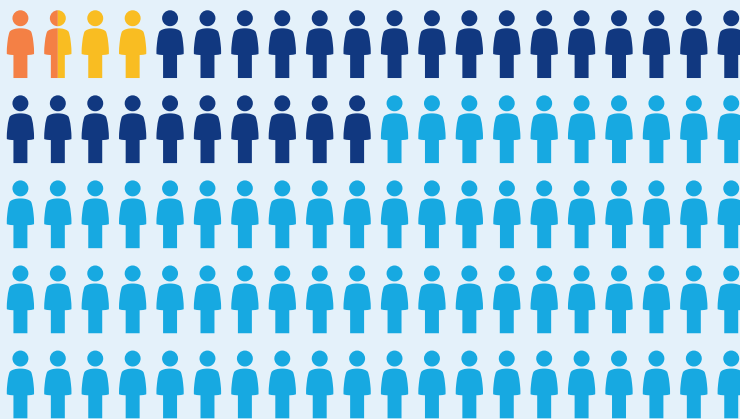


Young people and problem gambling

The NSW Youth Gambling Study 2020¹ explored gambling and simulated gambling by young people aged 12-17 years in NSW. The study found that some young people have gambling problems.

Problem gambling amongst young people (n=551)²



■ Problem gamblers: 1.5% ■ Non-problem: 26.2%
■ At-risk gamblers: 2.2% ■ Non-gamblers: 70.2%

1.5% of respondents were classified as problem gamblers and a further 2.2% as at-risk gamblers.³

This overall problem gambling rate is similar to those found in the most representative youth studies in Australia (1.4%)⁴ and the UK (1.7%).⁵



Having an adult with a gambling problem in the home when growing up, and higher gambling expenditure, uniquely predicted problem/at-risk gambling for the young person.⁶

Young people were also more likely to be a problem or at-risk gambler if they:



had more exposure to gambling advertisements



thought more positively about gambling because of gambling advertisements



played games with gambling components in the last 12 months



had lower wellbeing



were more impulsive



had first gambled at a younger age

Further information about the full range of gambling influences can be found in the research report.

¹ Hing, N., et al., 2020 *NSW Youth Gambling Study 2020*. Sydney: NSW Responsible Gambling Fund.

² To improve representativeness, survey results were weighted for age, gender and location based on ABS population projections for 2020.

³ Based on the DSM-IV-MR-J scale. Fisher, S. E. (2000). Developing the DSM-IV-MR-J criteria to identify adolescent problem gambling in non-clinical populations. *Journal of Gambling Studies*, 16, 253-273.

⁴ Freund, M., et al., (2019). The prevalence and correlates of gambling in secondary school students in Victoria, Australia, 2017. Melbourne: VGRF

⁵ UK Gambling Commission. (2019). *Young people and gambling survey 2019: A research study among 11-16 year olds in Great Britain*. London: Great Britain.

⁶ Based on multivariate analysis of survey responses from young people from a Qualtrics panel (n=826) and Emails & Ad (n=842) as part of the broader Youth Gambling Study.