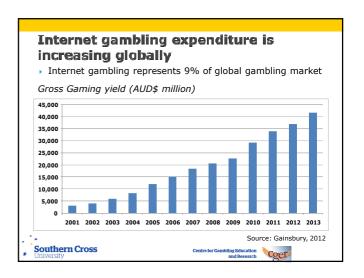
Internet Gamblers in Australia: Gambling Behaviour, Gambling **Problems and Comparisons with** Non-Internet Gamblers Nerilee Hing, Sally Gainsbury, Alex Blaszczynski, & Robert Wood The First Asia Pacific Conference on Gambling & Commercial Gaming Research 6 November, 2012 **Southern Cross**

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Key growth factors

- Cheap, fast broadband connections
- Mobile technology
- Increase use of and trust in sites
- > Safe, secure online payment systems
- Increased marketing
- Bonuses and incentives





Features of Internet gambling

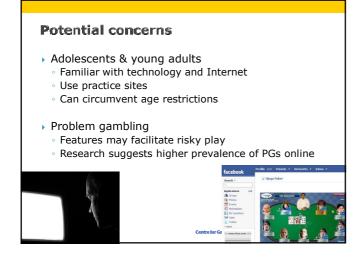
- Accessible & convenient
- Solitary or social play
- Players create a persona
- High degree of customer choice
- Any type of level of play possible
- Large pool of players
- Competitive odds and player return
- Account information available
- Vast amount of information to guide bets







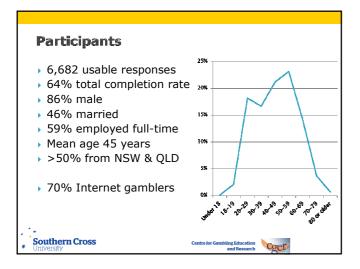


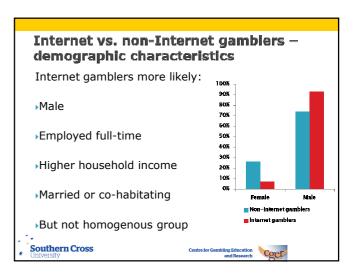












Internet vs. non-Internet gamblers – gambling behaviour

- Internet gamblers more likely to:
 - · Participate in more forms of gambling
 - Gamble more frequently
 - Bet on sports, races, poker and Internet casino games weekly
 - Greater median expenditure for wagering
- Non-Internet gamblers more likely to:
 - Use EGMs weekly
 - Greater median expenditure for bingo and poker







Internet gambling

- > 50% gambling online before 2004
- ▶ 95% gamble online from home
- > 84% gamble on computers
 - Minority mobile gambling
- ▶ 60% gamble online 12-6pm
- 28% 6pm-midnight
- Lottery and wagering on onshore sites
- Electronic payment increases spend for substantial minority (19%)







Perceived advantages of Internet gambling

- 1. Don't have to leave the house (55%)
- 2. Availability/convenience (46%)
- 3. No crowds (31%)

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- 4. No unpleasant people (30%)
- 5. Greater privacy & anonymity (28%)
- 6. More physically comfortable (29%)
- 7. Higher payout rates (18%)



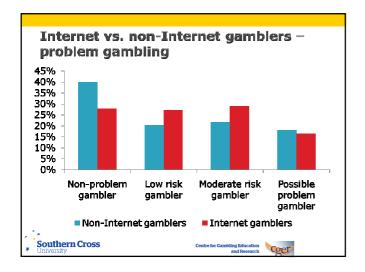
Perceived disadvantages of Internet gambling

- Too convenient (30%)
- 2. Easier to spend more money (28%)
- 3. More addictive (15%)
- 4. Poorer social atmosphere (15%)
- 5. Concerns about money/deposits (12%)



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Internet Problem Gamblers

- Problems related to both Internet & land-based types of gambling:
 - 1) Wagering (36% cf 25% for non-Internet gamblers)
 - 2) EGMs (18% cf 39% for non-Internet gamblers)
- Problems related more to Internet (33%) than land-based modes (26%)
- Most problems start after gambling online (62%)
- Internet PGs report disrupted sleep (48%) & eating (34%) due to online gambling
- ▶ Electronic payment → spend more (53%)
- Less likely to have sought help (15% vs 20%)







Conclusions

- Internet gamblers not homogenous group, but somewhat different from land-based gamblers
- Internet gamblers more involved in multiple forms of gambling
- Gambling problems associated with Internet gambling, but also land-based forms
- Unique problems disrupted sleeping & eating, electronic payment – specific problems need further investigation
- Internet gambling likely to continue to increase
- Treatment & prevention programs required

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Acknowledgments

- Menzies Foundation for supporting research
- Collaborators: Dr Sally Gainsbury, Prof. Alex Blaszczynski, Dr. Robert Wood
- Alex Russell, Psychology, University of Sydney, for assistance with statistical analyses
- Ethel Harris, Psychology IT, University of Sydney, for assistance with online survey
- All individuals and organisations that supported this research and provided links to survey

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Published paper

Gainsbury, S., Wood, R., Russell, A., Hing, N., & Blaszczynski, A. (2012). A digital revolution: Comparison of demographic profiles, attitudes and gambling behaviour of Internet and non-Internet gamblers. *Computers in Human Behaviour, 28*(12), 1388-1398.



