What young Tasmanians aged 12-18 years have to say about gambling

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What do young people think about gambling?

Most believe that young people under 18 years should never gamble...

But many receive lottery tickets and scratchies as gifts, or have bets placed for them, by family.

- ...And many believe that gambling simulation games are safer because they don't use real money.
- ...And casual betting with a friend or family member is OK.

Young people find gambling venues and pokie machine spaces to be depressing and associated with gambling addiction, excessive alcohol consumption and antisocial behaviours...

...But heading to the local pub or casino to place a bet can be a 'right of passage' on their 18th birthday. Gambling harm isn't really an issue of concern to young people...

- ...But young people have a pretty good understanding of the issues from problem gambling.
- ...And young people think that money could be better spent on our communities and entertainment.

Many young people think gambling is risky because they don't have much money to lose...



- ...But it's OK to lose a couple of dollars every few weeks if the activity is entertaining.
- ...And it's OK if the money goes to a charity or community group, like with a local raffle.

What influences young people?

Peer pressure, family encouragement, advertisements, excitement, entertainment and wins encourage young people to gamble.

Family support, knowing the odds about gambling, seeing gambling harm, fear of addiction, harm-reduction advertising, age verifications and loses discourage young people from gambling.

Young people's ideas to improve gambling support in Tasmania?

Make gambling advertising honest and share a full list of the harms from gambling and the real odds of winning. Use bland colouring or make gambling advertising illegal.

Have youth—specific support services and gambling harm information — communicated through platforms that young people use.

Provide better gambling education at schools to help people learn about the odds, harms from gambling and how to identify when gambling becomes a problem.

Build resources for parents and adults to understand how they influence and can inform young people about the issues and the risks around gambling.



