Loot Boxes, Gambling, and Problem Gambling Among Young People: Results from a Cross-Sectional Online Survey

# Details

## Year

2021

## DOI

10.1089/cyber.2020.0299

## Issued

2021

## Language

English

## Volume

24

## Issue

4

## Start Page

## End Page

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## Type

Journal article

## Journal

Cyberpsychology, Behavior, and Social Networking

## Publisher

Mary Ann Liebert Inc

## Topics

## Sample

3,549 young people aged 16–24 years from wave 1 of the Emerging Adults Gambling Survey

## Implications For Policy Makers About

Creating a safe environment for children online

## Implications For Stakeholders About

Healthcare

# Abstract

With the introduction of gambling-like features within video games (e.g., loot boxes) new forms of hybridgambling
products have emerged, yet little is known about their relationship to gambling and problem gambling
among those most likely to engage: young people. This article examines the relationship between the purchase
of loot boxes, gambling behavior, and problem gambling among young people ages 16–24. Cross-sectional data
were analyzed from wave 1 of the Emerging Adults Gambling Survey, an online survey of 3,549 people, aged
16–24. Data were weighted to reflect the age, sex, and regional profile of Great Britain. Measured included pastyear
purchase of loot boxes, engagement in 17 different forms of gambling (weekly, yearly, and weekly spend);
and problem gambling status. Other covariates include impulsivity and sociodemographic status. Young adults
who purchase loot boxes are more likely to be gamblers and experience problem gambling than others. In
unadjusted regression models, the odds of problem gambling were 11.4 (95% confidence interval [CI] 7.6 to
16.9; p