

CHANGE THE GAME

UNLOCK THE REALITY
OF YOUTH GAMBLING

96% of adolescents are
exposed to gambling ads



TOOLS FOR MEDIA LITERACY

Recognizing Gambling in Games and Advertising

Media literacy is being able to recognize, understand, evaluate, and create messages of all kinds. The games you play often mimic the look, sounds and actions of actual gambling. Gambling behaviors could be hiding in plain sight. Here are examples of some things you should keep an eye out for when you're playing. There are ads for gambling in radio, television, newspapers, magazines, and the internet that strongly promote gambling to viewers.



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

HOW GAMES SIMULATE GAMBLING:

- Games offering opportunities for login rewards with instant upgrades create the habit of gaming every day.
- Loot boxes and spin-to-win rewards replicate real-life gambling opportunities by building competition among online friends and allowing players to earn fake money or other prizes.
- Innocent-looking games with shiny, little rewards may seem harmless. But they could lead to lifelong issues for the young people exposed to them.

The shift from gaming habit to gambling problem is subtle. But the risks aren't. Learn how to lower your risks at [ChangeTheGameOhio.org](https://www.ChangeTheGameOhio.org)

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