



Julie M. Hynes, MA, CPS Director of Responsible Gambling May 2, 2019 | Brockton, MA

INTRODUCTIONS

4G III MESSAGE 9:01 AM

FIRST THING'S FIRST

The complete slide deck & print-friendly handouts are posted at:

www.maccg.org/blurringlines

4G III MESSAGE 9:03 AM

OBJECTIVES:

Describe at least three recent trends in youth video gaming and gambling;

Identify risk and protective factors, as well as specific at-risk populations

Describe 3 methods of addressing problematic gaming & gaming

How about you--YOUR objectives for today?

This presentation is not about overall use of screens and technology.

HEADS UP



There may be content here that could present as a trigger to some. Please take care of yourself and give yourself a break if needed.

CAVEAT

Material here is very fresh...but just like your new phone, this material will likely be outdated by tomorrow.:/



Image purchased by J. Hynes via cartoonstock.com; please do not duplicate.



WHY THIS ALL MATTERS.



REALITY

Worst game ever.

Graphic source: http://www.cyber-scholar.com/ 5/2/19 | maccg.org/blurringlines



GAMIFICATIONBLURRINESS

We don't think of these things as gambling.

Therefore, we don't think Our young people are gambling.



DEFINITION: GAMBLING

Risking something of value in the hopes of obtaining

something of greater value.

Handout/Activity GAMBLING OR NOT?

- Circle "yes" for the activities which you believe are gambling.
- Now, put an "S" next to the activities that are mostly skill-based, and an "L" next to the activities that seem mostly luck-based

BLURRING LINES?

1. PRIZE:

Anything of value the sponsor awards in a promotion. (e.g., real money or a virtual reward to help advancing in a game.)

2. CHANCE:

A process beyond the participant's direct control determines the outcome. (e.g., an instant-win game at a fast food restaurant.)

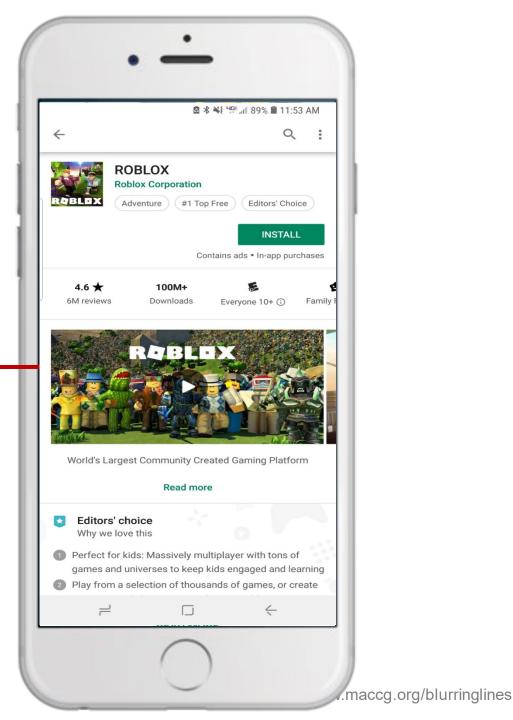
3. CONSIDERATION:

Requires money or significant effort. (e.g., inviting Facebook friends in order to gain new "lives.")

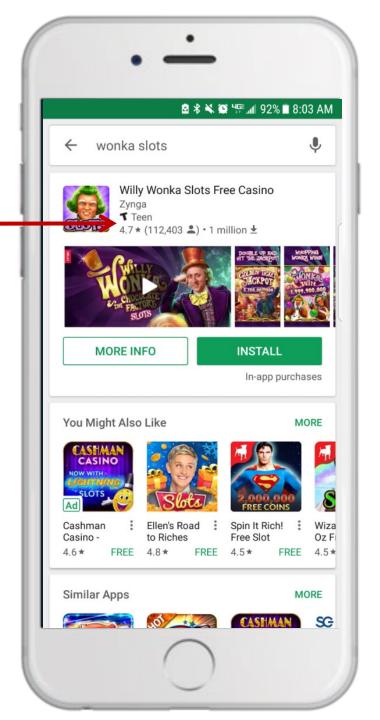
"FREEMIUM."

FREE* APPS...

* (WITH "IN-APP
PURCHASES.")



DO RATINGS STOP MOST KIDS?



REAL MONEY FOR PRETEND MONEY / PRIZES



AND CANDY!





Of 100 most popular Facebook games, more than half (54%) include gambling content (22% are slot-based)

TYPICAL FREEMIUM SCENARIO:



As the game progresses, it gets harder and harder to "level up" (without \$\$)...

Image source: http://www.pngmart.com/image/130982

Still in effect: Unlawful Internet Gambling Enforcement Act of 2006



UIGEA CARVED OUT FANTASY SPORTS

"§ 5362. Definitions

"In this subchapter:

"(1) BET OR WAGER.—The term be
"(A) means the staking or
something of value upon the outc
a sporting event, or a game su
agreement or understanding the

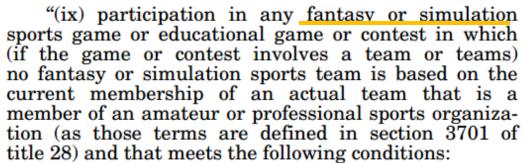
person will receive something a certain outcome;

"(B) includes the purchase o to win a lottery or other prize (is predominantly subject to chanc

"(C) includes any scheme of

3702 of title 28;

"(D) includes any instructi taining to the establishment of the better or customer in, to, the business of betting or wagerin "(E) does not include—



"(I) All prizes and awards offered to winning participants are established and made known to the participants in advance of the game or contest and their value is not determined by the number of participants or the amount of any fees paid by those participants.

"(II) All winning outcomes reflect the relative knowledge and skill of the participants and are determined predominantly by accumulated statistical results of the performance of individuals (athletes in the case of sports events) in multiple realworld sporting or other events.

"(III) No winning outcome is based—

"(aa) on the score, point-spread, or any performance or performances of any single real-world team or any combination of such teams; or

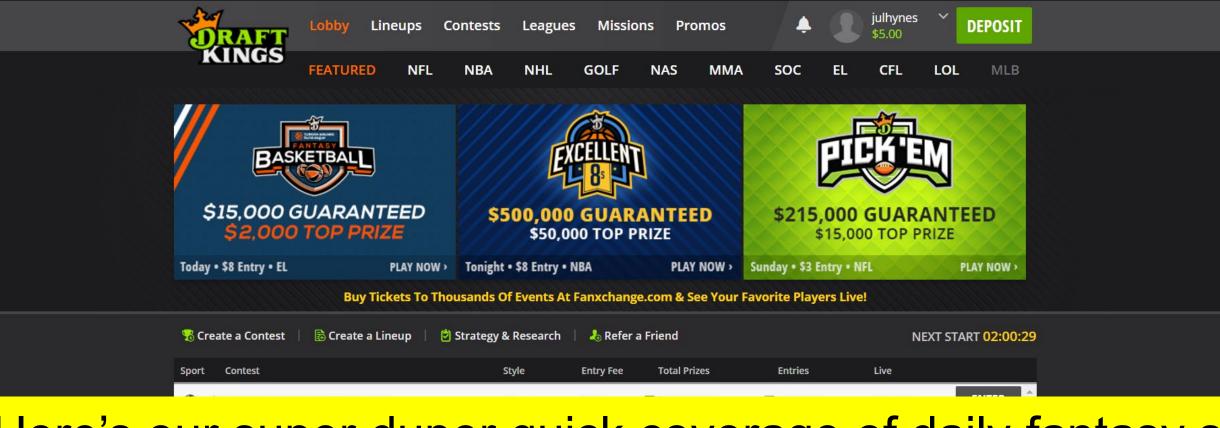
"(bb) solely on any single performance of an individual athlete in any single real-world sporting or other event.





Source: Unlawful Internet Gambling Enforcement Act of 2006. Retrieved from: https://www.congress.gov/109/plaws/publ347/ PLAW-109publ347.pdf

"DFS" - DEMONSTRATION:



[Here's our super duper quick coverage of daily fantasy sp

	M INTE +3.11WITAIICASY FOOCDAII WIIIIIOIIAII E [+1WI to 15t]	Classic	920	₩ \$3,110,000	ш 10.0Ю 102.ЭN	3uii 1.00p	LIVIER
0	★ NFL \$1.35M Play-Action [\$100K to 1st]	Classic	\$3	s 1,350,000	M 66.5K/535K	Sun 1:00p	ENTER
(★ NBA \$225K Spin Move	Classic	\$44	G \$225,000	₫ 2350/5963	08:45:29	ENTER
(★ NBA \$150K Sharpshooter [20 Entry Max]	Classic	\$3	3 \$150,000	☑ 15K/59.4K	08:45:29	ENTER



Online Sports Betting: Still illegal across state

lines







U. S. Department of Justice

Office of the Deputy Attorney General

• 2

The Deputy Attorney General

Washington, D.C. 20530 January 15, 2019

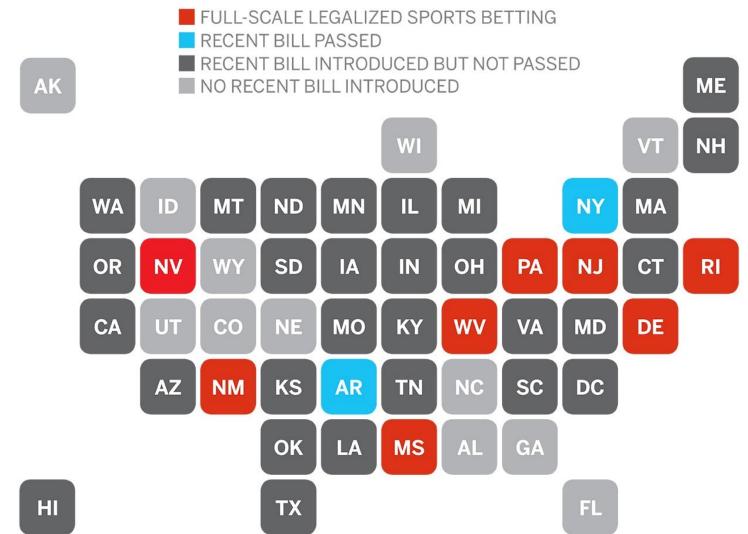
NOW the Wire Act is interpreted to director, federal bureau of investigation include ALL gambling across state lines.

SUBJECT: Applicability of the Wire Act, 18 U.S.C. § 1084, to Non-Sports Gambling

The Office of Legal Counsel (OLC) has published an opinion finding that all but one of the prohibitions of the Wire Act, 18 U.S.C. § 1084, apply to non-sports gambling. OLC reconsidered a 2011 opinion that reached a different conclusion.¹

Department of Justice attorneys should adhere to OLC's interpretation, which represents the Department's position on the meaning of the Wire Act. See 28 C.F.R. § 0.25.

SPORTS BETTING BILL TRACKER



Source: http://www.espn.com/chalk/story/ /id/19740480/gambling-sports-betting-bill-tracker-all-50-states Massachusetts Council on Compulsive Gambling

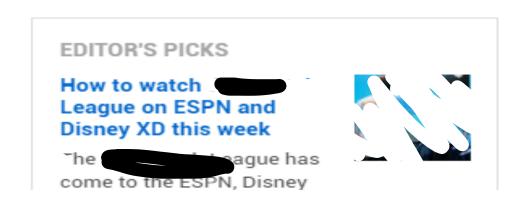
(map updated 2/15/2019)

LET'S PLAY "GUESS THE SPORT!"

The transfer of winning the inequality of the in

Seconds into the game, it was clear that the was playing with a different level of focus.

coordinated, with



ANSWER: OVERWATCH (VIDEO GAME)

The London Spitfire smashed the Los Angeles Valiant's hopes of winning the inaugural Overwatch League Playoffs, securing a 3-0 victory during Week 2 of the Overwatch League semifinals at the Blizzard Arena in Burbank, California, Friday night, and will advance to the inaugural finals in New York next week.

Seconds into the game, it was clear that the Spitfire was playing with a different level of focus. London's tank line was coordinated, with Choi "Bdosin"

EDITOR'S PICKS

How to watch Overwatch League on ESPN and Disney XD this week



The Overwatch League has come to the ESPN, Disney

Source: http://www.espn.com/esports/story/ /id/24153101/overwatch-league-playoffs-london-spitfire-becomes-first-overwatch-league-playoffs-finalist (July 30, 2018)



A NEW EXPLOSION OF SPORTS.

TRADITIONAL SPORTS

ESPORTS





























Etc...And new games keep coming...

Massachusett Compulsive Gambling www.macca.org/ncsummi

All We Want to Do Is Watch Each Other Play Video Games

Gamers are the new stars. Esports arenas are the new movie theaters.



May 2, 2018:

https://www.nytimes.com/2018/05/02/style/fortnite.html

Bring your own controllers: at the new Esports Arena in Oakland, Calif. Jason Henry for The New York Times

By Nellie Bowles

May 2, 2018:

May 2, 2018

https://www.nytimes.com/2018/05/02/style/fortnites/utmlmbling

4/26/19 - Video Gaming Addiction: Is Your Child's Health at Risk?



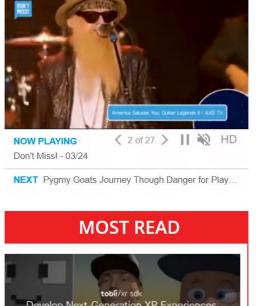
WHAT WE KNOW: GAMING & GAMBLING CONVERGE

- Direct competition
- Skins
- Fantasy
- Loot boxes & other microtransactions

How esports, gambling, and sports betting are converging

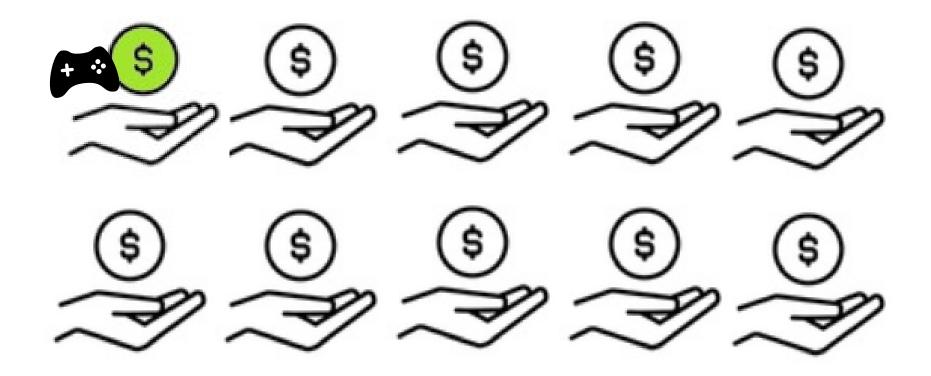
DEAN TAKAHASHI @DEANTAK NOVEMBER 3, 2018 12:10 PM





NEW WAVE OF SPORTS BETTING

11% of sports bettors nationwide have bet on esports



"MICROTRANSACTIONS"

REAL \$,
VIRTUAL PRIZES



LOOT BOX MICROTRANSACTIONS

Small payment.

Could get something really cool... but probably not.



LOOT BOX IN ACTION



Search

ABOUT THE FTC

NEWS & EVENTS

ENFORCEMENT

POLICY

TIPS & ADVICE

I WOULD LIKE TO ...

Subscribe

Home » Tips & Advice » Business Center » Business Blog » FTC workshop looks into loot boxes

FTC workshop looks into loot boxes

By: Lesley Fair | Apr 8, 2019 11:14AM

SHARE THIS PAGE







Topics

email.

Advertising and Marketing (568)

Get Business Blog updates by

Advertising and Marketing Basics (235)

Children (50)

Children's Privacy (64)

Consumer Privacy (186)

NAME OF THE PARTY OF THE PARTY

TAGS: Bureau of Consumer Protection | Consumer Protection | Advertising and Marketing | Children |
Online Advertising and Marketing

Gamers call them loot boxes – in-game rewards players can buy that contain a random assortment of virtual items. The loot may help players advance in an online game or allow them to customize their avatars. The rewards may be virtual, but they've become a very real revenue stream for game developers. Do loot boxes raise consumer protection concerns, especially for younger players? That's the topic of an upcoming FTC workshop, *Inside the Game: Unlocking the Consumer Issues Surrounding Loot Boxes*.

CNN, March 2019:

Video games are now a legitimate high school sport

By Omar Jimenez, CNN

Updated 9:00 PM ET, Mon March 18, 2019









MORE FROM CNN BUSINESS



JPMorgan Chase CEO on the future of the Democratic party



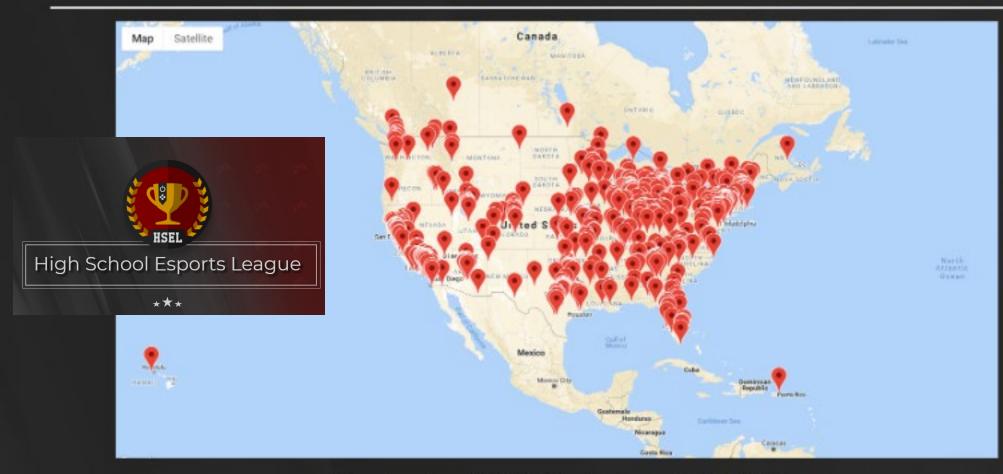
Apple launches game subscription service

Recommended by Outbrain



Source: https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://www.cnn.com/2019/03/18/tech/esports-varsity-arena/https://

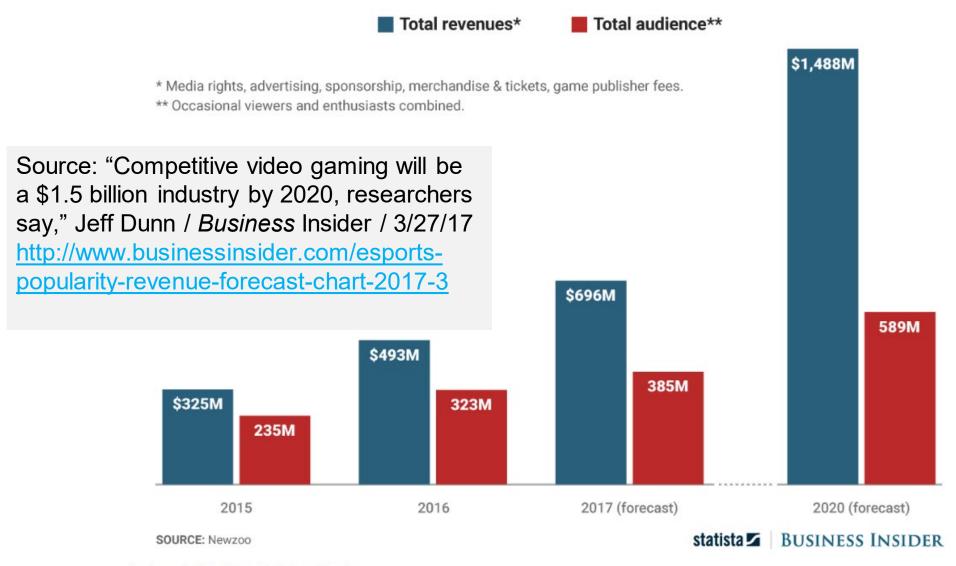
The Largest League



Students: 21,700 - Schools: 1,107



ESPORTS REVENUES AND AUDIENCE GROWTH, 2015-2020

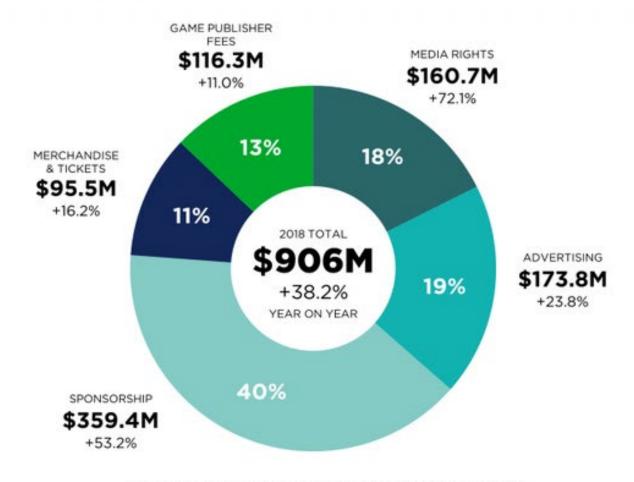




. . .

2018 ESPORTS REVENUE STREAMS | GLOBAL

INCLUDING YEAR-ON-YEAR GROWTH

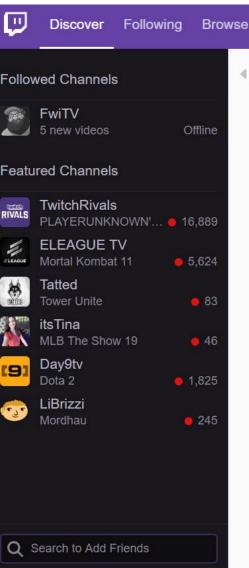


Newzoo's esports revenue figures always exclude revenues from betting, fantasy leagues, and similar cash-payout concepts, as well as revenues generated within games.

©Newzoo | 2018 Global Esports Market Report

Via https://www.forbes.com/sites/mattperez/2018/02/21/report-esports-to-grow-substantially-and-near-a-billion-dollar-revenues-in-2018/#5f338e542b01

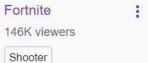
STREAMING





Search







Just Chatting 60.6K viewers



Apex Legends
26.1K viewers

FPS Shooter



League of Legends : 154K viewers

MOBA



Grand Theft Auto V: 165K viewers

Action

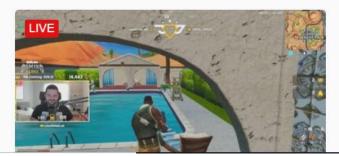


FPS Shooter

Overwatch

DVERWATCH

Fortnite streamers recommended for you







5/2/19 | maccg.org/blurringlines

www.twitch.tv

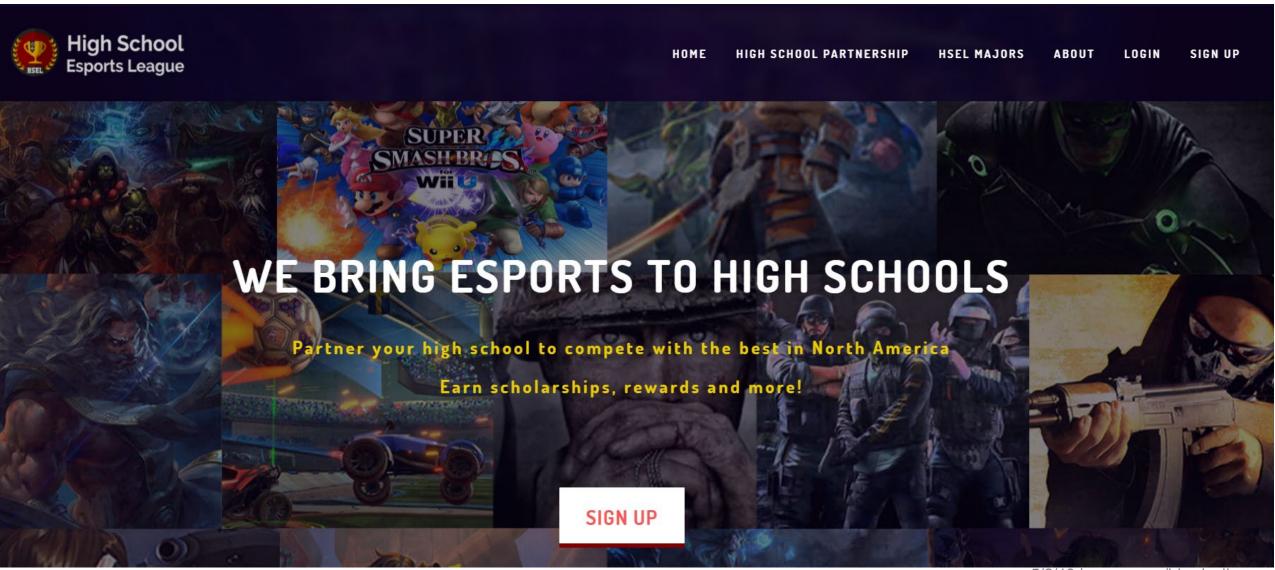
44

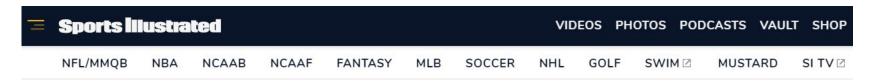
J

4

Not interested?

SCHOLARSHIPS & MORE.





MORE SPORTS

Professional Esports Team Signs 13-Year-Old Fortnite Player



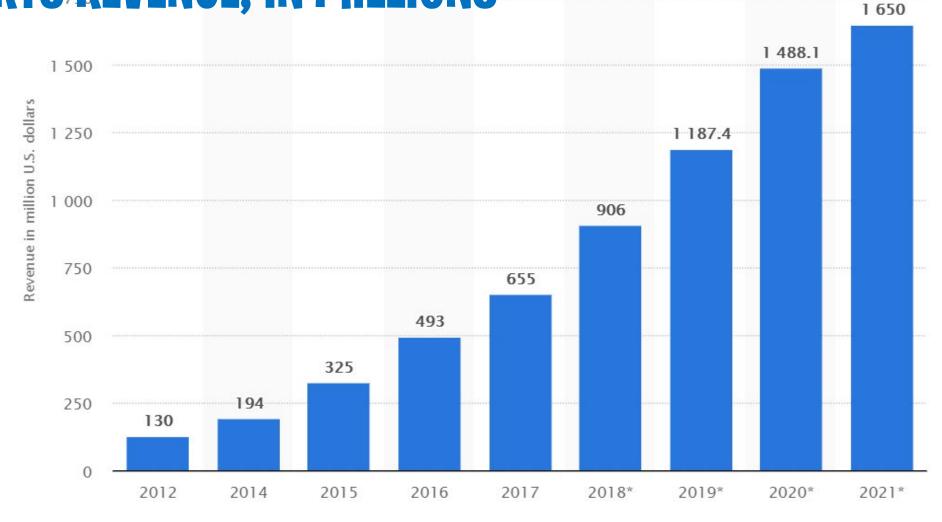


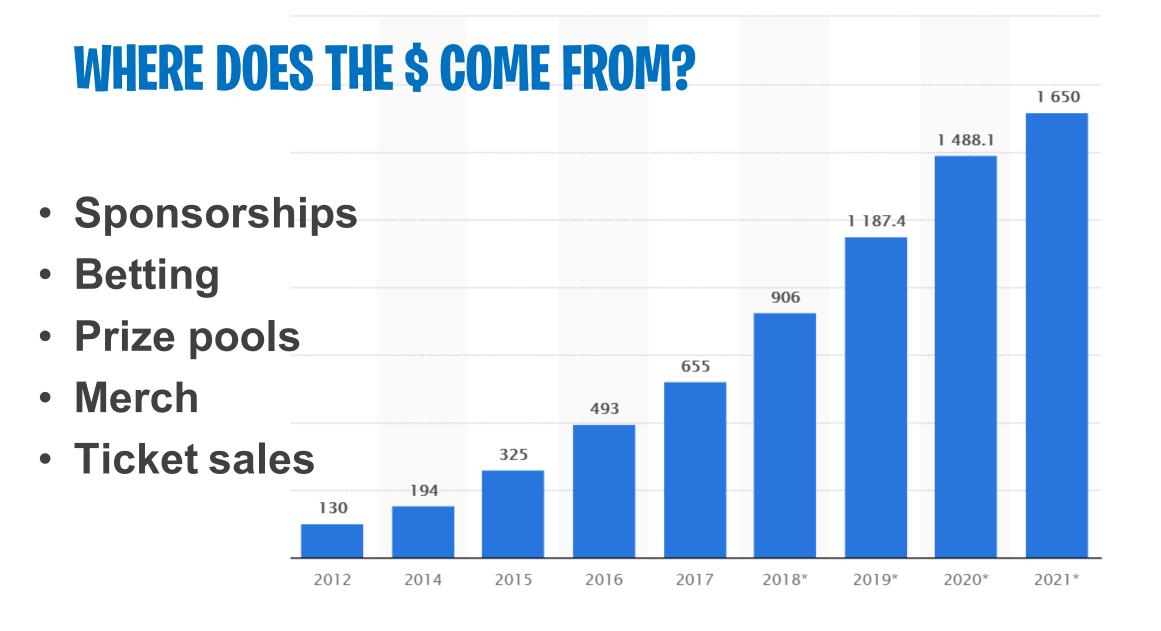






ESPORTS-REVENUE, IN MILLIONS





USA Online Casino News Sports

Esports Wagering a Growing Hit with Gamers

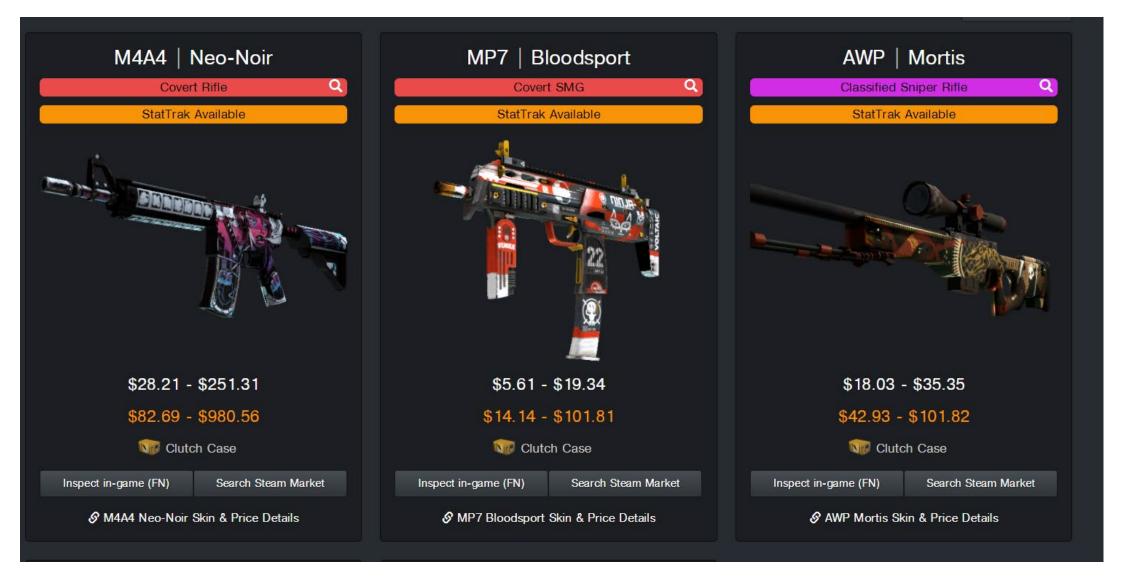
By Jean Carter - September 17, 2018





Esports is rapidly becoming the place to go for people who want to catch the future wave of gambling. Nowhere is that more apparent than in the numbers currently being wagered. Five years ago, the esports market was not even a thought with regard to gaming. Now, with companies such as Unikrn -which is an esports company with its roots in gaming, this market is taking in money by the billions. A recent research survey indicated that approximately \$6.7

SKINS. Entertainment. Street Cred. Possible \$.



11% of 11-16 year-olds have placed bets using in-game

items.



Data source: U.K. Gambling Commission, https://www.youtube.com/watch?v=iLYNM PmMm0

Posta source: U.K. Gambling Commission, https://www.youtube.com/watch?v=iLYNM PmMm0

UNDERAGE SKIN GAMBLING ON THE RISE (4/30/19)

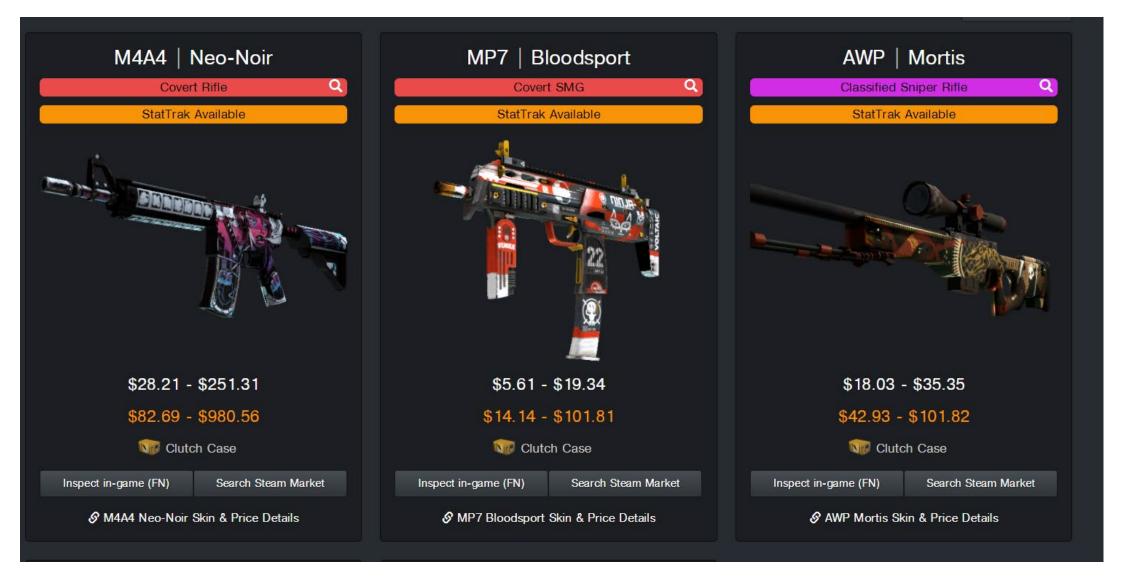
(Below: How skins gambling works)

Prediction: total spend on loot boxes and skin gambling will reach US \$50 billion by 2022



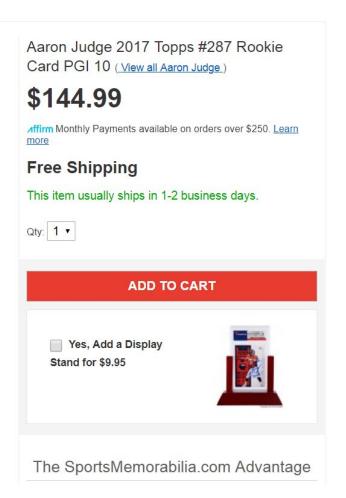
Source: https://sociable.co/web/underage-skin-gambling-on-the-rise/

SKINS. Entertainment. Street Cred. Possible \$.

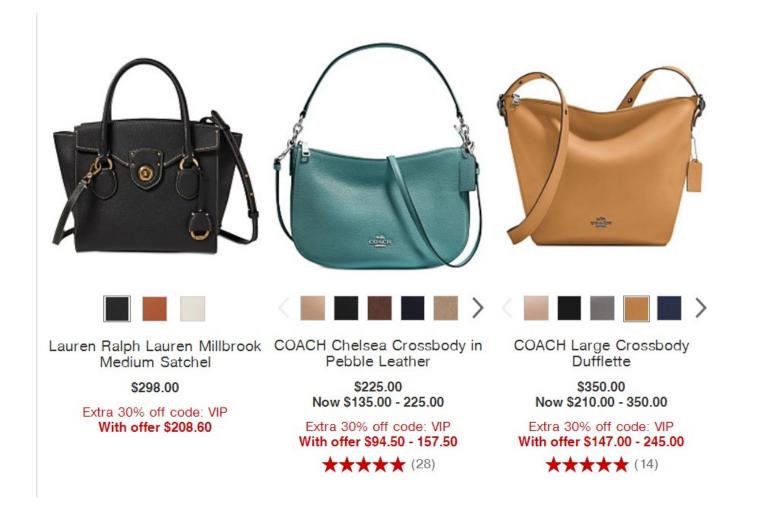


COLLECTING ITSELF: WHAT'S THE DIFFERENCE?

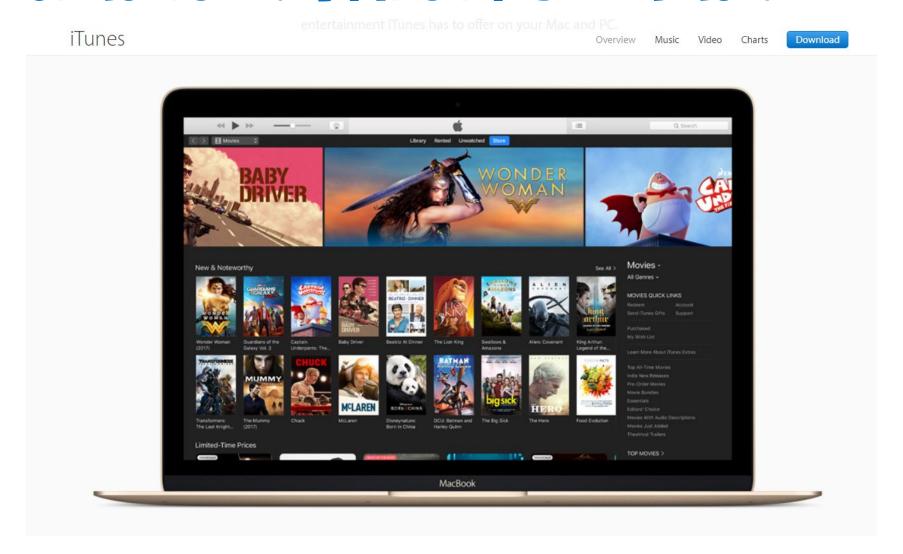


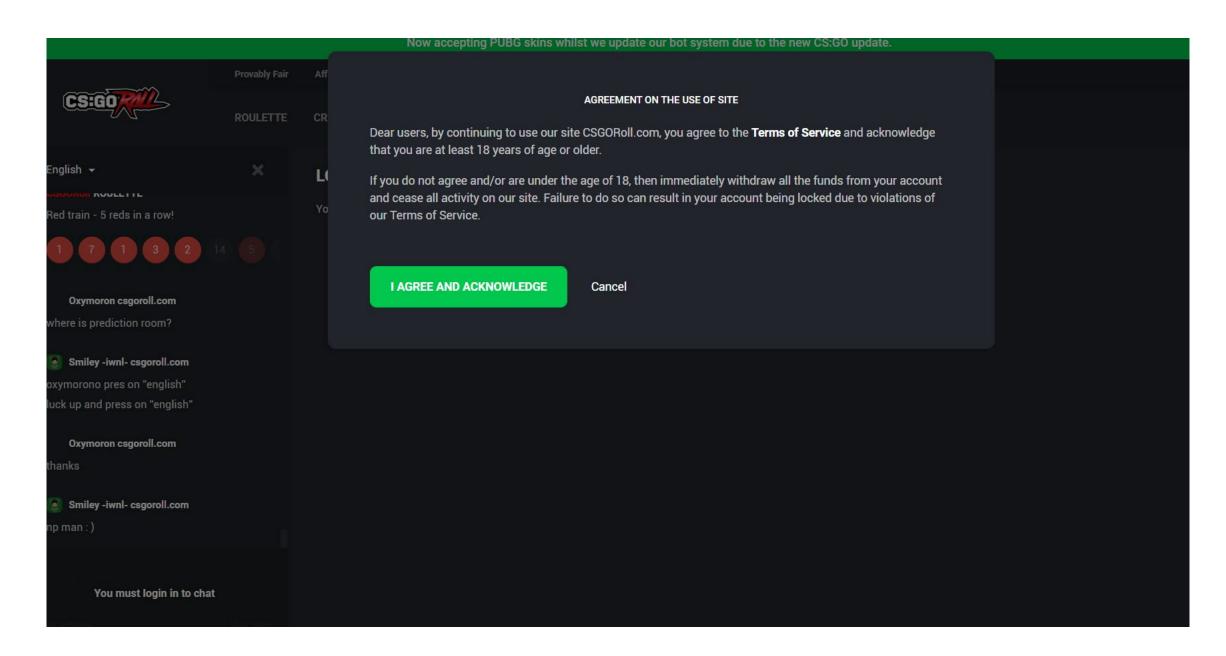


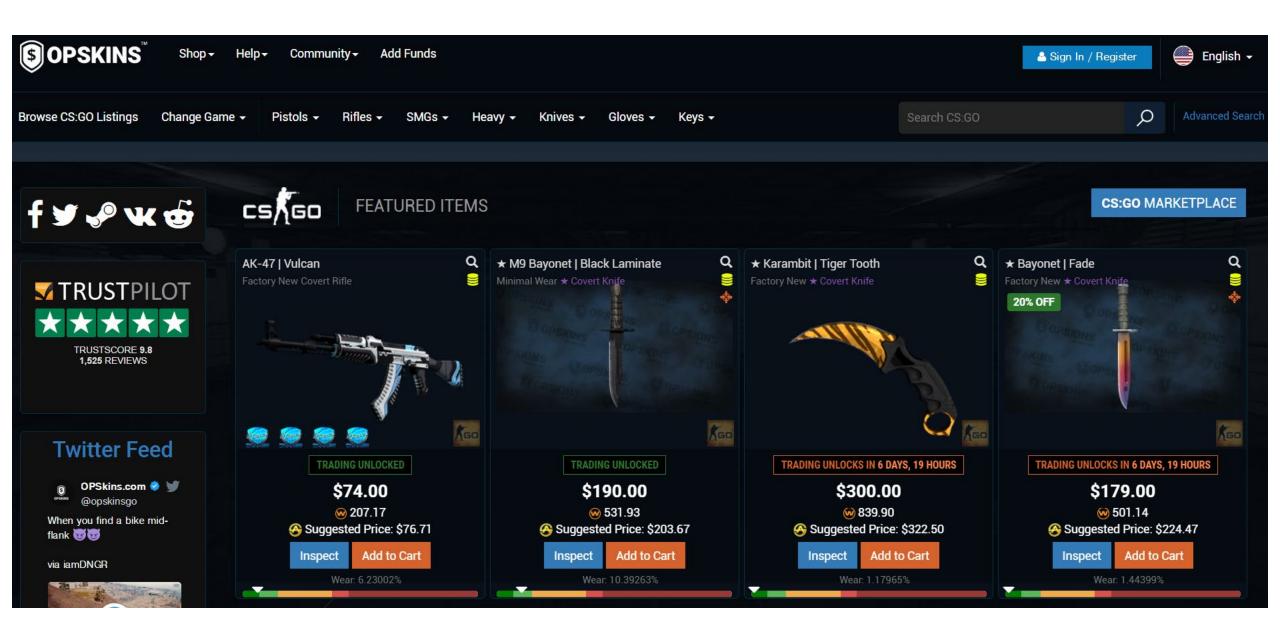
COLLECTING ITSELF: WHAT'S THE DIFFERENCE?



COLLECTING ITSELF: WHAT'S THE DIFFERENCE?







https://opskins.com/

Prize.

Chance.

Consideration.



To enter:

- -Enable notifications at csgoempire.com
- -RT
- -Follow

The winner will be picked in 24 hours

Good luck 6









4.1K

