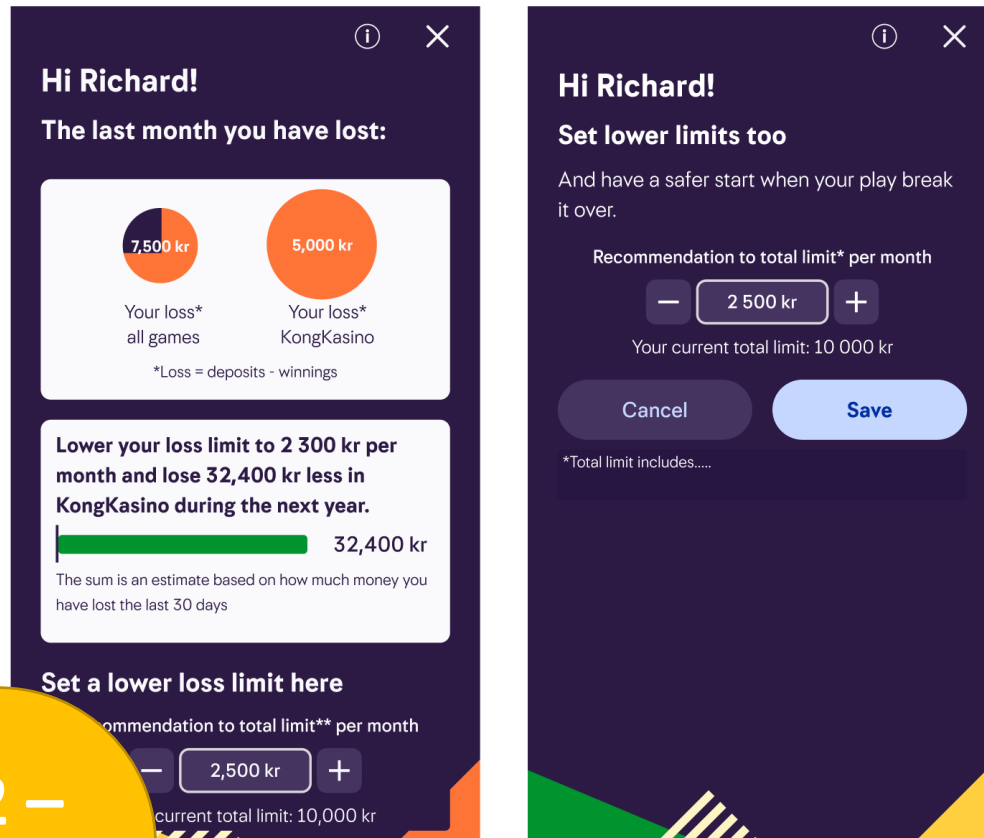


2.5 –  
4.5%

- Simple, positive or negative motivation, remember the positive or negative (BD)
- Chunking information (ID)
- Reflection (BD/ID)
- Current information (BD/ID)
- Two choices (ID)
- Opaque background (ID)
- Triangles at the bottom and smiley (ID)

# Now...

After 16 unique and 5 adjusted pilots



12 –  
40%

- Chunking information (ID)
- 1-3 pieces of information (ID)
- Reflection (BD/ID)
- Current information (BD/ID)
- Recommendation (BD/ID)
- Dark background and triangles at the bottom (ID)

Current tools	Behavioral design	Interaction design
<p>There but not visible or actionable enough</p>	<p>Current behaviors, motivation, and what behavioral principles to lead to desired action</p>	<p>Who, motivation and why, timing, look-and-feel, and the experience</p>

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