

An Overview of Gambling and Gaming During COVID-19

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Objectives

1. By the end of the session, participants will be able to discuss how gambling and gaming participation has changed during the COVID-19 pandemic.
2. By the end of the session, participants will be able to explain at least two issues of concern with changing gambling/gaming involvement.

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Disclaimers

- ▶ This is an incredibly broad and ever-changing topic
- ▶ There is a lot of debate, discussion, and disagreement on these issues
- ▶ This is a simple overview 😊



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Gambling Terms

Gambling

Risking money or *something of material value* on something with an *uncertain outcome* in hope of winning additional money or something of material value.

Once the bet/wager is made, it is not reversible.

Games of Chance

- Random events with an uncertain outcome
- Strategy does not improve likelihood of winning

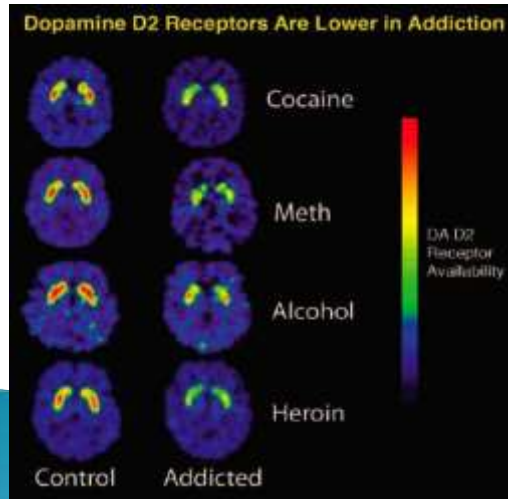
Games of Skill

- Some knowledge or ability is needed to participate
- Outcome is uncertain



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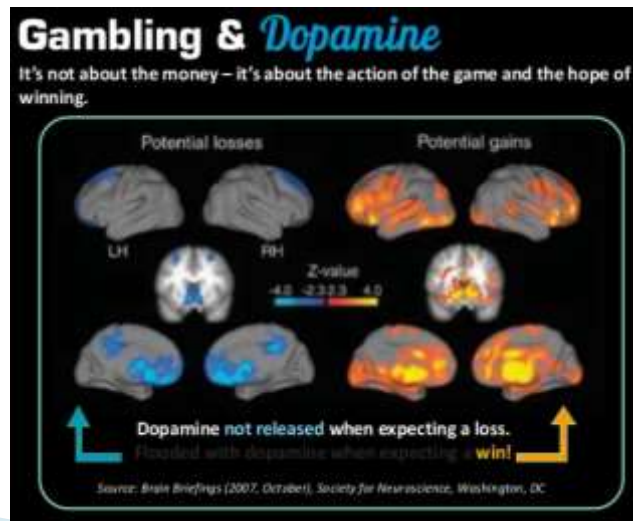
Dopamine and the Brain



[Abuse-

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Dopamine and the Brain



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What is “Gaming”?

- ✓ Smartphone apps or mobile games
- ✓ Playing games on a computer
 - Downloaded typically on platforms such as Steam, Blizzard Entertainment, etc.
- ✓ Video games including e-sporting events
 - Current popular systems: Nintendo Switch, Xbox One, Playstation 4 or 5



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Issues with Convergence

- ▶ Normalization/early introduction
- ▶ Individuals who play social casino games or purchase loot boxes are **more likely** to have higher indicators of gambling issues
- ▶ It is believed that gambling themes within gaming will **increase** the possibility of migrating to gambling activities
- ▶ Whether meeting a legal definition of “gambling” or not, the mechanisms are the same for many video games. The brain responds in the same manner.

(Gainsbury, 2019)

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Issues with Convergence

Gambling Changes

- Incorporating gaming features focusing on skill, social interaction, progress, achievement, and competition
- Casinos/racinos coin themselves “gaming” establishments

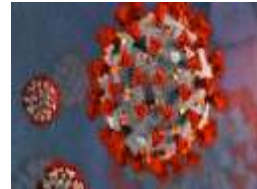
Gaming Changes

- Integrating randomly determined outcomes and rewards (\$ or not)
- Increasing monetization of in-game items (in-app purchases)
- Gambling around events such as esports
- Gaming considered a “hobby” or “career” increasing participation

**BOTH TRYING TO DRAW IN YOUNG AUDIENCES
and USE PSYCHOLOGICAL “TRICKS”**

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Gambling & COVID



Changes to the Gambling Landscape

- Closing of casinos*/racinos
- Cessation*/limits of sports

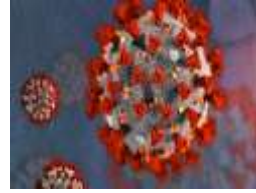
Concerns

- Internet gambling*
- COVID-19-related stress may increase engagement in gambling*
- Increased lottery participation
- Using COVID-19 stimulus funds to gamble

(*Hakansson, et. Al, 2020)

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Gambling & COVID



State Helpline Calls (1-800-589-9966)

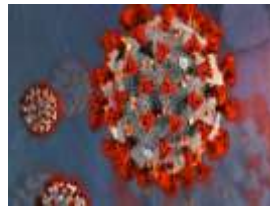
- Average of 400-500 calls monthly
- During COVID an average of 200 more calls per month

Activity/Support Changes

- Online Internet gambling has become more popular as land-based gambling locations were closed/restricted access.
- It's estimated that less than 50% of G.A. support groups were being conducted with some virtual meetings accessible but not preferred.

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Gaming & COVID



- ▶ The number of global media consumers engaging in gaming due to COVID-19, either watching online or playing, has hit a high of 82%
- ▶ New Data also show that 46% of gamers say they are playing more video games than before quarantine (Nielson, 2020)

By July 2020, NPD Group found that total sales of video game hardware and software within the United States in the first six months of 2020 reached \$6.6 billion, the highest since 2010

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Gambling Resources: Local



330-678-3006

155 North Water Street
Kent, Ohio 44240
www.townhall2.com

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Gambling Resources: Ohio

CAMPAIGNS

Get Set Before You Bet (ORG) (beforeyoubet.org)
Change the Game Ohio (ORG) (changethegameohio.org)
Keep It Fun Ohio (Ohio Lottery) (keepitfunohio.com)

STATE RESOURCES

Ohio Mental Health and Addiction Services
(<http://mha.ohio.gov/>)
Ohio for Responsible Gambling (www.org.ohio.gov)
Problem Gambling Network of Ohio (www.pgnohio.org)
Ohio Problem Gambling Helpline (1-800-589-9966)
Ohio Lottery (www.ohiolottery.com/About/Resources/Play-Responsibly)

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Gambling Resources: National

National Council on Problem Gambling (NCPG)

www.ncpgambling.org

1-800-522-4700

Gamblers Anonymous (G.A.)

www.gamblersanonymous.org

Gam-Anon (for family members of problem gamblers)

www.gam-anon.org



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Gaming Resources: General

Gamequitters

www.gamequitters.com

Online Gamers Anonymous (OLGA)

<https://www.olganon.org>

Online Gamers Anonymous(OLG-Anon)

<https://www.olganon.org/welcome-family-and-loved-ones/home>

Computer Gaming Addicts Anonymous

<https://cgaa.info/>



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