

Study of gambling and health in Victoria

Online gambling



What is the study?

The Victorian prevalence study 2014 is a telephone survey of 13,554 Victorian adults who were selected randomly from the general population. There were 12,551 surveys using landlines and 1003 using mobile telephones. The study aimed to explore gambling and problem gambling in the Victorian population.

Online gambling

People surveyed were asked whether they conducted their different types of gambling online.

Of the non-problem gamblers*:

- 0.17 per cent of those who played gaming machines played online
- 5.73 per cent of those who played table games played online
- 1.29 per cent of those who played keno played online
- 45.56 per cent of those who bet on sports bet online.

Of the low-risk gamblers*:

- 1.00 per cent of those who played gaming machines played online
- 2.17 per cent of those who played table games played online
- 0.52 per cent of those who played keno played online
- 56.77 per cent of those who bet on sports bet online.

Of the moderate-risk gamblers*:

- 7.81 per cent of those who played gaming machines played online
- 14.53 per cent of those who played table games played online
- 0.87 per cent of those who played keno played online
- 69.78 per cent of those who bet on sports bet online.

Of the problem gamblers*:

- 14.84 per cent of those who played gaming machines played online
- 32.95 per cent of those who played table games played online
- 0.87 per cent of those who played keno played online
- 70.83 per cent of those who bet on sports bet online.

Online gambling changes 2008 to 2014

Changes in online gambling activity included the following:

- an increase from 0.24 per cent online in 2008 to 5.73 per cent online in 2014 for non-problem gamblers who played table games
- an increase from 18.53 per cent online in 2008 to 56.77 per cent online in 2014 for low-risk gamblers who bet on sports
- an increase from 29.24 per cent online in 2008 to 69.78 per cent online in 2014 for moderate-risk gamblers who bet on sports
- an increase from 0 per cent online in 2008 to 14.84 per cent online in 2014 for problem gamblers who played gaming machines.

* The categories for risk of gambling harm used in this study are based on the Problem Gambling Severity Index. They are:

- Non-problem gambler – gambles with no negative consequences.
- Low-risk gambler – experiences a low level of problems with few or no identified negative consequences.
- Moderate-risk gambler – experiences a moderate level of problems leading to some negative consequences.
- Problem gambler – gambles with negative consequences and a possible loss of control.

For more information about what these categories mean, see fact sheet 2: Categories for risk of gambling harm.