

DID YOU KNOW?

Gambling-like features within video games



Problem gambling

1

Did you know... that gambling-like

features within video games have emerged as one of the most robustly evidenced risk factors for later problem gambling. Features such as loot boxes and skins gambling closely resemble gambling through chance-based rewards and monetised uncertainty.



Problem gambling



2

These features are embedded within

products widely used by children and adolescents. Evidence consistently shows associations between engagement with these mechanisms and gambling-related harm, particularly among young males.

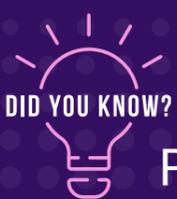


3

Early exposure may normalise gambling

behaviours before legal gambling age. Such practices raise significant ethical and safeguarding concerns.

They blur the boundary between gaming and gambling. Regulatory scrutiny and child protection considerations are therefore increasingly warranted.



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4

For more information, search for
'Gambling' at www.gcph.co.uk