



Monday, 14 August 2017

Dear Sir/Madam,

Thank you for the opportunity to speak at the Public Hearing on "Participation of Australians in online poker." We appreciate the questions and discussions arising from our submission. Please find below further supporting discussion points linked with specified referencing page number for ease-of-access and associated web-links to the articles in the reference list.

1. In response to the question from Senator Leyonhjelm regarding the accuracy of this citation in page 4: "Those who gamble online are at three to four times more risk to be problem gamblers than those that play at a venueⁱ."

- This citation is in reference to online gambling as a whole.
- Please see screen shot of the cited paper (page 156, paragraph 6):

poker table. Virtual gamblers have 3–4 times more risk to be compulsive gamblers than those who play around a table (Dufour et al., 2012; Kairouz, Paradis, & Nadeau, 2012; Wood et al., 2007). A pilot study on online prob-

2. In response to the comment regarding the accuracy of this citation in page 3: "Online gambling has grown 17% per annum from 2004 to 2011ⁱⁱ."

- Please see screen shot of the cited paper (page 2, paragraph 3):

gamble online each year (Productivity Commission 2010). Although the prevalence of interactive gambling appears to be relatively low compared to other forms of gambling, participation appears to be increasing rapidly, growing at 17 % per annum from 2004 to 2011 (H2 Gambling Capital 2012). Australian's land-based gambling expenditure reportedly declined in 2012, however, interactive gambling options are growing in popularity

3. In response to the query regarding the percentage in page 3: "Online poker accounts for 22% of online gambling sites available to Australian users. ^{iii iv}"

- Please see screen shot of the cited paper (page 311, paragraph 1):

According to the independently verified Online Casino City (2011), the majority of online gambling sites are for slots (electronic gaming machines [EGMs] in their various configurations) (56%), followed by casino games (33%), poker (22%) and sports/race books (19%), with bingo (16%), lotteries (4%) and skill games (2%) making up a smaller proportion of sites. These figures are based on constant monitoring of online gambling



4. In response to this citation in page 3: "..... and online poker has become one of the fastest growing and most popular forms of gambling over the last decade.^v vi"
- Please see screen shot of Barrault et al (2013) in page 183, paragraph 1:

POKER, ESPECIALLY ONLINE, is nowadays one of the most popular and widely practiced types of gambling,¹ mostly because of the component of skill involved in long-term success.^{2,3} Although the influence of skill in poker outcomes

- See screen shot of Parke et al (2016) in page 2, paragraph 3:

Over the last decade, online poker has become one of the fastest growing forms of gambling (Biolcati, Passini & Griffiths, 2015). Online poker is a form of gambling that is known to be

Thank you – please do not hesitate to contact us if further clarification is needed.

Yours sincerely,

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Research Analyst

ⁱ Moreau, A., Chabrol, H., and Chauchard, E. (2016). Psychopathology of Online Poker Players: Review of Literature. *Journal of Behavioural Addictions*, 5(2), 155-168. doi: <https://doi.org/10.1556/2006.5.2016.035>

ⁱⁱ Gainsbury, S. M., Russell, A., Hing, N., Wood, R., Lubman, D., & Blaszczynski, A. (2015). How the Internet is changing gambling: Findings from an Australian prevalence survey. *Journal of Gambling Studies*, 31(1), 1-15. doi: <https://doi.org/10.1007/s10899-013-9404-7>

ⁱⁱⁱ Australian Government Productivity Commission. (2010). Gambling: Productivity Commission Inquiry Report No. 50. Retrieved from Canberra: <http://www.pc.gov.au/inquiries/completed/gambling-2009/report>.

^{iv} Gainsbury, S., and Wood, R. (2011) Internet gambling policy in critical comparative perspective: The effectiveness of existing regulatory frameworks. *International Gambling Studies*, 11(3), 309-323. doi: <http://dx.doi.org/10.1080/14459795.2011.619553>

^v Barrault, S. and Varescon, I. (2013). Cognitive distortions, anxiety, and depression among regular and pathological gambling online poker players. *CyberPsychology, Behaviour, and Social Networking* 16(3), 183-188. doi: <https://doi.org/10.1089/cyber.2012.0150>

^{vi} Parke, A. and Griffiths, M.D. (2016). Conceptualising risk and mitigating gambling-related harm in online poker. *Journal of Risk Research*, 1-21. doi: <http://dx.doi.org/10.1080/13669877.2016.1200657>