



**2024 CPA Conference**  
**The Convergence of**  
**Gambling & Gaming**

**June 13, 2024**

Council on Compulsive Gambling of Pennsylvania, Inc.

# Council on Compulsive Gambling of Pennsylvania

- CCGP is a non-profit advocacy organization whose purpose is to assist individuals in Pennsylvania who are experiencing gambling related issues
- CCGP has operated the PA Problem Gambling Helpline since 1997 - this 24-hour service connects individuals with help throughout Pennsylvania
- CCGP provides outreach, prevention and clinical training programs to community groups, professionals and treatment organizations throughout PA



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**[www.pacouncil.com](http://www.pacouncil.com)**

# Learning Objectives

*Participants will be able to:*

- Discuss factors associated with the development of problematic gambling and gaming behaviors
- Identify potential risks and overlap between gambling and gaming
- Have awareness of available local resources

# Trigger Warning

This presentation contain imagery and elements that some attendees may find distressing to see and/or hear about.

If you such images are challenging for you, or if there is any concern that you may have difficulty in coping with the associated content, you may wish to take steps to avoid such negative experiences or remove yourself from the webinar at this point.

# Dave & Buster's to allow customers to bet on arcade games



# What is Gambling?

The activity or practice of playing a game of chance, or taking a chance, for money or some other stake, where there is a risk of losing that stake

- [Dictionary.com](https://www.dictionary.com)

# What is Gaming?

## Google

- The action or practice of playing video games
- The action or practice of playing gambling games

# Types of Legal Gambling in PA - 2024

- Horse Racing & Off-Track Betting (1959)
- Lottery (1972) / Online Lottery (2018)
- Bingo (1981) / Games of Chance (1988)
- Category 1, 2, 3 & 4 Casinos (2004/2017)
- Fantasy Sports (2017)
- Truck Stop VGT's (2017)
- Airport Gambling (2017)
- Online Casino Gambling/iGaming (2017)
- Sports Gambling (2017)



# Types of Video Games

- Sandbox
- Real-time strategy (RTS)
- Shooters (FPS and TPS)
- Multiplayer online battle arena (MOBA)
- Role-playing (RPG, ARPG, MMORPG, etc.)
- Simulation and sports
- Puzzlers and party games
- Action-adventure
- Survival and horror
- Platformer

# 2023 Overall PA Gaming Revenue

Year	Slot Machine Revenue	Table Games Revenue	iGaming Revenue	Sports Wagering Revenue	VGT's Revenue	Fantasy Sports Contests	Total Gaming Revenue
2013	\$2,384,098,225	\$729,830,365					\$3,113,928,590
2014	\$2,319,534,380	\$749,543,217					\$3,069,077,597
2015	\$2,365,651,659	\$808,137,112					\$3,173,788,771
2016	\$2,360,184,122	\$853,238,055					\$3,213,422,178
2017	\$2,336,212,902	\$890,704,254					\$3,226,917,156
2018	\$2,369,885,203	\$878,796,174		\$2,516,589		\$15,309,615	\$3,266,507,581
2019	\$2,363,085,678	\$903,594,181	\$33,599,749	\$84,112,967	\$2,329,540	\$25,872,124	\$3,412,594,239
2020	\$1,355,924,785	\$504,309,266	\$565,776,908	\$189,703,465	\$16,647,898	\$21,148,707	\$2,653,511,029
2021	\$2,287,529,465	\$924,902,965	\$1,112,855,937	\$340,113,160	\$39,852,039	\$29,298,635	\$4,734,552,201
2022	\$2,390,757,300	\$990,568,468	\$1,364,392,468	\$401,208,108	\$42,079,447	\$22,329,896	\$5,211,335,687
2023	\$2,463,698,452	\$971,742,564	\$1,741,832,079	\$458,616,339	\$41,237,349	\$20,091,332	\$5,697,218,115

**2023 Total Gaming Revenue = \$5,697,218,115**

# Video Game Participation

Number of active video gamers worldwide - 2015 to 2023  
in billions



Source: Newzoo (2020)

Designed by  FinancesOnline

# What is Gambling Disorder?

- Identified as a progressive, persistent and recurrent problematic gambling behavior leading to significant distress and major life problems
- Occurs when someone is unable to control their gambling activities

# Gambling Disorder: DSM-5 Diagnostic Criteria

- Preoccupation
- Tolerance
- Withdrawal
- Escape
- Lying
- Loss of Control
- Risked Relationship
- Chasing
- Bailout

# Internet Gaming Disorder

“A condition warranting more clinical research and experience before it might be considered for inclusion as a formal disorder”

# Gaming Disorder: *Proposed DSM-5 Diagnostic Criteria*

- Preoccupation
- Tolerance
- Withdrawal
- Escape
- Lying
- Loss of Control
- Risked Relationship
- Continue Despite Negative Outcomes
- Give up other hobbies/activities

# Gambling Disorder: DSM-5 Diagnostic Criteria

- Preoccupation
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# Internet Gaming Disorder

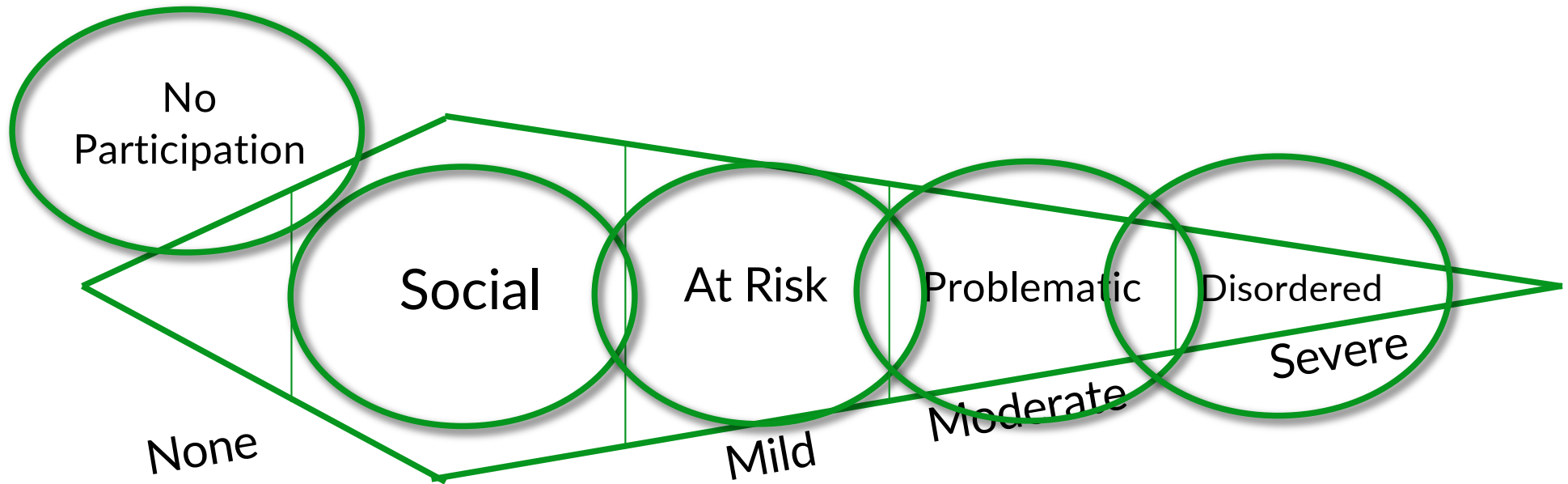
## World Health Organization

- 2018 - World Health Organization (WHO) now classifies gaming disorder in their *International Classification of Diseases (ICD-11)*

# WHO Definition

- A pattern of gaming behavior (“digital-gaming” or “video-gaming”) characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.

# Problematic Continuum



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# Online Gambling in 2024

iLottery

Fantasy Sports

Sports Gambling

Online Gambling

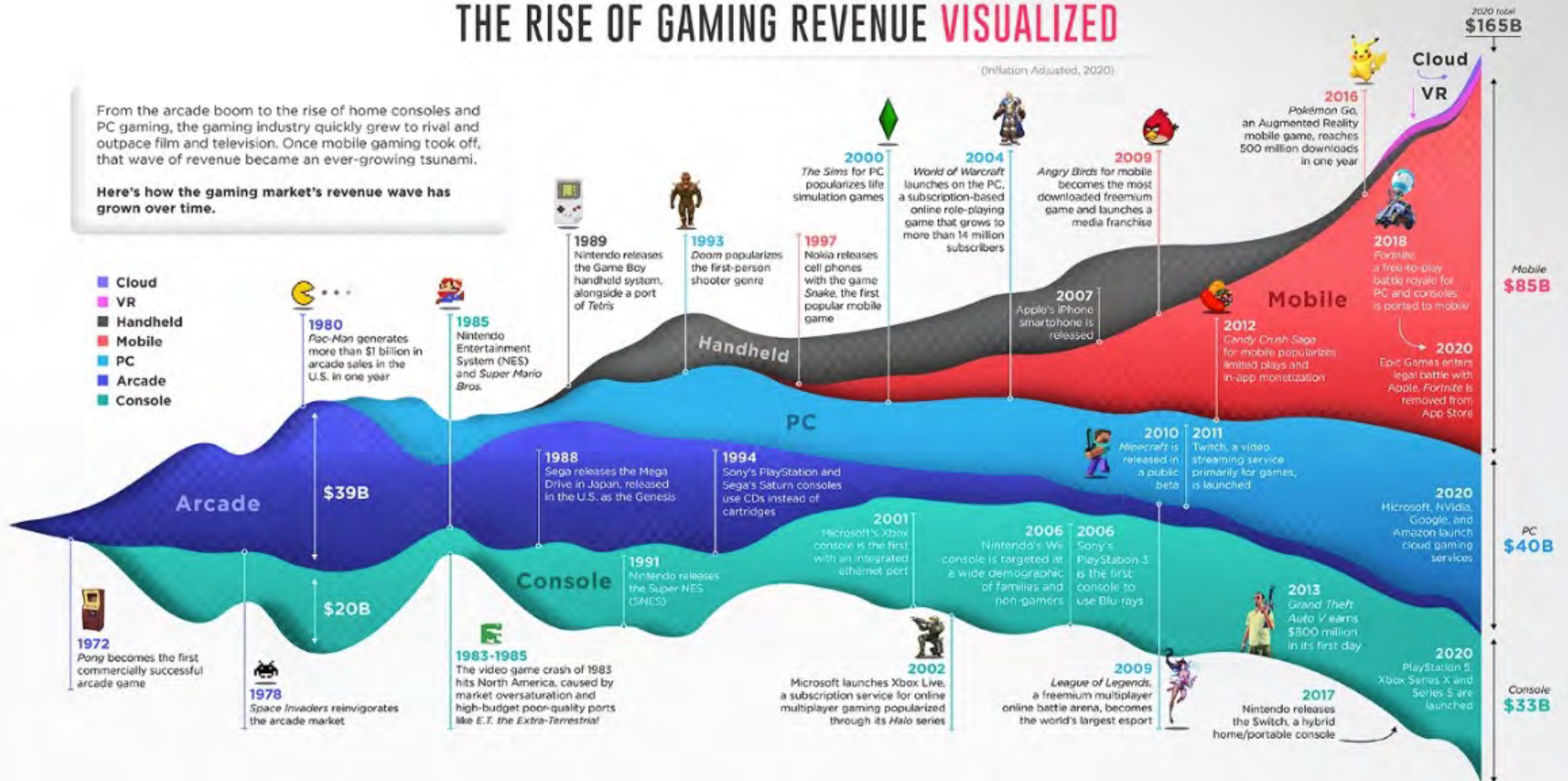
# The Evolution of Video Gaming Revenue

## THE RISE OF GAMING REVENUE VISUALIZED

(Inflation Adjusted, 2020)

From the arcade boom to the rise of home consoles and PC gaming, the gaming industry quickly grew to rival and outpace film and television. Once mobile gaming took off, that wave of revenue became an ever-growing tsunami.

Here's how the gaming market's revenue wave has grown over time.



SOURCE: Pitcher Smithers

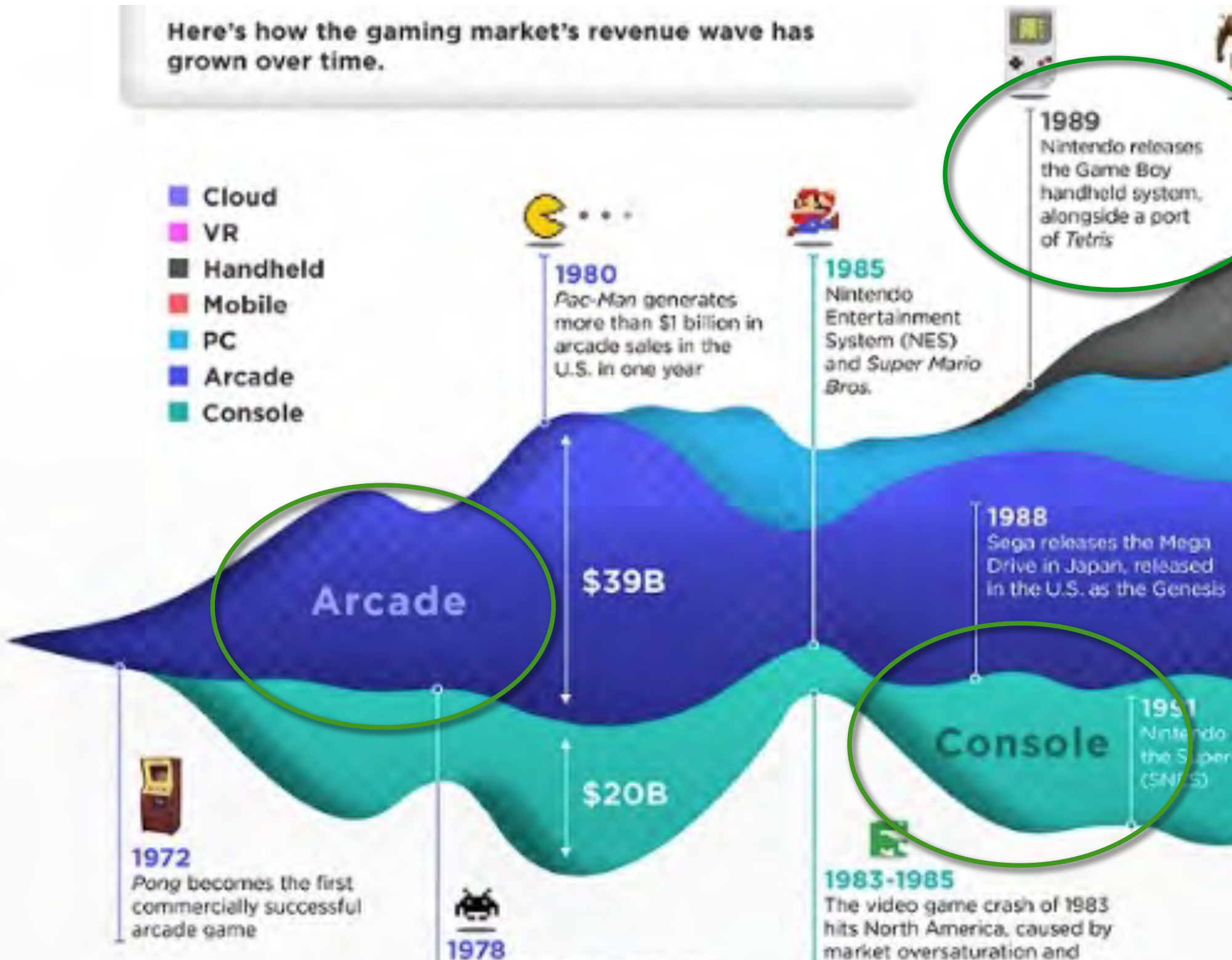
COLLABORATORS: RESEARCH • WRITING: Owen Wolford | DESIGN • ART DIRECTION: Clayton Watson

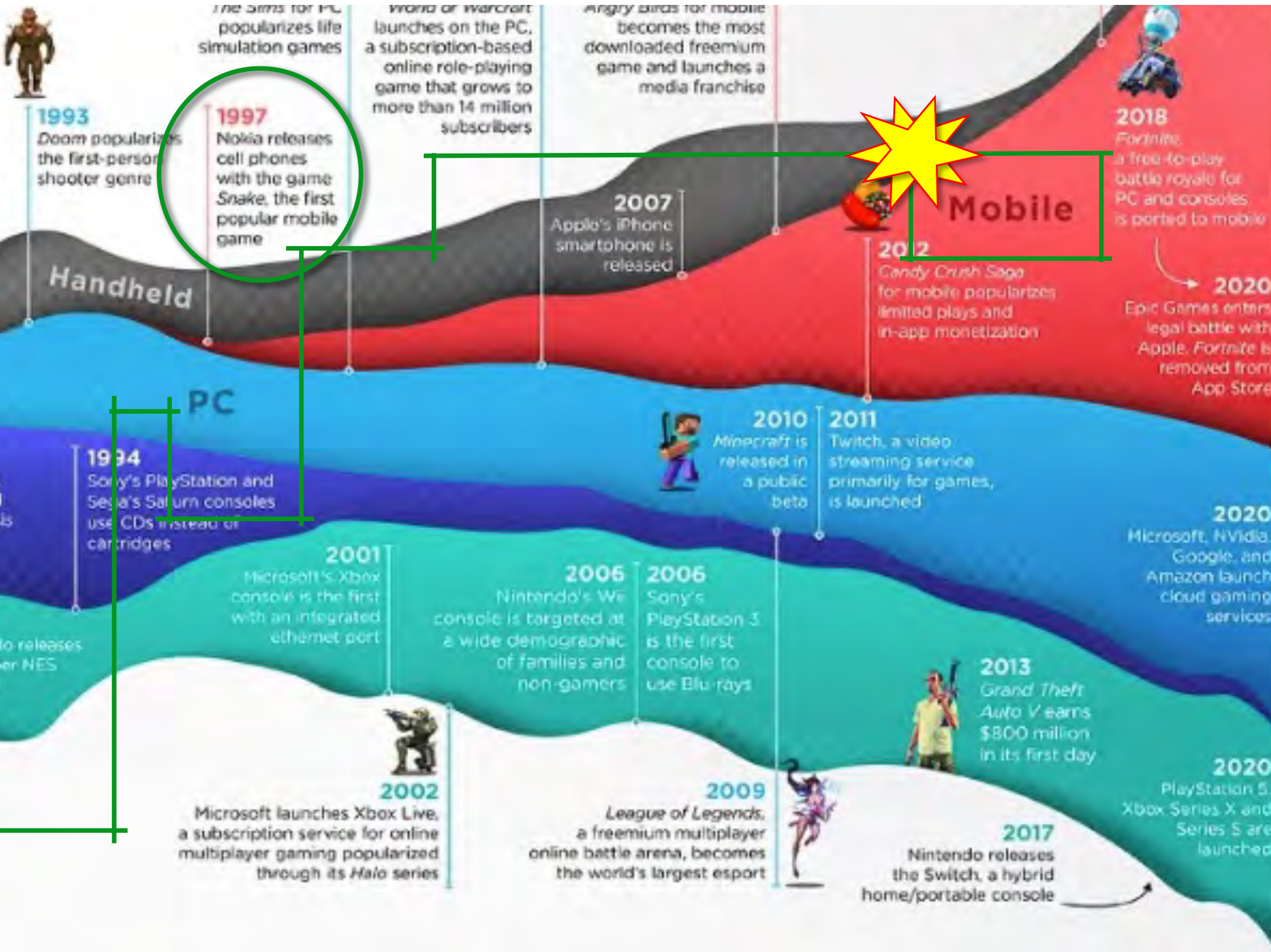


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Here's how the gaming market's revenue wave has grown over time.

- Cloud
- VR
- Handheld
- Mobile
- PC
- Arcade
- Console





**1993**  
Doom popularizes the first-person shooter genre

**1997**  
Nokia releases cell phones with the game Snake, the first popular mobile game

**World of Warcraft** launches on the PC, a subscription-based online role-playing game that grows to more than 14 million subscribers

**Angry Birds** for mobile becomes the most downloaded freemium game and launches a media franchise

**2018**  
Fortnite, a free-to-play battle royale for PC and consoles is ported to mobile

**Handheld**

**2007**  
Apple's iPhone smartphone is released

**2012**  
Candy Crush Saga for mobile popularizes limited plays and in-app monetization

**Mobile**

**2020**  
Epic Games enters legal battle with Apple. Fortnite is removed from App Store

**PC**

**1994**  
Sony's PlayStation and Sega's Saturn consoles use CDs instead of cartridges



**2010**  
Minecraft is released in a public beta

**2011**  
Twitch, a video streaming service primarily for games, is launched

**2020**  
Microsoft, Nvidia, Google, and Amazon launch cloud gaming services

Atari releases the NES

**2001**  
Microsoft's Xbox console is the first with an integrated ethernet port

**2006**  
Nintendo's Wii console is targeted at a wide demographic of families and non-gamers

**2006**  
Sony's PlayStation 3 is the first console to use Blu-rays

**2013**  
Grand Theft Auto V earns \$800 million in its first day



**2002**  
Microsoft launches Xbox Live, a subscription service for online multiplayer gaming popularized through its Halo series

**2009**  
League of Legends, a freemium multiplayer online battle arena, becomes the world's largest esports



**2017**  
Nintendo releases the Switch, a hybrid home/portable console

**2020**  
PlayStation 5, Xbox Series X and Series S are launched



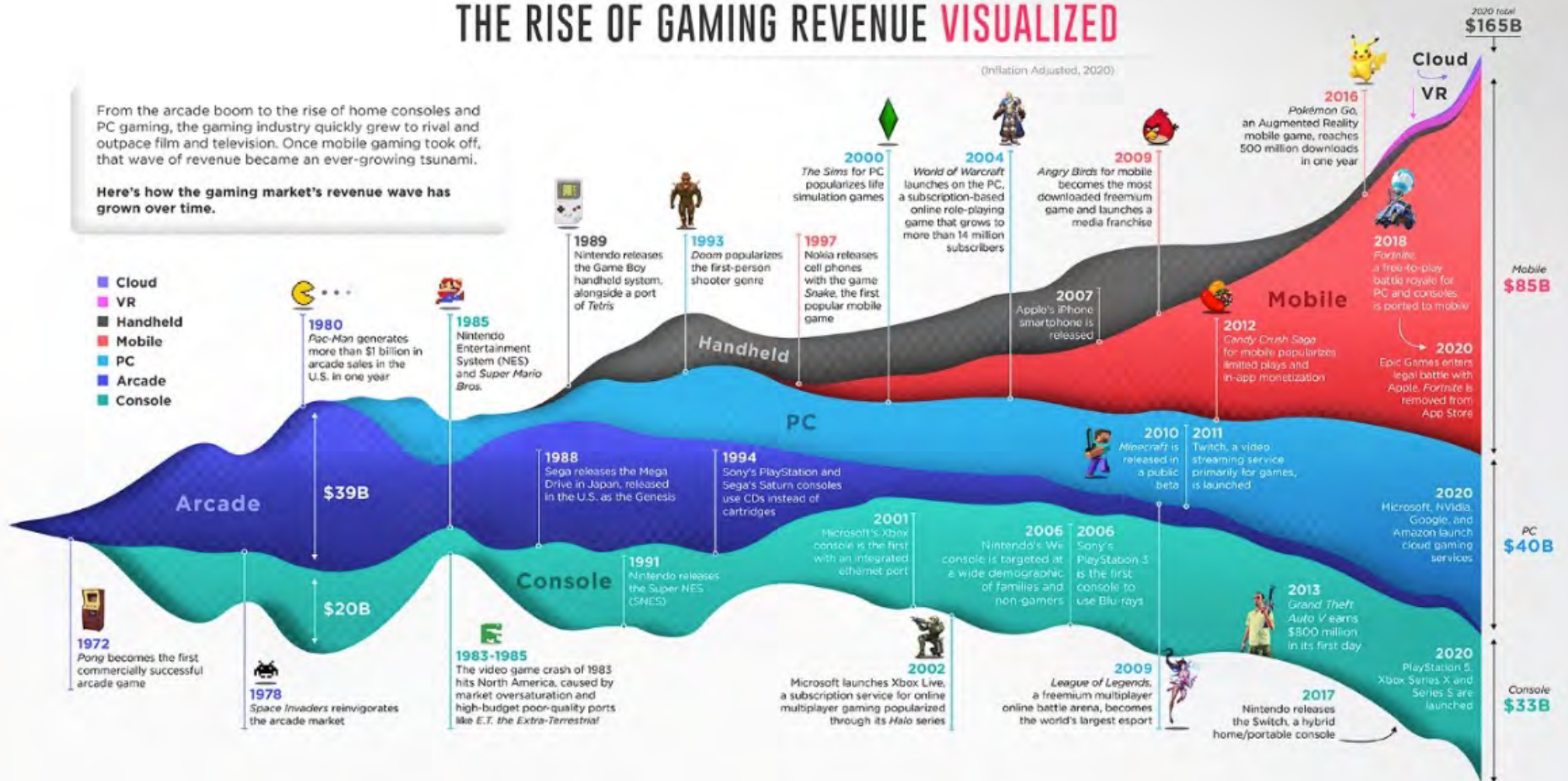
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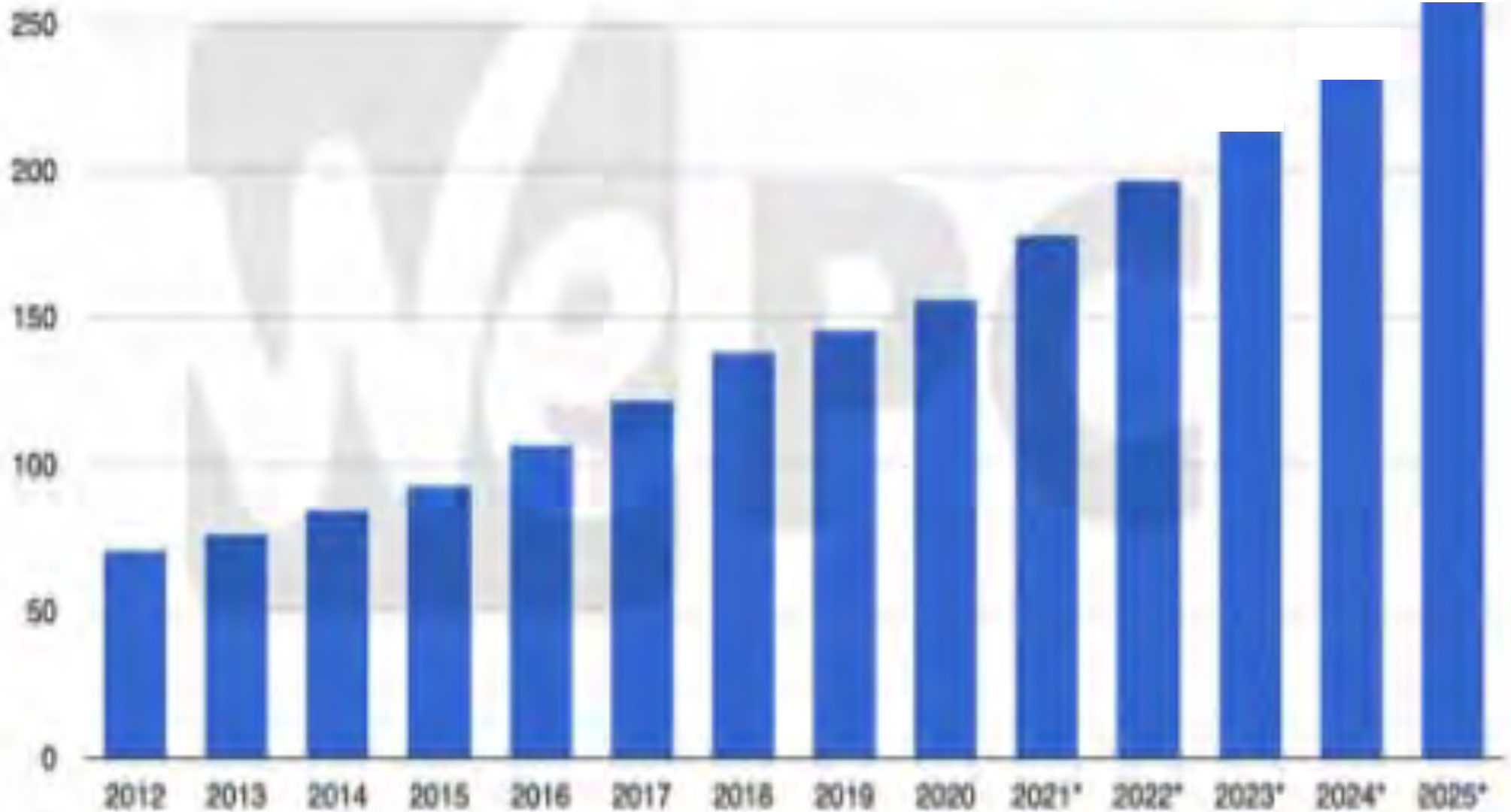
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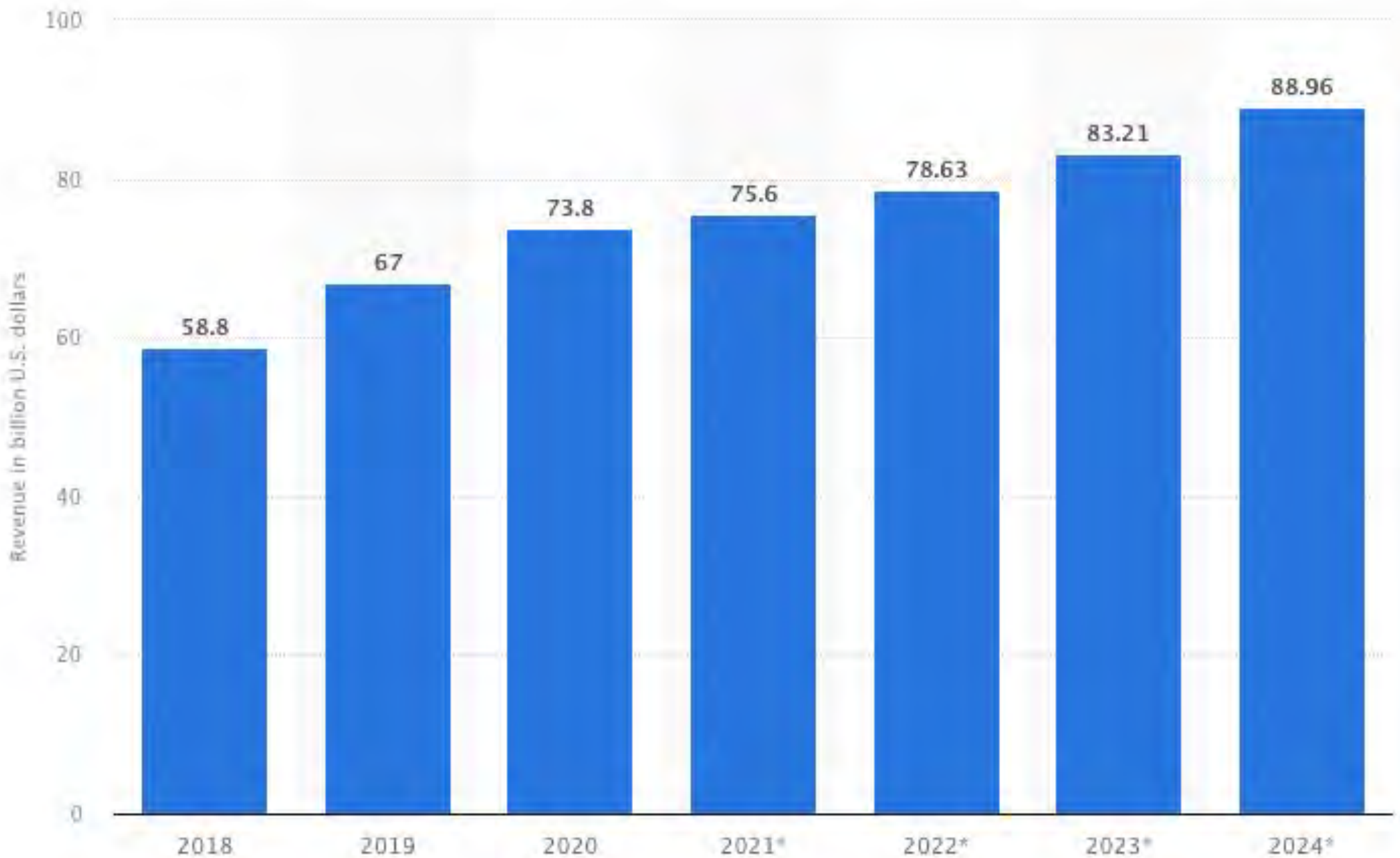


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# The Global Games Market



# Free-to-Play Mobile Games Market



# Microtransactions

- 'Small' amounts of real-world money spent on virtual items or other advantages
  - In-game items (weapons/skins/level up packs)
  - In-game currencies
  - Additional lives/Expiration
  - Random Chance Purchases

# AKA - Loot Boxes



# Loot Boxes

## HOW GAMBLING WORKS in VIDEO GAME LOOT SYSTEMS

Let's say I'm playing a racing game and I want my car to be orange...  
...but (in this hypothetical game) I can't just buy orange paint, I have to go through their pay-to-loot system:

I buy a 'Loot Crate'  
(or Prize Box, Treasure Chest, etc...they have a truckload of names)

I get stuff I don't want



So maybe I try a Gold one this time. Only \$10... Great, now I also have



# Loot Boxes

## By 2025

- 230+ million users will buy Loot Boxes
- Revenues generated by Loot Boxes are projected to exceed \$20B by 2025
- An increase from an estimated \$15B in 2020

# Comparing Activities





# Loot Box Opening Reaction

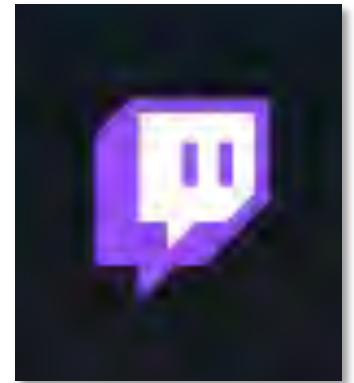


# Ok...let's breathe



# Spectating: Twitch

- 140 million monthly active users
- 35 million daily active users
- 23 billion hours viewed in 2023
- 2.55 million concurrent viewers
- 71 million hours of content viewed daily



# eSports

- Form of competition using Video Games
- Multiplayer
- Amateur & Professional players
- Live streaming
- Gaming Industry shifted to follow subculture



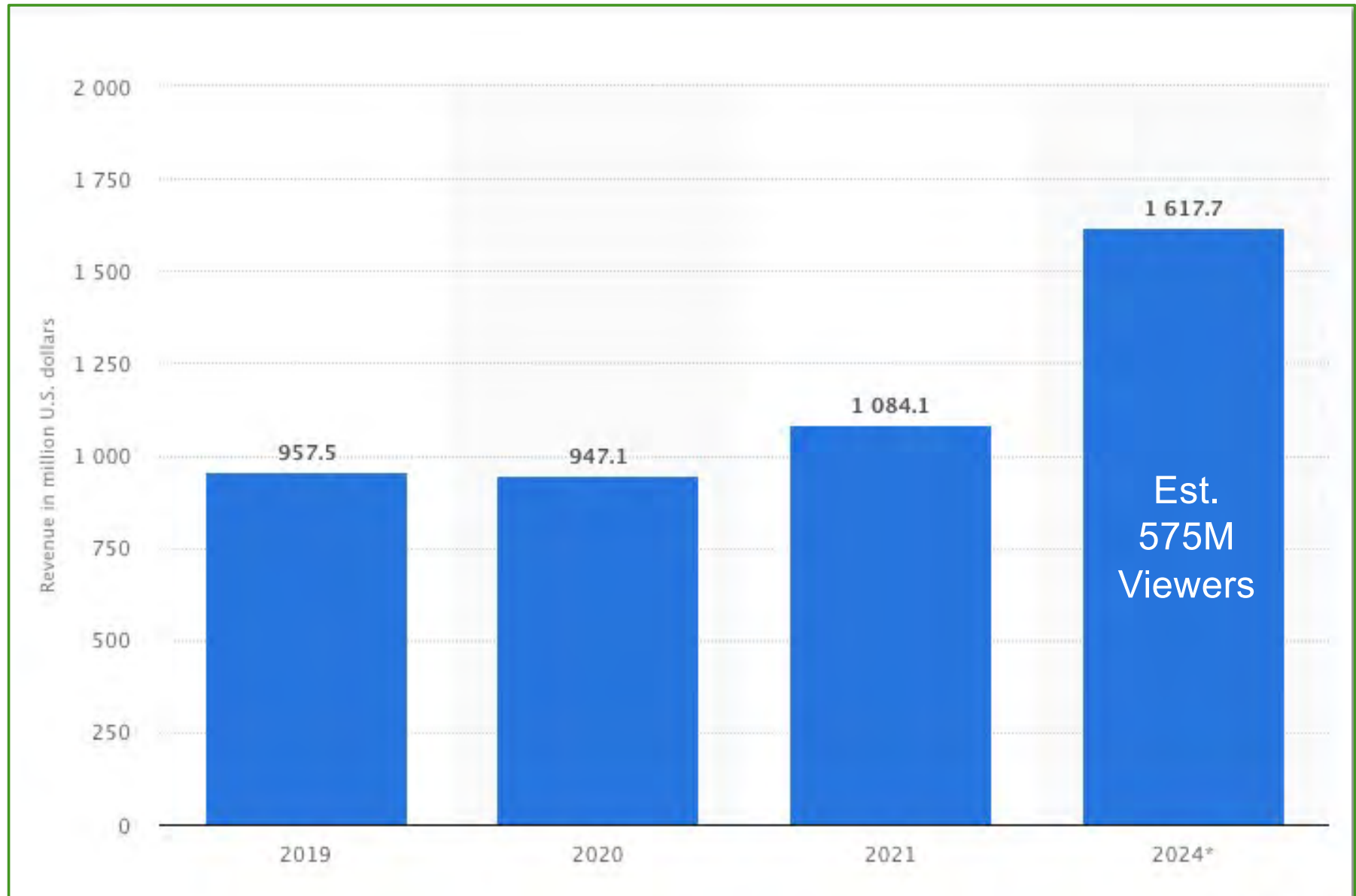




LoadingArtist.com

# eSports market revenue worldwide – 2019-2024

(in millions – US dollars)





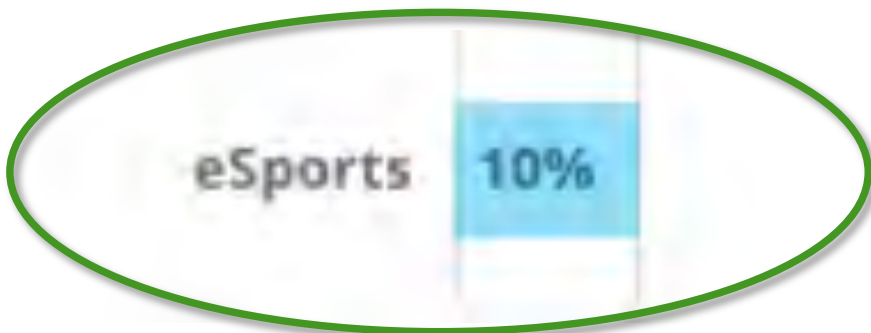
# May 2018

- **US Supreme Court overturns Professional and Amateur Sports Protection Act (PASPA)**
  - Allowed for states to decide whether or not betting on pro/college sports should/could be legalized
  - Applies to **eSports**

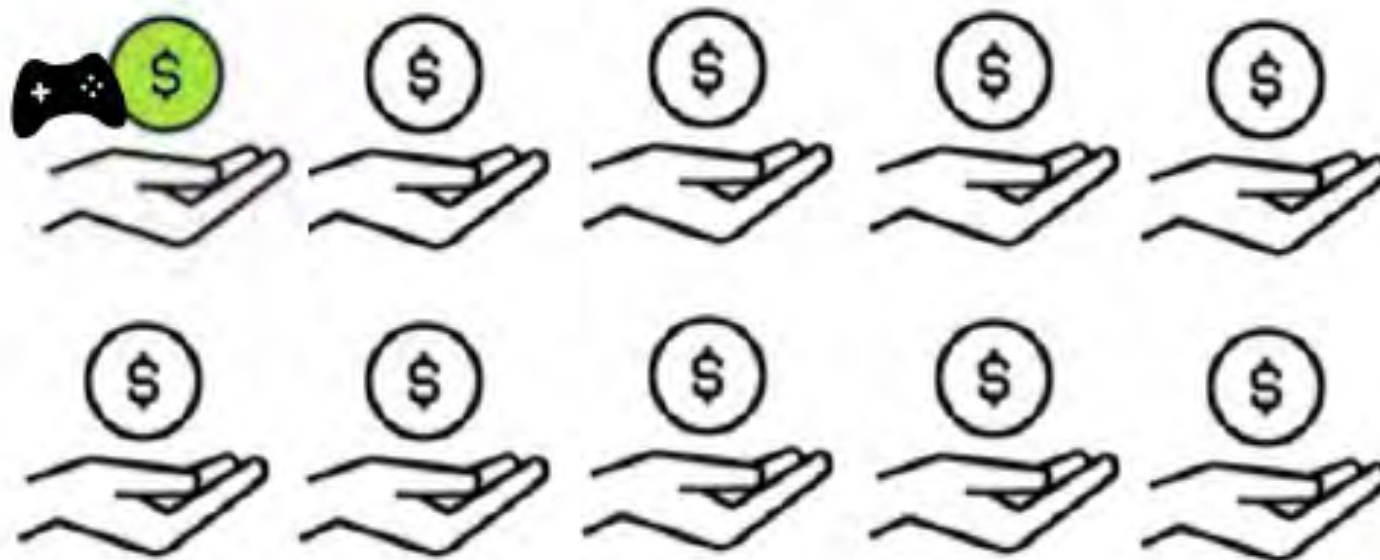


# NCPG

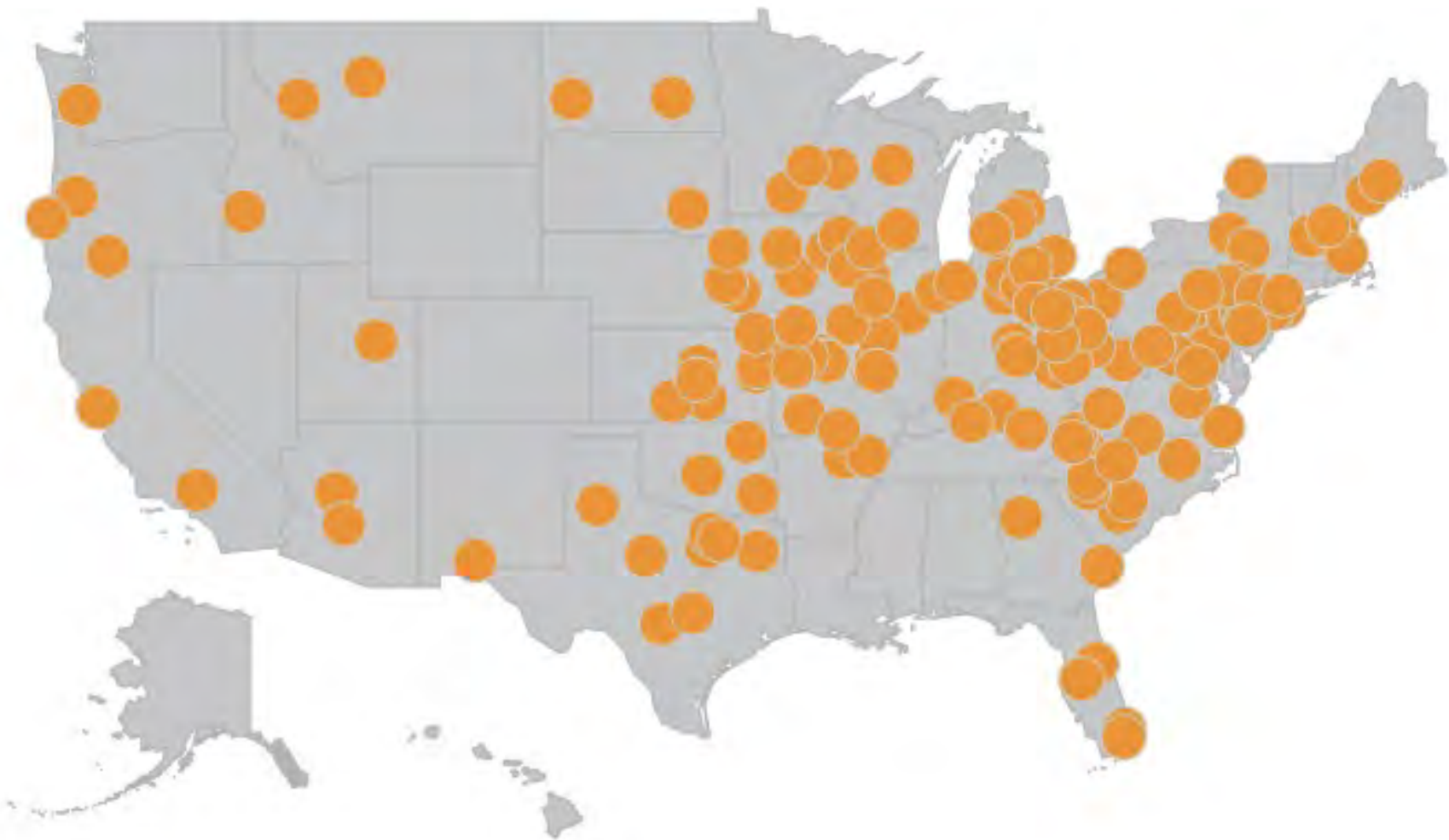
National Council on Problem Gambling



**10% of sports bettors  
in Pennsylvania have  
bet on eSports**



# The National Association of Collegiate Esports







HARRISBURG  
UNIVERSITY  
ESPORTS



# Good vs Bad



**So, what do  
we do with  
all of this?**



# Avoiding & Addressing Issues

## 1. Understand why we gamble/play games

- Temporary escape
- Social
- Measurable growth / Wins
- Challenge
- **Dopamine!!**



# Avoiding & Addressing Issues

2. Find other activities to satisfy needs
3. Plan ahead (have a schedule)
4. Distance from gaming/gambling
5. Join a support community

# Pennsylvania Problem Gambling Helpline

**1-800-GAMBLER**

**Call • Chat • Text**



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LOOKING FOR HELP

PROVIDING HELP

EVENTS

HELPLINE

A close-up, profile view of a woman with long, wavy, light brown hair. She is looking off to the right with a thoughtful or slightly distressed expression, her hand resting near her chin. The background is a soft, out-of-focus green.

# Recovery is Possible

[www.pacouncil.com](http://www.pacouncil.com)

# igccb.org



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## International Certified Gambling Counselor-I (ICGC-I) Certification

[ENROLL NOW](#) ▶

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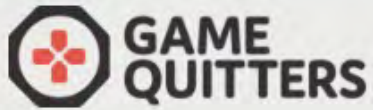


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## International Gaming Disorder Certificate (IGDC)

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Video Game Addiction

## Is Gaming Taking Over?

Take a short quiz and

[I'M A GAMER](#)

[I'M A LOVED ONE](#)

# Reboot & Recover

## rebootandrecover.org



Reboot & Recover

HOME ASSESSMENTS TREATMENT RESOURCES ABOUT R&R

## TECH ADDICTION

## IN A COVID WORLD

What does it mean to maintain healthy screen habits in a screen-dependent environment?

[Learn More](#)



A QUICK GUIDE TO HEALTH IN GAMING

# SMARTER *Faster* BETTER

IN PARTNERSHIP WITH

 High School Esports League

 VARSITY ESPORTS FOUNDATION

 Gameplan.gg  
A Learn2Esport Product

**AUTHORS:**  
The 1HP Esports Medicine Team



LIVE | GAME | REPLENISH

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# Today's Slides



The full program slides are available at [www.pacouncil.com/2024cpa-ccgp](http://www.pacouncil.com/2024cpa-ccgp)



COUNCIL ON COMPULSIVE GAMBLING  
OF PENNSYLVANIA, INC.

*Thank You!!*

# Council on Compulsive Gambling of Pennsylvania, Inc.

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