

WHY PEOPLE GAMBLE DATA SHEET

YC/WPG/1/117

SMALL FACTS

Compared with adults, young people are 2 to 3 times more likely to develop a gambling problem.

The earlier people start, the more likely they are to experience gambling-related problems later on.



YOUNG PEOPLE ARE 2 TO 3 TIMES MORE LIKELY TO DEVELOP A GAMBLING PROBLEM.

ANXIETY

Those who say they are not doing well at school are more likely to have gambled in the past week (35% compared with 22% of those who say they are doing well).



35% NOT DOING WELL MORE LIKELY TO HAVE GAMBLLED



22% DOING WELL LIKELY TO HAVE GAMBLLED

FAMILY

Lottery and associated products have become embedded in UK family life, with lottery tickets and scratch cards often being bought for young people by parents.



LOTTERY TICKETS AND SCRATCH CARDS OFTEN BEING BOUGHT FOR YOUNG PEOPLE BY PARENTS.

PLEASURE

Slot machines motivate young people to play because they are aurally and visually stimulating, with flashing lights and sound effects contributing to the generation with a sense of fun and activity.

Problem gamblers were significantly more likely than non-problem gamblers (or non-gamblers) to spend excessive amounts of time playing video games, to rate themselves as excellent video game players and to regard video games as a relaxing form of escape.



SLOT MACHINES MOTIVATE YOUNG PEOPLE TO PLAY BECAUSE THEY ARE AURALLY AND VISUALLY STIMULATING.

RISK & REWARD

Young people with gambling-related problems were most likely to anticipate positive outcomes from gambling.

Scratch cards, as products, motivate young people to gamble. These instant win products are potentially addictive because they involve rapid event frequency, short payout intervals, psychological rewards and no skills are needed.



SCRATCH CARDS, AS PRODUCTS, MOTIVATE YOUNG PEOPLE TO GAMBLE.

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