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Fun, Friend, or Foe: Youth Perceptions and Definitions of Online Gambling

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Abstract

This article discusses youth consumption of high-speed Internet technology and online youth gambling based on examination of an Australian youth and young adults sample ranging in age from 13 to 30 years of age. This article explores the impact of online gambling on youth well-being and presents organization of the issues confronting youth and gambling behavior online. The article covers current research related to youth and offers a set of narrative definitions of online gambling as offered by 175 youth and young adults. Coupled with this, is a set of industry comments from Australian gambling sector representatives related to this cohort; these offer clarity on how this cohort interacts with current online gambling service providers. There is no doubt that youth underestimate the possible dangers of online gambling and define gambling and online gambling in terms of fun and gaming rather than fully appreciating the risks related to gambling. It is evident there is some legislation and practice protocols ranging in effectiveness that assist in minimizing the access of youth to online gambling.