The gaming and gambling landscape

"New platforms – New Trends in Gambling. How to Target New Audiences?"

SNSUS-conference may 2013

Stian Nilsen Head of Strategy and Insights Norsk Tipping AS



Thank you!



The gambling and gaming industry is a

MASSIVE industry

Global gambling revenues were estimated at



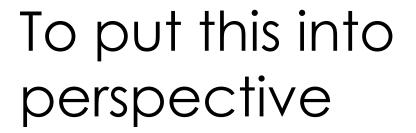
Source: GBGC

And it's steadily increasing

\$500 billion per 2015



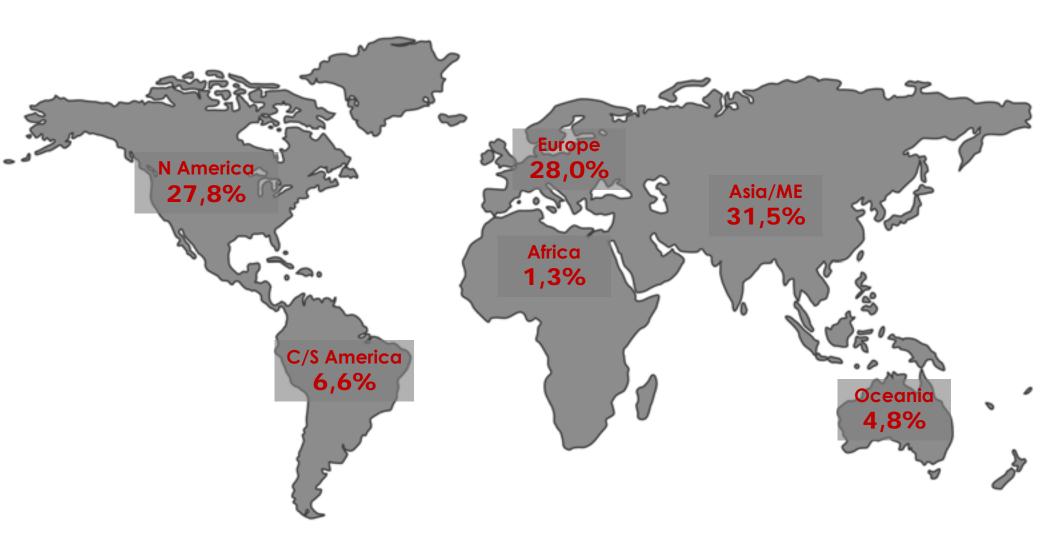
Source: GBGC



equalling Norway's total GNP

Bilde: Wikipedia.org

Gambling revenue by continent



LOTTERIES ≈ 28,4% of global gaming revenues ≈ \$122 billion



CASINOS ≈ 27,7% of global gaming revenues ≈ \$117 billion



GAMING MACHINES

≈ 22,0% of global gaming revenues ≈ \$94,6billion



BETTING ≈ 12,7% of global gaming revenues ≈ \$54,6 billion













Source: GBGC

Global gaming revenue

Land based ≈ \$390 billion















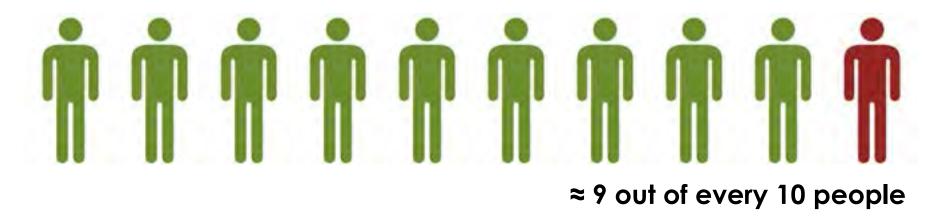




91%

9%

Number of all European citizens who have participated in some form of gaming or gambling at least once during their life



Number of European citizens who participate in gambling and gaming activities **each year**



≈ 7 out of every 10 people

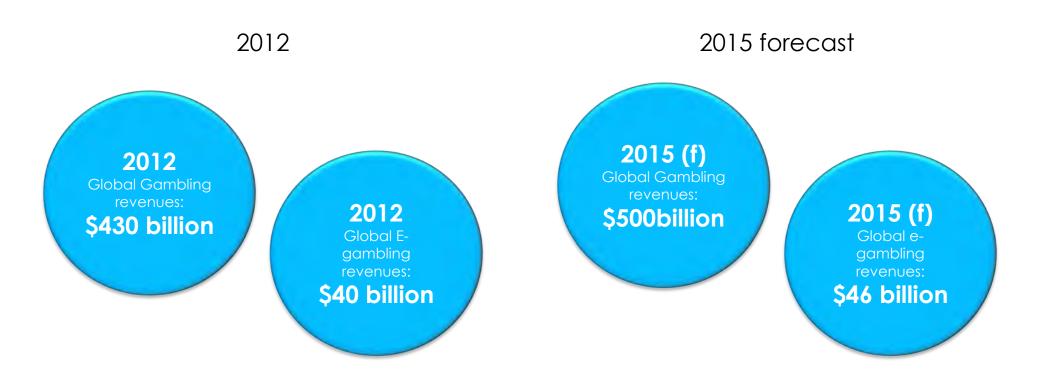


Enough with the statistics already!

Ok....

...but lets just agree

This is a **MASSIVE** business....



...and it will grow even BIGGER!

No wonder private investors wants a piece of the action

"If you want to make money in a casino, own a casino"

Steve Wynn American business magnate and casino entrepreneur







Online gambling is where the money is according to The Sunday Times Rich List



Gambling industry figures accounted for 10 entries on the Sunday Times Rich List 2012



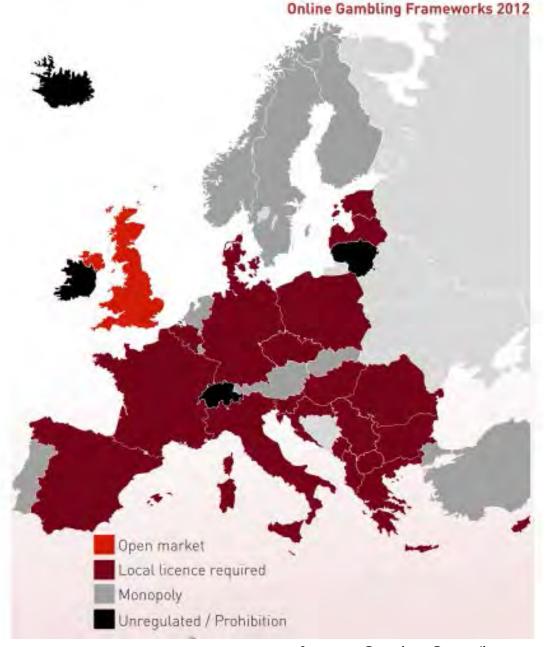




Founders and owners of Bet365, Denise Coates and her father Peter Coates, are listed with a fortune estimated at £800 million, fast closing in on becoming Britain's first gambling billionaires.

Most major markets in Europe are now open for competition

Local licence models has quickly become the dominating practise



Source: Gaming Compliance

The gaming and gambling business...

...is definitely a business in change

Dominating forces and areas of change:

Changing Context

- 1. From Bad Guys to Serious Business
- 2. Get BIG or get EATEN
- Media corporations getting in
- Social media gambling a GAME CHANGER?
- 5. USA's e-gambling regulation
- 6. EU's stance gambling regulation

Changing Content

- 7. Monster money
- 8. Instant Gratification
- 9. Skill = thrill
- 10. "Moneytainment"
- 11. Gamification

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Lets start of with

Context



From "bad guys" to "serious business"

From





We used to compete against these guys...

Several small .coms

Little or no transparency

No industry standards or accreditation programs

Little or no control concerning money laundering, player protection, fraud and match fixing

Websites on Malta or Gibraltar with vague and hidden ownership structures





Now we compete against these guys...

Big businesses listed on international stock exchanges

Local licences in most major markets - dot.country instead of dot.com

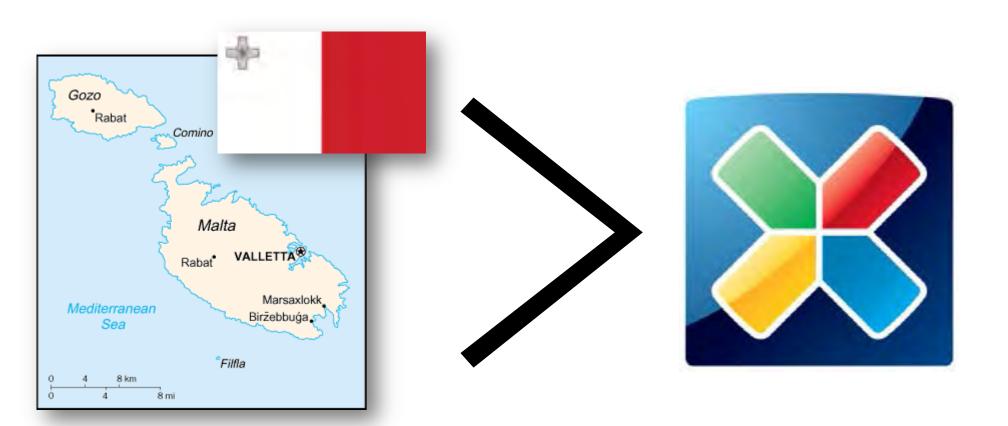
Standardised reporting and financial transparency

Operational practice requirements and standards

Player protection standards and requirements

Staff training requirements and standards

Cross company collaboration to fight fraud, match fixing and money laundering



≈ 400 Norwegians working in the gambling industry in Malta

≈ **370 employees** at Norsk Tipping

The e-gambling industry has joined forces and taken measures to "clean up their act" in order to look good for local regulators and investors...











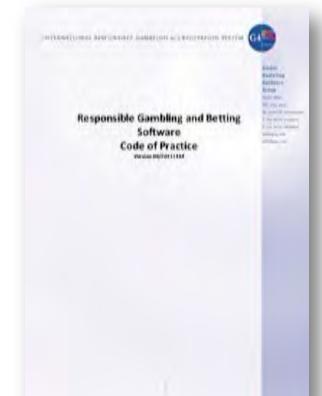


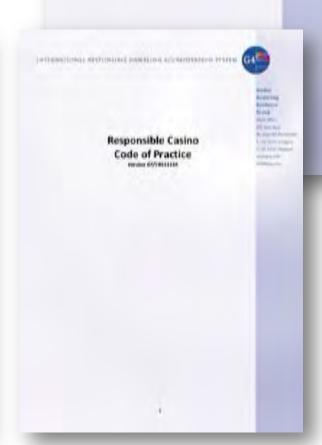
One example of industry standards

"Global Gambling Guidance Group"











Some of the private operators' responsible gambling measures are now starting to look good, and they appear to be well trained and conscious when it comes to player protection issues...

However, some questions still remain unclear:

...how good are these standards and requirements?

...why so little transparency concerning effects?

...what about ethical standards and codes of conduct?

...why are so many of the responsible gaming features voluntary instead of mandatory?

And most importantly:

...when push comes to shove, are shareholders really willing to place player protection above money?

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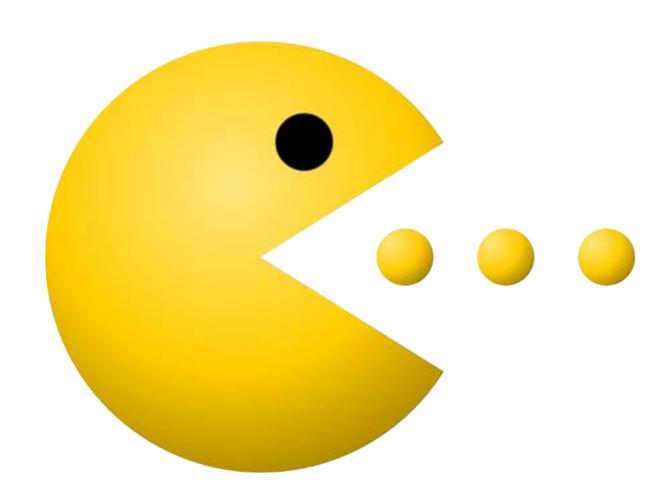
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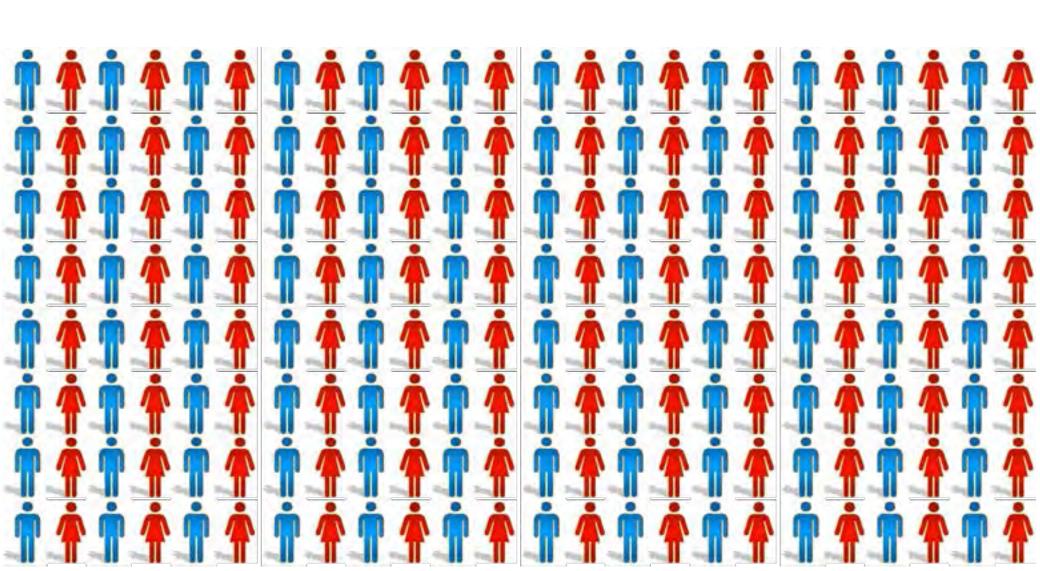
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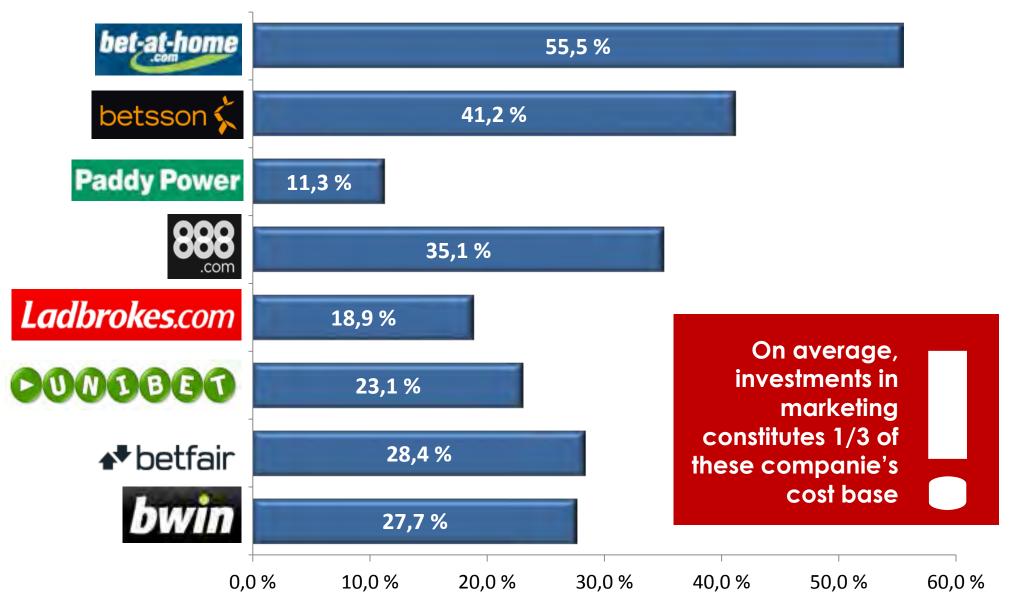
Get BIG, or get EATEN - intensifying competitive environment



In the gambling industry, **NUMBER OF CUSTOMERS** and **FREQUENCY OF PURCHASE** is everything



Marketing expenditure in % of Gross Gaming Revenue (GGR)



Kilde: Lohse Consulting/European Lotteries

I 2011 there were

140295

commercials for gambling on

Norwegian

TV-screens

This equals

Or, on average:

384

commercials every day



37 DAYS

of commercials for gambling during a year



Norsk Tipping 1 %

Norsk Rikstoto 6%

The 24 companies and websites behind gambling advertisements on Norwegian TV in 2011

7 Red.com Ben's bingo.com Bet24.com Betsafe.com Betsson.com Bingo.com Centrebet.com Comeon.com Eurolotto.com Extraspel.com Fulltiltpoker.com Maria.com

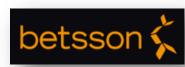
Megascratch.com Mrgreen.com Nordicbet.com Norgesautomaten.com Norgesspill.com **Norsk Rikstoto Norsk Tipping** Norskelodd.com Pokerstars.com Unibet.com Vinnstort.com Yessbingo.com

Champions League final Wembley 25.05.2013

















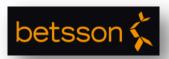




MARCH STATES

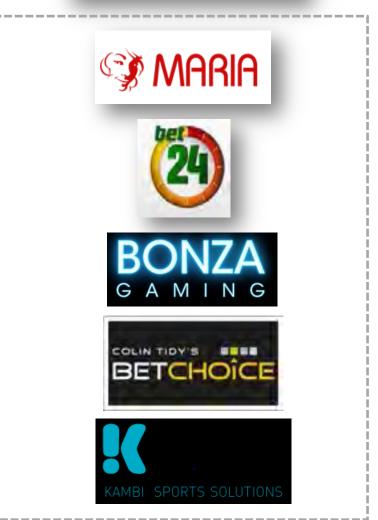
Mergers And Acquisitions

Consolidation (two examples)









Why this eagerness to get bigger

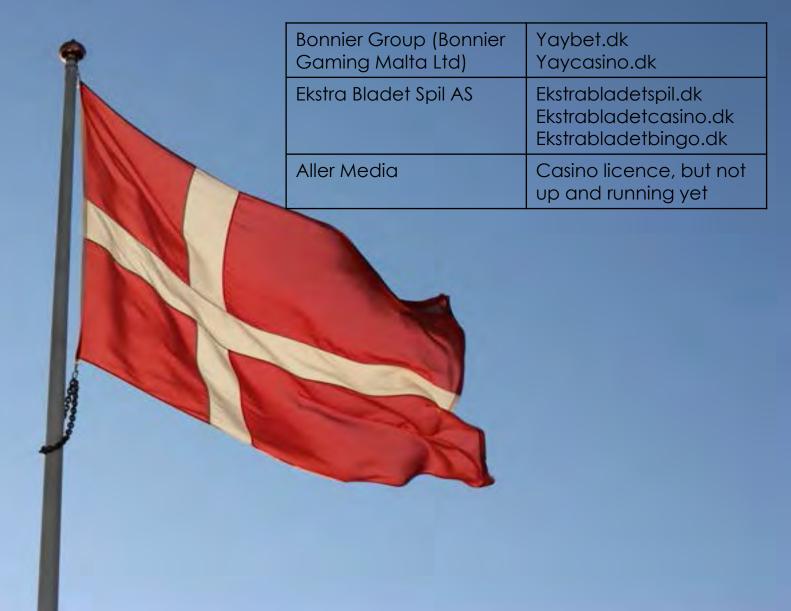




Media corporations are getting in...



When Denmark opened for local licences, three MEDIA CORPORATIONS quickly entered the playing field



















Gambling revenue can be used to finance broadcasting rights for other attractive content, thus strengthening their positions as content providers

Gambling adds value and delivers engaging content in it self

People already place bets on TV-related content, so why not try to make sure the money stays with the content provider

Share of revenue – live betting vs. pre-betting (2010)





Social media gambling - a GAME CHANGER?





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facebook facts

World wide users: 1.11 billion as of May, 2013

Daily active Facebook users: 665 million

Average time spent per Facebook visit: 20 minutes

Average number of users playing Facebook games per month: 250 million

facebook facts

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Daily active Facebook users: 665 million

Average time spent per Facebook visit: 20 minutes

Average number of users playing Facebook games per month: **250 million**

≈ 35 million Facebook users each month according to Facebook statistics





bling

company

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zynga.org

ca/eers

The same in column 2000s Printed

ZyngaPlusPoker and ZyngaPlusCasino Launching for UK Players

Planting by Rang College on Part J. 2019 1

Starting tomorrow, players ages 1ft and over in the UK can experience Zynga's first real money games ZyngaPlusPoker and ZyngaPlusCasino powered by twin.party, one of the largest and roost reputable real money gaming operators worldwide. Launching the download and web versions of Zynga's real money games for play in the UK is an exciting move to bring players the real money games they have been asking us for. We look forward to launching our social versions of real money games for players on Facebook and mobile in the UK throughout 2013.



- ZyngaPlusPoker is an online poker room that offers UK players a wide variety of games and fournaments with buy-ins all every level.
- ZyngaPlusCasino brings players more than 160 stats games and a variety of table games to choose from including Blackjack. Roulette: Baccarat and Video Poker as well as the firstever FarmVille themed slots game.
- Both ZyngaPusPpiser and ZyngaPusCasino will offer players a host of welcome packages

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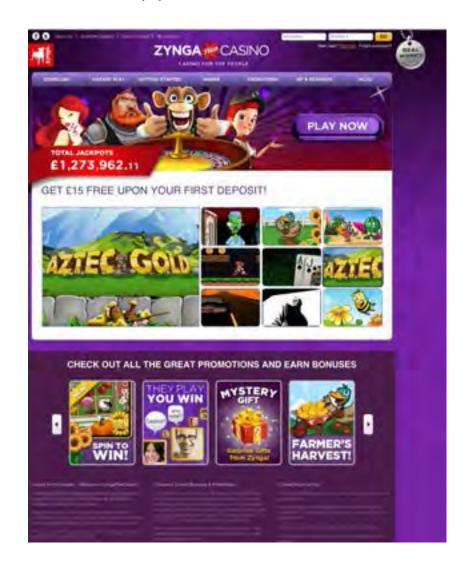
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Casino application



Poker application



Examples of other gaming and gambling companies going social:





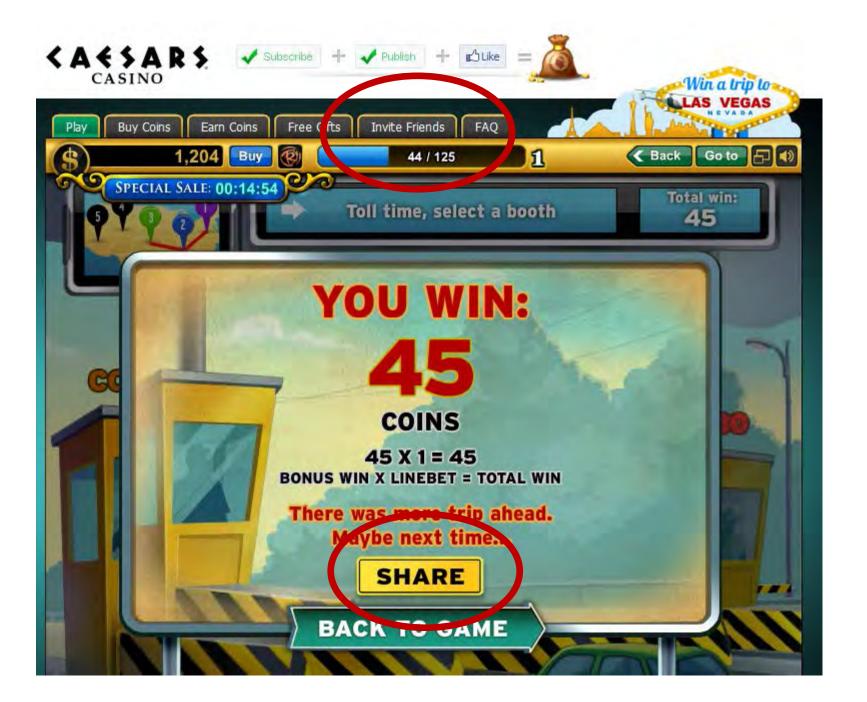




bwin.party

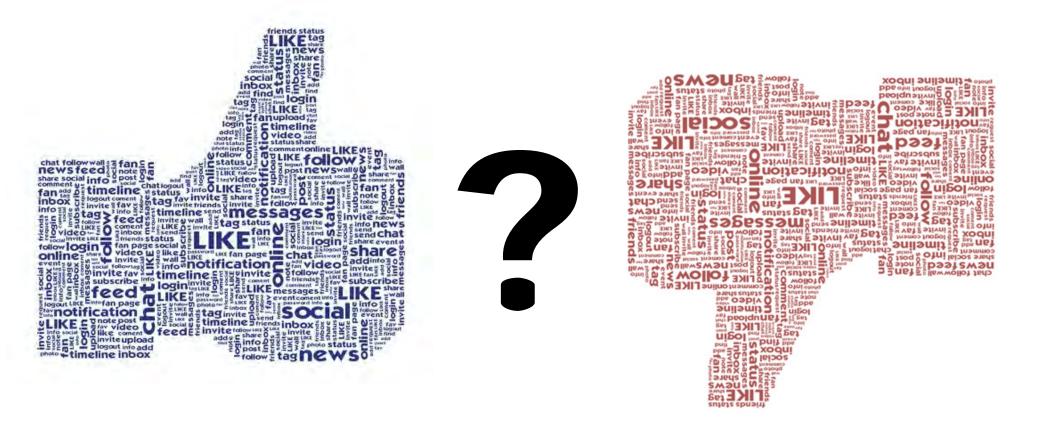
It's easy to understand why







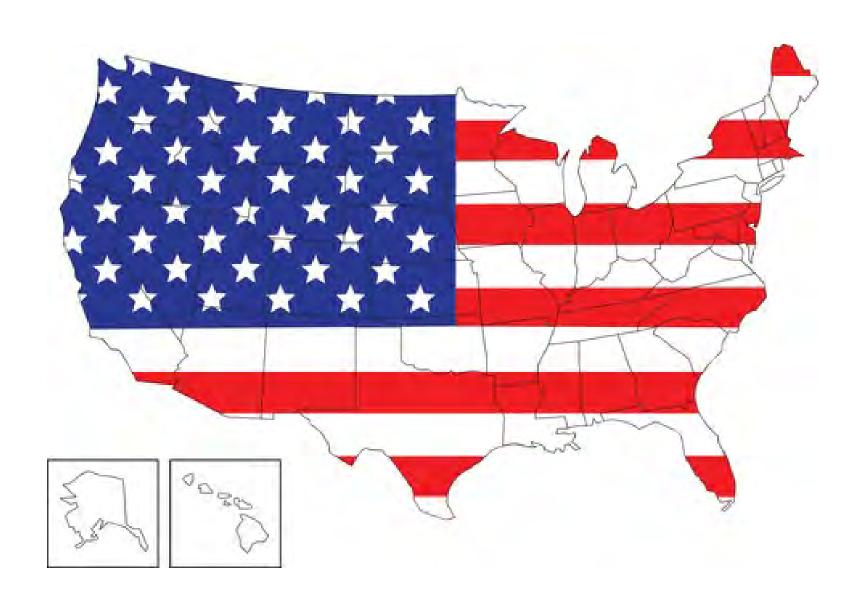
Facebook may become the online world's Vegas strip...



...but it remains to be seen how Facebook-users react



USA's regulation of e-gambling – further deregulation?





EU's stance on gambling regulation



Then over to

Content



Monster money = Attention



The worlds biggest prize pay-out

\$656.000.000

Divided between three players March 2012, USA

And the biggest prize pay-out to a single player:

\$590.500.000

May 2013 (Florida, USA)



Europes bigges cash prize:

€161.000.000

Juli 2011 (won by a British citizen)



The biggest prize pay-out in the Nordic countries:

216.125.520 NOK

15th of May, 2013. Won by a man in his 60s from Troms, Norway



The second biggest prize pay-out in the Nordic countries:

215.000.000 SEK

27th of March 2010 (won by a man aged 50-60, from Helsingborg, Sweden)



Instant Gratification...



"On demand society"

Generation C

"The connected generation"

"The triple A generation"

...always on

...anywhere

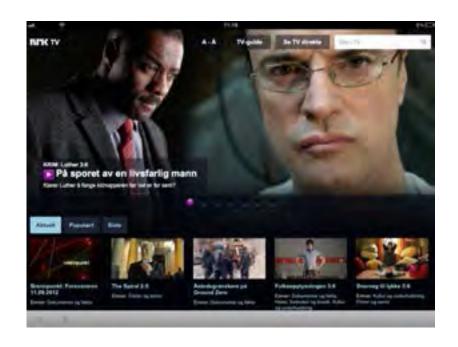
...anytime

When I was a kid, this is what TV looked like...



...one channel, and if I wanted to watch TV at 18:35, I had to watch "Sommertreff i Nevlunghavn".

For my kids, growing up now, TV looks like this...















When I was a kid, this is what music looked like...







For my kids, growing up now, music looks like this...













And when I was old enough to gamble, this is what I had to choose from



Kids, old enough to gamble now, are faced with this...









What do you thing will dominate the future development of games?

Pick your numbers, and wait until Saturday evening



Instant play, instant result

or..



9. Skill = Thrill



What is skill?

What does skill provide?

...social skills and abilities

...knowledge

...calculating probability and risk

...tactical and strategic choice

...coordination / motoric skill



...engagement

...involvement

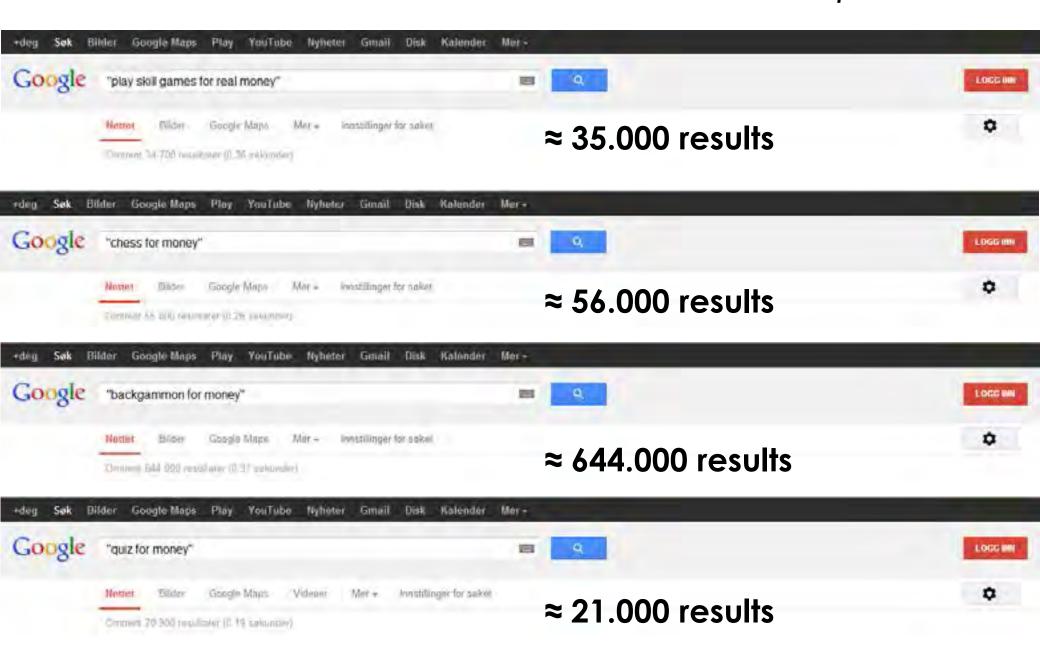
...prestige and status

...intensity

...competitive instinct

...the skillgames seen today are nothing more than examples of what's to come

And remember; skill is much more than poker!

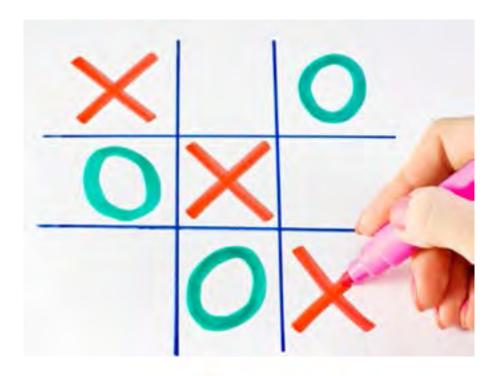


You can even incorporate "SKILL" into number games...

Strategy + Luck (high/low "skill game" at Betssson)



New "skill games" has the potential to reaches a different audience, and maybe a group of players more competitively focused than gambling focused







"Moneytainment"

- Entertainment games becomes money games



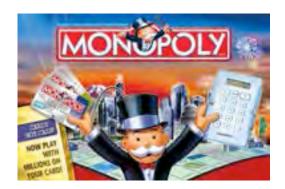
"What if you could play these games for real money, wouldn't that be great?"











Example 1: Backgammon at Ladbrokes



Example 2: Low stakes Hangman at Ladbrokes

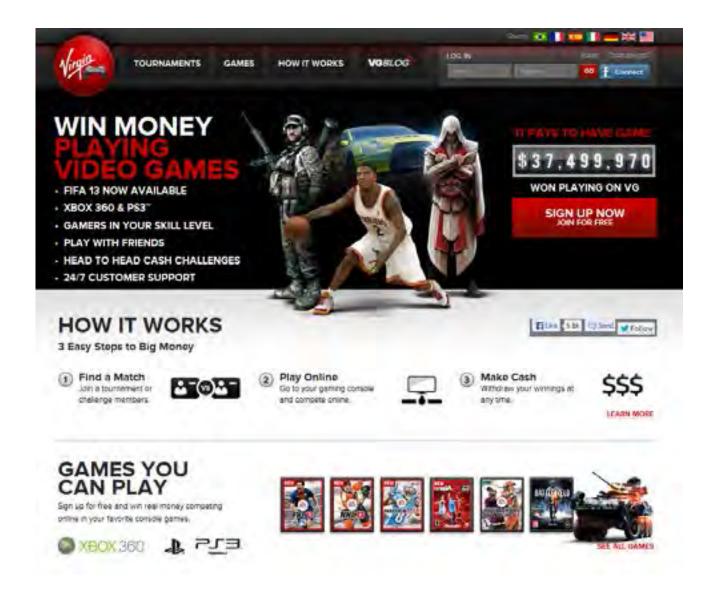


Example 3: Low stakes Quiz at Ladbrokes





But maybe the most interesting example...



These are the titles currently available...

















...if you have kids at home, some of these should be household names

If you want to learn how it works, visit:

http://virgingaming.com/how-it-works/



Or get instrctions on YouTube



If 18 year olds can play these games for money...













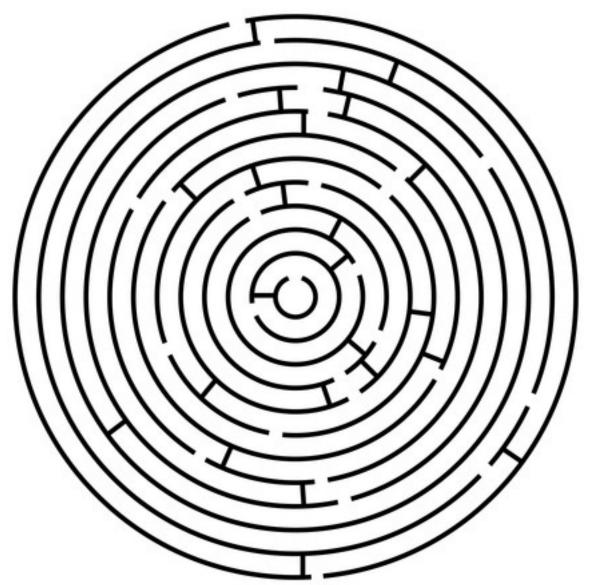




...how do you think they will feel about these games?







Everything seems to be a game these days...

Gamification is...

"...the integration of game and gambling mechanics, feedback loops, and rewards into a service, product, website, etc, in order to drive customer involvement and participation "



WE ARE HEINEKEN HEINEKEN Experience OUR BEER

OUR ADS

LIMITED EDITIONS

UEFA CHAMPIONS LEAGUE











B₀₉B **0-0**

BORUSSIA DORTMUND VS FC BAYERN MÜNCHEN

20:59 TIMING HELP

POWER UPS

POWER UPS BOOST YOUR SCORING CHANCES SO MAKE SURE YOU USE THEM TO GET AHEAD.

MAX POINTS



SCORE FULL POINTS ON BONUS QUESTIONS





REMOVE 2 INCORRECT BONUS ANSWERS





EXTRA 30-SECOND GOAL CHANCE

YOUR LEAGUE

BADGES

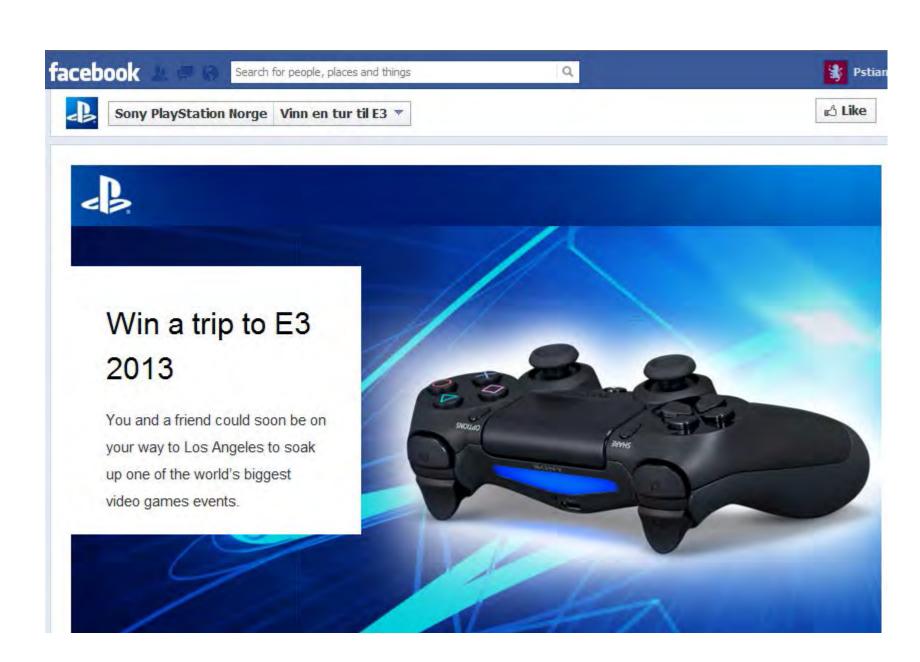
STATS

SCORE: OPTS



FAGS















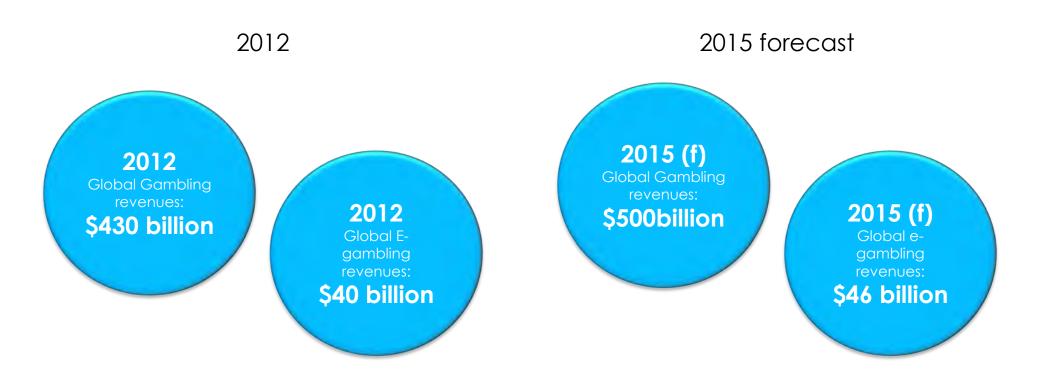


Are these alternatives, substitutes or direct competitors to gambling?

How does the widespread use of game and gambling mechanisms, influence customer expectations of what real money games should feel and look like?

Wrapping up:

This is a **MASSIVE** business....



...and it will grow even BIGGER!

Dominating forces and areas of change:

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