

I honestly believe that loot boxes are, in many cases quite like gambling, as it is, in most cases paying a small amount of money for the **chance** to get something good, which can be worth many times more than what you paid. There should be some restrictions on it, since minors are able to access them. But I believe that banning them completely will do more harm to the video game industry than the amount it will do to fix the gambling issue of it.

What I believe should be done, is to restrict the access to these from minors, either through putting a limit on the amount that can be bought by someone under the age of 18 or banning the purchase of them by users under the age of 18 altogether by needing some sort of identification verification through the platform hosting the game, such as Steam, Epic Games, Battle.net or Origin. BUT since the banning or restriction of loot boxes will make some items unobtainable to users under the age of 18, the game companies should have to allow some area in which these items only obtainable through loot boxes can be bought outright.

On the point about banning loot boxes completely hurting the video game industry, most of the games that include loot boxes are free to play but include loot boxes so the company making the game can make money to pay for the servers that people play on worldwide and for the development costs of making and maintaining the game. If loot boxes were removed completely, that avenue of revenue for those companies would be gone completely, effectively removing their way to pay for the ongoing costs of developing and maintaining a video game. If you can't imagine the effect this will have on the industry, imagine if laws were put in place and most advertisements were banned on television, it would have a similar effect to that.

In conclusion, loot boxes and other micro-transaction-based chance-based items should be treated as if they are like gambling, but not as if they are gambling. Restrictions need to be made on these items for those who are under the age of 18, such as a limit on the amount that can be purchased under a given period (to combat possible addiction to the gambling aspect) or them to be banned for those under the age of 18 and instead give some way to purchase or obtain the items that is not through a chance-based system. For those over the age of 18, loot boxes should give the same warnings about gambling as traditional gambling websites, machines and establishments do. But the banning of loot boxes would cause quite a lot of harm to the video game industry.