# New technology and gambling: The influence of the Internet on gambling problems

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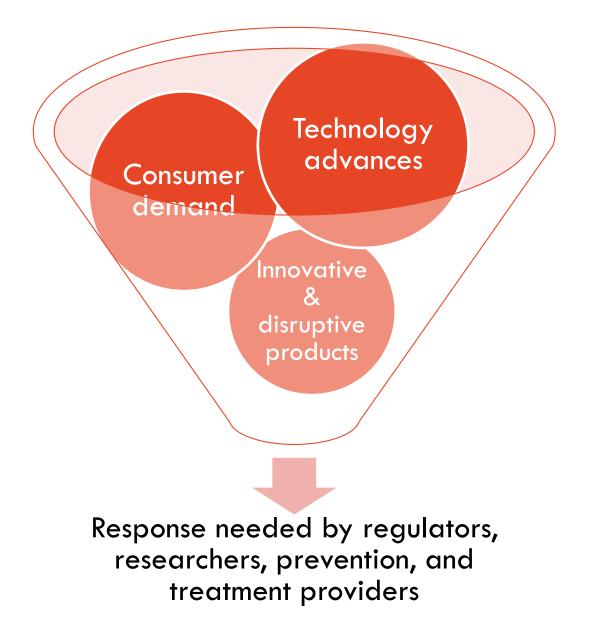


#### **Disclosures**

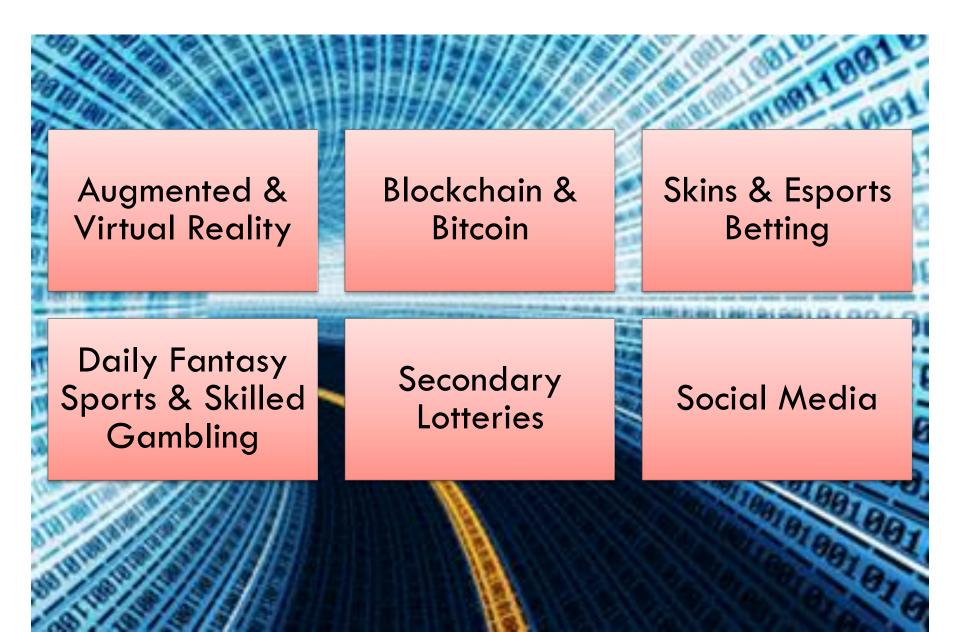
# -Travel costs paid by SNSUS conference

- I have worked on research projects that have received funding from gambling industry bodies, government departments, and organisations that are funded indirectly from taxes and/or contributions from the gambling industry.
- I have worked directly as a consultant to provide expertise to guide responsible gambling initiatives for gambling industry bodies, government departments, and organisations that are funded indirectly from taxes and/or contributions from the gambling industry.
- I have accepted funding to cover travel and expenses to attend and present at meetings on topics with the aim of enhancing the provision of responsible gambling strategies.
- Funding received directly and indirectly from: NSW Liquor, and Racing; Australian Institute of Family Studies; Australian Research Council; Australian Department of Social Services; Australian Communication and Media Authority; Department of Broadband Communication & the Digital Economy; UK Responsible Gambling Trust/Gamble Aware; Ian Potter Foundation; Gambling Research Australia; Victorian Responsible Gambling Foundation; National Association for Gambling Studies; Responsible Gambling Council; Manitoba Gambling Research Program; Gambling Research Exchange Ontario; Centre for Addiction and Mental Health; European Society for the Study of Gambling; Star Entertainment; Clubs NSW; Sportsbet; Techlink Entertainment; Gaming Technologies Association; Aristocrat Leisure Industry; British Columbia Lottery Corporation; Nova Scotia Provincial Lotteries and Casino Corporation.

# An evolution of gambling



#### The future of gambling is happening now



#### Rapid iteration and evolution of gambling needs a response

- Hybrid products are they gambling?
- Who are the new gamblers?
- How do people access and engage with gambling?
- What are the risks?
- What marketing is appropriate?
- How to incorporate technology for prevention and treatment?
- Impact on regulation?



# Taking a step back: How has gambling evolved over time?





# Gambling has occurred throughout history and across cultures

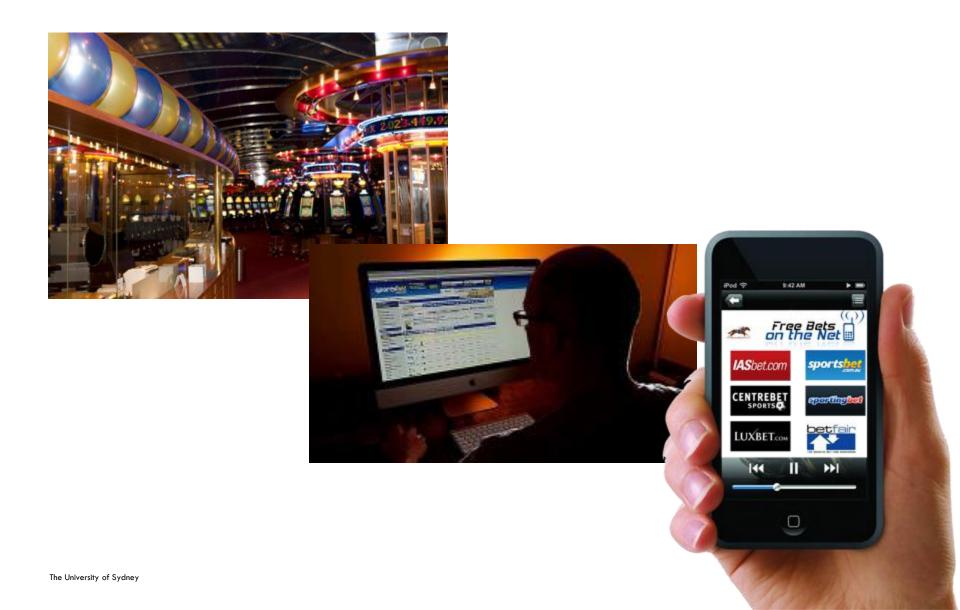


# Technology is changing gambling: Format

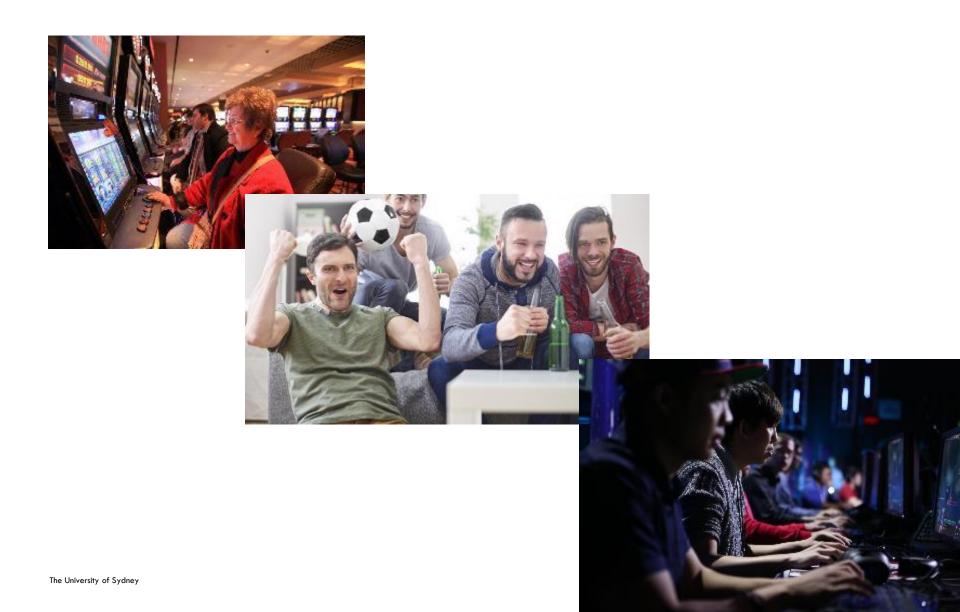




# Technology is changing gambling: Access



# Technology is changing gambling: Customers



# But, has gambling really change? The example of payment methods







# Technology has impacted many aspects of gambling: Example, payment methods









#### Technology updates, but game experience remains the same

- No cash/coins online
- But, sound of coins falling
- Images of coins/cash/tokens
- Reference to coins in virtual games







# Online gambling the same product – teched up



# **Online poker = poker, online**



# Allows new experiences, but fundamentally the same product

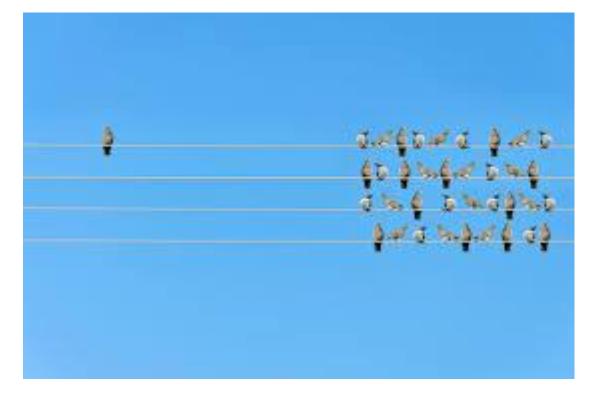








# Innovation and disruption in the gambling industry

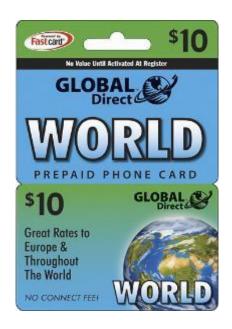




## **Disruptive innovation**

- Efficient
- Worthwhile
- Creative
- Useful
- Simple
- Cheap
- Impactful
- Scalable
- $\rightarrow$  New market
- $\rightarrow$  New methods









# Internet gambling regulations are outdated

- Regulations lag behind innovation
- Prohibition, monopoly, restrictions
- + consumer demand
  - $\rightarrow$  Innovation
  - $\rightarrow$  Hybrid products
  - $\rightarrow$  Disruption!



# **Augmented reality**







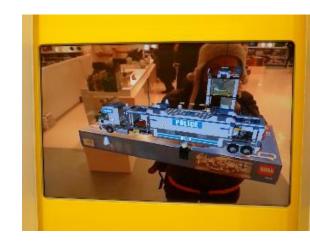


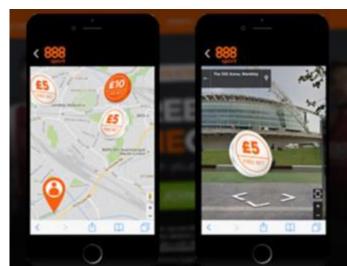
# Pokémon Go: 130 million downloads, \$10 Million per day



# Augmented reality merges digital content with real environment

- Utilises smartphone features (geolocation, camera, microphone etc)
- Betting options
- Info
- Results
- Promotions
- Notifications





# Virtual reality





# Virtual reality is beginning to reach the mass market

- Immersive, presence
- Equipment reaching mass market
- Casinos being developed & launched









# Virtual reality gambling predicted to rise 800% in next 5 years

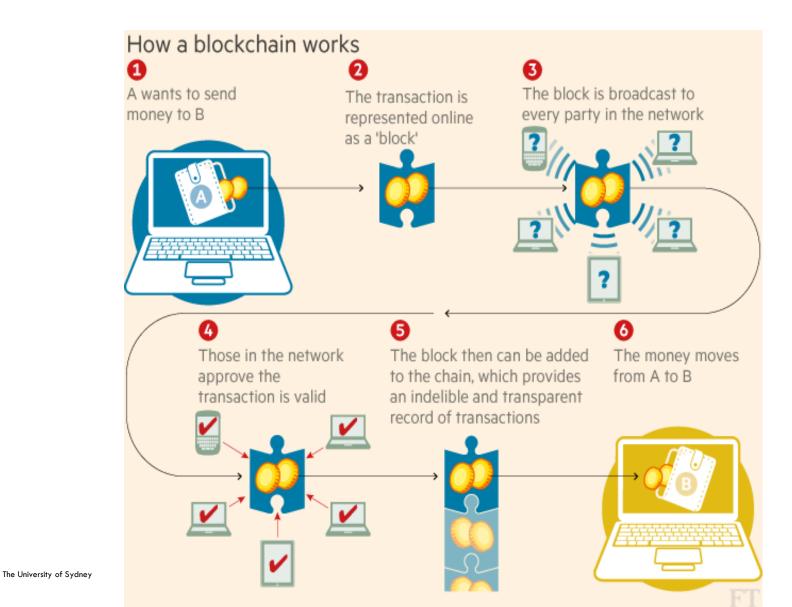


# **Blockchain gambling**

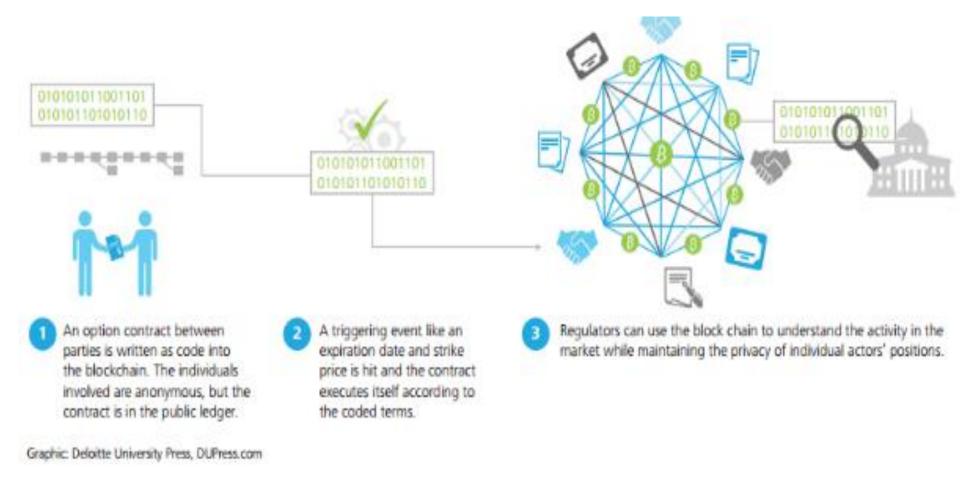




# Blockchain: Permanent, Secure, Anonymous, Transparent, Trustless, Validated, Decentralised



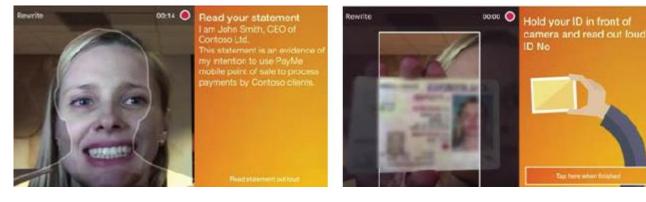
#### **Blocktrain automates trustless, anonymous transactions**



#### **Blockchain gambling**

- Bitcoin as currency: 1BTC = 12082DKK
- Customer identification
- Decentralised gambling
- Removes risk of fraud, cheating
- Faciliatates anonymity
- Lower overheads
- Direct payment, no accounts or payment providers



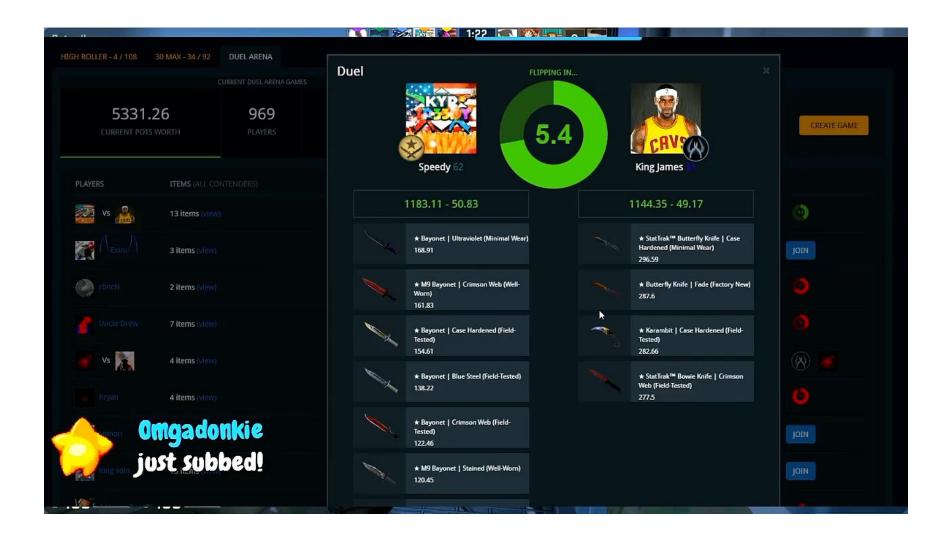


# **Skins betting**





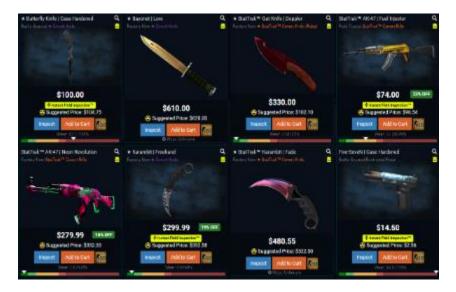
# Skins betting: Virtual items used for unregulated gambling



#### **Skins betting**

- Wagered on esports, casino, or lottery-style games
- No regulation, no consumer protection, no verification of integrity/security
- \$7.4 billion worth of skins bet 2016
- Legal actions and regulatory response underway





# **Esports betting**





# Esports, Professional Gaming Tournaments: 213.8 million viewers, US\$696 million



#### **Esports betting**

- A new gambling market
- \$5.5 billion wagered in 2016
  - 6.5 million esports bettors
  - most via skins
- 8.5% of UK adults







#### **Fantasy sports**





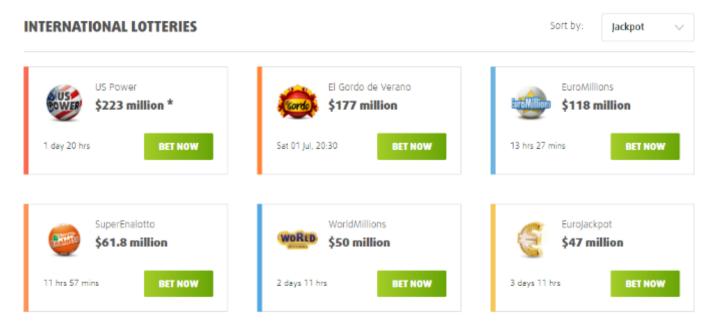
#### **Daily Fantasy Sports betting**

- A new type of betting, evolved from 'skill' competition
- Sports betting in restricted markets
- Consumer demand
- 56.8 million US players 2015 (37% increase from 2014)





#### **Secondary lotteries**





#### **Secondary lotteries**

- Messenger purchasing tickets on behalf
- Insurance betting on outcome of draws
- Evolution of traditional (stagnant) product
- Little competition in lottery market
- Broad customer appeal
- Opening international markets



**Our Winners** 



Our Recent Winners Василь М. - Ukraine France - Loto 8 May 2017 / \$ 33

# **Meet Our Winners**

Prizes Paid Out

US\$ 57,818,218

2,962,770 World Wide Winners

Read More

A Worldwide Millionaires Club



# **Skilled gambling**





# Skilled gambling: Video gaming machines

- Convergence of gaming and gambling
- $\rightarrow$  New product
- $\rightarrow$  New market
- Skill elements can influence payout
- Incorporate gaming themes







#### Social media marketing





#### Social media marketing – advertising evolved

- Social media marketing spend €3.2 billion (2017) —
- Evolution of advertising  $\rightarrow$  interaction & dialogue

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**Royal Vegas Online Casino** 

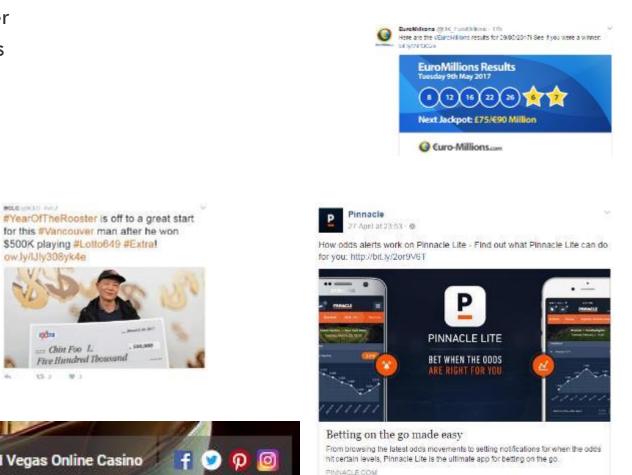
.

\$500K playing #Lotto649 #Extra!

660.00

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- Enhanced role of consumer \_
- Reduced power of brands —



#### But, are all social media posts advertisements?



#### Gambling companies can work around advertising restrictions on SNS







FREE \$30 To Play Policies and Bingel manual distance and TODAY ONLY! GET FAID SHE TO PLAY FORES! Learn More Assertable and New Tealand ONLY NO Could Card Number of Sold

Like -Comment - Share - 12 25 (2) 11 (2) 2 - 10 - Ignored and

Roay Palace @ group -alute - two s-Room Pable Concrets to Quentin P, who won AU\$10,000 playing Mega-Moolahi Good news is, there's still \$8,767,000 to be want roxypalace.com





4

Bet Promotions @BetPromotions4u · Nov 26 It's your lucky day! bit.ly/1HjJLXv



23

#betting #gambling #europaleague #liverpool #klopp



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The University of Sydney

Page 45

#### What is the impact of social media marketing?

Survey 1,338 Australian social networking site users

- 41% had seen SNS promotions for gambling companies
- Target audience most likely to engage: younger adults, males, greater gambling spend
- 75% reported no impact on gambling
- 13% reported an increase in gambling
  - Male
  - Younger
  - Higher education
  - Work full-time
  - Ethnically diverse
  - More involved gamblers
  - At-risk and problem gamblers



#### Social media marketing does not include warnings

- 60% had never noticed responsible gambling messages on SNS



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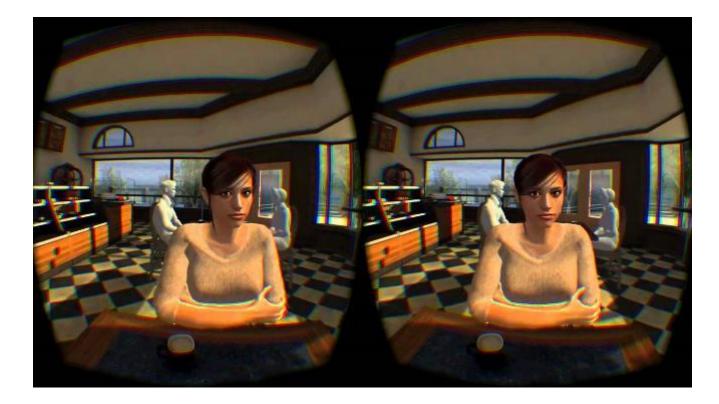


Raiders Belconnen 6 February (A

At least \$1000 will be given away tonight in our members badge draw!



# Implications for regulation, prevention, and treatment





- Is it gambling?
  - Virtual items as currency
  - Role of skill
  - 'Fair' outcomes
  - Promotion, conversation



- Is it gambling?
- Who are the new gamblers?
  - New cohort
  - Youth
  - Vulnerable populations



- Is it gambling?
- Who are the new gamblers?
- How do people access and engage with gambling?
  - Unregulated sites
  - Anonymous currency
  - Crime



- Is it gambling?
- Who are the new gamblers?
- How do people access and engage with gambling?
- What are the risks?
  - Immersion
  - Customer tracking
  - Event frequency
  - Illusions of control
  - Player understanding



- Is it gambling?
- Who are the new gamblers?
- How do people access and engage with gambling?
- What are the risks?
- What marketing is appropriate? —
  - What is marketing/branding?
  - Do regulations account for platforms?
  - Influence on consumers
  - Counter-advertising



Do you 'like' drifting off to your happy place?



Like · Comment · Share

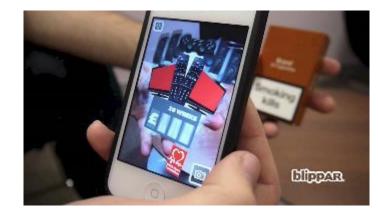
- Is it gambling?
- Who are the new gamblers?
- How do people access and engage with gambling?
- What are the risks?
- What marketing is appropriate?
- Impact on regulation?
  - Records
  - Existing operators
  - Research urgently needed



# Technology updates for prevention and treatment

- Prevention
  - Risky gambler identification
  - Modified reality
  - Personal messages
- Treatment
  - Updates for counsellors
  - Virtual reality







#### The future of gambling is not business as usual

- The past does not predict the future —
- Need for forward thinking \_
- Innovation & disruption \_\_\_\_





#### Thank you!

#### **Dr Sally Gainsbury**

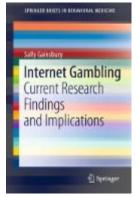
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