

# Queensland Gambling Survey 2023

## KEY FINDINGS

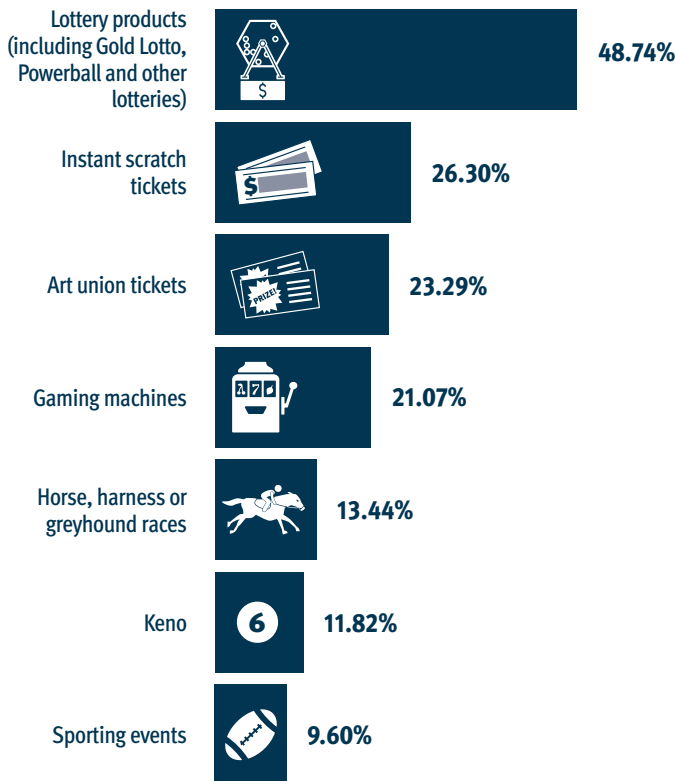


**14,879**

Computer Assisted Telephone Interviews completed

## Gambling in Queensland

### Gambling products



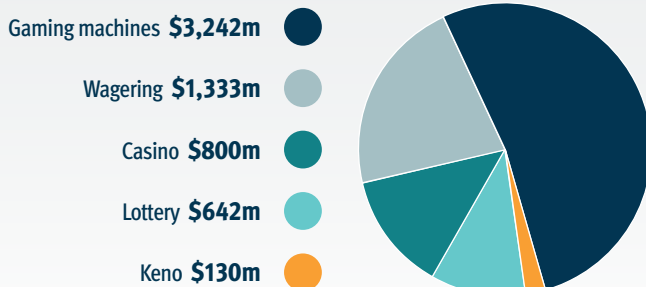
### Changes in gambling participation

Playing gaming machines	21.07%	↓ from 24.7% <sup>†</sup>
Playing Keno	11.82%	↓ from 15.2% <sup>†</sup>
Betting on horse, harness or greyhound races	13.44%	↓ from 18.3% <sup>†</sup>
Sports betting	9.60%	↑ from 6.9% <sup>†</sup>

Betting on casino table games, purchasing art union tickets and playing bingo have remained relatively unchanged.

<sup>†</sup> Compared to the 2016–17 survey. Due to significant methodological changes in the 2023 survey these comparisons should be interpreted with caution.

### Spend by gambling product (2022-23)



Source: Office of Liquor and Gaming Regulation

### Gamblers aged 18–34 years

have higher gambling participation rates in gaming machines, sports betting and casino table games compared to other age groups.



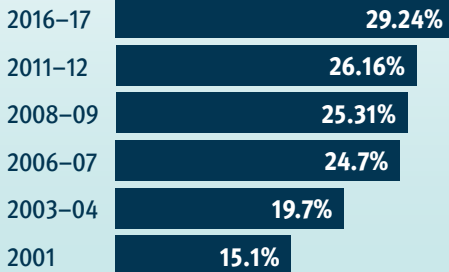
# Gambling groups

## Non-gambling

(those who have not gambled in the last 12 months)

**2023** **30.24%**

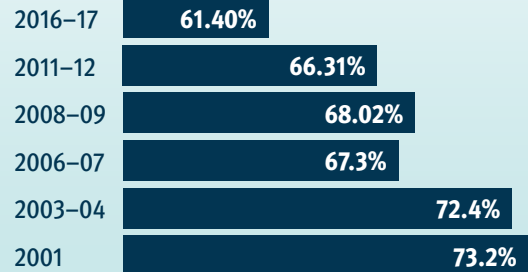
Previous survey comparison<sup>†</sup>



## Non-problem gambling<sup>1</sup>

**2023** **60.26%**

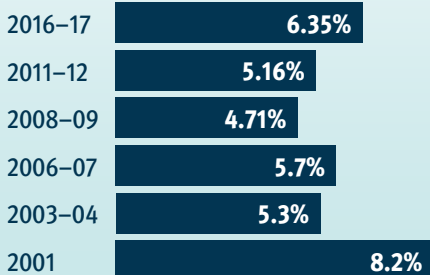
Previous survey comparison<sup>†</sup>



## Low risk gambling

**2023** **6.27%**

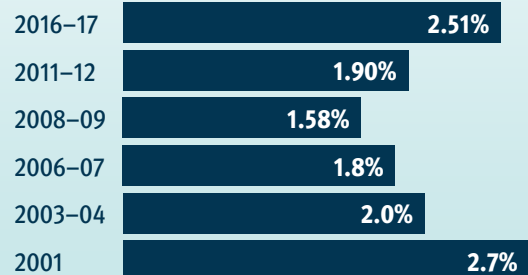
Previous survey comparison<sup>†</sup>



## Moderate risk gambling

**2023** **2.60%**

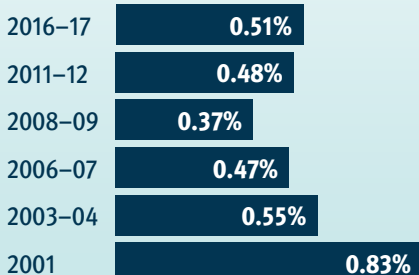
Previous survey comparison<sup>†</sup>



## Problem gambling<sup>2</sup>

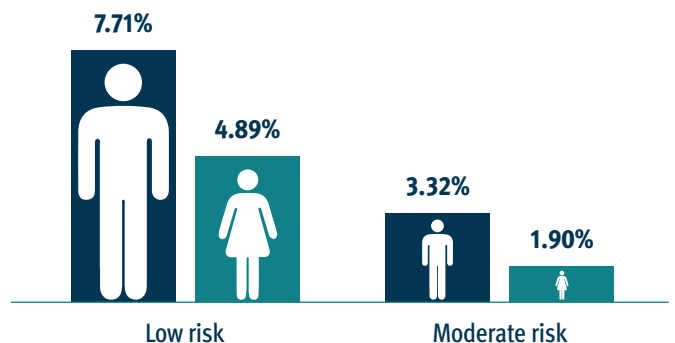
**2023** **0.64%**

Previous survey comparison<sup>†</sup>

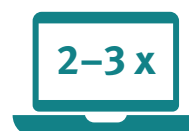


## Gender

**Males** are significantly more likely than females to be in the low risk or moderate risk gambling groups.



## Online gambling



Internet gamblers are **two to three times** more likely to be in an **at-risk or problem gambling group** (compared to those who never gamble on the internet).

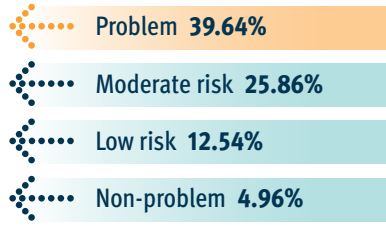
Note: Results for 2001, 2003-04 and 2006-07 are only available to one decimal place. † Due to significant methodological changes in the 2023 survey these comparisons should be interpreted with caution.

<sup>1</sup> The non-problem gambling group was referred to as “recreational gambling” in previous surveys.

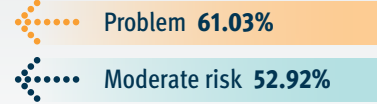
<sup>2</sup> It is important to note that while the terms “problem gambling” and “problem gambler” are generally considered to be stigmatising when used to describe those experiencing or at risk of experiencing gambling harm, the usage of “problem gambling” or “problem gambling group” in this report reflects the official terminology of the screening tool used and represents those respondents who scored 8 or more on the Problem Gambling Severity Index.

# Gambling behaviours

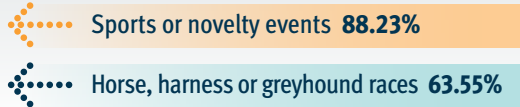
Of those who played gaming machines in the last 12 months, almost **40%** of the problem gambling group played **52 times** or more per year.



Most of those in the problem and moderate risk gambling groups participate in four or more gambling activities (e.g. lottery products, instant scratch tickets, gaming machines, horse, harness or greyhound races).



Most people use a **website** or **mobile app** to bet on races, sports or novelty events.



## Gambling as a health issue

### Mental health<sup>3</sup>

Level of psychological distress by gambling group

Level of psychological distress	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
No, or low, distress	71.57	65.13	49.67	23.38	70.69
Moderate distress	22.89	28.13	39.02	49.18	23.55
High distress	4.87	6.22	10.61	27.44	4.84

### Alcohol and drug use<sup>3</sup>

Percentage of respondents who believe they may have an alcohol or drug problem or had an immediate family member with an alcohol or drug problem

Alcohol or drug problem	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
Respondent believes they may have an alcohol or drug problem	7.49	15.27	25.55	41.74	8.66
Respondent has had a family member with alcohol or drug problem	28.01	32.77	46.30	56.25	27.87

<sup>3</sup> The survey explored respondents' mental health, and drug and alcohol use. Central to the examination of mental health comorbidities was the Kessler Psychological Distress Scale (K6) scale that is designed to measure levels of psychological distress.

## Help seeking

**35.85%**

of the problem gambling group **wanted help** for gambling related problems in the last 12 months

Almost **15%**

of the problem gambling group **have sought help** for gambling related problems in the last 12 months

**74.71%**

of Queenslanders have heard or read about the Gambling Helpline phone number

**45.36%**

of Queenslanders are aware of the Gambling Help Online website

**21.64%**

of Queenslanders are aware of face-to-face counselling services for gamblers in their area