

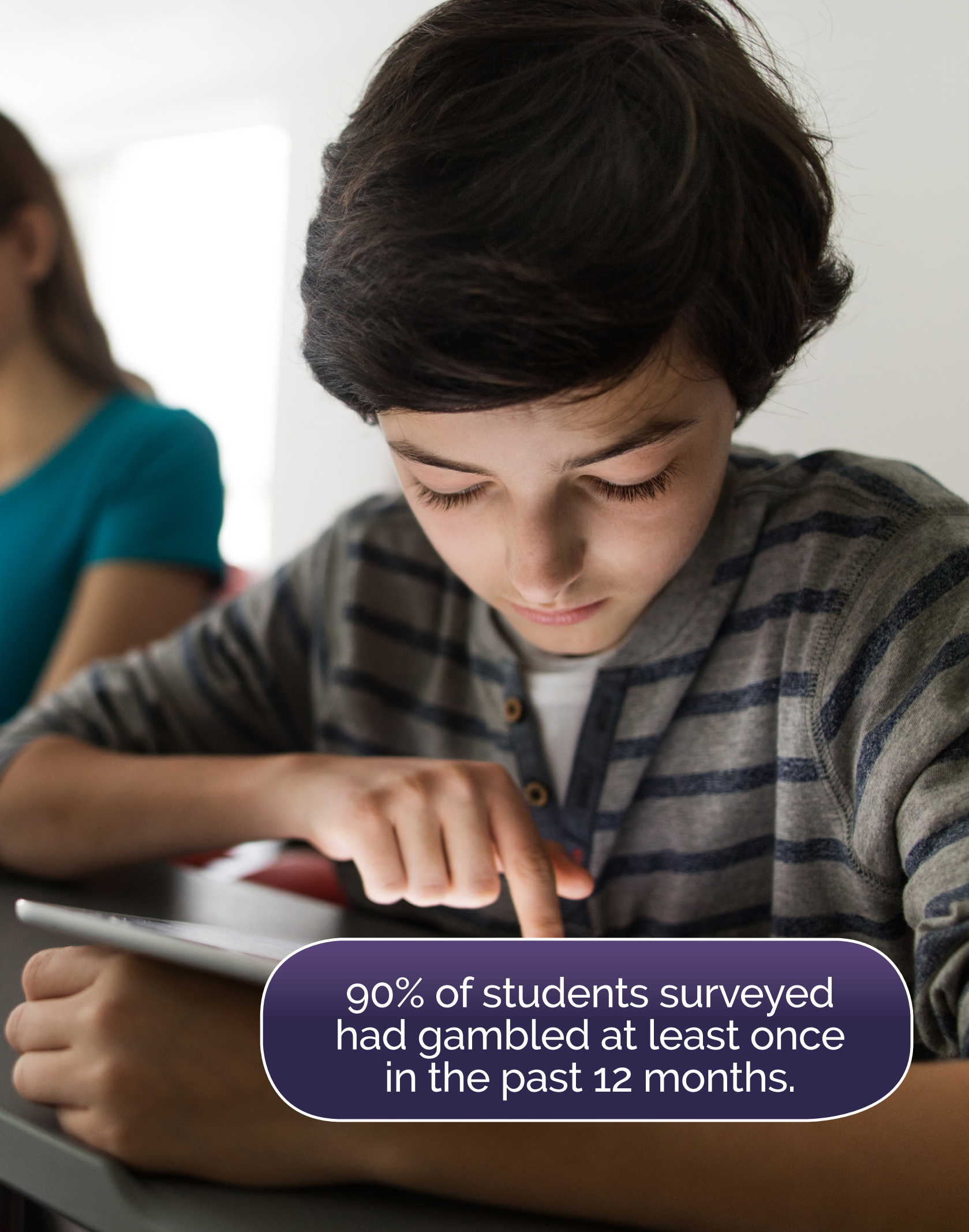


CHANGE THE GAME

UNLOCK THE REALITY
OF YOUTH GAMBLING

6.5% of youth ages 14-21
are at risk of developing a
gambling problem.

THE FINE LINE BETWEEN GAMING & GAMBLING



90% of students surveyed
had gambled at least once
in the past 12 months.

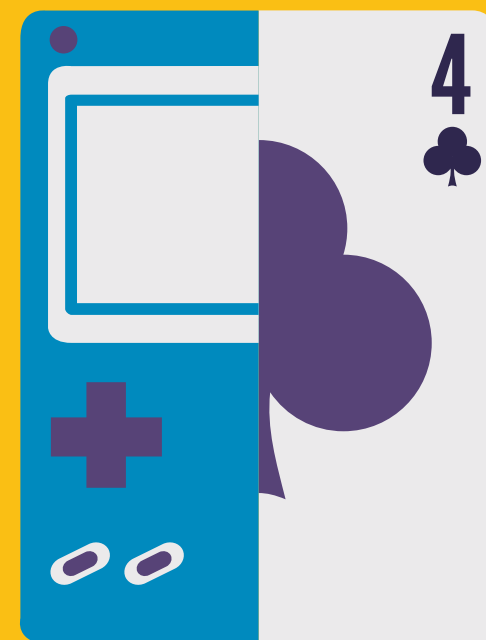


What is gambling?

Any act that involves risking money or valuables on the outcome of a game or contest that is mostly determined by chance.

A photograph of two young women, one Black and one white, looking at a tablet together. They are both smiling and appear to be in a school setting. The woman on the left is wearing a blue and white plaid shirt, and the woman on the right is wearing a grey and white striped shirt. They are both wearing backpacks.

Many gaming apps are marketed to 2-17 year-olds.



Video games & gambling

Young people spend hours playing games on computers and mobile devices. Many of the games, with their coins, gems, loot boxes, and skins, replicate real-life gambling situations.



15% of Ohio's youth ages 12-17 report lying about or hiding how much they gamble.



Students are gambling

90% of students surveyed had gambled at least once in the past 12 months.



Children introduced to gambling by age 12 are 4x more likely to develop a gambling problem.

We see gambling everywhere

- Lottery tickets at the gas station
- Super Bowl & racetrack betting
- “Pay for play” video games, apps, and arcades
- Movies and advertisements

HIDING IN PLAIN SIGHT

Identifying gambling activity



Friendly card games with peers can further introduce young people to gambling behaviors. Some kids wager money, valuable items, and food.



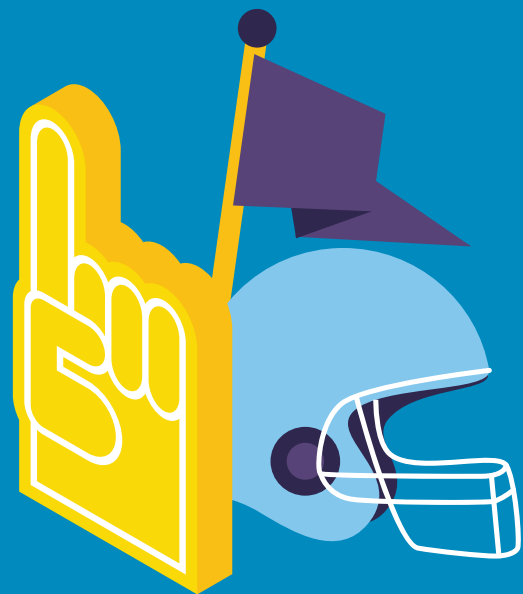
Exposure to gambling can happen innocently enough, from things like parents buying lottery tickets as gifts.



Ohio's youth are taking on Dares and Viral Challenges. They are more willing to take on challenges for the thrill, credibility, social status, or to feel like they belong.

HIDING IN PLAIN SIGHT

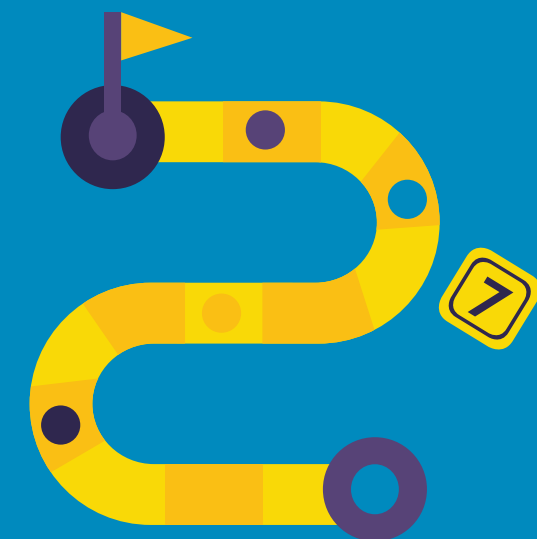
Identifying gambling activity



Some kids feel it's easier to fit in when they create bets surrounding their school sports and events.



When buying trading card decks for kids, there is a chance of getting rarer cards. These valuable cards are sometimes used as a wager in strategy card games.



Role playing strategy games and card games resemble gambling - betting against odds using cards and dice.

HIDING IN PLAIN SIGHT

Identifying gambling activity



Arcades and family fun centers look and function a lot like casinos and encourage gambling behavior. Kids will spend money on games to trade their wins for stuffed animals and other prizes.



Some kids start to participate in Fantasy Sports betting after seeing their parents or elders participate in work or neighborhood leagues.



Video games and apps replicate real-life gambling opportunities and may lead to lifelong consequences for the young people exposed to them

THE FINE LINE BETWEEN GAMING & GAMBLING

When problem gambling begins



6.5% of 14-21 year-olds are at risk for problem gambling



Children introduced to gambling by age 12 are 4x more likely to develop a gambling problem



Many gaming apps are marketed to 2-17 year-olds

Problem gambling & brain development

Our brains do not fully develop until we reach our early twenties. While 23 and 24-year-olds are just beginning to use their fully matured brains to evaluate emotions and make decisions, children and teens aren't prepared to balance emotion and logic to make healthy choices.

Teens are more likely to act impulsively and take risks. The adrenaline rush of excitement is habit forming. Early introduction to gambling can be a factor in the development of a gambling problem.



DID YOU KNOW?

When gaming habits become gambling problems



Gambling-inspired gaming apps are marketed toward children as young as 2.



High school students find the lure of “big wins” hard to resist.



College students away from home for the first time have money to game with and no oversight.



Gambling warning signs in students

- Unexplained absences from school or classes
- Sudden drop in grades
- Interest in extracurricular activities has lessened
- Withdrawing from friends
- Money student should have (such as lunch money) goes missing
- Bragging about gambling activities
- Unusual interest in sports scores
- Questionable explanation for new items or loss of valuable possessions
- Uncharacteristically forgetting appointments or other important dates



66% of parents never talk to their kids about gambling.

Teens who gamble are more likely to...

- Have depression & anxiety issues
- Have damaged relationships
- Drink & use illegal drugs
- Get into fights or criminal activity
- Have low self-esteem
- Think about suicide

THE SOLUTION

We all have a role in prevention



Set limits on your time
gaming



Support school policies
that prohibit gambling



Know the Risks



CHANGE THE GAME

UNLOCK THE REALITY
OF YOUTH GAMBLING

14.7% of youth ages 12-17
have gambled money or
personal items.

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ChangeTheGameOhio.org