

# **2023 Northern Territory Gambling Prevalence and Wellbeing Survey Report**



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## **PREFACE**

This report presents data from the 2023 Northern Territory (NT) Gambling Prevalence and Wellbeing Survey carried out between 24 September and 23 December 2023. Trends are reported using previous NT gambling surveys (2005, 2015 and 2018) where data is comparable. The 2023 survey used dual frame sampling, like the 2015 and 2018 surveys, though the ratio of mobile phone interviews to landline interviews was higher in 2023 at 88%, compared with 73% in 2018. The findings contained in this report can be used by government to evaluate, inform and develop gambling policy and regulation aimed at reducing gambling harm in the NT, and will also be useful to councils, academics and industry.

## **REPORT AUTHORS**

Dr Matthew Stevens, Managing Director, STRS Consultant Services

Dr Mal Flack, Senior Lecturer – Clinical Psychology, Faculty of Health, Charles Darwin University

Dr Kim M. Caudwell, Senior Lecturer – Psychology, Faculty of Health, Charles Darwin University

## **THE RESEARCH TEAM**

Dr Matthew Stevens, Managing Director, STRS Consultant Services

Dr Mal Flack, Faculty of Health, Charles Darwin University

Dr Kim M. Caudwell, Faculty of Health, Charles Darwin University

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## **CONFLICTS OF INTEREST**

The research team does not have any conflicts of interest to declare.

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# 1 Executive Summary

This report presents findings from the 2023 Northern Territory Gambling Prevalence and Wellbeing Survey, the fourth population gambling prevalence survey in the NT, with previous surveys conducted in 2005, 2015 and 2018. The 2023 survey was conducted between late September and late December, a similar time to previous surveys.

## *Survey aims*

The primary aim of the 2023 Gambling Prevalence and Wellbeing Survey is to inform the government about the latest patterns of gambling participation, problem gambling prevalence and gambling harm in the NT, and to compare with findings from previous surveys to ascertain changes in gambling harms and problem gambling risk. It provides fine-grained evidence on patterns of gambling and gambling-related harms that can be used to evaluate, develop and improve gambling policy and regulation in the NT. The report will also be of interest to service providers, industry, councils and the broader community.

## *Findings*

Across the NT, gambling-related harms have increased between the 2018 and 2023 surveys, as evidenced by a 70% increase in problem gambling prevalence (1.4% to 2.4%), and a 25% increase in harm from someone else's gambling (8.1% to 10.3%). Factors related to the provision of gambling associated with increased levels of gambling-related harm include increased electronic gaming machine (EGM) participation and access to gambling products online through mobile phones and the internet (i.e., online gambling). Online gamblers were significantly more likely to be problem or moderate (19.4%) and low risk (19.8%) gamblers, compared with non-online gamblers (6.2% and 10.6% respectively). Online gamblers gambled more frequently and on more activities, compared with non-online gamblers, which is associated with higher rates of problem gamblers among online gamblers.

A high percentage of Aboriginal gamblers reported experiencing problem gambling compared with non-Aboriginal gamblers (9.7% *cf.* 1%).

There appears to be support in the NT community for a range of regulatory measures in relation to EGMs, with 66% of adults supporting mandatory limits on session length and spending on EGMs. Support for reforms to EGM gambling ranged from 62% to 67% across all regions in the NT, indicating widespread support. There is also support among monthly or more frequent EGM gamblers themselves, with 60% supporting mandatory limits of time and money for EGM gamblers. This is notable given that 70% of problem gamblers were EGM gamblers and, among problem gamblers, 64% supported mandatory setting of time and money limits.

## *Conclusions*

The analyses contained in this report and previous prevalence survey reports shows that problem gambling and harm from gambling in the Northern Territory population has been increasing over the last decade. It is also evident that problem gambling and the consequential harms in the population are disproportionately affecting particular population groups (i.e., Aboriginal people, adults aged 18

to 29 years, students, people with low education levels, and those with mid-range incomes). The increase in gambling harms seen in the community also corresponds to the increase in the number of people accessing gambling products online. Given the increased availability of gambling products, there is potential for further investigation into how this increased accessibility may be affecting patterns of gambling in the population. Further research is required to better capture and minimise harms associated with online gambling.



## **2 Introduction**

### **2.1 Background**

This report presents findings from the 2023 Northern Territory Gambling Prevalence and Wellbeing Survey, the fourth population gambling prevalence survey in the NT, with previous surveys conducted in 2005, 2015 and 2018. Previous surveys found that Territorians have similar gambling participation rates to other jurisdictions in Australia, though levels of gamblers with low risk, moderate risk and problem gambling, as measured with the Problem Gambling Severity Index (PGSI), were among the highest across Australian states and territories in 2018 [1]. Gambling has continued to evolve at a fast and dynamic pace across Australia, with more opportunities to gamble for consumers online (mobile or internet), and the proliferation of different bet types and withdrawal options through online sport and race betting sites and mobile phone apps [2–4]. The 2023 survey is largely comparable with the 2018 survey with regard to content, though 87.6% of the final sample completed the survey via a mobile phone, compared with around 70% in 2018. Given the similarities in survey design and content, trends (2015, 2018 and 2023 surveys) are presented for many key indicators of gambling participation, problem gambling severity and harms from gambling, where comparable.

### **2.2 Aims of the survey**

The primary aim of the 2023 Gambling Prevalence and Wellbeing Survey is to inform the government about the latest patterns of gambling participation, problem gambling prevalence and gambling harm in the NT, and to compare these with previous surveys to ascertain changes in prevalence of gambling harms and problem gambling severity. It provides fine-grained evidence on patterns of gambling and gambling-related harms that can be used to develop and improve gambling policy and regulation in the NT. The report will also be of interest to service providers, the gambling industry, councils and the broader community.

### **2.3 Survey objectives**

- Produce trends in estimates of gambling participation and patterns of gambling by activity for 2005, 2015, 2018 and 2023.
- Produce trends in estimates of the prevalence of problem gambling severity (including low risk, moderate risk and problem gambling) for 2015, 2018 and 2023.
- Determine risk factors for problem gambling severity and individual gambling activities.
- Produce trends in the prevalence of harms experienced because of a person’s own gambling for at-risk gamblers for 2015, 2018 and 2023.
- Identify the trend in prevalence of harms experienced because of another person’s gambling for 2015, 2018 and 2023.
- Identify the relationship between problem gambling severity and socio-demographic characteristics, socioeconomic factors, and other health risk factors.
- Measure community attitudes on the number of EGMs available in different venue types.

- Produce estimates of self-reported EGM spend and session time by problem gambling risk and significant socio-demographic and socioeconomic factors.

## **2.4 Ethics approval**

The research project and survey questionnaire were reviewed and approved by the Charles Darwin University Human Research Ethics Committee (approval H23052).

## **2.5 Structure of the report**

Chapter 3 provides information on the domains of information collected and survey items, and conventions for reporting data and statistical testing of associations in tables and figures. More detail can be found in Appendices A and J.

Chapter 4 presents an overview of patterns of gambling participation (and frequency) by activity. Survey trends (2005, 2015, 2018 and 2023) for participation estimates are also presented.

Chapter 5 presents estimates for highest gambling spend activity, the percentage of gamblers for that activity for whom it is the highest spend activity, and median annual spend by survey (2015, 2018 and 2023).

Chapter 6 presents problem gambling prevalence estimates using the Problem Gambling Severity Index (PGSI), including estimates and statistical associations with different activities, and selected socio-demographic variables. Survey trends (2005, 2015, 2018 and 2023) for problem gambling risk are also presented with tests of statistical significance.

Chapter 7 focuses on at-risk gamblers (i.e., those with a PGSI score of one or more). It provides information on types of harms from own gambling by PGSI risk category, gambling activities and survey (2015, 2018 and 2023). It presents data on frequency of in-venue ATM access while gambling, approaches from venue or operator staff, and self-exclusion by survey and PGSI score.

Chapter 8 presents data on negative consequences (harms) experienced because of another person's gambling, the source of these harms, the type of gambling attributed, and whether the person sought help. Survey trends (2015, 2018 and 2023) for negative consequences are presented, and associations with socio-demographic variables.

Chapter 9 provides information on community attitudes towards the number of EGMs available in hotels, clubs and the casinos in the NT and associations with age, sex, region and harm from someone else's gambling. Survey trends (2018 and 2023) for setting limits on time and money when gambling on EGMs are also included in this chapter.

Chapter 10 includes information on self-reported spend by EGM gamblers by survey, and associations with selected variables including the PGSI, gambling frequency and socio-demographic factors.

Chapter 11 includes sections on limitations, a summary, and conclusions.

Appendix A describes the survey methodology including weighting and rate of consent (see Appendix I for more detail). Appendix B presents tables comparing socio-demographic and socioeconomic factors for population weighted and unweighted samples. Appendices C to G contain additional tables related to Chapters 4 to 10. Appendix H includes a copy of the Participant Information Sheet. Appendix I provides more details on the survey methodology and sample design. Appendix J includes a copy of the survey instrument used for the survey.



### 3 Survey content, statistical analysis and reporting

The 2023 survey instrument was developed to ensure key estimates were comparable with the 2015 and 2018 surveys. However, to optimise survey administration timing, some questions were omitted (family and domestic violence, drug use), while others were added (questions on gambling motivations and readiness to change for at-risk gamblers). Table 1 summarises survey domains and information collected, with the full questionnaire included as Appendix J.

**Table 1:** Domains and variables collected in the 2023 NT Gambling Prevalence and Wellbeing Survey

Domain	Data items
<b>Socio-demographic factors</b>	Region, age, sex, Aboriginal status, main language spoken at home English, and household type.
<b>Socioeconomic factors</b>	Highest education, student status, labour force status, fly-in fly-out (FIFO) and drive-in drive-out (DIDO) employment status, and personal annual income.
<b>Gambling participation and highest spend activity</b>	Annual participation, frequency of gambling, mode of gambling (venue, type, online, over phone and other) of gambling for: EGMs (pokies); racetrack betting; instant scratch tickets; keno; lotteries; bingo; casino table games; sports betting; non-sports betting; raffles/sweeps/SMS competitions; informal private games; and other types of gambling. For all gamblers, highest spend activity and spend.
<b>EGM gambling</b>	Additional information for EGM gamblers included: usual spend; usual time gambling; number of loyalty club memberships; and largest amount loaded into a machine in a gambling session.
<b>Online gambling</b>	Online gambling frequency for racetrack and sports betting, number of betting accounts, and frequency betting on multi-bets, also known as multis (sports and racetrack betting), and in-play bets (sports only).
<b>Problem gambling</b>	The Problem Gambling Severity Index (PGSI) in original format [5].
<b>Regulation: ATM access, in-venue and online approach by staff for at-risk gamblers, and self-exclusion</b>	How often gamblers access an ATM in gambling session, whether staff member of venue/betting company ever asked if they are okay while gambling, whether person asked to be self-excluded, success in self-excluding and whether it helped the gambler.
<b>Negative consequences from own gambling (for at-risk gamblers), type of gambling causing harm, and help-seeking behaviour</b>	Frequency of negative consequences from own gambling in the last year [6]. <i>Financial harms</i> : ran out of money for rent or mortgage, ran out of money for food, ran out of money for bills, increased credit card debt, withdrew money from savings, borrowed money from family/friends, had goods repossessed, sold/hocked possessions. <i>Relationship/Family harms</i> : relationship problems with family/friends, physical violence towards you, verbal aggression towards you, children did not attend school, children missed out on something, and children left unsupervised. <i>Emotional/Psychological harms</i> : felt stressed or anxious, felt depressed, and felt ashamed or had regrets. <i>Criminal harms</i> : did something illegal to fund gambling or pay debts, and did something illegal to fund daily needs. <i>Work/Study harms</i> : missed work or study, underperformed at work or study, and lost job or kicked/dropped out of

Domain	Data items
	study. <i>Other type of harm</i> . Help-seeking in last year, type of help sought, and whether it helped.
<b>Readiness to change: all at-risk gamblers</b>	The three-item Readiness to Change Scale adapted to gambling [7]: <i>Importance</i> of limiting or stopping gambling, <i>Priority</i> of limiting or stopping gambling, and <i>Confidence</i> in dealing with an urge to gamble.
<b>Motivations to gamble: Gambling Outcome Expectancies Scale (GOES)</b>	Items from the Money, Escape, and Excitement subscales of the Gambling Outcome Expectancies Scale (GOES) [8, 9].
<b>Community attitudes to EGM numbers and setting limits on EGM gambling</b>	Attitudes towards the number of EGMs in hotels, clubs and casinos, and whether EGM gamblers should have to set limits on time and money when gambling.
<b>Negative consequences from another person's gambling, relationship to person, type of gambling and help-seeking behaviour</b>	Frequency of negative consequences from someone else's gambling in the last year [6]. The same set of harms used for own gambling harms are used for harm from someone else's gambling, with the exception of criminal harm. For those negatively affected by another person's gambling, the relationship they had to the person whose gambling was affecting them, the main activity of gambling the person was doing (up to two). Help-seeking in last year, type of help sought, and whether it helped.
<b>Health risk factors, and social and emotional wellbeing</b>	Smoking status, vaping status, problematic alcohol consumption (AUDIT-10) [10], and psychological distress (Kessler-5) [11, 12].

### 3.1 Statistical analysis

All analyses in this report use population weighted data, with standard errors (SEs) adjusted for the stratified survey design using Stata's SVY commands. Relative standard errors (RSEs) are reported for most estimates presented in this report and indicate that there is a 67% chance the true estimate falls within the bounds of the RSE, as compared with reporting of 95% confidence intervals, which indicate a 95% surety the true estimate falls within the bounds. The SE is calculated by dividing the standard deviation of the estimate by the square root of the sample (n) for that estimate, and to convert this to an RSE, the SE is divided by the estimate and multiplied by 100. A high RSE indicates that there was a small sample (n) for the denominator when calculating the percentage estimate or a small sample size when calculating a mean, which is why estimates with an RSE greater than 30% should be interpreted with caution. Estimates with RSEs greater than 30% are referred to in the text, highlighted in tables or footnoted in figures. Analyses conducted on the sub-sample (full survey) are more likely to have RSEs greater than 30%, as the total sample for the sub-sample was n = 1,378, compared with the full sample of n = 5,000. High RSEs will also be more likely when cross-tabulating two or more variables, particularly in the sub-sample. Further information on the 2023 survey sample characteristics in relation to weighted and unweighted data can be found in Appendix B.

Statistical differences between estimates in different surveys were done using Chi Squared Tests of Independence, with asterisks denoting the statistical significance of associations throughout the report using the following convention: \*\*\* p<0.001, \*\* p<0.01, \* p<0.05, with footnotes below figures and tables identifying the survey variables being tested for statistical significance.

A range of regression models were used cross-sectionally for various outcome variables in assessing multivariable significance of predictor variables, while controlling for survey design and population weights. These included the negative binomial model for the PGSI and harms from someone else's gambling, and logistic regression for EGM highest spend and online gambling.

### **3.2 Terminology**

Problem Gambling Severity Index (PGSI): When presenting estimates of categories for the PGSI, the authors have used the terminology originally used by Wynne [5]. That is, non-problem gambler, low risk gambler, moderate risk gambler, and problem gambler. When referring to individuals with a PGSI score of one or more (e.g., in Chapter 7), the term 'PGSI risk category' is used to denote low risk, moderate risk and problem gambler categories specifically to refer to 'at-risk gamblers' (i.e., the non-problem and non-gambler categories are not included).

Aboriginal and Torres Strait Islander respondents: For ease of reporting this report uses the word 'Aboriginal' to describe the sample of Aboriginal and/or Torres Strait Islander identified respondents. In the 2021 census for the NT Aboriginal population, 95.8% identified as Aboriginal only, 1.1% identified as Torres Strait Islander, and a further 3% identified as both Aboriginal and Torres Strait Islander [13].



## 4 Gambling participation

### 4.1 Background

This chapter presents information on the 11 types of betting and wagering, and ‘other’ gambling as listed below. Online gambling was collected and is presented for EGMs, racetrack betting, sports betting, keno, lotteries, bingo and casino table games, and for any online gambling. To ensure compatibility with the 2018 survey data, two types of online gambling are presented: one that only includes the same five activities it was collected for in 2018 (EGMs, racetrack betting, sports betting, casino games and keno); and another including lotto and bingo.

- Lotto or Powerball
- Raffles, sweeps, footy tipping or email/internet/mail/SMS/phone-in competitions
- Keno
- Electronic gaming machines (EGMs) or pokies
- Instant scratch tickets
- Bingo
- Racetrack betting (horses and dogs)
- Casino table games
- Sports betting
- Non-sports betting (e.g. Logies, fantasy sports, elections)
- Informal betting (e.g. cards, darts, pool)
- Other gambling

#### 4.1.1 Chapter contents

Specifically, this chapter contains the following:

- Trends (2005, 2015, 2018 and 2023 surveys) in estimates of participation and frequency of play for 11 gambling activities, online gambling and number of activities for the NT, broken down by region, age and sex.
  - This includes statistical tests of difference between surveys, and associations between each gambling activity and socio-demographic factors.
- Comparisons with other jurisdictions’ most recent gambling participation estimates.
- Estimates of how and where people gambled for EGMs, racetrack betting, sports betting and keno.
  - Trends (2015, 2018 and 2023 surveys) in estimates of online gambling and frequency of gambling by online gambling status, including, number of online accounts for sports and racetrack bettors and combinations of sports and racetrack bettors.
- Multivariable logistic regression models for online gambling participation, using socio-demographic and socioeconomic as explanatory variables.

### 4.2 Chapter highlights

- Annual participation in most activities remained stable, though there were significant increases in participation for EGMs (19.4% to 24.1%), sports betting (7.1% to 9.9%), and informal betting (2.9% to 4.8%).
- Annual participation in any gambling increased significantly for the rest of NT (57.8% to 73%). There were no significant changes in gambling on any activity across all other regions.

- Patterns of annual participation by age varied significantly across activities, with some activities more popular among younger adults (i.e., EGMs, casino table games and sports betting), and others more popular among 50 years and older gamblers (i.e., lotto, raffles and racetrack betting).
- Female gamblers were significantly more likely to participate in raffles and bingo, while male gamblers were significantly more likely to participate in EGMs, keno, racetrack betting, casino table games, sports betting, informal betting and non-sports betting.
- Online gambling (online on either of sports betting, racetrack betting, casino-style games, EGMs/slots, and keno) increased significantly from 9.3% in 2018 to 15.8% in 2023, with this predominantly attributable to increases in online betting for sports and racetrack bettors.
- Gamblers who gambled online were significantly more likely to participate in more activities, gamble more frequently and place more multis, compared with non-online gamblers.
- A multivariable adjusted statistical model shows individual characteristics independently associated with online gambling.

### 4.3 Gambling participation in the Northern Territory, 2005, 2015 and 2018

Table 2 shows the number and percentage of people participating in the eleven activities, other gambling and any gambling in the last 12 months for all prevalence surveys carried out in the NT. Annual participation increased significantly from 2018 to 2023 for EGMs (19.4% to 24.1%), sports betting (7.1% to 9.9%) and informal private betting (2.9% to 4.8%). Participation rates for all other activities remained relatively stable between the 2018 and 2023 surveys.

**Table 2:** Annual gambling participation (population counts and prevalence) on gambling activities

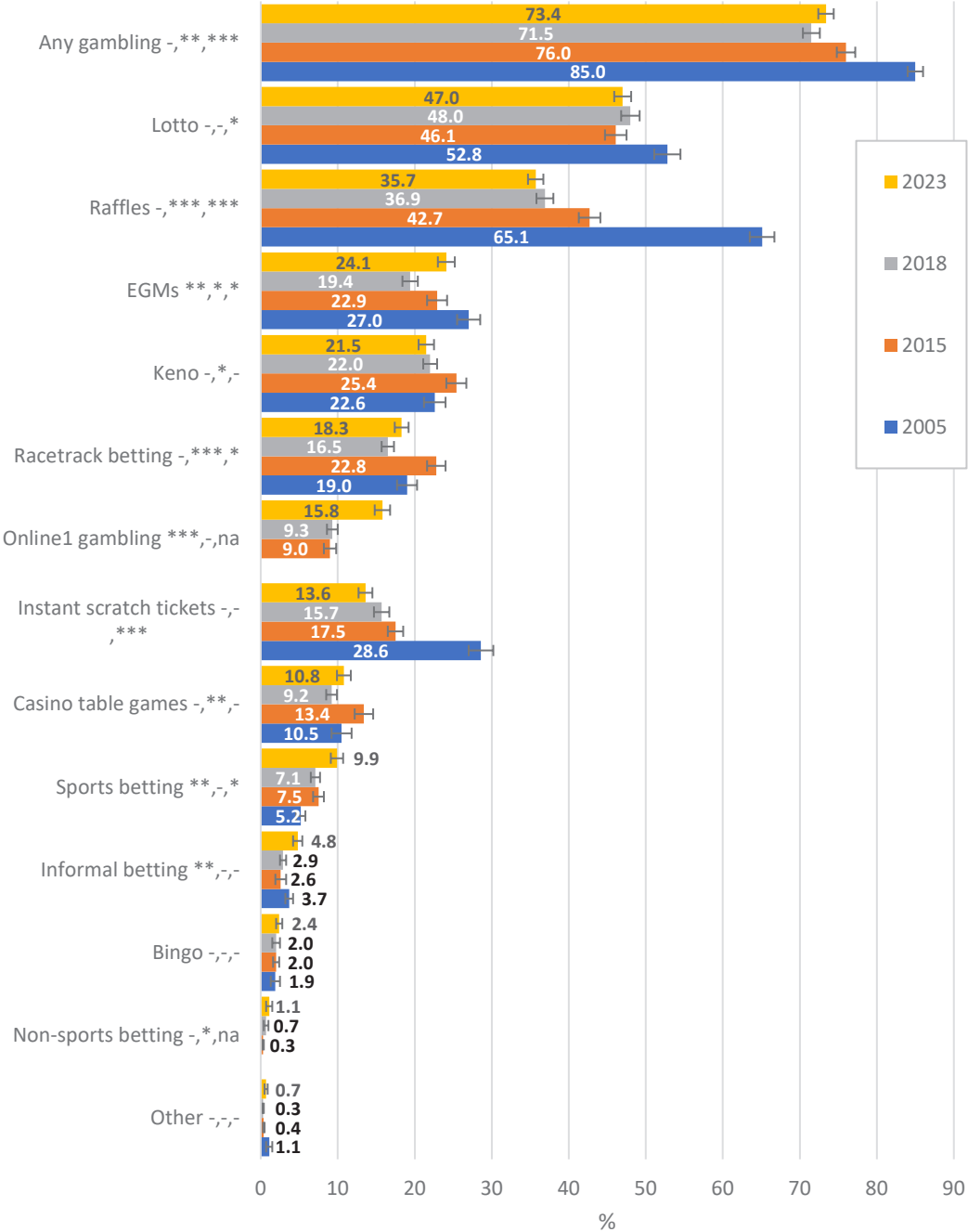
	2023 N	2018 N	2015 N	2005 N	2023 %	2018 %	2015 %	2005 %
Any gambling -,**,***	137,095	129,467	134,524	11,7523	73.4 (1.0)	71.5 (1.1)	76.0 (1.2)	85.0 (1.0)
Lotto -,*,	87,817	86,785	81,592	7,2915	47.0 (1.1)	48.0 (1.2)	46.1 (1.4)	52.8 (1.7)
Raffles -,***,***	66,773	66,703	75,537	8,9951	35.7 (1.0)	36.9 (1.1)	42.7 (1.4)	65.1 (1.6)
EGMs **,*,*	44,982	35,160	40,571	3,7307	24.1 (1.1)	19.4 (1.0)	22.9 (1.3)	27.0 (1.5)
Keno -,*,-	40,190	39,865	44,902	3,1178	21.5 (1.0)	22.0 (0.9)	25.4 (1.3)	22.6 (1.4)
Racetrack betting -,***,*	34,216	29,797	40,251	2,6323	18.3 (0.9)	16.5 (0.8)	22.8 (1.2)	19.0 (1.3)
Instant scratch tickets -,***	25,498	28,338	30,972	3,9518	13.6 (0.9)	15.7 (1.0)	17.5 (1.0)	28.6 (1.6)
Casino table games -,**, -	20,270	16,681	23,759	1,4496	10.8 (0.9)	9.2 (0.7)	13.4 (1.2)	10.5 (1.3)
Sports betting **, -,*	18,564	12,803	13,227	7,243	9.9 (0.8)	7.1 (0.6)	7.5 (0.7)	5.2 (0.6)
Informal betting **, -, -	8,925	5,205	4,625	5,046	4.8 (0.6)	2.9 (0.4)	2.6 (0.7)	3.7 (0.5)
Bingo -, -, -	4,520	3,630	3,601	2,623	2.4 (0.4)	2.0 (0.5)	2.0 (0.4)	1.9 (0.6)
Non-sports betting -, *, na	2,001	1,337	467	-	1.1 (0.4)	0.7 (0.3)	0.3 (0.1)	-
Other -, -, -	1,274	547	792	1,475	0.7 (0.2)	0.3 (0.1)	0.4 (0.1)	1.1 (0.4)
Online <sup>1</sup> gambling ***, -, na	29,435	16,841	15,873	-	15.8 (1.0)	9.3 (0.7)	9.0 (0.8)	-
<b>NT Population</b>	<b>186,889</b>	<b>180,956</b>	<b>176,916</b>	<b>138,225</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: From left to right, significant difference between 2023 and 2018, 2018 and 2015, 2015 and 2005 for activity; na = not available

<sup>1</sup> Online gambling includes EGMs, keno, casino table games, sports and racetrack betting

**Sources:** 2005 NT Gambling Prevalence Survey, and the 2015, 2018 and 2023 NT Gambling Prevalence and Wellbeing Surveys [1, 14, 15]

Figure 1 graphs the annual gambling participation for 11 activities, other gambling and any gambling in the last 12 months, between 2005 and 2023 surveys shown in Table 7. The downward trajectory in any gambling participation is observable up to the 2018 survey, with significant increases in certain activities indicated, followed by an increase.



**Figure 1: Annual gambling participation for activities by survey**

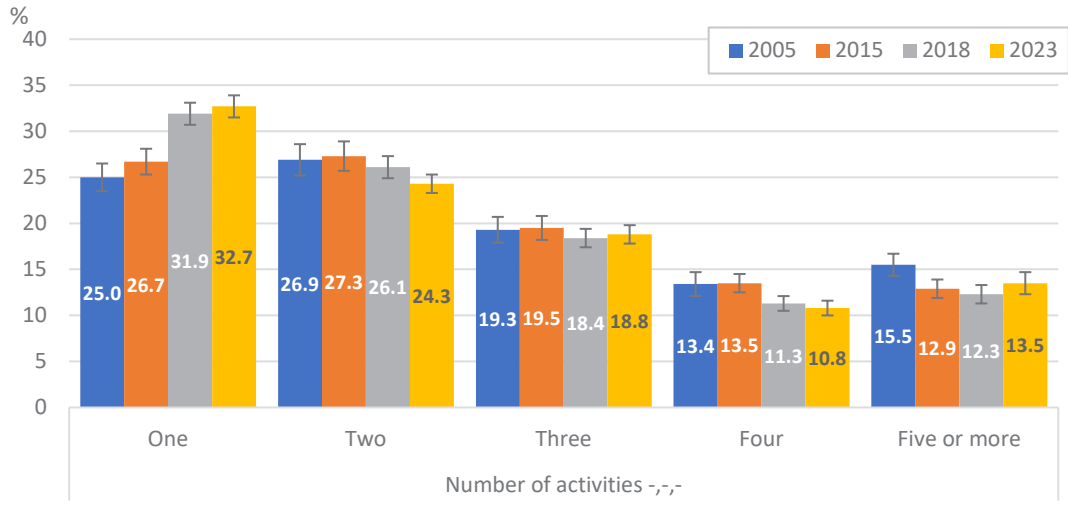
\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: From left to right, significant difference between 2023 and 2018, 2018 and 2015, 2015 and 2005 for activity; na = not available

<sup>1</sup> Online gambling includes EGMs, keno, casino table games, sports and racetrack betting (na in 2005)

RSEs for estimates for non-sports betting, other betting in 2005 and 2018, and bingo in 2005 are greater than 30%

**Sources:** 2005 NT Gambling Prevalence Survey, and the 2015, 2018 and 2023 NT Gambling Prevalence and Wellbeing Surveys [1, 14, 15]. 2023 survey questions: Q8, Q12, Q15, Q16, Q19, Q21, Q23, Q26, Q28, Q30, Q32, & Q34

Figure 2 plots the number of activities gambled on for the NT adult population that gambled in the past 12 months over time. There was no significant difference in the distribution of number of activities gambled on between surveys.



**Figure 2: Number of activities gambled on by survey**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant

**4.4 Gambling participation in the Northern Territory and other jurisdictions**

Table 3 shows a comparison of 2023 NT participation by activity with the most up-to-date estimates for seven of the eight jurisdictions in Australia (excluding Western Australia), along with an unweighted average participation. Statistical tests comparing gambling activity estimates between jurisdictions were not conducted for this table, though participation was higher in the NT compared with the average across jurisdictions for any gambling (73% cf. 64%), lotto (47% cf. 45%), EGMs (24% cf. 20%), keno (22% cf. 13%), casino table games (9% cf. 6%), sports betting (10% cf. 7%) and informal betting (5% cf. 4%).

**Table 3: Annual gambling participation by selected activities for seven jurisdictions in Australia**

Gambling activity	NT	ACT <sup>1</sup>	SA <sup>2</sup>	NSW <sup>3</sup>	VIC <sup>4</sup>	QLD <sup>5</sup>	TAS <sup>6</sup>	Un-weighted average
	2023	2019	2018	2018	2023	2023	2017	
	%	%	%	%	%	%	%	%
Any gambling activity	73	60	65	53	53	81	59	66
Lotto	47	44	48	37	38	49	39	44
Raffles/sweeps	36	43	26	-	20	-	-	36
EGMs	24	20	19	16	11	21	19	19
Keno	22	5	8	9	2	12	26	12
Racetrack betting	18	14	12	13	13	13	10	14
Instant scratch tickets	14	21	-	13	9	26	21	18
Casino table games	11	6	6	5	5	5	5	6

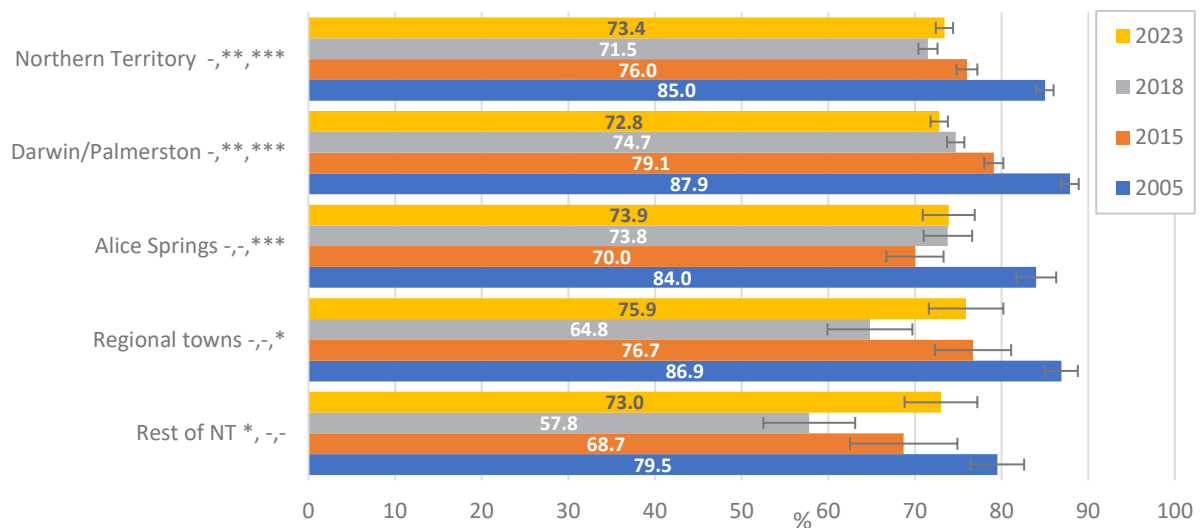
Gambling activity	NT	ACT <sup>1</sup>	SA <sup>2</sup>	NSW <sup>3</sup>	VIC <sup>4</sup>	QLD <sup>5</sup>	TAS <sup>6</sup>	Un-weighted average
	2023	2019	2018	2018	2023	2023	2017	%
Sports betting	10	10	7	6	5	10	4	8
Informal betting	5	3	3	5	3	2	3	3
Bingo	2	2	3	2	2	3	2	2

Notes: <sup>1</sup> [16] <sup>2</sup> [17], <sup>3</sup> [18], <sup>4</sup> [19], <sup>5</sup> [20], <sup>6</sup> [21]

## 4.5 Gambling participation by survey, region, age and sex

### 4.5.1 Regional estimates of annual participation by activity

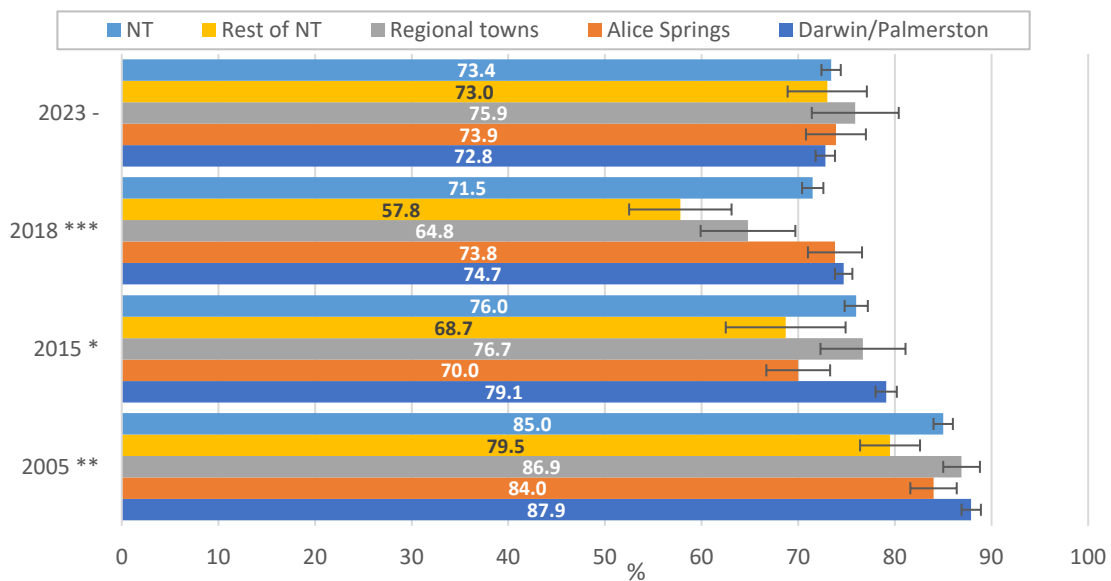
Figure 3 presents change in any gambling in the last 12 months in regions over time. Only one region (rest of NT) showed a statistically significant increase in any gambling between 2018 and 2023.



**Figure 3:** Annual gambling participation on any activity by survey within region

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: From left to right, significant difference between 2023 and 2018, 2018 and 2015, 2015 and 2005 within region

Figure 4 shows there was significant differences in any gambling across regions in 2005, 2015 and 2018, but not in 2023. In 2023, estimates for any gambling ranged from 72.8% in Darwin and Palmerston to 75.9% in regional towns.

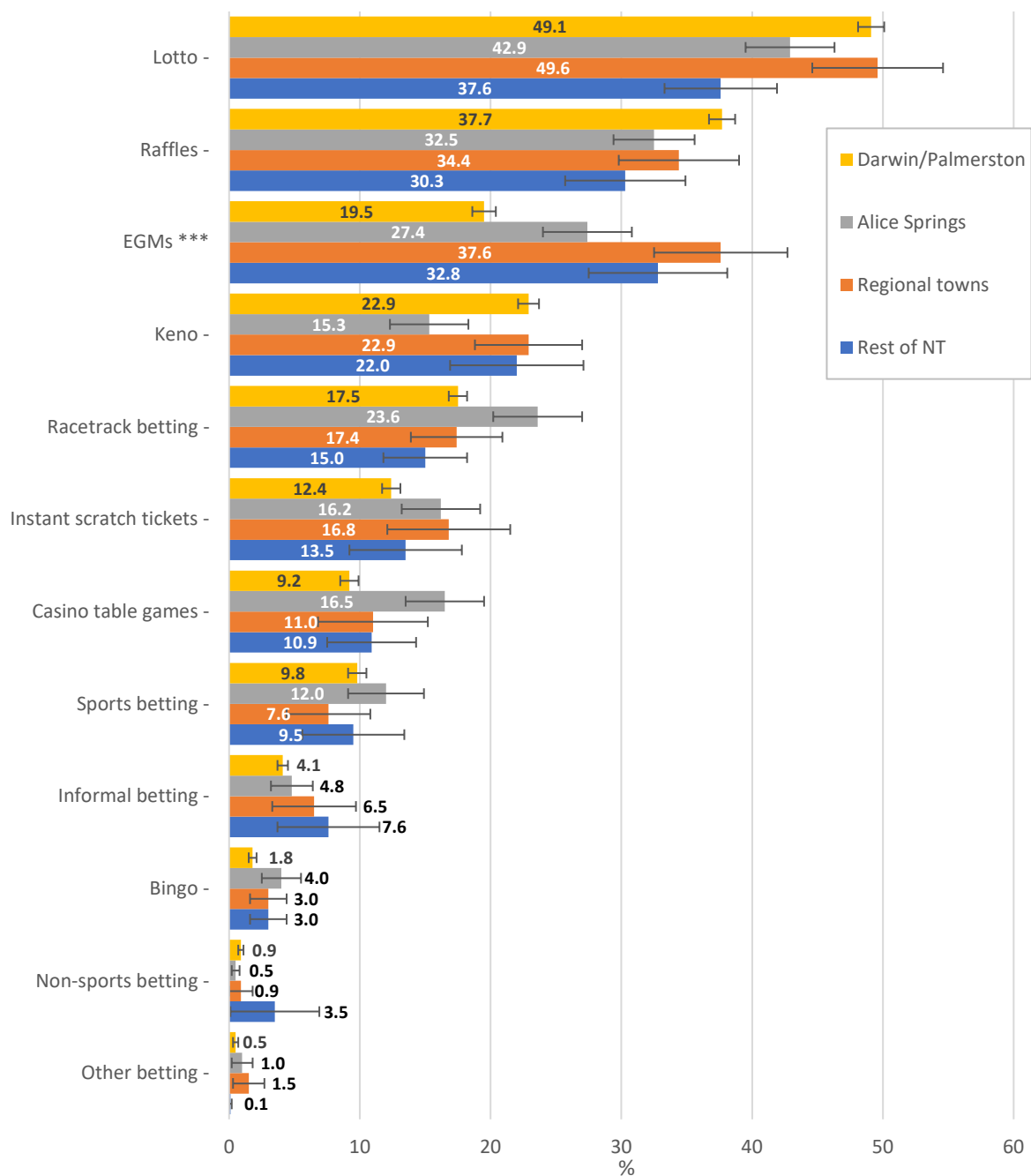


**Figure 4:** Annual gambling participation on any activity by region within survey

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between regions within survey

There was no significant variation in the distribution of number of activities across regions in 2023, and no graph is presented.

Figure 5 shows the variation across regions in annual gambling participation for each activity in 2023. EGMs were the only activity to significantly vary across regions, with highest participation in regional towns (37.6%), followed by Alice Springs (27.4%) and rest of NT (32.8%), with Darwin/Palmerston (19.5%) having the lowest annual participation. Estimates should be interpreted with caution for casino table games, sports betting, informal betting, bingo, non-sports betting and other gambling for the rest of NT and regional towns, and for informal betting, bingo, non-sports betting and other gambling for Alice Springs, as RSEs are greater than 30%.

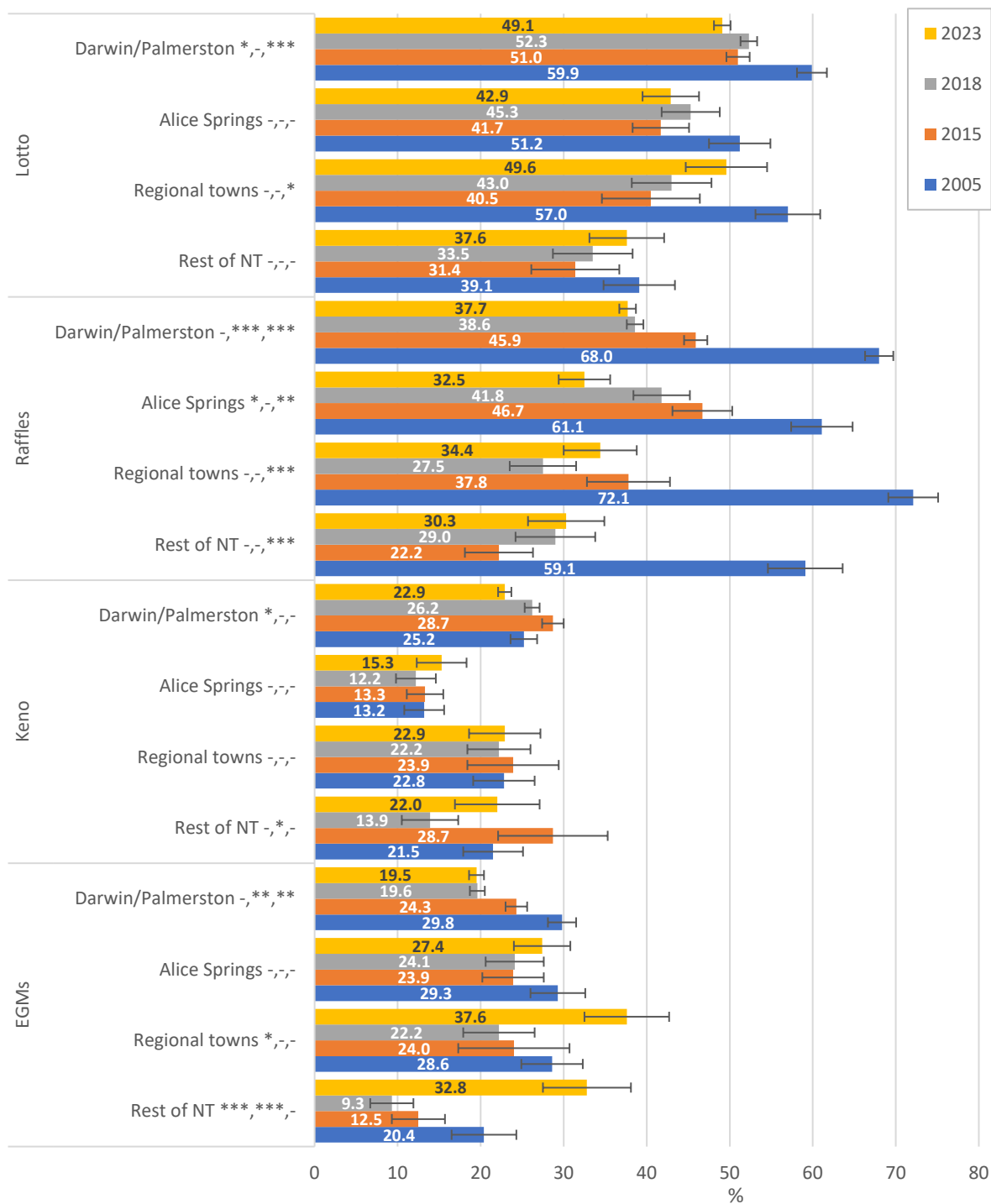


**Figure 5: Annual gambling participation on activities by region**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between regions

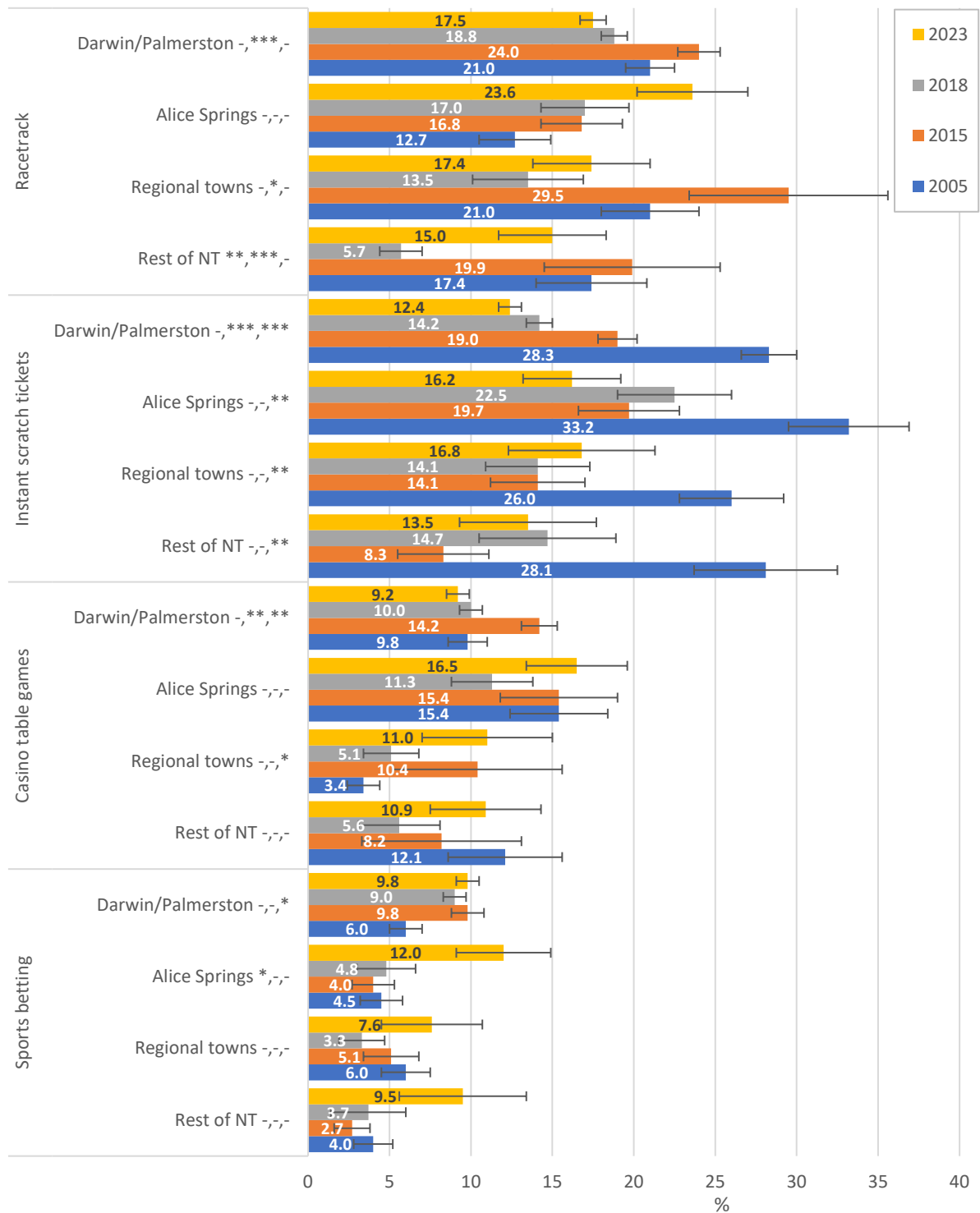
Other betting, non-sports betting, bingo, and informal betting outside of Darwin/Palmerston, sports betting and casino table games in regional towns and the rest of NT, and instant scratch tickets in rest of NT had RSEs greater than 30%.

The next two figures show changes over time in annual participation within regions for gambling activities with higher participation. As shown in Figures 6 and 7, in Darwin and Palmerston there was a significant decrease in annual participation for lotto and keno between 2018 and 2023. Alice Springs had a significant decrease in raffles, and a large significant increase in sports betting (4.8% to 12%). Regional towns also had a large significant increase in EGM participation (22.2% to 37.6%). Rest of NT also had a large significant increase between 2018 and 2023 in EGM participation (9.3% to 32.8%), and a significant increase in racetrack betting (5.7% to 15%).



**Figure 6: Annual gambling participation on EGMs, keno, lotteries and raffles by survey within region**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: \*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: From left to right, significant difference between 2023 and 2018, 2018 and 2015, 2015 and 2005 for activity



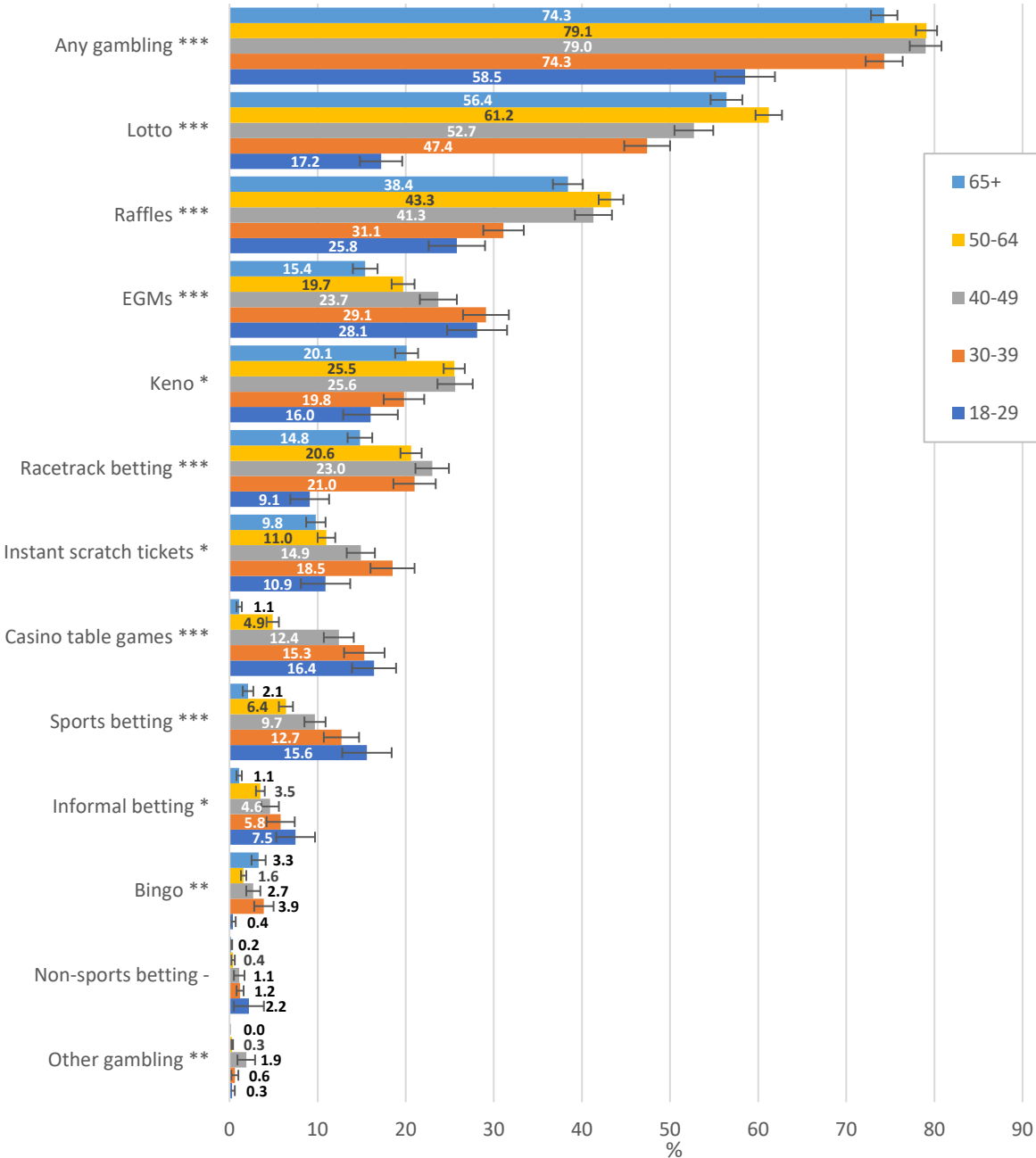
**Figure 7: Annual gambling participation on sports betting, casino games, instant scratch tickets and racetrack betting by survey within region**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: \*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: From left to right, significant difference between 2023 and 2018, 2018 and 2015, 2015 and 2005 for activity.

Sports betting in rest of NT, and regional towns in 2015, 2018 and 2023, in Alice Springs in 2015 and 2018; casino table games in rest of NT, and regional towns in 2015, 2018 and 2023, and scratch tickets in rest of NT in 2015 and 2023 had RSEs greater than 30%.

**4.5.2 Age and sex estimates of annual participation by activity**

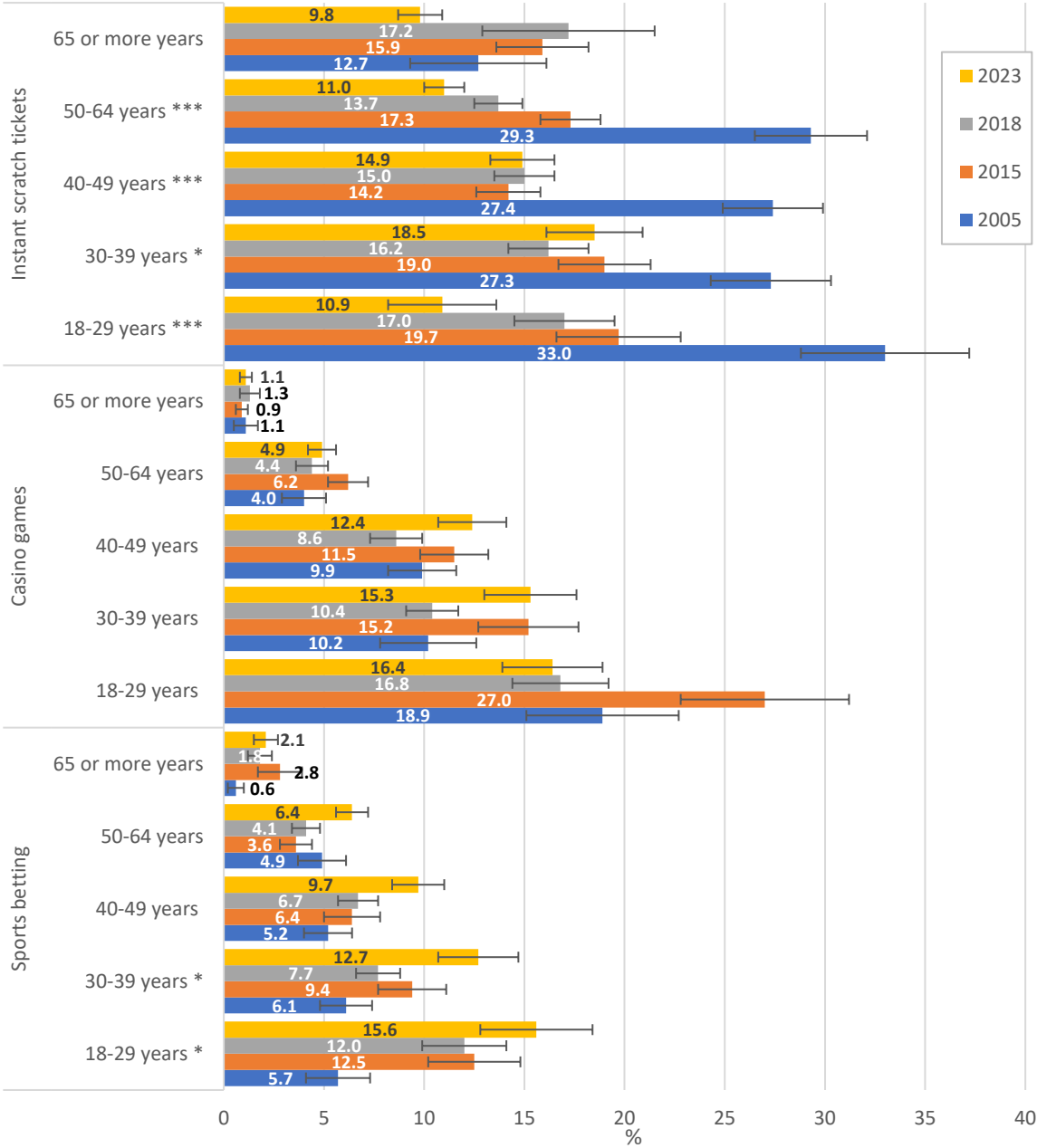
Figure 8 shows annual gambling participation for all activities by age for 2023. There was significant variation across age groups for all activities, except non-sports betting (e.g. on political events, Logies etc.). Lotto has higher participation in older age groups, while EGMs, racetrack betting, casino table games, sports betting and informal private betting decrease in participation in older age groups. Estimates should be interpreted with caution for non-sports betting and other gambling for all age groups, as RSEs are greater than 30%.



**Figure 8: Annual gambling participation on activities by age groups**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between age groups

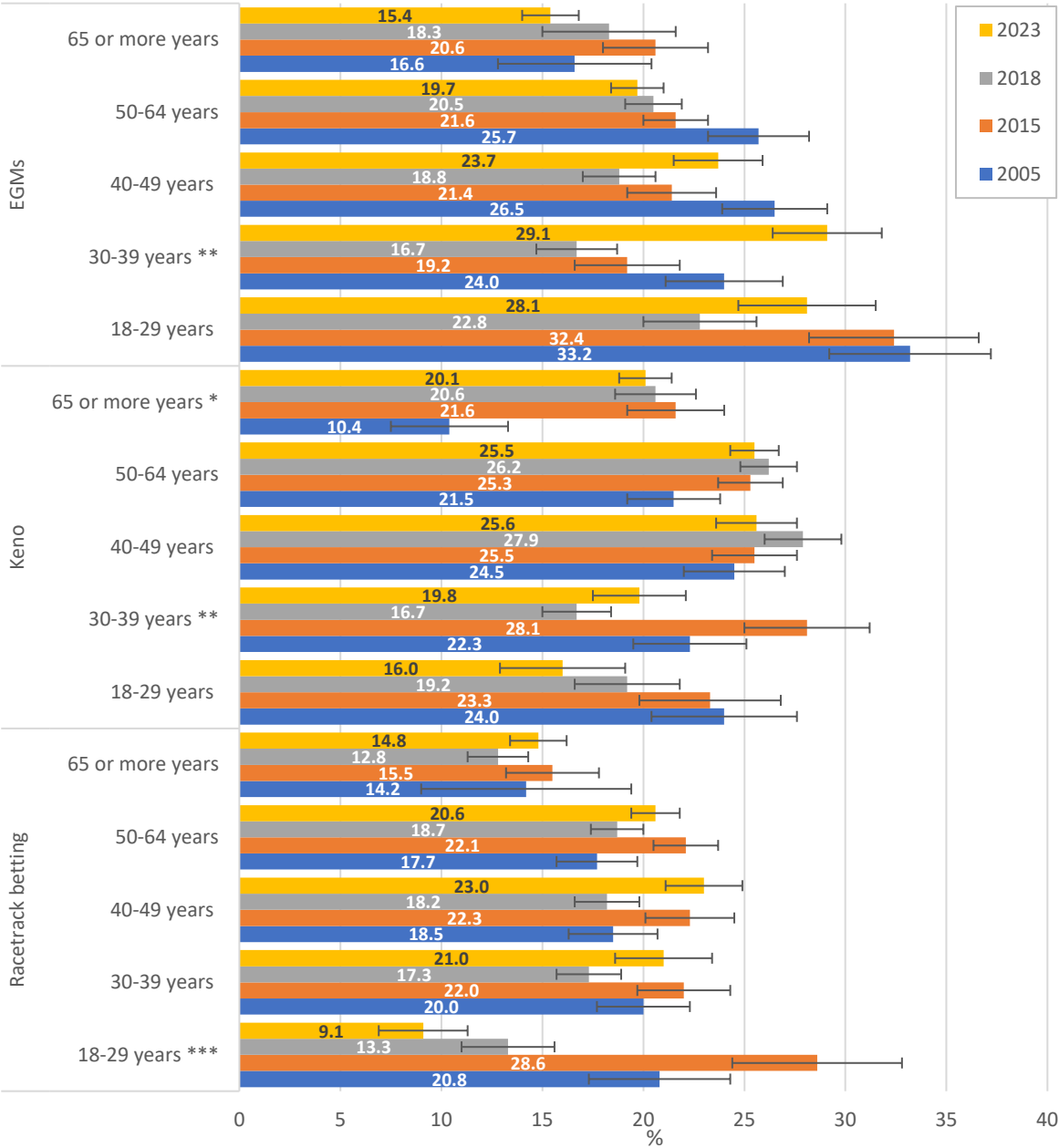
Figure 9 shows trends (survey year) by age groups for instant scratch tickets, casino table games and sports betting (see Figures 12 and 13 for more activities). Instant scratch tickets showed a significant decline between 2018 and 2023 for 65 years and over (17.2% to 9.8%) and 18–29 years (17% to 10.9%). Sports betting showed a significant increase between 2018 and 2023 for 50–64 years (4.1% to 6.4%), 40–49 years (6.7% to 9.7%) and 30–39 years (7.7% to 12.7%).



**Figure 9: Annual gambling participation trends by survey for instant scratch tickets, casino table games and sports betting by age group**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between survey years  
 Casino table games and sports betting for 65 years and over in 2015, 2018 and 2023 had RSEs greater than 30%

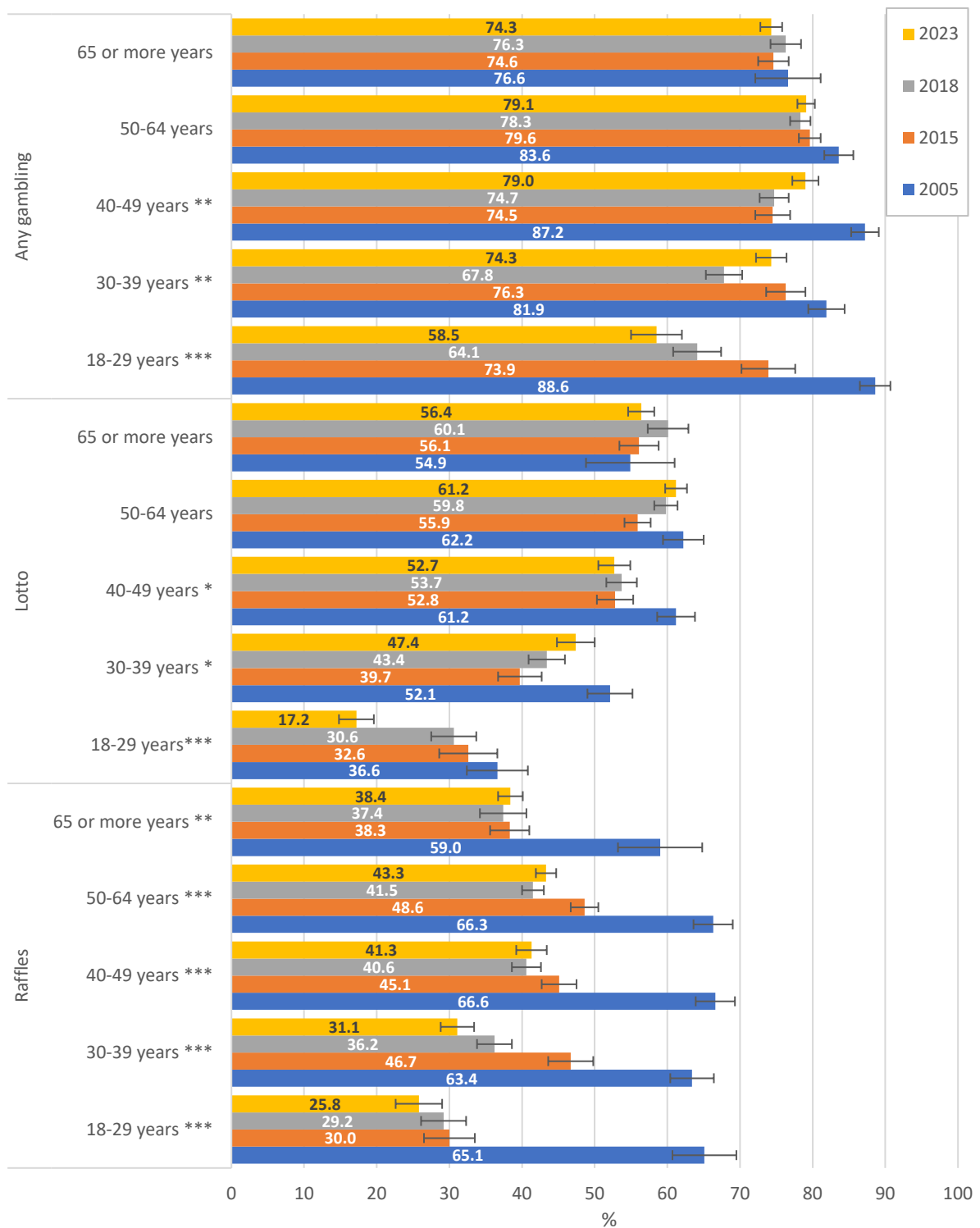
Figure 10 shows trends (survey year) by age groups for EGMs, keno and racetrack betting. EGM annual participation was generally declining over time but showed a significant increase from 2018 to 2023 for 30–39 years (16.7% to 29.1%). There were no other significant changes between 2018 and 2023.



**Figure 10:** Annual gambling participation trends by survey for EGMs, keno and racetrack betting by age group

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between survey years  
 Racetrack betting in 2023 for 65 years and over in 2015, 2018 and 2023 had RSEs greater than 30%.

Figure 11 shows trends (survey year) by age groups for any gambling, lotto and raffles. There was significant increase between 2018 and 2023 in any gambling for age groups 40–49 years and 30–39 years. For 18–29 years, there was a consistent downward trend in participation in any gambling from 88.6% in 2005 to 58.5% in 2023.

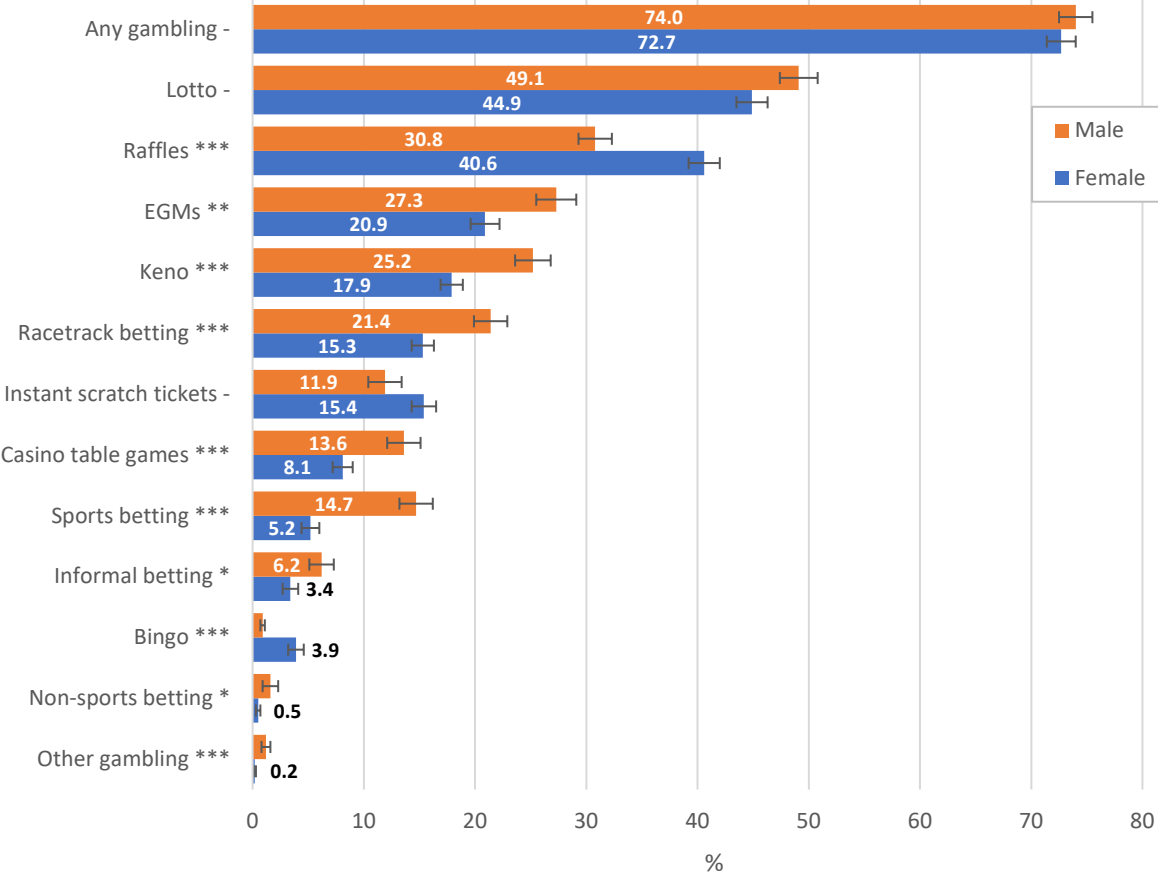


**Figure 11: Annual gambling participation trends by survey for any gambling, lotto and raffles by age group**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between survey years

Figure 12 shows annual gambling participation for all activities by sex in 2023. Estimates for other gambling and non-sports betting should be interpreted with caution due to RSEs being greater than

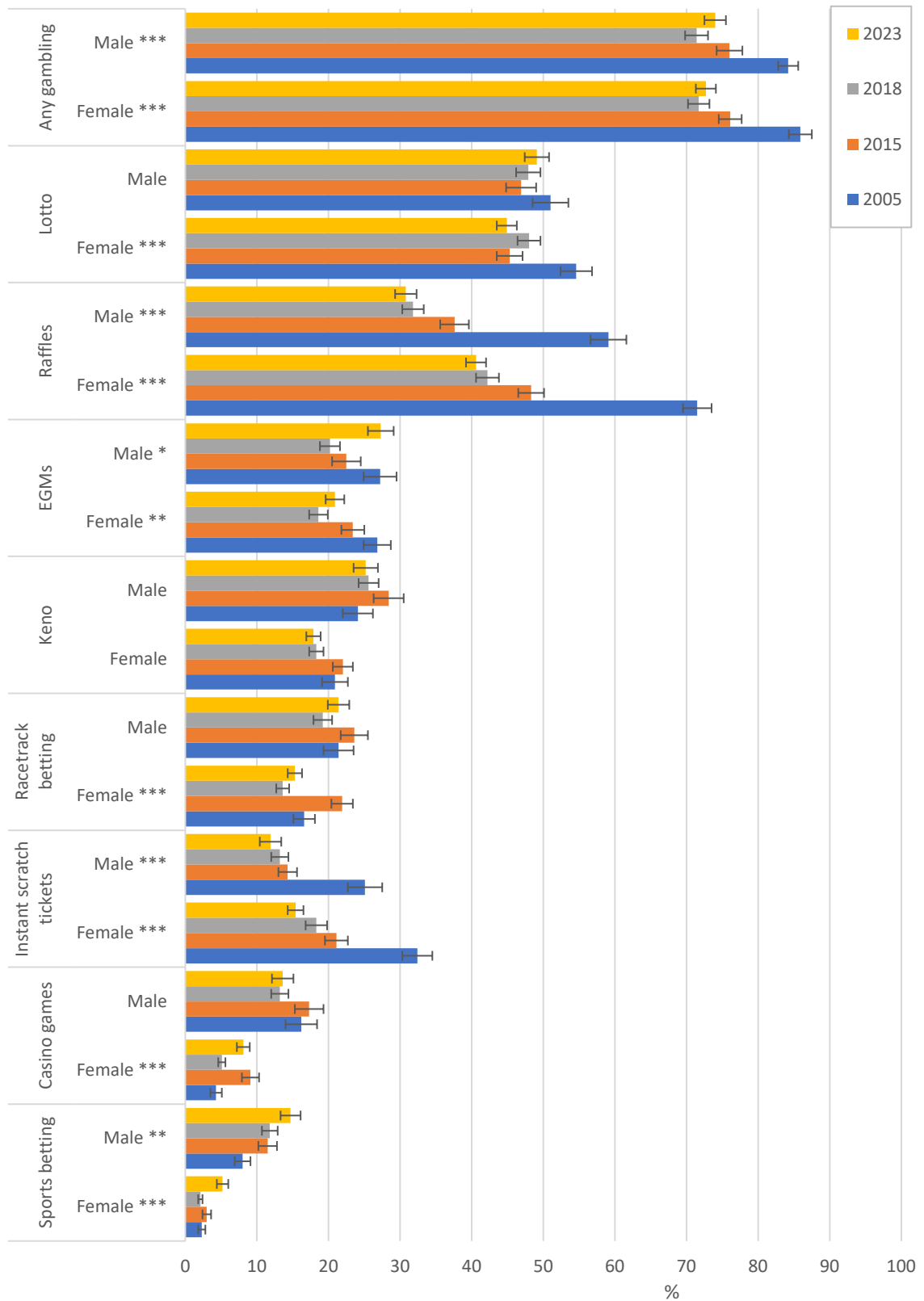
30%. Males had significantly higher participation than females for EGMs (27.3% cf. 20.9%), keno (25.2% cf. 17.9%), racetrack betting (21.4% cf. 15.3%), casino table games (13.6% cf. 8.1%), sports betting (14.7% cf. 5.2%), informal betting (6.2% cf. 3.4%) and non-sports betting (1.6% cf. 0.5%). Females had significantly higher participation than males in raffles (40.6% cf. 30.8%) and bingo (3.9% cf. 0.9%).



**Figure 12: Annual gambling participation on activities by sex**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between male and female

Figure 13 shows trends (survey year) by sex for nine of the gambling activities. There was a significant declining trend over time for any gambling for males and females from 2005 to 2018, though in 2023 there was a small increase for both. Lotto had significant declining participation for females but remained steady for males. There was a significant declining participation in raffles and instant scratch tickets for males and females. EGM participation for males and females was declining until 2018, before increasing significantly in 2023 for males. Racetrack betting had highest participation for females in 2015 and declined significantly in 2018. There was no significant variation in casino games participation for males, but for females there was a significant increase in participation from 2018 to 2023. Sports betting participation showed a significantly increasing trend for males from 2005 to 2023. For females, participation was generally flat and low from 2005 to 2018, before increasing significantly in 2023.

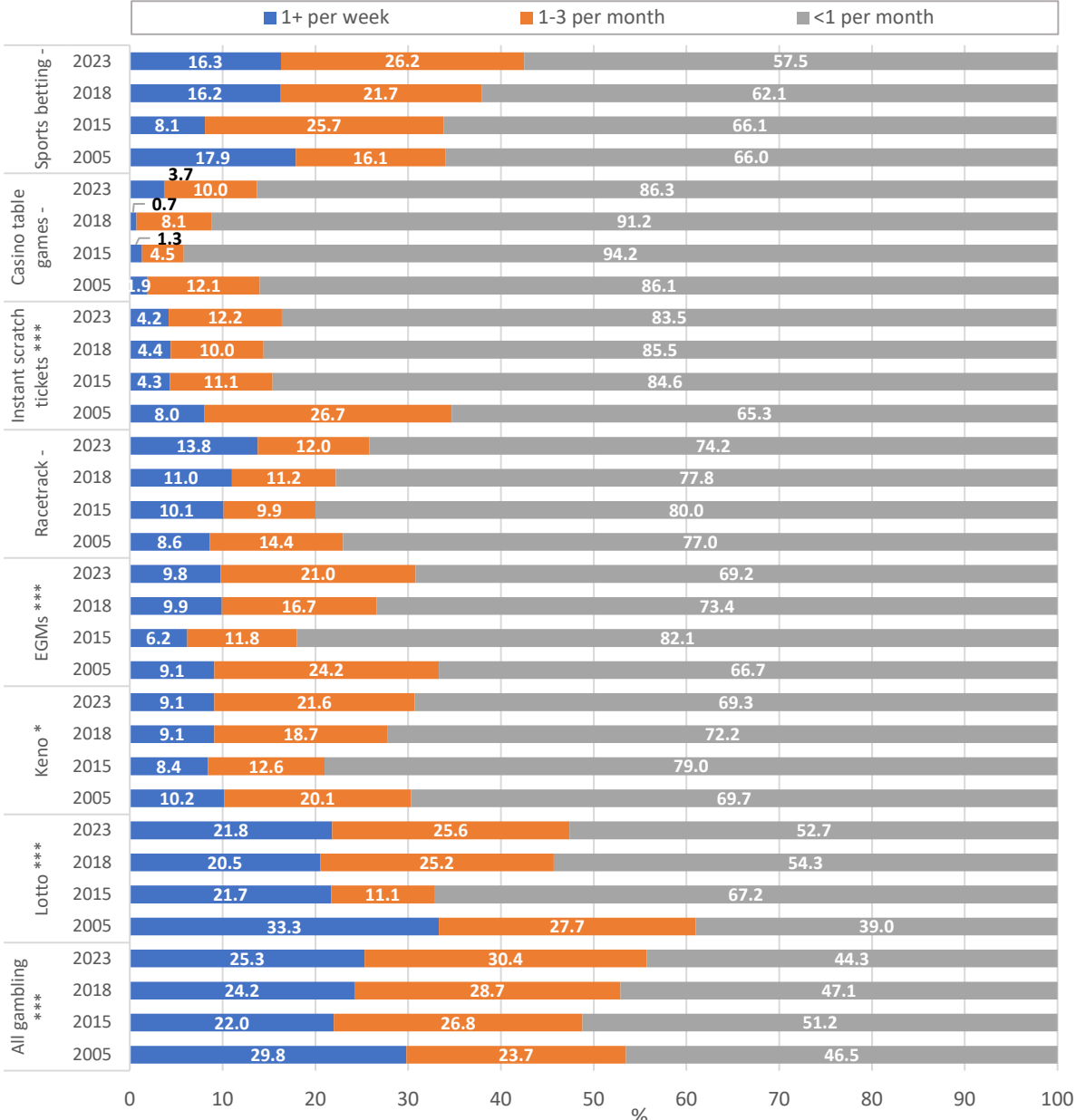


**Figure 13: Annual gambling participation trends by survey for nine gambling activities by sex**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between survey years

### 4.6 Frequency of gambling

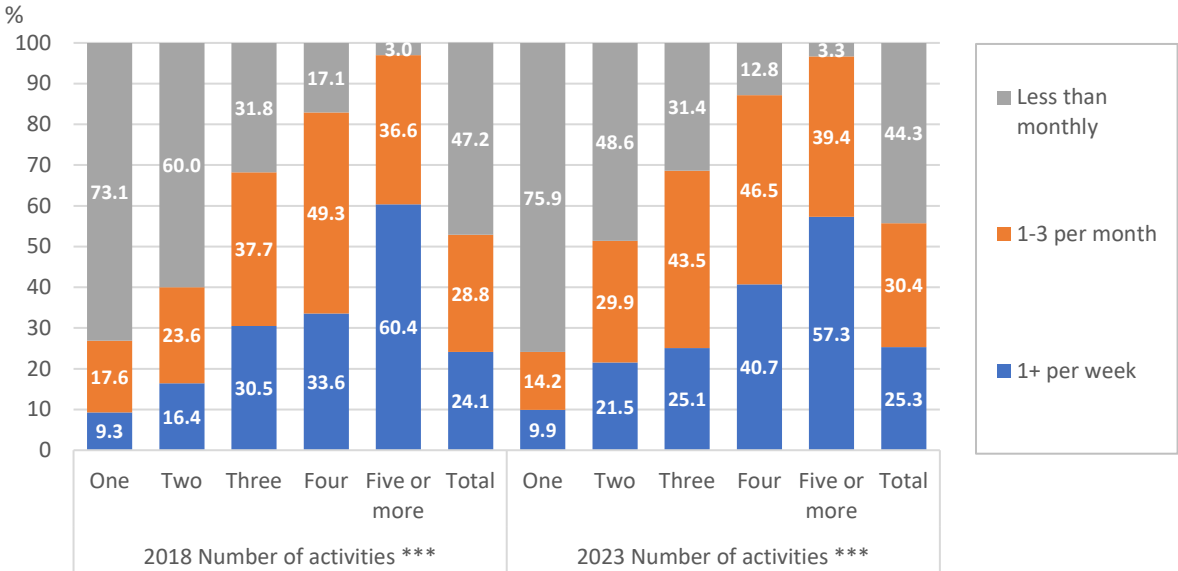
Figure 14 shows gambling frequency by activity, for people who gambled on the activity. Instant scratch tickets, EGMs, keno, lotto and all gambling frequency showed significant variation across survey years. Instant scratch ticket gambling frequency declined after the 2005 survey but has remained steady since. Since 2015, EGM weekly and monthly gambling frequency increased significantly, while for keno, monthly gambling frequency increased significantly since 2015. Lotto weekly gambling frequency decreased significantly after 2005, while monthly frequency increased after 2015.



**Figure 14:** Frequency of participation in selected gambling activities by survey

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, - not significant: Significant variation between survey years

Figure 15 shows the significant association between number of activities gambled on and frequency of all gambling for 2018 and 2023 surveys. There was little change in the distribution of gambling frequency by number of activities between 2018 and 2023. In both survey years, gambling on more activities was significantly and strongly associated with increased gambling frequency. There was an increase between 2018 and 2023 in weekly gambling for those people gambling on two activities (16.4% to 21.5%), and for those gambling on four activities (33.6% to 40.7%).



**Figure 15: Number of activities by frequency of all gambling**

\*\*\* p < 0.001: Significant association between number of activities and gambling frequency

**4.7 Mode of gambling for selected activities**

Table 4 presents modes and venues where people gambled for EGMs, keno, racetrack betting, sports betting, lotto and casino table games. Gambling online was most popular for sports betting (83.9%), followed by racetrack betting (48.8%), EGMs (10.7%), casino table games (4.7%) and keno (4.6%). Note that Australia does not regulate gambling online for EGMs, keno, and casino table games. More detail specific to online gambling is provided in the next section. Estimates for bingo are not provided due to the small number of people doing this activity.

**Table 4:** Mode of gambling for sports betting, racetrack betting, lotto, EGMs, casino table games, and keno, 2023 NT population gambling on activity

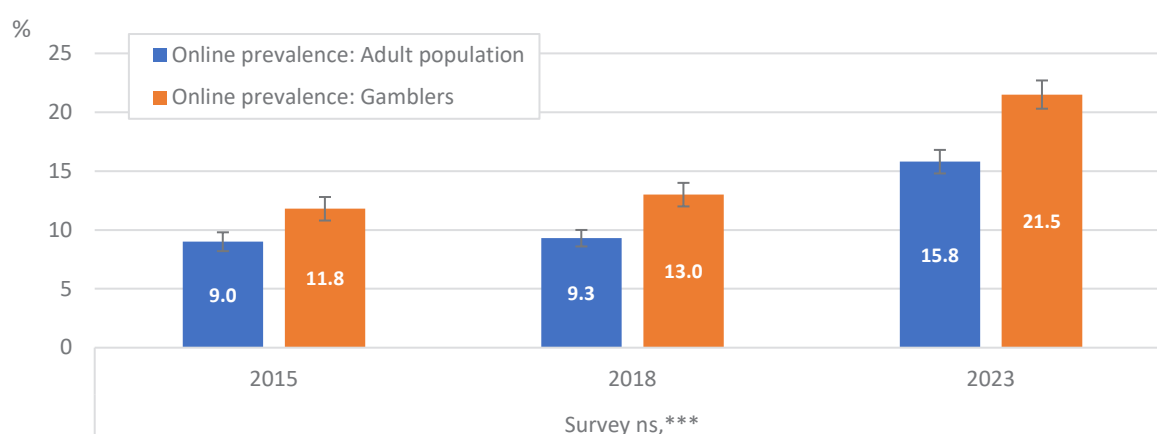
Where/how gambled	Sports betting % (SE)	Racetrack betting % (SE)	Lotto % (SE)	EGMs % (SE)	Casino table games % (SE)	Keno % (SE)
Online	83.9 (3.6)	48.8 (2.8)	50.6 (1.5)	10.7 (2.1)	4.7 (1.7)	4.6 (0.9)
Hotel/Club/TAB	14.2 (3.5)	44.1 (2.7)	NA	81.6 (1.8)	NA	91.5 (1.4)
Casino (venue)	1.6 (0.7)	5.2 (0.9)	NA	53.4 (2.9)	96.8 (1.1)	16.9 (1.7)
Racetrack (on-track)	NA	37.0 (3.0)	NA	NA	NA	NA
Phone	6.5 (1.6)	7.5 (1.4)	NA	NA	NA	NA
Newsagents/shop	NA	NA	63.3 (1.5)	NA	NA	NA
Number of betting modes						
One	94.0 (1.4)	67.3 (2.9)	85.4 (1.0)	59.7 (3.0)	97.6 (1.4)	86.5 (1.5)
Two or more	6.0 (1.4)	32.7 (2.9)	14.6 (1.0)	40.3 (3.0)	2.4 (1.4)	13.5 (1.5)
<b>Population playing (N)</b>	<b>18,564</b>	<b>34,216</b>	<b>87,817</b>	<b>44,982</b>	<b>20,270</b>	<b>40,190</b>

Notes: TAB does not apply to EGMs and keno; NA = Not applicable

## 4.8 Online gambling

### 4.8.1 Online gambling prevalence by survey

The 2015 and 2018 surveys only captured online gambling for sports betting, racetrack betting, casino table games, keno and EGMs, while in 2023, online gambling was also captured for lotto and bingo. Figure 16 shows prevalence of online gambling, using the five activities that were captured in the 2015 and 2018 (and 2023) surveys. It shows the online gambling prevalence in the total NT adult population and gamblers population separately to account for changes in overall gambling participation over time. There was a significant increase in online gambling prevalence in the adult population and gamblers population from 2018 (9.3% and 13% respectively) to 2023 (15.8% and 21.5% respectively).

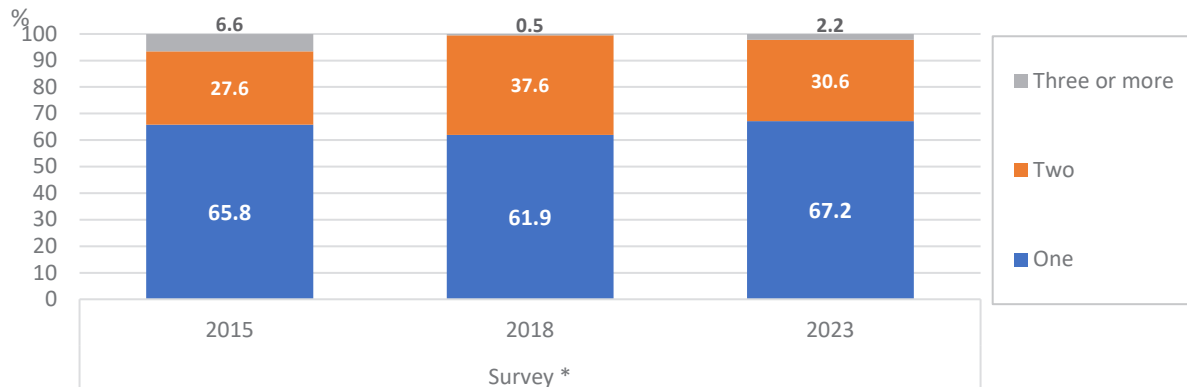


**Figure 16:** Online gambling by survey

Notes: Online gambling includes sports betting, racetrack betting, casino table games, keno and EGMs

\*\*\*  $p < 0.001$ : Significant change between 2015 and 2018, and 2018 and 2023 respectively

Figure 17 shows that among gamblers who gambled online, there was no significant change in the distribution of the number of online gambling activities they participated in annually. In 2023, most (67.2%) online gamblers still only gambled on one activity online, a small increase from 2018, when 61.9% of online gamblers gambled on one online activity.

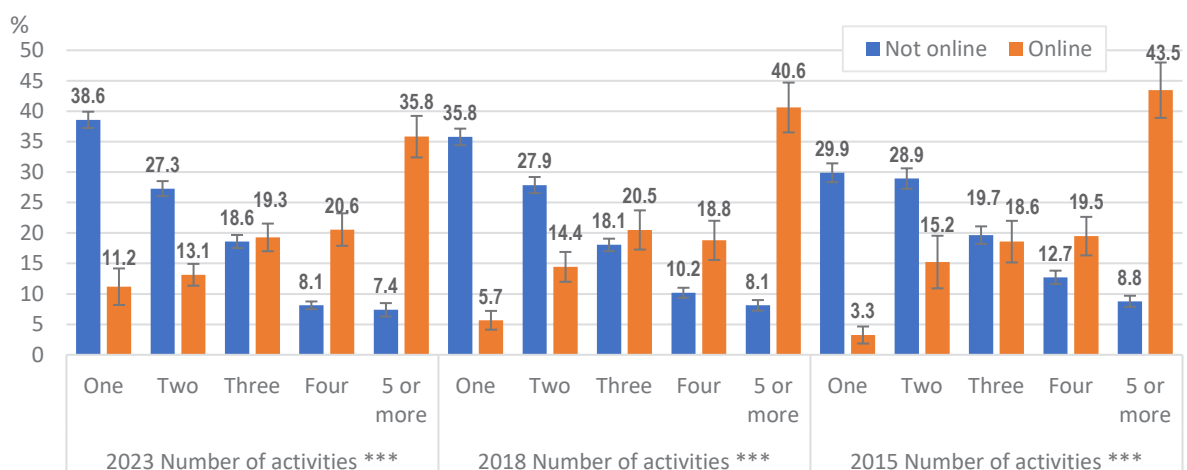


**Figure 17: Number of online activities gambled on by survey**

Notes: Online gambling includes sports betting, racetrack betting, casino table games, keno and EGMs  
 \*  $p < 0.05$ : Significant change in distribution across surveys

#### 4.8.2 Number of gambling activities by online gambling status by survey

Figure 18 shows the highly significant relationship between online gambling (excluding lotto and bingo) and annual participation in the number of gambling activities. In 2023, non-online gamblers were more likely to participate in only one gambling activity (38.6%), compared with online gamblers (11.2%), and non-online gamblers were less likely to participate in five or more gambling activities (7.4%), compared with online gamblers (35.8%). This same pattern was observed for both previous surveys.



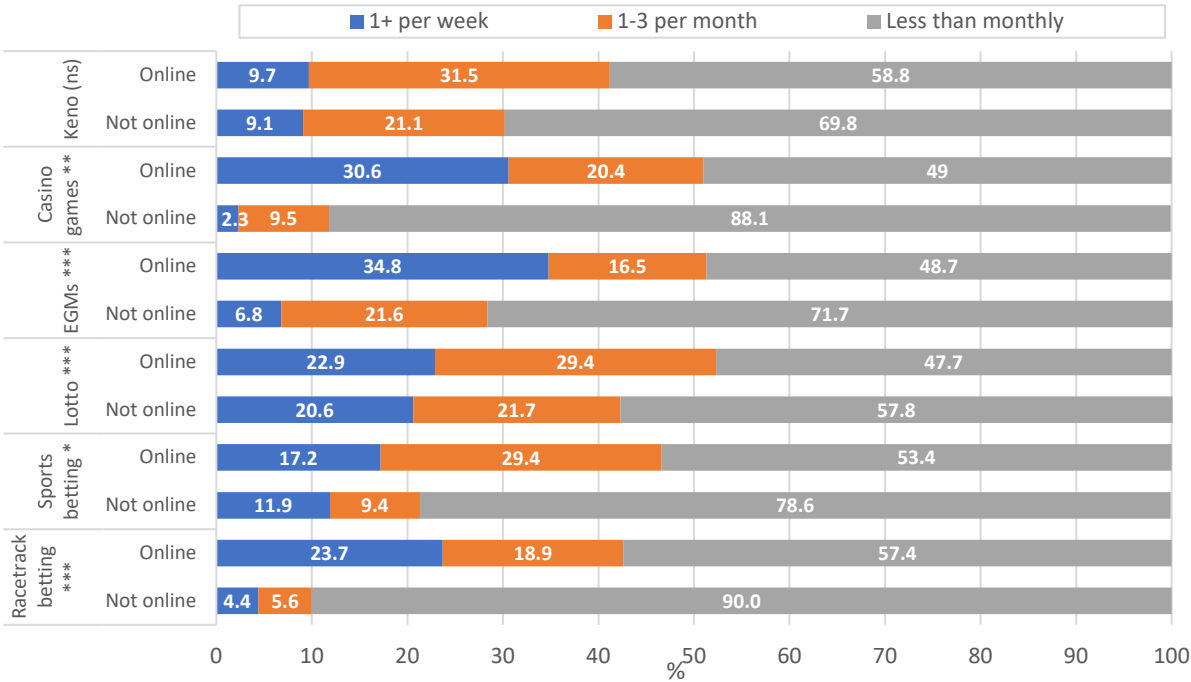
**Figure 18: Number of activities gambled on by online gambling status<sup>2</sup>**

\*  $p < 0.05$ : Significant difference between online and not online in number of activities

<sup>2</sup> Online gambling excludes lotto and bingo

**4.8.3 Gambling frequency by activity and online status**

Figure 19 shows frequency of gambling by online status for racetrack betting, sports betting, lotto, EGMs, casino games and keno. There is a significant association between gambling frequency and online gambling by activity for all but one activity (keno). There was a large significant increase in gambling frequency in gamblers who also gambled on the activity online.

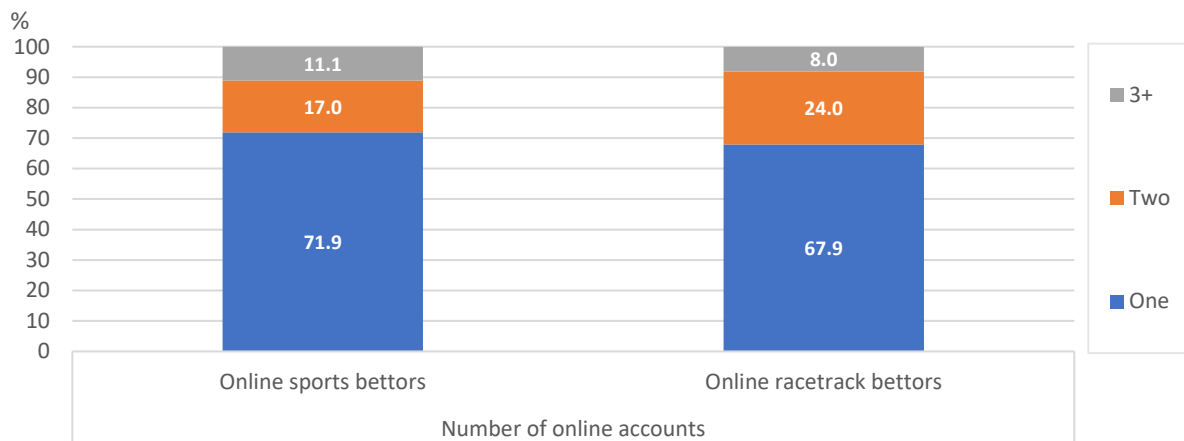


**Figure 19: Online gambling status for seven activities by gambling frequency**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between gambling online on activity and frequency for activity

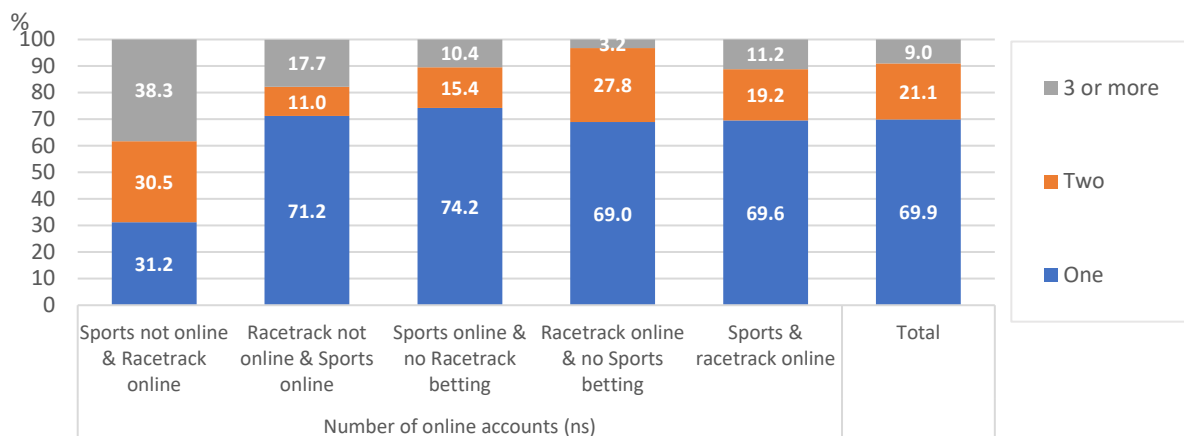
**4.8.4 Online sports and racetrack betting: Bet types and accounts**

Figure 20 shows the number of online accounts that online racetrack and online sports bettors reported having. Most online sports (71.9%) and racetrack bettors (67.9%) only had one online account. However, online sports bettors (11%) were slightly more likely to have three or more online accounts than online racetrack bettors (8%), while online racetrack bettors (24%) were more likely to have two accounts than online sports bettors (17%).



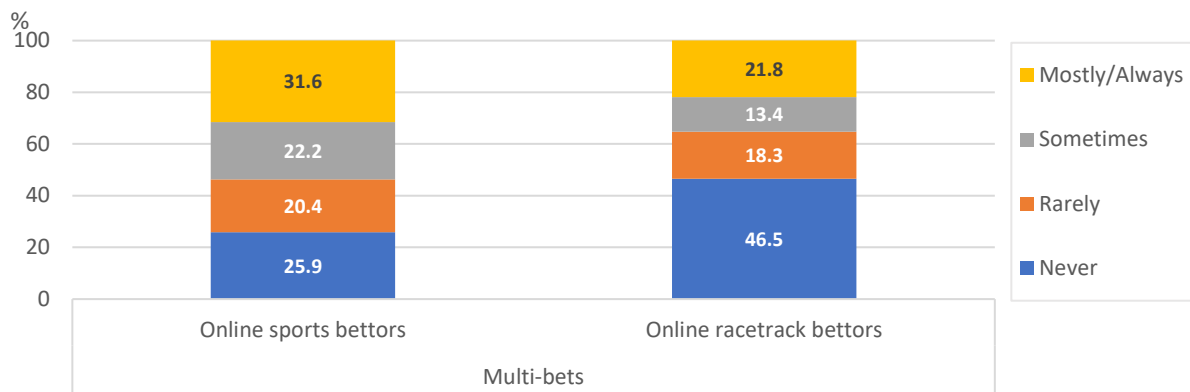
**Figure 20:** Online sports and online racetrack bettors by number of online accounts

Figure 21 shows number of online accounts by a derived variable that shows the combination of racetrack and sports betting by online status. There was no significant differences across categories of the combination variable, with between 69% and 74.2% having only one online account. The only combination that differed was the groups containing sports bettors who did not bet online but did racetrack betting online, where 38.3% had three or more online accounts (though the sample in this group was small).



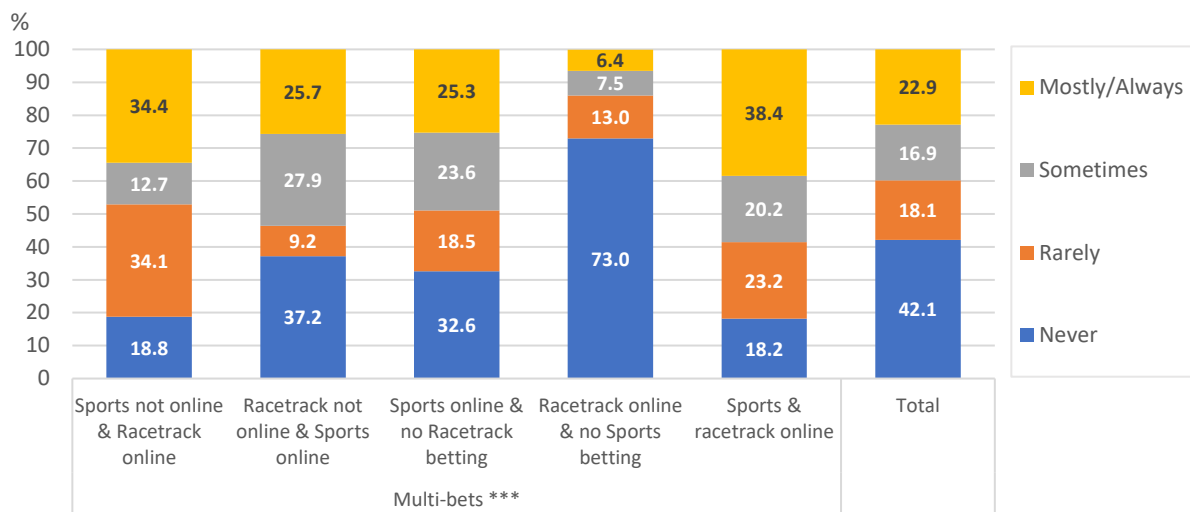
**Figure 21:** Combination sports and racetrack bettors by online status by number of online accounts

Figure 22 shows online sports and online racetrack bettors' frequency of placing multi-bets (multis). No significance testing was conducted as the online sports bettor and online racetrack bettor groups were different variables (see next figure for a derived variable representing the combination of online activities participated in). However, online sports bettors were more likely than online racetrack bettors to place multis, with 31.6% of online sports bettors mostly or always placing multis, compared with 21.8% of online racetrack bettors. Among online racetrack bettors, nearly half (46.5%) never placed multis, and a further 18.3% rarely did, while among sports online bettors, around a quarter (25.9%) never placed multis, and a further 20.4% rarely did.



**Figure 22:** Online sports and online racetrack bettors by frequency of placing multi-bets

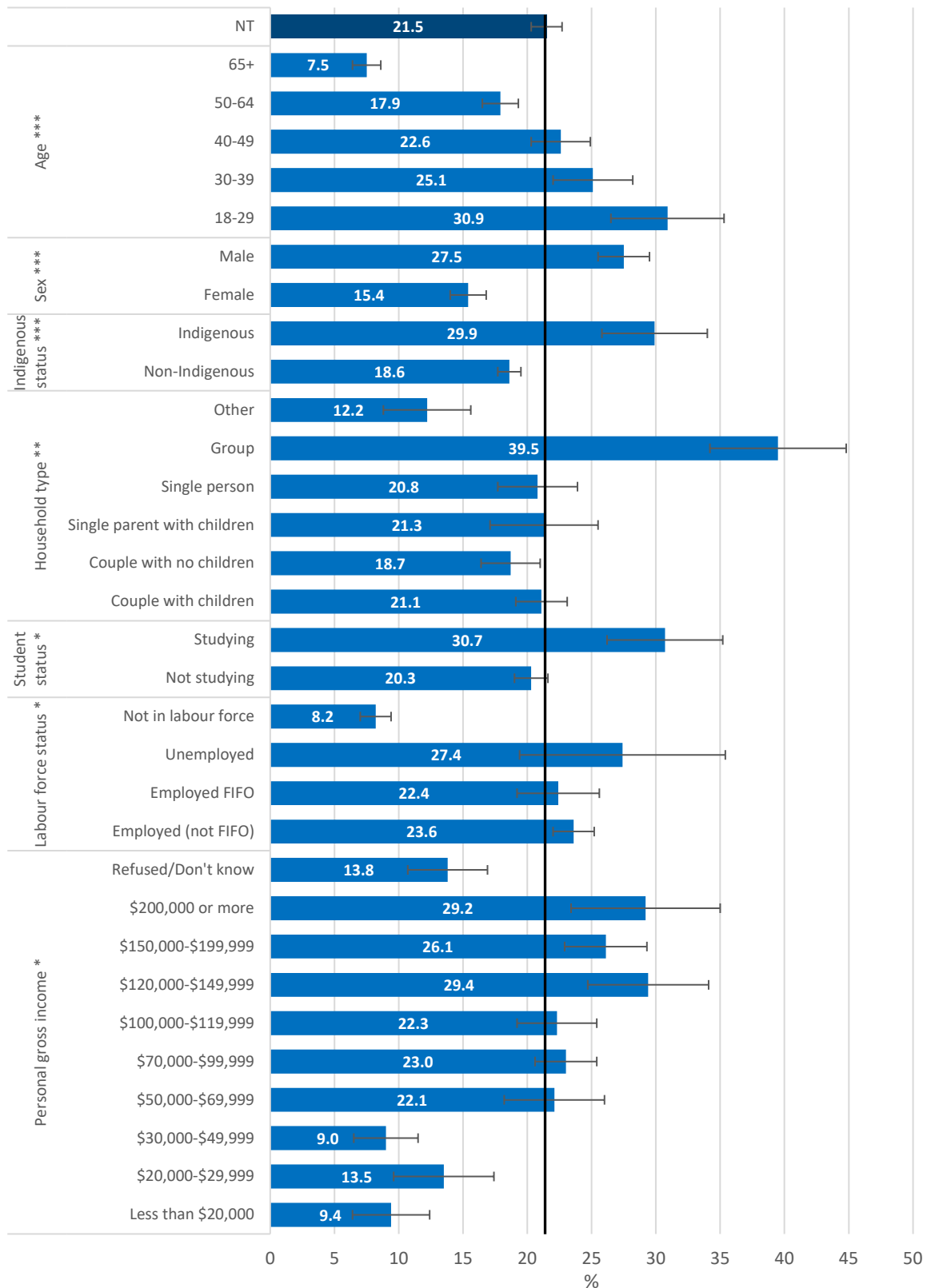
Figure 23 shows frequency of placing multis by a derived variable that shows the combination of racetrack and sports betting by online status. There were significant differences across categories of the combination variable, with 73% of online racetrack and no sports betting bettors never placing a multi, while 38.4% of bettors who did online racetrack and sports betting mostly or always placing multis.



**Figure 23:** Combination sports and racetrack bettors by online status by frequency of placing multi-bets

***Multivariable model for online gambling: Socio-demographic and socioeconomic variables***

Figure 24 presents a multivariable adjusted logistic regression model for online gambling with significant socio-demographic and socioeconomic variables. The black vertical line shows the percentage of online gamblers in the NT, with variable categories with an SE not crossing this line being statistically significant. Characteristics of gamblers significantly more likely to be online gamblers included: under the age of 40 years (25.1% to 30.9%); males (27.5%); Aboriginal (29.9%); group/share households (39.5%); studying (30.7%); and annual income greater than \$120,000 per annum. Characteristics of gamblers significantly less likely to be online gamblers included: 50 years or more (7.5% to 17.9%); female (15.4%); non-Aboriginal (18.6%); couples with no children (18.7%) and other households (12.2%); not studying (20.3%); not in the labour force (8.2%); annual income below \$50,000 (9% to 13.5%); and refused/don't know income (13.8%).



**Figure 24: Multivariable adjusted significant associations between online gambling and socio-demographic and socioeconomic variables**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Variable has significant multivariable association with online gambling

NOTES: Online gambling includes EGMs, keno, casino table games, sports and racetrack betting

## 5 Highest spend gambling activity

### 5.1 Background

All gamblers were asked what their highest spend gambling activity was, and how much they usually spent on that activity. This was used to calculate annual gambling spend for the nominated activity, which can be used as a proxy for preferred activity [22].

#### 5.1.1 Chapter contents

Specifically, this chapter contains:

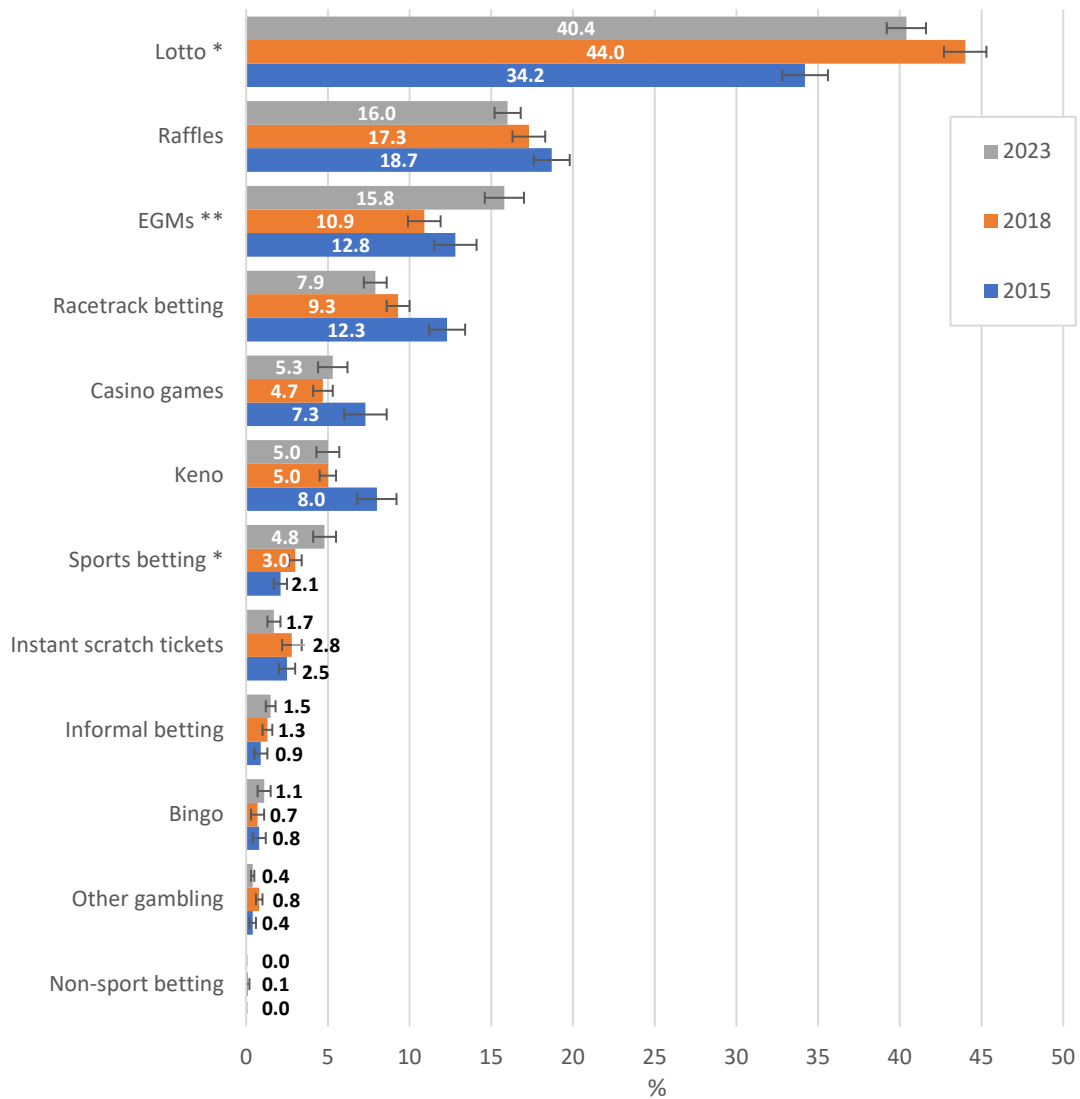
- estimates for the percentage of respondents nominated activity as their highest spend activity by survey (2015, 2018 and 2023)
- median self-reported spend for gamblers highest spend activity by survey (2015, 2018 and 2023)
- estimates for the percentage of respondents who gambled on an activity that nominated that activity as their highest spend activity by survey (2015, 2018 and 2023).

### 5.2 Chapter highlights

- As with previous surveys, lotto type gambling products were the most commonly selected gambling activity as a highest spend, with 40.4% of gamblers selecting this activity.
- Two gambling activities had a significant increase in the percentage of gamblers nominating that activity as their highest spend: EGMs, and sports betting.
- Among sports bettors, 35.7% of gamblers nominated this as their highest spend activity – an increase from 2018. Among race track bettors, 31.6% of gamblers nominated this as their highest spend activity – a significant decrease from 2018.
- Across all gambling activities, the median spend on highest spend activities has increased significantly.
- EGMs had the highest self-reported spend as a highest spend activity, compared with all other gambling activities.

### 5.3 Highest spend activity by survey

Figure 25 shows which activities gamblers nominated as their highest spend activity in the 2015, 2018 and 2023 surveys. There was a significant increase between 2018 and 2023 surveys in gamblers nominating their highest spend activity as EGMs (10.9% to 15.8%) and sports betting (3% to 4.8%), and a significant decline in lotto (44% to 40.4%).

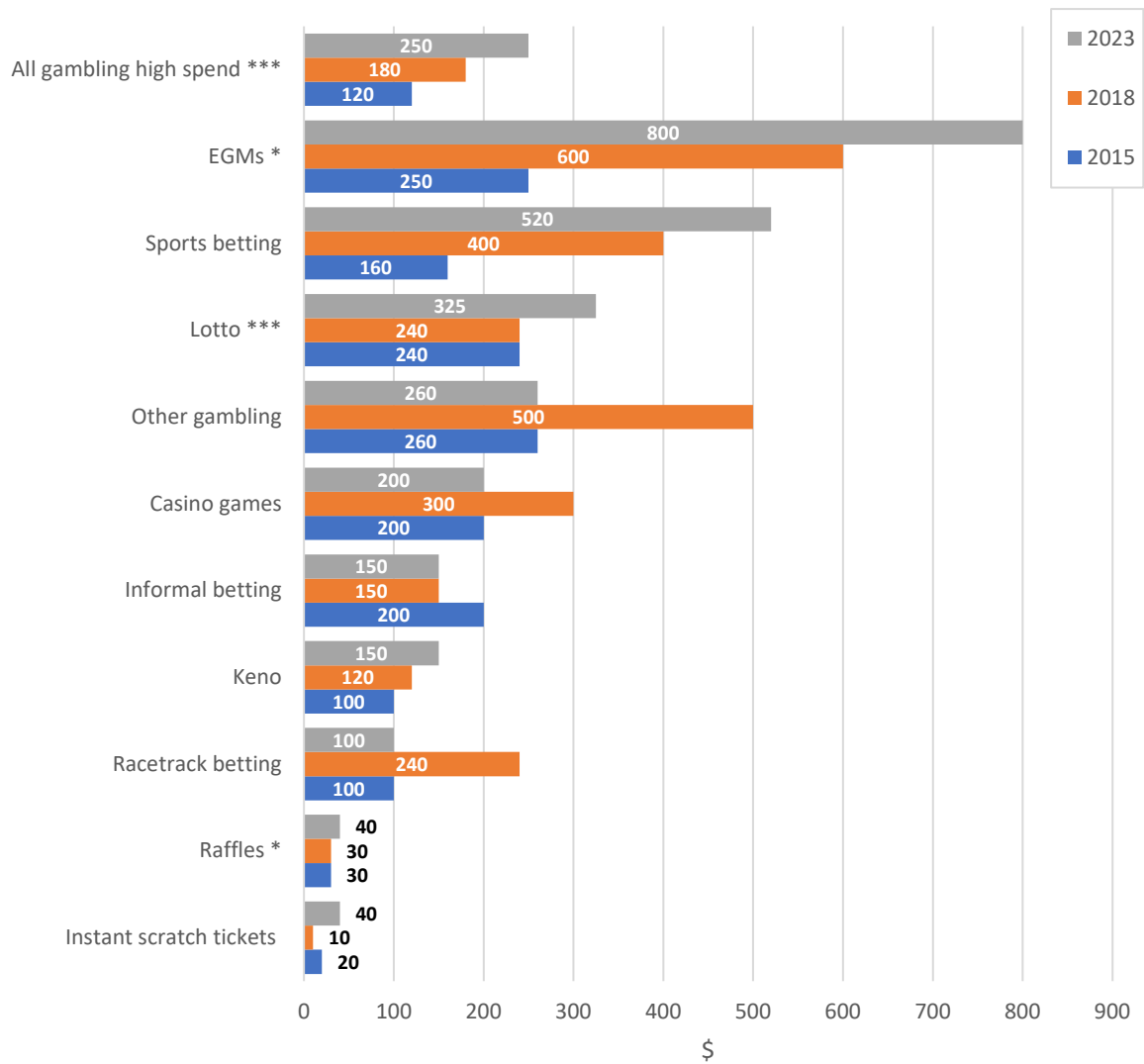


**Figure 25: Highest spend activity by survey**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference between 2018 and 2023

#### 5.4 Self-reported spend on highest spend activity

Figure 26 graphs the median amount spent on gamblers' nominated highest spend activity, and the median amount spent across all activities. Across all activities, the median amount spent gambling increased from \$120 per year in 2015 to \$180 per year in 2018 and \$250 per year in 2023, with the change statistically significant between the 2018 and 2023 surveys. The median amount spent increased significantly from 2018 to 2023 for EGMs (33% increase), lotto (35% increase) and raffles (33% increase).



**Figure 26: Median spend (\$) per year on highest spend activity by survey**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference between 2018 and 2023

Note: Does not include bingo and other gambling activity due to small numbers



## 6 Problem gambling risk in the NT

### 6.1 Background

Risk for problem gambling in Australian gambling prevalence surveys is most often measured using the Problem Gambling Severity Index [5]. The 2015, 2018 and 2023 surveys used the PGSI to measure problem gambling risk. All questions were scored using 0=never, 1=sometimes, 2=most of the time, and 3=almost always, with scores added to give a PGSI score. Respondents whose scores add to between 1 and 2 were classified as low risk gamblers, 3 to 7 as moderate risk gamblers, and those with scores 8 or higher as problem gamblers. Due to the low problem gambler population proportion, where relevant, moderate risk and problem gambler status are collapsed to allow for more in-depth subgroup analyses, consistent with the 2018 survey.

#### 6.1.1 Chapter contents

This chapter presents prevalence estimates for problem gamblers, moderate risk gamblers and low risk gamblers, based on the PGSI. Specifically, it includes:

- PGSI category by survey (2018 and 2023)
- comparison of 2023 NT estimates for PGSI risk categories with the most recent estimates from other jurisdictions
- trends (2015, 2018 and 2023 surveys) PGSI risk category estimates (and population counts) by region, age and sex
- associations between the PGSI risk category and gambling activities, frequency of gambling by activity, and online gambling.

### 6.2 Chapter highlights

- The problem gambler estimate in the NT adult population in 2023 was 2.4% (95% CI 1.5–3.7), up significantly from 2018, when it was 1.4% (95% CI 0.8–2.3) representing a 71% increase. In 2023, 4,456 adults were problem gamblers, up from 2,487 adults in 2018.
- Estimates for moderate risk and low risk gamblers in 2023 were 4.2% (95% CI 3.36–5.35) and 9.2% (95% CI 7.9–10.8) respectively, compared with 3.6% and 9.4% in 2018.
- There was significant variation across regions in problem gambling risk category. Problem and moderate risk gamblers (categories combined due to low sample size) were highest in the rest of NT (20.7%), followed by Alice Springs (12.2%), regional towns (9.3%), and Darwin and Palmerston (6.4%).
- Age and sex were significantly associated with PGSI risk category, in that problem and moderate risk gamblers (combined due to sample size) were highest among gamblers aged 18–29 years (15.8%), and more male gamblers were classified as experiencing problem and moderate risk gambling (4.4% and 5.7%) compared with female gamblers (2.1% and 5.9%).
- The combined estimate of problem and moderate risk gambler for gamblers who also gambled online (sports, racetrack, keno, EGMs or casino table games) was more than three times that of non-online gamblers (19.4% *cf.* 6.2%) and the estimate of low risk gamblers nearly double that of non-online gamblers (19.8% *cf.* 10.6%).

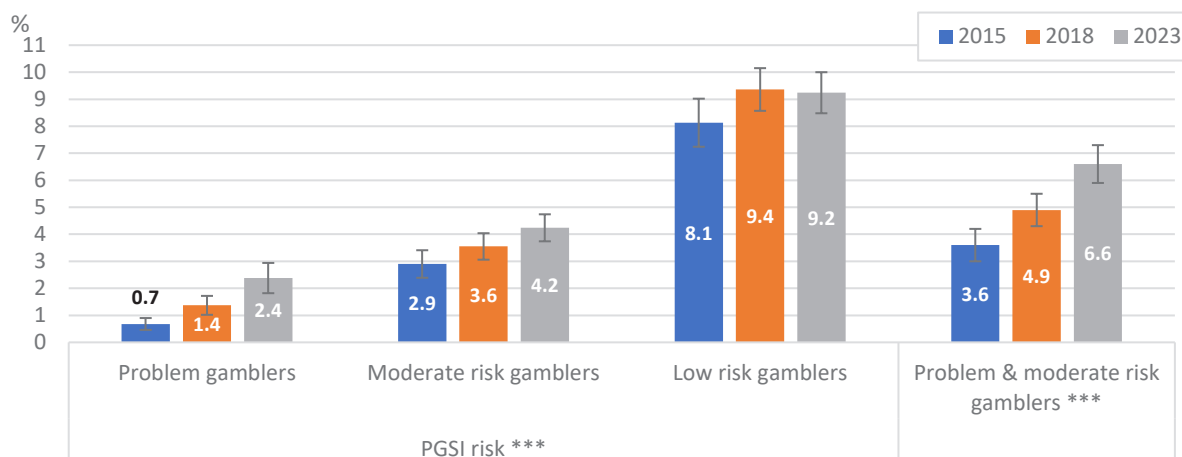
### 6.3 PGSI results for the NT

The distribution of responses to individual questions can be found in Appendix D. Table 5 shows PGSI risk category estimates for the 2023 and 2018 surveys. PGSI risk category estimates for the NT were: problem gambling (2.38% [95% CI 1.52–3.72]); moderate risk gambling (4.24% [95% CI 3.74–4.74]); and low risk gambling (9.24% [95% CI 7.86–10.84]). Applying population weighting, approximately 4,500 adults were classified as problem gamblers, 7,930 moderate risk gamblers and 17,270 low risk gamblers. People classified as experiencing problem or moderate risk gambling made up 6.63% of the NT adult population, or approximately 12,390 adults. These estimates are significantly higher than in 2018 (see below for more details).

**Table 5: Problem gambling risk (PGSI) prevalence**

PGSI	Prevalence %	Prevalence +/- SE	Prevalence +/- 95% CI	Population N
<b>2023</b>				
Problem gamblers (8+)	2.38	1.84 - 2.92	1.52 - 3.72	4,456
Moderate risk gamblers (3-7)	4.24	3.74 - 4.74	3.36 - 5.35	7,930
Low risk gamblers (1-2)	9.24	8.48 - 10.00	7.86 - 10.84	17,273
Non-problem gamblers (0)	57.49	56.34 - 58.64	55.21 - 59.73	107,436
Non-gambler	26.64	25.62 - 27.66	24.70 - 28.69	49,794
<b>Total</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>186,889</b>
Moderate risk & problem gamblers (3+)	6.63	5.91 - 7.35	5.35 - 8.18	12,386
At-risk gamblers (PGSI 1 or more)	15.87	14.88 - 16.86	14.03 - 17.90	29,659
<b>2018</b>				
Problem gamblers (8+)	1.37	1.02 - 1.72	0.83 - 2.26	2,487
Moderate risk gamblers (3-7)	3.55	3.06 - 4.04	2.71 - 4.64	6,426
Low risk gamblers (1-2)	9.36	8.57 - 10.15	7.92 - 11.03	16,938
Non-problem gamblers (0)	57.26	56.08 - 58.44	54.93 - 59.56	103,616
Non-gambler	28.45	27.34 - 29.56	26.32 - 30.68	51,489
<b>Total</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>180,956</b>
Moderate risk & problem gambling (3+)	4.93	4.34 - 5.52	3.89 - 6.22	8,914
At-risk gambling (PGSI 1 or more)	14.29	13.35 - 15.23	12.54 - 16.23	25,852

Figure 27 shows that prevalence of problem and moderate risk gamblers continued to rise significantly from 2015 to 2023, while there was a leveling out of prevalence of low risk gamblers from 2018 to 2023. The prevalence of problem gamblers in 2023, compared with 2015, is 3.5 times higher; moderate risk gamblers, 1.5 times higher; low risk gamblers, 1.1 times higher; and problem and moderate risk gamblers combined is 1.8 times higher. This reflects an additional 3,250 problem gamblers, 2,802 moderate risk gamblers, and 2,890 low risk gamblers since 2018.



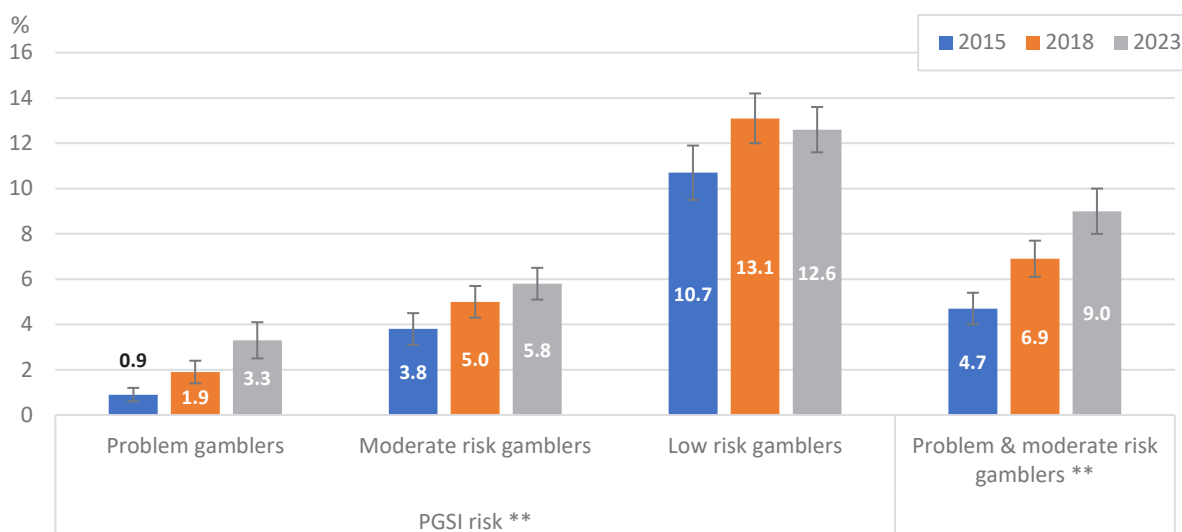
**Figure 27: PGSI risk category by survey**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference between PGSI distribution, 2015 to 2023

RSE greater than 30% for problem gamblers in 2015

2023 Survey questions: PGSI1 – PGSI9

Figure 28 shows PGSI risk categories across the adult gambler population of the NT, which gives a more realistic measure of risk as it excludes non-gamblers. Over 3% of gamblers who gambled in the last 12 months in 2023 were problem gamblers, which was a significant increase from 1.9% in 2018. In 2023, nearly one in ten gamblers were classified as problem gambling or moderate risk gamblers.



**Figure 28: PGSI risk category by survey**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference between PGSI distribution, 2015 to 2023

#### 6.4 Problem gambling risk in the NT compared with other jurisdictions

Table 6 shows comparisons between Australian jurisdictions that have carried out gambling prevalence surveys in the past five years that used a similar methodology to the 2023 NT Gambling Prevalence and Wellbeing Survey (i.e., where the items comprising the PGSI were asked of all gamblers). The table does not include older PGSI estimates for Western Australia (WA), though when WA last carried out a

gambling prevalence survey, the problem gambling prevalence was the lowest in Australia [25]. Only Queensland and Victoria have updated PGSI estimates since the last NT Gambling Prevalence and Wellbeing survey, though an Australia-level estimate has been included from a 2019 study of online gambling for comparison [23].

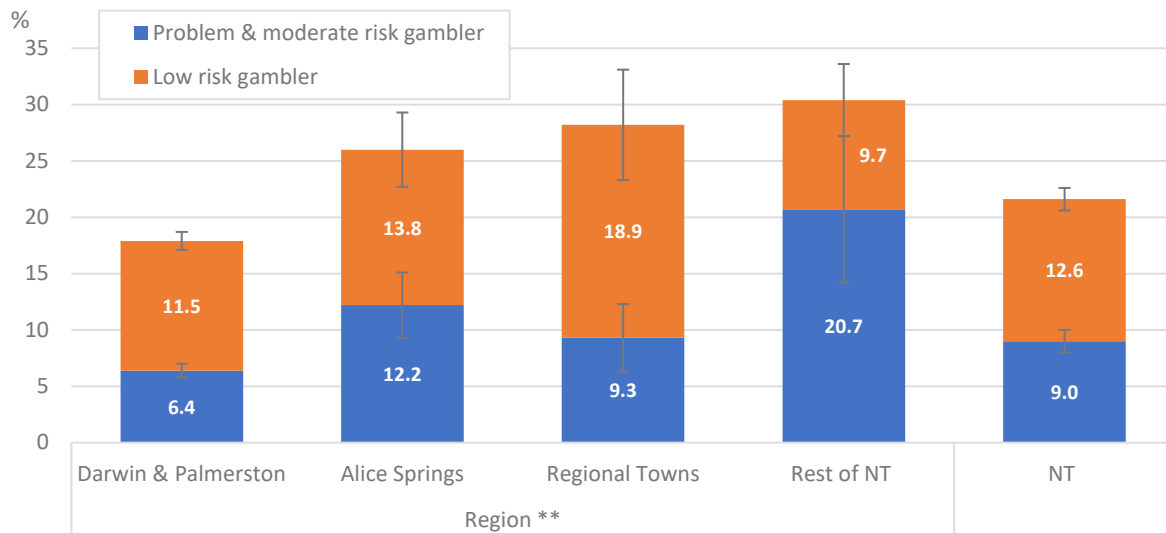
Estimates of problem gambling range from 0.6% in Queensland and Tasmania to a high of 2.4% in the NT in 2023. The NT has the highest estimates for all risk categories as measured by the PGSI, with NSW the jurisdiction with the second highest problem gambling prevalence (1%). The 2019 national survey [23] is included for reference in Table 6.

**Table 6:** Most recent PGSI risk category estimates by jurisdictions across Australia

	<b>Problem gamblers (8 or more) %</b>	<b>Moderate risk gamblers (scores 3-7) %</b>	<b>Low risk gamblers (scores 1-2) %</b>	<b>Moderate risk and problem gamblers (3 or more) %</b>
Northern Territory 2023	2.4	4.2	9.2	6.6
Northern Territory 2018	1.4	3.6	9.4	5.0
Northern Territory 2015	0.7	2.9	8.1	3.6
New South Wales 2018	1.0	2.8	6.6	3.8
Victoria 2023	0.9	2.3	5.3	3.1
Australian Capital Territory 2018	0.8	2.5	7.0	3.3
South Australia 2018	0.7	2.2	4.6	2.9
Tasmania 2017	0.6	1.4	4.8	2.0
Queensland 2023	0.6	2.6	6.3	3.2
Australia 2019	1.2	3.1	6.6	4.3

## 6.5 Problem gambling risk by region, age, sex, and survey

Figure 29 shows prevalence of low risk gamblers, and problem and moderate risk gamblers combined (due to small sample size by region). Note that RSEs are greater than 30% for problem and moderate risk gambling estimates for regional towns and rest of NT, and low risk gambling in rest of NT.



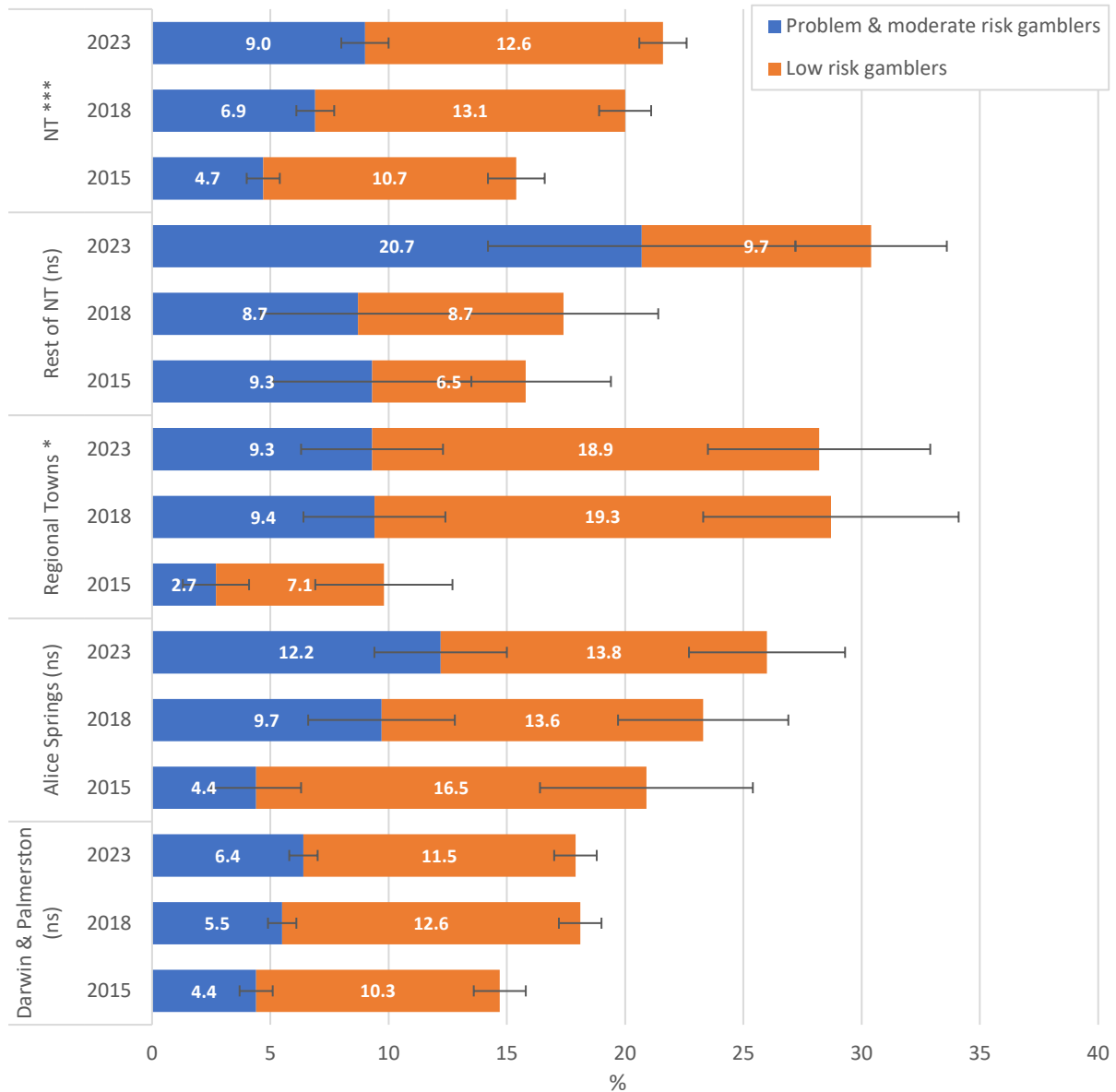
**Figure 29: PGSI risk category by region**

\*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$ : Significant difference across regions

RSEs greater than 30% for rest of NT for low risk and problem and moderate risk gambling, and regional towns problem and moderate risk gambling

2023 Survey questions: Q7a/QUOTA\_AREA and PGSI

Figure 30 shows change in prevalence of problem and moderate gamblers, and low risk gamblers for 2015, 2018 and 2023 surveys by region. Problem and moderate risk gamblers were, again, combined due to small sample size in regions. In 2023, estimates for problem and moderate risk gamblers combined ranged from 6.4% (Darwin and Palmerston) to 20.7% (rest of NT). The percentage of problem and moderate risk gamblers increased from the 2018 to 2023 surveys for all regions except regional towns, where it remained steady at just over 9%.

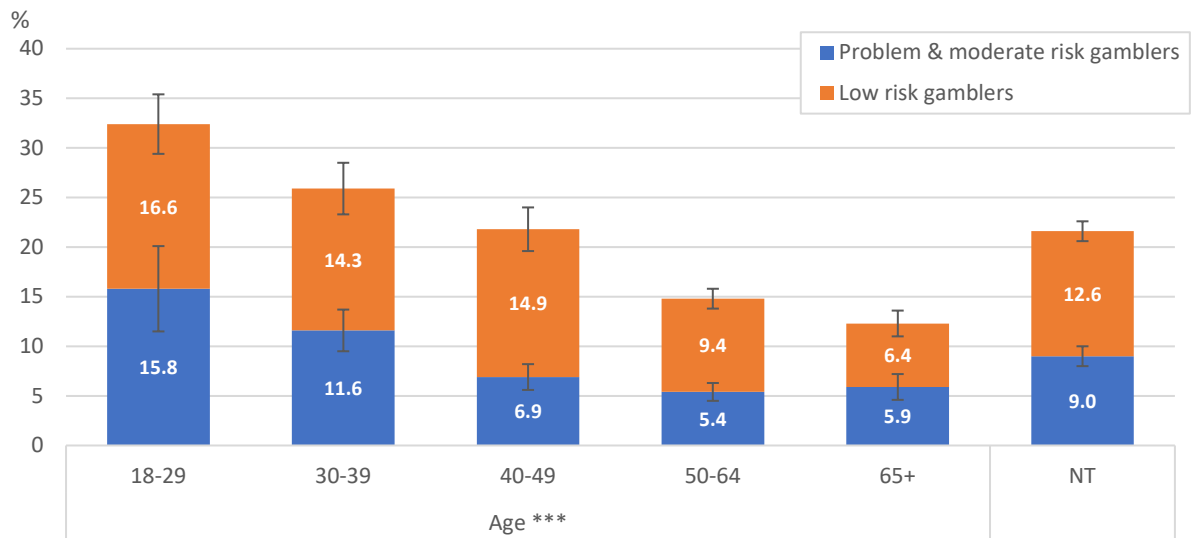


**Figure 30: PGSI risk category by survey within region**

\*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$ : Significant difference in PGSI distribution from 2015 to 2023

RSEs greater than 30% for rest of NT low risk and problem and moderate risk gambling, and regional towns problem and moderate risk gambling for all years, and Alice Springs problem and moderate risk gambling in 2018.

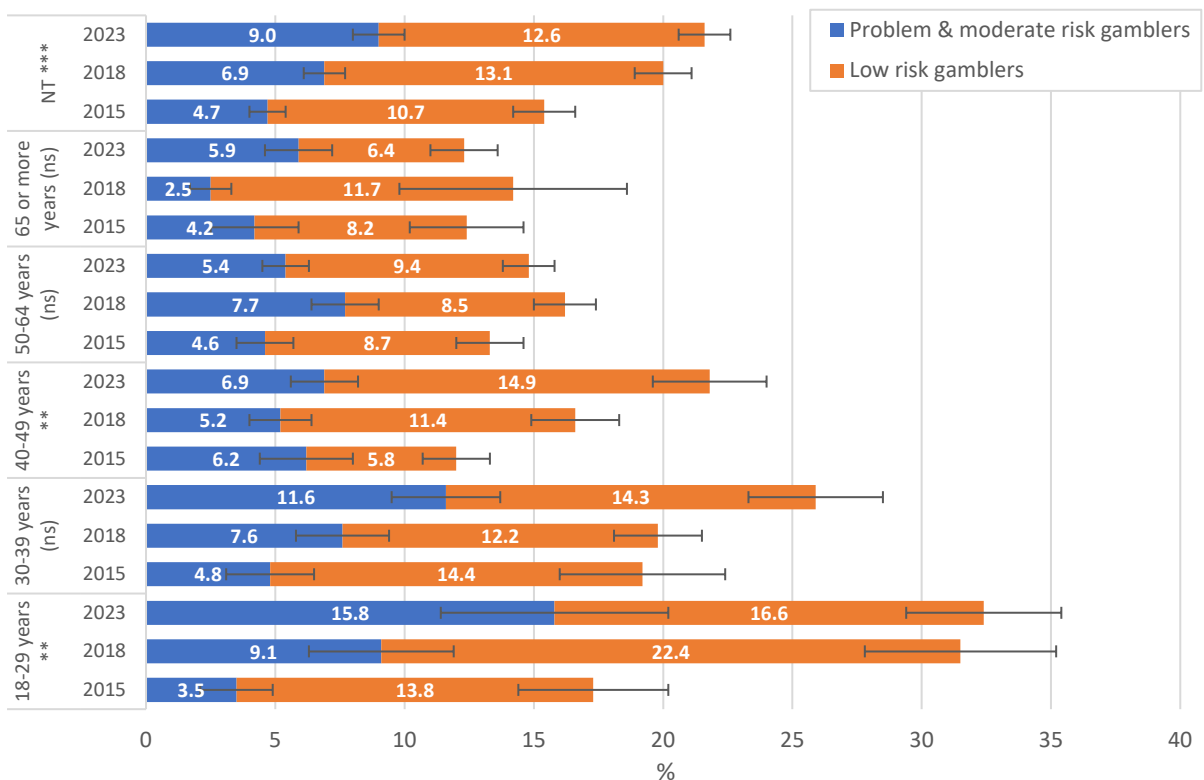
Figure 31 plots estimates for problem and moderate risk gamblers combined, and low risk gamblers, by age groups for the NT in 2023. There was significant variation across age groups, with 15.6% of gamblers aged 18–29 years being problem and moderate risk gamblers, declining to 11.6% for 30–39 years, 6.9% for 40–49 years, 5.4% for 50–64 years, and increasing slightly to 5.9% for gamblers 65 years or over. Younger gamblers had the highest estimate for low risk gamblers, and this declined with age.



**Figure 31: PGSI risk category by age**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference across age groups  
2023 Survey questions: Q2 and PGSI

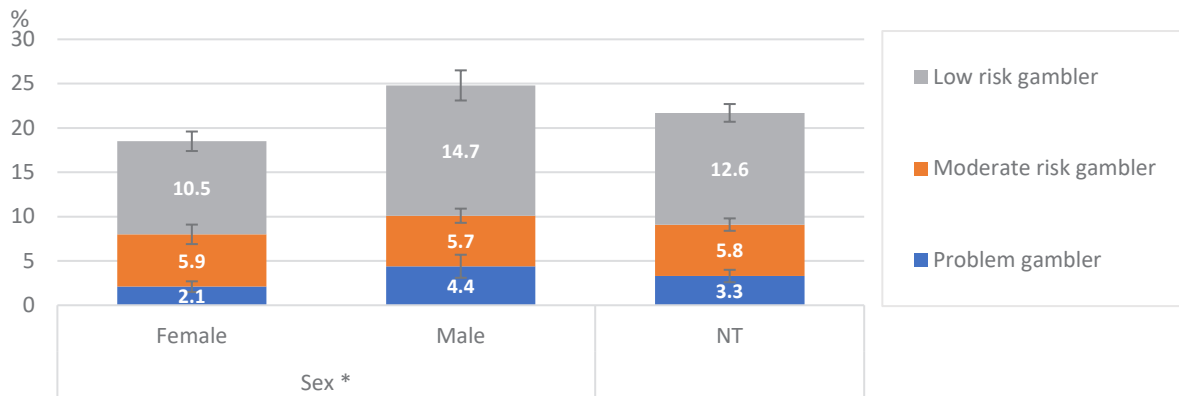
Figure 32 shows estimates for problem and moderate risk gamblers combined, and low risk gamblers by age groups and survey for gamblers. All age groups had an increase in problem and moderate risk gamblers from 2015 to 2023. Gamblers aged under 30 years had a significant increase in the percentage of problem and moderate risk gamblers over time and had the highest prevalence of problem and moderate risk gamblers in 2023 (15.8%). Gamblers aged 40–49 years had a significant increase over time in low risk gamblers as well as problem and moderate risk gamblers.



**Figure 32: PGSI risk category by survey within age groups**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference between PGSI risk category distribution from 2015 to 2023  
 RSEs greater than 30% for 65 years or more low risk gambling in 2018, and problem and moderate risk gambling in 2015 and 2018, 30–39 years problem and moderate risk gambling in 2015, and 18–29 years problem and moderate risk gambling in 2015 and 2018.

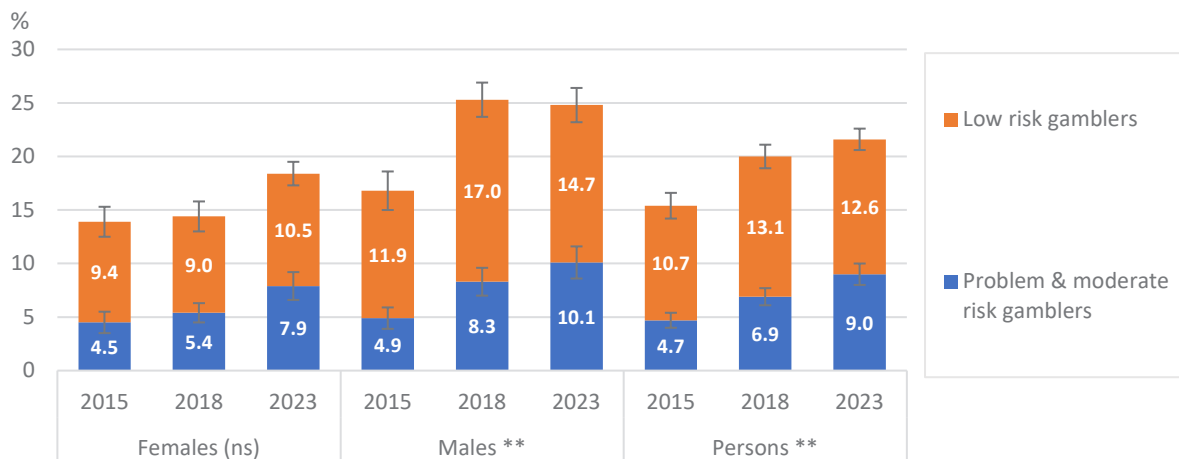
Figure 33 shows that in 2023 among male gamblers, 4.4% were problem gamblers, more than double that of female gamblers (2.1%), with this difference being significant. Moderate risk gamblers were similar between male and female gamblers (5.7% to 5.9%), and the estimate for low risk gamblers was higher for male gamblers (14.7%) compared with female gamblers (10.5%).



**Figure 33: PGSI risk category by sex**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference by sex  
 2023 Survey questions: Q3 and PGSI

Figure 34 shows 2015, 2018 and 2023 survey problem and moderate risk gamblers combined and low risk gambler by sex. There was a significant increase in problem and moderate risk gamblers for male gamblers from 2015 to 2023 (4.9% to 10.1%).



**Figure 34: PGSI risk category by survey within sex**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference between PGSI risk category distribution from 2015 to 2023

Table 7 presents population counts for region, age and sex by the PGSI categories. All regions had an increase the number of gamblers classified as problem gamblers, moderate risk gamblers and low risk gamblers. All age groups, except 50–64 years, had an increase in the number of problem gamblers. The number of female problem gamblers who were classified as problem gamblers more than doubled from 2018 to 2023, while for male gamblers the increase was 70%.

**Table 7:** PGSI categories population counts by region and survey

<b>Region</b>	<b>Year</b>	<b>Problem gamblers N</b>	<b>Moderate risk gamblers N</b>	<b>Low risk gamblers N</b>	<b>Non-problem gamblers N</b>	<b>Total N</b>
Northern Territory	2023	4,456	7,930	17,273	107,436	<b>137,095</b>
	2018	2,487	6,426	16,938	103,616	<b>129,467</b>
	2015	1,206	5,128	14,383	113,807	<b>134,524</b>
Darwin/Palmerston	2023	1,116	4,279	9,782	69,691	<b>84,869</b>
	2018	1,049	3,456	10,397	67,465	<b>82,367</b>
	2015	946	2,780	8,784	72,533	<b>85,044</b>
Alice Springs	2023	776	2,168	3,314	17,784	<b>24,042</b>
	2018	379	1,817	3,065	17,321	<b>22,581</b>
	2015	44	979	3,801	18,245	<b>23,068</b>
Regional Towns	2023	617	837	2,969	11,255	<b>15,677</b>
	2018	594	592	2,450	9,046	<b>12,681</b>
	2015	44	315	941	11,937	<b>13,237</b>
Rest of NT	2023	1,947	645	1,208	8,706	<b>12,507</b>
	2018	466	561	1,027	9,784	<b>11,838</b>
	2015	172	1,055	856	11,092	<b>13,175</b>
18–29	2023	1,622	1,597	3,386	13,753	<b>20,358</b>
	2018	696	1,614	5,658	17,280	<b>25,248</b>
	2015	54	854	3,591	21,444	<b>25,943</b>
30–39	2023	1,044	3,321	5,393	27,990	<b>37,747</b>
	2018	352	2,061	3,893	25,536	<b>31,841</b>
	2015	348	1,468	5,482	30,736	<b>38,035</b>
40–49	2023	760	1,239	4,306	22,548	<b>28,853</b>
	2018	426	1,018	3,165	23,215	<b>27,825</b>
	2015	498	1,146	1,540	23,224	<b>26,406</b>
50–64	2023	751	1,018	3,065	27,871	<b>32,706</b>
	2018	919	1,492	2,676	26,300	<b>31,387</b>
	2015	274	1,161	2,726	27,236	<b>31,396</b>
65 or over	2023	279	755	1,124	15,274	<b>17,432</b>
	2018	94	241	1,546	11,285	<b>13,166</b>
	2015	32	500	1,044	11,167	<b>12,743</b>
Female	2023	1,431	4,000	7,158	55,763	<b>68,353</b>
	2018	707	2,718	5,661	54,079	<b>63,165</b>
	2015	478	2,393	6,022	55,237	<b>64,130</b>

Region	Year	Problem	Moderate	Low risk	Non-	Total
		gamblers	risk	gamblers	problem	
		N	gamblers	gamblers	gamblers	N
Male	2023	3,025	3,929	10,115	51,673	<b>68,743</b>
	2018	1,780	3,708	11,277	49,537	<b>66,302</b>
	2015	728	2,736	8,361	58,569	<b>70,394</b>

## 6.6 PGSI category by gambling activity

Table 8 shows PGSI category by gambling activities and online gambling (including and excluding lotto and bingo), and the population gambling on each activity in 2023. The only activities not significantly related to PGSI category were annual participation in raffles, racetrack betting and bingo. Combined problem and moderate risk gambler proportions were highest for people gambling on non-sports betting (48.1%), followed by other gambling (34.6%), informal betting (27%), EGMs (22.4%), online gambling excluding lotto and bingo (19.4%), casino games (18.4%), sports betting (16.4%), instant scratch tickets (15.7%), bingo (15%), online gambling including lotto and bingo (12.5%), keno (12.1%), racetrack betting (11.1%), lotto (7.7%) and raffles (7.3%).

**Table 8:** Annual participation in gambling activity by PGSI, 2023 NT gamblers

	<b>Problem &amp; moderate risk gambler % (SE)</b>	<b>Low risk gambler % (SE)</b>	<b>Non-problem gambler % (SE)</b>	<b>Population gambling on activity N</b>
<i>Any gambling</i>	9.0 (1.0)	12.6 (1.0)	78.4 (1.3)	137,095
Lotto *	7.7 (0.9)	13.8 (1.2)	78.5 (1.4)	87,817
Raffles	7.3 (1.2)	9.1 (0.9)	83.5 (1.4)	66,773
Online <sup>1</sup> gambler **	12.5 (1.8)	15.7 (1.6)	71.8 (2.1)	61,294
EGMs ***	22.4 (2.5)	22.3 (2.6)	55.3 (2.9)	44,982
Keno *	12.1 (1.9)	18.0 (2.4)	69.9 (2.7)	40,190
Racetrack betting	11.1 (1.6)	13.3 (2.2)	75.6 (2.5)	34,216
Online <sup>2</sup> gambler ***	19.4 (3.2)	19.8 (2.8)	60.8 (3.5)	29,435
Instant scratch tickets **	15.7 (3.1)	16.5 (2.9)	67.8 (3.8)	25,498
Casino games ***	18.4 (3.3)	23.5 (3.8)	58.1 (4.4)	20,270
Sports betting *	16.4 (3.8)	23.3 (3.9)	60.3 (4.6)	18,564
Informal betting ***	27.0 (7.4)	10.6 (2.7)	62.4 (7.1)	8,925
Bingo	15.0 (6.9)	7.9 (4.3)	77.1 (7.5)	4,520
Non-sports betting ***	48.1 (18.)	10.9 (6.3)	41.0 (14.6)	2,001
Other gambling **	34.6 (16.)	25.5 (13.2)	39.9 (15.7)	1,274

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between gambling activity and PGSI

<sup>1</sup> Online gambling includes lotto and bingo; <sup>2</sup> Online gambling excludes lotto and bingo

Table 9 shows PGSI category by number of gambling activities and number of online gambling activities (including and excluding lotto and bingo), and the population gambling in 2023. Gamblers who gambled on one (4.4%) or two (6.1%) activities had significantly lower estimates for problem and moderate risk gamblers, as did gamblers who did not gamble online (6.2%), compared with gambling on any activity (9%). Gamblers who gambled on five activities or more (23.4%) had a significantly higher estimate of problem and moderate risk gamblers. Online gamblers (excluding lotto and bingo) who gambled online on one or more activities (17.7% to 23%) had significantly higher estimates of problem and moderate risk gamblers, compared with non-online gamblers. Online gamblers (including lotto and bingo) who gambled online on two or more activities (18.3% to 20.4%) had significantly higher estimates of problem and moderate risk gamblers.

**Table 9:** Number of gambling activities by PGSI, 2023 NT gamblers

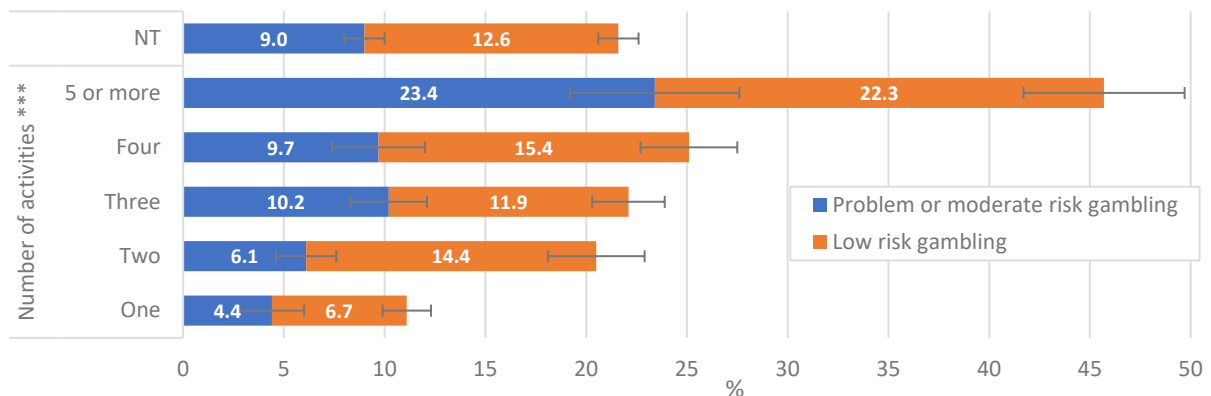
	Problem & moderate risk gambler % (SE)	Low risk gambler % (SE)	Non-problem gambler % (SE)	Population gambling on activity N
Any gambling	9.0 (1.0)	12.6 (1.0)	78.4 (1.3)	137,095
Number of activities ***				
One	4.4 (1.6)	6.7 (1.2)	89.0 (1.9)	44,822
Two	6.1 (1.5)	14.4 (2.4)	79.5 (2.6)	33,253
Three	10.2 (1.9)	11.9 (1.8)	77.8 (2.4)	25,712
Four	9.7 (2.3)	15.4 (2.4)	74.8 (3.1)	14,809
5 or more	23.4 (4.2)	22.3 (4.0)	54.2 (4.8)	18,499
Number of online <sup>1</sup> activities ***				
None	6.2 (1.0)	10.1 (1.2)	83.7 (1.5)	75,801
One	9.5 (1.9)	13.3 (1.6)	77.1 (2.3)	43,524
Two	20.4 (5.2)	16.3 (3.4)	63.3 (5.3)	12,501
3 or more	18.3 (5.3)	33.7 (9.4)	48.0 (8.3)	5,270
Number of online <sup>2</sup> activities ***				
None	6.2 (0.8)	10.6 (1.0)	83.2 (1.2)	107,660
One	17.7 (3.8)	15.0 (2.5)	67.3 (4.0)	19,795
Two or more	23.0 (6.3)	29.7 (6.3)	47.3 (6.3)	9,641

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between gambling activity and PGSI score

<sup>1</sup> Online gambling includes lotto and bingo; <sup>2</sup> Online gambling excludes lotto and bingo

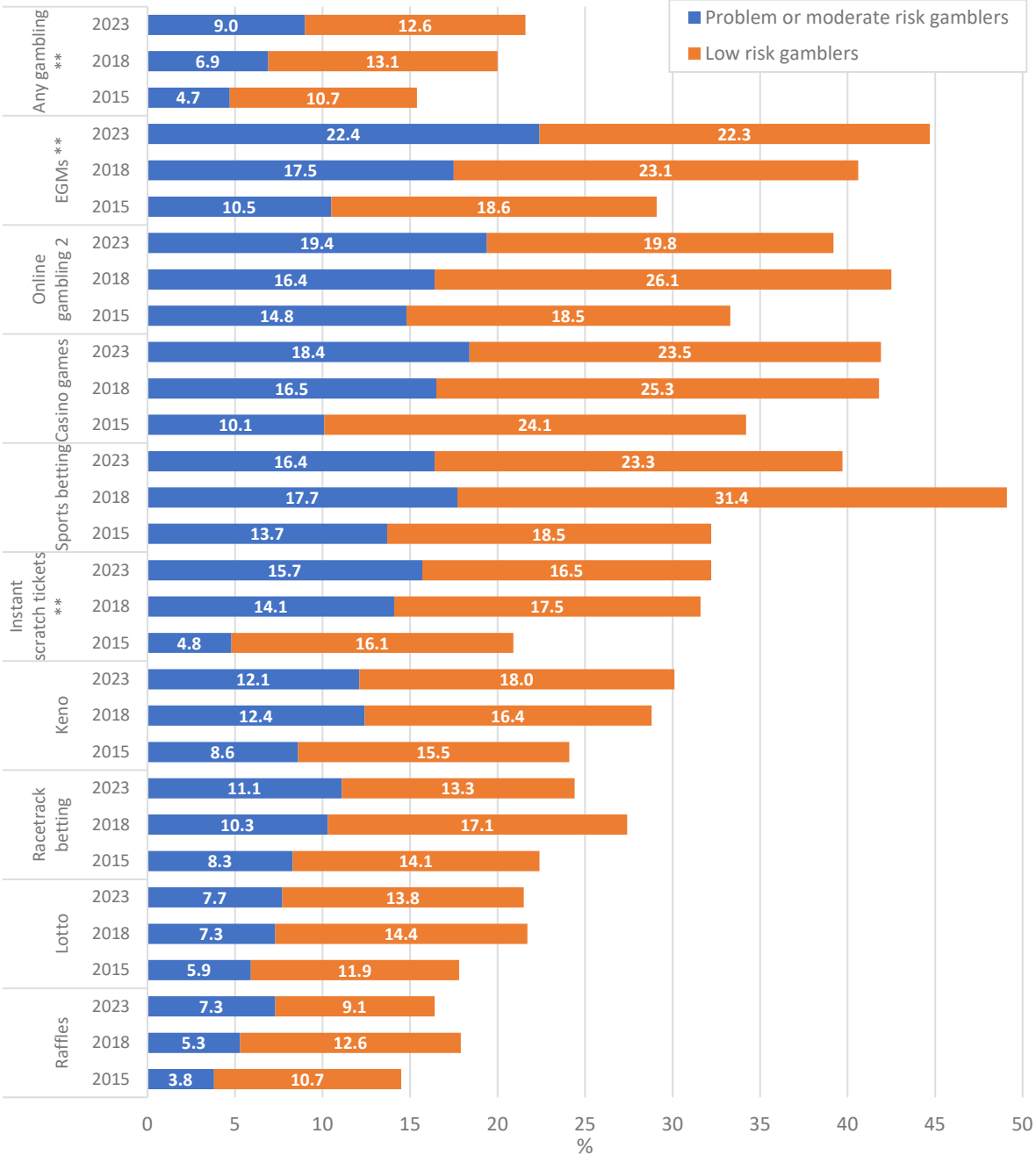
Figure 35 shows the significant association between number of activities gambled on and PGSI risk category (i.e., problem or moderate risk gambling, and low risk gambling). Estimates for problem and moderate risk gamblers increases for people gambling on five or more activities, with 23.4% of this group classified as problem or moderate risk gamblers, and 22.3% low risk gamblers, compared with 9% and 12.6% amongst all gamblers in the NT.



**Figure 35:** Number of gambling activities by PGSI risk category

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between number of activities and PGSI

Figure 36 shows PGSI risk category proportions between surveys for gambling activities (annual participation) with more than 10,000 people gambling on the activity and online gambling (excluding lotto and bingo). There was significant change over time for any gambling, EGMs and instant scratch tickets.



**Figure 36:** Annual participation for activities by PGSI risk category and survey

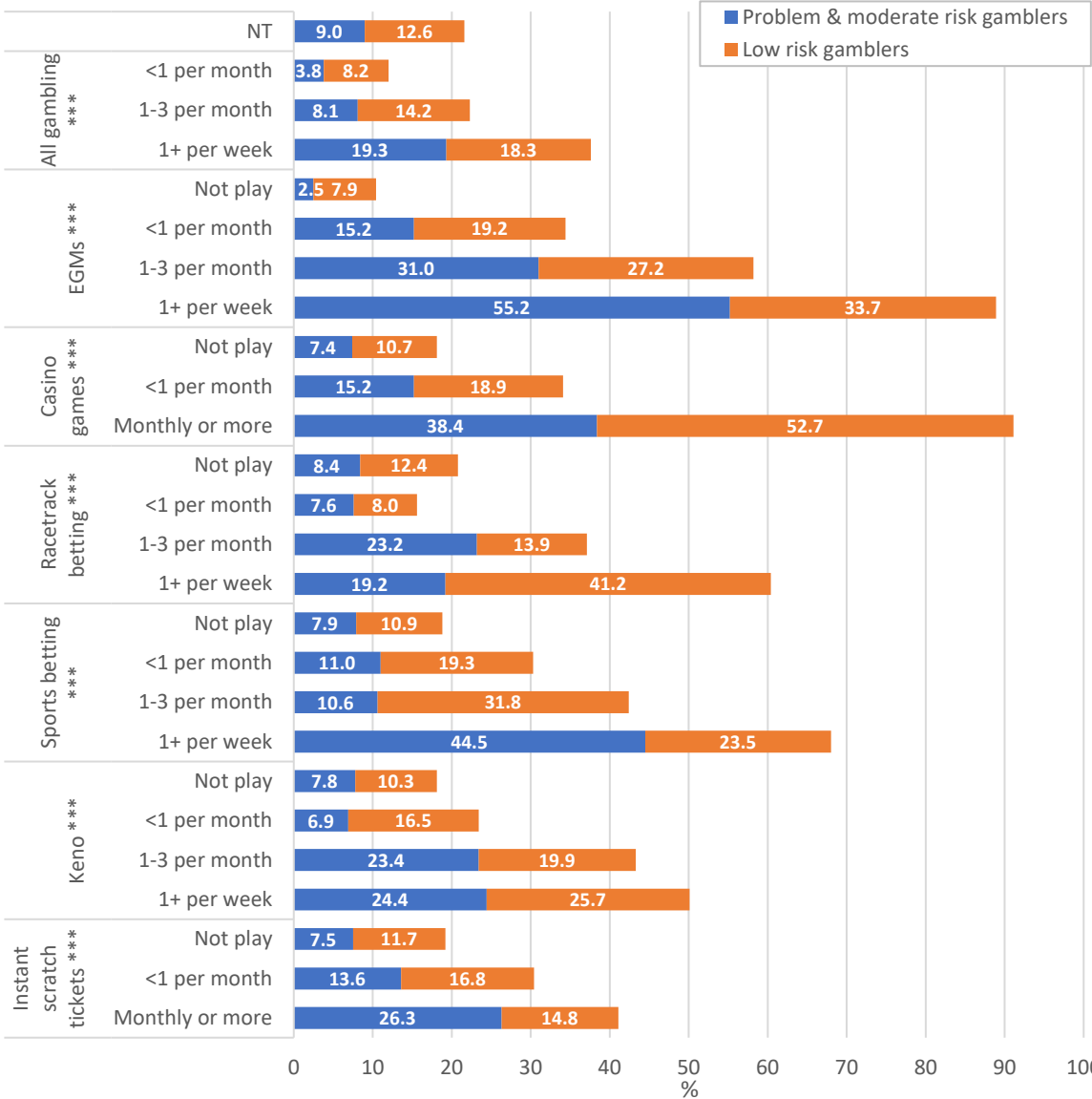
\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant change between surveys

<sup>2</sup> Online gambling excludes lotto and bingo

**6.7 PGSI risk category by gambling frequency**

Figure 37 shows the association between gambling frequency and PGSI risk category for selected activities and any gambling in 2023. All activities and any gambling frequency had a significant

association with increased risk, with increases in risk for weekly and monthly gambling. For example, 55.2% of weekly EGM gamblers were classified as problem or moderate risk gamblers, compared with 31% for monthly EGM gamblers. This compares with 9% and 12.6% respectively for all gamblers in the NT.



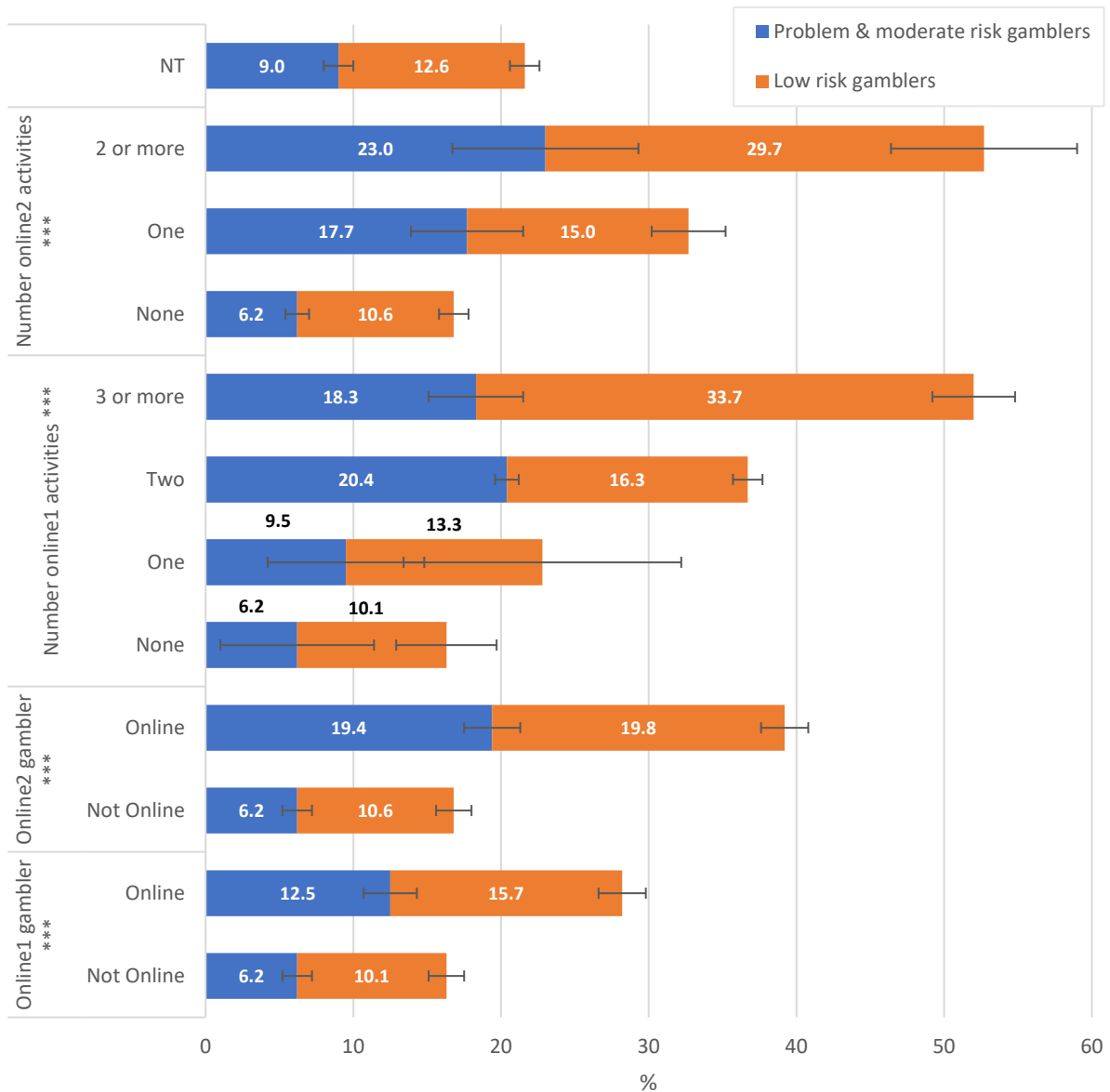
**Figure 37:** Frequency of gambling for selected activities and any gambling by PGSI risk category

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between gambling frequency and PGSI

**6.8 PGSI risk category by online gambling**

Figure 38 shows estimates for problem and moderate risk gamblers, and low risk gamblers by online gambling status, and number of activities, using two definitions for online gambling (i.e., excluding lotto and bingo, and including lotto and bingo). Online gamblers under both definitions (12.5% and 19.4%) had significantly higher estimates of problem and moderate risk gamblers, compared with non-online gamblers (6.2%). Gamblers who gambled online on two or more activities had significantly

higher gambling risk, which was a stronger relationship using the constrained definition, which did not include lotto and bingo.



**Figure 38: Online gambling (5 and 7 activities) by PGSI risk category**

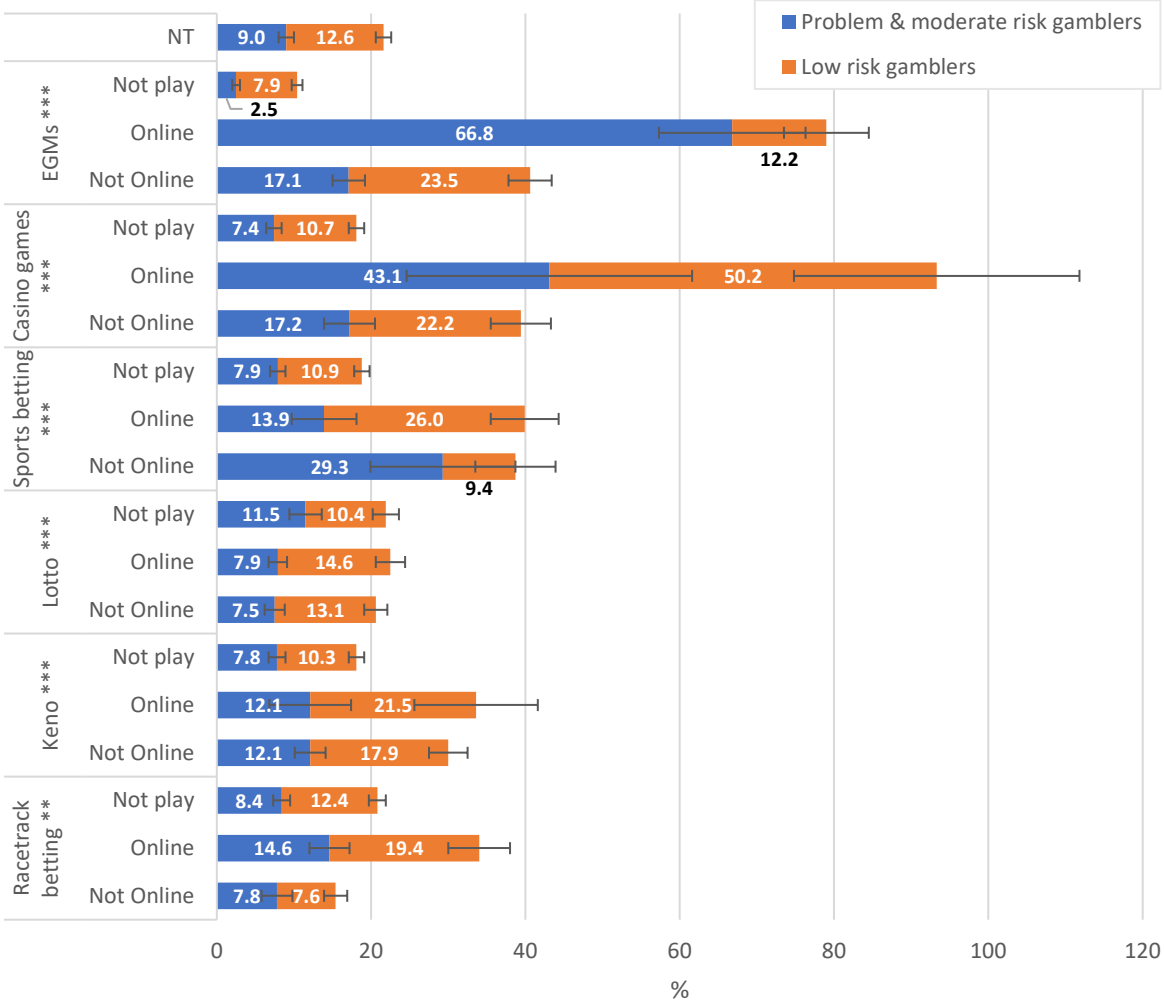
\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between online gambling and PGSI

<sup>1</sup> Online includes lotto and bingo; <sup>2</sup> Online excludes lotto and bingo

RSEs greater than 30% for Number of online<sup>1</sup> for one activity and two activities for low risk gamblers and problem and moderate risk gamblers.

Figure 39 shows PGSI risk category estimates for six gambling activities (excluding bingo due to its small sample) by online gambling status among gamblers in 2023. Problem and moderate risk gambler estimates were significantly higher among gamblers who gambled online for EGMs (66.8% *cf.* 17.1%), casino games (43.1% *cf.* 17.2%), and racetrack betting (14.6% *cf.* 7.8%). Problem and moderate risk gamblers were significantly lower among gamblers who gambled online for sports betting (13.9% *cf.* 29.3%). For lotto and keno, there was no difference in estimates for problem and moderate risk

gamblers between online and not online gambling. See figure footnotes for estimates with an RSE greater than 30%.



**Figure 39: Online gambling status for six activities by PGSI risk category**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between online gambling and PGSI

RSEs greater than 30% for keno online for low risk gamblers and problem and moderate risk gamblers, sports betting not online for low risk gamblers and problem and moderate risk gamblers, sports online for problem and moderate risk gamblers, casino online for low risk gamblers and problem and moderate risk gamblers, and EGMs online for low risk gamblers

## 7 At-Risk gambling: Regulation, own gambling harms, help-seeking and self-exclusion

### 7.1 Background

The questions analysed in this chapter were only asked of gamblers with a PGSI score of one or more (i.e., 'at-risk' gamblers). These gamblers were asked about harms they experienced because of their own gambling and the types of help they sought. The list of 15 harms used in the 2015 survey was expanded to 18 harms in the 2018 survey, and further to 20 harms in 2023. As such, increases in the number of harms reported, while providing a better account of gambling harm in 2023, should be interpreted cautiously in relation to previous surveys.

#### 7.1.1 Chapter contents

Specifically, this chapter presents:

- harms from own gambling by PGSI risk category and gambling activities
- readiness to change by PGSI risk category and domains of own gambling harm
- accessing cash from an in-venue ATM for gambling (i.e., ATM access) by survey, PGSI risk category, domains of own gambling harm and EGM frequency
- gamblers approached by gambling venue or online betting company staff in relation to their gambling by survey, PGSI risk category, EGM frequency, and domains of own gambling harm
- self-exclusion by survey, PGSI risk category, domains of own gambling harm and outcomes of self-exclusion.

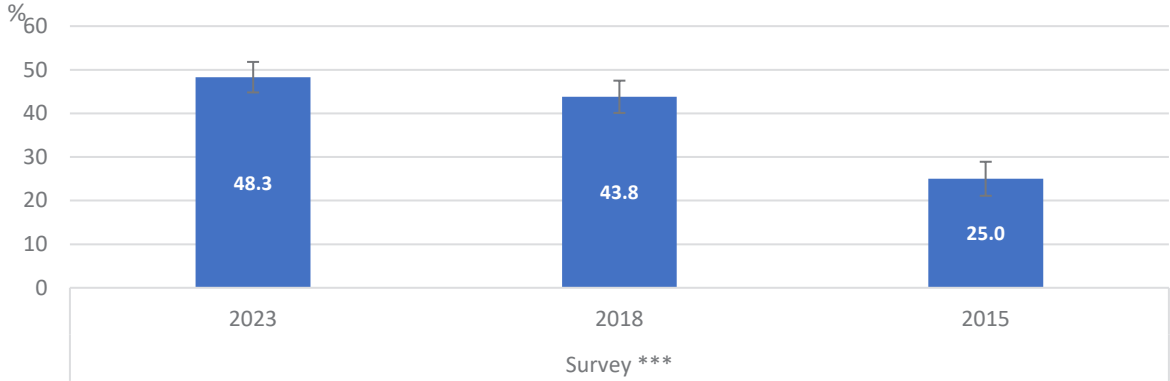
### 7.2 Chapter highlights

- The questions analysed in this chapter were only asked of gamblers with a PGSI score of one or more.
- The severity of gambling problems among these gamblers has increased significantly from 2015 to 2023, with 5.8% classified as problem gamblers in 2015, increasing to 15% in 2023.
- In 2023, 6,370 of these gamblers reported three or more harms from their own gambling, up from 3,026 in 2018.
- In 2023, harms from own gambling increased significantly as problem gambling risk increased, with 26.5% of low risk gamblers endorsing one or more harms, increasing to 67.9% for moderate risk, and 97.9% for problem gamblers, consistent with findings in 2018 and 2015. Additionally, in 2023, 79.9% of problem gamblers endorsed three or more harms – an increase from 67% in 2018.
- Each harm was grouped into five domains. Emotional/psychological harms were reported by gamblers at the highest level (36.5%), followed by financial harms (30.2%), relationship/family harms (12.1%), work/study harms (6.8%) and criminal harms (1.9%).
- There was a significant relationship between all domains of self-reported gambling harm and PGSI risk category.

- There was a small increase in help-seeking among these gamblers, from 1.9% in 2018 to 5% in 2023. Of these gamblers who sought help, 85% saw a professional, 22.8% spoke with a partner/spouse, and 12.6% spoke with family/friends.
- Of these gamblers, 7% were approached by staff to check if they were okay with their gambling, up from 2018 (5.4%).
- In 2023, 8.9% of problem gamblers, 3.1% of moderate risk gamblers, and 1.3% of low risk gamblers asked to be self-excluded.

### 7.3 Own gambling harms

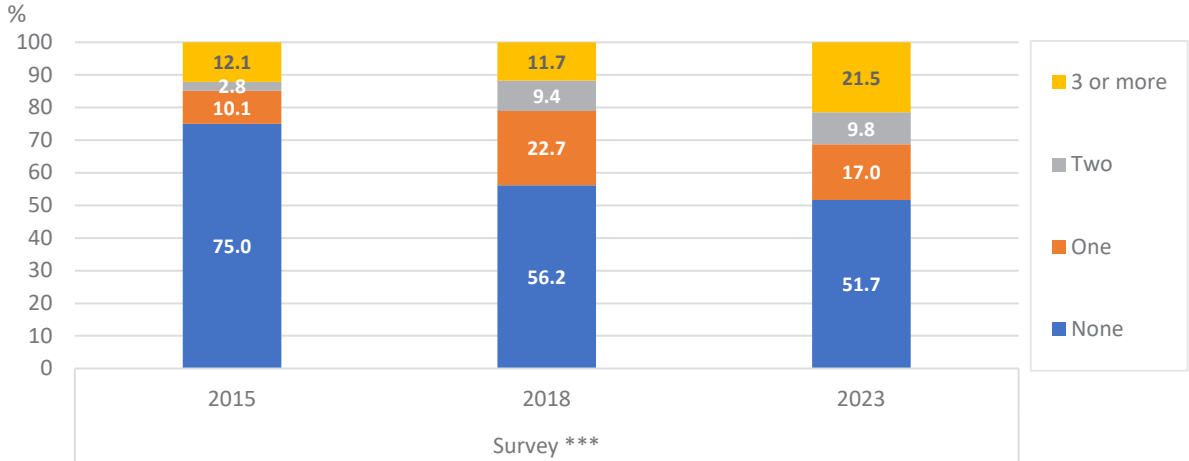
Figure 40 shows there was a significant increase in the percentage of at-risk gamblers who endorsed one of the harms from their own gambling from 2015 (25%) to 2018 (43.8%).



**Figure 40:** Experienced at least one harm from own gambling by survey

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between 2015 and both 2018 and 2023  
2023 Survey question: Q57

Figure 41 shows there was a significant change in the number of harms reported across surveys, with 21.5% of at-risk gamblers endorsing three or more harms in 2023, compared with 12.1% in 2015 and 11.7% in 2018.



**Figure 41: Number of harms from own gambling by survey**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05 Significant change between surveys

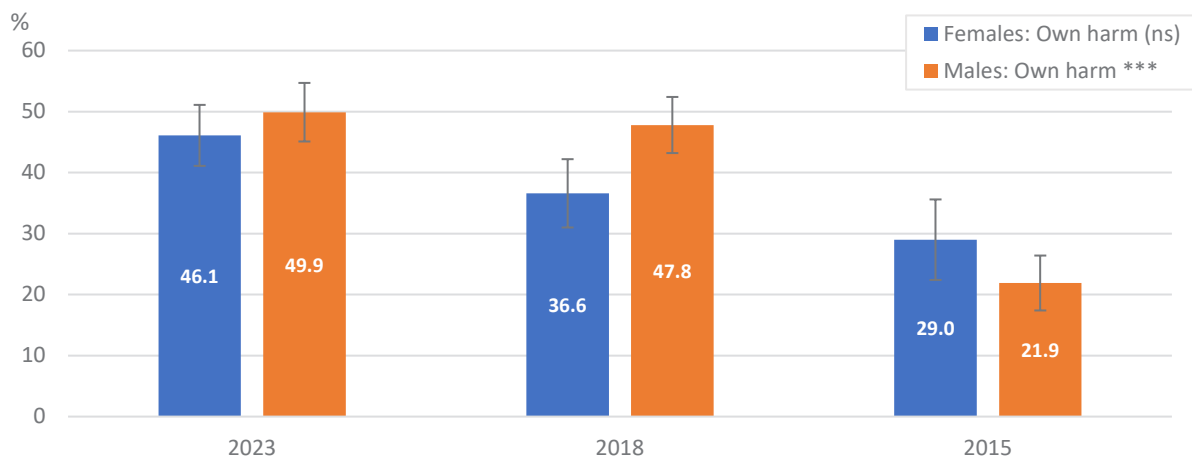
Table 10 shows the population of at-risk gamblers by the number of harms by survey.

**Table 10: Number of harms from own gambling by survey**

Number of harms	2023	2018	2015
None	15,342	14,517	15,547
One	5,034	5,869	2,086
Two	2,913	2,440	579
Three or more	6,370	3,026	2,505
<b>Total</b>	<b>29,659</b>	<b>25,852</b>	<b>20,717</b>

**7.3.1 Own gambling harms for at-risk gamblers by age and sex**

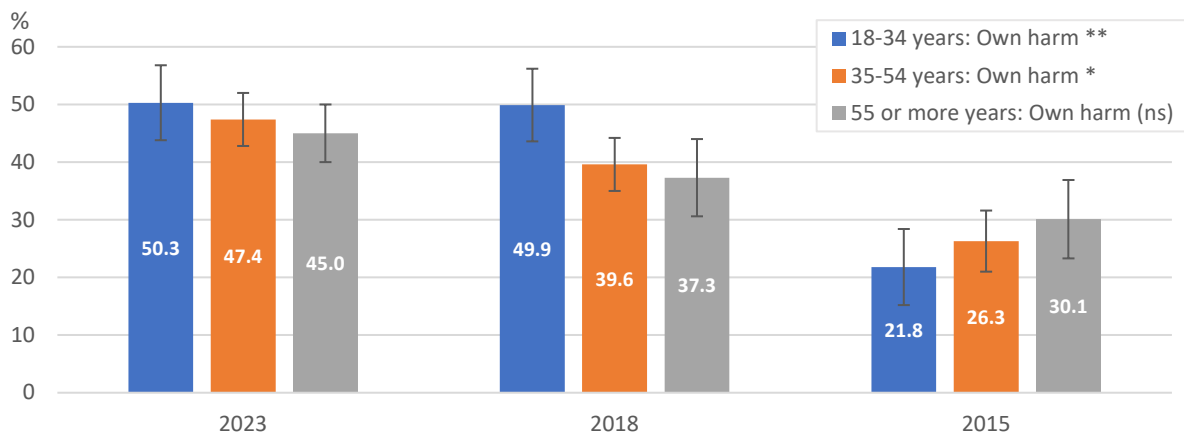
Figure 42 shows changes over the 2015 to 2023 surveys in the proportion of male and female at-risk gamblers endorsing at least one gambling harm. Male at-risk gamblers were significantly more likely to report at least one gambling harm in 2023 (49.9%), compared with 2015 (21.9%). The trend for females was not statistically significant.



**Figure 42: Experienced at least one harm from own gambling by sex and survey**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05 Significant difference between years within sex:

Figure 43 shows there was a significant increasing trend in endorsing at least one harm for at-risk gamblers aged 18–34 years (2015 – 21.8%, 2018 – 49.9%, 2023 – 50.3%) and 35–54 years (2015 – 26.3%, 2018 – 39.6%, 2023 – 47.4%).

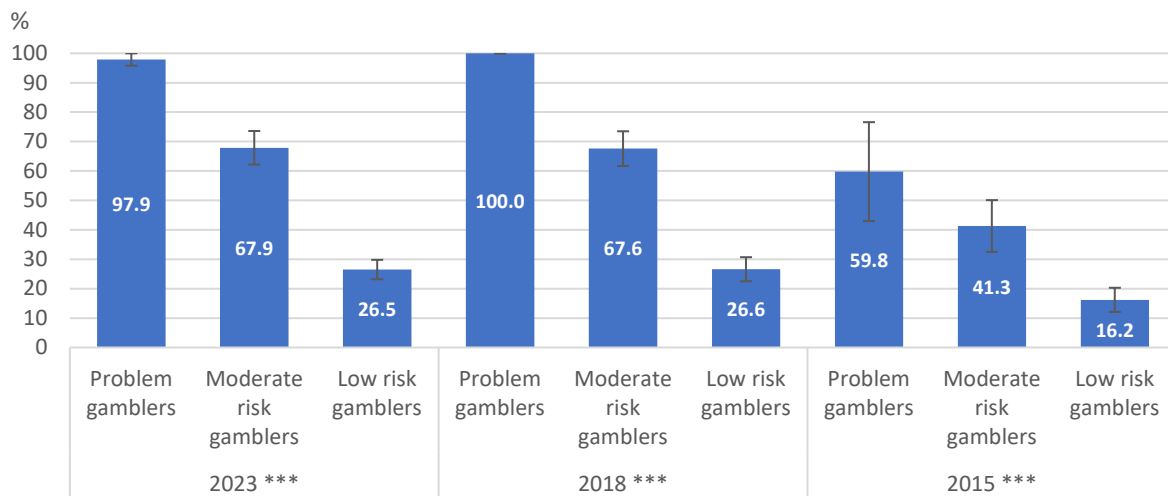


**Figure 43:** Experienced at least one harm from own gambling by age and survey

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05 Significant difference between years within age group

### 7.3.2 Harms from own gambling by problem gambling risk category

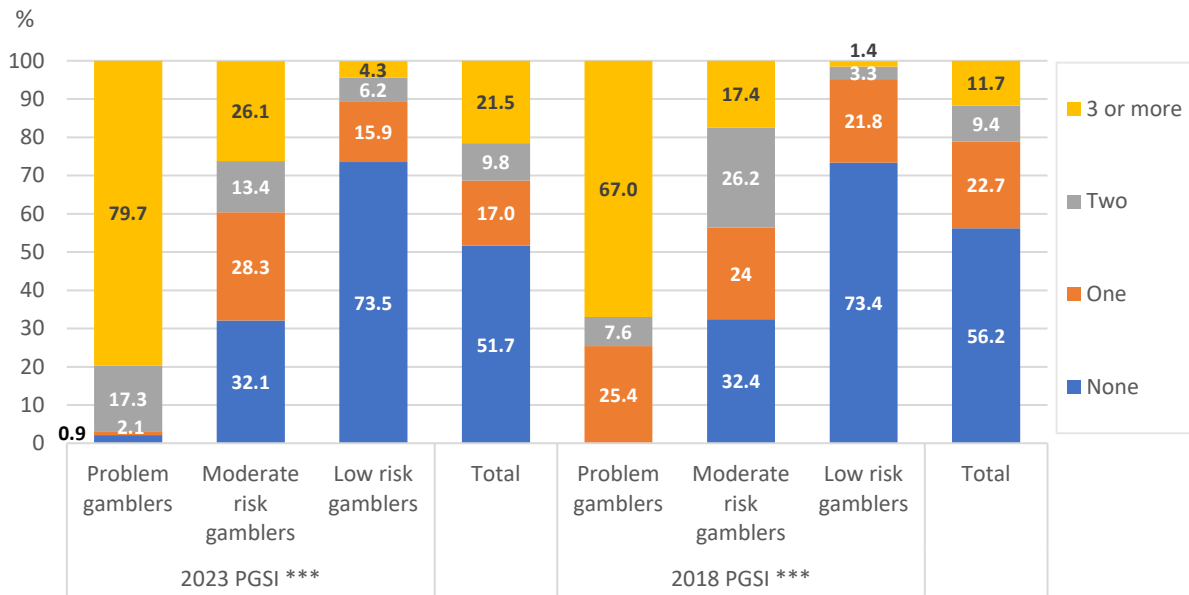
Figure 44 shows the percentage of gamblers experiencing at least one harm from their own gambling within each PGSI risk category between surveys. Across all surveys, there was a significant association between PGSI risk category and own gambling harm, with problem gamblers more likely to endorse at least one gambling harm.



**Figure 44:** At least one self-reported gambling harm from their own gambling by PGSI by survey

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between own gambling harm and PGSI

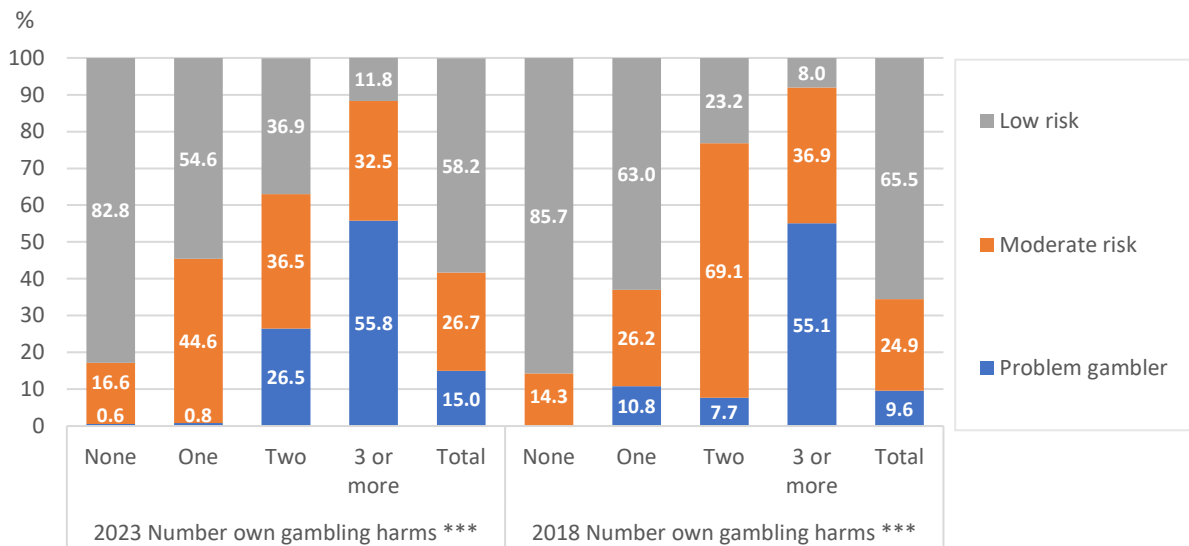
Figure 45 shows the significant association between PGSI risk category and number of own gambling harms in 2018 and 2023. In 2023, 79.9% of problem gamblers endorsed three or more harms, compared with 26.1% of moderate risk gamblers and 4.3% of low risk gamblers. There is an increasing trend over time for problem gamblers endorsing three or more own gambling harms, with 48.3% in 2018 and 79.7% in 2023.



**Figure 45: PGSI by number of own gambling harms, 2018 and 2023**

\*\*\* p<0.001: Significant association between number of own gambling harms and PGSI within survey year

Figure 46 shows a significant association between number of self-reported gambling harms from their own gambling by PGSI risk category in 2018 and 2023. The distribution of problem, moderate and low risk gamblers endorsing three or more harms was similar in 2018 and 2023, with 55.1% to 55.8% of gamblers endorsing three or more harms were problem gamblers.



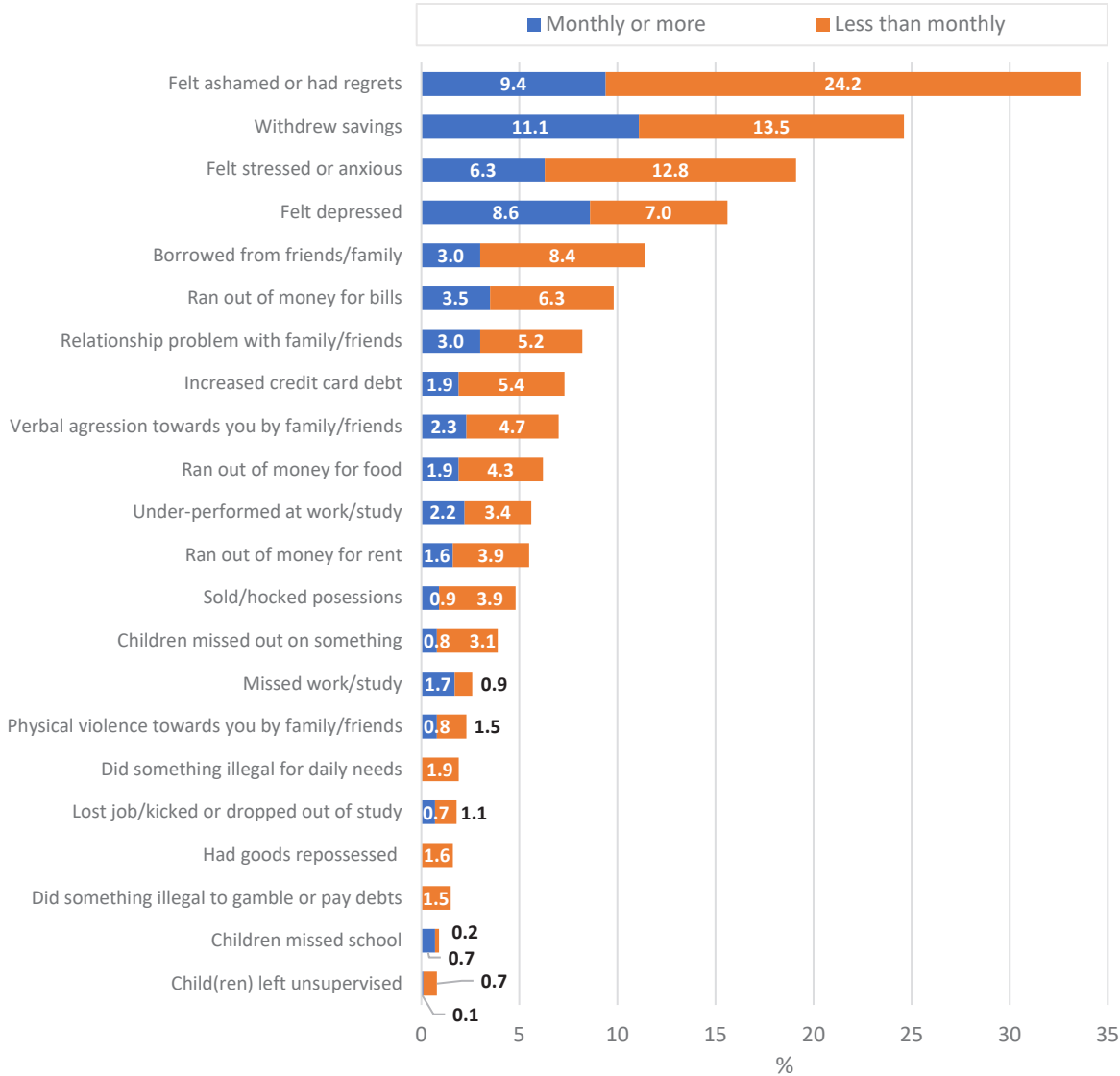
**Figure 46: Number of harms from own gambling by problem gambling risk**

\*\*\* p<0.001: Significant association between PGSI and number of own gambling harms within survey year

### 7.3.3 Self-reported harms from own gambling: Domains and types of harms

Figure 47 presents frequency of different types of self-reported gambling harms from a gambler's own gambling for 2023 (N=29,659). Three of the top five self-reported harms were emotional/psychological harms, one was a financial harm and another related to relationship/family harms. Feeling ashamed

or having regrets (33.6%) was the most endorsed harm, followed by withdrawing savings (24.6%), feeling stressed or anxious (19.1%), feeling depressed (15.6%), and borrowing from friends or family (11.4%).



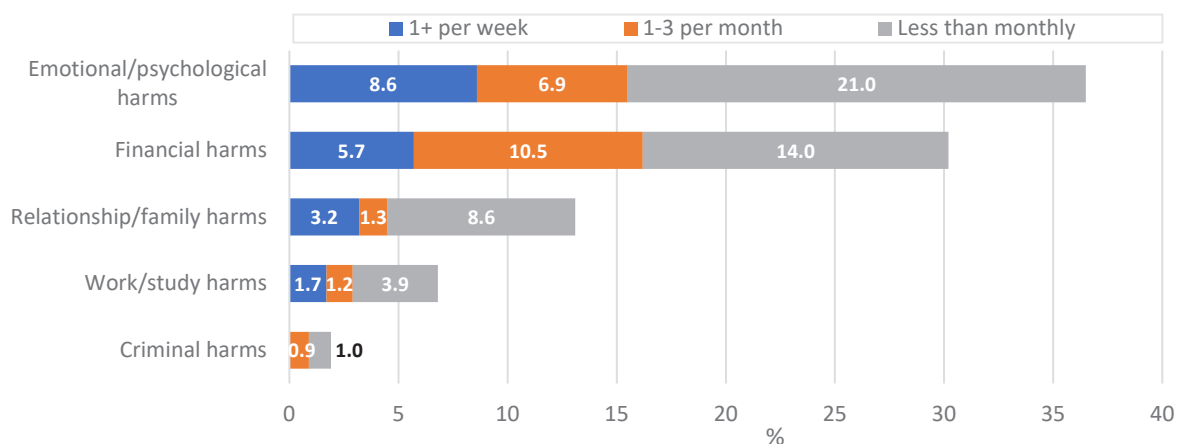
**Figure 47:** Frequency of different own gambling harms  
2023 Survey questions: Q57a-w

Table 11 shows that 9,965 at-risk gamblers (from a total of 29,659) felt ashamed or had regrets because of their gambling in the past year, with this occurring at least monthly for 2,788 gamblers. More than 5,500 at-risk gamblers felt stressed or anxious in the past year because of their gambling, while 4,627 felt depressed. Just under 3,000 at-risk gamblers ran out of money to pay bills in the past year, with this occurring at least monthly for 1,038 at-risk gamblers. Underperforming at work/study was the most endorsed harm from the work/study domain, with this occurring at least monthly for 652 at-risk gamblers and less than monthly for a further 1,008.

**Table 11:** Types of harms from own gambling frequency counts

Domain	Type of harm	Monthly or more N	Less than monthly N	Total N
Emotional/psychological	Felt ashamed or had regrets	2,788	7,177	9,965
Financial	Withdrew savings	3,292	4,004	7,296
Emotional/psychological	Felt stressed or anxious	1,869	3,796	5,665
Emotional/psychological	Felt depressed	2,551	2,076	4,627
Financial	Borrowed from friends/family	890	2,491	3,381
Financial	Ran out of money for bills	1,038	1,869	2,907
Relationship/family	Relationship problem with family/friends	890	1,542	2,432
Financial	Increased credit card debt	564	1,602	2,165
Relationship/family	Verbal aggression towards you by family/friends	682	1,394	2,076
Financial	Ran out of money for food	564	1,275	1,839
Work/study	Under-performed at work/study	652	1,008	1,661
Financial	Ran out of money for rent	475	1,157	1,631
Financial	Sold/hocked possessions	267	1,157	1,424
Relationship/family	Children missed out on something	237	919	1,157
Work/study	Missed work/study	504	267	771
Relationship/family	Physical violence towards you by family/friends	237	445	682
Criminal	Did something illegal for daily needs	0	564	564
Work/study	Lost job/kicked or dropped out of study	208	326	534
Financial	Had goods repossessed	0	475	475
Criminal	Did something illegal to gamble or pay debts	0	445	445
Relationship/family	Children missed school	208	59	267
Relationship/family	Child(ren) left unsupervised	30	208	237

Emotional/psychological harms were the most prevalent, occurring for 35.6% (N=10,854) of gamblers, with 8.6% experiencing these harms at least weekly, 6.9% monthly, and another 21% less than monthly (Figure 48). Financial harms occurred for 30.2% (N=8,970) of gamblers, and occurred weekly or more for 5.7%, monthly for 10.5% and less than monthly for 14%. Relationship/family harms occurred for 13.1% (N=3,893) of gamblers, occurring weekly or more for 3.2%, monthly for 1.3% and less than monthly for 8.6%. Work/study harms occurred for 6.8% (N=2,012) of gamblers, and occurred weekly or more for 1.7%, monthly for 1.2% and less than monthly for 3.9%. Criminal harms were least prevalent occurring in 1.9% (N=557) of gamblers.



**Figure 48:** Frequency of domains of own gambling harms

### 7.3.4 Domains of harms from own gambling and PGSI risk categories

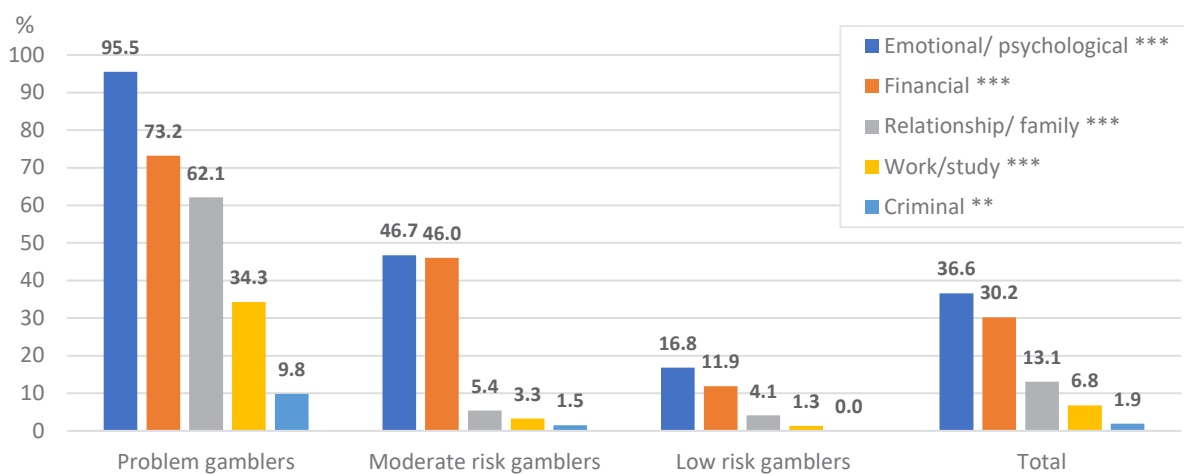
Figure 49 shows that all domains of harm differed across PGSI risk categories, with relationship/family (71.1%), work/study (76.1%) and criminal (78.6%) domains being over-represented among problem gamblers, compared with emotional/psychological and financial harm domains, which were spread more evenly across PGSI risk categories.



**Figure 49: Domains of own gambling harm by PGSI risk category**

\*\*\* p<0.001, \*\* p<0.01: Significant association between PGSI and domain of own gambling harm

Figure 50 shows the percentage of gamblers endorsing at least one harm from a domain of harm for each PGSI risk category. It shows that nearly all problem gamblers experienced an emotional/psychological harm (95.5%), 73.2% at least one financial harm, 62.1% at least one relationship/family harm, 34.3% at least one work/study harm, and 9.8% at least one criminal harm. This was significantly lower for moderate risk gamblers, with 46.7% experiencing at least one emotional/psychological harm, 46% at least one financial harm, 5.4% at least one relationship/family harm, 3.3% at least one work/study harm, and just 1.5% at least one criminal harm.



**Figure 50: PGSI risk category by domains of own gambling harm**

\*\*\* p<0.001, \*\* p<0.01: Significant association between domain of own gambling harm and PGSI

## 7.4 Help-seeking behaviour by PGSI risk category

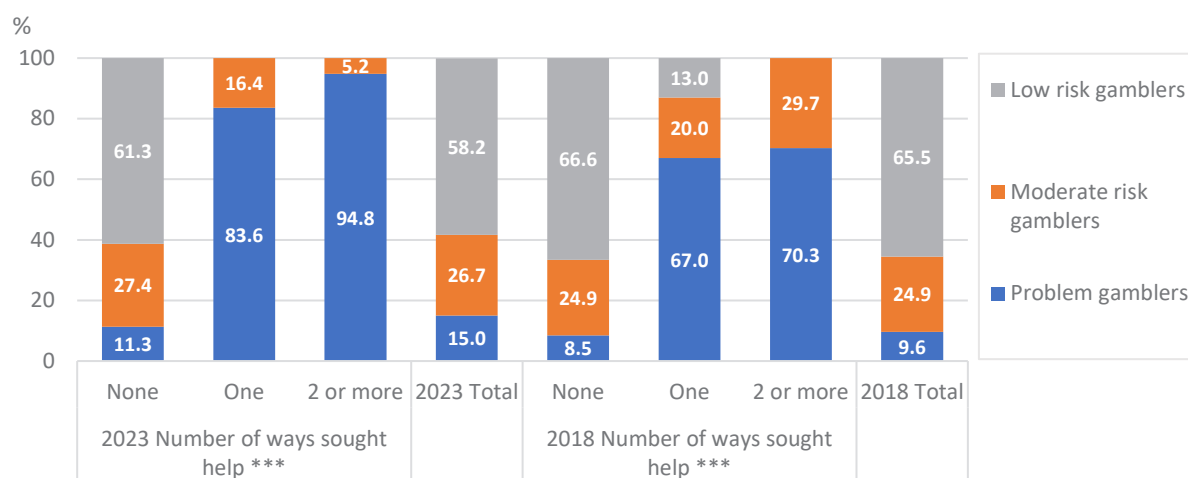
Table 12 shows that problem gamblers were significantly more likely than moderate and low risk gamblers to seek help for their gambling problems in both 2018 and 2023. There was an increase in gamblers seeking help between 2018 (1.9%) and 2023 (5%). The percentage of problem gamblers seeking help more than doubled between 2018 (13.2%) and 2023 (28.8%), while help-seeking remained steady for moderate and low risk gamblers.

**Table 12:** Help-seeking behaviour by problem gambling risk

	Problem gamblers % (SE)	Moderate risk gamblers % (SE)	Low risk gamblers % (SE)	Total % (SE)
<b>2023 ***</b>				
Did not seek help	71.2 (13.0)	97.5 (1.4)	99.9 (0.1)	95.0 (2.3)
Sought help for own gambling problems	28.8 (13.0)	2.5 (1.4)	0.1 (0.1)	5.0 (2.3)
<b>Total</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>
Population (N)	4,456	7,930	17,273	29,659
<b>2018 ***</b>				
Did not seek help	86.8 (6.5)	98.2 (0.9)	99.8 (0.2)	98.1 (0.7)
Sought help for own gambling problems	13.2 (6.5)	1.8 (0.9)	0.2 (0.2)	1.9 (0.7)
<b>Total</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>
Population (N)	2,487	6,426	16,938	25,852

\*\*\* p<0.001, \*\* p<0.01: Significant association between PGSI risk category and help-seeking  
2023 Survey questions: PGSI and Q58

Figure 51 shows PGSI categories by the number of ways through which gamblers sought help in 2023 and 2018. There was a significant relationship between help seeking and PGSI category in both surveys. Encouragingly, it shows that most of problem gamblers sought help one way (83.6%) or two or more ways (94.8%) in 2023, a higher percentage than in 2018 (67% and 70.3% respectively).



**Figure 51:** Number of ways sought help by PGSI risk category

\*\*\* p<0.001: Significant association between number of ways sought help and PGSI risk category

Table 13 lists the types of help gamblers sought in 2023. Only 5% (N=1,493) of gamblers sought help, with the most common type of help being a professional such as a counsellor or psychologist (85.6%), followed by partner or spouse (22.8%), family or friends (12.6%), gambling helpline (6.4%), online help (3.2%), then self-exclusion (2.6%).

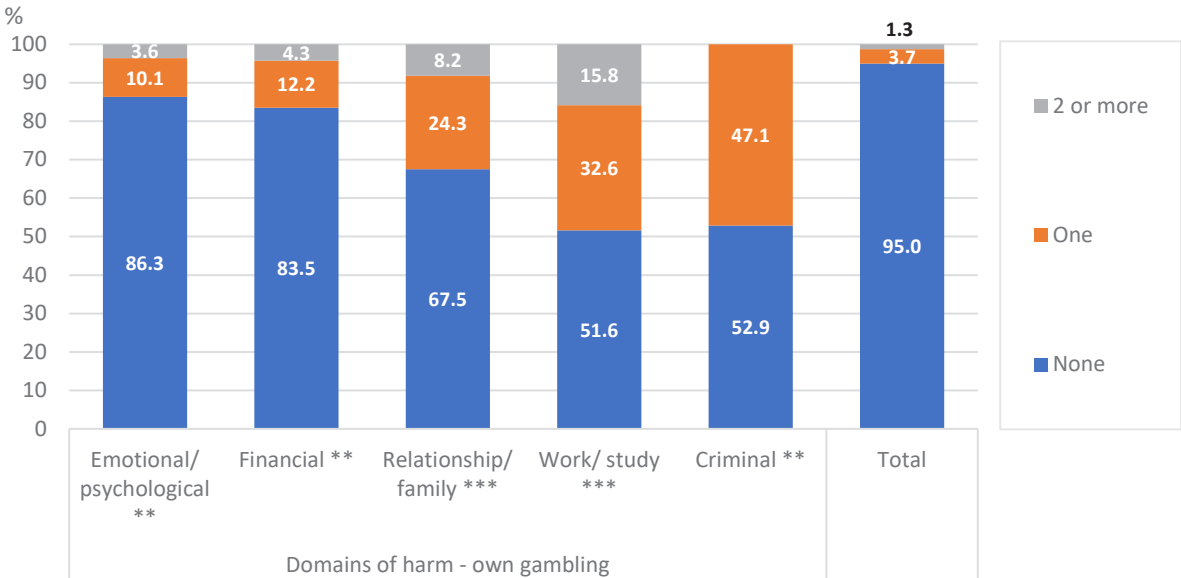
**Table 13:** Type of help-seeking behaviour

Type of help	%
Professional (e.g. counsellor, psychologist)	85.6
Partner or spouse	22.8
Family or friends	12.6
Gambling helpline	6.4
Online help	3.2
Self-exclude from gambling	2.6
<b>Population who sought help (N)</b>	<b>1,493</b>

2023 Survey question: Q59

**7.4.1 Help-seeking behaviour by domains of harm from own gambling**

Figure 52 shows the relationship between endorsement of help-seeking for gambling problems among gamblers, and harm experienced across the five domains of harm. Experiencing harm across each domain was positively associated with number of ways help was sought (i.e., if a gambler experienced a harm from any domain of harm, they were more likely to seek help). Gamblers endorsing harm domains that were less prevalent (i.e., criminal and work/study), were more likely to seek help in one or two or more ways, compared with more prevalent domains of harm (i.e., emotional/psychological and financial).



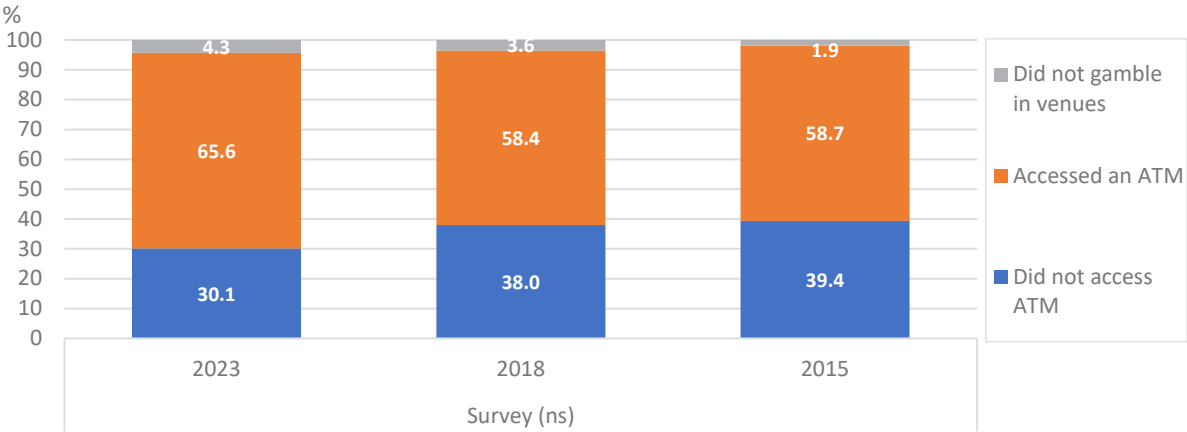
**Figure 52:** Domains of harm from own gambling by number of ways sought help

\*\*\* p<0.001, \*\* p<0.01: Significant association between domain of harm and number of ways sought help

## 7.5 In-venue ATM access for gambling

### 7.5.1 In-venue ATM access for gambling by survey

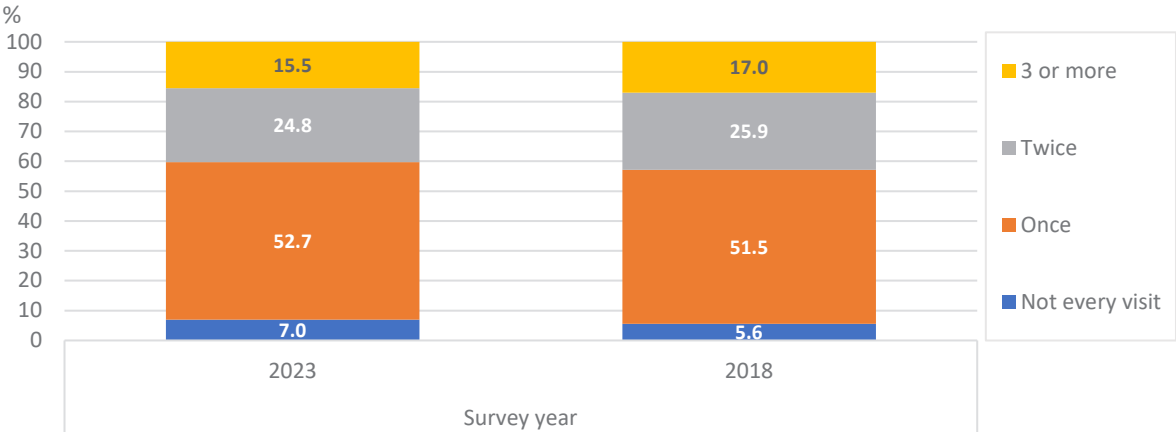
Figure 53 shows gamblers’ in-venue ATM access for gambling across the 2015 to 2023 surveys. There was no significant change between surveys.



**Figure 53:** Survey year by ATM access for gambling

2023 Survey question: Q49

Figure 54 shows that most (51.5% to 52.7%) gamblers in 2018 and 2023 accessed cash from an in-venue ATM once on average when they visited a venue to gamble, and around a quarter (24.8% to 25.9%) accessed an ATM twice for cash withdrawals. These differences were not significant.



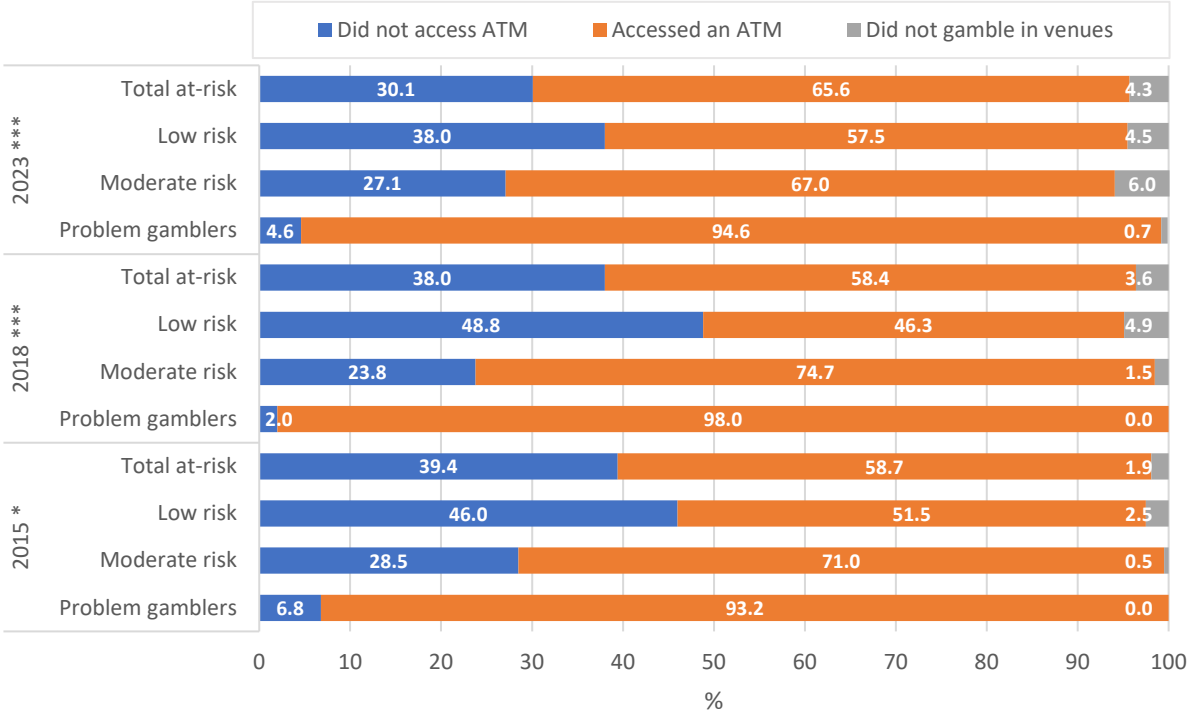
**Figure 54:** Survey by number of times at-risk gamblers accessed cash from ATM on average while gambling

2023 Survey question: Q49 and Q50

### 7.5.2 In-venue ATM access for gambling by PGSI risk category and survey

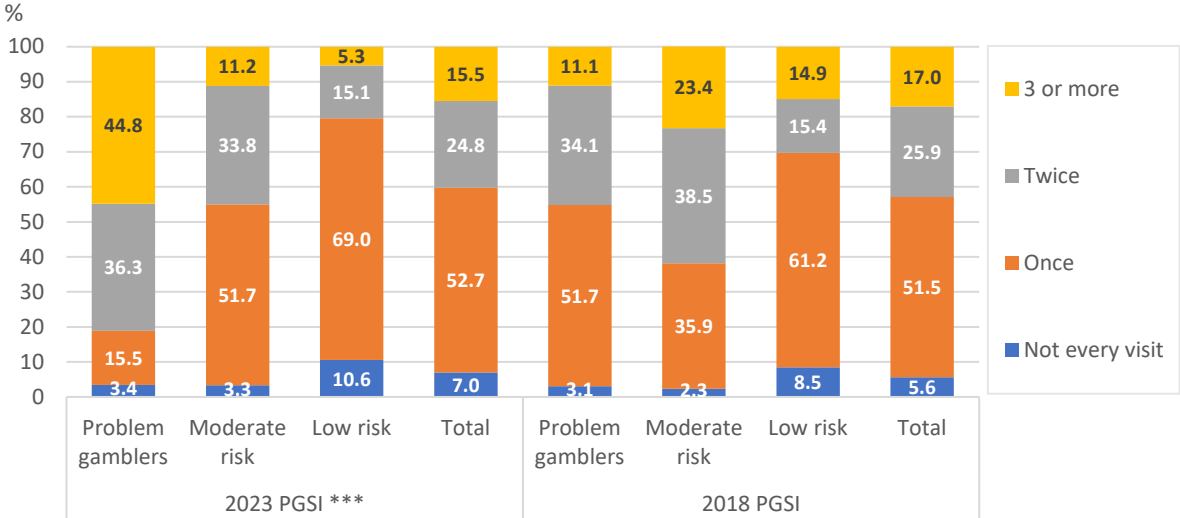
Figure 55 shows in-venue ATM access for gamblers by PGSI category and survey. For each survey, there was a significant association between ATM access and PGSI risk category, with higher risk gamblers more likely to access cash from an ATM for gambling (i.e., between 93.2% and 98% of problem

gamblers; between 67% and 74.7% for moderate risk gamblers; and between 46.3% and 57.5% for low risk gamblers).



**Figure 55: PGSI risk category and survey year by in-venue ATM access for gambling**  
 \*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PGSI and ATM access

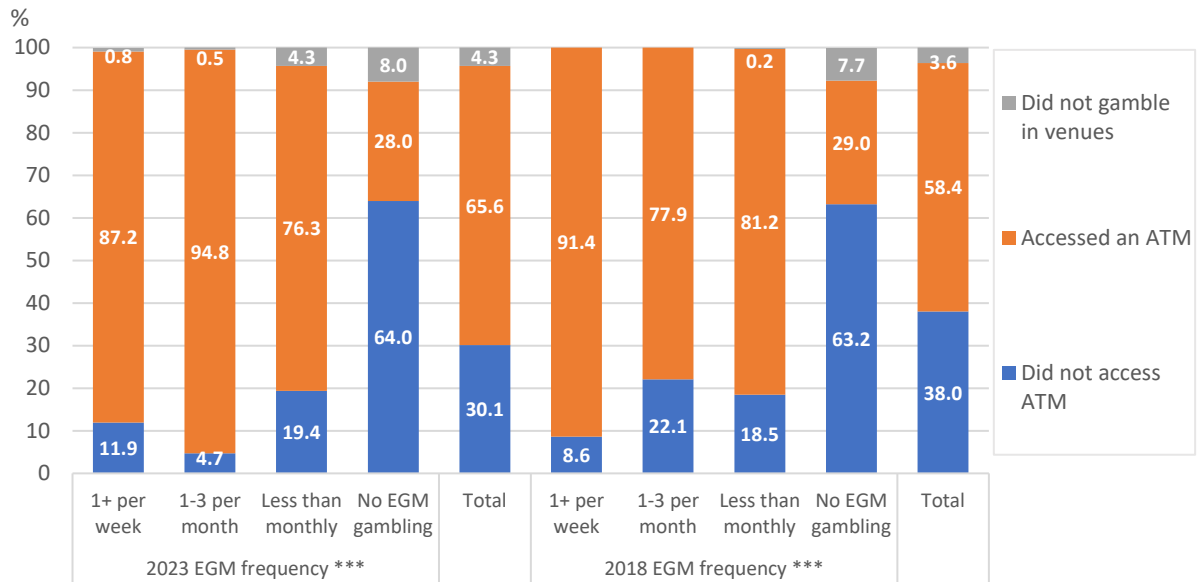
Figure 56 shows the PGSI risk category by number of times gamblers accessed cash from an in-venue ATM for gambling for 2018 and 2023 surveys. The association was significant in 2023, with 44.8% of problem gamblers accessing cash from an in-venue ATM for gambling three or more times on average, compared with 11.2% and 5.3% for moderate risk gamblers and low risk gamblers respectively.



**Figure 56: PGSI risk category and survey year by in-venue ATM access for gambling**  
 \*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PGSI and frequency of ATM access

### 7.5.3 In-venue ATM access for gambling by EGM gambling frequency and survey

Figure 57 shows the significant association between EGM gambling frequency and in-venue ATM access for gambling for 2023 and 2018 surveys. In 2023, weekly or more and monthly (i.e., 1–3 times per week) EGM gamblers were more likely to access cash from an in-venue ATM for gambling than less than monthly gamblers.

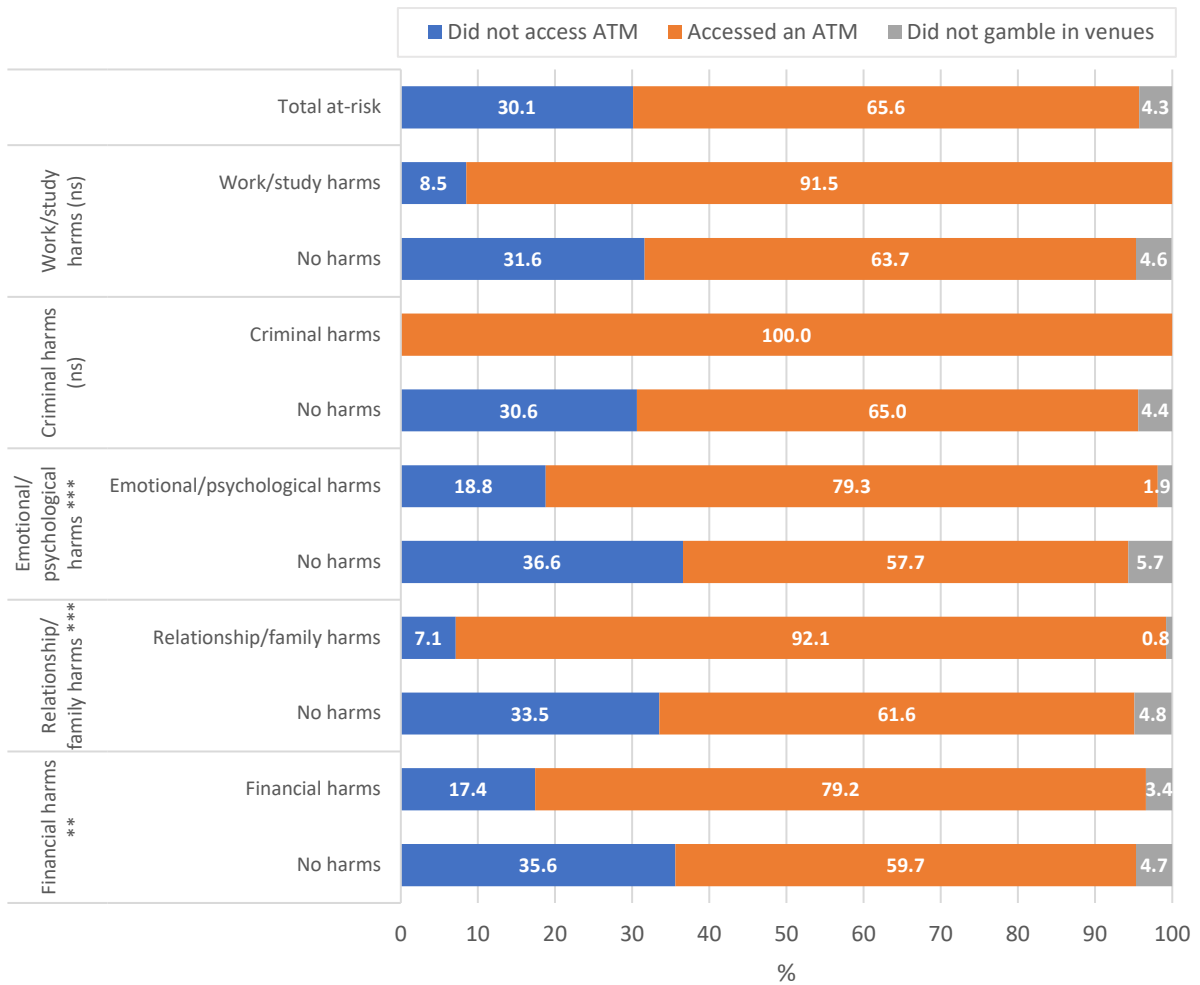


**Figure 57: EGM frequency by in-venue ATM access for gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between ATM access and EGM frequency

### 7.5.4 In-venue ATM access for gambling by domains of harm from own gambling

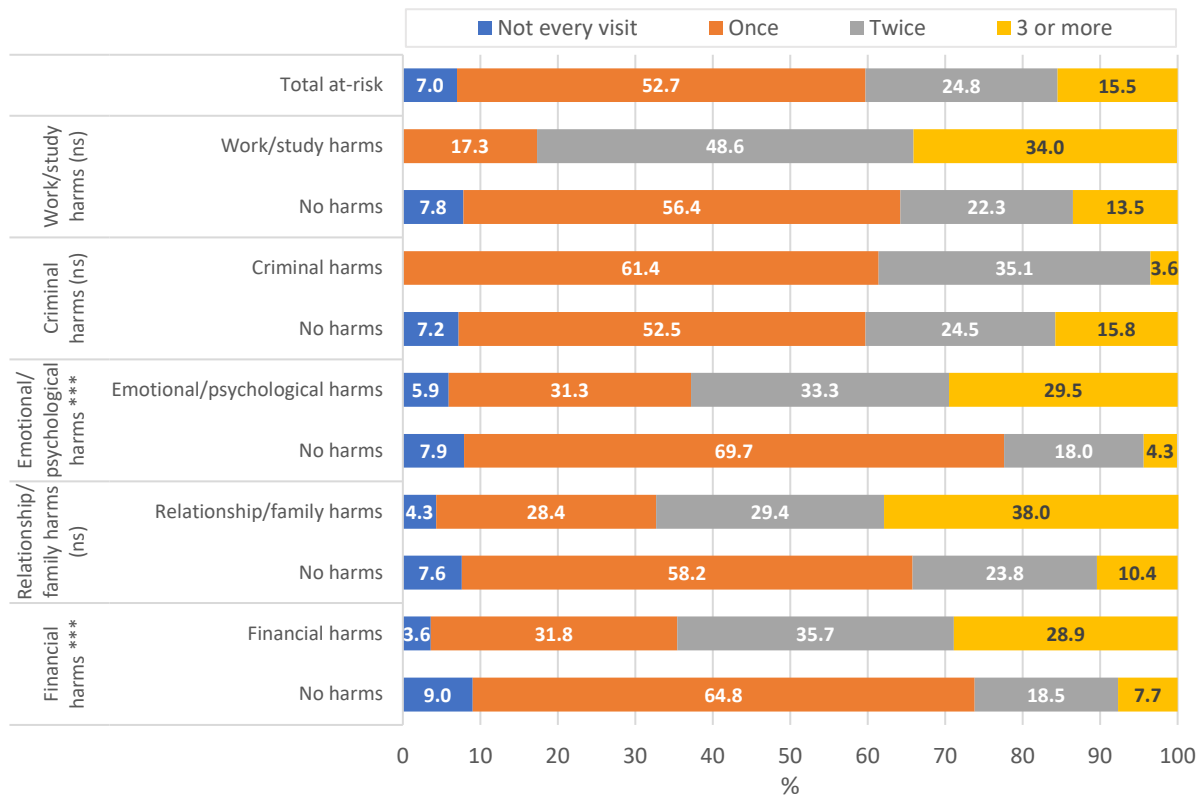
Figure 58 shows domains of own gambling harm by in-venue ATM access for gambling for at-risk gamblers for 2023. At-risk gamblers who experienced financial (79.2%), relationship/family (92.1%), or emotional/psychological (79.3%) harms were significantly more likely to access cash from an in-venue ATM for gambling, compared with all at-risk gamblers (30.1%).



**Figure 58: Domains of own gambling harm by in-venue ATM access for gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between ATM access and harm domain

Figure 59 shows domains of own gambling harm by number of times at-risk gamblers accessed cash from an ATM for gambling on average in 2023. For all domains of own gambling harm, at-risk gamblers were more likely to access cash from an in-venue ATM for gambling three or more times, though this was only significant for financial (28.9%) and emotional/psychological (29.5%) harms, compared with the total for at-risk gamblers (15.5%).



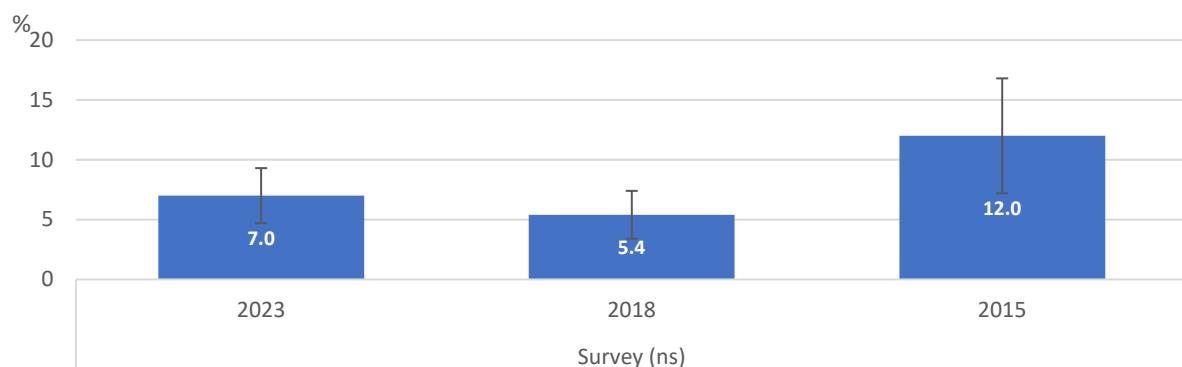
**Figure 59: Domains of own gambling harm by number of times withdrew from ATM on average while gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between ATM access and harm domain

## 7.6 Gamblers approached by staff

### 7.6.1 Gamblers approached by staff by survey

Figure 60 shows the percentage of at-risk gamblers who reported that a gambling venue or online betting company staff member spoke with them to check if they were okay while gambling between surveys. There was no significant change between surveys.

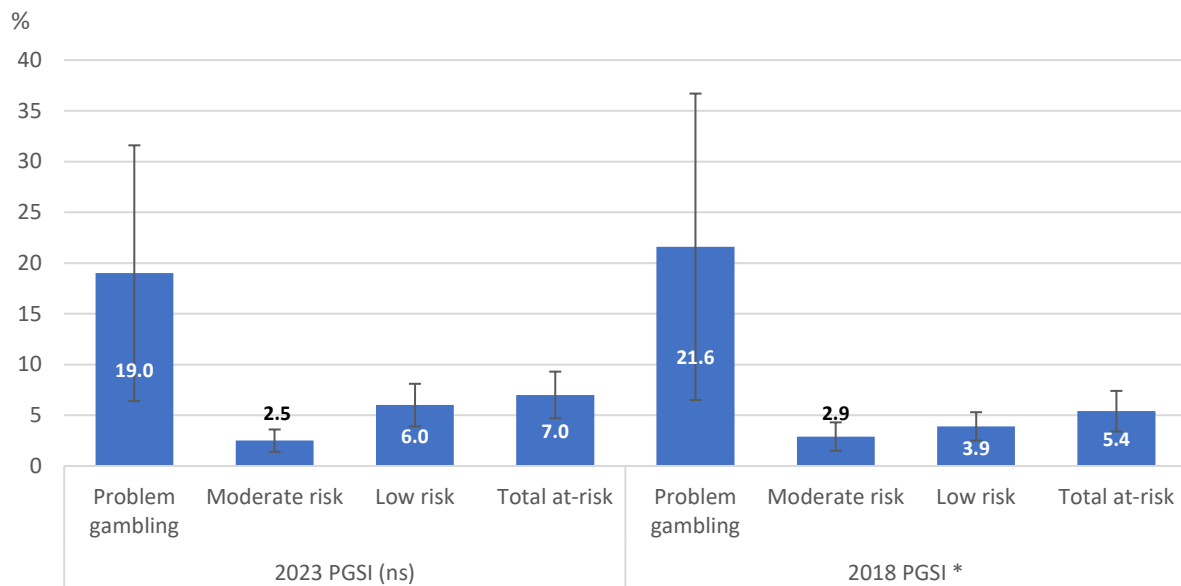


**Figure 60: Gamblers approached by staff by survey**

Note: Relative standard errors >30%; estimates should be interpreted with caution  
2023 Survey question: Q51

### 7.6.2 Gamblers approached by staff by PGSI risk category and survey

Figure 61 shows the association between PGSI risk category and approaches by staff. The association was non-significant in 2023.

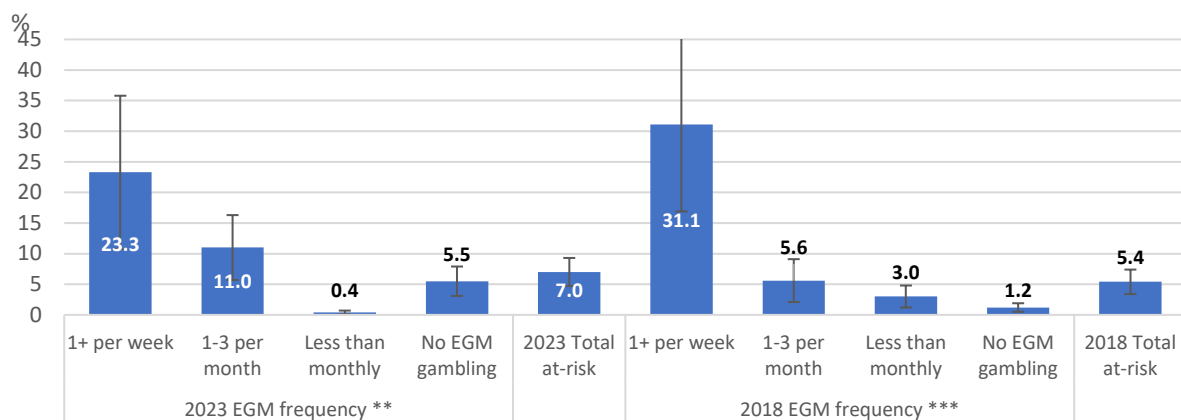


**Figure 61: Gamblers approached by staff by PGSI and survey**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between accessing EGM gambling frequency and staff approaches  
 Note: Relative standard errors >30%; estimates should be interpreted with caution

### 7.6.3 Gamblers approached by staff by EGM frequency and survey

Figure 62 shows staff approaches for the 2018 and 2023 surveys with at-risk gamblers by EGM gambling frequency. The association was again significant in 2023, with a higher percentage of staff approaches for weekly EGM gamblers (23.3%), dropping for monthly EGM gamblers (11%), and dropping again for less than monthly EGM gamblers (0.4%). RSEs greater than 30% precluded comparing estimates over time.

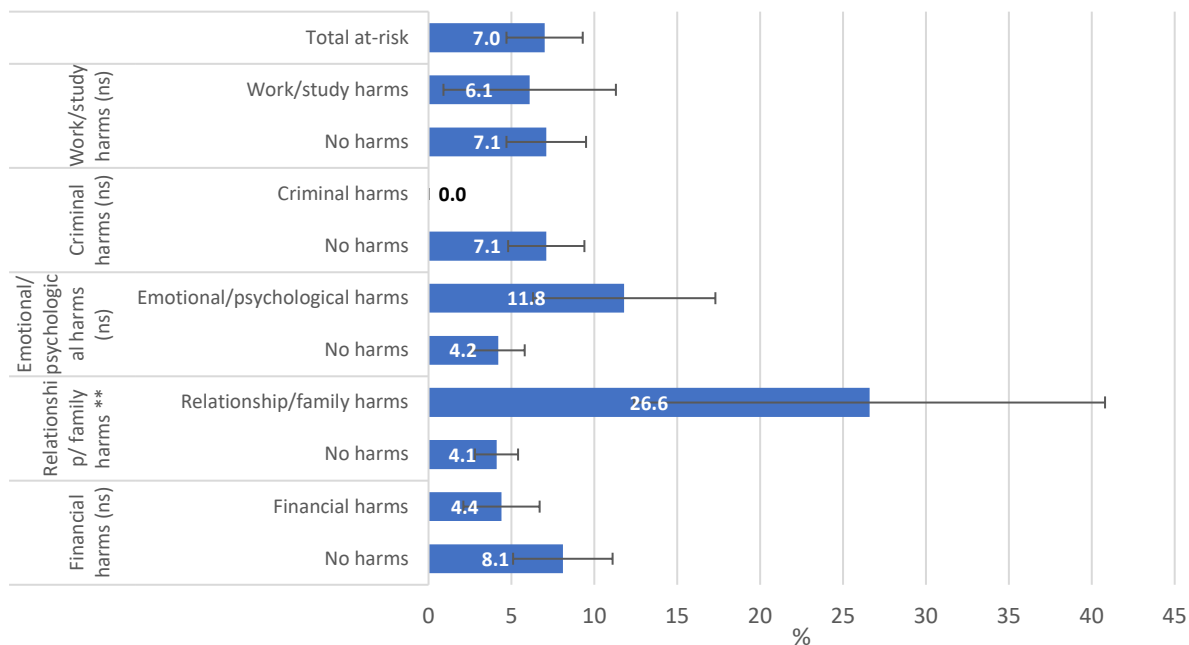


**Figure 62: EGM gambling frequency of at-risk gamblers approached by staff**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between EGM gambling frequency and staff approaches  
 Note: Relative standard errors >30%; estimates should be interpreted with caution

### 7.6.4 Gamblers approached by staff by domains of own gambling harm

Figure 63 shows domains of own gambling harm for at-risk gamblers approached by staff for 2023. The relationship/family domain was the only domain to show a significant association with staff approaches, with 26.6% of gamblers experiencing relationship/family harms being approached, compared with 4.1% for gamblers not experiencing these harms.

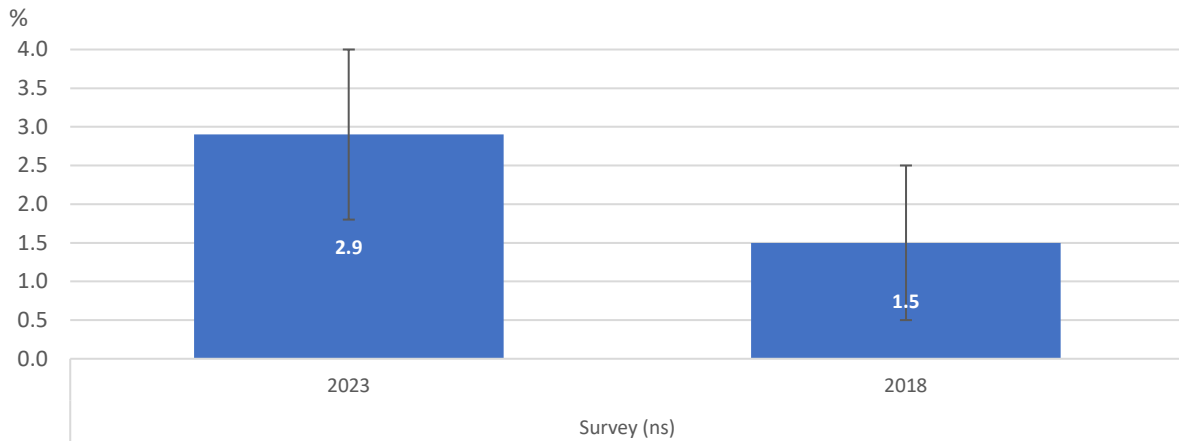


**Figure 63:** Gamblers approached by staff by domains of own gambling harms

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between accessing EGM gambling frequency and staff approaches  
 Note: Relative standard errors >30%; estimates should be interpreted with caution

### 7.7 Gamblers asking to be self-excluded from venue or gambling operator

In the 2018 and 2023 surveys, all at-risk gamblers were asked if they had asked to be self-excluded from a venue or gambling operator in the previous year, with responses shown in Figure 64. The difference in percentage of at-risk gamblers asking to be self-excluded between 2018 and 2023 (1.5% to 2.9%) was not significant.

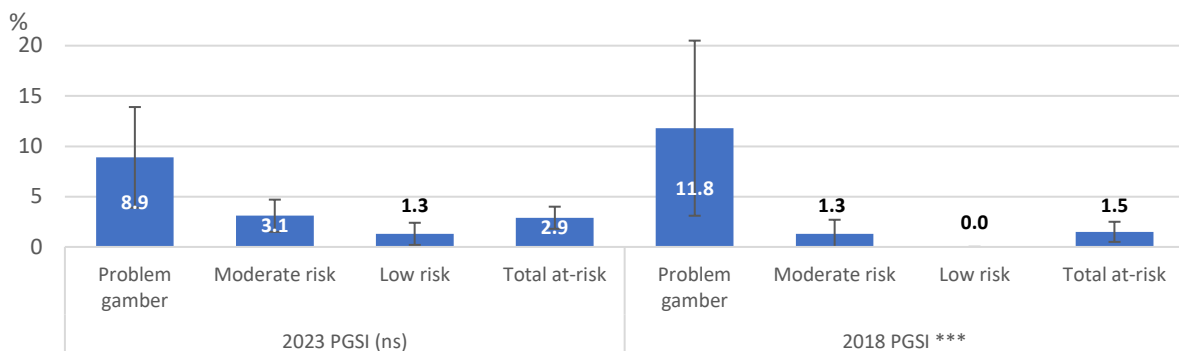


**Figure 64:** Asked to be self-excluded from gambling by survey

Note: Relative standard errors >30%; estimates should be interpreted with caution

### 7.7.1 Gamblers asking to be self-excluded by PGSI risk category and survey

Figure 65 shows gamblers asking to be self-excluded by PGSI risk category for 2023 and 2018 surveys. Asking to be self-excluded was higher for moderate risk and low risk gamblers in 2023, while decreasing slightly for problem gamblers.



**Figure 65:** PGSI risk category by asked to be self-excluded

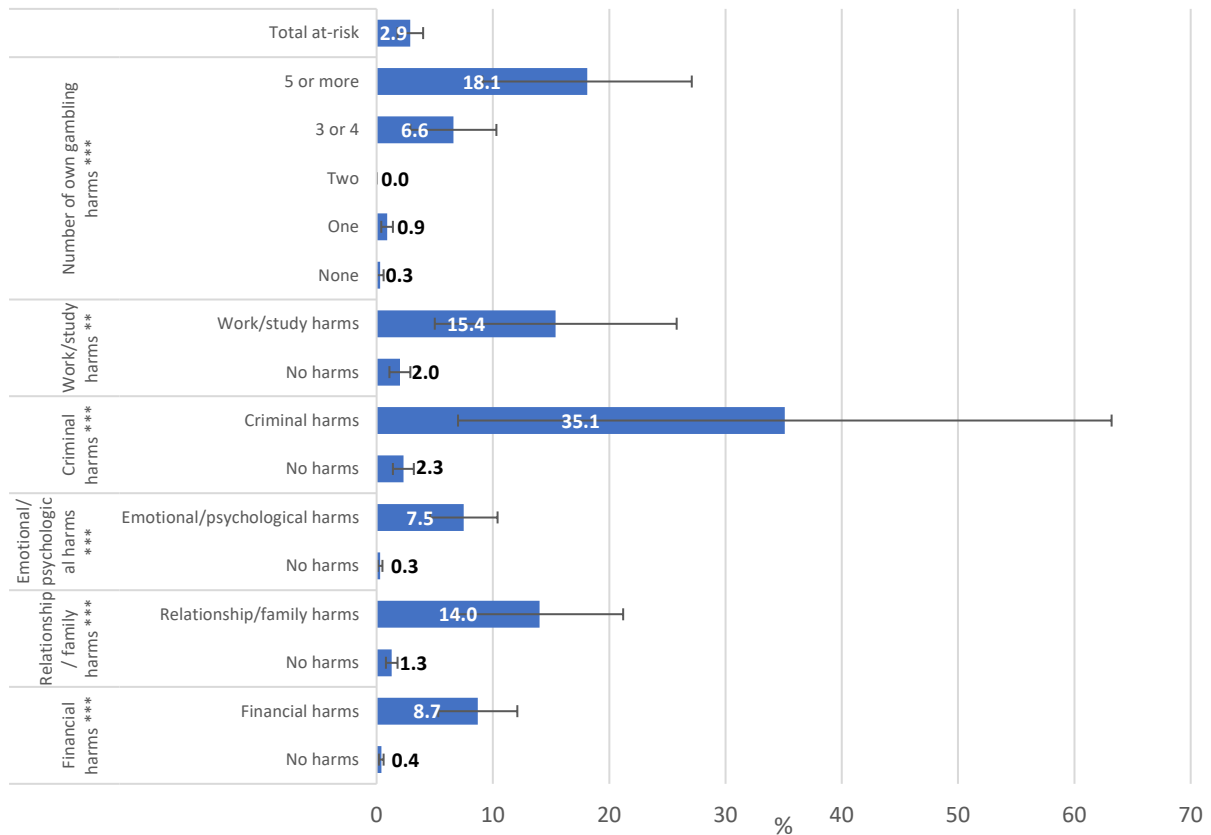
\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PG risk and asking to be self-excluded

Note: Relative standard errors >30%; estimates should be interpreted with caution

### 7.7.2 Gamblers asking to be self-excluded by domains of own gambling harm and age

Figure 66 shows that all domains of own gambling harm and number of own gambling harms were significantly associated with asking to be self-excluded from a venue or online gambling operator in 2023, including work/study harms from their own gambling (15.4%), criminal harms (35.1%), emotional/psychological harms (7.5%), relationship/family harms (14%) and financial harms (8.7%), compared with 2.9% across all gamblers at risk of problem gambling. The percentage of gamblers asking to be self-excluded from a venue or gambling operator increased as the number of different harms experienced because of own gambling increased, with between 0% and 0.9% asking to be self-excluded, experiencing no harms, or one or two harms, while for those experiencing three or four

harms, 6.6% asked to be self-excluded, and 18.1% of those experiencing five or more harms asked for self-exclusion.

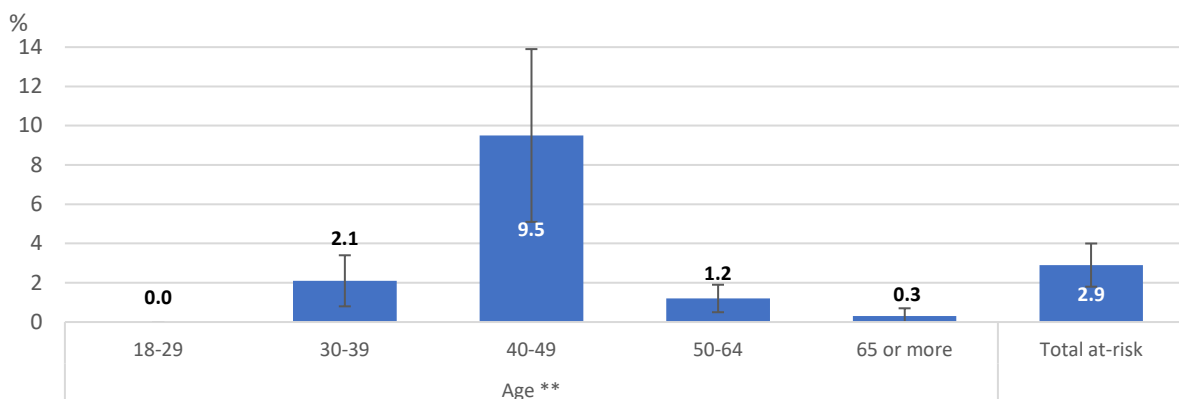


**Figure 66: Domains of harm from own gambling by asked to be self-excluded**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between domain of harm and asking to be self-excluded

Note: Relative standard errors >30%; estimates should be interpreted with caution

Age was the only socio-demographic or socioeconomic variable showing a significant association with asking to be self-excluded from a venue or gambling operator (Figure 67). Just under 10% of 40–49 years of age at-risk gamblers asked to be self-excluded, compared with 2.1% for 30–39 years, 1.2% for 50–64 years, 0.3% for 65 years or over, and none for those aged 18–29 years.



**Figure 67: Age by asked to be self-excluded**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between age and asking to be self-excluded

Note: Relative standard errors >30%; estimates should be interpreted with caution

## **7.8 Self-exclusion success and efficacy**

Of the 2.9% (N=870) at-risk gamblers, 63.9% were successful in gaining self-exclusion from the venue or gambling operator (Q53). Reasons related to this success/failure were not further explored in the survey. Of the 63.9% of gamblers who were successful in self-excluding from a venue or gambling operator, 79.3% indicated that this had helped with their gambling problems. Note, given the small sample size, that estimates for self-exclusion should be interpreted with some caution, as all estimates had RSEs greater than 30%.

## 8 Harms from someone else's gambling

### 8.1 Background

This chapter presents information on negative consequences (harms) experienced because of someone else's gambling. The information on harms from someone else's gambling is available for 2015, 2018 and 2023 surveys. NT adults were asked whether, in the last 12 months, they had been negatively affected by someone else's gambling and, if so, were read a list of 22 harms and asked how frequently they had occurred (see Appendix J for relevant survey questions). Information was also collected on the relationship to the person whose gambling was affecting them, the main types of gambling (up to two) causing the problems, whether they sought help and, if so, the type of help sought.

#### 8.1.1 Chapter contents

Specifically, this chapter presents:

- trends (2015, 2018 and 2023 surveys) in the percentage of the adult population who said they were negatively affected by someone else's gambling for the NT
- trends (2015, 2018 and 2023 surveys) in domains of harm (financial, emotional/psychological, relationship/family, criminal and work/study) from someone else's gambling
- the relationship to the person whose gambling was negatively affecting them, the type of gambling that person was doing, and the type of help-seeking behaviour sought by those affected.

### 8.2 Chapter highlights

- In 2023, 19,176 adults (10.3%) were negatively affected by someone else's gambling, and 11,331 adults (6.1%) of adults experienced three or more harms from someone else's gambling.
- The most common type of harm experienced because of someone else's gambling was 'feeling stressed or anxious' (6.1%), with this occurring monthly or more regularly for 5,841 adults, and less than monthly for 5,473 adults. 'Relationship problems with family/friends' (6%) was the next most common, with 3,586 adults experiencing harm monthly or more, and 7,642 less than monthly.
- There was a significant increase for the following harms from someone else's gambling between 2018 and 2023: 'feeling stressed or anxious' (4% to 6.1%), 'feeling ashamed or having regrets' (2.5% to 4.8%), 'withdrawing savings' (2% to 4.7%), and 'feeling depressed' (1.8% to 3.2%).
- Emotional/psychological harms increased significantly between 2018 (4.6%) and 2023 (7.3%), with 2.1% of NT adults experiencing emotional/psychological distress from someone else's gambling weekly or more often, and a further 1.9% monthly or more.
- EGMs were the activity that the person was gambling on for 73.9% of those harmed from someone else's gambling, followed by casino games (12.5%), racetrack betting (11%) and sports betting (10.5%).
- Of the 10.3% (19,196 adults) who were harmed from someone else's gambling, 23.5% sought help, with this help predominantly from family or friends (76.7%) or a professional such as a psychologist or counsellor (61.7%).

### 8.3 Harms from another person’s gambling, 2015, 2018 and 2023 surveys

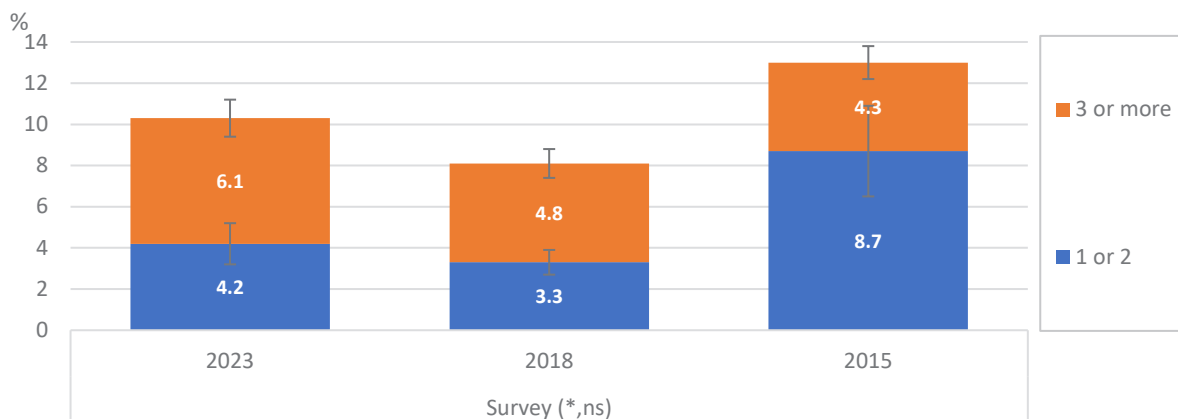
Table 14 shows the percentage and number of the NT adult population negatively affected (or harmed) by someone else’s gambling by survey. In 2023, 10.3% (N=19,176) adults were harmed by someone else’s gambling.

**Table 14:** Number of harms experienced because of someone else’s gambling by survey

	2023	2018	2015	2023	2018	2015
Number of harms **,ns						
None	89.7 (1.3)	91.9 (0.9)	87.0 (2.2)	167,713	165,647	153,832
One or two	4.2 (1.0)	3.3 (0.6)	8.7 (2.2)	7,845	5,914	15,401
Three or more	6.1 (0.9)	4.8 (0.7)	4.3 (0.8)	11,331	8,608	7,633
<b>Total</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>186,889</b>	<b>180,168</b>	<b>176,866</b>
One or more harms *,ns	10.3 (1.3)	8.1 (0.9)	13.0 (2.2)	19,176	14,521	23,034

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05, ns=not significant: Significant difference (or not) between 2015 and 2018, and 2018 and 2023 respectively  
2023 Survey question: Q65

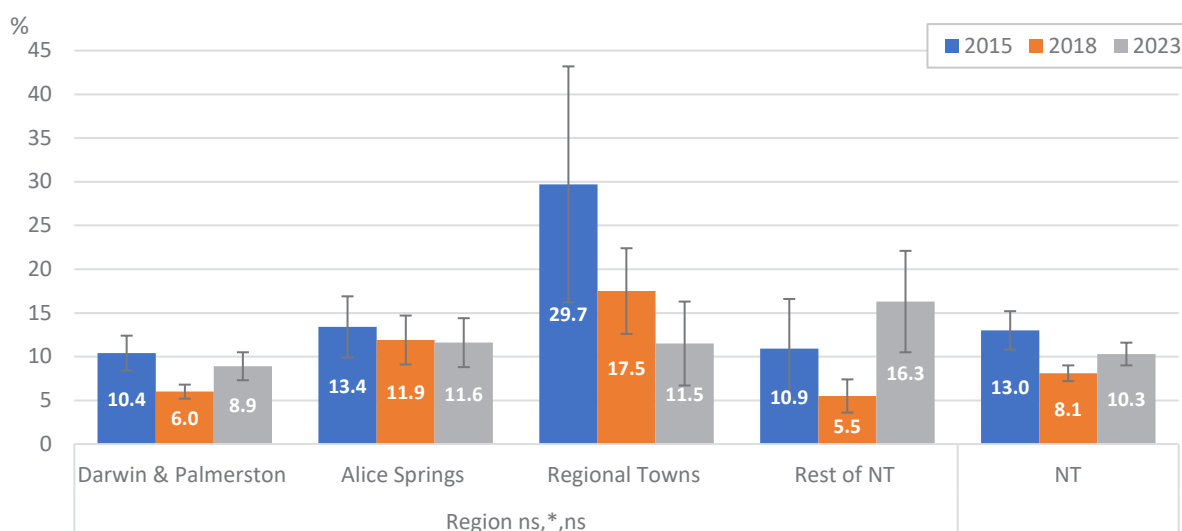
Figure 68 shows the number of harms by survey. In 2023, 6.1% of NT adults experienced three or more harms, and 4.2% experienced one or two harms, for a total of 10.3% experiencing at least one harm because of someone else’s gambling. These differences were not significantly different from the 2018 survey.



**Figure 68:** Number of harms from someone else’s gambling by survey

\* p < 0.05: Significant difference between 2015 and 2018; ns: no significant difference between 2018 and 2023

Figure 69 shows the percentage of adults negatively affected by another person’s gambling in the NT by region between surveys. The variation across regions was significant for 2018 (Darwin and Palmerston were lower), but not in 2015 or 2023.



**Figure 69:** Harmed by someone else's gambling by region and survey

\*  $p < 0.05$ : Significant difference across regions in 2018

RSEs greater than 30% for Rest of NT all survey years, and regional towns 2023 and 2015: caution interpreting

#### 8.4 Types of harms experienced because of someone else's gambling

Respondents who said that someone else's gambling negatively affected them in the last year were read a list of 22 specific harms and asked how often each occurred. Table 15 shows endorsement rates in the NT adult population by sex. Females endorsed most harms at a higher rate than males, with significantly higher rates for feeling stressed or anxious (8.3% *cf.* 3.7%), which was the most endorsed harm; relationship problems with family/friends (8.5% *cf.* 3.5%), which was the second most endorsed harm; feeling depressed (4.5% *cf.* 2%); children missing out on something (2.3% *cf.* 0.5%); and physical violence towards you (0.7% *cf.* 0.2%).

**Table 15:** Types of harms because of someone else's gambling by sex

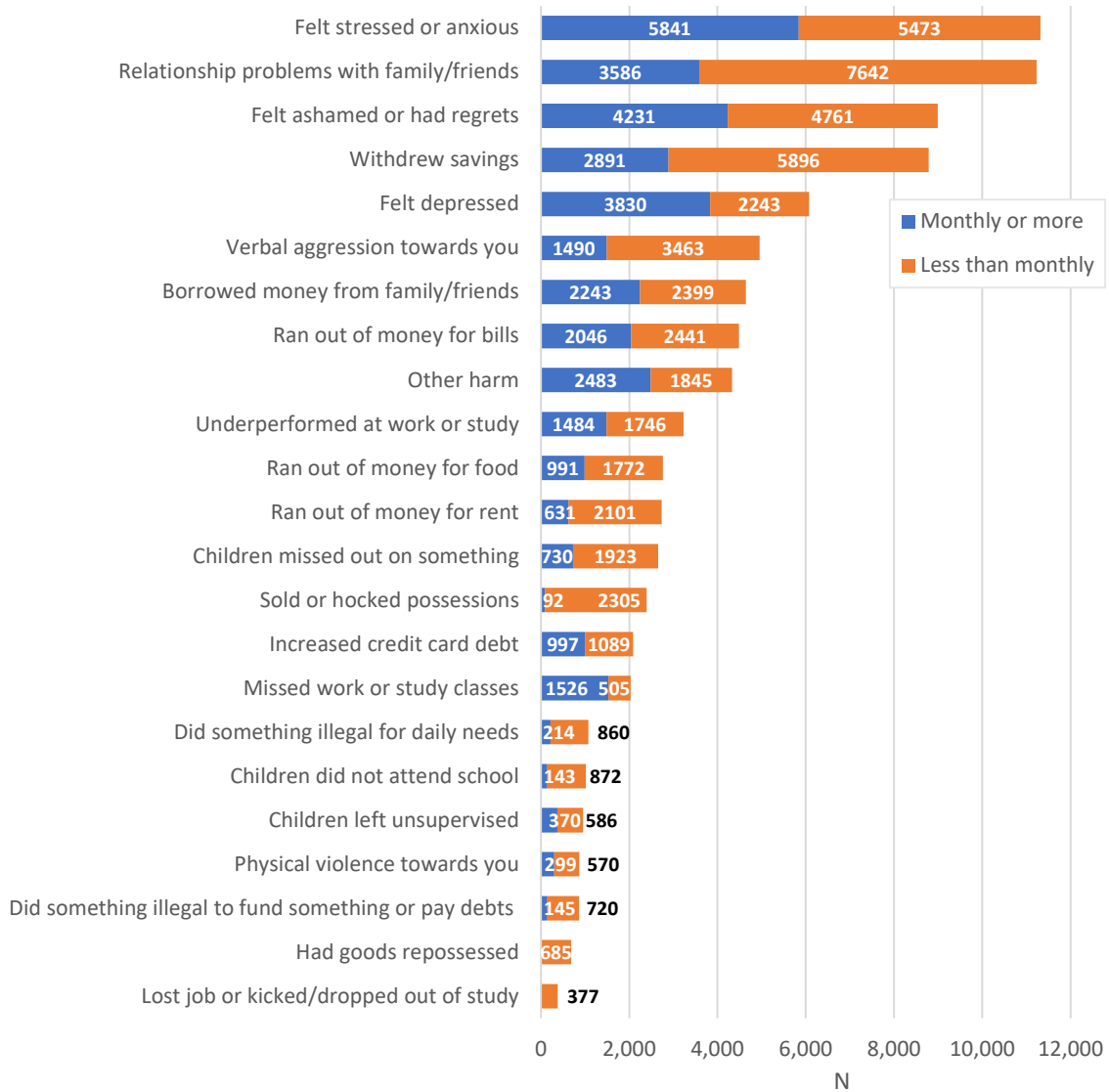
	Female % (SE)	Male % (SE)	Persons % (SE)	Female N	Male N	Persons N
One or more harms	12.6 (2.1)	7.9 (1.6)	10.3 (1.3)	11,836	7,340	19,176
Felt stressed or anxious *	8.3 (1.8)	3.7 (0.9)	6.1 (1.0)	7,833	3,480	11,314
Relationship problems with family/friends **	8.5 (1.7)	3.5 (0.9)	6.0 (1.0)	7,981	3,247	11,228
Felt ashamed or had regrets	5.9 (1.4)	3.7 (1.3)	4.8 (1.0)	5,591	3,402	8,993
Withdrew savings	5.3 (1.4)	4.1 (1.1)	4.7 (0.9)	5,007	3,779	8,786
Felt depressed *	4.5 (1.0)	2.0 (0.7)	3.2 (0.6)	4,240	1,833	6,073
Verbal aggression towards you	3.8 (0.9)	1.5 (0.7)	2.7 (0.6)	3,558	1,395	4,953
Borrowed money from family/friends	3.2 (0.9)	1.8 (0.7)	2.5 (0.6)	3,012	1,631	4,642
Ran out of money for bills	2.3 (0.7)	2.5 (0.9)	2.4 (0.6)	2,182	2,304	4,486
Other harm	3.1 (1.2)	1.5 (0.7)	2.3 (0.7)	2,940	1,388	4,328
Underperformed at work or study	2.3 (1.2)	1.1 (0.7)	1.7 (0.7)	2,176	1,054	3,231
Ran out of money for rent	1.5 (0.6)	1.4 (0.7)	1.5 (0.5)	1,446	1,286	2,732
Ran out of money for food	1.6 (0.7)	1.3 (0.7)	1.5 (0.5)	1,528	1,236	2,763
Children missed out on something **	2.3 (0.7)	0.5 (0.2)	1.4 (0.4)	2,189	464	2,653
Sold or hocked possessions	1.4 (0.6)	1.2 (0.7)	1.3 (0.5)	1,282	1,115	2,398
Increased credit card debt	1.6 (0.7)	0.6 (0.4)	1.1 (0.4)	1,496	590	2,086
Missed work or study classes	0.7 (0.3)	1.5 (0.8)	1.1 (0.4)	655	1,376	2,031
Did something illegal for daily needs	0.7 (0.3)	0.4 (0.2)	0.6 (0.2)	684	390	1,074
Physical violence towards you *	0.7 (0.3)	0.2 (0.1)	0.5 (0.2)	673	196	869
Children did not attend school	0.8 (0.4)	0.3 (0.2)	0.5 (0.2)	742	273	1,015
Children left unsupervised	0.7 (0.4)	0.3 (0.2)	0.5 (0.2)	644	312	956

	Female % (SE)	Male % (SE)	Persons % (SE)	Female N	Male N	Persons N
Did something illegal to fund something or pay debts	0.4 (0.2)	0.6 (0.3)	0.5 (0.2)	339	526	865
Had goods repossessed	0.5 (0.3)	0.2 (0.2)	0.4 (0.2)	479	206	685
Lost job or kicked/dropped out of study	0.3 (0.2)	0.1 (0.1)	0.2 (0.1)	290	87	377

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

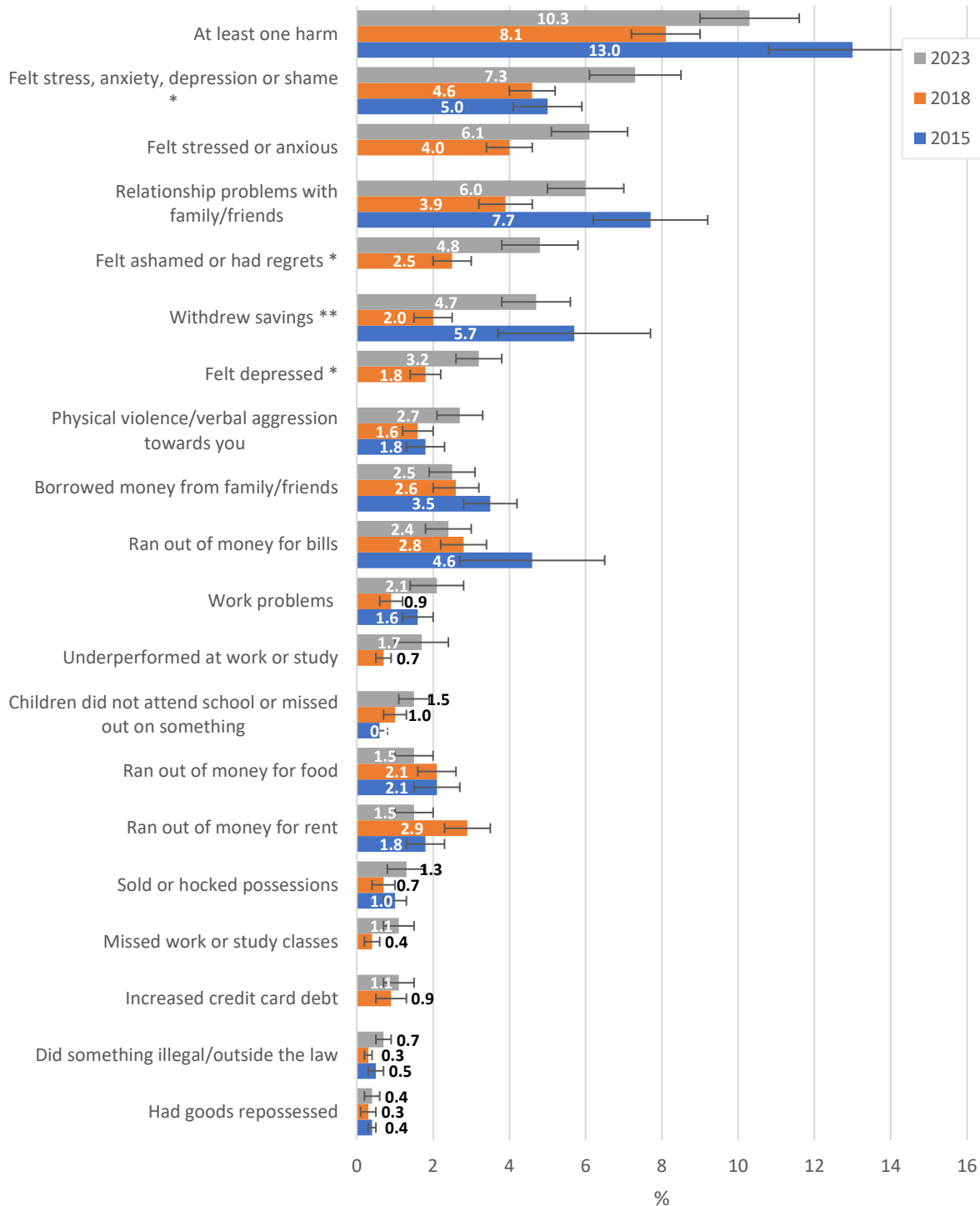
\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between type of harm and sex

Figure 70 shows population counts by frequency of type of harm because of someone else’s gambling. Around 11,000 adults felt stressed or anxious due to someone else’s gambling, with this occurring at least monthly for 5,841 adults, and similarly for relationship problems with family or friends, around 11,000 experienced the harm, with 3,586 experiencing it monthly or more. There were 730 adults who indicated their children missed out on something monthly or more, and a further 1,923 less than monthly. Around 1,000 adults reported that their children missed school (730 monthly or more), and 956 reported that their children were left unsupervised (370 monthly or more). The harms relating to criminality were reported at lower rates than most other harms, though 1,074 adults indicated that they had done something illegal to fund daily needs, and 865 adults did something illegal to fund something or pay debts.



**Figure 70: Frequency of types of harm from someone else's gambling**

Figure 71 shows the change in prevalence of harms from someone else's gambling across 2015 and 2023 surveys. There was a significant increase from 2018 to 2023 for 'felt stress, anxiety or depression' (4.6% to 7.3%), 'felt shamed or had regrets' (2.5% to 4.8%), 'withdrew savings' (2% to 4.7%), and 'felt depressed' (1.8% to 3.2%).



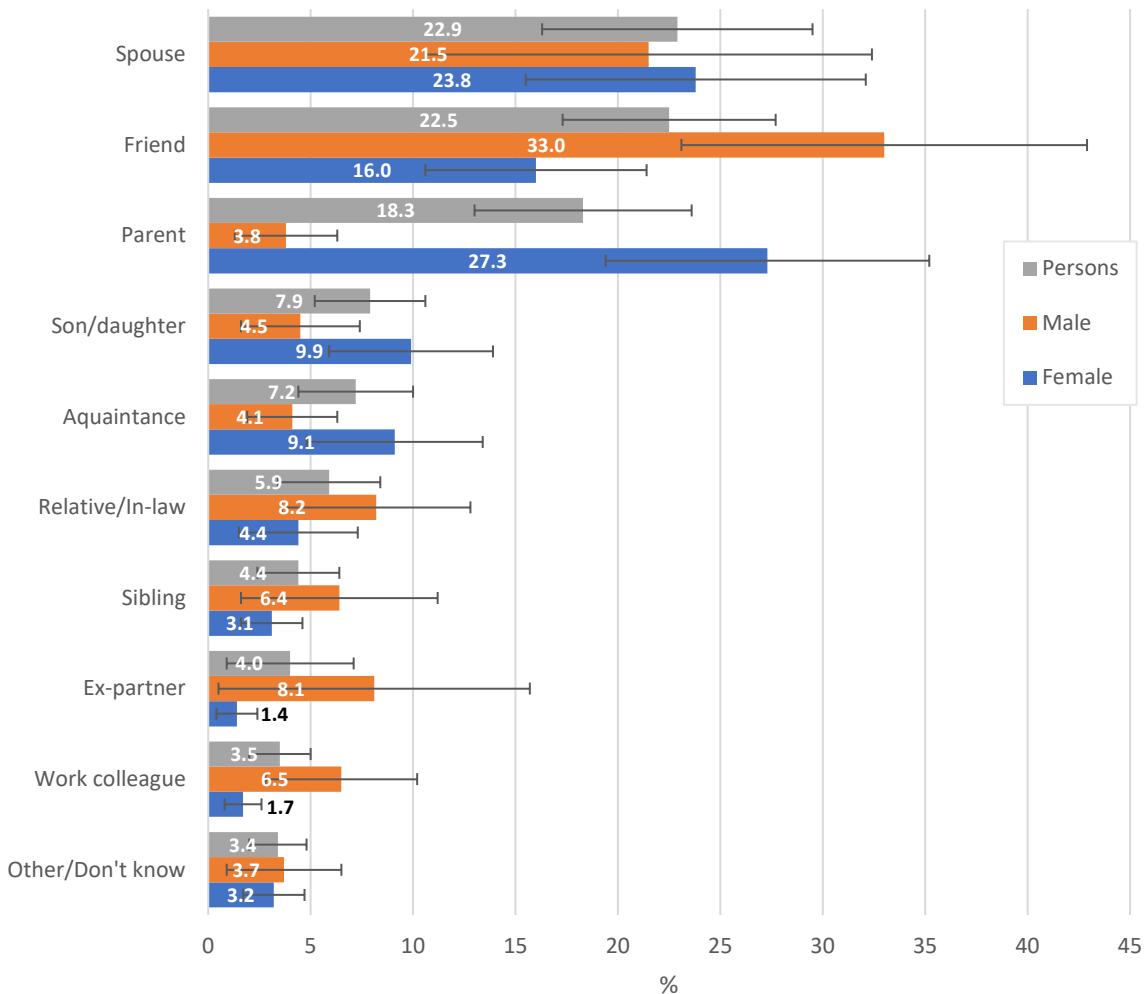
**Figure 71: Frequency of types of negative consequences because of someone else's gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between 2018 and 2023

RSEs greater than 30% for: 2015 estimates for withdrew savings, ran out of money for bills, children missed school or missed out on something, and did something illegal; 2018 estimates for work problems, sold or hocked possessions, missed work or study, increased credit card debt, did something illegal, and had goods repossessed; 2023 estimates for work problems, under-performed at work/study, ran out of money for food, ran out of money for rent, sold/hocked possessions, missed work or study classes, increased credit card debt, and had goods repossessed.

## 8.5 Relationship to person causing gambling harms

Figure 72 shows that the most nominated person as being the cause of the gambling harm was a spouse (22.9%), followed by friend (22.5%), parent (18.3%), son/daughter (7.9%), acquaintance (7.2%), relative or in-law (5.9%), sibling (4.4%), ex-partner (4%), and work colleague (3.5%). Males were more likely than females to nominate a friend (33% cf. 16%) as the person whose gambling was causing them harm, while females were more likely than males to indicate it was a parent (27.3% cf. 3.8%) causing them harm from their gambling.



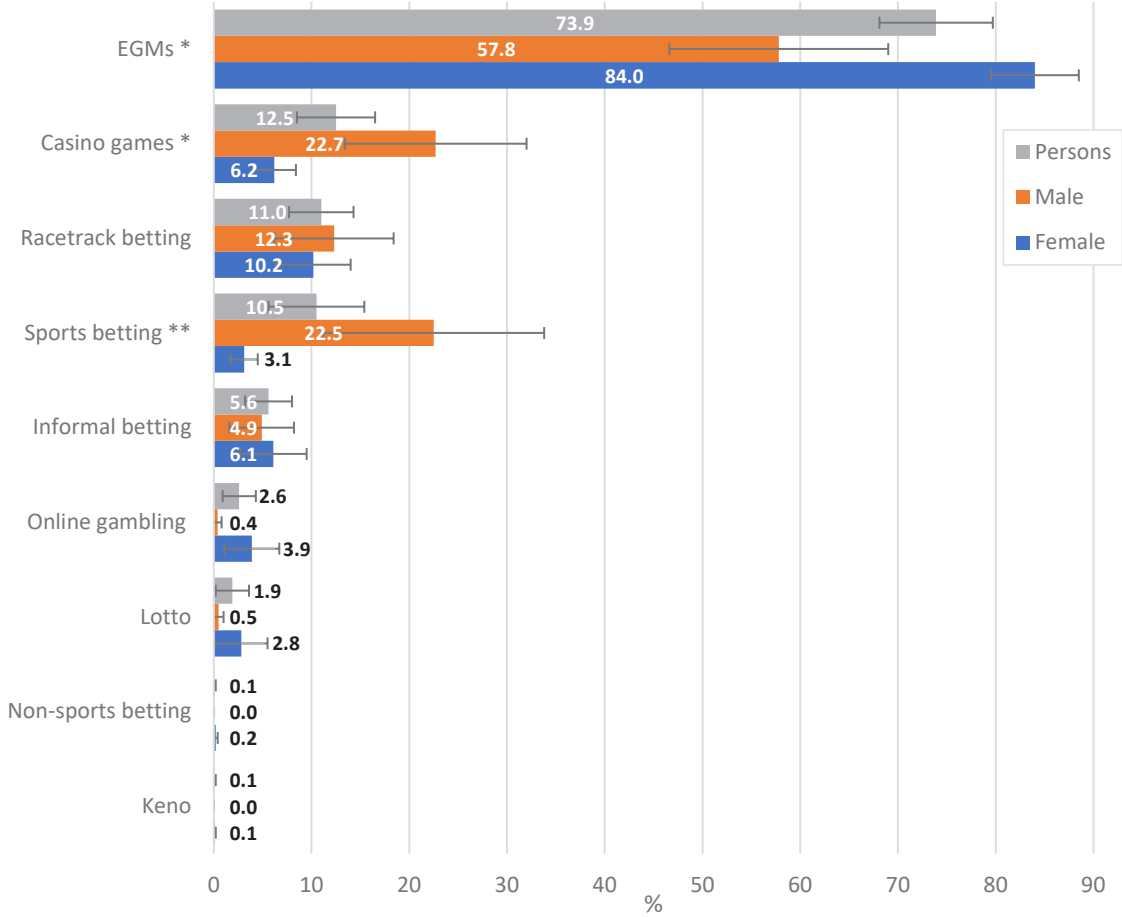
**Figure 72:** Relationship to person whose gambling was harming them by sex

RSEs greater than 30% for all estimates except parent for females and persons, friend for males, and spouse for persons

## 8.6 Type of gambling causing harms

Of the 10.3% (19,176 adults) being harmed from someone else's gambling, 79.9% nominated one type of gambling activity, while 20.1% nominated two activities that the person whose gambling harmed them gambled on. Figure 73 shows that EGMs (73.9%) were the most commonly nominated type of gambling stemming from the person whose gambling was causing harm, followed by casino games (12.5%), racetrack betting (11%), sports betting (10.5%), informal gambling (5.6%), online gambling

(2.6%), and lotto (1.9%). Females were significantly more likely than males to nominate EGMS (84% cf. 57.8%). Males were significantly more likely than females to nominate casino games (22.7% cf. 6.2%) and sports betting (22.5% cf. 3.1%).

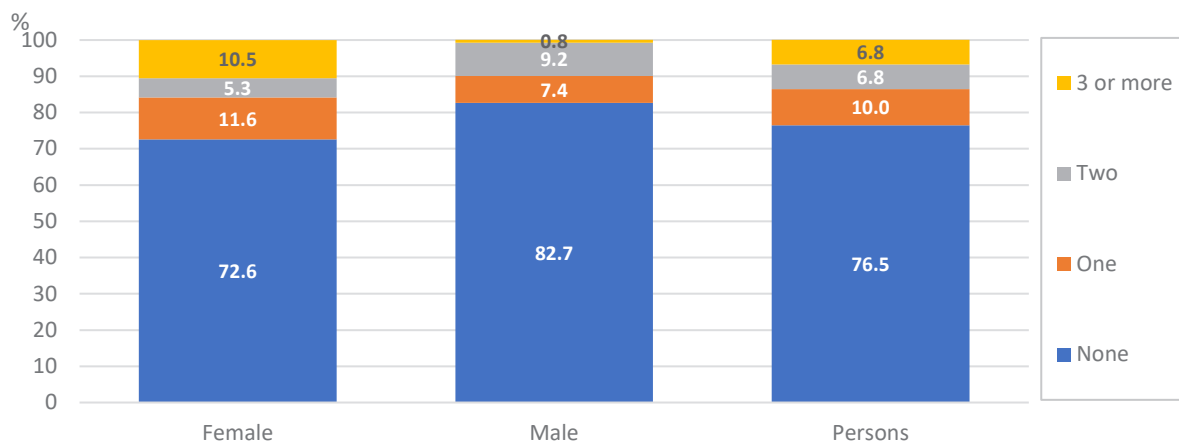


**Figure 73:** Type of gambling nominated by person being harmed from someone else’s gambling

RSEs greater than 30% for all estimates except EGMs

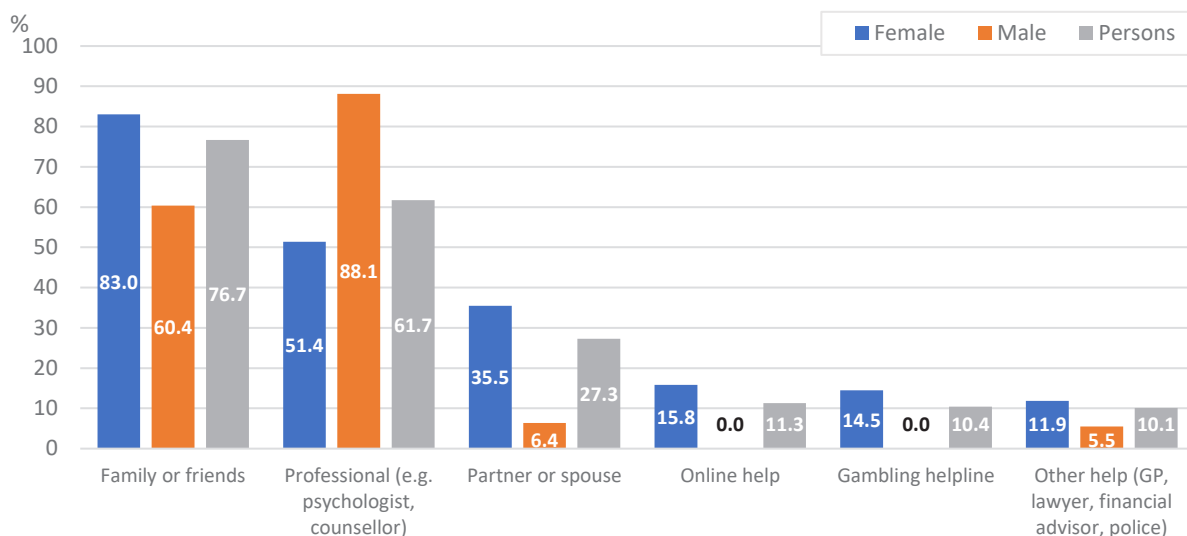
**8.7 Help-seeking behaviour of those harmed from someone else’s gambling**

Figure 74 shows that of the 19,176 adults who had experienced harm from someone else’s gambling, 23.5% sought help. Help-seeking did not differ significantly between males and females.



**Figure 74:** Number of ways sought help from being harmed by someone else's gambling by sex

Figure 75 shows the types of help sought by people harmed from someone else's gambling. The most common type of help sought was speaking with family or friends (76.7%), followed by seeing a professional (61.7%), spouse or partner (27.3%), online help (11.3%), gambling helpline (10.4%), and other help (10.1%).



**Figure 75:** Type of help sought after being harmed by someone else's gambling by sex



## 9 Community attitudes to gambling

### 9.1 Background

Understanding community attitudes towards gambling provides information to governments on the palatability of gambling regulation and policy. The 2023 survey included fewer questions than the 2018 survey on attitudes; where questions were comparable, previous estimates are reported.

#### 9.1.1 Chapter contents

This chapter contains:

- attitudes to number of EGMs in clubs and pubs, and the casinos in the 2023 survey, and associations with age, sex, region and harm from someone else's gambling
- trend (2018 and 2023 surveys) for setting limits on time and money when gambling on EGMs and associations with age, sex, region and harm from someone else's gambling.

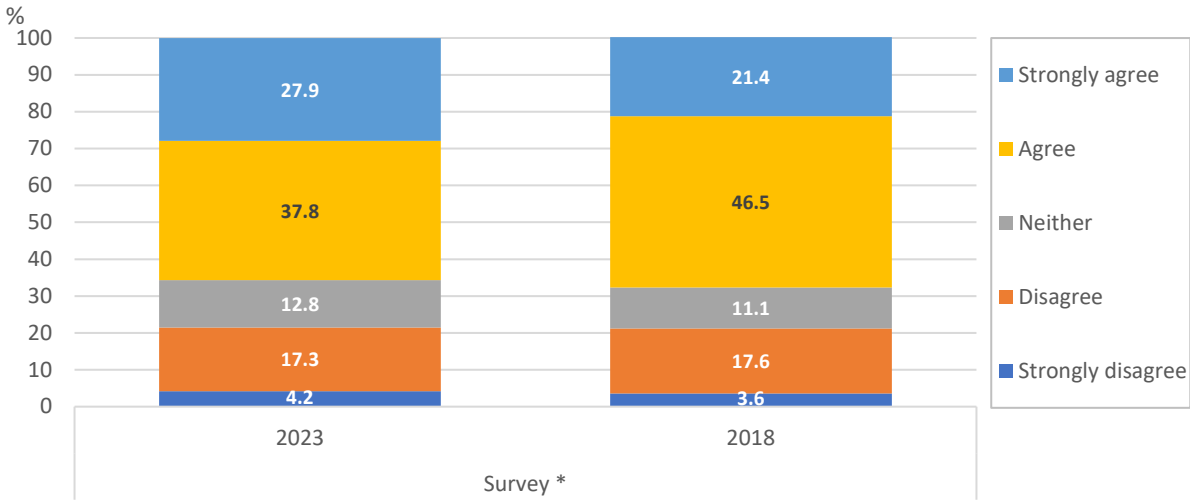
### 9.2 Chapter highlights

- Respondents were read the statement, *people in the NT should have to set limits on time and money when gambling on pokies*, in the 2018 and 2023 surveys. In 2023, significantly more adults strongly agreed (27.9%) with the statement, compared with 2018 (21.4%), though the percentage who agreed or strongly agreed (65.7% and 67.9%) remained stable.
- More than half of the monthly or more EGM gamblers agreed or strongly agreed to the statement, *people in the NT should have to set limits on time and money when gambling on pokies*.
- In 2023, 63.7% of problem gamblers agreed or strongly agreed with the statement, *people in the NT should have to set limits on time and money when gambling on pokies*, compared with 58% of moderate risk gamblers, 70.1% of low risk gamblers, 65.8% of non-problem gamblers, and 65.3% of non-gamblers.
- In 2023, 63.9% of adults agreed (32.9%) or strongly agreed (31%) with the statement, *there are too many EGMs in pubs and clubs in the NT*. For the statement, *there are too many EGMs in casinos in the NT*, 52.9% agreed (30.4%) or strongly agreed (24.4%).
- Among EGM gamblers who gambled monthly or more, 38.9% agreed, and 14.9% strongly agreed (14.9%), with the statement, *there are too many EGMs in pubs and clubs in the NT*. Agreement with this statement was significantly different from non-EGM gamblers (74.1%), and lower than less than monthly EGM gamblers (57%).
- Problem gamblers were significantly more likely (71.5%) than moderate risk (56.8%) and non-gamblers (52.9%) to agree or strongly agree with the statement, *there are too many EGMs in pubs and clubs in the NT*. Problem gamblers were significantly more likely (88.3%) than moderate risk gamblers (51.2%), low risk gamblers (50.1%), non-problem gamblers (55.6%) and non-gamblers (52.9%) to agree or strongly agree that *there are too many EGMs in casinos in the NT*.

### 9.3 Community attitudes on setting time and money limits when gambling on EGMs

#### 9.3.1 Setting time and money limits when gambling on EGMs by survey, region, sex and age

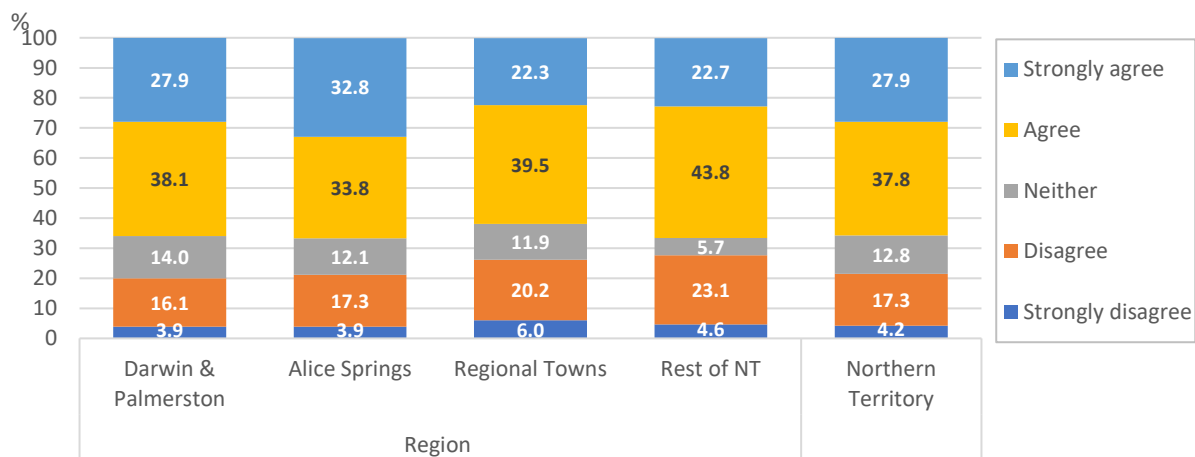
The 2018 and 2023 surveys both collected responses to the statement, *people in the NT should have to set limits on time and money when gambling on pokies in the NT*. Figure 76 shows there was a significant difference in responses to the statement between 2018 and 2023, with a higher percentage of adults strongly agreeing with the statement in 2023 (27.9%), compared with 2018 (21.4%), though a slightly lower percentage in 2023 agreed (37.8%), compared with 2018 (46.5%). Overall, a similar percentage of adults agreed or strongly agreed with the statement in both surveys (65.7% and 67.9%).



**Figure 76:** Community attitudes to setting limits on EGM gambling time and money by survey

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between surveys  
 Survey questions: Q69c

Figure 77 shows more than 61.8% of adults agreeing or strongly agreeing with the statement, *people in the NT should have to set limits on time and money when gambling on pokies in the NT*, across all regions, and 65.7% for the NT. There was no significant variation across regions in responses to the statement.



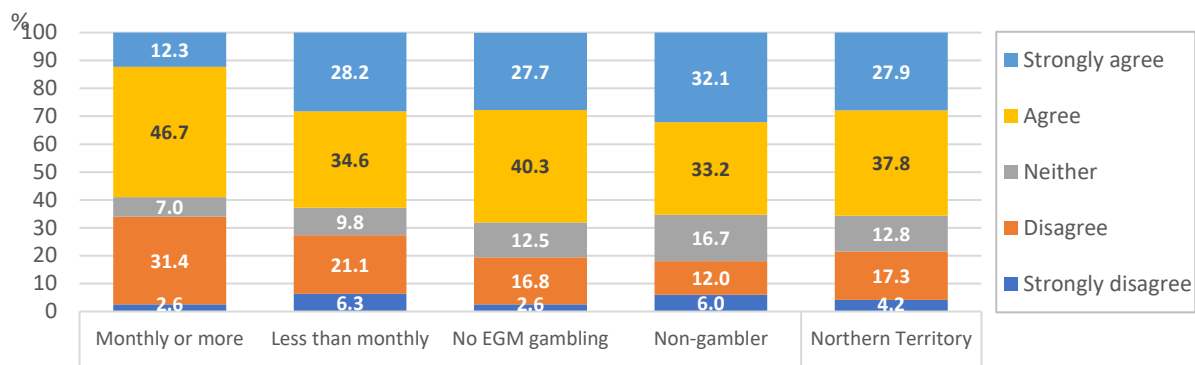
**Figure 77: Community attitudes to setting limits on EGM gambling time and money by region**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between regions

As there was no significant variation in responses to the setting limits on time and money for EGMs by age, sex and harm from someone else’s gambling, these statistics are not presented.

### 9.3.2 Setting time and money limits when gambling on EGMs by EGM gambling frequency

Figure 78 shows there was no significant variation across EGM gambling frequency to the statement, *people in the NT should have to set limits on time and money when gambling on pokies in the NT*, with general agreement.

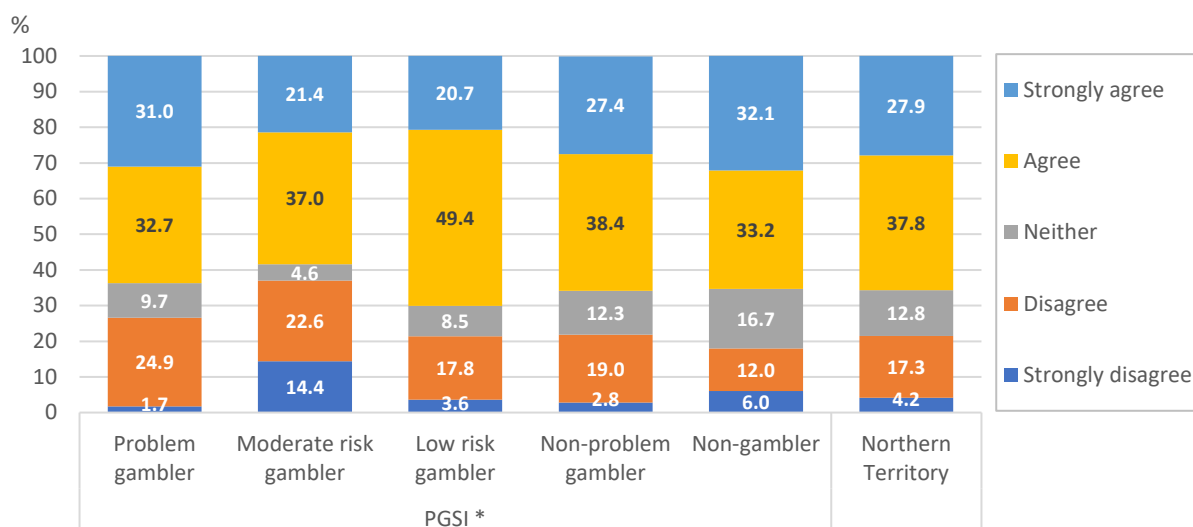


**Figure 78: Setting limits on time and money by all gambling frequency**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between gambling frequency and setting limits

### 9.3.3 Setting time and money limits when gambling on EGMs by PGSI category

Figure 79 shows there was significant variation across PGSI categories in responses to the statement, *people in the NT should have to set limits on time and money when gambling on pokies in the NT*. The group with the lowest percentage agreeing or strongly agreeing with the statement were moderate risk gamblers (58.4%), with all other categories of PGSI ranging from 63.7% (problem gamblers) to 70.1% (low risk gamblers).



**Figure 79: Setting limits on time and money by PGSI category**

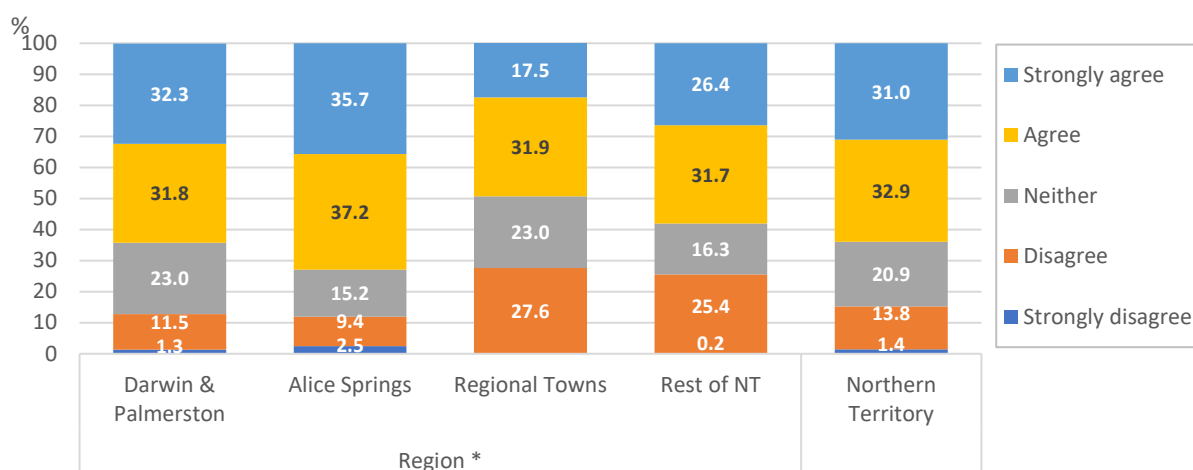
\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PGSI category and setting limits

## 9.4 Community attitudes on EGM numbers in hotels and clubs

### 9.4.1 Community attitudes on EGM numbers in hotels and clubs by region, sex and age

Figures 80 to 81 show responses to the statement, *there are too many pokies in pubs and clubs in the NT*, by region, sex and age. Across the NT, 31% of adults strongly agreed with the statement, and a further 32.9% agreed with the statement, (i.e., 63.9% agreement). Around 15% disagreed or strongly disagreed with the statement and a further 20.9% were neutral.

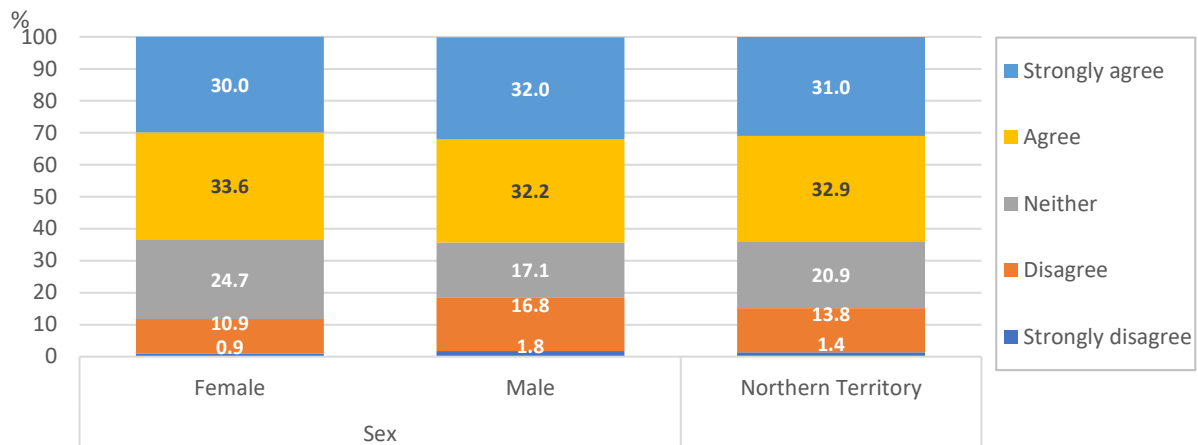
Figure 80 shows significant differences across regions with the statement, *there are too many pokies in pubs and clubs in the NT*. Alice Springs (72.9%) and Darwin and Palmerston (64.1%) adults were more likely to agree or strongly agree with the statement. In regional towns, 49.4% of adults agreed or strongly agreed with the statement, while in the rest of NT, 58.1% agreed or strongly agreed. These two regions also had the largest percentage of adults disagreeing or strongly disagreeing with the statement, with this being 50.6% in regional towns and 41.9% in rest of NT.



**Figure 80:** Response to statement there are too many pokies in pubs and clubs by region

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference across regions  
2023 Survey questions: Q69a

Figure 81 shows there was little difference between males (64.2%) and females (63.6%) in agreeing or strongly agreeing to the statement, *there are too many pokies in pubs and clubs in the NT*.



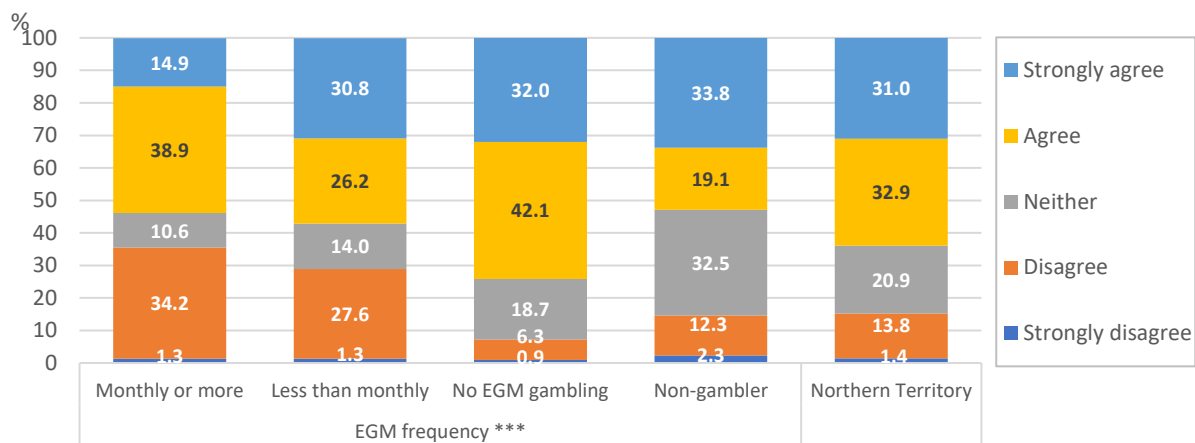
**Figure 81:** Response to statement there are too many pokies in pubs and clubs by sex

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by sex

There was no significant difference across age groups in responses to *there are too many pokies in pubs and clubs in the NT*.

#### 9.4.2 Community attitudes on EGM numbers in hotels and clubs by EGM frequency

Figure 82 shows there was a significant difference in responses to the statement, *there are too many pokies in pubs and clubs in the NT*, by EGM gambling frequency. Non-EGM gamblers (74.1%) were more likely than monthly or more (53.8%), less than monthly (57%) and non-gamblers (52.9%) to agree or strongly agree with the statement. Mirroring this, monthly or more (35.5%) and less than monthly (28.9%), were more likely than non-EGM gamblers (7.2%) to disagree or strongly disagree with the statement.

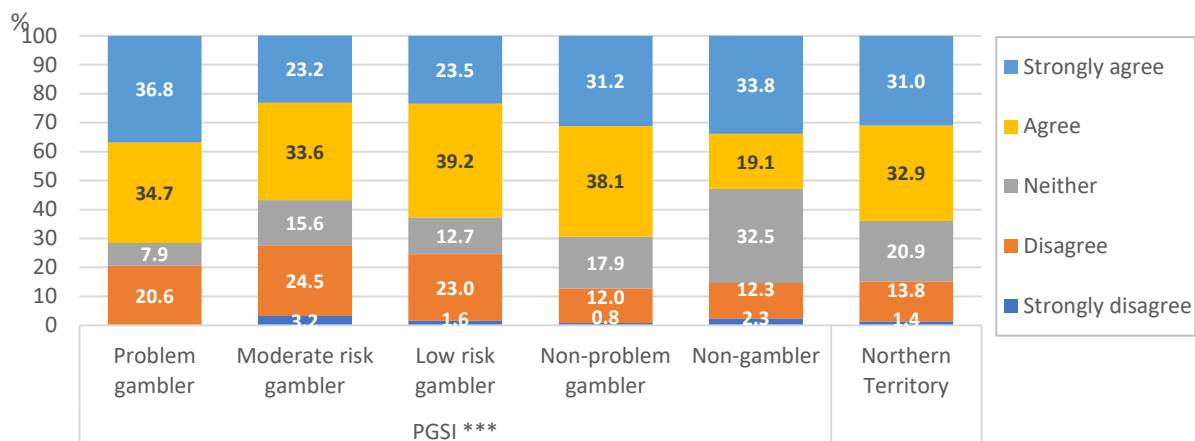


**Figure 82:** Response to statement there are too many pokies in pubs and clubs by EGM gambling frequency

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by EGM frequency

### 9.4.3 Community attitudes on EGM numbers in hotels and clubs by PGSI category

Figure 83 shows significant differences in responses to the statement, *there are too many pokies in pubs and clubs in the NT*, across PGSI categories. Problem gamblers (71.5%) were more likely to agree or strongly agree with the statement, compared with moderate risk gamblers (56.8%) and non-gamblers (52.9%). All at-risk gamblers (20.6% to 27.7%) were more likely to disagree with or strongly disagree with the statement, compared with non-problem gamblers (12.8%) and non-gamblers (14.6%).



**Figure 83:** Response to statement there are too many pokies in pubs and clubs by PGSI category

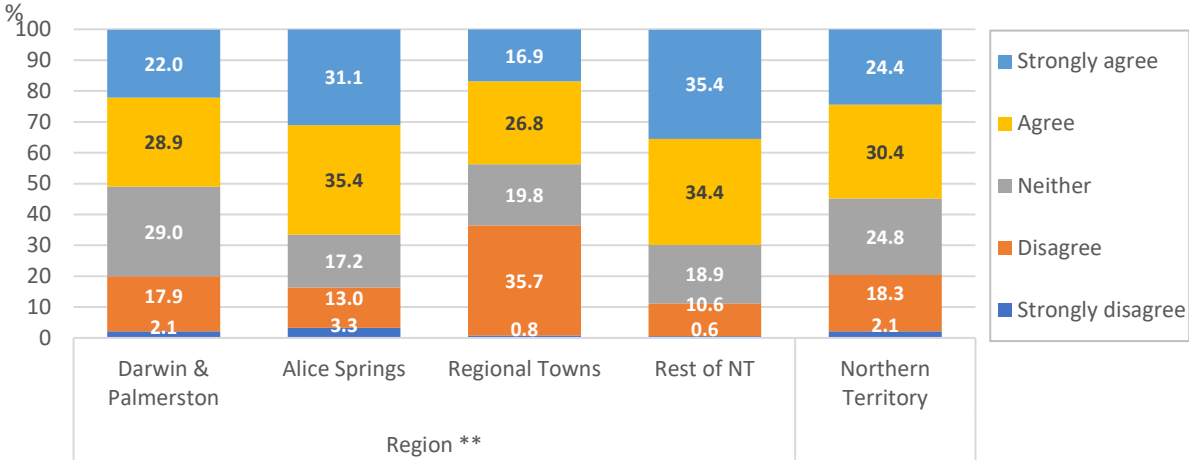
\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by PGSI category

## 9.5 Community attitudes on EGM numbers in casinos

### 9.5.1 Community attitudes on EGM numbers in casinos by region, sex and age

Figures 84 to 86 show responses to the statement, *there are too many pokies in the casinos in the NT*, by region. Across the NT, 54.8% agreed or strongly agreed with the statement, and 20.4% disagreed or strongly disagreed. There were significant differences across regions in response to the statement,

with Alice Springs (66.5%) and rest of NT (69.8%) showing the highest percentage agreeing or strongly agreeing with the statement, and regional towns (43.7%) showing the lowest percentage agreeing or strongly agreeing, followed by Darwin and Palmerston (50.9%).



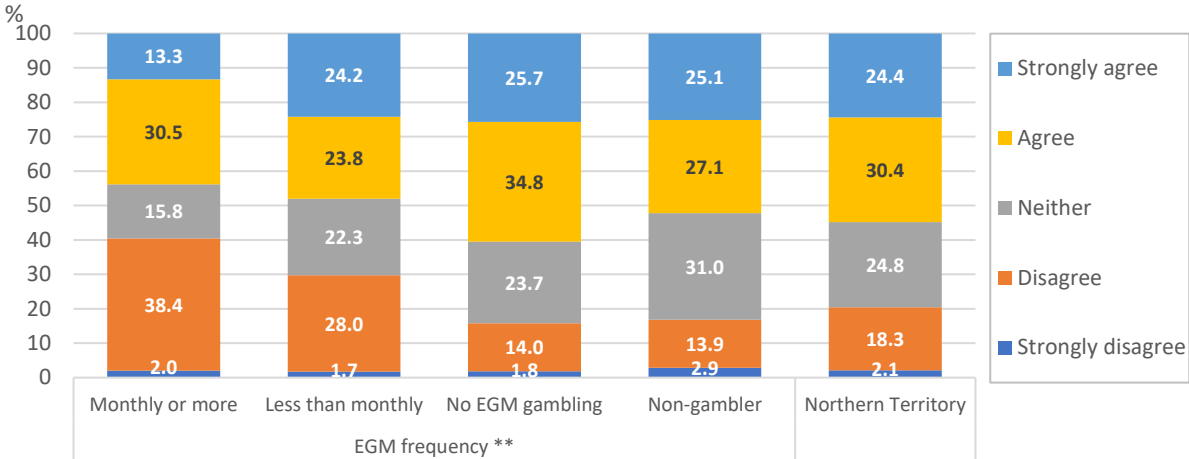
**Figure 84:** Response to statement there are too many pokies in the casinos by region

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference across regions  
 2023 Survey questions: Q69b

There was no significant variation by sex or age in responses to the statement, *there are too many pokies the in casinos in the NT.*

**9.5.2 Community attitudes on EGM numbers in casinos by EGM gambling frequency**

Figure 85 shows significant differences in responses to the statement, *there are too many pokies in casinos in the NT,* by EGM gambling frequency. Monthly or more EGM gamblers (43.8%) were least likely to agree or strongly agree with the statement, compared with less than monthly EGM gamblers (48%), non-EGM gamblers (60.5%) and non-gamblers (52.2%). Monthly or more EGM gamblers (43.8%) and less than monthly EGM gamblers (48%) were most likely to disagree or strongly disagree with the statement, compared with all other groups, which ranged from 52.2% to 60.5%.

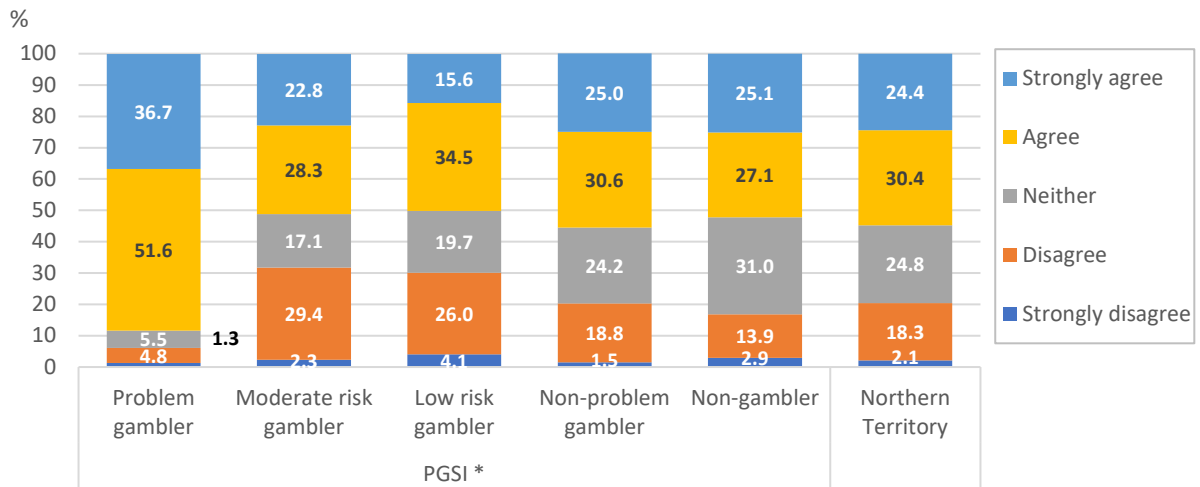


**Figure 85:** Response to statement there are too many pokies in pubs and clubs by EGM gambling frequency

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by frequency

**9.5.3 Community attitudes on EGM numbers in casinos by PGSI category**

Figure 86 shows significant differences in responses to the statement, *there are too many pokies in casinos in the NT*, across PGSI categories. Similar to the statement regarding pokies in pubs and clubs, problem gamblers (88.3%) were much more likely to agree or strongly agree with this statement, compared with all other PGSI categories, which ranged from 50.1% to 54.8%. Moderate risk (31.7%) and low risk (30.1%) gamblers were more likely to disagree or strongly disagree with the statement.



**Figure 86:** Response to statement there are too many pokies in casinos by PGSI category

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by PGSI category

## 10 Self-reported spend and time on Electronic Gaming Machines (EGMs)

### 10.1 Background

Over the last two decades there has been an increasing body of evidence that identifies EGMs as the riskiest form of gambling available for problem gambling, harms from a gambler's own gambling and being the activity most involved in harm from someone else's gambling [15, 29–31]. Previous data on EGM user losses can be found in Stevens and Livingstone [32] and in Stevens [33]. This chapter presents information on the characteristics of EGM gamblers in terms of both self-reported EGM spend and time playing EGMs. Appendix G includes further information and analyses on monthly or more EGM gamblers specifically.

#### 10.1.1 Chapter contents

This chapter contains:

- EGM self-reported spend by PGSI category and survey
- EGM self-reported time by PGSI category
- EGM self-reported spend and time by EGM-related variables
- EGM self-reported spend and time by socio-demographic factors
- EGM self-reported spend and time by gambling outcome expectancies.

### 10.2 Chapter highlights

- Males (\$500) had a significantly higher median annual self-reported spend than females (\$200). Aboriginal EGM gamblers (\$600) had a significantly higher median annual self-reported spend than non-Aboriginal EGM gamblers (\$200).
- EGM problem gamblers had significantly longer session times (three hours) than moderate risk gamblers (60 minutes), low risk gamblers (45 minutes) and non-problem EGM gamblers (30 minutes). Weekly or more EGM gamblers (90 minutes) had significantly longer session times than monthly (60 minutes) and less than monthly (30 minutes) EGM gamblers. Aboriginal EGM gamblers (60 minutes) had significantly longer session times than non-Aboriginal (30 minutes) EGM gamblers.

### 10.3 Self-reported EGM gambling spend

All EGM gamblers were asked how much they usually spend in a usual session when they gamble on EGMs, and this was multiplied by their frequency of EGM gambling, which allowed for the calculation of median annual EGM losses, total annual EGM losses and the percentage of losses attributable to EGM gamblers by a number of other factors, including EGM gambling frequency, PGSI category, harm from own gambling, and gambling motivations. Self-reported gambling expenditure is almost always underestimated, and comparison with official EGM loss data has shown underestimation varies between 50% and 60% [32]. In 2023, EGM expenditure data were skewed (i.e., more cases with low expenditure and few with high expenditure), necessitating the use of non-parametric statistical tests comparing EGM expenditure by explanatory variables.

### 10.3.1 Self-reported EGM gambling spend by PGSI category and survey

Table 16 shows a significant association between self-reported EGM spend and risk for problem gambling in both 2018 and 2023. Across all EGM gamblers, median annual spend increased significantly from \$160 per annum in 2018 to \$300 per annum in 2023. A significant increase was observed for annual EGM spend per EGM gambler, with \$1,766 lost per EGM gambler per year in 2018, increasing to \$4,941 per EGM gambler per year in 2023. The median annual spend per problem EGM gambler increased from \$2,600 per annum in 2018 to \$3,900 per annum in 2023. Part of this increase could be due to the increased percentage of problem gamblers in the EGM gambler population (from 6.2% in 2018 to 9.6% in 2023). This increase in median annual EGM spending, was accompanied by an increase in spend per problem EGM gambler from \$10,755 per annum in 2018 to \$28,202 per annum in 2023. Problem gamblers gambling on EGMs contributed to 54.9% of the total spend, compared with 38% in 2018.

**Table 16:** Self-reported median annual spend, total annual spend, spend per EGM gambler and share of spend by PGSI category

	Median (IQR) annual spend \$	Total spend \$	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
2023 PGSI ***						
Problem gambler	\$3,900 (600-31286)	\$121,945,826	54.9	4,324	9.6 (2.0)	\$28,202
Moderate risk gambler	\$650 (150-2607)	\$16,977,221	7.6	5,746	12.8 (1.8)	\$2,955
Low risk gambler	\$600 (200-1500)	\$62,108,614	27.9	10,039	22.3 (2.6)	\$6,187
Non-problem gambler	\$150 (60-500)	\$21,221,558	9.5	24,874	55.3 (2.9)	\$853
<b>2023 NT EGM gamblers</b>	<b>\$300 (100-1200)</b>	<b>\$222,253,219</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>\$4,941</b>
2018 PGSI ***						
Problem gambler	\$2,600 (1000-7800)	\$23,500,000	38.0	2,185	6.2 (1.7)	\$10,755
Moderate risk gambler	\$1,300 (300-5000)	\$17,500,000	28.0	3,958	11.3 (2.1)	\$4,422
Low risk gambler	\$260 (100-1000)	\$10,500,000	17.0	8,130	23.1 (2.7)	\$1,292
Non-problem gambler	\$100 (40-260)	\$10,600,000	17.0	20,888	59.4 (3.0)	\$507
<b>2018 NT EGM gamblers</b>	<b>\$160 (50-780)</b>	<b>\$62,100,000</b>	<b>100%</b>	<b>35,160</b>	<b>100.0</b>	<b>\$1,766</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference in self-reported median EGM spend by PGSI; IQR: Inter-quartile range (25 and 75 percentiles)

### 10.3.2 Self-reported EGM gambling spend by EGM variables

This section shows EGM-related variables that were significantly associated with self-reported EGM spend. Table 17 shows the median annual EGM spend, EGM population, total annual spend, share of spend, spend per person and EGM gambler distribution by EGM gambling frequency. There was a significant association between EGM gambling frequency and self-reported spend in both 2018 and 2023. Weekly EGM gamblers median annual spend increased from \$5,200 in 2018 to \$10,429 in 2023, an almost doubling. Median annual EGM spend for monthly and less than monthly EGM gamblers remained relatively steady, indicating that most EGM spend is accruing in regular EGM gamblers. This can be seen in the annual EGM spend for weekly or more EGM gamblers, increasing from \$12,361 in

2018 to \$42,059 in 2023, and responsible for 83% of total EGM spend, compared with 69% in 2018. This increase in share of total spend was not accompanied by an increase in the percentage of weekly or more EGM gamblers, which remained steady at just under 10%.

**Table 17:** Self-reported median annual expenditure, total annual losses, losses per EGM gambler and share of losses by EGM frequency

	Median (IQR) annual spend \$	Total annual spend \$	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
2023 EGM frequency ***						
1+ per week	\$10,429 (2607-78214)	\$184,512,721	83.0	4,387	9.8 (1.8)	\$42,059
1-3 per month	\$1,300 (650-3900)	\$27,761,026	12.5	9,464	21.0 (2.4)	\$2,933
<1 per month	\$120 (60-400)	\$9,979,473	4.5	31,131	69.2 (2.8)	\$321
<b>2023 NT EGM gamblers</b>	<b>\$300 (100-1200)</b>	<b>\$222,253,219</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>\$4,941</b>
2018 EGM frequency ***						
1+ per week	\$5,200 (2600-10400)	\$42,900,000	69.0	3,470	9.9 (2.0)	\$12,361
1-3 per month	\$1,300 (600-2600)	\$12,800,000	21.0	5,871	16.7 (1.7)	\$2,180
<1 per month	\$100 (40-250)	\$6,400,000	10.0	25,819	73.4 (2.5)	\$248
<b>2018 NT EGM gamblers</b>	<b>\$160 (50-780)</b>	<b>\$62,100,000</b>	<b>100%</b>	<b>35,160</b>	<b>100.0</b>	<b>\$1,766</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference in self-reported median EGM spend by EGM frequency; IQR: Inter-quartile range (25 and 75 percentiles)

Table 18 shows a significant association between whether an EGM gambler also gambled on EGMs online (noting this is not licensed in Australia) and self-reported EGM spending. EGM gamblers who also gambled on EGMs online self-reported median spend of \$1,950 per annum, compared with non-online EGM gamblers of \$250. The share of total self-reported EGM spending for online EGM gamblers was 46.7%, while they only made up 10.7% of EGM gamblers, indicating that this group of EGM gamblers spend significantly more. Self-reported annual spend per online EGM gambler (\$21,949) was more than seven times higher than non-online EGM gamblers (\$2,949).

**Table 18:** Self-reported median annual EGM spend, total annual spend, and annual spend per person by EGM online gambler status

EGM online status ***	Median (IQR) annual spend \$	Total annual spend \$	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
Not online	\$250 (100-900)	\$118,487,835	53.3	40,176	89.3 (2.1)	\$2,949
Online	\$1,950 (600-5200)	\$103,765,384	46.7	4,806	10.7 (2.1)	\$21,591
<b>2023 Total</b>	<b>\$300 (100-1200)</b>	<b>\$222,253,219</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>\$4,941</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported annual spend by EGM online gambler; IQR: Inter-quartile range (25 and 75 percentiles)

Table 19 shows a significant association between gambling on EGMs in hotels/clubs and self-reported EGM spend in 2023 (noting that EGM gamblers who indicated they gambled in hotels/clubs, may have also gambled on EGMs in casinos). EGM gamblers who gambled in hotels/clubs had a significantly higher median annual spend of \$400, compared with non-hotel/club EGM gamblers (\$150). Hotel/club EGM gamblers made up 91.9% of total self-reported EGM spend, compared with 81.6% of all EGM gamblers. Self-reported annual spend per EGM gamblers was \$5,565 per EGM gambler, compared with \$2,177 for those not gambling on EGMs in hotels/clubs.

**Table 19:** Self-reported median annual EGM spend, total annual spend, and annual spend per person by gambles on EGMs in a hotel or club

Hotel/club EGM gambler ***	Median (IQR) annual spend \$	Total annual spend \$	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
Not hotel/club	\$150 (50-450)	\$18,039,597	8.1	8,288	18.4 (1.8)	\$2,177
Hotel/club	\$400 (100-1300)	\$204,213,622	91.9	36,694	81.6 (1.8)	\$5,565
<b>Total</b>	<b>\$300 (100-1200)</b>	<b>\$222,253,219</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>\$4,941</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported annual spend by hotel/club EGM gambler; IQR: Inter-quartile range (25 and 75 percentiles)

**10.3.3 Self-reported EGM gambling spend by socio-demographic factors**

No socioeconomic factors were significantly associated with self-reported EGM spending; however, Table 20 shows males (\$500) had a significantly higher median annual spend of more than double that of females (\$200), and made up 56.4% of all EGM gamblers, with their share in total self-reported EGM spend being 77.6%. Self-reported annual spend per male EGM gambler was \$6,797, compared with \$2,539 for females.

**Table 20:** Self-reported median annual EGM spend, total annual spend, and annual spend per person by sex

Sex ***	Median (IQR) annual spend \$	Total annual spend \$	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
Female	\$200 (80-800)	\$49,795,580	22.4	19,611	43.6 (1.7)	\$2,539
Male	\$500 (100-1300)	\$172,457,640	77.6	25,371	56.4 (1.7)	\$6,797
<b>Total</b>	<b>\$300 (100-1200)</b>	<b>\$222,253,219</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>\$4,941</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported annual spend by sex; IQR: Inter-quartile range (25 and 75 percentiles)

Table 21 shows the significant association between household type and self-reported EGM spend. EGM gamblers living in a single person household (\$650) and those living in a group/share house (\$600) had the highest self-reported annual EGM gambling spend, compared with all other household types (ranging between \$200 and \$300). EGM gamblers living in group/share houses made up 12.2% of all EGM gamblers, yet contributed 52.9% of the total self-reported EGM spend, with a self-reported

annual spend per EGM gambler in group/share households being \$21,493, compared with \$4,941 for all EGM gamblers.

**Table 21:** Self-reported median annual EGM spend, total annual spend, and annual spend per person by household type

Household type *	Median (IQR) annual spend \$	Total annual spend \$	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
Couple with children	\$200 (100-750)	\$60,019,435	27.0	15,552	34.6 (2.7)	\$3,859
Couple with no children	\$260 (60-800)	\$19,101,540	8.6	8,374	18.6 (1.9)	\$2,281
Single with children	\$300 (100-800)	\$6,931,598	3.1	3,976	8.8 (1.5)	\$1,743
Single person	\$650 (100-1950)	\$15,543,624	7.0	8,396	18.7 (2.2)	\$1,851
Group/Share	\$600 (140-5200)	\$117,674,306	52.9	5,475	12.2 (1.9)	\$21,493
Other/Refused	\$200 (100-1000)	\$2,982,717	1.3	3,209	7.1 (1.7)	\$929
<b>Total</b>	<b>\$300 (100-1200)</b>	<b>\$222,253,219</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>\$4,941</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported annual spend and casino EGM gambler; IQR: Inter-quartile range (25 and 75 percentiles)

Table 22 shows the significant association between Aboriginal status and self-reported EGM spend. Aboriginal EGM gamblers had a self-reported annual median EGM spend of \$600, compared with \$200 for non-Aboriginal EGM gamblers. The share of the total self-reported EGM spend was 72.7%, yet Aboriginal EGM gamblers only made up 42.4% of all EGM gamblers. The self-reported annual spend per Aboriginal EGM gambler was \$8,473, compared with \$2,344 for non-Aboriginal EGM gamblers.

**Table 22:** Self-reported median annual EGM spend, total annual spend, and annual spend per person by Aboriginal status

Aboriginal status ***	Median (IQR) annual spend \$	Total annual spend \$	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
Non-Aboriginal	\$200 (60-800)	\$60,751,030	27.3	25,921	57.6 (3.0)	\$2,344
Aboriginal	\$600 (150-1950)	\$161,502,190	72.7	19,061	42.4 (3.0)	\$8,473
<b>Total</b>	<b>\$300 (100-1200)</b>	<b>\$222,253,219</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>\$4,941</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported annual spend by Aboriginal status; IQR: Inter-quartile range (25 and 75 percentiles)

#### 10.3.4 Self-reported EGM gambling spend by GOES

Note that totals for this section reporting on the Gambling Outcome Expectancies Scale (GOES) are from the sub-sample, and estimates for total will differ slightly from those when using the full sample due to the adjusted population weights for the sub-sample. For example, the median annual EGM spend is \$500 in the sub-sample, compared with \$300 in the full sample, and total self-reported EGM spend is \$210,307,494 for the sub-sample, compared with \$222,253,219 for the full sample. The total population (N) of EGM gamblers is 45,920 in the sub-sample, compared with 44,982 for the full sample.

Table 23 shows the significant association for the GOES scale between Excitement and self-reported EGM gambling spend. EGM gamblers who were classified as gambling for excitement had an annual median EGM spend of \$1,250, compared with \$450 for gamblers not gambling for excitement. EGM gamblers who were classified as gambling for excitement made up 19.7% of all EGM gamblers, yet contributed 28.6% to the total self-reported EGM gambling spend. The annual self-reported EGM spend per EGM gambler who gambled for excitement was \$6,651, compared with EGM gamblers not gambling for excitement (\$4,072).

**Table 23:** Self-reported median annual EGM spend, total annual spend, and annual spend per person by Excitement scale

	Median (IQR) annual spend	Total annual spend	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
<b>Excitement **</b>	\$	\$				
Not excitement	\$450 (100-1300)	\$150,213,976	71.4	36,885	80.3 (2.4)	\$4,072
Excitement	\$1,250 (200-5200)	\$60,093,518	28.6	9,035	19.7 (2.4)	\$6,651
<b>Total</b>	<b>\$500 (100-1950)</b>	<b>\$210,307,494</b>	<b>100.0</b>	<b>45,920</b>	<b>100.0</b>	<b>\$4,580</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported annual expenditure by gamblers for Excitement; IQR – inter-quartile range (25 and 75 percentiles)

Table 24 shows the significant association for the GOES scale between Escape and self-reported EGM gambling spend. EGM gamblers who were classified as gambling for escape had an annual median EGM spend of \$1,300, compared with \$400 for gamblers not gambling for escape. EGM gamblers who were classified as gambling for escape made up 9.6% of all EGM gamblers, yet contributed 50.1% to the total self-reported EGM gambling spend. The annual self-reported EGM spend per EGM gambler who gambled for escape was \$23,836, compared with EGM gamblers not gambling for escape was \$2,528.

**Table 24:** Self-reported median annual EGM spend, total annual spend, and annual spend per person by Escape scale

	Median (IQR) annual spend	Total annual spend	Share of spend %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Annual spend per EGM gambler \$
<b>Escape ***</b>	\$	\$				
Not escape	\$400 (100-1300)	\$104,903,925	49.9	41,499	90.4 (2.0)	\$2,528
Escape	\$1,300 (800-10429)	\$105,403,570	50.1	4,422	9.6 (2.0)	\$23,836
<b>Total</b>	<b>\$500 (100-1950)</b>	<b>\$210,307,494</b>	<b>100.0</b>	<b>45,920</b>	<b>100.0</b>	<b>\$4,580</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported annual expenditure by gamblers for Escape; IQR – inter-quartile range (25 and 75 percentiles)

The association between the GOES scale Money and self-reported EGM gambling spend was not significant.

## 10.4 Self-reported time spent EGM gambling per session

### 10.4.1 Self-reported time spent EGM gambling per session by PGSI category

Table 25 shows that there was a significant association between the PGSI category and median EGM session length. Problem gamblers gambling on EGMs had a median session length of 180 minutes (three hours), compared with 60 minutes for moderate risk gamblers, 45 minutes for low risk gamblers, and 30 minutes for non-problem gamblers. Problem gamblers gambling on EGMs had a share of total EGM session minutes of 27.6%, despite comprising 9.6% of all EGM gamblers. In comparison, non-problem gamblers made up 55.3% of all EGM gamblers, comprising 35.5% of the total minutes of EGM gambling.

**Table 25:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by PGSI category

PGSI ***	Median session minutes (IQR)	Average minutes per EGM gambler	Share of time spent gambling %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Ratio share of time to share of EGM gamblers
Problem gambling	180 (60-240)	190.6	27.6	4,324	9.6 (2.0)	2.9
Moderate risk	60 (30-120)	90.5	17.4	5,746	12.8 (1.8)	1.4
Low risk	45 (20-60)	57.8	19.4	10,039	22.3 (2.6)	0.9
Non-risk gambling	30 (15-60)	42.5	35.5	24,874	55.3 (2.9)	0.6
<b>2023 NT EGM gamblers</b>	<b>30 (20-60)</b>	<b>66.3</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>-</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by PGSI; IQR – inter-quartile range (25 and 75 percentiles)

### 10.4.2 Self-reported time spent EGM gambling per session by EGM variables

Table 26 shows significant differences in median session minutes by EGM gambling frequency. Weekly or more EGM gamblers had a median session length of 90 minutes, compared with 60 minutes for monthly EGM gamblers, and 30 minutes for those gambling less than monthly. Weekly or more EGM gamblers made up 21.5% of the share of total EGM gambling in minutes, while their share of total EGM gamblers was 9.8%.

**Table 26:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by EGM gambling frequency

EGM frequency ***	Median session minutes (IQR)	Average minutes per session	Share of time spent gambling %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Ratio share of time to share of EGM gamblers
1+ per week	90 (60-180)	146.1	21.5	4,387	9.8 (1.8)	2.2
1-3 per month	60 (30-120)	75.7	24.0	9,464	21.0 (2.4)	1.1
<1 per month	30 (20-60)	52.1	54.5	31,131	69.2 (2.8)	0.8
<b>2023 NT EGM gamblers</b>	<b>30 (20-60)</b>	<b>66.3</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>-</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by EGM gambling frequency; IQR – inter-quartile range (25 and 75 percentiles)

Table 27 shows the significant difference in median session length between EGM gamblers who gambled on EGMs online compared with those who gambled on EGMs in a venue. The median session length for gamblers who gambled on EGMs online was 120 minutes (two hours), while for venue-based EGM gamblers, it was 30 minutes. Online EGM gamblers made up 10.7% of all EGM gamblers and accounted for 27.9% of time spent gambling on EGMs.

**Table 27:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by EGM online status

	Median session minutes (IQR)	Average minutes per session	Share of time spent gambling %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Ratio share of time to share of EGM gamblers
<b>EGMs online ***</b>						
Not online	30 (20-60)	53.5	72.1	40,176	89.3 (2.1)	0.8
Online	120 (60-240)	173.0	27.9	4,806	10.7 (2.1)	2.6
<b>2023 NT EGM gamblers</b>	<b>30 (20-60)</b>	<b>66.3</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>-</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by EGM gambling frequency; IQR – inter-quartile range (25 and 75 percentiles)

**10.4.3 Self-reported time spent EGM gambling per session by socio-demographic factors**

Table 28 shows a significant difference in median session length across age groups. Age groups 40 years and over had a median session length of 60 minutes, compared with 30 minutes for those aged under 40 years.

**Table 28:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by age

	Median session minutes (IQR)	Average minutes per session	Share of time spent gambling %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Ratio share of time to share of EGM gamblers
<b>Age ***</b>						
18-29	30 (10-60)	77.9	25.6	9,783	21.7 (2.2)	1.2
30-39	30 (20-60)	50.8	25.1	14,762	32.8 (2.6)	0.8
40-49	60 (20-80)	66.0	19.2	8,666	19.3 (1.6)	1.0
50-64	60 (20-120)	71.4	19.5	8,154	18.1 (0.9)	1.1
65+	60 (30-120)	87.2	10.6	3,617	8.0 (0.5)	1.3
<b>2023 NT EGM gamblers</b>	<b>30 (20-60)</b>	<b>66.3</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>-</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by age; IQR – inter-quartile range (25 and 75 percentiles)

Table 29 shows that Aboriginal EGM gamblers had significantly higher median EGM session length (60 minutes), compared with non-Aboriginal EGM gamblers (30 minutes). While Aboriginal EGM gamblers made up 42.4% of total EGM gamblers, their share of time spent EGM gambling was 57.3%.

**Table 29:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by Aboriginal status

Aboriginal status ***	Median session minutes (IQR)	Average minutes per session	Share of time spent gambling %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Ratio share of time to share of EGM gamblers
Non-Aboriginal	30 (15-60)	49.1	42.7	25,921	57.6 (3)	0.7
Aboriginal	60 (30-120)	89.7	57.3	19,061	42.4 (3)	1.4
<b>2023 NT EGM gamblers</b>	<b>30 (20-60)</b>	<b>66.3</b>	<b>100.0</b>	<b>44,982</b>	<b>100.0</b>	<b>-</b>

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by Aboriginal status; IQR – inter-quartile range (25 and 75 percentiles)

#### 10.4.4 Self-reported time spent EGM gambling per session by GOES

Note that totals for this section reporting on the GOES are from the sub-sample, and estimates for totals will differ slightly from those when using the full sample (previous sections) due to the adjusted population weights for the sub-sample. For example, the total average minutes per EGM gambler is 52.6 minutes in the sub-sample, compared with 66.3 minutes in the full sample, and the total population (N) of EGM gamblers is 45,920 in the sub-sample, compared with 44,982 for the full sample.

Table 30 shows the significant association between median session length and Excitement on the GOES scale. EGM gamblers who gambled for excitement had a median session length of 60 minutes, compared with 45 minutes for those not gambling for excitement. People who gambled for excitement made up 19.7% of all EGM gamblers and made up 25.7% of total time spent EGM gambling.

**Table 30:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by GOES Excitement gamblers

GOES Excitement *	Median session minutes (IQR)	Average minutes per EGM gambler	Share of time spent gambling %	EGM gamblers N	Distribution of EGM gamblers % (SE)	Ratio share of time to share of EGM gamblers
Not excitement	45 (30-90)	48.6	74.3	36,885	80.3 (2.4)	0.9
Excitement	60 (30-120)	68.7	25.7	9,035	19.7 (2.4)	1.3
<b>2023 NT EGM gamblers</b>	<b>60 (30-120)</b>	<b>52.6</b>	<b>100.0</b>	<b>45,920</b>	<b>100.0</b>	

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by GOES Excitement; IQR – inter-quartile range (25 and 75 percentiles)

Table 31 shows the significant association between median session length and Escape on the GOES scale. EGM gamblers who gambled for escape had a median session length of 120 minutes, compared with 40 minutes for those not gambling for escape. People who gambled for escape made up 9.6% of all EGM gamblers and made up 30.1% of total time spent EGM gambling.

**Table 31:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by GOES Escape

<b>GOES Escape ***</b>	<b>Median session minutes (IQR)</b>	<b>Average minutes per EGM gambler</b>	<b>Share of time spent gambling %</b>	<b>EGM gamblers N</b>	<b>Distribution of EGM gamblers % (SE)</b>	<b>Ratio share of time to share of EGM gamblers</b>
Not escape	40 (20-60)	40.7	69.9	41,499	90.4 (2.0)	0.8
Escape	120 (60-210)	164.2	30.1	4,422	9.6 (2.0)	3.1
<b>2023 NT EGM gamblers</b>	<b>60 (30-120)</b>	<b>52.6</b>	<b>100.0</b>	<b>45,920</b>	<b>100.0</b>	

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by GOES Escape; IQR – inter-quartile range (25 and 75 percentiles)

Table 32 shows the significant association between median session length and Money on the GOES scale. EGM gamblers who gambled for money had a median session length of 60 minutes, compared with 45 minutes for those not gambling for money. People who gambled for money made up 11.6% of all EGM gamblers and made up 16.8% of total time spent EGM gambling.

**Table 32:** Self-reported median EGM session time, average minutes per session, share of time spent gambling, and EGM gambler distribution by GOES Money

<b>GOES Money ***</b>	<b>Median session minutes (IQR)</b>	<b>Average minutes per EGM gambler</b>	<b>Share of time spent gambling %</b>	<b>EGM gamblers N</b>	<b>Distribution of EGM gamblers % (SE)</b>	<b>Ratio share of time to share of EGM gamblers</b>
Not money	45 (30-90)	49.5	83.2	40616	88.4 (1.9)	0.9
Money	60 (30-120)	76.3	16.8	5304	11.6 (1.9)	1.4
<b>2023 NT EGM gamblers</b>	<b>60 (30-120)</b>	<b>52.6</b>	<b>100.0</b>	<b>45,920</b>	<b>100.0</b>	

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between EGM self-reported median session length (minutes) by GOES Escape; IQR – inter-quartile range (25 and 75 percentiles)

## 11 Limitations and summary

### 11.1 Limitations related to sampling

Though the 2023 NT Gambling Prevalence and Wellbeing Survey achieved the required sample size of 5,000 adults, some regions and segments of the population were under-sampled. While population weighting reduces bias associated with under-sampling of population segments, it means that estimates from under-sampled segments will have larger SEs, reducing the accuracy of the estimate. Over the last decade it has become increasingly difficult to conduct high-quality random sample surveys of the adult population, as no true sample frame is available for the total adult population in the NT using a mobile phone (though there is for landline phones). As such, instead of a true sample frame of mobile phone numbers, the sample strategy uses several different mobile phone lists sourced from providers. This is in addition to Roy Morgan's own data base of mobile phone numbers, as used in the Single Source Survey conducted in Australia for over two decades. Of additional consideration is the observation that people are increasingly opting out of participating in cold-call surveys, and with fewer households using landline telephones, it is difficult to place a number in a geographic region (personal communication, Roy Morgan Research). Younger adults, particularly males, have nearly always been under-represented in telephone surveys, and in the NT, much of the remote Aboriginal population do not have mobile or landline telephones. Many who do own mobile phones are not included on mobile phone lists used to develop survey frames that are used to randomly select numbers to contact for surveys.

Appendix B highlights differences in the population weighted and unweighted sample for the Aboriginal and non-Aboriginal samples of the 2023 survey. It shows that, across the whole sample, there was under-sampling in the rest of NT (remote and very remote regions, predominantly including the remote Aboriginal population), regional towns, people aged under 40 years (and particularly those aged under 30 years), and Aboriginal participants (i.e., 8.2% of unweighted sample *cf.* 24.3% of weighted sample). For the current survey, sampling of Aboriginal adults is considered adequate for Darwin/Palmerston and Alice Springs Aboriginal populations, but less so for regional towns and rest of NT. Specifically, older Aboriginal participants tended to be over-sampled, leading to larger SEs for population estimates, particularly for younger Aboriginal adults and Aboriginal males. The estimates for higher levels of gambling problems and harms for the Aboriginal population in this report can be considered robust, and based on previous research in remote NT communities (an under-sampled population in this survey), estimates are likely underestimates of the true extent of gambling-related harm occurring for these populations [6, 15, 34-36].

### 11.2 Summary

#### 11.2.1 Participation

Across the NT, annual gambling participation increased significantly for EGMs (19% to 24%), sports betting (7% to 10%), and informal betting (3% to 5%), while there was no significant change for lotto, raffles, keno and instant scratch tickets. EGM participation was significantly higher for rest of NT (33%), regional towns (38%) and Alice Springs (27%), compared with Darwin and Palmerston (20%). Gamblers who gambled online were significantly more likely to participate in more activities, compared with non-online gamblers and participation decreases by the number of activities and increases for online

gamblers. Online gamblers also gambled significantly more frequently than non-online gamblers for casino table games, EGMs, lotto, sports betting and racetrack betting, highlighting the influence of gambling product accessibility on gambling patterns.

### **11.2.2 Problem gambling and harm from gambling**

Problem gambling prevalence measured using the PGSI increased significantly in the adult population from 1.4% (2,487 adults) in 2018, to 2.4% (4,456 adults) in 2023, with one in forty-two adults now experiencing high levels of gambling harm from their own gambling. Based on the most recent estimates, the prevalence of problem gambling in the NT is the highest in Australia [23]. In 2023, at-risk gamblers (i.e., PGSI score one or more) comprised 15.9% (29,659 adults) of the total adult population, or 22% of all gamblers, which is the highest proportion in Australia. This may be due to the sociodemographic composition of the Northern Territory relative to other jurisdictions. For instance, male gamblers were significantly more likely to experience problem or moderate risk gambling (4.4% and 5.7% respectively), compared with female gamblers (2.1% and 5.9% respectively), as were younger adults aged 18–29 years (problem and moderate risk gambling combined – 15.8%). Aboriginal gamblers had significantly higher risk for problem gambling, compared with non-Aboriginal gamblers.

In terms of problem gambling risk, the riskiest gambling activities for problem and moderate risk gamblers combined were informal betting (27%), EGMs (22.4%), casino table games (18.4%) and sports betting (16.4%), while the lowest risk activities for problem and moderate risk gamblers combined were lotto (7.7%) and raffles (7.3%). Gamblers who gambled online (sports, racetrack, keno, EGMs or casino table games) had a combined estimate of problem and moderate risk gambling of more than three times that of non-online gamblers (19.4% *cf.* 6.2%) and nearly double for low risk gamblers (19.8% *cf.* 10.6%).

In relation to gambling harm, in 2023, 10.3% of NT adults were negatively affected by someone else's gambling, up from 8.1% in 2018. This equates to 19,176 adults being harmed from someone else's gambling in 2023, up from 14,521 adults in 2018. In 2023, 6.1% (11,331 adults) of adults experienced three or more harms from someone else's gambling, up from 4.8% (8,608 adults) in 2018. Of those adults harmed by someone else's gambling, 74% identified EGMs as the gambling activity the person causing the harm was gambling on. Younger adults aged 18–29 years (17.6%) were significantly more likely to be harmed by someone else's gambling compared with all adults (10.3%). Aboriginal adults were significantly more likely to be harmed by someone else's gambling (16.6%), compared with non-Aboriginal adults (9.9%).

### **11.2.3 Community attitudes to EGM numbers and mandatory setting limits on time and money**

In the 2018 and 2023 surveys, respondents were read the statement, *people in the NT should have to set limits on time and money when gambling on pokies*. In 2023, 27.9% of adults strongly agreed with the statement – a significant increase from 21.4% in 2018. However, the overall percentage of agreement remained stable, at 65.7% and 67.9% respectively. Less than 22% of adults disagreed or strongly disagreed with the statement in 2018 and 2023. There were no significant differences in 2023 across regions, by sex, age or harm from someone else's gambling to the statement, indicating that

support across the whole population in setting time and money limits when gambling on EGMs is consistent. More than half (59%) of EGM gamblers who gambled monthly or more regularly on EGMs agreed or strongly agreed that *people in the NT should have to set limits on time and money when gambling on pokies*.

In 2023, 63.9% of adults agreed (32.9%) or strongly agreed (31%) that *there are too many EGMs in pubs and clubs in the NT*, and 15.2% disagreed (13.8%) or strongly disagreed (1.4%). In response to the statement, *there are too many EGMs in casinos in the NT*, 52.9% agreed (30.4%) or strongly agreed (24.4%). Adults living in Darwin and Palmerston (64.1%) and Alice Springs (72.9%) were significantly more likely than those living in regional towns (49.4%) and the rest of NT (58.1%) to agree or strongly agree that *there are too many EGMs in pubs and clubs in the NT*. Adults in regional towns were less likely to agree or strongly agree (43.7%) than those adults living in Alice Springs (66.5%) to the statement, *there are too many EGMs in casinos in the NT*.

### **11.3 Conclusions**

The analyses contained in this report and comparisons across previous prevalence survey reports suggest that problem gambling and harm from gambling in the Northern Territory population has been generally increasing over the last decade. It is also evident that problem gambling and the consequential harms in the population are disproportionately affecting specific population groups (i.e., Aboriginal people, adults aged 18–29 years, students, people with low education levels, and those with mid-range incomes).

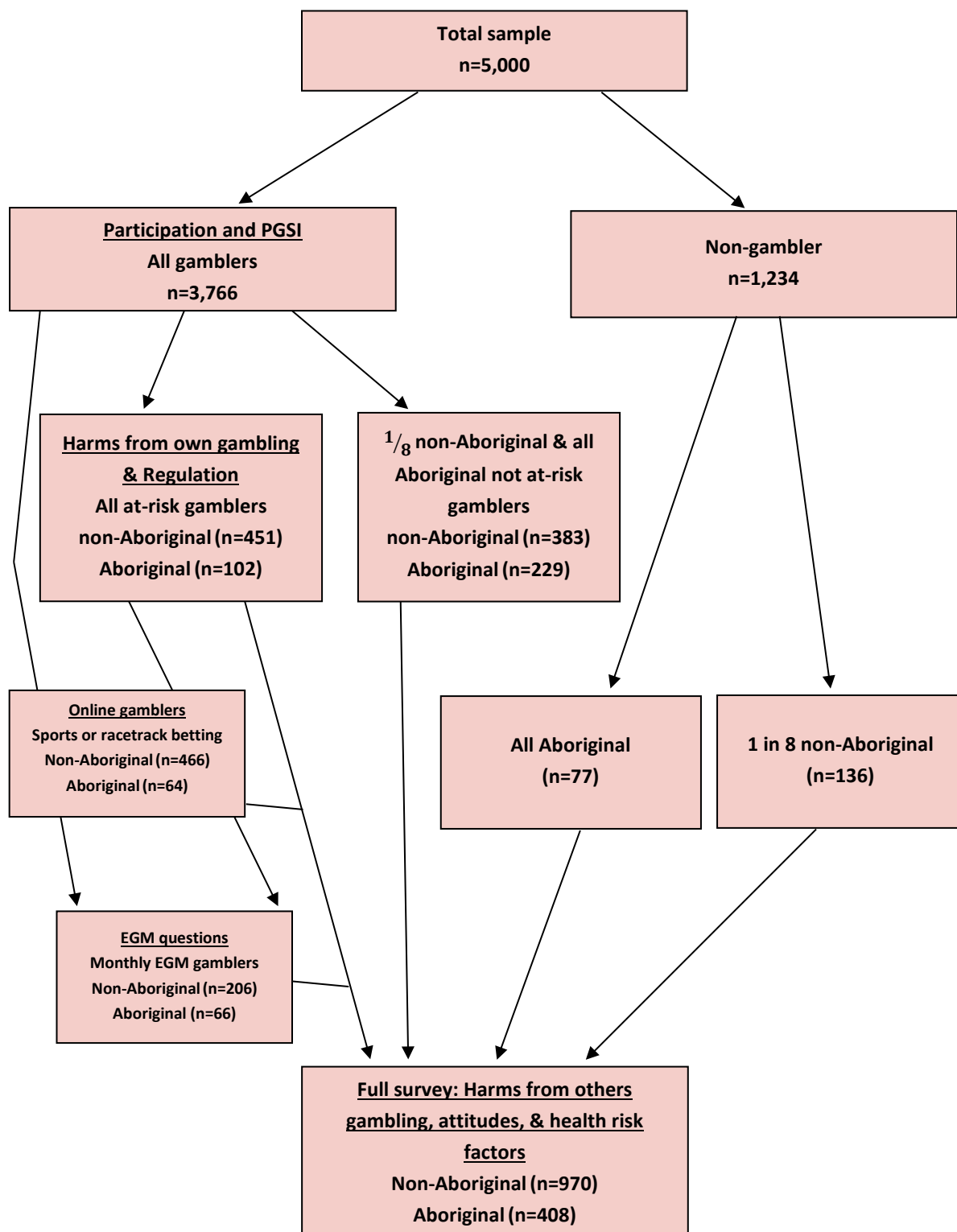


## **12 Appendix A: Survey methodology and accuracy**

This chapter provides a summary of the survey methodology and includes survey topics, the approach to sampling and population weighting of data, consent rate, survey flow and sub-sampling, data analysis and reporting of statistical significance. Appendix I contains more detail of the survey methodology used by Roy Morgan Research to conduct the Computer Assisted Telephone Interviewing (CATI) phone survey. A pilot was conducted from 25 September to 1 October 2023, while the main survey was carried out between 19 October and 23 December 2023.

### **12.1 Survey scope and sample design**

All resident adults living in the NT, not incarcerated, were in scope for the 2023 survey, as in previous NT surveys. However, limited phone lists were available covering regions outside of Darwin, Palmerston and Alice Springs. Furthermore, Aboriginal people living outside Darwin, Palmerston and Alice Springs were less likely to be represented in phone lists. The survey used a two-stage sample whereby a set of questions was asked of all respondents (i.e., screening sample, or full sample), and a full survey that included additional questions was asked of a selection of respondents (i.e., sub-sample). In addition to this two-stage approach, some questions were only asked of monthly EGM gamblers, online sports and racetrack gamblers, and a further set was only asked of gamblers who were deemed at risk of problem gambling. Figure 87 shows a flow diagram that outlines how respondents were filtered through the survey and what questions they were asked.



**Figure 87:** Flowchart of survey design and sample size for different sets of questions in the 2023 survey

## 12.2 Rate of consent and rate of response

Overall, 174,809 phone numbers were called for the main survey to obtain 4,950 completed telephone interviews, with an average of five calls per completed survey being carried out. In total 5,000 participants completed the survey, including 50 pilot survey responses. Most respondents (87.6%) who completed the survey were contacted by mobile, while 12.4% were contacted by landline. The following consent rates are calculated using the 4,950 responses received after the pilot survey.

The rate of consent (also known as the co-operation rate) uses the formula:

$$\text{rate of consent} = (\text{completes} + \text{partial completes}) / (\text{completes} + \text{partial completes} + \text{refusals}) \times 100$$

For landlines the rate of consent was 17.6%, and 17% for mobile phones, with an overall consent rate of 17%. This is considerably lower than that achieved in the 2018 survey (rate of consent 31%), and is due to a number of factors, but predominately due to a lower willingness of people to participate in telephone surveys, but may also be due, in some part, to lower conversion rates of phone calls to completed interviews by the survey interviewing team.

The formula for the rate of response adds additional items to the denominator and can be summarised as:

$$\text{rate of response} = (\text{completes} + \text{partial completes}) / (\text{estimated in-scope contacts})$$

For landlines the rate of response was 14.4%, and 14% for mobiles, giving an overall rate of response of 14.1%. For more details on these formulas, see Appendix A, Table A15.

## 12.3 Population weights

To improve the accuracy of estimates from population surveys, raw data is 'weighted' to the total adult population. Population weights most often adjust for age, gender and regional population distributions using estimated resident population counts generated by the Australian Bureau of Statistics [37]. The weights ensure that survey estimates are representative of the NT population (by age, gender and region).

The final weighting design for the 2023 survey was the same as that used for the 2015 and 2018 surveys. Separate weights were developed for Aboriginal and non-Aboriginal samples. This is important in the NT, compared with other jurisdictions, as Aboriginal people make up around a quarter of the total adult population and experience more gambling-related harms and socioeconomic disadvantage relative to the non-Aboriginal population [1, 35, 38-41]. The population weights take account of the differing probabilities of selection between the landline and mobile samples, in addition to age, gender, and region (though this was adjusted for the Aboriginal sample). A separate set of weights was also required for respondents receiving the full survey (including separate weights for Aboriginal and non-Aboriginal samples). This set of weights make proportional adjustments for the one-in-eight sampling of non-problem gamblers and non-gamblers who received the full survey (see

Figure 1). Appendix A contains the full technical specifications and formulas used in creating population weights for the 2023 survey.

## **12.4 Data analysis and reporting**

### **12.4.1 Data sources**

Most of the data included in this report is from the 2023 Gambling Prevalence and Wellbeing Survey, with data from the 2005, 2015 and 2018 Gambling Prevalence and Wellbeing Surveys. It is used for trends, depending on comparability of survey questions between surveys. Some estimates from other jurisdictional prevalence surveys are also included for comparison with NT gambling estimates. Previous reports have included data (user losses, number of EGMs, number of venues) on electronic gaming machines in the NT; however, these were not included in this report.

### **12.4.2 Data cleaning and management**

Roy Morgan Research (RMR) provided the survey data in Stata format and all data management and analyses were carried out using Stata v18 SE [42]. Population weight variables and strata (age, gender and region) were set up within Stata using the SVY commands, which ensures estimates (and SEs) account for the sample design and population weights. Exploratory data analysis was carried out to determine cut-points for continuous or semi-continuous variables and identify outliers or potential errors in the data. For example, annual/weekly gambling frequency was converted to an ordinal variable with categories (1) one or more times per week, (2) one to three times per month, and (3) less than monthly per year. Some care needs to be taken in deriving these frequency categories. For this report, weekly gamblers were gamblers who indicated that they gambled either one or more times per week, four or more times per month, and 52 or more times per year. Similarly, for regular gamblers (gambling weekly on all activities except instant scratch tickets and lotto products), data was converted to weekly gambling, before being broken up into (1) one or more times per week, (2) one to three times per month, and (3) less than monthly per year. These were calculated by the authors, as the survey company's derivation incorrectly converted these to annual, rather than weekly frequency which resulted in some gamblers being incorrectly classified between weekly and monthly categories.

Some extreme outliers were identified in the expenditure (player loss) data associated with highest spend activity and an examination of these extreme values indicated that they were a result of data errors or mistakes in data entry (e.g., extra digit), and these were adjusted accordingly. Additionally, for questions identifying negative consequences of gambling for at-risk gamblers and those affected by another person's gambling, 'other' responses were re-coded back into available responses where appropriate. The data on frequency of harms also required some cleaning, with outliers adjusted to fit within accepted levels (e.g., implausible responses).

## 13 Appendix B: 2023 Sample characteristics and changes from 2018

### 13.1 Background

The 2023 survey (87.6%) had a higher percentage interviewed via mobile phone than the 2018 survey (71.2%), which may have impacted the sample distribution for socio-demographic characteristics; however, this may represent a more accurate reflection of mobile versus landline telephone usage in the population. Phone surveys are increasingly becoming difficult to capture true random samples of the population and, as such, comparing weighted and unweighted distributions between the 2018 and 2023 may facilitate understanding the representativeness of the samples.

### 13.2 Sample differences between weighted and unweighted data and by survey

- There were statistically significant differences in the unweighted distribution of socio-demographic variables between the 2018 and 2023 surveys for:
  - region (less sample in 2023 for regional towns and rest of NT), and age (less sample in 2023 for adults less than 50 years, and more in 65 years and over).
- Coverage of the Aboriginal and Torres Strait Islander population was improved in the 2023 sample due to the use of a larger proportion of calls to mobile phones when contacting respondents, particularly in the Darwin/Palmerston and Alice Springs regions. Though the Aboriginal population was still very much under-sampled in regional towns and the rest of NT.
- There were no statistically significant differences in the population weighted distribution of socio-demographic variables between the 2018 and 2023 surveys.
- There were statistically significant differences in the distribution of unweighted data for the Aboriginal sample for age only (fewer people were sampled aged 18–29 years and 40–49 years, while more people were sampled for 50–64 years and 65 years and over), and no differences for population weighted data.

Table 33 shows the distribution of socio-demographic variables for population weighted and unweighted data for the total sample. There was a significant difference in the unweighted sample distribution for region (less sample in 2023 for regional towns and rest of NT) and age (less sample in 2023 for under 40 years, and more in 65 years and over). For weighted data, there were significant differences in the distribution for age (lower percentage in 2023 for 18–29 years, and higher percentage for 30–39 years and 65 years and over), and household type (higher percentage in 2023 for couples with children, single person and other/refused household types, and lower percentage in 2023 for couple with no children and group/share household types).

**Table 33:** Unweighted and population weighted distribution of socio-demographic variables for total sample

	Unweighted data			Weighted data		
	2023 % (n)	2018 % (n)	Sig. diff.	2023 % (SE)	2018 % (SE)	Sig. diff.
Region			***			ns
Darwin/Palmerston	72.9 (3,645)	69.8 (3,491)		62.4 (1.2)	61.0 (1.2)	

	Unweighted data			Weighted data		
	2023 % (n)	2018 % (n)	Sig. diff.	2023 % (SE)	2018 % (SE)	Sig. diff.
Alice Springs	15.5 (773)	14.8 (739)		17.4 (1.0)	16.9 (1.0)	
Regional Towns	6.2 (308)	7.1 (354)		11.1 (0.9)	10.8 (0.9)	
Rest of NT	5.5 (274)	8.3 (416)		9.2 (0.8)	11.3 (1.0)	
Age			***			*
18-29	6.3 (314)	9.0 (450)		18.6 (1.1)	21.8 (1.2)	
30-39	14.7 (735)	16.9 (847)		27.2 (1.1)	26.0 (1.1)	
40-49	18.2 (910)	22.9 (1,144)		19.5 (0.8)	20.6 (0.8)	
50-64	35.9 (1,796)	34.6 (1,729)		22.1 (0.6)	22.2 (0.7)	
65 and over	24.9 (1,245)	16.6 (830)		12.5 (0.4)	9.5 (0.6)	
Sex			ns			ns
Female	53.8 (2,689)	53.5 (2,674)		50.3 (1.0)	48.7 (1.1)	
Male	46.2 (2,311)	46.5 (2,326)		49.7 (1.0)	51.3 (1.1)	
Aboriginal status			ns			ns
Non-Aboriginal	91.8 (4,592)	92.6 (4,629)		75.7 (1.4)	75.5 (1.4)	
Aboriginal	8.2 (408)	7.4 (371)		24.3 (1.4)	24.5 (1.4)	
Language spoken at home			ns			ns
English	7.6 (379)	6.7 (333)		11.8 (0.9)	9.8 (0.8)	
Not English	92.4 (4,621)	93.3 (4,662)		88.2 (0.9)	90.2 (0.8)	
Household type			ns			*
Couple with children	34.4 (1,722)	35.6 (1,782)		38.6 (1.1)	36.6 (1.1)	
Couple with no children	29.0 (1,449)	29.9 (1,494)		22.1 (0.8)	25.1 (1.0)	
Single parent	7.1 (357)	7.0 (350)		7.8 (0.6)	7.4 (0.6)	
Single person	18.6 (931)	17.1 (854)		16.1 (0.8)	14.8 (0.8)	
Group/share house	6.1 (303)	6.5 (327)		9.1 (0.7)	11.2 (0.8)	
Other/refused	4.8 (238)	3.9 (193)		6.3 (0.7)	4.8 (0.6)	
<b>Northern Territory</b>	<b>100.0 (5,000)</b>	<b>100.0 (5,000)</b>		<b>100.0</b>	<b>100.0</b>	-
<b>Population (N)</b>	-	-		<b>186,889</b>	<b>180,956</b>	-

\*\*\* p<0.001; \*\* p<0.01; \* p<0.05: Significant difference in distribution between 2018 and 2023

Table 34 shows population weighted and unweighted data for socio-demographic characteristics of the Aboriginal sample in 2023 and 2018. In the unweighted data, age was the only variable that showed a significant difference in the distribution between 2023 and 2018. In the 2023 Aboriginal sample, fewer people were samples aged 18–29 years and 40–49 years, while more people were sampled for 50–64 years and 65 years and over. For the Aboriginal population weighted data, no variables had a significant difference in distribution between 2018 and 2023.

**Table 34:** Unweighted and population weighted distribution of socio-demographic variables for the Aboriginal sample

	Unweighted data			Weighted data		
	2023 % (n)	2018 % (n)	Sig. diff.	2023 % (SE)	2018 % (SE)	Sig. diff.
Region			ns			ns
Darwin/Palmerston	58.6 (239)	59.3 (220)		22.7 (1.6)	20.0 (1.4)	
Alice Springs	18.4 (75)	15.6 (58)		33.8 (2.5)	27.8 (2.8)	
Regional Towns	13.0 (53)	13.8 (51)		25.1 (2.5)	25.1 (2.4)	

	Unweighted data			Weighted data		
	2023 % (n)	2018 % (n)	Sig. diff.	2023 % (SE)	2018 % (SE)	Sig. diff.
Rest of NT	10.1 (41)	11.3 (42)		18.5 (2.4)	27.1 (2.6)	
Age			*			ns
18-29	10.1 (41)	14.6 (54)		23.6 (3.4)	29.1 (3.5)	
30-39	18.1 (74)	19.1 (71)		29.9 (3.5)	26.3 (3.5)	
40-49	21.1 (86)	25.3 (94)		20.2 (2.2)	21.0 (2.1)	
50-64	36.5 (149)	33.2 (123)		19.1 (1.5)	17.7 (1.6)	
65 and over	14.2 (58)	7.8 (29)		7.3 (0.7)	5.9 (2.0)	
Sex			ns			ns
Female	60.8 (248)	61.2 (227)		51.7 (2.7)	51.2 (2.8)	
Male	39.2 (160)	38.8 (144)		48.3 (2.7)	48.8 (2.8)	
Language spoken at home			ns			ns
English	7.4 (30)	7.3 (27)		12.9 (2.9)	11.9 (2.7)	
Not English	92.7 (378)	92.7 (344)		87.1 (2.9)	88.1 (2.7)	
Household type			ns			ns
Couple with children	34.6 (141)	30.5 (113)		38.2 (3.5)	34.3 (3.8)	
Couple with no children	17.2 (70)	21.0 (78)		13.8 (2.4)	17.8 (2.9)	
Single parent	13.5 (55)	13.8 (51)		11.6 (2.1)	11.3 (2.3)	
Single person	18.1 (74)	17.5 (65)		17.9 (2.8)	16.4 (2.7)	
Group/share house	8.3 (34)	10.0 (37)		9.4 (2.3)	13.0 (2.7)	
Other/refused	8.3 (34)	7.3 (27)		9.0 (2.3)	7.2 (2.0)	
<b>Northern Territory</b>	<b>100.0 (408)</b>	<b>100.0 (371)</b>	-	<b>100.0</b>	<b>100.0</b>	-
<b>Population (N)</b>	-	-	-	<b>45,358</b>	<b>44,410</b>	-

\*\*\* p<0.001; \*\* p<0.01; \* p<0.05: Significant difference in distribution between 2018 and 2023

### 13.3 Weighted and unweighted 2023 PGSI estimates by total and gambling population

The below tables include the weighted estimates for PGSI categories for the NT adult and gamblers populations. Of note in Tables 1 and 2 is that the weighted estimates are larger than the unweighted estimates. This is because the population weights for the Aboriginal population are larger than the non-Aboriginal weights, which is due to under-sampling of the Aboriginal population, particularly in regions outside of Darwin and Alice Springs. This is clearer to see when comparing weighted and unweighted estimates for the Aboriginal and non-Aboriginal populations shown in Tables 3 to 6. Comparing PGSI estimates between Aboriginal and non-Aboriginal populations for weighted and unweighted data, there are larger differences between the weighted and unweighted estimates for the Aboriginal population, compared with the non-Aboriginal population. Non-Aboriginal estimates for weighted and unweighted data are similar, indicating that the non-Aboriginal sample is a closer representation to the actual non-Aboriginal population.

It should be noted that previous research in remote Aboriginal communities in the NT has found problem gambler estimates of 80% and higher (Paterson, Boyer et al. 2020), so the problem gamblers estimate of 10% for Aboriginal gamblers is likely an underestimate due to the under-sampling of remote Aboriginal people in telephone surveys.

**Table 1.** Weighted and unweighted PGSI estimates, NT adult population

	<b>Non-gamblers</b>	<b>Non-problem gamblers</b>	<b>Low risk gamblers</b>	<b>Moderate risk gamblers</b>	<b>Problem gamblers</b>
NT adult population (N)	49,794	107,436	17,273	7,930	4,456
NT weighted adults %	26.6	57.5	9.2	4.2	2.4
NT adult population (n)	1,234	3,213	339	164	50
NT unweighted adults %	24.7	64.3	6.8	3.3	1.0

NOTES: 'n' = unweighted sample; 'N' = population weighted sample; % may not add to 100 due to rounding

**Table 2.** Weighted and unweighted PGSI estimates, NT gamblers population

	<b>Non-problem gamblers</b>	<b>Low risk gamblers</b>	<b>Moderate risk gamblers</b>	<b>Problem gamblers</b>
NT gamblers population (N)	107,436	17,273	7,930	4,456
NT weighted gamblers %	78.4	12.6	5.8	3.3
NT gamblers population (n)	3,213	339	164	50
NT unweighted gamblers %	85.3	9.0	4.4	1.3

NOTES: 'n' = unweighted sample; 'N' = population weighted sample; % may not add to 100 due to rounding

**Table 3.** Weighted and unweighted PGSI estimates, NT **Aboriginal** adult population

	<b>Non-gamblers</b>	<b>Non-problem gamblers</b>	<b>Low risk gamblers</b>	<b>Moderate risk gamblers</b>	<b>Problem gamblers</b>
NT Aboriginal adult population (N)	10,293	22,316	6,152	3,199	3,398
NT weighted Aboriginal adults %	22.7	49.2	13.6	7.1	7.5
NT Aboriginal adult population (n)	77	229	45	37	20
NT unweighted Aboriginal adults %	18.9	56.1	11.0	9.1	4.9

NOTES: 'n' = Aboriginal unweighted sample; 'N' = Aboriginal population weighted sample; % may not add to 100 due to rounding

**Table 4.** Weighted and unweighted PGSI estimates, NT **Aboriginal** gamblers population

	<b>Non-problem gamblers</b>	<b>Low risk gamblers</b>	<b>Moderate risk gamblers</b>	<b>Problem gamblers</b>
NT Aboriginal gamblers population (N)	22,316	6,152	3,199	3,398
NT weighted Aboriginal gamblers %	63.6	17.5	9.1	9.7
NT Aboriginal gamblers population (n)	229	45	37	20
NT unweighted Aboriginal gamblers %	69.2	13.6	11.2	6.0

NOTES: 'n' = Aboriginal unweighted sample; 'N' = Aboriginal population weighted sample; % may not add to 100 due to rounding

**Table 5.** Weighted and unweighted PGSI estimates, NT **non-Aboriginal** adult population

	<b>Non-gamblers</b>	<b>Non-problem gamblers</b>	<b>Low risk gamblers</b>	<b>Moderate risk gamblers</b>	<b>Problem gamblers</b>
NT non-Aboriginal adult population (N)	39,500	85,121	11,121	4,730	1,058
NT weighted non-Aboriginal adults %	27.9	60.1	7.9	3.3	0.7
NT non-Aboriginal adult population (n)	1,157	2,984	294	127	30
NT unweighted non-Aboriginal adults %	25.2	65.0	6.4	2.8	0.7

NOTES: 'n' = non-Aboriginal unweighted sample; 'N' = non-Aboriginal population weighted sample; % may not add to 100 due to rounding

**Table 6.** Weighted and unweighted PGSI estimates, NT **non-Aboriginal** gamblers population

	<b>Non-problem gamblers</b>	<b>Low risk gamblers</b>	<b>Moderate risk gamblers</b>	<b>Problem gamblers</b>
NT non-Aboriginal gamblers population (N)	85,121	11,121	4,730	1,058
NT weighted non-Aboriginal gamblers %	83.4	10.9	4.6	1.0
NT non-Aboriginal gamblers population (n)	2,984	294	127	30
NT unweighted non-Aboriginal gamblers %	86.9	8.6	3.7	0.9

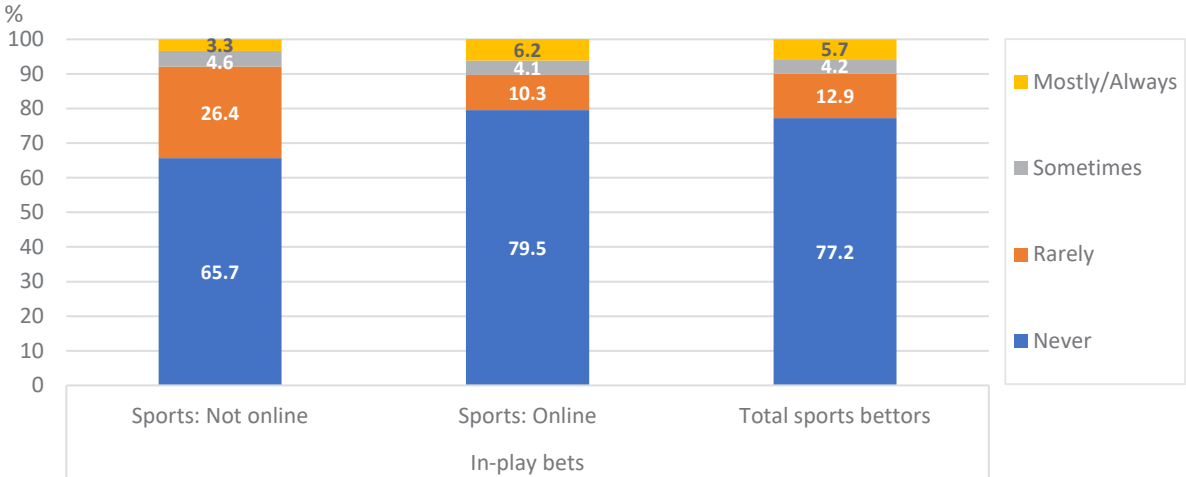
NOTES: 'n' = non-Aboriginal unweighted sample; 'N' = non-Aboriginal population weighted sample; % may not add to 100 due to rounding



# 14 Appendix C: Chapter 4 Gambling participation additional tables and figures

## 14.1 Sports bettors' in-play betting

Figure 88 shows the frequency of in-play betting for sports bettors in 2023, which was collected for the first time in the 2023 survey. There was no significant difference between sports bettors who bet online versus those who did not bet online; however, a larger percentage of online sports bettors (6.2%) mostly or always placed in-play bets, compared with non-online sports bettors (3.3%).



**Figure 88:** Sports bettors online status by frequency of placing in-play bets



## 15 Appendix D: Chapter 6 Problem gambling risk additional tables and figures

Table 35 shows 2018 and 2023 responses for individual PGSI questions for all gamblers. The most endorsed item from the PGSI in 2023 was different to 2018, and was question 1, with nearly 11% of gamblers endorsing this PGSI item. The next most highly endorsed item was question 7. Endorsement of question 2 increased significantly between 2018 and 2023, with 4% of gamblers endorsing it in 2018, and 7% in 2023.

**Table 35:** PGSI questions used to determine PG risk categories

Thinking about the past 12 months, how often have...	Survey	Never % (SE)	Some- times % (SE)	Most of the time % (SE)	Almost always % (SE)
1. you bet more than you could really afford to lose?	2023	89.1 (1.0)	8.6 (0.9)	1.8 (0.5)	0.6 (0.2)
	2018	91.4 (0.9)	6.6 (0.8)	1.2 (0.3)	0.8 (0.2)
2. you needed to gamble with larger amounts of money to get the same feeling of excitement? **	2023	93.0 (0.8)	5.7 (0.8)	0.7 (0.2)	0.6 (0.2)
	2018	96.0 (0.5)	3.1 (0.4)	0.6 (0.2)	0.4 (0.1)
3. you gone back another day to try to win back the money you lost?	2023	93.0 (1.0)	6.1 (0.9)	0.7 (0.3)	0.3 (0.1)
	2018	94.2 (0.8)	4.8 (0.8)	0.5 (0.2)	0.4 (0.2)
4. you borrowed money or sold anything to get money to gamble?	2023	97.5 (0.7)	2.0 (0.6)	0.0 (0.0)	0.5 (0.4)
	2018	98.8 (0.3)	1.0 (0.3)	0.1 (0.1)	0.1 (0.1)
5. you felt that you might have a problem with gambling?	2023	93.5 (0.8)	4.5 (0.6)	0.6 (0.4)	1.3 (0.4)
	2018	95.5 (0.7)	2.8 (0.5)	0.7 (0.3)	1.0 (0.4)
6. people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?	2023	94.2 (0.8)	4.0 (0.6)	0.4 (0.2)	1.4 (0.5)
	2018	95.5 (0.7)	3.4 (0.5)	0.5 (0.4)	0.5 (0.4)
7. you felt guilty about the way you gamble, or what happens when you gamble?	2023	89.7 (0.9)	8.0 (0.8)	0.6 (0.2)	1.7 (0.4)
	2018	89.7 (1.0)	7.9 (0.8)	1.3 (0.4)	1.1 (0.4)
8. gambling caused you any health problems, including stress or anxiety?	2023	94.9 (0.8)	3.4 (0.5)	0.9 (0.5)	0.8 (0.5)
	2018	97.1 (0.5)	2.2 (0.5)	0.6 (0.2)	0.1 (0.1)
9. your gambling caused any financial problems for you or your household?	2023	96.4 (0.7)	2.5 (0.5)	0.5 (0.4)	0.5 (0.3)
	2018	97.6 (0.4)	1.8 (0.3)	0.4 (0.2)	0.2 (0.1)

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant difference between 2018 and 2023 for PGSI question

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

### 15.1 PGSI by socio-demographic and socioeconomic variables

Table 36 presents prevalence of problem and moderate risk gamblers combined, low risk gamblers and non-problem gamblers by all socio-demographic and socioeconomic factors, and shows significant bivariate associations using negative binomial regression (with PGSI score being used as the outcome/dependent variable). All factors, except student status and labour force status, exhibited a significant association with PGSI score. Note that some estimates for the problem and moderate risk gambling have RSEs greater than 30% and should be interpreted with caution.

Significantly higher problem and moderate risk gambler estimates compared with the NT (9%) were: rest of NT (20.7%), 18–29 years (15.8%), group/share households (18.7%), houses with five or more adults (39.1%), Aboriginal (18.8%), not speaking English at home (26%), Year 10 and below education (15.2%), annual income less than \$30,000 (14.6%), and annual income \$50,000 to \$69,999 (15.9%).

Significantly lower problem/moderate risk gambler estimates compared with the NT (9%) were as follows: Darwin and Palmerston (6.4%); being 50 years of age or over (5.4% to 5.9%); couple with no children (5%); single with children (5.6%); house with two adults (5.8%); non-Aboriginal (5.7%); Bachelor degree or higher (4.8%); annual income \$30,00–\$49,999 (4.3%); and annual income \$100,000–\$149,999 (5.3%).

**Table 36:** Socio-demographic and socioeconomic factors by problem gambling risk

	<b>Problem &amp; moderate risk gamblers % (SE)</b>	<b>Low risk gamblers % (SE)</b>	<b>Non-problem gamblers % (SE)</b>	<b>Population N</b>
<i>NT</i>	9.0 (1.0)	12.6 (1.0)	78.4 (1.3)	137,095
<b>Region***</b>				
Darwin & Palmerston	6.4 (0.6)	11.5 (0.8)	82.1 (1.0)	84,869
Alice Springs	12.2 (2.9)	13.8 (3.3)	74.0 (3.9)	24,042
Regional Towns	9.3 (3.0)	18.9 (4.9)	71.8 (5.3)	15,677
Rest of NT	20.7 (6.5)	9.7 (3.2)	69.6 (6.6)	12,507
<b>Age **</b>				
18-29	15.8 (4.3)	16.6 (3.0)	67.6 (4.6)	20,358
30-39	11.6 (2.1)	14.3 (2.6)	74.2 (3.1)	37,747
40-49	6.9 (1.3)	14.9 (2.2)	78.1 (2.4)	28,853
50-64	5.4 (0.9)	9.4 (1.0)	85.2 (1.3)	32,706
65+	5.9 (1.3)	6.4 (1.3)	87.6 (1.7)	17,432
<b>Sex *</b>				
Female	7.9 (1.3)	10.5 (1.1)	81.6 (1.6)	68,353
Male	10.1 (1.4)	14.7 (1.7)	75.2 (2.0)	68,743
<b>Household type ***</b>				
Couple with children	9.4 (1.7)	10.4 (1.3)	80.2 (2.0)	53,173
Couple with no children	5.0 (0.9)	11.5 (2.2)	83.5 (2.3)	29,694
Single with children	5.6 (1.7)	14.5 (3.4)	79.9 (3.6)	11,249
Single person	11.3 (2.4)	14.4 (3.1)	74.4 (3.5)	23,184
Group/Share	18.7 (5.5)	19.2 (4.1)	62.1 (5.6)	11,045
Other/Refused	6.5 (2.6)	14.6 (4.0)	78.9 (4.7)	8,751
<b>Number of adults ***</b>				
One	9.8 (1.9)	15.1 (2.5)	75.1 (2.8)	32,426
Two	5.8 (0.9)	10.4 (1.3)	83.8 (1.5)	69,826
3 to 4	10.6 (2.1)	14.9 (2.0)	74.5 (2.6)	29,743
5 or more	39.1 (10.5)	13.7 (4.6)	47.2 (8.8)	5,101
<b>Aboriginal status ***</b>				
Non-Aboriginal	5.7 (0.5)	10.9 (0.7)	83.4 (0.9)	102,031
Aboriginal	18.8 (3.3)	17.5 (3.2)	63.6 (4.1)	35,065
<b>Home language ***</b>				

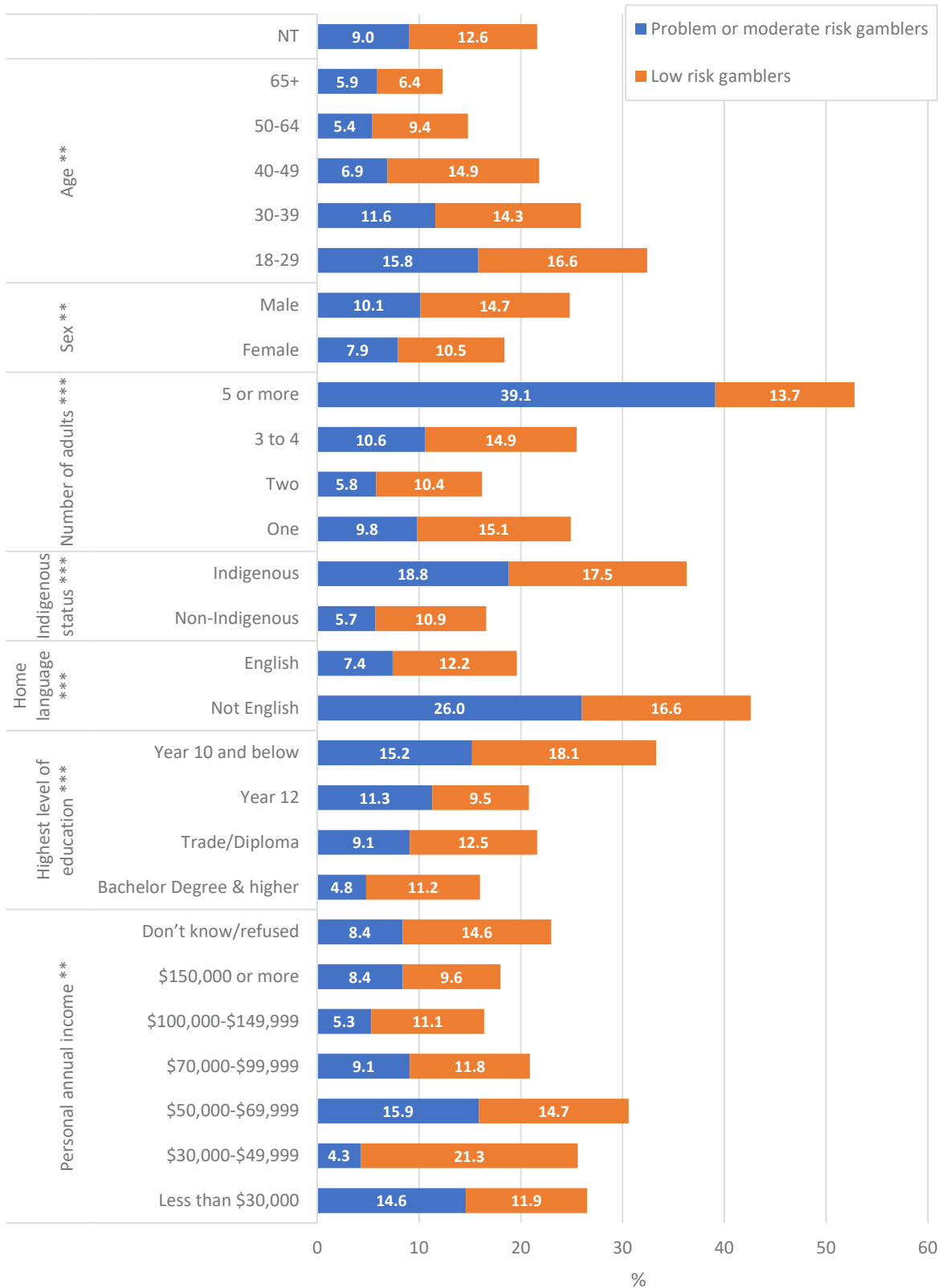
	Problem & moderate risk gamblers % (SE)	Low risk gamblers % (SE)	Non-problem gamblers % (SE)	Population N
<i>NT</i>	9.0 (1.0)	12.6 (1.0)	78.4 (1.3)	137,095
Not English	26.0 (6.2)	16.6 (3.4)	57.5 (5.9)	12,271
English	7.4 (0.8)	12.2 (1.1)	80.4 (1.2)	124,824
Highest level of education ***				
Bachelor Degree & higher	4.8 (0.8)	11.2 (1.4)	84.0 (1.5)	43,090
Trade/Diploma	9.1 (1.6)	12.5 (1.8)	78.4 (2.3)	53,317
Year 12	11.3 (3.0)	9.5 (1.9)	79.2 (3.3)	18,393
Year 10 and below	15.2 (3.4)	18.1 (3.0)	66.7 (3.9)	22,295
Study status				
Not studying	8.7 (1.0)	12.2 (1.1)	79.1 (1.3)	121,921
Studying	11.7 (4.2)	16.2 (3.1)	72.2 (4.5)	15,174
Labour force status				
Employed: Not FIFO/DIDO	8.3 (1.1)	11.5 (1.2)	80.2 (1.5)	99,995
Employed: FIFO/DIDO	12.4 (2.8)	20.2 (3.5)	67.4 (4.0)	15,501
Unemployed	17.9 (9.0)	30.8 (8.9)	51.3 (9.2)	3,285
Not in labour force	8.6 (2.0)	8.9 (1.7)	82.4 (2.4)	18,315
Personal annual income **				
Less than \$30,000	14.6 (3.3)	11.9 (2.3)	73.6 (3.6)	11,142
\$30,000-\$49,999	4.3 (1.8)	21.3 (4.5)	74.4 (4.6)	8,461
\$50,000-\$69,999	15.9 (4.3)	14.7 (3.6)	69.4 (4.7)	17,856
\$70,000-\$99,999	9.1 (1.7)	11.8 (1.9)	79.1 (2.4)	30,586
\$100,000-\$149,999	5.3 (1.1)	11.1 (2.1)	83.6 (2.2)	33,762
\$150,000 or more	8.4 (3.1)	9.6 (1.8)	82.0 (3.2)	19,430
Don't know/refused	8.4 (2.9)	14.6 (3.4)	77.0 (4.1)	15,859

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between variable and PGSI

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

### 15.1.1 PGSI multivariable model for socio-demographic and socioeconomic variables

Figure 89 shows socio-demographic and socioeconomic variables that had a multivariable adjusted significant association with the PGSI score. Of the variables in Table 14 that had a significant bivariate association with PGSI score, only two (household type and region) dropped out ( $p>0.05$ ) in the backward selection steps. The final model included the following: age; sex; number of adults in house; Aboriginal status; language spoken at home; highest level of education; and personal annual income.



**Figure 89: Multivariable model of PGSI score and socio-demographic and socioeconomic variables**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant adjusted association between PGSI score and variable

## 15.2 PGSI by health risk factors

Table 37 shows the tabulation of problem and moderate risk gamblers combined, low risk gamblers and non-problem gamblers by health risk factors and shows unadjusted statistical associations (for the multivariable adjusted model, see the next section). Note that variables included in this table were part of the sub-sample, which results in higher SEs due to smaller sample size. Estimates in shaded cells should be interpreted with caution, as they indicate that the RSE is greater than 30%. All health risk factors showed a significant association with PGSI score. The largest effect on PGSI score was observed for gamblers with alcohol problems, with 31.2% classified as problem or moderate risk gamblers, compared with 9% across the NT. Gamblers who smoke (20%) or vape (23.9%) had higher estimates of problem or moderate risk gamblers, as did gamblers scoring medium to high psychological distress (19.3%) compared with the NT (9%).

**Table 37:** Health risk factors by problem gambling risk

	<b>Problem &amp; moderate risk gamblers % (SE)</b>	<b>Low risk gamblers % (SE)</b>	<b>Non-risk gamblers % (SE)</b>	<b>Population N</b>
<i>NT</i>	9.0 (1.0)	12.6 (1.1)	78.4 (1.5)	137,095
Smoking status ***				
Never smoker	7.6 (1.3)	11.0 (1.3)	81.5 (1.9)	72,604
Ex-smoker	5.8 (1.1)	11.1 (1.9)	83.2 (2.2)	42,131
Smoker	20.0 (4.0)	20.8 (3.8)	59.2 (5.0)	22,360
Vaping status *				
Never vaper	7.9 (1.0)	11.3 (1.0)	80.8 (1.4)	119,795
Ex-vaper	9.0 (3.4)	23.9 (9.4)	67.1 (10.)	8,244
Vaper	23.9 (7.6)	19.7 (5.6)	56.4 (9.2)	9,056
AUDIT-10 ***				
No alcohol problem	5.2 (0.9)	10.3 (1.3)	84.5 (1.6)	78,248
Low level problem	9.0 (1.7)	13.8 (2.7)	77.2 (3.3)	29,108
Alcohol problem	31.2 (8.2)	22.9 (5.8)	45.9 (8.8)	8,725
No Alcohol	14.8 (3.7)	15.3 (3.6)	69.9 (5.3)	18,009
Refused/don't know	11.1 (7.6)	14.7 (6.5)	74.1 (9.3)	3,005
Kessler-5 ***				
No distress	5.6 (0.8)	10.6 (1.2)	83.8 (1.5)	72,387
Low distress	9.5 (1.9)	16.5 (2.8)	74.0 (3.4)	39,023
Medium to high distress	19.3 (4.2)	13.5 (2.8)	67.1 (5.3)	22,594
Refused/don't know	7.0 (4.8)	3.7 (2.6)	89.3 (6.0)	3,092

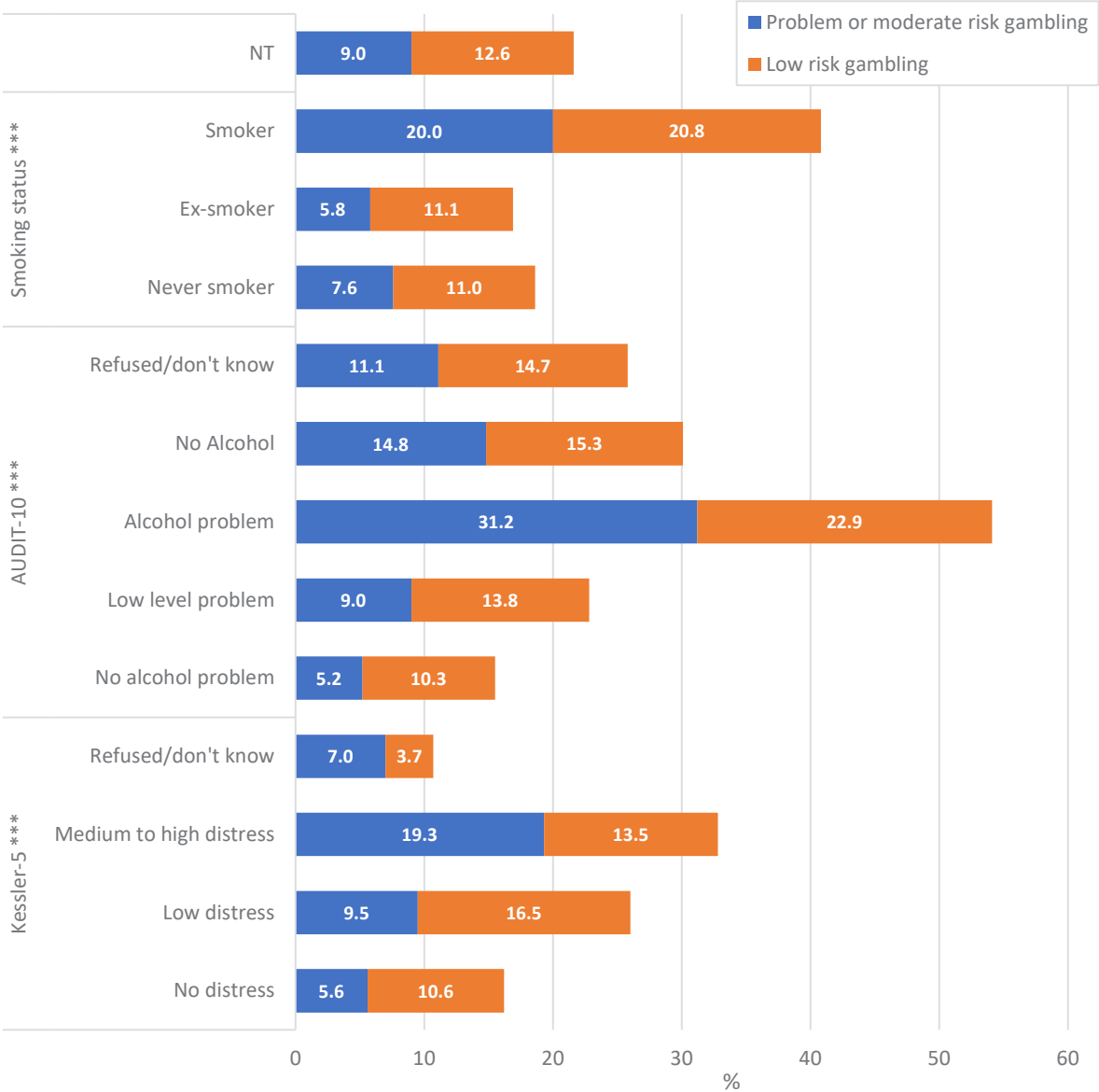
\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between variable and PGSI

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

### 15.2.1 PGSI multivariable model for health risk factor variables

Associations between the PGSI and health risk factors in Table 37 are unadjusted, while Figure 90 shows health risk factors with a significant multivariable adjusted association with PGSI score. Vaping status was the only health risk factor to drop out of the multivariable model for PGSI score. Gamblers who were smokers (20%), reported alcohol problems (31.2%) and experienced a medium to high level of distress (19.2%) had higher estimates of problem and moderate risk gamblers, compared with the NT (9%). Gamblers who were ex-smokers (5.8%), drank alcohol with no reported problems (5.2%) and

experienced no psychological distress (5.6%) had lower estimates for problem and moderate risk gamblers compared with the NT (9%).

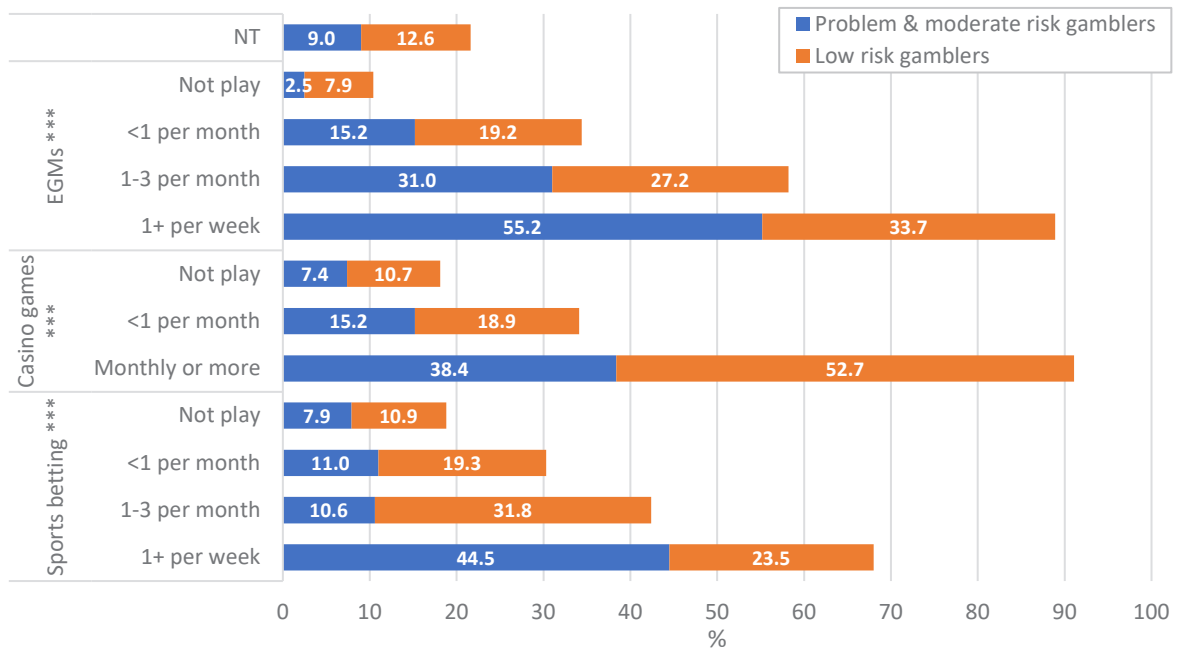


**Figure 90: Multivariable model of PGSI score for health risk factors**

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant adjusted association between PGSI score and variable

### 15.3 PGSI multivariable model: Activities model

All gambling activities from the previous figure were included in a multivariable adjusted model for PGSI score, and backward selection of variables applied with removal of variables at  $p > 0.05$ . Figure 91 shows that gambling frequency for EGMs, casino games and sports betting had a multivariable adjusted significant association with PGSI score, indicating these forms of gambling pose the most risk for gamblers.



**Figure 91:** Multivariable model of PGSI score and gambling frequency for activities

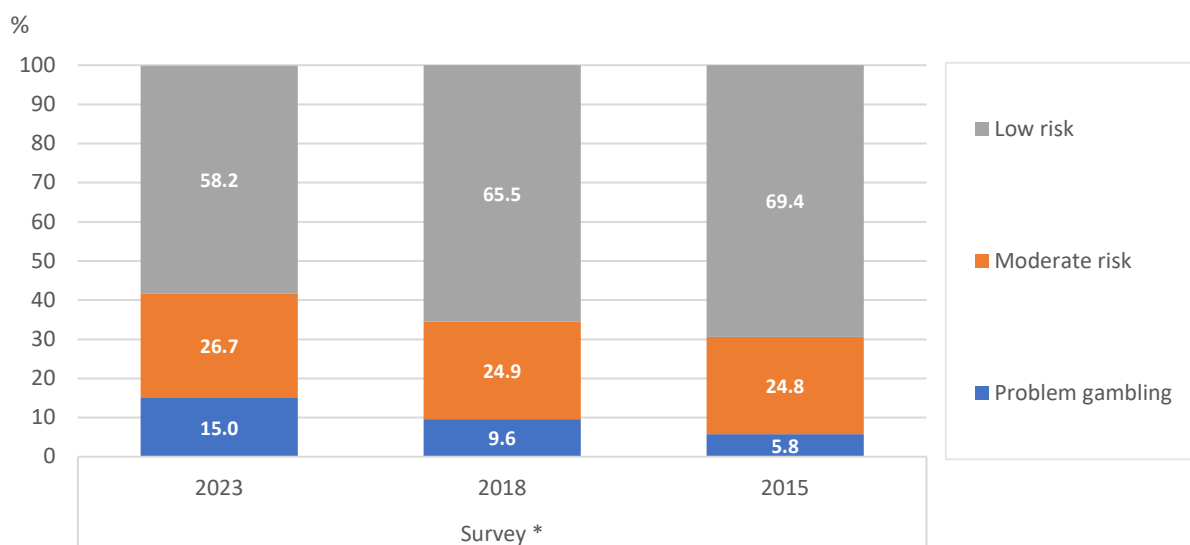
\*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$ : Significant multivariable adjusted association between PGSI score and gambling frequency for activity



## 16 Appendix E: Chapter 7 At-risk gamblers additional tables and figures

### 16.1 Distribution of the PGSI risk categories between surveys

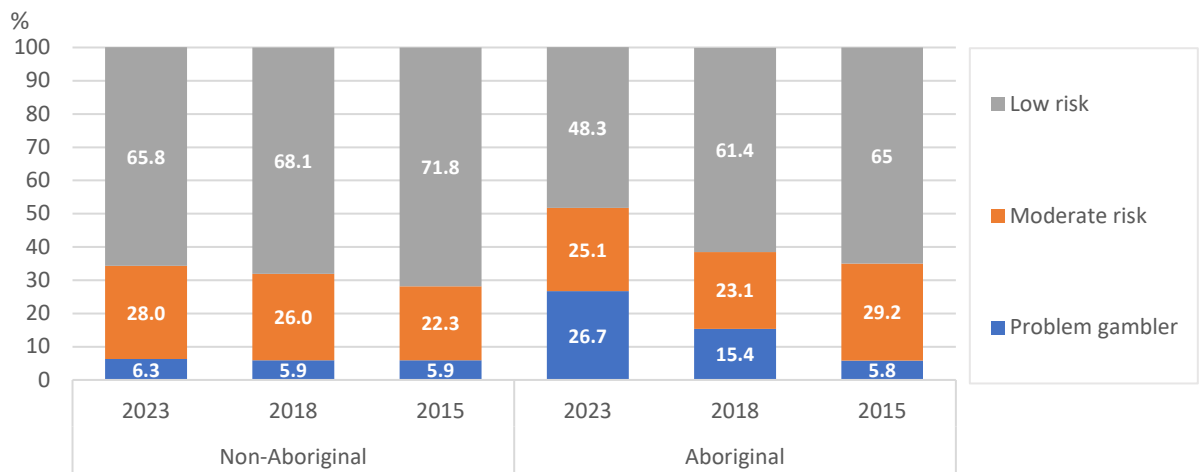
Figure 92 shows the change in the distribution of the PGSI risk categories within the group of at-risk gamblers (i.e., PGSI score of one or more). In 2015, 5.8% of at-risk gamblers were experiencing problem gambling, increasing to 9.6% in 2018 and 15% in 2023, and in 2023 the distribution of the PGSI was significantly different to that observed in 2015. The percentage of low risk gamblers decreased over time, from 69.4% in 2015, 65.5% in 2018 and to 58.2% in 2023. This indicates that the severity of gambling problems within the at-risk group has increased significantly over the last decade.



**Figure 92: PGSI risk category by survey**

\*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$ : Significant difference between 2015 and 2023

Figure 93 shows the distribution of the PGSI for at-risk gamblers between surveys for Aboriginal and non-Aboriginal at-risk gamblers. Increases observed in at-risk gamblers and problem gamblers occurred among Aboriginal gamblers in the NT, with problem gamblers as a percentage of all at-risk gamblers increasing from 5.8% in 2015, to 15.4% in 2018 and 26.7% in 2023, with problem gamblers now making up more than a quarter of all Aboriginal at-risk gamblers, compared with 6.3% for non-Aboriginal gamblers.



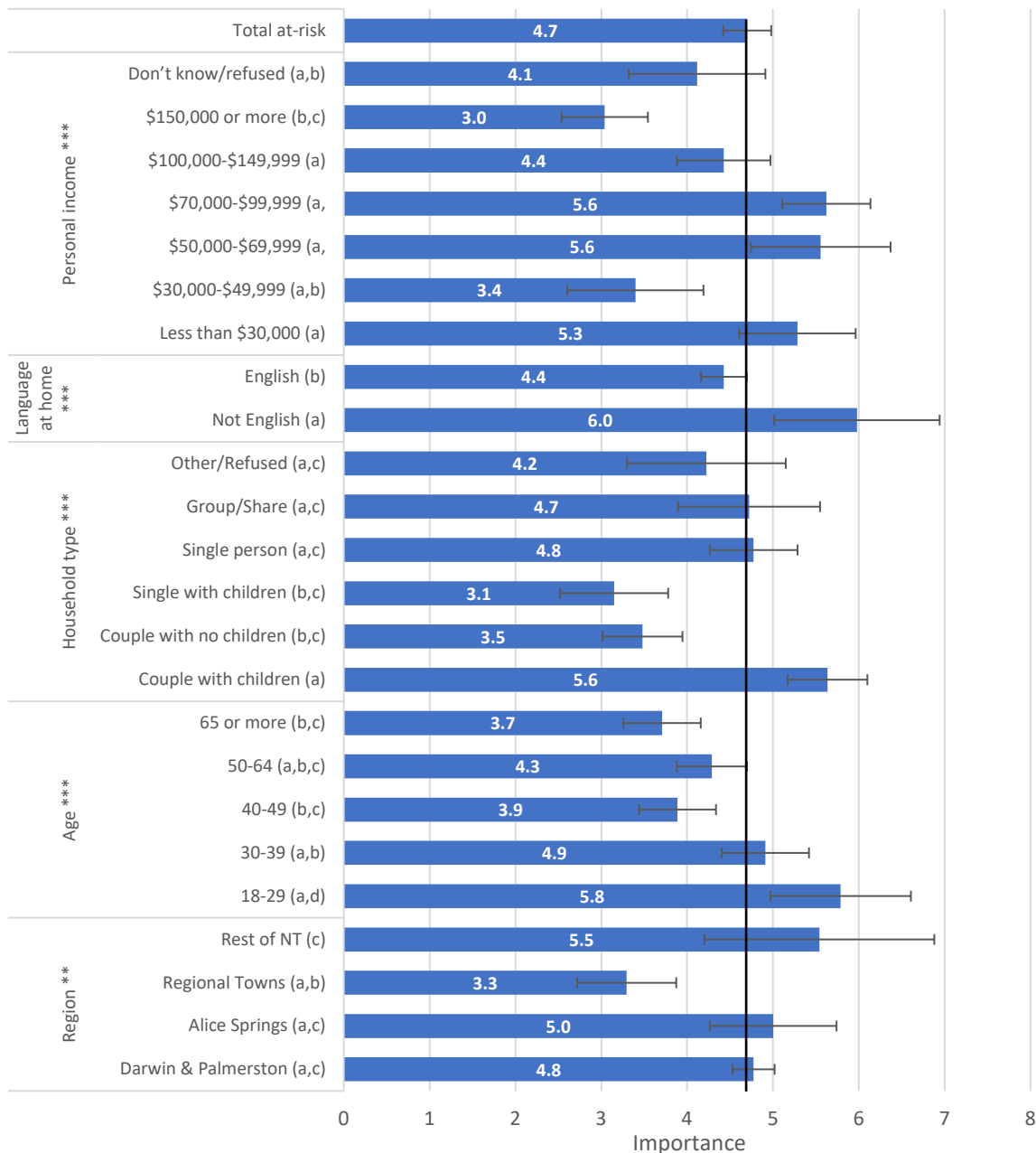
**Figure 93:** PGSI risk category by Aboriginal status and survey

## **16.2 Readiness to Change scale for at-risk gamblers**

The Readiness to Change scale consists of three items related to limiting or stopping gambling, including (i) Importance (ii) Priority, and (iii) Confidence (i.e., to deal with an unexpected urge to gamble), using a Likert scale from 1 to 10, with 1 being not important/not a priority/not confident, and 10 being very important/high priority/very confident. The scale was used for all at-risk gamblers (i.e., scoring one or more on the PGSI). The mean of each of the sub-scales is reported for significant socio-demographic variables, the PGSI and domains of own gambling harms.

### ***16.2.1 Importance by significant socio-demographic and socioeconomic variables***

Figure 94 shows socio-demographic and socioeconomic variables that had a significant association with the Importance sub-scale of the Readiness to Change scale. The vertical black line shows the NT estimate for the Importance scale, with SEs not crossing this line indicating statistical significance. The mean score for the Importance sub-scale was lowest in regional towns with this being significantly lower than the mean score observed for the rest of NT, but not other regions. Younger gamblers scored higher on this scale than older gamblers, with gamblers aged 40–49 years and 65 years or over being significantly lower than mean scores for gamblers aged 18–29 years. Couple with children households scored highest on Importance and were significantly higher than couples with no children and single person with children households. Gamblers who did not speak English at home had significantly higher mean scores on Importance than English speaking gamblers. Gamblers with personal annual incomes of \$150,000 or more and \$30,000–\$49,999 had mean scores significantly lower than those in mid-range incomes between \$50,000 and \$99,999.



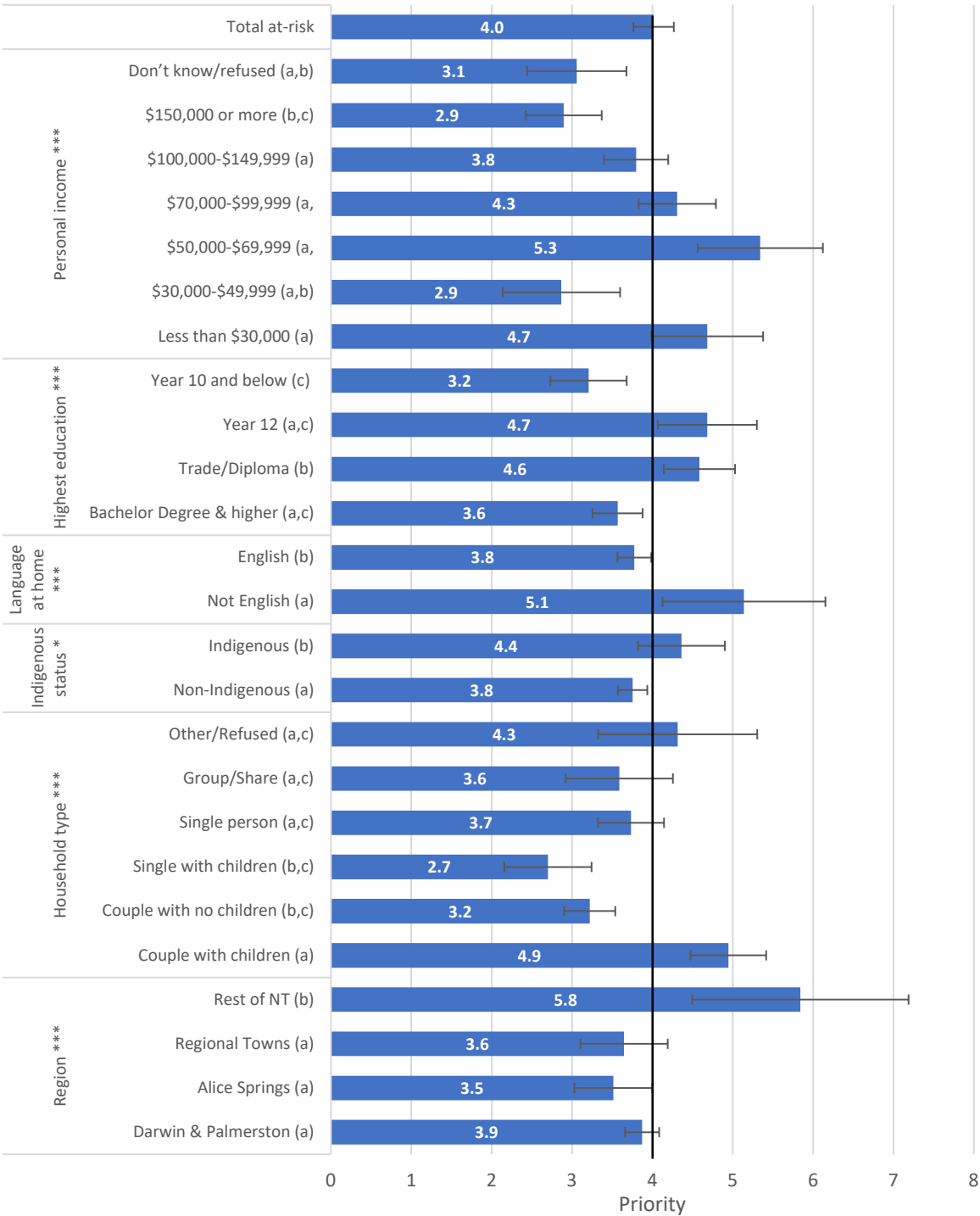
**Figure 94: Readiness to change: Importance of limiting/stopping gambling mean (SE) by significant socio-demographic and socioeconomic variables**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant one-way ANOVA; socio-demographic variable categories with different letters are significantly different

### 16.2.2 Priority by significant socio-demographic and socioeconomic variables

Figure 95 shows mean scores for significant socio-demographic and socioeconomic variables with the Priority sub-scale. Rest of NT had a significantly higher mean score for Priority, compared with all other regions in the NT. Aboriginal gamblers had significantly higher mean scores than non-Aboriginal gamblers. Mean scores for gamblers with highest education qualification of a trade or diploma had the highest mean scores for Priority, and was significantly higher than all other categories except for

Bachelor degree or higher. Gamblers earning \$30,000 to \$49,999 per annum had the lowest mean scores for Priority and were significantly lower than those earning \$50,000 to \$69,999.

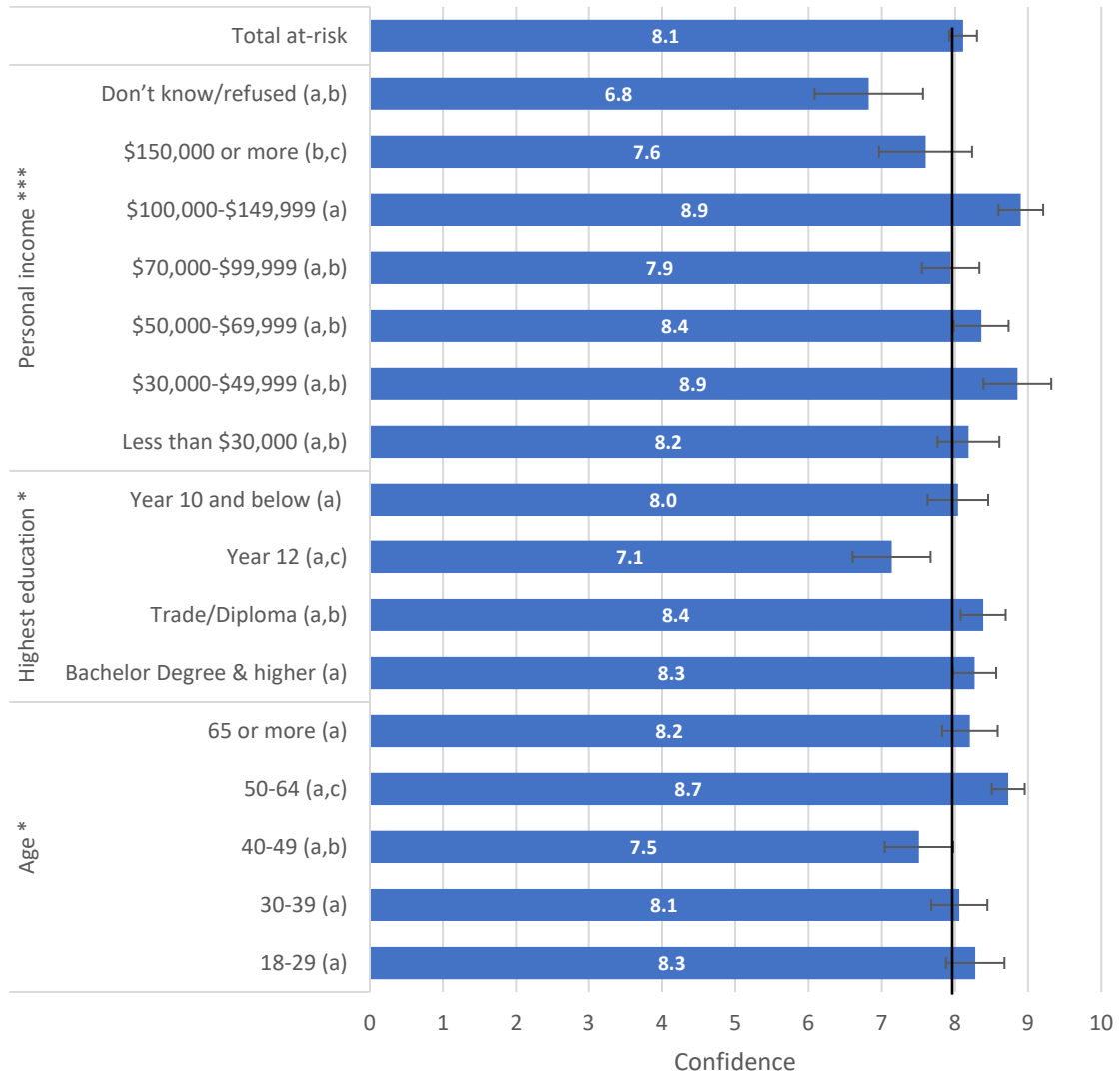


**Figure 95:** Readiness to change: Priority in limiting/stopping gambling mean (SE) by significant socio-demographic and socioeconomic variables

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant one-way ANOVA; socio-demographic variable categories with different letters are significantly different

### 16.2.3 Confidence by significant socio-demographic and socioeconomic variables

Figure 96 presents mean scores for significant socio-demographic and socioeconomic variables for the Confidence to deal with the urge sub-scale. Age, highest educational qualification and personal annual income with significantly associated with this sub-scale.



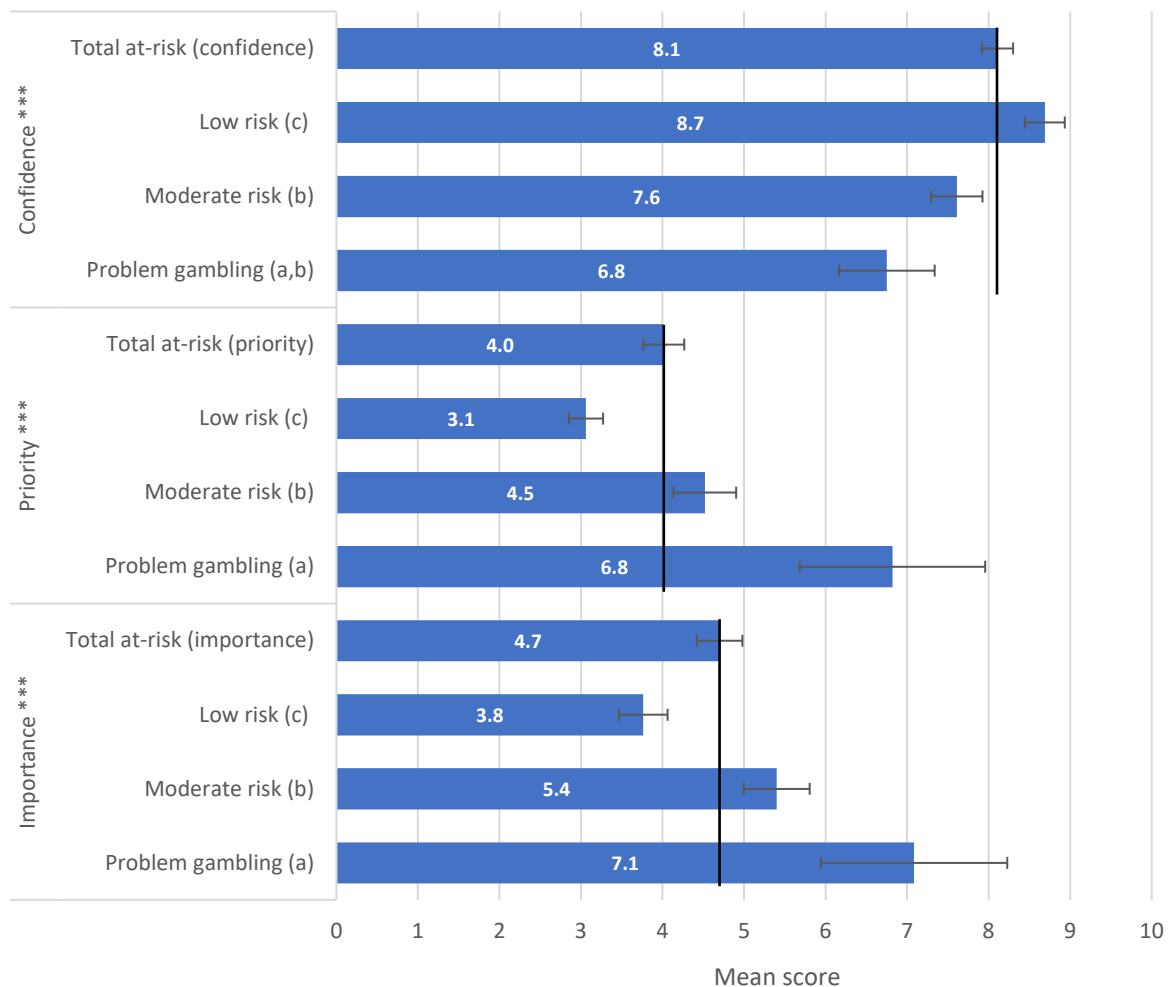
**Figure 96:** Readiness to change: Confidence to deal with an unexpected urge to gamble mean (SE) by significant socio-demographic and socioeconomic variables

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant ANOVA one-way; socio-demographic variable categories with different letters are significantly different

### 16.2.4 Readiness to change: Importance, Priority and Confidence by the PGSI risk category

Figure 97 shows mean scores for all three sub-scales of the Readiness to Change scale by PGSI risk category. All three sub-scales were significantly associated with the PGSI risk categories. Low risk gamblers had the highest mean score for Confidence, and this was significantly higher than for problem gamblers and moderate risk gamblers. For the Priority sub-scale, low risk gamblers had the lowest mean score, with mean scores increasing for moderate risk gamblers and problem gamblers, with all

three PGSI groups being significantly different from one another. The same pattern for Priority was replicated for Importance, with mean scores for each PGSI group significantly different from one another.

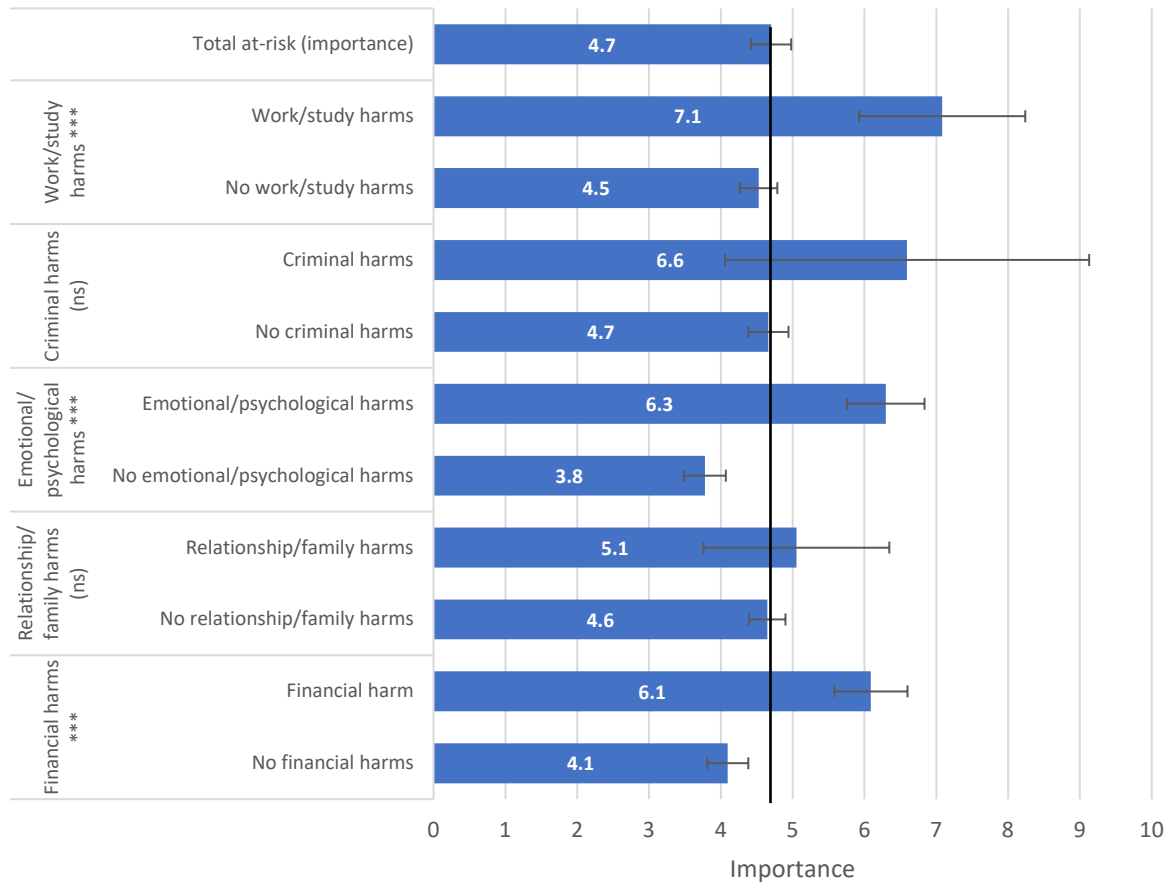


**Figure 97:** Readiness to change: Importance, Priority and Confidence mean (SE) by PGSI risk category

\*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$ : Significant one-way ANOVA; PGSI risk categories with different letters are significantly different

### 16.2.5 Readiness to change by domains of own gambling harms

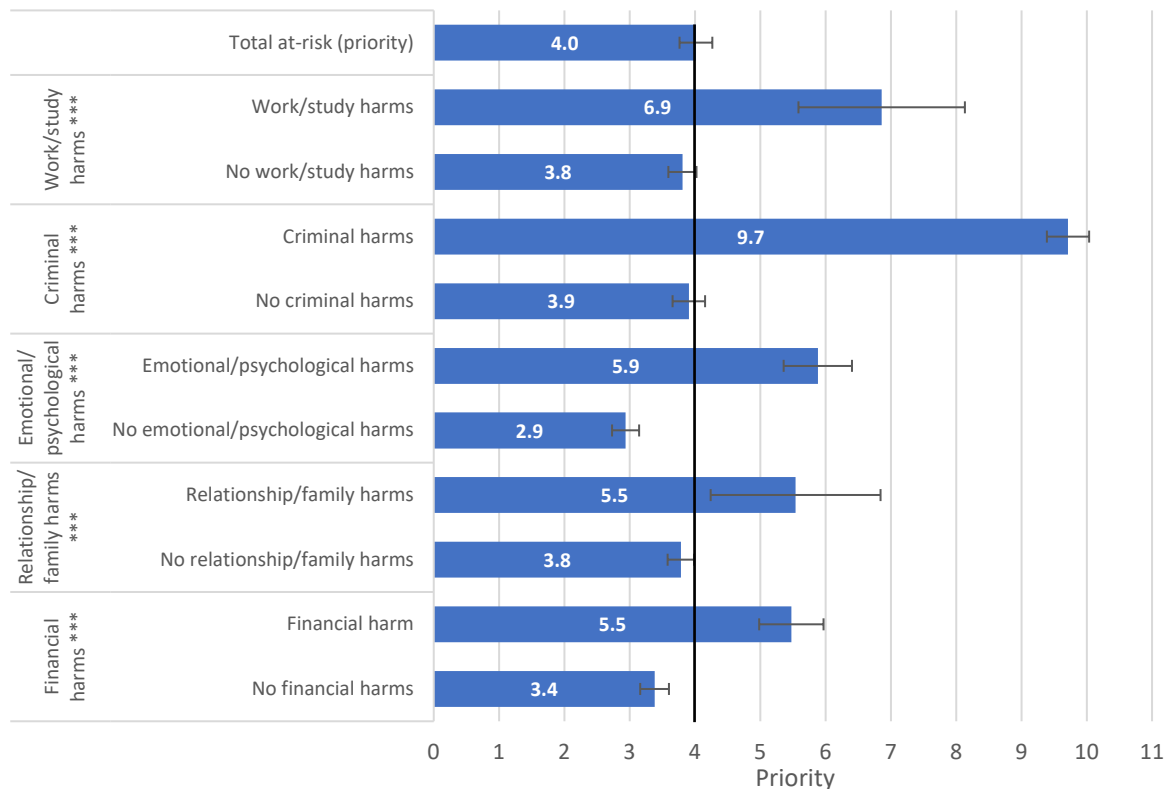
Figure 98 shows mean scores for the Importance sub-scale for each of the five domains of harm from own gambling. There was no significant association between the Importance sub-scale with criminal and relationship/family harms. Gamblers experiencing work/study harms had significantly higher mean Importance scores than gamblers not experiencing work/study harms, as did those experiencing financial or emotional/psychological harms from their own gambling.



**Figure 98:** Readiness to change: Importance to limit/stop gambling by domains of harm from own gambling

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Domains of own gambling harm has significant association with Importance  
RSE greater than 30% for criminal harms

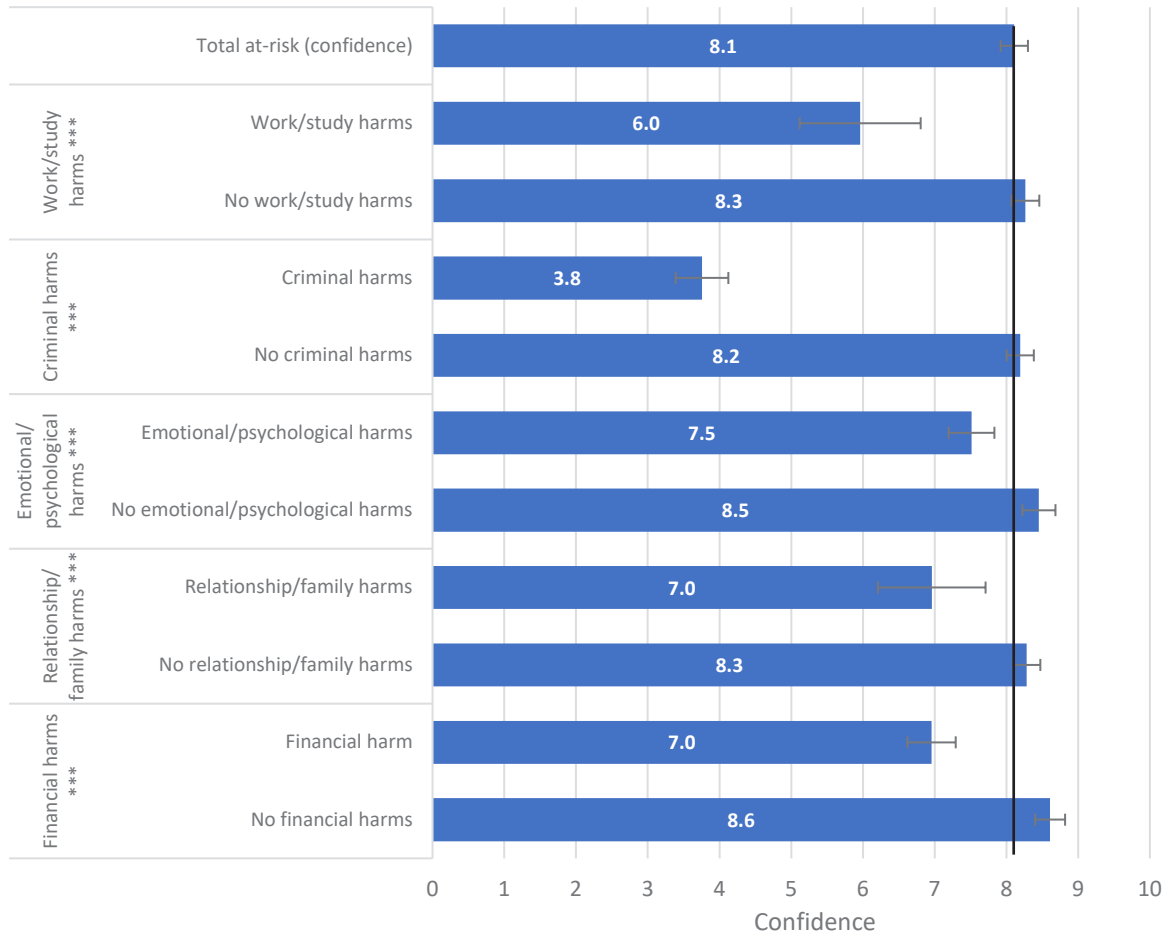
Figure 99 shows that the Priority sub-scale was significantly associated with each domain of own gambling harm. Priority mean scores were at least two times higher for gamblers experiencing work/study harms, criminal harms and emotional/psychological harms, compared with gamblers who did not experience these harms. Gamblers experiencing relationship/family harms and financial harms had mean scores around 40% higher than gamblers not experiencing these harms.



**Figure 99: Readiness to change: Priority to limit/stop gambling by domains of harm from own gambling**

\*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$ : Domains of own gambling harm has significant association with Priority

Figure 100 shows Confidence sub-scale mean scores for each domain of own gambling harm. All domains of harm from own gambling had a significant association with the Confidence sub-scale, though this was the opposite of that for Importance and Priority sub-scales, which is to be expected. At-risk gamblers not experiencing harms associated with each domain of harm had significantly higher Confidence mean scores than those experiencing harms from the domain.



**Figure 100: Readiness to change: Confidence to deal with an unexpected urge to gamble by domains of harms from own gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Domains of own gambling harm has significant association with Confidence

## 17 Appendix F: Harms from someone else’s gambling additional tables and figures

### 17.1 Harms from someone else’s gambling by socio-demographic and socioeconomic characteristics

Table 38 shows the association between socio-demographic variables and experiencing at least one harm from someone else’s gambling. Age and Aboriginal status were the only variables with a significant association with harm from someone else’s gambling. Younger adults under 40 years (10.3% to 17.6%) were significantly more likely to experience gambling harm from someone else’s gambling than adults 40 years and over (5.7% to 8.3%). Aboriginal respondents (16.6%) were more likely to be harmed from someone else’s gambling than non-Aboriginal respondents (8.2%).

**Table 38:** Harm from someone else’s gambling by socio-demographic variables

	Harmed from someone else’s gambling		Population N
	None % (SE)	One or more harms % (SE)	
<i>Northern Territory</i>	89.7 (1.3)	10.3 (1.3)	186,889
Region			
Darwin & Palmerston	91.1 (1.6)	8.9 (1.6)	113,400
Alice Springs	88.4 (2.8)	11.6 (2.8)	37,411
Regional Towns	88.5 (4.8)	11.5 (4.8)	21,970
Rest of NT	83.7 (6.0)	16.3 (6.0)	14,108
Age (years) *			
18-29	82.4 (5.0)	17.6 (5.0)	39,095
30-39	89.7 (2.4)	10.3 (2.4)	44,172
40-49	91.7 (2.2)	8.3 (2.2)	38,880
50-64	92.3 (1.4)	7.7 (1.4)	41,335
65 or more	94.3 (1.5)	5.7 (1.5)	23,407
Sex			
Female	87.4 (2.1)	12.6 (2.1)	94,049
Male	92.1 (1.6)	7.9 (1.6)	92,840
Aboriginal status **			
Non-Aboriginal	91.8 (1.5)	8.2 (1.5)	141,531
Aboriginal	83.4 (2.6)	16.6 (2.6)	45,358
Main language at home			
Not English	86.8 (4.8)	13.2 (4.8)	20,197
English	90.1 (1.4)	9.9 (1.4)	166,692
Household type			
Couple with children	90.0 (2.3)	10.0 (2.3)	72,755
Couple with no children	94.1 (1.5)	5.9 (1.5)	41,068
Single parent with children	90.6 (3.4)	9.4 (3.4)	12,916
Single person	87.2 (3.2)	12.8 (3.2)	27,631
Group/share	85.3 (5.8)	14.7 (5.8)	17,734
Other	85.5 (6.7)	14.5 (6.7)	14,786

\*\*\* p < 0.001, \*\* p < 0.01, \* p < 0.05: Significant association between socio-demographic variable and one or more harms from someone else’s gambling

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

Table 39 shows the association between socioeconomic variables and experiencing at least one harm from someone else’s gambling. Adults studying (22.2%) and those earning \$70,000 to \$99,999 per

annum were significantly more likely to be harmed from someone else’s gambling. People on incomes less than \$30,000, \$150,000 or more and those who refused to state income were significantly less likely to be harmed from someone else’s gambling.

**Table 39:** Harm from someone else’s gambling by socioeconomic variables

	One or more		Population N
	None % (SE)	harms % (SE)	
<i>Northern Territory</i>	89.7 (1.3)	10.3 (1.3)	186,889
Student status **			
Not studying	91.3 (1.2)	8.7 (1.2)	165,394
Studying	77.8 (6.4)	22.2 (6.4)	21,495
Highest education			
Bachelor degree or higher	88.6 (2.6)	11.4 (2.6)	68,610
Trade/Diploma	90.6 (1.7)	9.4 (1.7)	63,728
Year 12	93.1 (2.6)	6.9 (2.6)	18,825
Year 10 and below	88.6 (3.4)	11.4 (3.4)	35,727
Labour force status			
Employed: Not FIFO/DIDO	88.8 (1.7)	11.2 (1.7)	132,914
Employed: FIFO/DIDO	91.3 (2.7)	8.7 (2.7)	19,012
Unemployed	90.4 (4.9)	9.6 (4.9)	5,785
Not in the labour force	92.6 (2.9)	7.4 (2.9)	29,178
Personal annual income *			
Less than \$30,000	94.8 (1.8)	5.2 (1.8)	18,577
\$30,000-\$49,999	85.5 (7.3)	14.5 (7.3)	13,195
\$50,000-\$69,999	84.3 (4.9)	15.7 (4.9)	23,665
\$70,000-\$99,999	82.4 (4.0)	17.6 (4.0)	37,285
\$100,000-\$149,999	92.8 (2.3)	7.2 (2.3)	44,304
\$150,000 or more	93.4 (1.7)	6.6 (1.7)	24,071
Don’t know/refused	95.1 (1.5)	4.9 (1.5)	25,791

\*\* p < 0.01, \* p < 0.05: Significant association between socioeconomic variable and one or more harms from someone else’s gambling

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

## 17.2 Harm from someone else’s gambling by health risk factors

Table 40 shows associations between health and health risk factors, and the number of harms experienced because of another person’s gambling. The only health risk factor significantly associated with harm from someone else’s gambling was psychological distress, with high psychological distress (20.1%) positively associated with harm, compared with no psychological distress (6.8%). While not significantly associated with harm, people with alcohol problems (23.9%) were more likely to experience harm compared with those who did not drink alcohol, or who drank but had no problems or had moderate alcohol problems.

**Table 40:** Harm from someone else’s gambling by health risk factors

	One or more		Population N
	None % (SE)	harms % (SE)	
<i>Northern Territory</i>	89.7 (1.3)	10.3 (1.3)	186,889
AUDIT-10 (Alcohol problems)			
No Alcohol	90.5 (2.4)	9.5 (2.4)	33,635
Safe drinking	90.7 (2.0)	9.3 (2.0)	104,250
Moderate risk drinking (8-15)	90.0 (2.2)	10.0 (2.2)	33,846
Alcohol problems (16+)	76.1 (8.0)	23.9 (8.0)	10,103
Refused/don’t know	89.6 (6.8)	10.4 (6.8)	5,055
Smoking status			
Never smoker	90.0 (2.1)	10.0 (2.1)	105,705
Ex-smoker	91.2 (1.8)	8.8 (1.8)	51,897
Current smoker	86.0 (2.6)	14.0 (2.6)	29,287
Vaping status			
Never vaper	89.8 (1.5)	10.2 (1.5)	164,706
Ex-vaper	92.3 (3.6)	7.7 (3.6)	10,554
Current vaper	85.8 (4.7)	14.2 (4.7)	11,629
Kessler-5 psychological distress *			
No distress	93.2 (1.4)	6.8 (1.4)	100,840
Low distress	86.5 (2.9)	13.5 (2.9)	50,098
Medium distress	85.0 (4.9)	15.0 (4.9)	22,672
Probably depression	79.9 (7.8)	20.1 (7.8)	8,444
Refused/don’t know	89.5 (7.5)	10.5 (7.5)	4,835

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

\*\* p < 0.01, \* p < 0.05: Significant association between health risk factor and one or more harms from someone else’s gambling

### 17.3 Harms from another person’s gambling by gambling participation

Table 41 shows the association between number of harms from someone else’s gambling by participation in different gambling activities, non-gambling and online gambling. Gambling on casino games and EGMs were the only activities significantly associated with being harmed by someone else’s gambling, with 25.2% of casino gamblers and 17.7% of EGM gamblers experiencing harm from someone else’s gambling, compared with 5.1% for non-gamblers. Non-gamblers (5.1%) were significantly less likely to be harmed from someone else’s gambling, compared with gamblers (12.2%).

**Table 41:** Harm from someone else’s gambling by activity

	One or more		Population N
	None % (SE)	harms % (SE)	
<i>Northern Territory</i>	89.7 (1.3)	10.3 (1.3)	186,889
Any gambling	87.8 (1.7)	12.2 (1.7)	137,095
Non-gamblers *	94.9 (1.7)	5.1 (1.7)	49,794
Online <sup>1</sup>	87.4 (2.4)	12.6 (2.4)	67,051
Online <sup>2</sup>	85.9 (3.6)	14.1 (3.6)	34,047
Activities			
Casino games ***	74.8 (6.5)	25.2 (6.5)	21,896
EGMs *	82.3 (3.2)	17.7 (3.2)	45,920

	One or more		Population N
	None % (SE)	harms % (SE)	
Non-sports betting	83.3 (9.6)	16.7 (9.6)	2,467
Informal betting	83.5 (6.4)	16.5 (6.4)	9,631
Sports betting	84.6 (5.0)	15.4 (5.0)	20,632
Bingo	84.7 (8.3)	15.3 (8.3)	3,791
Raffles	87.1 (2.4)	12.9 (2.4)	67,825
Keno	87.9 (2.1)	12.1 (2.1)	38,642
Instant scratch tickets	88.9 (2.5)	11.1 (2.5)	25,623
Lotto	89.4 (1.5)	10.6 (1.5)	87,770
Racetrack betting	90.1 (2.6)	9.9 (2.6)	38,234
Other gambling	94.8 (3.5)	5.2 (3.5)	1,654

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

<sup>1</sup> Online gambling includes lotto and bingo; <sup>2</sup> Online gambling excludes lotto and bingo

\*\* p < 0.01, \* p < 0.05: Significant association between gambling activity and one or more harms from someone else's gambling

## 17.4 Harm from someone else's gambling by PGSI category

Table 42 shows the significant association between PGSI category and being harmed by someone else's gambling in both 2018 and 2023. It shows that gamblers experiencing problem and moderate risk gambling are more likely to be harmed by someone else's gambling. In 2023, 39.5% of problem gamblers and 25.7% of moderate risk gamblers were harmed by someone else's gambling.

**Table 42:** Harm from someone else's gambling by the PGSI category

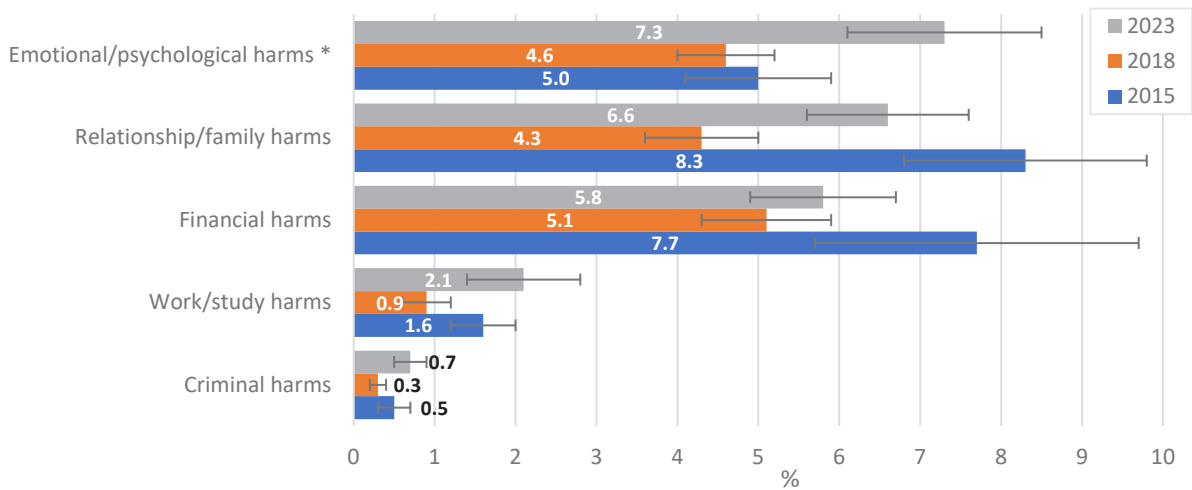
	2023 ***			2018 ***		
	One or more		Population N	One or more		Population N
	None % (SE)	harms % (SE)		None % (SE)	harms % (SE)	
Problem or moderate risk gambling	69.3 (6.0)	30.7 (6.0)	12,386	75.8 (5.8)	24.2 (5.8)	8,914
Low risk gambling	85.0 (3.0)	15.0 (3.0)	17,273	85.1 (3.2)	14.9 (3.2)	16,938
No risk gambling	90.4 (2.0)	9.6 (2.0)	107,436	92.7 (1.1)	7.3 (1.1)	103,681
Non-gamblers	94.9 (1.7)	5.1 (1.7)	49,794	95.4 (1.4)	4.6 (1.4)	51,423
<b>Total</b>	<b>89.7 (1.3)</b>	<b>10.3 (1.3)</b>	<b>186,889</b>	<b>91.9 (0.9)</b>	<b>8.1 (0.9)</b>	<b>180,956</b>

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution

\*\*\* p < 0.001: Significant association between one or more harms from someone else's gambling and PGSI

## 17.5 Domains of harm by surveys

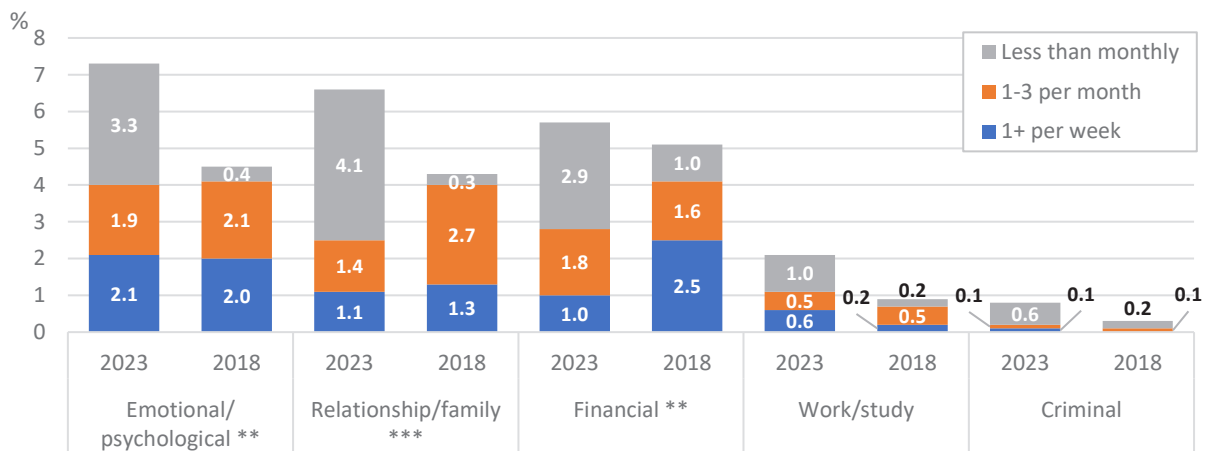
Figure 101 shows changes in domains of harm from 2015 to 2023, with statistical comparisons conducted between 2018 and 2023 data. Emotional/psychological harms were the largest of the domains in 2023 (7.3%) and increased significantly from 2018 (4.6%). All other domains of harm increased between 2018 and 2023.



**Figure 101:** Domains of harm from someone else's gambling

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between 2018 and 2023

Figure 102 shows change in the frequency of harms for the five domains between 2018 and 2023. Emotional/psychological, relationship/family and financial harms had a significant change in frequency, with more people being harmed less than monthly in 2023 compared with 2018, and a decrease in weekly financial harms in 2023.



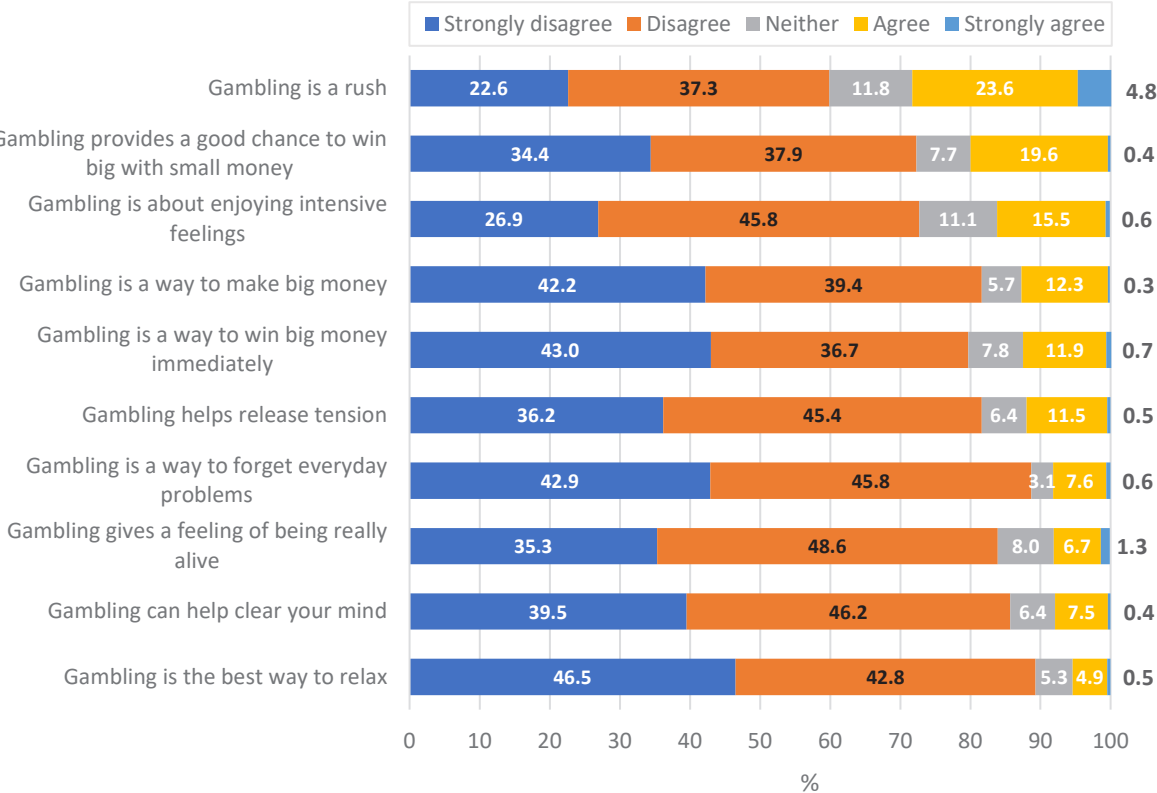
**Figure 102:** Frequency of occurrence for domains of harm from someone's gambling

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference between 2018 and 2023

## 17.6 Motivations to gamble

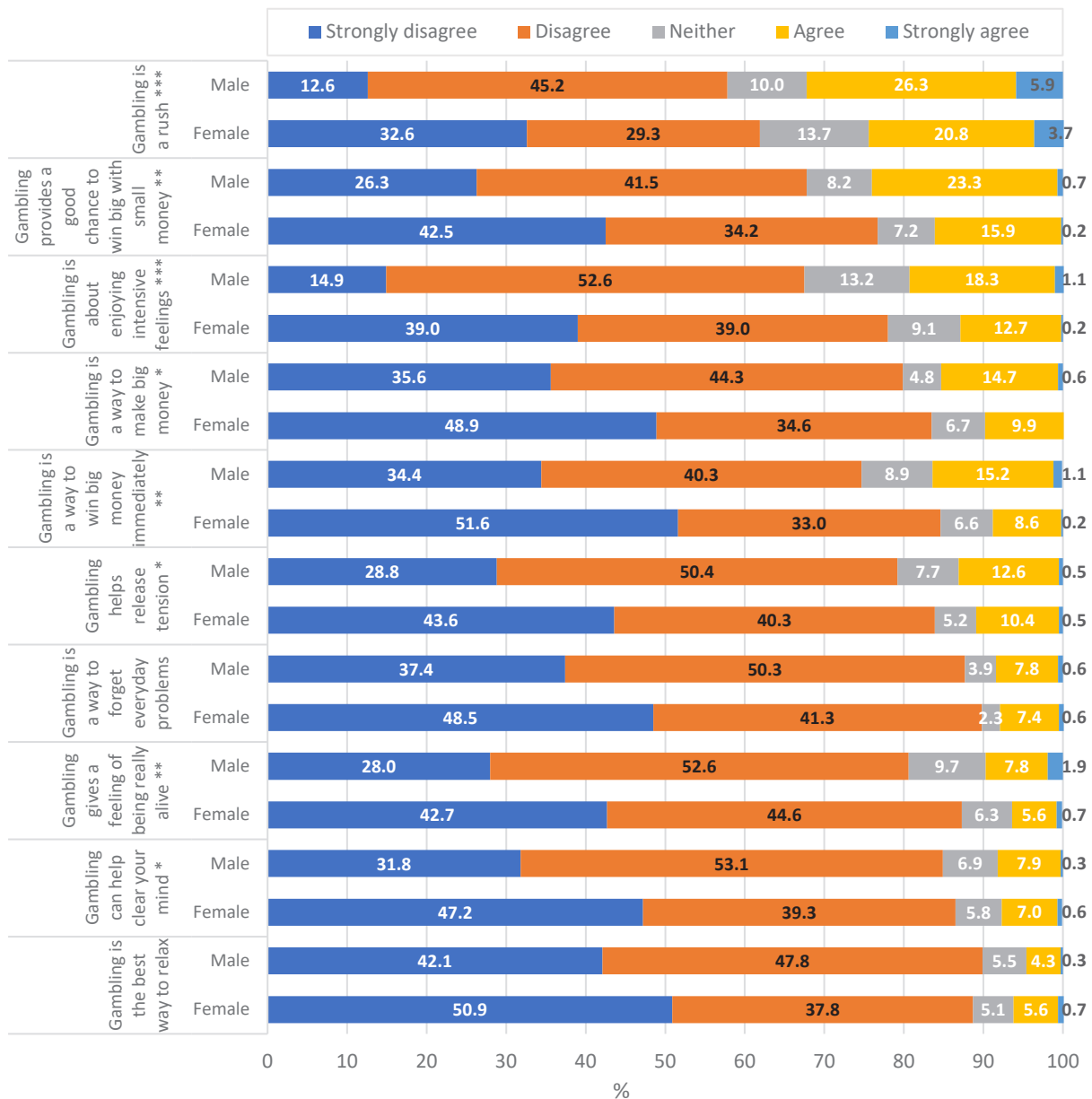
Figure 103 shows responses to individual items in the Gambling Outcome Expectancies Scale (GOES), sorted from most to least agreement. The items make up three different scales reflecting motivations to gamble: (i) Escape, (ii) Excitement, and (iii) Money, which are presented in the next section by significant socio-demographic, socioeconomic and health risk variables, and the PGSI.

Across all items, responses disagreeing or strongly disagreeing were 59.9% or more, with the lowest disagreement for 'gambling is a rush', with this item having the greatest number agreeing or strongly agreeing (28.4%). Twenty per cent of NT adults agreed or strongly agreed with the statement, *gambling provides a good chance to win big with small money*, while 72.3% disagreed or strongly disagreed. The statement 'gambling is the best way to relax' had the lowest agreement, with only 5.4% of adults agreeing or strongly agreeing, while 89.3% disagreed or strongly disagreed.



**Figure 103:** Gambling outcome expectancies (GOES) items

Figure 104 shows estimates for individual GOES items by sex, with eight out of the ten items having significant differences in responses between males and females. Females were more likely to strongly disagree than males for all items, and less likely to agree or strongly disagree for all items except 'gambling is the best way to relax' (5.6% cf. 4.3%).

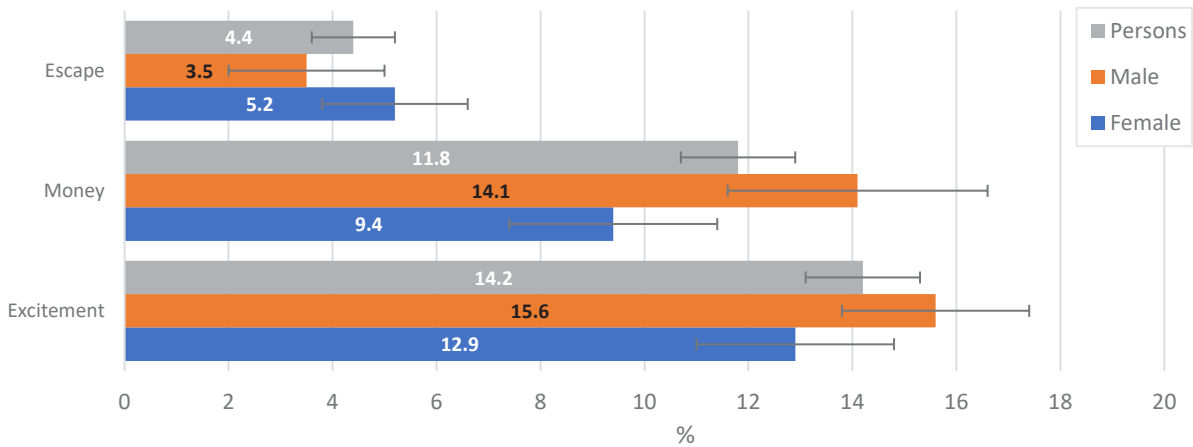


**Figure 104: Gambling outcome expectancies (GOES) items by sex**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by sex

### 17.6.1 GOES domains

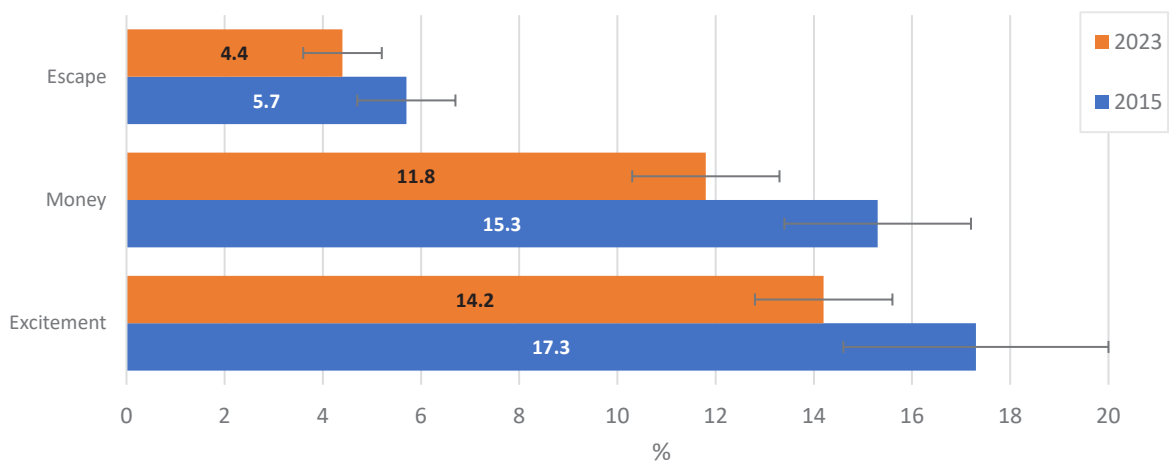
Figure 105 shows that males had higher gambling expectancies across Escape, Money and Excitement domains of the GOES, though these differences were not significant. Gambling for escape was the lowest motivation, with 4.4% of gamblers having high levels of agreement for these statements (5.2% for male and 3.5% for female gamblers), followed by gambling for money (11.8%, 14.1% for male and 9.4% for female gamblers), while excitement was the most popular motivation for gambling (14.2%, 15.6% for male and 12.9% for female gamblers).



**Figure 105: Gambling outcome expectancies (GOES) by sex**

### 17.6.2 GOES domains by survey

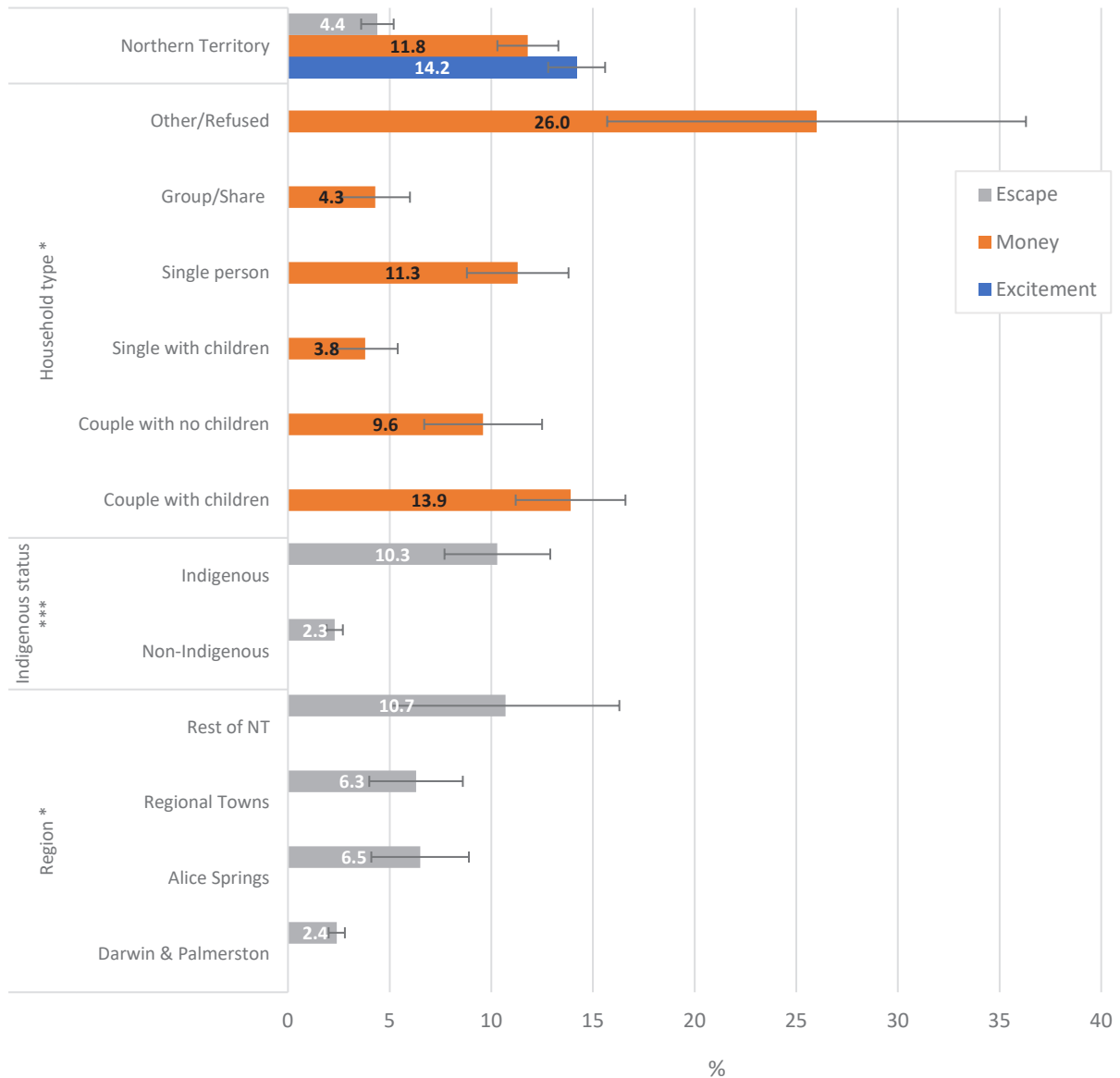
Figure 106 shows that in 2023, compared with 2015, a lower percentage of gamblers gambled for escape (4.4% *cf.* 5.7%), money (11.8% *cf.* 15.3%) and excitement (14.2% *cf.* 17.3%), though these differences were not statistically significant.



**Figure 106: Gambling outcome expectancies (GOES) by survey**

### 17.6.3 GOES domains by significant socio-demographic characteristics

Figure 107 shows socio-demographic variables that had a significant association with GOES domains. Household type had a significant association with the Money domain of the GOES, with gamblers living in a household type of undefined/other more likely to gamble for money reasons (26% *cf.* 11.8% for all gamblers), and gamblers living in groups/share houses (4.3%), and those living in single person with children houses (3.8%) significantly less likely to gamble for money reasons. Aboriginal gamblers were significantly more likely to gamble for escape, compared with non-Aboriginal gamblers (10.3% *cf.* 2.3% and 4.4% for all gamblers), and people living in the rest of NT (10.7%) were significantly more likely to gamble for escape, compared with all gamblers (4.4%) and gamblers living in Darwin and Palmerston (2.4%).

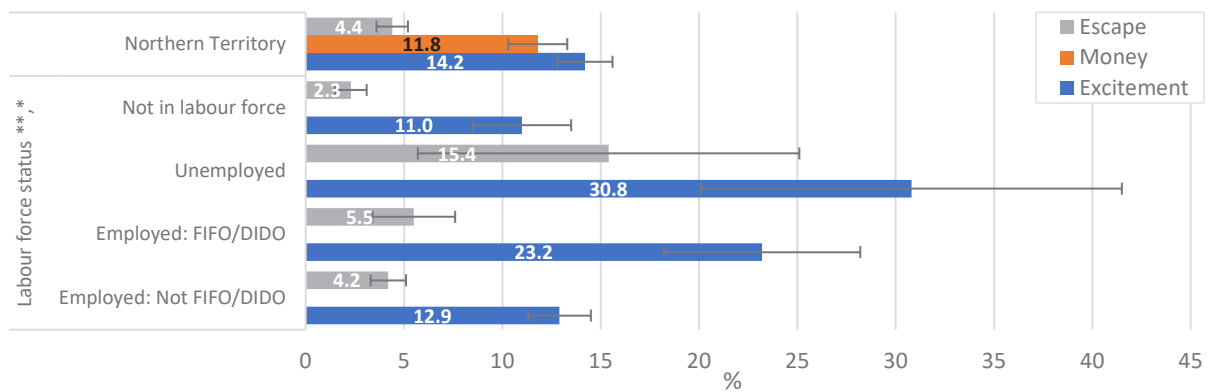


**Figure 107:** Significant socio-demographic characteristics with gambling outcome expectancies (GOES)

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by socio-demographic variable

#### 17.6.4 GOES domains by significant socioeconomic factors

Figure 108 shows that the only socioeconomic variable associated with GOES domains was labour force status. Unemployed gamblers were more likely to gamble for escape (15.4%), compared with all gamblers (4.4%), while gamblers not in the labour force were less likely to gamble for escape (2.3%). Unemployed gamblers were more likely to gamble for excitement (30.8%), as were gamblers employed in FIFO/DIDO jobs (23.2%), compared with all gamblers (14.2%).

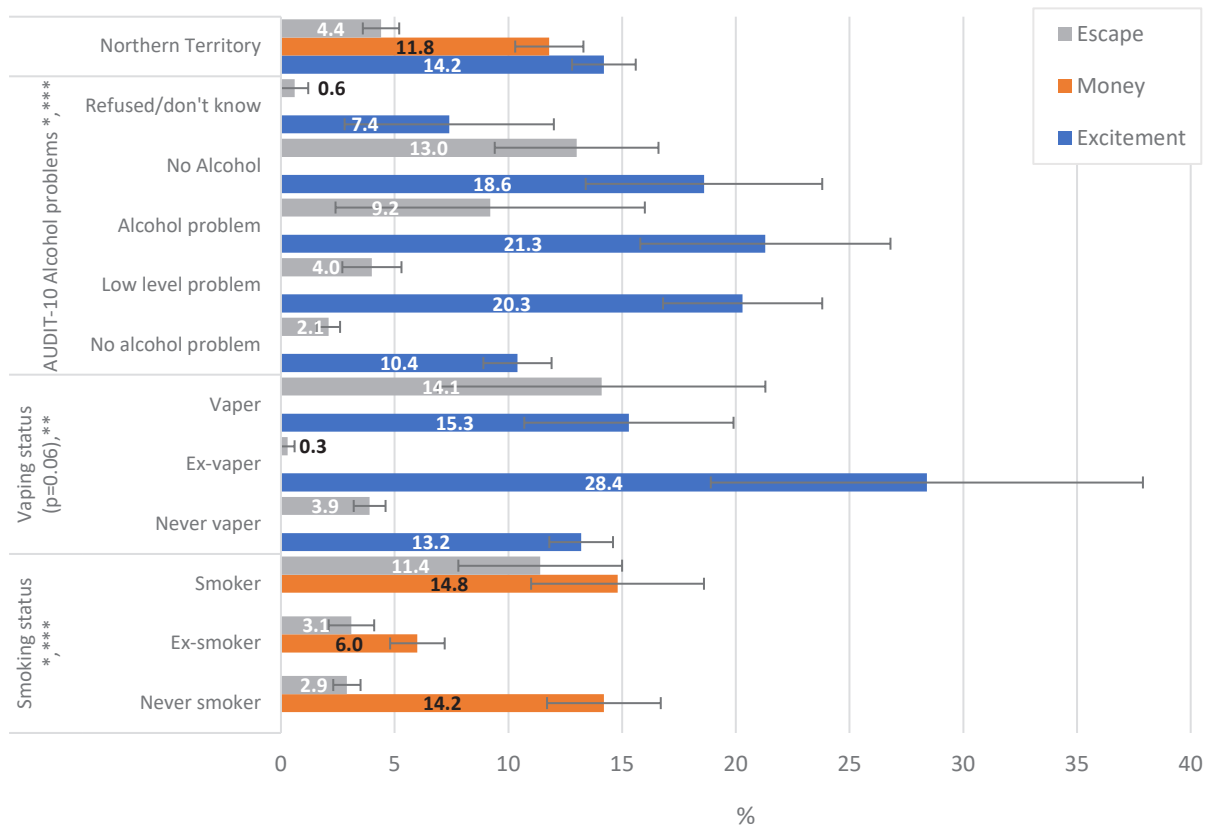


**Figure 108:** Significant socioeconomic factors with gambling outcomes expectancies (GOES)

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by socioeconomic factor

### 17.6.5 GOES domains by significant health risk factors

Figure 109 shows health risk factors with a significant association with GOES domains. Gamblers who did not drink alcohol were more likely to gamble for escape (13%) compared with all gamblers (4.4%), and gamblers who drank alcohol with no problems were less likely to gamble for escape (2.3%). Gamblers who were current vapers were more likely to gamble for escape (14.1%) compared with all gamblers (4.4%), while ex-vapers were less likely to gamble for escape (0.3%). Current smokers were more likely to gamble for escape (11.4%) compared with all gamblers (4.4%). Gamblers with low (20.3%) and high (21.3%) levels of alcohol problems were more likely to gamble for excitement, compared with all gamblers (14.2%). Gamblers who were ex-smokers were less likely to gamble for money (6%) compared with all gamblers (11.8%).

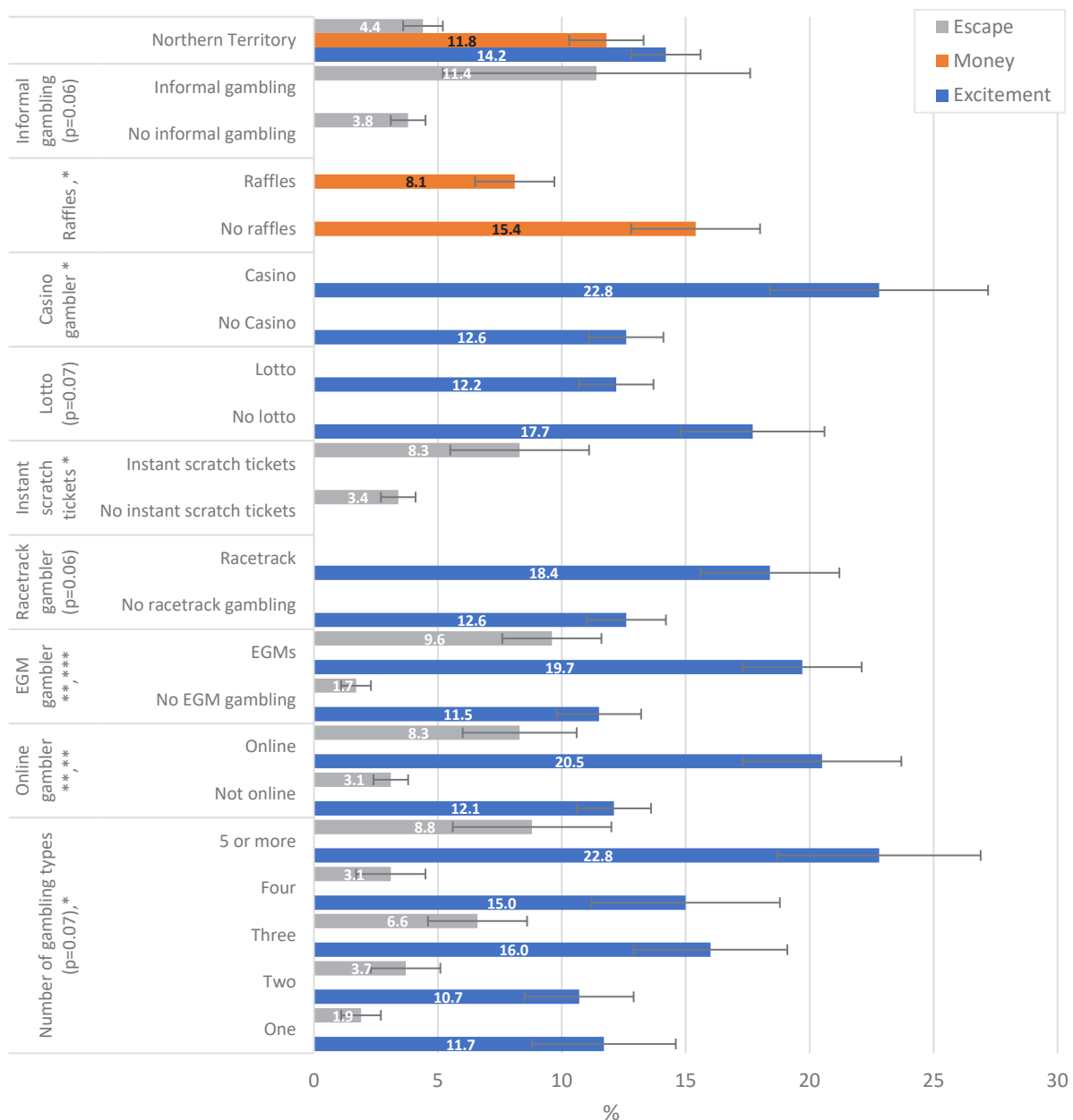


**Figure 109: Significant health risk factors with gambling outcome expectancies (GOES)**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by health risk factor

### 17.6.6 GOES domains by gambling activities

Figure 110 shows significant association between GOES domains and gambling activities, online gambling, and number of gambling activities. Gamblers who did informal gambling were more likely to gamble for escape (11.4%), as were those gambling on instant scratch tickets (8.3%), EGMs (9.6%), online (8.3%), and those gambling on five or more activities (8.8%), compared with all gamblers (4.4%). Gamblers who purchased raffle tickets were less likely to gamble for money (8.1%) compared with all gamblers (11.8%). Casino games gamblers (22.8%), racetrack bettors (18.4%), EGM gamblers (19.7%), online gamblers (20.5%), those gambling on five or more activities (22.8%) were more likely to gamble for excitement, compared with all gamblers (14.2%).

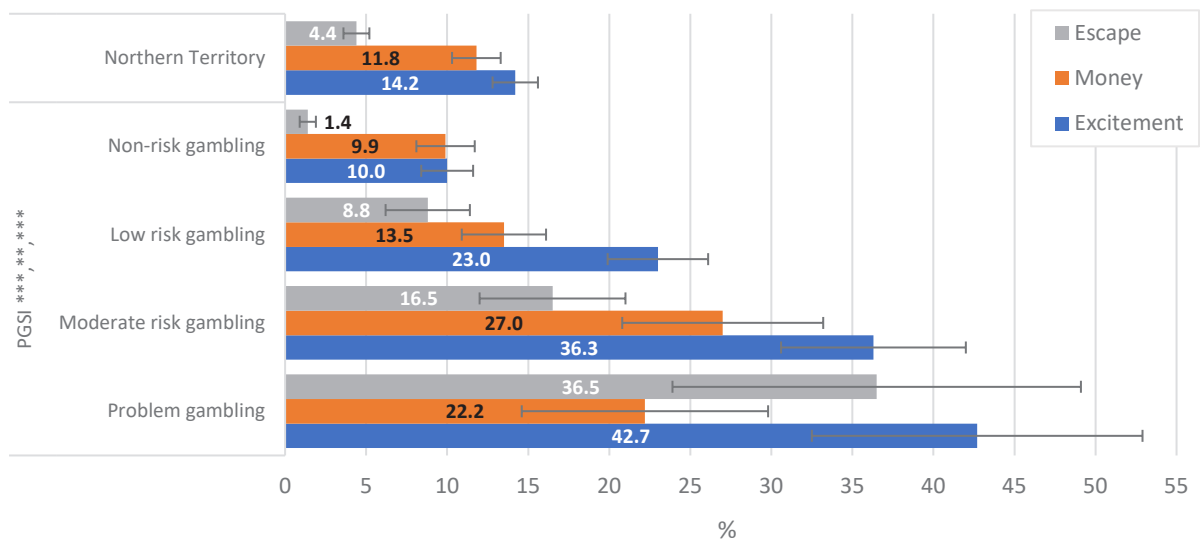


**Figure 110: Significant gambling activities, online gambling and number of gambling types with gambling outcome expectancies (GOES)**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference by gambling variable

### 17.6.7 GOES domains by PGSI

Figure 111 shows a highly significant association between all domains of the GOES collected and the PGSI. Non-problem gamblers (1.4%) were less likely to gamble for escape, compared with all gamblers (4.4%) and those with a higher PGSI risk. Low risk gamblers (8.8%), moderate risk gamblers (16.5%) and problem gamblers (36.5%) were significantly more likely to gamble for escape, compared with all gamblers (4.4%). Moderate risk gamblers (27%) and problem gamblers (22.2%) were significantly more likely to gamble for money, compared with all gamblers (11.8%). Low risk gamblers (23%), moderate risk gamblers (36.3%) and problem gamblers (42.7%) were significantly more likely to gamble for excitement, compared with all gamblers (14.2%).



**Figure 111: PGSI category by gambling outcome expectancies (GOES)**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant difference across PGSI categories for each domain



## 18 Appendix G: Characteristics of Electronic Gaming Machines gamblers

### 18.1 Characteristics of monthly or more EGM gamblers

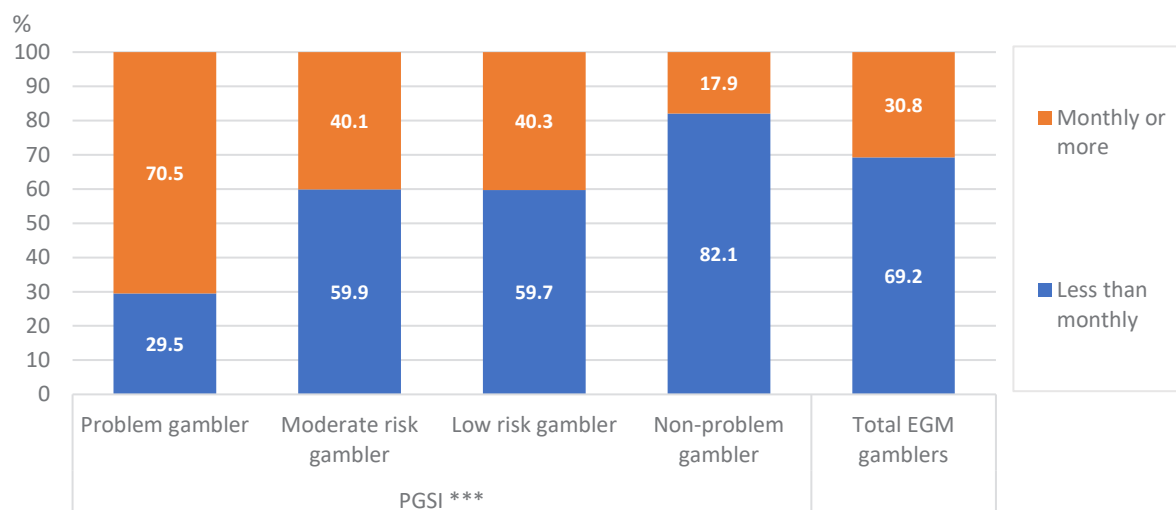
This section focuses on the characteristics of monthly or more EGM gamblers in relation to associations with PGSI, own gambling harms, and socio-demographic and socioeconomic variables. Table 43 shows the percentage of EGM gamblers who gambled monthly or more regularly in 2015, 2018 and 2023, along with the population. There has been a significant increase in the percentage of EGM gamblers who gamble monthly or more from 2015 to 2023. Some sub-sections below pertain only to the monthly EGM gambler population.

**Table 43:** Monthly EGM gambling status percentage and population

EGM Frequency	2023 % (SE)	2018 % (SE)	2015 % (SE)	2023 Population N	2018 Population N	2015 Population N
Less than monthly	69.2 (2.7)	73.4 (2.5)	82.1 (2.2)	31,131	25,819	33,288
Monthly or more	30.8 (2.7)	26.6 (2.5)	17.9 (2.2)	13,852	9,342	7,282
<b>Total EGM gamblers</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>44,982</b>	<b>35,160</b>	<b>40,571</b>

#### 18.1.1 Monthly EGM gamblers by PGSI category and harms from own gambling

Figure 112 shows the highly significant association between being a monthly EGM gambler and PGSI category. Of EGM problem gamblers, 70.5% were monthly or more EGM gamblers, dropping to 40.1% and 40.3% for those at moderate risk and low risk, while 17.9% of non-problem EGM gamblers were monthly or more gamblers.

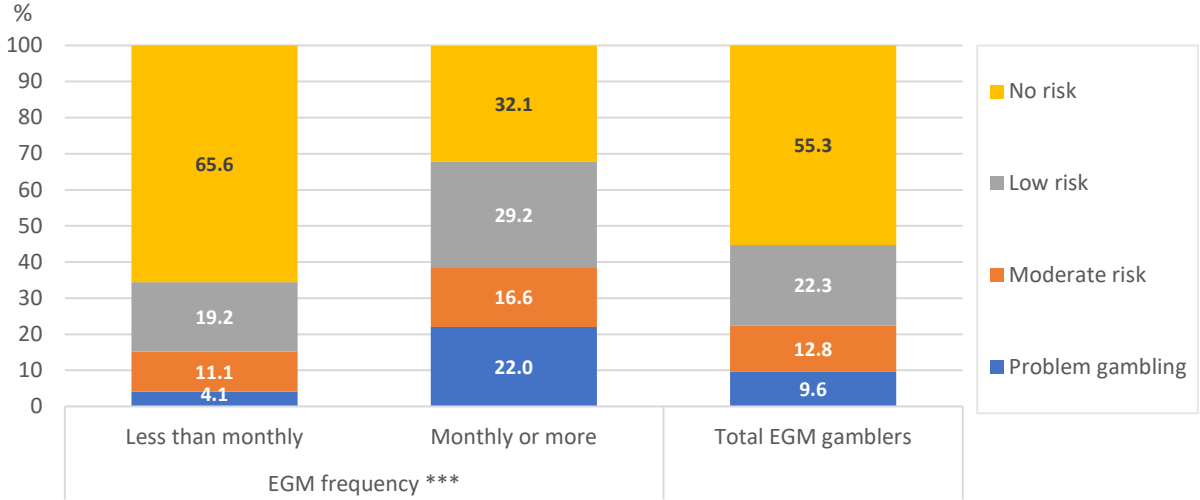


**Figure 112:** PGSI by monthly EGM gambling

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PGSI and monthly EGM gambler

Figure 113 shows problem gambling risk category within monthly or more and less than monthly EGM gambling frequency. Nearly a quarter (22%) of monthly or more EGM problem gamblers, compared

with 4.1% for less than monthly EGM gamblers. Among monthly or more EGM gamblers, 67.8% were at-risk gamblers compared with 34.4% of less than monthly EGM gamblers.



**Figure 113: Monthly EGM gambling by PGSI category**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PGSI category and monthly EGM gambler

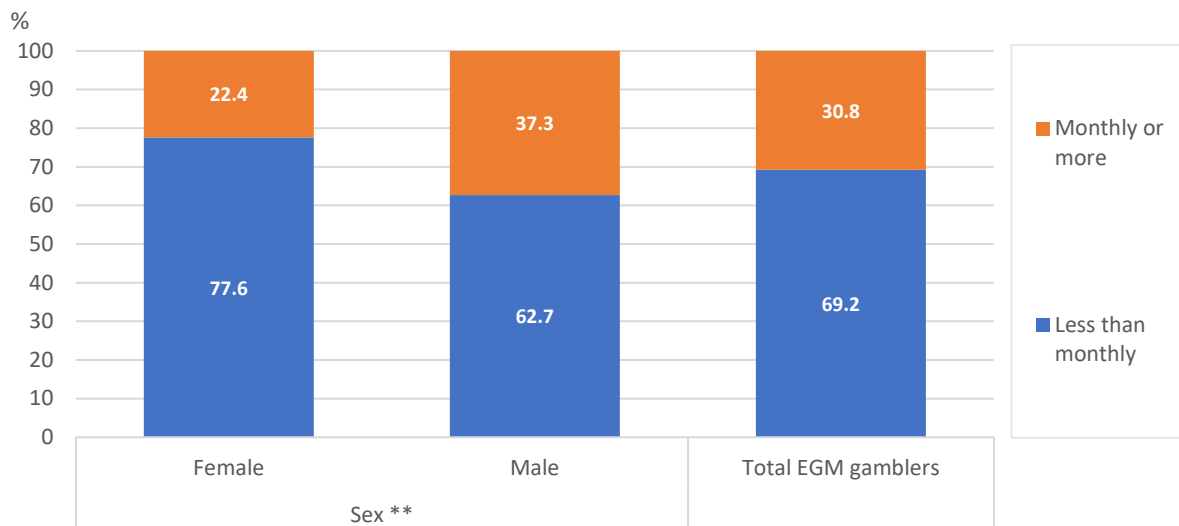
Figure 114 shows that 52% of at-risk EGM gamblers experiencing harm from their own gambling were monthly EGM gamblers, compared with 40.3% of at-risk EGM gamblers who did not experience harm from their own gambling, though this difference was not significant.



**Figure 114: Harm from own gambling by monthly EGM gambling**

**18.1.2 Monthly EGM gamblers association with socio-demographic and socioeconomic characteristics**

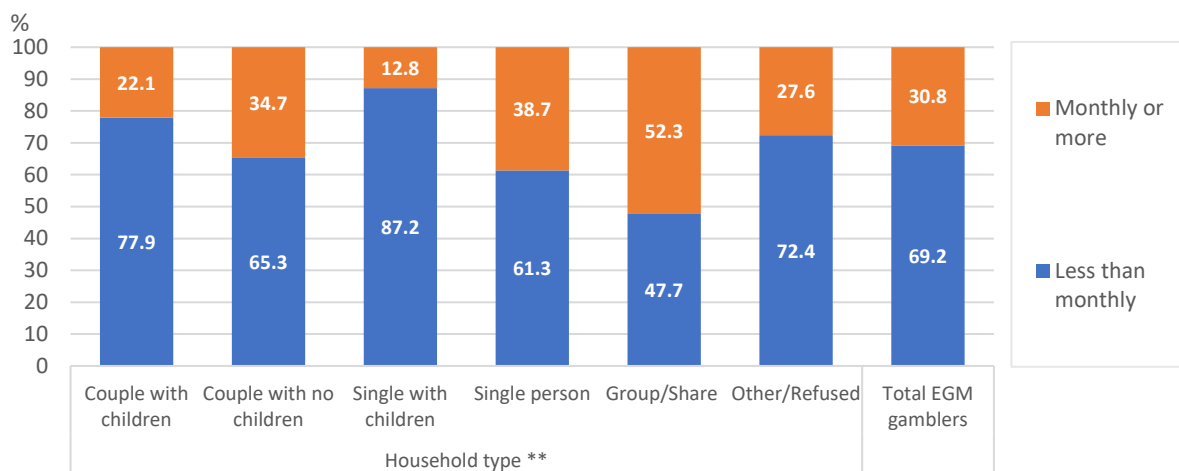
Figure 115 shows the significant association between being a monthly EGM gambler and sex, with male EGM gamblers (37.3%) being more likely than female EGM gamblers (22.4%) to gamble on EGMs monthly or more regularly.



**Figure 115: Sex by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between sex and monthly EGM gambler

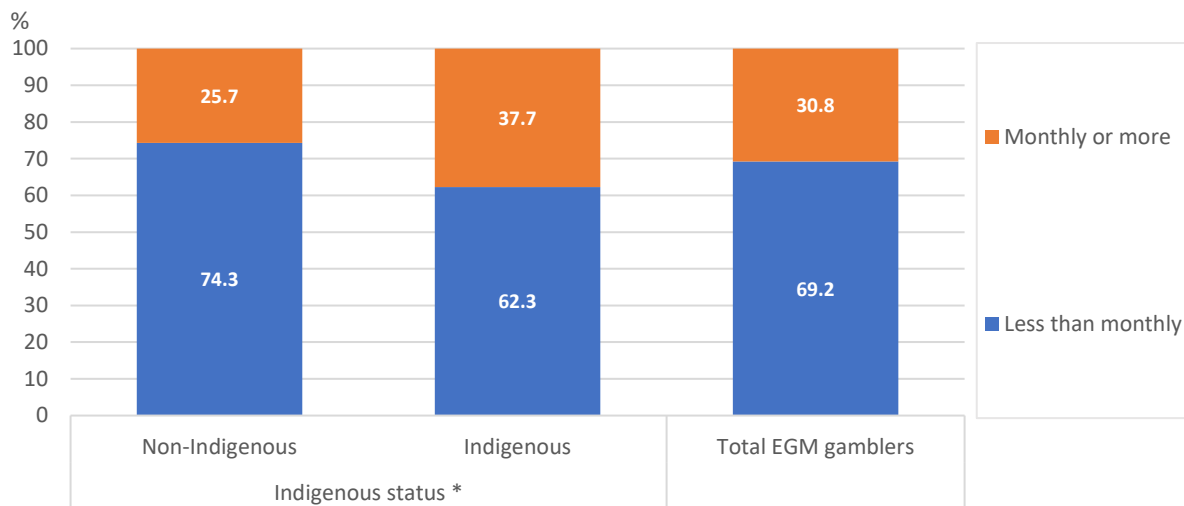
Figure 116 shows the significant association between being a monthly EGM gambler and household type. EGM gamblers living in group/share households (52.3%) were more likely to be monthly EGM gamblers, while those living in couple with children households (22.1%) and single person with children households (12.8%) were less likely to be monthly EGM gamblers.



**Figure 116: Household type by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between household type and monthly EGM gambler

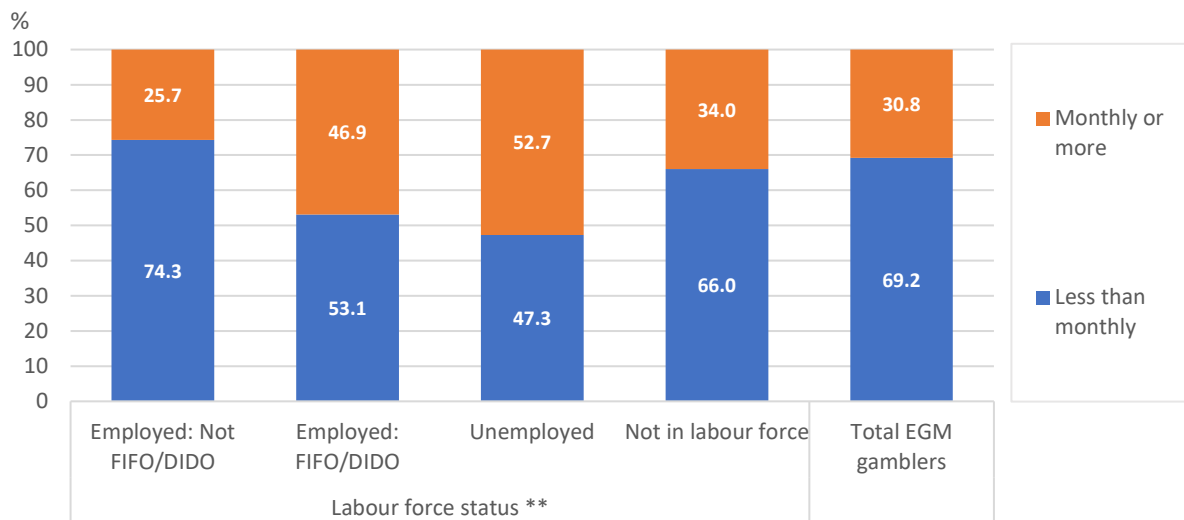
Figure 117 shows the significant association between being a monthly EGM gambler and Aboriginal status, with 37.7% of Aboriginal EGM gamblers gambling monthly or more on EGMs, compared with 25.7% of non-Aboriginal EGM gamblers.



**Figure 117: Household type by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between Aboriginal status and monthly EGM gambler

Figure 118 shows the significant association between being a monthly EGM gambler and labour force status. EGM gamblers who were unemployed (52.7%) or were employed as a FIFO/DIDO worker (46.9%) were significantly more likely to be a monthly EGM gambler, compared with those not in the labour force (34%) or employed not in a FIFO/DIDO job (25.7%).

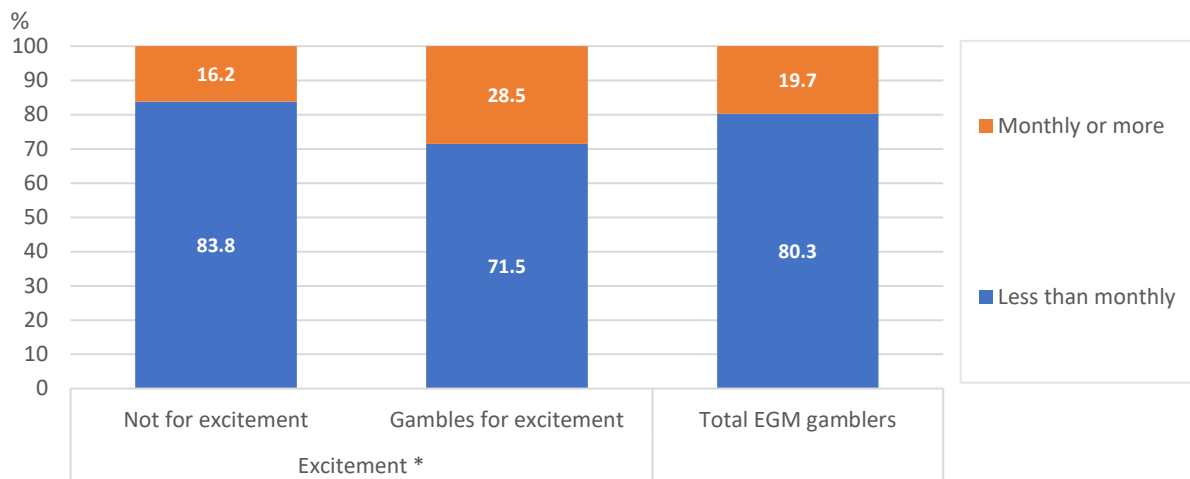


**Figure 118: Labour force status by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between labour force status and monthly EGM gambler

### 18.1.3 Monthly EGM gamblers associations with GOES domains

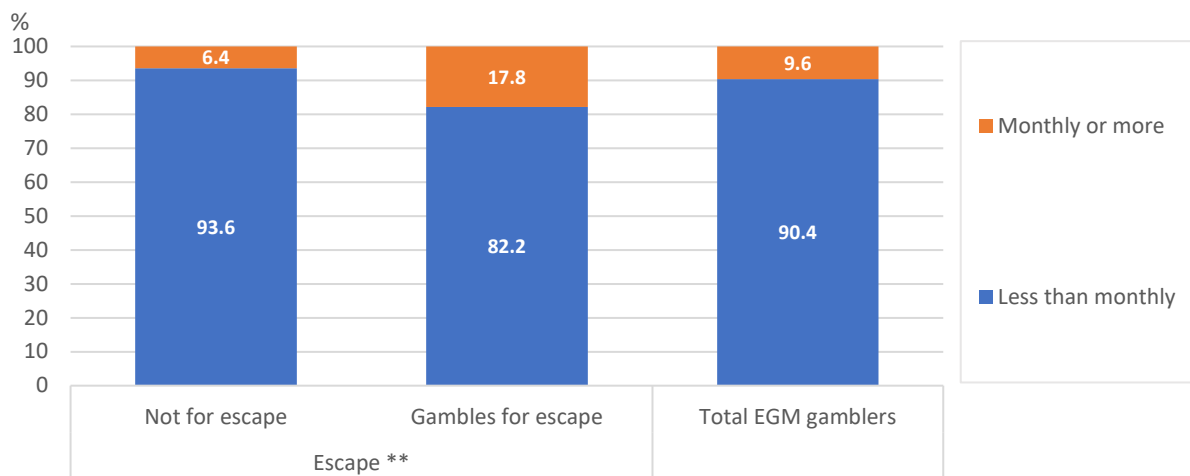
Figure 119 shows the significant association between gambling for excitement and monthly EGM gambling, with 28.5% of EGM gamblers who were classified as gambling for excitement with the GOES being monthly or more EGM gamblers compared with 16.2% not gambling for excitement, and 19.7% across all EGM gamblers.



**Figure 119: GOES Excitement domain by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between Excitement and monthly EGM gambler

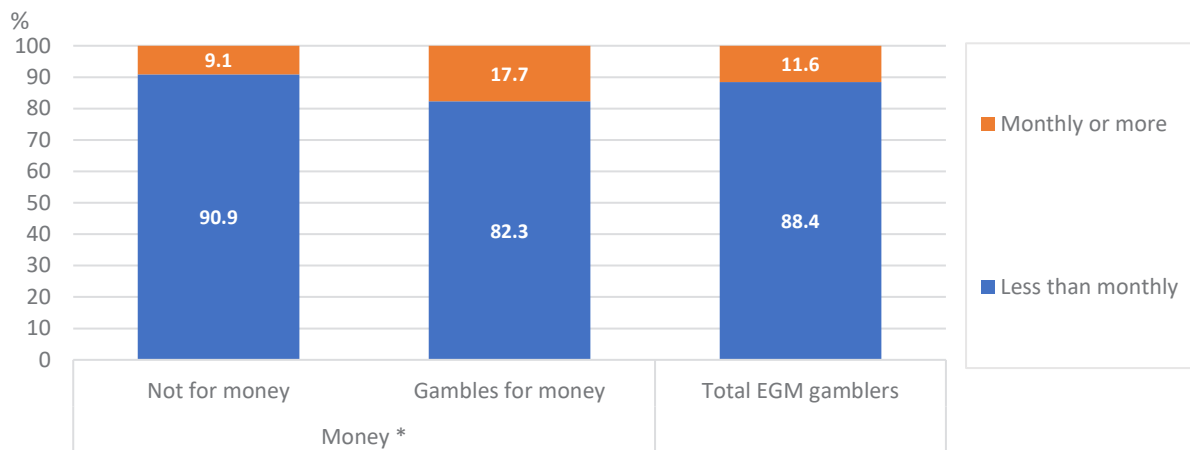
Figure 120 shows the significant association between gambling for escape and monthly EGM gambling, with 17.8% of EGM gamblers who were classified as gambling for escape being monthly or more EGM gamblers compared with 6.4% not gambling for escape, and 9.6% across all EGM gamblers.



**Figure 120: GOES Escape domain by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between Escape and monthly EGM gambler

Figure 121 shows the significant association between gambling for money and monthly EGM gambling, with 17.7% of EGM gamblers who were classified as gambling for money being monthly or more EGM gamblers compared with 9.1% not gambling for money, and 11.6% across all EGM gamblers.

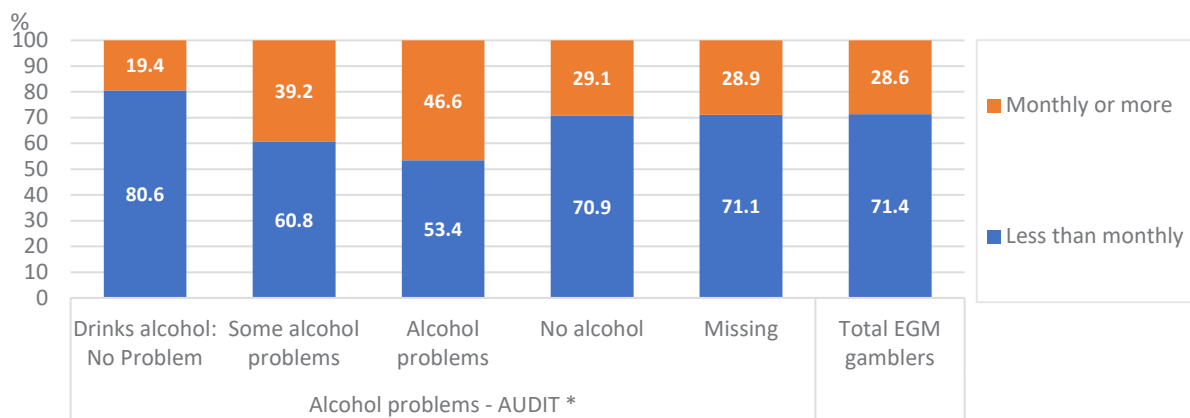


**Figure 121: GOES Money domain by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between Money and monthly EGM gambler

### 18.1.4 Monthly EGM gamblers associations with health risk factors

Alcohol problems (measured with the AUDIT-10) was the only health risk factor significantly associated with monthly EGM gambling. Figure 122 shows that EGM gamblers classified as having some alcohol problems (39.2%) and those experiencing alcohol problems (46.6%) were significantly more likely to be monthly or more EGM gamblers, compared with those with no alcohol problems (19.4%), not drinking alcohol (29.1%), and for those who did not fully complete the screen (missing 28.9%), and across all EGM gamblers (28.6%).



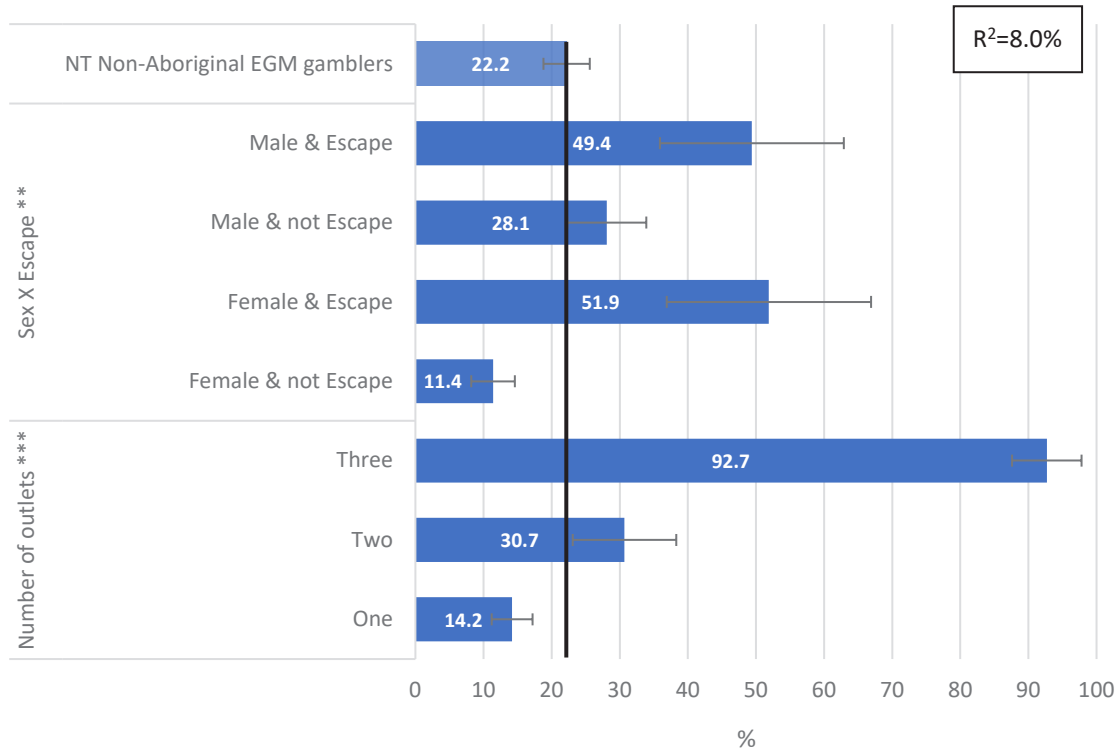
**Figure 122: Alcohol problems by monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between alcohol problems and monthly EGM gambler

### 18.1.5 Multivariable model for monthly EGM gambler

Separate models were required for the Aboriginal and non-Aboriginal samples, due to a large number of significant interactions between Aboriginal status and other variables in their association with being a monthly EGM gambler. Figure 123 shows the percentage of monthly non-Aboriginal EGM gamblers for significant variables in the multivariable model. Sex, GOES Escape and number of outlets gambled on EGMs remained significant, with a significant interaction effect between sex and Escape. SE bars that do not cross the black line (NT Non-Aboriginal monthly EGM gamblers) indicate that the category of the variable is significant. Male non-Aboriginal EGM gamblers who gambled for escape (49.4%) and

not for escape (28.1%), and female EGM gamblers who gambled for escape (51.9%) were significantly more likely to be a monthly EGM gambler, compared with all non-Aboriginal monthly EGM gamblers (22.2%). Non-Aboriginal EGM gamblers who gambled at three outlets (92.7%) were significantly more likely to be monthly non-Aboriginal EGM gamblers.



**Figure 123:** Multivariable model for monthly EGM gambling

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between variable and monthly EGM gambler

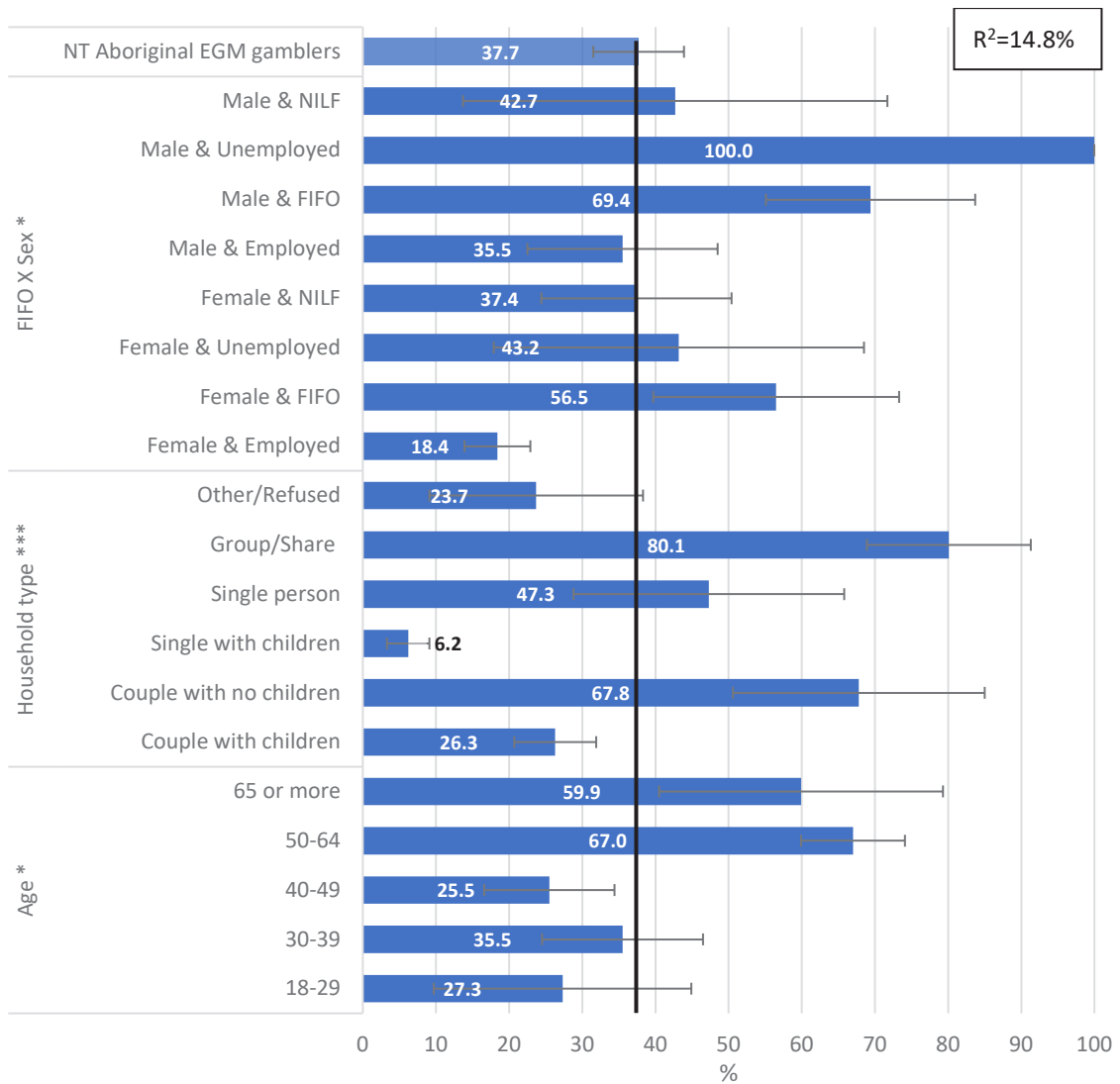
Table 44 shows the odds ratios for the multivariable model, along with the percentage of monthly non-Aboriginal EGM gamblers and the distribution of the significant variables. Bolded odds ratios indicate the category of the variable is significant. Note, the large confidence interval associated with gambling at three outlets was due to the small number of non-Aboriginal EGM gamblers gambling three different ways (2.8%).

**Table 44:** Multivariable model with odds ratios (95% CI) for monthly EGM gamblers

	OR (95% CI)	Monthly EGM gambler % (SE)	Distribution % (SE)
R <sup>2</sup> =8.0%			
<b>NT EGM gamblers</b>	-	<b>22.2 (3.4)</b>	<b>100.0</b>
Number of outlets ***			
One	1.0	14.2 (3.0)	62.2 (5.3)
Two	2.40 (0.98-5.86)	30.7 (7.6)	35.0 (5.3)
Three	<b>92.01 (15.3-554)</b>	92.7 (5.1)	2.8 (1.3)
Sex X Escape **			
Female & not Escape	1.0	11.4 (3.2)	43.3 (4.4)
Female & Escape	<b>8.88 (2.50-31.5)</b>	51.9 (15.)	3.4 (0.9)
Male & not Escape	<b>3.21 (1.37-7.50)</b>	28.1 (5.8)	50.9 (4.2)
Male & Escape	<b>6.22 (1.48-26.1)</b>	49.4 (13.)	2.4 (0.7)

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution; CI = confidence interval; **bold font** indicates the 95% confidence interval for the odds ratio does not overlap one and is significant.

Figure 124 graphs the percentage of monthly EGM gamblers that were significant variables from the multivariable model for monthly EGM gamblers for the Aboriginal population, while Table 29 shows odds ratios (95% CIs) and the distribution of monthly EGM gamblers for the significant variable. Across all Aboriginal EGM gamblers, 37.7% were monthly EGM gamblers, which was significantly higher than the non-Aboriginal population of EGM gamblers (22.2%, see Table 28). Significant variables in the multivariable model included sex, labour force status, household type, and age, with a significant interaction occurring between sex and labour force status. Aboriginal EGM gamblers who were male and unemployed (100%), and male and a FIFO/DIDO worker (69.4%) were significantly more likely to be monthly EGM gamblers, while female and employed Aboriginal EGM gamblers (18.4%) were significantly less likely to be a monthly EGM gambler. Aboriginal EGM gamblers living in group/share households (80.1%) were significantly more likely to be a monthly EGM gambler, and those living as a single person with children household (6.2%) were significantly less likely to a monthly EGM gambler. Aboriginal EGM gamblers aged 50–64 years were significantly more likely to be monthly EGM gamblers.



**Figure 124: Multivariable model for monthly EGM gambling**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between variable and monthly EGM gambler

Table 45 shows the odds ratios for the Aboriginal EGM gambler multivariable model, along with the percentage of monthly Aboriginal EGM gamblers and the distribution of the significant variables. Bolded odds ratios indicate the category of the variable is significant.

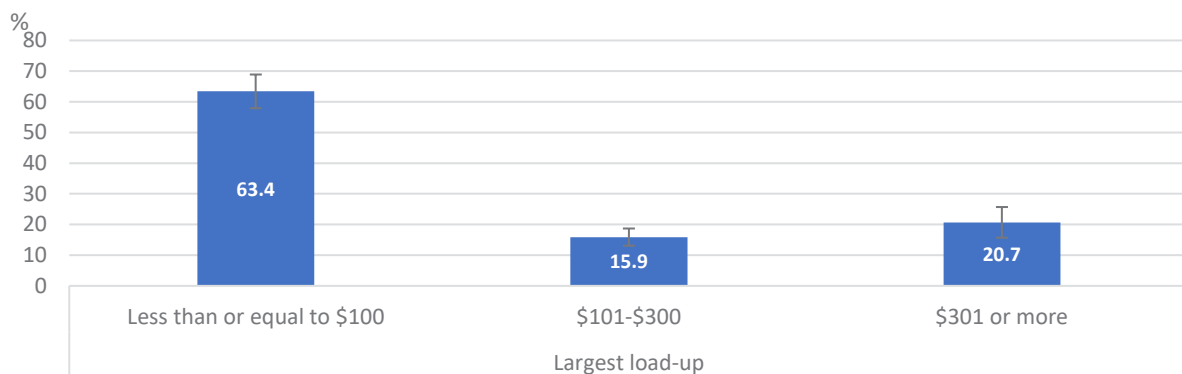
**Table 45:** Multivariable model with odds ratios (95% CI) for monthly EGM gambling

	OR (95% CI)	Monthly EGM gambler % (SE)	Distribution % (SE)
R <sup>2</sup> =14.8%			
<b>NT Aboriginal EGM gamblers</b>	-	<b>37.7 (6.2)</b>	<b>100.0</b>
Age *			
18-29	1.0	27.3 (18.)	19.7 (4.3)
30-39	1.26 (0.26-6.10)	35.5 (11.)	39.3 (5.3)
40-49	0.82 (0.08-8.35)	25.5 (8.9)	21.0 (3.1)
50-64	<b>7.67 (1.32-44.6)</b>	67.0 (7.1)	15.3 (3.8)
65 or more	5.80 (0.20-165.)	59.9 (19.)	4.6 (1.1)
Household type ***			
Couple with children	1.0	26.3 (5.6)	39.8 (4.8)
Couple with no children	5.98 (0.66-53.8)	67.8 (17.)	8.4 (3.6)
Single with children	<b>0.13 (0.03-0.55)</b>	6.2 (2.9)	11.9 (3.1)
Single person	1.32 (0.28-6.33)	47.3 (18.)	19.0 (2.1)
Group/Share	<b>13.25 (3.14-55.9)</b>	80.1 (11.)	12.2 (4.1)
Other/Refused	0.52 (0.03-8.96)	23.7 (15.)	8.8 (3.8)
FIFO X Sex *			
Female & Employed	1.0	18.4 (4.5)	29.5 (2.2)
Female & FIFO	1.93 (0.21-17.6)	56.5 (17.)	3.8 (1.2)
Female & Unemployed	0.59 (0.10-3.46)	43.2 (25.)	2.2 (1.2)
Female & NILF	1.11 (0.22-5.70)	37.4 (13.)	8.2 (2.0)
Male & Employed	1.02 (0.34-3.02)	35.5 (13.)	37.8 (4.1)
Male & FIFO	<b>10.77 (2.34-49.6)</b>	69.4 (14.)	14.4 (4.0)
Male & Unemployed	NE	100.0 (0.0)	1.7 (0.9)
Male & NILF	0.77 (0.10-6.14)	42.7 (29.)	2.4 (1.5)

Note: Shaded cells indicate an RSE > 30%; estimates should be interpreted with caution; **bold font** indicates the 95% confidence interval for the odds ratio does not overlap one and is significant; NE=not able to be estimated

### 18.1.6 Monthly EGM gamblers largest load-up

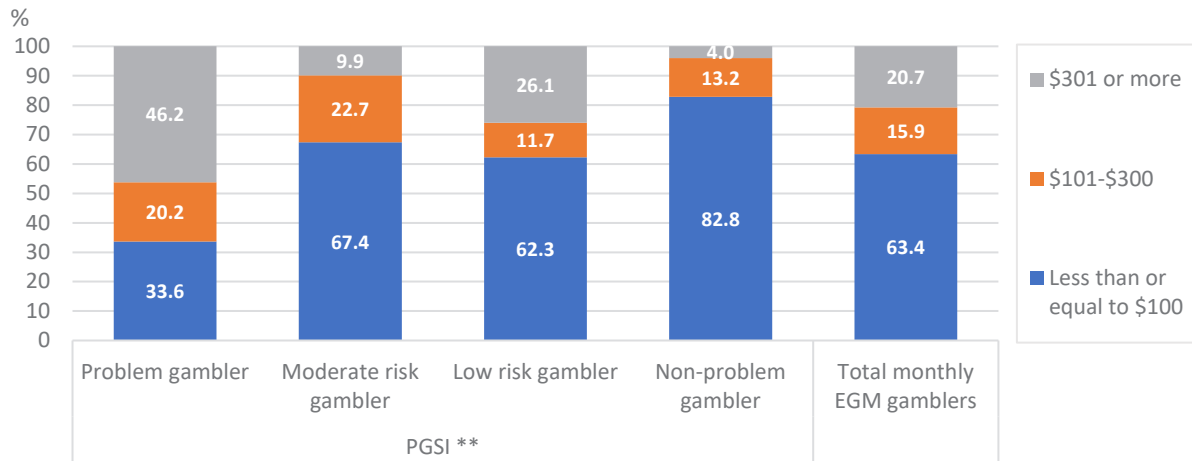
Monthly EGM gamblers were asked about their largest load-up into EGMs in the previous year (Figure 125). Most (63.4%) monthly or more EGM gamblers had a largest load-up into an EGM of \$100 or less, while 15.9% loaded up between \$101 and \$300, and a further 20.7% loaded up \$301 or more.



**Figure 125:** Largest load-up for an EGM session

Figures 126 and 127 show the significant association between PGSI category and largest load-up in an EGM gambling session. Of monthly EGM gamblers experiencing problem gambling, 46.2% had a largest load-up in a session of \$301 or more, dropping to 9.9% and 26.1% for moderate risk gamblers and low

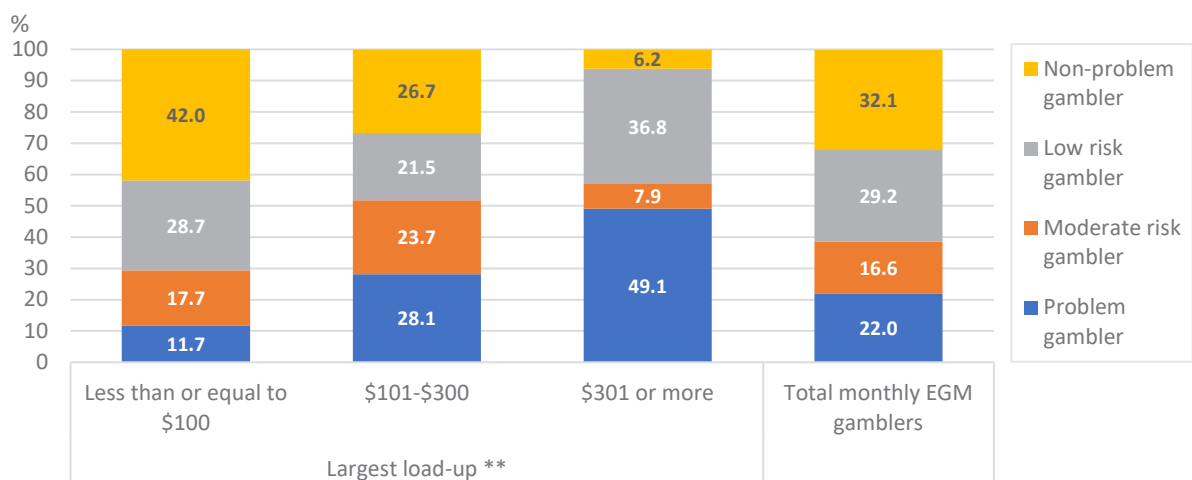
risk gamblers, with only 4% of non-problem gamblers loading \$301 or more. Of monthly EGM problem gamblers, 33.6% had a largest load-up in a session of \$100 or less, increasing to 67.4% and 62.3% for moderate risk gamblers and low risk gamblers respectively, while 82.8% of non-problem gamblers loaded \$100 or less.



**Figure 126: PGSI by largest load-up for an EGM session**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PGSI and largest load-up

Figure 127 shows that, of the monthly EGM gamblers who had a largest load-up of \$100 or less, 11.7% were problem gamblers, 17.7% were moderate risk gamblers, 28.7% were low risk gamblers and 42% were non-problem gamblers. For monthly EGM gamblers loading between \$101 and \$300, 28.1% were problem gamblers, 23.7% were moderate risk gamblers, 21.5% were low risk gamblers, and 26.7% were non-problem gamblers. For monthly EGM gamblers loading \$301 or more, 49.1% were problem gamblers, 7.9% were moderate risk gamblers, 36.8% were low risk gamblers, and 6.2% were non-problem gamblers. This highlighted that around 94% of monthly EGM gamblers were classified at-risk for problem gambling.



**Figure 127: Largest load-up for an EGM session by PGSI category**

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05: Significant association between PGSI category and largest load-up

### 18.1.7 Monthly EGM gamblers membership in venue loyalty schemes

Most (65.2%) monthly EGM gamblers were not members of a venue loyalty scheme, while 20.8% had one, 11.1% had two, and 2.9% were members of three loyalty schemes (Figure 128). Membership in casino loyalty schemes was most common, with 20.8% of monthly EGM gamblers participating, followed by 19.3% in a club loyalty scheme, and 11.5% in a hotel loyalty scheme. Membership in loyalty schemes was not significantly associated with the PGSI.

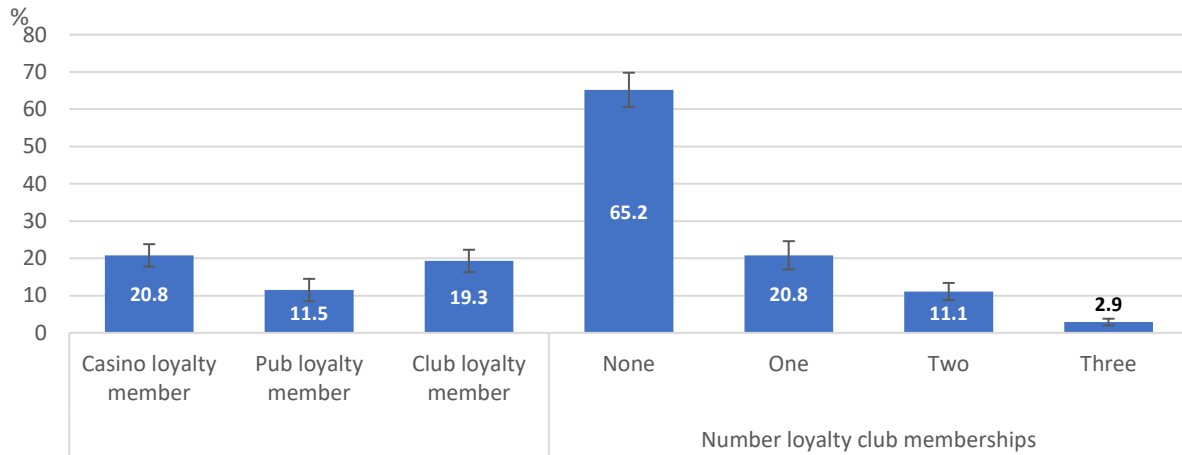


Figure 128: Membership in venue loyalty schemes

# 19 Appendix H: Participant information sheet

## Participant Information Sheet

### 2023 Northern Territory Gambling, Health and Wellbeing Survey

#### About the research team

- This research is being conducted by Charles Darwin University (CDU) for the NT Government. CDU asked Roy Morgan Research to undertake telephone interviews for this project. Roy Morgan Research carried out the interviews for the 2015 and 2018 surveys and manage the National Drug Strategy Household Survey, the Household, Income and Labour Dynamics in Australia Survey and are very experienced in conducting interviews for these types of surveys.

#### About the project

- The survey updates previous NT studies on gambling (2015 and 2018), and will provide the NT government and other stakeholders with an up-to-date description of gambling participation, problems gambling risk, harms from gambling and service use in the NT.
- The research involves telephone interviews with around 5,000 adults residing in NT households.
- The project is funded by the Northern Territory Government Department of Industry, Tourism and Trade through the Community Benefit Fund, which is an independent statutory body responsible for distributing government revenues associated with the collection of a 10% tax on pokies in pubs and casinos in the NT.
- The results will be summarised in a report written for the NT CBF. Research findings, including this report, will be available on the CDU website ([cdu.edu.au](http://cdu.edu.au)) and the Northern Territory Government Department of Industry, Tourism and Trade website. The findings from the research will also be published in academic journal articles, fact sheets, student reports/theses and presented at conferences.

#### What does the research involve for you?

- The survey also asks questions about health, wellbeing and attitudes towards gambling from everyone, regardless of whether they gamble or not.
- Taking part is voluntary, you can stop, skip questions or have your responses deleted at any stage during the interview. If you decide to withdraw during the interview your data will be deleted automatically.
- The interview could take just 5 minutes or it could take up to 20 minutes depending upon your circumstances. Arrangements can be made to do the interview at a time that is convenient for you.
- The interview will not be recorded, with your answers simply stored as numeric codes. However, 5% of interviews will be monitored for quality purposes. You will be given the opportunity to refuse the monitoring of your interview or not.
- Whether you decide to be interviewed or not, this will not affect your current or future access to any service providers.

#### Why was I selected?

- Phone numbers for this survey are selected using a process that generates telephone numbers at random from across the whole of the NT. This is how your household was selected for the study.
- We want to make sure our sample represents adults in the NT. To achieve this, we randomly select one person from each household on the basis of their date of birth. This is why we ask to speak to the person aged 18 years or over in your household who had the most recent birthday.
- A sample of mobile phones using a list owned by Roy Morgan Research is also being used to improve the quality of the survey sample. The list of mobile phone numbers available for the 2023 survey is larger than the one used for the 2018 survey, which will improve the accuracy and reliability of estimates generated from the survey.

#### How is my confidentiality protected?

- The information you provide will be treated in strict confidence and abide by all privacy laws.

- On completion of the interview, you will be asked if you are willing to be contacted for future gambling-related research conducted by CDU and whether you consent to having your survey record linked to the 2018 survey (if you participated in it). Linkage with the previous survey will be done anonymously by Roy Morgan Research, and CDU is only provided with a de-identified data set. This is completely voluntary.
- Roy Morgan Research will separate any contact details you provide from your survey responses before sending your data to CDU. Roy Morgan Research will then delete your information, and only the CDU research team will then have access to this information and you will only be contacted for research purposes.
- You can change your mind and have your contact details deleted at any time by contacting the CDU Project Manager. You can also have your data deleted at any stage until it becomes processed (the results are written up and published).
- The research findings will not reveal the identity of any of the people who are interviewed for the study, nor report any answers or comments given by individual respondents. All the results will be presented in the form of summary statistics.

#### **What happens to my data?**

- The information from your interview will be kept in a secure place and protected by password at Roy Morgan Research and CDU offices. At CDU, your contact information will be securely stored separate from your survey answers. They can only be identified by a unique identification number.
- CDU is required to keep the data for at least five years after we publish any findings. However, by comparing the findings with future surveys we can look at how gambling changes over time in the NT. So, the data will prove useful, and be kept securely, for a longer time period.

#### **Queries, concerns and support**

- If you would like to contact the researchers about any aspect of this study, you can telephone the Principle Investigator, Kim Caudwell on 08 8946 XXXX or email [kim.caudwell@cdu.edu.au](mailto:kim.caudwell@cdu.edu.au).
- Counselling information and support for gambling related problems is available 24 hours a day, 7 days a week by phoning 1800 858 858 (free call) and via an online service [www.gamblinghelponline.org.au](http://www.gamblinghelponline.org.au). A more detailed list of support services is also available on this website.
- Crisis counselling information can be obtained by phoning Lifeline on 13 11 14 (free call), and the Domestic Violence Helpline on 1800 737 732 (free call)

#### **Helpline and links to services for gambling problems and mental health**

- Lifeline: .....13 11 14
- Aboriginal Yarn: .....13YARN
- Domestic violence helpline: .....1800 737 732
- Gambling help online: .....1800 858 858

#### **Ethical concerns and queries:**

- The ethical aspects of this research have been approved by the Charles Darwin University Human Research Ethics Committee (Ref #: H23052).
- If you have any concerns or complaints about how this research has been conducted, please contact: Ethics Manager, CDU Human Research Ethics Committee. Telephone: +61 8 8946 6063 Email: [ethics@cdu.edu.au](mailto:ethics@cdu.edu.au)

## 20 Appendix I: Detailed survey methodology

Report by Roy Morgan Research

### **Introduction**

#### ***Background***

Roy Morgan was commissioned by the Charles Darwin University to conduct a telephone survey to help determine the prevalence of gambling in the Northern Territory in 2023. Roy Morgan had conducted previous gambling research for Charles Darwin University in the Northern Territory in 2018, 2015 and 2005.

#### ***Research objectives***

The overall purpose of the 2023 study (as was the case with the 2005, 2015 and 2018 studies) was to provide an up-to-date measure of gambling prevalence in key locations in NT in order to inform Government and welfare agencies' policies and strategies for the future.

#### ***Methodology***

The survey was conducted as a Computer Assisted Telephone Interviewing (CATI) survey, with a final sample of 5,000 Northern Territory adults aged 18 or over.

The survey used a random digit dialing sample frame (RDD) for landline interviewing, and a combination of six sample lists for mobile sampling.

Two pilots were conducted for this survey – the first, 100 respondents from 26-29 September 2023; the second, 50 respondents from 9-10 October 2023. Fieldwork for the main survey took place in just over 8 weeks, between 16 October to 11 December 2023. Data for the main survey and the second pilot were combined to provide responses from 5,000 respondents.

Analysis for this technical report is primarily based on outcomes from the main survey, so relate to the 4,950 completes obtained from this survey. References to the second pilot and the 50 completes from this survey are made where required.

## **Sampling**

### ***Sampling frames***

For the main survey, a dual sampling frame approach was used. The landline sample frame used was the Random Digit Dialling (RDD) sample frame developed and maintained by Roy Morgan, known as Roy Morgan Telephone Sample, supplemented by a small amount of landline sample provided by accredited sample providers detailed below. A total of 51,040 pieces of landline telephone sample were used for this survey. Mobile sample was obtained from the same sources, also detailed below.

Landline RDD sampling frames offer the benefit of including unlisted landline numbers – both those that are deliberately ‘silent’ and those that have been recently connected. Renters, recent movers, and people living in newly developed areas are included in an RDD sample.

While landline RDD sample includes unlisted landline numbers, it does not account for the growing proportion of households without a landline/fixed telephone line, i.e. ‘mobile only’ households. This issue is particularly (but not only) relevant to the representativeness of young adults.

Sample was obtained from six sources for landline numbers:

- 1) Roy Morgan Telephone Sample – A list of all landline numbers in the NT that have been identified as contactable. It also includes numbers used in the 2018 NT Gambling Prevalence Survey. A total of 42,279 landline numbers were loaded and attempted from this source.
- 2) Accountable List Brokers (an independent sample broker). A total of 2,765 landline numbers were loaded and attempted from this source.
- 3) SamplePages (an independent sample broker). A total of 4,596 landline numbers loaded and attempted were from this source.
- 4) Impact Lists (an independent sample broker). A total of 3 landline numbers loaded and attempted were from this source.
- 5) Sample Solutions (an independent sample broker). A total of 409 landline numbers loaded and attempted were from this source.
- 6) GlobalData (an independent sample broker). A total of 988 landline numbers loaded and attempted were from this source.

A total of 51,040 landline numbers were used for this project.

The challenge with including mobile sample for an NT survey (as with any survey of a small regional sub-population) is that mobile numbers are not geographically linked, and therefore an RDD approach would be cost prohibitive (as over 98% of all numbers would turn out to be in parts of Australia other than the NT). Therefore, for this component of the sample frame, various sample lists were used, comprising mobile numbers previously flagged as being in the NT.

Mobile sample was obtained from six sources:

- 1) Roy Morgan Telephone Sample - Roy Morgan also maintains a database of Australian mobile numbers, both *listed* and *generated*, that is enriched with information captured during call attempts and includes such information as age, gender and location as well as call outcomes (e.g. interviewed, refusal, business number, not connected or disconnected, etc.). As far as possible this information is captured for every call made to every number, not just from numbers that complete each survey. This sample also includes past respondents to Roy Morgan Single Source (a nationally representative syndicated survey based on stratified random address-based sampling) who lived in the NT and had given a mobile number and had agreed they could be recontacted. It also includes numbers used in the 2018 NT Gambling Prevalence Survey. A total of 31,225 mobile numbers were loaded and attempted from this source.
- 2) Accountable List Brokers (an independent sample broker). A total of 22,887 mobile numbers were loaded and attempted from this source.
- 3) SamplePages (an independent sample broker). A total of 27,059 mobile numbers loaded and attempted were from this source.
- 4) Impact Lists (an independent sample broker). A total of 4,305 mobile numbers loaded and attempted were from this source.
- 5) Sample Solutions (an independent sample broker). A total of 7,823 mobile numbers loaded and attempted were from this source.
- 6) GlobalData (an independent sample broker). A total of 30,470 mobile numbers loaded and attempted were from this source.

Prior to loading, de-duplication steps were undertaken between these sources, as some numbers existed in more than one of the lists. In addition, all mobile sample was pinged to determine whether it was connected. A total of 123,769 mobile numbers were attempted for this survey.

This approach (RDD sampling and random sampling of landlines and mobiles from available lists) sought to achieve a broad cross-section of the population within the overall sample frame, including households:

- with silent numbers;
- with new numbers not yet recorded in phone listings;
- which were solely mobile phone households with no landline number.

Overall, 174,809 numbers were called for the main survey to obtain 4,950 completed telephone interviews.

By conducting the survey via CATI, people living in households without either a landline or a mobile phone were, in effect, excluded from the survey. In the case of the NT, this means that Indigenous people living in remote communities are relatively more likely to be outside the coverage of the sample frame.

Within the landline sampling frame, broadly population-proportional quotas were initially set for by the following geographical regions:

- Darwin/Palmerston – Darwin Greater Capital City Statistical Area

- Alice Springs
- Katherine
- Tennant Creek
- Nhulunbuy
- Rest of NT

The quotas for the dual frame sample were initially set to align the number of interviews conducted in each geographic stratum with population proportions, with some adjustments for the fact that a significant proportion of the population of the “Rest of NT” stratum was not likely to be contactable by telephone. As part of the survey, the postcode of each respondent was also collected to check that they were being allocated to the correct area.

### ***Selection of respondent***

For the mobile sample, the interview was conducted with the person who answered the phone, as long as they were aged 18 years or over.

For the landline RDD sample, the interviewer initially asked to speak to the male aged 18-34 in the household with the most recent birthday. If no-one in the household met this criterion, then we asked to speak with the female aged 18-34 with the most recent birthday. If no-one in the household met this criterion, then we asked to speak with the male aged 35 years and over with the most recent birthday. If no-one in the household met this criterion, then we asked to speak with the female age 35 years and over with the most recent birthday.

No respondent substitution was permitted within the household once the selected respondent was identified.

### ***Sample breakdown***

Seven in ten (70.8%) of sample attempted were mobile numbers (See Table 2.3.1).

**Table A1.** Breakdown of the total sample attempted by Sample Type

Sample Type	Amount of Sample Used	
	No.	%
Mobile Sample	123,769	70.8%
Landline Sample	51,040	29.2%
<b>Total Sample</b>	<b>174,809</b>	<b>100.0%</b>

This resulted in 87.6% of completed interviews being obtained via mobile phones (See Table 2.3.2).

**Table A2.** Breakdown of completed interviews by Sample Type

Sample Type	Completed Interviews	
	No.	%
Mobile Sample	4,337	87.6%
Landline Sample	613	12.4%
<b>Total Sample</b>	<b>4,950</b>	<b>100.0%</b>

Respondents were asked about whether they had mobile phones and/or landlines in order to calculate phone status for each respondent. Survey sample disposition compares favourably with, Roy Morgan Single Source data for Northern Territorians aged 18 years (See Table 2.3.3). Roy Morgan Single Source data for phone status

is used by the Australian Communications and Media Authority (ACMA) as their source for calculating phone status for Australia and regions within Australia.

**Table A3.** Completed interviews by phone status

Phone Status	Completed Interviews		Northern Territory 2023 <sup>1</sup>
	No.	%	
Landline Only	68	1.4%	1.2%
Mobile Only	3,367	68.0%	72.6%
Both Landline and Mobile	1,515	30.6%	26.2%
<b>Total Sample</b>	<b>4,950</b>	<b>100.0%</b>	<b>100.0%</b>

1. Source: Roy Morgan Single Source – Year ended 30 June 2023.

In 2023 a question about gender replaced the question on sex which had been employed for previous NT Gambling Prevalence Surveys. The Australian Bureau of Statistics (ABS) does not provide detailed breakdown on gender by age for the Northern Territory, so gender from the survey has been compared with sex from the ABS. Only 18 respondents did not record their gender as either male or female, so their influence is minimal on sample breakdown. The final overall age by gender/sex breakdown of the achieved sample shows how difficult it is to obtain completed interviews from young males and females. Whilst 36.3% of the NT population are aged 18-34 years, only 12.1% of the final sample surveyed were of this age category. The disparity is marginally greater for males aged 18-34 years (17.9% vs 5.6%) than for females (18.5% vs 6.5%) (See Table 2.3.4). It should be noted that control of age is much more difficult to undertake using a predominantly mobile number sampling frame, as the person selected to be surveyed is the person answering the mobile phone (i.e. assumed to be the owner or main user of that phone).

**Table A4.** Completed interviews by age by gender/sex

Age by Gender*		Gender (number)		Gender (%)		Total	
		Males	Females	Males	Females	No.	%
Age (Sample)	18-34 yrs	274	321	5.6%	6.5%	595	12.1%
	35-49 yrs	588	742	11.9%	15.0%	1,330	27.0%
	50-64 yrs	804	973	16.3%	19.7%	1,777	36.0%
	65 yrs+	609	621	12.3%	12.6%	1,230	24.9%
<b>Total</b>		<b>2,275</b>	<b>2,657</b>	<b>46.1%</b>	<b>53.9%</b>	<b>4,932</b>	<b>100.0%</b>

Age by Sex		Sex (number)		Sex (%)		Total	
		Males	Females	Males	Females	No.	%
Age (2023 Population Estimates) <sup>1</sup>	18-34 yrs	33,424	34,499	17.9%	18.5%	67,923	36.3%
	35-49 yrs	26,618	27,606	14.2%	14.8%	54,224	29.0%
	50-64 yrs	20,891	20,444	11.2%	10.9%	41,335	22.1%
	65 yrs+	11,907	11,500	6.4%	6.2%	23,407	12.5%
<b>Total</b>		<b>92,840</b>	<b>94,049</b>	<b>49.7%</b>	<b>50.3%</b>	<b>186,889</b>	<b>100.0%</b>

\* 18 survey respondents identified as neither male nor female (7 non-binary; 4 I use another term; 7 prefer not to answer).

1. Australian Bureau of Statistics – 2023 Population Estimates.

As this survey can only obtain a small number of interviews with people living in Indigenous communities (i.e. those that have their own mobile phone, are included in the mobile sample and are accessible at the time of interview), it is not surprising that the proportion of Indigenous interviews is under-represented in the sample (8.1% c.f. 24.3%). However, number of Indigenous interviews increased by 30 compared with the 2018 sample

(n = 371) and by 134 on the 2015 sample (n = 267). This would indicate that the inclusion of more mobile numbers in the sample frame has assisted slightly in increasing the number of Indigenous interviews in 2018 (See Table A5).

**Table A5.** Completed interviews by Indigenous status

Indigenous Status	Completed Interviews		NT (2023 Pop'n Estimates) <sup>1</sup>
	No.	%	
Indigenous	401	8.1%	24.3%
Non-indigenous	4,551	91.9%	75.7%
<b>Total Sample</b>	<b>4,952</b>	<b>100.0%</b>	<b>100.0%</b>

1. Australian Bureau of Statistics – 2023 Population Estimates.

The survey sample tends to over-represent the urban areas of the NT. However, this is not surprising given that respondents from Indigenous communities are less likely to be contacted for the survey (See Table A6).

**Table A6.** Completed interviews by region

Region	Completed Interviews		NT (2023 Pop'n Estimates) <sup>1</sup>
	No.	%	
Darwin/Palmerston <sup>2</sup>	3,608	72.9%	62.4%
Alice Springs	769	15.5%	11.3%
Katherine	213	4.3%	4.2%
Tennant Creek	42	0.8%	1.3%
Nhulunbuy	47	0.9%	1.3%
Rest of NT	271	5.5%	19.5%
<b>Total Sample</b>	<b>4,950</b>	<b>100.0%</b>	<b>100.0%</b>

1. Australian Bureau of Statistics – 2023 Population Estimates.

2. Darwin Greater Capital City Statistical Area.

The questionnaire was programmed to randomly select one in eight 'non-problem gamblers' and one in eight 'non-gamblers' as defined by their CPGI/PGSI scores, and allocate this sub-sample to receive the full questionnaire, along with 100% of those defined as 'problem gamblers', 'low-risk gamblers' and 'moderate-risk gamblers'.

Table 2.3.7 shows the unweighted number of respondents by gambling type and by whether they were administered the 'short' or 'full' interview. All Indigenous respondents were asked the full interview, as were those classified as low-risk, moderate risk and problem gamblers. One in eight non-gamblers and non-problem gamblers from this sample were randomly selected to complete the full interview.

**Table A7.** Completed interviews by gambler type

Gambler Type	Indigenous		Non-indigenous		Total	
	No.	%	No.	%	No.	%
Non-gamblers	77	19.2%	1,150	25.3%	1,227	24.8%
Non-problem gamblers	225	56.1%	2,955	65.0%	3,180	64.2%
Low-risk gamblers	44	11.0%	290	6.4%	334	6.7%
Moderate-risk gamblers	36	9.0%	124	2.7%	160	3.2%
Problem Gamblers	19	4.7%	30	0.7%	49	1.0%
<b>Total</b>	<b>401</b>	<b>100.0%</b>	<b>4,549</b>	<b>100.0%</b>	<b>4,950</b>	<b>100.0%</b>

Table 2.3.8 shows that the proportion of Indigenous respondents in at-risk gambling groups (i.e. low-risk, moderate risk and problem gamblers) is higher than for those classified as non-Indigenous (24.7% c.f. 9.8%). Indigenous also have higher proportions of Monthly EGM players (16.0% c.f. 4.4%).

**Table A8.** Gambler Type by Indigenous/Non-Indigenous Status

Gambler Type	Indigenous		Non-indigenous		Total	
	No.	%	No.	%	No.	%
Non-gamblers	77	19.2%	1,150	25.3%	1,227	24.8%
Non-problem gamblers	225	56.1%	2,955	65.0%	3,180	64.2%
Low-risk gamblers	44	11.0%	290	6.4%	334	6.7%
Moderate-risk gamblers	36	9.0%	124	2.7%	160	3.2%
Problem Gamblers	19	4.7%	30	0.7%	49	1.0%
<b>Total</b>	<b>401</b>	<b>100.0%</b>	<b>4,549</b>	<b>100.0%</b>	<b>4,950</b>	<b>100.0%</b>
Monthly EGM	64	16.0%	202	4.4%	266	5.4%

In 2023, before potential respondents commenced the survey, they were informed that they could access a Participant Information Sheet (see Appendix B) about the survey from the CDU website by searching for “CDU gambling prevalence”. However, the potential respondent could also choose to have the information sheet emailed or mailed to them. Email or address details would be collected in these circumstances. The email was automatically sent to the respondent (so they could receive it while they were still on the phone to the interviewer). Mailout of the information sheet was undertaken the following weekday. Potential respondents could then elect to continue with the survey or make an appointment to complete the survey at a later date.

Of the 6,405 potential respondents advised about the information sheet, 100 requested a copy – 89 via email and 11 by mail (see Table A9). Of these 100, a total of 72 continued on with the survey, while 14 waited for receipt of the sheet and made an appointment to complete the survey, while a further 14 terminated the survey at this point. Of the 72 who continued with the survey, 21 subsequently screened out or terminated the survey at a later point.

**Table A9.** Outcome for Request for Participant Information Sheet

Information Sheet Status	No.			% Asked Question		
	Completes	Incompletes	Total	Completes	Incompletes	Total
Wanted information Sheet emailed	44	45	89	0.9%	3.1%	1.4%
Wanted information Sheet mailed	7	4	11	0.1%	0.3%	0.2%
<b>Total wanting information sheet</b>	<b>51</b>	<b>49</b>	<b>100</b>	<b>1.0%</b>	<b>3.4%</b>	<b>1.6%</b>
<b>Total asked question</b>	<b>4,950</b>	<b>1,455</b>	<b>6,405</b>	<b>100.0%</b>	<b>100.0%</b>	<b>100.0%</b>
Action after requesting Information Sheet	No.			% Wanting Information Sheet		
	Completes	Incompletes <sup>1</sup>	Total	Completes	Incompletes	Total
Continued survey without reading first	51	21	72	100.0%	42.9%	72.0%
Waited for sheet - appointment made	0	14	14	0.0%	28.6%	14.0%
Terminated interview at this question	0	14	14	0.0%	28.6%	14.0%

1. 14 of the 100 wanting information sheets terminated the survey at this point; 14 arranged an appointment to be called back; while 21 continued with the survey, but subsequently terminated or screened out from the survey at some point.

Telephone numbers for those completing the 2018 survey were included in the sample frame for 2023. If this number was selected for interview in 2023 a question was asked at the end of the survey stating that Roy Morgan conducted a similar survey to the 2023 in 2018 and asking whether they participated in the 2018 survey or not. Those who indicated they did or didn't know whether they had participated were then asked if they would provide permission for 2018 survey data to be linked to the 2023 data.

Table A10 shows that 849 respondents were asked whether they participated in 2018, with one in six confirming that they did (16.8%), with a significant proportion indicating that they didn't know that whether they participated or not (44.1%). These 517 respondents were then asked whether they were willing to have 2018 survey data linked, with over nine in ten agreeing to do so (91.5%).

**Table A10.** Agreement for Data Linking of 2018 Survey Results

<b>Did you participate in the 2018 survey?</b>	<b>No.</b>	<b>%</b>
Yes	143	16.8%
No	332	39.1%
Don't know	374	44.1%
<i>Total yes/Don't know</i>	<i>517</i>	<i>60.9%</i>
<b>Total with phone numbers surveyed in 2018</b>	<b>849</b>	<b>100.0%</b>
<b>Willing to link 2018 responses to 2023 survey</b>		
	<b>No.</b>	<b>%</b>
Yes	473	91.5%
No	44	8.5%
<b>Total yes/Don't know</b>	<b>517</b>	<b>100.0%</b>

**Questionnaire Design and Pilot Testing**

**Questionnaire design**

The questionnaire was developed and provided by Charles Darwin University (CDU) primarily based on the surveys previously conducted in 2018 and 2015. Roy Morgan worked with CDU to refine the questionnaire. Demographic questions asked of respondents included the following: gender, age, location, ATSI status, phone status, number aged 18 years+ in household, English main language spoken at home, household type (i.e. couple, single, with/without children etc.), education, currently studying tertiary courses, work status, fly-in/fly-out or drive-in/drive-out and net personal income.

The questionnaire was also subjected to the customary questionnaire checking procedures as part of Roy Morgan's Quality Assurance program certified to AS/NZS ISO 9001 and AS/ISO 20252. Questionnaire testing went through two pilot phases prior to being finalised for the main survey.

A copy of the final questionnaire is provided in Appendix C.

**Pilot testing**

The survey was initially piloted from 26-29 September 2023. A total of 100 completed surveys were achieved. Review indicated that survey length was too long and the some of the question routing was not correct. As a result, a second pilot was designed and conducted from 9-10 October 2023, with a total of 50 respondents. This version of the questionnaire proved to be acceptable in terms of average length and survey routing. Topline results for both pilots were provided to CDU, along with an excel datafile for each.

For the second pilot 50 completes were achieved using 3,931 pieces of sample (1,352 landline numbers and 2,579 mobile numbers). Median survey length was 12.85 minutes.

**Fieldwork**

The main survey was in field for a total of approximately 8 weeks. Interviews commenced on Monday, October 16, 2023 and concluded on Monday, December 11, 2023.

Interviews were primarily conducted in the evenings and weekends. Field reports were provided to Charles Darwin University (CDU) twice per week, with daily updates provided on number of completes and survey length.

### ***Interviewer management***

#### *CATI interviewer selection and training*

Roy Morgan believes that the quality of interviewing is vital to achieve successful research. Roy Morgan does not sub-contract to field companies to conduct interviews as we have our own fully integrated facilities and interviewing teams.

In total, 88 interviewers worked on the survey. All of these interviewers had undergone Roy Morgan's multistage training program.

- Company background and information
- Field methodology
- Questioning techniques
- Asking and answering questions
- Practicing difficult questions
- Practice survey completion
- Assessments of surveys
- Refusal conversion techniques

Interviewers also participated in a briefing session specifically for this project, conducted by the project team and field supervisors. They then practiced the interview before going to field. Details of the interviewer briefing are provided in Appendix B.

In addition, all interviewers were trained on how to leave messages on answering machines and voicemails, which was a procedure first used for the 2018 survey. Selected interviewers were also trained on how to convert 'soft refusals', as was the case for the 2018 survey.

Toward the end of fieldwork (4-7 December 2023), SMSs were sent to all mobile numbers (except Darwin/Palmerston numbers) where at least 5 contact calls had been attempted, to advise respondents that they may receive a call in relation to the survey. A specific set of interviewers were then used to call these numbers one further time in an attempt to obtain a completed interview. The SMS sent was as follows:

*Roy Morgan is conducting a study into gambling and health in the NT for Charles Darwin Uni.  
You may receive a call about this study in the next few days. Please assist.*

#### *CATI interviewer supervision and auditing*

Roy Morgan interviewers work under very strict controls and understand the need for adherence to all specified contact, call-back and reporting procedures. CATI interviewing is supervised and a minimum of 10% of interviews are audited. Our auditing system enables the supervisor to monitor live interviews and therefore assure the quality and authenticity of interviews. The auditing of an interview means that at least part of the interview is observed and listened to by the supervisor. Auditing includes monitoring all stages of interviewing, such as the conduct of an interview as well as refusals and how interviewers assign non-contact records.

We provide a ratio of one supervisor to 12 interviewers. As well as supervising interviewers, the supervisors deal with issues raised by respondents that could not be adequately addressed by interviewers. For every telephone survey:

- There are supervisors present for all shifts to oversee interviewers; and
- Supervisors randomly listen in on phone calls to ensure interviews are being conducted correctly.

Where respondents require clarification of the intent of the study, they are referred to a supervisor or the researcher for further explanation. When required, field queries and issues are logged via CATI debrief forms or emails to the researcher. The required action is noted and the researcher follows the issue up immediately.

### ***Interviewer briefing***

Before commencing work on the survey, interviewers participated in a survey-specific briefing session. The initial briefing session was conducted by the Project Director and Project Manager. Subsequent briefing sessions were conducted by the Field Manager and supervisor. The following key points were highlighted in the briefing session:

- Importance of the survey and how to introduce it.
- The town or suburb respondents were in was important to accurately quota the survey.
- Accurately collecting the data on frequency of play and the amount respondents spent on gambling activities
- The importance of statements that relate to time periods (e.g. “Thinking about the past 12 months...”
- Helplines for respondents

### ***Number of calls made to complete an interview***

Over 948,500 calls were attempted during the fieldwork period. The approach applied to the survey was to attempt up to 5 calls to a landline number seeking to establish contact with the household, then if contact was established, up to 5 more calls to obtain an interview with the selected respondent, unless at any point a final outcome was achieved. For mobile numbers, the maximum number of calls was 5 (as a mobile number connects to the potential respondent directly). Table 4.3 shows that almost one third of all numbers in the survey sample received up to 2 phone calls (32.9%), with almost half receiving up to 3 calls (46.0%). Two thirds received up to 5 calls (67.5%).

In terms of completed interviews almost one third of interviews came on the first call (31.7%). More than half of completed interviews received one or two phone calls (54.4%), with almost seven in ten completing the interview after one, two or three call attempts (69.6%).

A total of 174,624 numbers were used for the survey, averaging 5.43 calls per number. This is because 32.5% of attempts to numbers comprise of 6 or more calls (i.e. predominantly landline numbers).

**Table A11.** Number of calls made

Number of Calls	Completed Interviews		Other contacts on final outcome <sup>1</sup>		No Contact on final outcome <sup>2</sup>		Total Calls	
	No.	%	No.	%	No.	%	No.	%
1	1,570	31.7%	21,951	40.1%	150,348	16.9%	173,869	18.3%
2	1,125	22.7%	11,436	20.9%	125,912	14.2%	138,473	14.6%
3	751	15.2%	7,310	13.4%	115,962	13.0%	124,023	13.1%
4	498	10.1%	4,683	8.6%	102,660	11.5%	107,841	11.4%
5	327	6.6%	2,891	5.3%	92,627	10.4%	95,845	10.1%
6	167	3.4%	1,648	3.0%	58,925	6.6%	60,740	6.4%
7	147	3.0%	1,201	2.2%	52,459	5.9%	53,807	5.7%
8	121	2.4%	1,003	1.8%	45,325	5.1%	46,449	4.9%
9	77	1.6%	699	1.3%	33,725	3.8%	34,501	3.6%
10	41	0.8%	433	0.8%	26,466	3.0%	26,940	2.8%
11+	126	2.5%	1,472	2.7%	84,430	9.5%	86,028	9.1%
<b>Total</b>	<b>4,950</b>	<b>100.0%</b>	<b>54,727</b>	<b>100.0%</b>	<b>888,839</b>	<b>100.0%</b>	<b>948,516</b>	<b>100.0%</b>

1. Appointments, screenouts, refusals and terminations. Excludes completed interviews.

2. No reply, engaged, answering machine/voicemail, 5+ calls, blacklist (i.e. numbers identified as 'do not call').

Similar to the 2018 survey, the following procedures were implemented in 2023:

- If an answering machine or mobile phone voicemail was obtained, then a message was left. Two different messages were left, based on whether the connection was to an answering machine or to a voicemail. Voicemail only allows a 10 second message to be left, so the message left was truncated:

If answering machine - *Hello I'm [name] from Roy Morgan. We'd like to conduct a survey with you on an important health and wellbeing issue in the NT. One of our interviewers will call you back later to give you the opportunity to participate. Thank you for your time.*" (about 13-14 seconds)

If voicemail - *I'm [name] from Roy Morgan. We'd like to conduct a survey with you on a health and wellbeing issue in the NT. An interviewer will call you back later. Thank you.*" (about 9-10 seconds.)
- If a respondent or household registered a 'soft' refusal (i.e. refused because interviewed before/too often, not now/no time/too busy, didn't like the survey topic, could not understand English well or had hearing difficulty/was elderly/drunk/drugged) a specialist team of 3 experienced survey interviewers were used to call back and attempt to convert the refusal/termination into an interview. Interviewers could use their own words to convert, but a guide was provided for each circumstance, as follows:

Refused – Interviewed before/too often  
*I know that you been interviewed often recently, but it is important to obtain the views of all people in the NT, even those who have helped out with surveys in the past. Could you spare 10-15 minutes to assist us with this survey?*

Refused – Not now/ no time/ too busy (appointment rejected)  
*I know that you are busy, but the views of busy people are also important. We want to obtain the views of all people in the NT. Could you spare 10-15 minutes to assist us with this survey? We can call back at a time that's more convenient to you.*

Refused – Subject matter  
*I understand that the topic of this survey is not of relevance to you, but it is to the NT as a whole. It's important to obtain the views of all different types of people in the NT, even those who don't have strong views on the subject. Could you spare 10-15 minutes to assist us with this survey?*

Termination – Language problem

*Is there anyone else in the household who can speak English who may be able to translate for you? What languages do you speak? We may be able to arrange for someone to interview in your language if you like?*

Termination – Hearing difficulty/ very elderly/ drunk/ drugged

*Is there anyone else in the household who can assist us with this survey? If drunk/drugged – we can call back at another time when it is more convenient for you to complete the survey.*

These two procedures added to the number of calls, as on each occasion the number was called at least a second time in order to convert to interview.

For those recorded as a termination due to a language problem interviewers attempted to determine the language spoken. This was then recorded. If the number in any language reached 20, a bilingual interviewer in that language would be used to call back these respondents and survey them in their own language. In fact, no one language recorded 20 distinct numbers and so the bi-lingual interviewing process was not required for the survey.

### **Response rates**

As part of Roy Morgan’s multistage interviewer training program, interviewers are thoroughly trained in maximising response rates. Strategies employed to minimise cases of non-contact and non-response included:

- Emphasising the importance of the survey
- Having interviewers arrange appointments at suitable times for the respondent
- Re-assuring respondents about the confidentiality of their responses
- Implementing techniques to convert households/respondents on call back (as detailed in 4.3 above).

To maximise the response rates, Roy Morgan interviewers attempted up to 5 telephone calls at different times on different days to try to establish contact with the household or mobile user. Furthermore, up to five (and in some cases more) attempts were made to complete an interview with the selected respondent, once contact had been made.

During fieldwork, detailed breakdowns of the number and type of refusal and termination were provided to CDU.

From the total sample of phone numbers loaded for the survey (166,219 numbers), 5,000 participants completed the survey. A detailed breakdown of the outcomes for these 166,219 numbers is provided in tables 4.4.1, 4.4.2 and 4.4.3. Overall, 1,442 interviews were completed with landline sample and 3,558 were completed with mobile sample as shown in Table 2.3.2.

The following three tables provide a breakdown of all sample records activated for the survey. “Fresh” sample – i.e. numbers not attempted – is shown in these tables (only 17 landline numbers were not used for the survey).

Each table also provides a percentage breakdown by:

- Total sample
- Total usable numbers (i.e. excluding numbers that were disconnected, fax, modem, etc.)
- Total contacts (i.e. those numbers that were answered, other than those answered by an answering machine etc.).

Of the 51,017 landline numbers available for use, just under one in twelve were uncontactable/not connected (8.1%). A further 1.5% were fax/modems, while 6.2% were answering machines or voicemails. Whilst a message

was left on these numbers about the survey, no further outcome was obtained (i.e. the respondent/household was not available when called or was using the message service as a call screening mechanism). A small 1.0% of numbers were not called, as they were found to be on Roy Morgan’s “Do Not Call” register.

A total of 42,461 usable landline numbers were attempted, from which contact was made with 7,821 numbers (i.e. 1 in 5.43 usable landline numbers were made contact with). Seven in ten of usable landline numbers were attempted at least 5 times (70.1%), while 11.4% were no replies.

Of the 7,821 landline numbers where contact was made, more than half were business numbers (51.1%). Almost four in ten of landline contacts were refusals or terminations (38.6%), with just 3.9% of contacts being refusals or terminations in attempting to convert ‘soft’ refusals/terminations. Completed interviews accounted for just under one in twelve contacts (7.8%).

**Table A12.** Landline number sample disposition

Landline Number Sample Records	Number	% of Sample Loaded	% of Usable Nos. Attempted	% of Contacts Made
<b>Contacts:</b>				
Completed	613	1.2%	1.4%	7.8%
Appointment	1	0.0%	0.0%	0.0%
Soft appointment	19	0.0%	0.0%	0.2%
Business number	3,993	7.8%	9.4%	51.1%
Refusal	2,308	4.5%	5.4%	29.5%
Refusal after re-contact attempted	195	0.4%	0.5%	2.5%
Termination	405	0.8%	1.0%	5.2%
Termination - after re-contact attempted	107	0.2%	0.3%	1.4%
Failed screener/quota failure/out of scope	179	0.4%	0.4%	2.3%
Interrupted by interviewer/programming	1	0.0%	0.0%	0.0%
<b>Non-contacts:</b>				
No reply	4,848	9.5%	11.4%	
Busy/engaged	11	0.0%	0.0%	
5+ calls	29,781	58.4%	70.1%	
<b>Unusable Numbers:</b>				
Answering machine/voicemail	3,161	6.2%		
Fax/modem	763	1.5%		
On 'Do not call' list	495	1.0%		
Unobtainable/not connected/not accessible etc.	4,137	8.1%		
Fresh Sample	0	0.0%		
<b>Total Landline Sample</b>	<b>51,017</b>	<b>100.0%</b>		
<b>Usable Landline Numbers Attempted</b>	<b>42,461</b>		<b>100.0%</b>	
<b>Landline Number Contacts Made</b>	<b>7,821</b>			<b>100%</b>

Of the 123,607 mobile numbers available for use, fewer than one in six were uncontactable/not connected (15.9%). A further 10.1% of mobile numbers were answering machines or voicemails. A total of 2.0% of mobile numbers were not called, as they were found to be on Roy Morgan’s “Do Not Call” register.

A total of 88,944 usable mobile numbers were attempted, from which contact was made with 38,595 numbers (i.e. 1 in 2.30 usable mobile numbers were made contact with). Almost one third of usable mobile numbers were

attempted at least 5 times (34.4%), while 6.3% were no replies (N.B. some mobile numbers were called more than 5 times as they were sent an SMS after 5 calls and attempted again).

Of the 38,595 mobile numbers where contact was made, over half were refusals or terminations (56.3%), with just 3.8% being refusals or terminations as a result of 'soft' refusal/termination conversion attempt. Completed interviews accounted for just over one in ten mobile contacts (11.2%), while only 4.5% were categorised as business numbers.

**Table A13.** Mobile number sample disposition

Mobile Number Sample Records	Number	% of Sample Loaded	% of Usable Nos. Attempted	% of Contacts Made
<b>Contacts:</b>				
Completed	4,337	3.5%	4.9%	11.2%
Appointment	43	0.0%	0.0%	0.1%
Soft appointment	289	0.2%	0.3%	0.7%
Business number	1,733	1.4%	1.9%	4.5%
Refusal	19,516	15.8%	21.9%	50.6%
Refusal after re-contact attempted	1,267	1.0%	1.4%	3.3%
Termination	738	0.6%	0.8%	1.9%
Termination - after re-contact attempted	194	0.2%	0.2%	0.5%
Failed screener/quota failure/out of scope	10,470	8.5%	11.8%	27.1%
Interrupted by interviewer/programming	8	0.0%	0.0%	0.0%
<b>Non-contacts:</b>				
No reply	7,838	6.3%	8.8%	
Busy/engaged	50	0.0%	0.1%	
5+ calls	42,461	34.4%		
<b>Unusable Numbers:</b>				
Answering machine/voicemail	12,512	10.1%		
Fax/modem	33	0.0%		
On 'Do not call' list	2,486	2.0%		
Unobtainable/not connected/not accessible etc.	19,632	15.9%		
Fresh Sample	0	0.0%		
<b>Total Mobile Sample</b>	<b>123,607</b>	<b>100.0%</b>		
<b>Usable Mobile Numbers Attempted</b>	<b>88,944</b>		<b>100.0%</b>	
<b>Mobile Number Contacts Made</b>	<b>38,595</b>			<b>100.0%</b>

Overall, 174,624 numbers were activated for use and attempted. Just over one in eight were classified as unobtainable or not connected (13.6%). Just under one in ten were answering machines or voicemails (9.0%), with 0.5% connections to modems or faxes. Just under two percent of numbers were on the 'Do not call' list (1.7%).

Of the 131,405 numbers attempted just over half were attempted at least 5 times, or had 3 consecutive no replies (55.0%), while one in ten were no replies (9.7%). A total of 46,416 contacts were made, representing 35.3% of all numbers attempted (i.e. 1 in 2.83 usable numbers were made contact with).

Of the 46,416 contacts made, one in eight were business numbers (12.3%), while over half were refusals or terminations (53.3%). Just 3.8% of contacts were refusals or terminations after a re-contact attempt to convert a 'soft' refusal or termination was made. One in ten contacts made became completed interviews (10.7%).

**Table A14.** Overall sample disposition

Total Sample Records	Number	% of Sample Loaded	% of Usable Nos. Attempted	% of Contacts Made
<b>Contacts:</b>				
Completed	4,950	2.8%	3.8%	10.7%
Appointment	44	0.0%	0.0%	0.1%
Soft appointment	308	0.2%	0.2%	0.7%
Business number	5,726	3.3%	4.4%	12.3%
Refusal	21,824	12.5%	16.6%	47.0%
Refusal after re-contact attempted	1,462	0.8%	1.1%	3.1%
Termination	1,143	0.7%	0.9%	2.5%
Termination - after re-contact attempted	301	0.2%	0.2%	0.6%
Failed screener/quota failure/out of scope	10,649	6.1%	8.1%	22.9%
Interrupted by interviewer/programming	9	0.0%	0.0%	0.0%
<b>Non-contacts:</b>				
No reply	12,686	7.3%	9.7%	
Busy/engaged	61	0.0%	0.0%	
5+ calls	72,242	41.4%	55.0%	
<b>Unusable Numbers:</b>				
Answering machine/voicemail	15,673	9.0%		
Fax/modem	796	0.5%		
On 'Do not call' list	2,981	1.7%		
Unobtainable/not connected/not accessible etc.	23,769	13.6%		
Fresh Sample	0	0.0%		
<b>Total Sample</b>	<b>174,624</b>	<b>100.0%</b>		
<b>Usable Mobile Numbers Attempted</b>	<b>131,405</b>		<b>100.0%</b>	
<b>Total Contacts Made</b>	<b>46,416</b>			<b>100.0%</b>

In relation to refusals and terminations, an accurate assessment of their number is not possible because of the 'soft' refusal/termination conversion process. Once an attempt to convert the 'soft' refusal or termination was made, the outcome status changes (e.g. to a complete, an appointment, a no reply, engaged, a refusal etc.), thereby losing the ability to track the record as a refusal or termination. However, Table 4.4.4 below details the refusals and terminations prior to the 'soft' refusal process being conducted. It shows that just under one quarter of refusals or terminations from landline numbers were 'soft' (23.9%), a similar proportion to mobile number refusals or terminations classified as 'soft' (22.2%).

**Table A14.** Initial refusals/terminations by sample type

Refusal/Termination Type	Landline Sample		Mobile Sample		Total	
	No.	%	No.	%	No.	%
<b>'Soft' Refusals/Terminations attempted to convert:</b>						
Refused - Interviewed before/too often	23	0.8%	62	0.3%	85	0.3%
Refused - Not now/no time/too busy (appointment rejected)	284	9.4%	2,932	13.5%	3,216	13.0%
Refused - Subject matter	11	0.4%	85	0.4%	96	0.4%
Termination - Language problem	51	1.7%	144	0.7%	195	0.8%
Termination - Hearing difficulty/very elderly/drunk/drugged	49	1.6%	128	0.6%	177	0.7%
Re-contacted attempted - Refusal	195	6.5%	1,267	5.8%	1,462	5.9%
Re-contacted attempted - Termination	107	3.5%	194	0.9%	301	1.2%
<b>Total 'Soft' Refusals/Terminations</b>	<b>720</b>	<b>23.9%</b>	<b>4,812</b>	<b>22.2%</b>	<b>5,532</b>	<b>22.4%</b>
<b>Hard Refusals/Terminations:</b>						
Refused - Hung up during introduction	1,574	52.2%	13,604	62.6%	15,178	61.4%
Refused - After introduction	377	12.5%	2,813	13.0%	3,190	12.9%
Refused to call qualifying respondent to phone	36	1.2%	7	0.0%	43	0.2%
Refused access to to appointed respondent on recall	3	0.1%	13	0.1%	16	0.1%
Termination - Respondent did not wish to continue survey	26	0.9%	185	0.9%	211	0.9%
Termination - Named sample respondent not at this number	0	0.0%	4	0.0%	4	0.0%
Termination - No-one in household fits introduction criteria	13	0.4%	10	0.0%	23	0.1%
Termination - Respondent completed interview, then asked for survey to be deleted	2	0.1%	2	0.0%	4	0.0%
Other Refusal/Termination	264	8.8%	265	1.2%	529	2.1%
<b>Total Hard Refusals/Terminations</b>	<b>2,295</b>	<b>76.1%</b>	<b>16,903</b>	<b>77.8%</b>	<b>19,198</b>	<b>77.6%</b>
<b>Total Refusals/Terminations</b>	<b>3,015</b>	<b>100.0%</b>	<b>21,715</b>	<b>100.0%</b>	<b>24,730</b>	<b>100.0%</b>

1 e is the estimated proportion of cases of unknown eligibility that are eligible. This estimate is based on the proportion of eligible units among all units in the sample for which a definitive determination of status was obtained.

Aside from the 4,950 completed surveys obtained for this study, 84 records completed at least up to the PGSI (Problem Gambling Severity Index) questions so that an index score could be calculated. For response rate calculation, these are regarded as partial completes. There were also 126 respondents who completed past the screening questions (so were classified as eligible to complete the survey), but terminated the survey before getting to the PGSI questions. These respondents are classified as break-offs.

The overall response rate for the 2023 NT Gambling Prevalence Survey, defined as  $(\text{completes} + \text{partial completes}) / (\text{estimated in-scope contacts})$ , was 14.1%, with similar rates obtained for those called on landlines (14.4%) and on mobile numbers (14.0%). The overall cooperation rate, defined as  $(\text{completes} + \text{partial completes}) / (\text{completes} + \text{partial completes} + \text{refusals})$  was 17.0%, comprising 17.6% for calls to landline numbers and 17.0% for calls to mobile numbers. The breakdown for these rates can be detailed in Table 4.4.5 following.

**Table A15.** Response Rate

AAPOR Response Rate Categories Version 5.1, March 2023	Landlines		Mobiles		Total	
	No.	%	No.	%	No.	%
<b>Complete (I)</b>	<b>613</b>	<b>1.2%</b>	<b>4,337</b>	<b>3.5%</b>	<b>4,950</b>	<b>2.8%</b>
<b>Partial Complete (P)</b>	<b>9</b>	<b>0.0%</b>	<b>75</b>	<b>0.1%</b>	<b>84</b>	<b>0.0%</b>
Household-level refusal	2,835	5.6%	21,222	17.1%	24,057	13.8%
Known-respondent refusal	67	0.1%	211	0.2%	278	0.2%
Selected respondent appointment not kept	1	0.0%	43	0.0%	44	0.0%
Break off (started, but did not complete)	19	0.0%	107	0.1%	126	0.1%
<b>Total Refusal/Break-off (R)</b>	<b>2,922</b>	<b>5.7%</b>	<b>21,583</b>	<b>17.4%</b>	<b>24,505</b>	<b>14.0%</b>
<b>Quota filled (NC)</b>	<b>7</b>	<b>0.0%</b>	<b>20</b>	<b>0.0%</b>	<b>27</b>	<b>0.0%</b>
Physically/mentally unable	49	0.1%	128	0.1%	177	0.1%
Household-level language problem	51	0.1%	144	0.1%	195	0.1%
<b>Total Other (O)</b>	<b>100</b>	<b>0.2%</b>	<b>272</b>	<b>0.2%</b>	<b>372</b>	<b>0.2%</b>
Always Busy	11	0.0%	50	0.0%	61	0.0%
No answer	4,848	9.5%	7,838	6.3%	12,686	7.3%
<b>Total Unknown Household (UH)</b>	<b>4,859</b>	<b>9.5%</b>	<b>7,888</b>	<b>6.4%</b>	<b>12,747</b>	<b>7.3%</b>
Household exists/unknown if has eligible respondent	19	0.0%	294	0.2%	313	0.2%
Answering machine	3,161	6.2%	12,512	10.1%	15,673	9.0%
<b>Total Unknown Respondent Eligibility (UO)</b>	<b>3,180</b>	<b>6.2%</b>	<b>12,806</b>	<b>10.3%</b>	<b>15,986</b>	<b>9.1%</b>
Selected Respondent Screened Out	49	0.1%	387	0.3%	436	0.2%
Fax/data line	763	1.5%	33	0.0%	796	0.5%
Connection unobtainable	2,421	4.7%	15,325	12.4%	17,746	10.2%
Business	3,993	7.8%	1,733	1.4%	5,726	3.3%
No eligible respondent in household	13	0.0%	10	0.0%	23	0.0%
Non NT number	118	0.2%	10,043	8.1%	10,161	5.8%
Other ineligible numbers (mainly 5+ calls)	31,993	62.7%	49,257	39.8%	81,250	46.5%
<b>Total Numbers</b>	<b>51,040</b>	<b>100.0%</b>	<b>123,769</b>	<b>100.0%</b>	<b>174,809</b>	<b>100.0%</b>
e <sup>1</sup>	8.5%		25.5%		20.5%	
<b>Response Rate ((I+P)/((I+P)+(R+NC+O)+e(UH+UO))</b>	<b>14.4%</b>		<b>14.0%</b>		<b>14.1%</b>	
Cooperation Rate (I+P)/((I+P)+R)	17.6%		17.0%		17.0%	
Refusal Rate R/((I+P)+(R+NC+O))	80.0%		82.1%		81.9%	
Contact Rate ((I+P)+R+O)/(I+P)+(R+NC+O))	99.8%		99.9%		99.9%	

### Interview length

Interview length varied considerably according to the extent of gambling activity that respondents undertook, and whether the respondent was randomly allocated to the full or the short interview. The objective was to keep the survey average close to 11 minutes in length. In fact, the average interview length was 11.6 minutes, with a median length of 9.3 minutes, so the objective was achieved. Respondents going through the full survey averaged 19.3 minutes, with a median of 18.0 minutes, whilst those going through the short survey averaged 8.7 minutes, with a median of 8.2 minutes. Interview lengths for surveys completed either on a landline or a mobile device were similar.

**Table A16.** Average and median survey length by survey type

Completion Type	Diagnostic	Short Survey	Full Survey	All Completes
Landline Completes	Average	9.2	18.8	11.6
	Median	8.2	17.6	9.4
Mobile Completes	Average	8.6	19.3	11.6
	Median	8.2	18.2	9.3
All Completes	Average	8.7	19.3	11.6
	Median	8.2	18.0	9.3

## **Analysis and weighting**

### ***Coding***

There were three fully open-ended questions in the survey requiring code frame development and 14 'other-specify' questions. Draft code frames were developed by Roy Morgan and approved by CDU.

Back-coding was also undertaken of 'other-specify' responses, i.e. identifying any open-ended responses that could be back-coded to existing response options.

### ***Editing***

As the survey was conducted using CATI, data entry was automatic at the point of interviewing. The questionnaire programming had built in routing. Programming checked responses and directed interviewers to ask respondents questions that were applicable to them depending on the responses given to previous questions. As a result, there was little need to edit the data for any inconsistencies. A small number of respondents had to be edited/flagged as they had initially indicated they undertook a 'gambling other – specify' response, their responses had to be allocated to a different gambling category. There were also several cases where post-interview backcoding of an other-specify response resulted in respondents not having an answer to a relevant subsequent question, as they had not been asked it. In such cases these respondents were allocated a 'don't know' code.

In order to weight the data, all respondents had to be allocated a sex. Since the 2023 survey only asked for a person's gender, a binary sex variable was calculated using gender. All respondents claiming to have a male or female gender were categorised as male or female accordingly for the binary sex variable. For the 18 respondents categorising themselves as a gender other than male or female, sex was randomly assigned.

### ***Weighting***

The final weighting design for the 2023 survey was in essence the same process developed by Roy Morgan and Charles Darwin University for the 2015 and 2018 surveys. The design takes into account the need to be able to weight both the overall sample and the sub-sample asked the long questionnaire. It also takes into account phone connectedness, age, gender, region and Indigenous status. An appropriate approach to probability weighting for this survey was also addressed.

### ***Probability of selection***

When using a dual sample frame approach and random respondent selection, Roy Morgan typically adopts a weighting design which initially adjusts for the probability of selection, then adjusts for non-response and demographic factors. This standard approach, with some adjustments, was used for this survey. The standard approach is as follows:

Let  $p$  = sampling fraction for interviews via mobile phone (number of interviews achieved divided by number of mobile phone owners).

Let  $h$  = sampling fraction for interviews via landline (number of interviews achieved divided by number of households with a landline phone).

Let  $e$  = number of persons in respondent's household eligible for the survey.

Let  $k$  = number of separate landlines (i.e. the number of different telephone numbers, not handsets for the same phone number) in respondent's household.

Let  $n$  = number of mobile phones, capable of receiving calls, owned by the respondent.

Let  $s$  = number of eligible persons sharing the mobile phone on which the respondent is contacted.

For a person living in a household with at least one landline the probability of being interviewed by landline is =  $hk/e$ . This is the same whether or not that person also has a mobile phone. For a person with a mobile, the probability of being interviewed via that mobile phone is  $pn/s$ , again irrespective of whether or not that person has a landline at home.

A mobile phone owner who also has a landline at home could be interviewed via either channel. The probability in the case of each channel is as given above. As the sampling fractions in both cases will be very small, the probability of being interviewed via both channels in the same survey is small enough to be disregarded. So the probability of being interviewed at all, i.e. via either channel, can for practical purposes be regarded as the sum of the two probabilities, or  $pn/s + hk/e$ .

To summarise, the probabilities for respondents in the three channel segments are:

landline only	$hk/e$
mobile only	$pn/s$
both	$pn/s + hk/e$ .

The weight to be applied to counter the biases in a dual frame sample design is therefore the reciprocal of whichever probability the respondent turns out to have.

For this survey of Northern Territory residents, this standard approach required some amendment, partly as some of the population (particularly the more remote Indigenous population) was out of the scope of a telephone survey and partly as information on telephone connectedness of the Northern Territory population is limited. The necessary modifications are discussed throughout this section.

*Treatment of Indigenous status in the weighting*

It was recognised by both CDU and Roy Morgan that while the survey methodology was likely to produce a reasonably representative sample of non-Indigenous Territorians, it was not able to produce a representative sample of Indigenous Territorians, chiefly as a large proportion are not reachable by a telephone methodology. A weighting design that weighted the data to total Territorians would therefore have been inappropriate. The approach agreed with Charles Darwin University in 2015 and 2018 and applied to 2023 data was to weight the non-Indigenous sample to the non-Indigenous population. The Indigenous sample was also weighted, using a slightly different approach. Just two geographical categories were used for the Indigenous sample: Darwin and Remainder of Territory.

*Main weighting – all non-Indigenous sample (weight set one)*

**Geography:** The small strata of Tennant Creek and Nhulunbuy were combined for weighting purposes.

**Age:** The age categories used to monitor sampling were 18-34; 35-49; 50-64 and 65 plus. It was agreed with Charles Darwin University to use the four age bands 18-34; 35-49; 50-64 and 65 plus for weighting.

**Binary Sex:** For the 2023 survey, gender rather than sex was asked of respondents. As such there were a small number of respondents who did not classify themselves as male or female. A Binary sex variable was calculated to enable survey weighting by sex based on ABS population estimates. Those classifying themselves as neither male or female were randomly allocated a sex of male or female on a 50%:50% basis enable weighting to be conducted.

**Phone Connectedness:** The sampling involved an RDD landline sample frame and three lists of mobile numbers. CDU requested that the weighting take account of phone connectedness as far as possible. Ideally this would take the form of a selection weight, but there was insufficient data collected in the survey and insufficient data for phone connectedness for all areas of the NT, or for more than a small proportion of Indigenous Territorians, to be able to take account of this in the manner of the standard Roy Morgan approach summarised above. A simplified form of this weighting step, applying only to the non-Indigenous sample, was adopted.

**Number of adults in household:** For the landline sample frame, just one respondent was selected per household. The main weighting included an adjustment for the probability of selection, given the household size. To avoid creating extreme individual weights, it was agreed with CDU that a limit be set on this particular adjustment, whereby respondents from a household with 5 or more eligible adults be allocated a value of 5.

First stage: Probability of selection (non-Indigenous sample)

The following details the steps for the first stage of weighting of the non-Indigenous sample – adjustment for probability of selection. It also details the variations required from the standard Roy Morgan approach.

Let  $p$  = sampling fraction for interviews via mobile phone (number of interviews achieved divided by number of mobile phone owners). The number of non-Indigenous mobile phone owners aged 18+ in NT is not known precisely but was based on results from Roy Morgan Single Source, which only covers Darwin and Alice Springs. In order to improve the reliability of this estimate, Single Source data for 2022-2023 was used – giving an estimate of 96.9%.

*Therefore 96.9% of NT non-Indigenous people 18+ are estimated to have a mobile. This equates to 96.9% of 141,531 = 137,144. A total of 3,973 non-Indigenous respondents were interviewed by mobile. Therefore  $p = 3,973/137,144 = 0.0289695$*

Let  $h$  = sampling fraction for interviews via landline (number of interviews achieved divided by number of households with a landline phone). The total number of non-Indigenous households in NT with a landline phone is also not known precisely, but was based on results from Roy Morgan Single Source for Darwin and Alice Springs for 2022-2023 – an estimate of 27.7%.

*Therefore 27.7% of NT non-Indigenous households are estimated to have a landline. This equates to 27.7% of 83,732 = 23,194. A total of 576 non-Indigenous were interviewed by landline. Therefore  $h = 576/23,194 = 0.024834$*

Let  $e$  = number of persons in respondent's household eligible for the survey. (To avoid creating extreme individual weights, it was agreed that a limit be set on this particular element, whereby respondents from a household with 5 or more eligible adults be allocated an  $e$  value of 5).

Let  $k$  = number of separate landlines (i.e. the number of different telephone numbers, not handsets for the same phone number) in respondent's household. (To avoid creating extreme individual weights, it was agreed that the value for this component for households with 3 or more landlines be set at 3.)

The standard approach would be to let  $n$  = number of mobile phones, capable of receiving calls, owned by the respondent. However, this question was not asked of respondents in this survey. The latest Roy Morgan data available showed that the proportion of adults without a mobile phone was very low (1.1% nationally and 3.1% in the NT), so in this case it was reasonable to assume that  $n=1$  and effectively ignore this element of the weighting.

The standard approach would be to let  $s$  = number of eligible persons sharing the mobile phone on which the respondent is contacted. However, this question was not asked in this survey, so  $s$  was assumed to be 1.

Taking into account all the above points with respect to the probability weighting stage, the probabilities for respondents were calculated as:

mobile only (i.e. mobile-interviewed, no landline)	$p$ (i.e. 0.289695)
all other respondents	$p + hk/e$ (i.e. 0.289695 + 0.024834
	multiplied by number of landlines in the respondent's household divided by the number of adults in the respondent's household)

The final result of this first weighting stage was the reciprocal of each respondent's selection probability.

#### Second stage - Non response (demographic) weighting

This second stage of weighting for non-Indigenous respondents corrected proportions of respondents across the groups within the following variables, and projected the weighted sample to the population:

- Age
- Binary Sex
- Region

The targets used for this step were age by sex by region data derived by applying Census 2023 proportions for the non-Indigenous population to the August 2023 ABS population estimates.

(As the first weighting stage had already made broad corrections for phone connectedness, it was agreed with CDU not to include phone-connectedness as an element of the second stage.)

Effectively in this stage the weighted sample was also scaled to match population data.

#### *Weight set two – sub-sample adjustments, non-Indigenous*

The questionnaire was programmed to randomly select one in eight 'non-problem gamblers' and one in eight 'non-gamblers' as defined by their CPGI/PGSI scores, and allocate this sub-sample to receive the full questionnaire, along with 100% of Indigenous respondents, regular gamblers (weekly excluding lotto and instant scratch tickets) and those defined as 'problem gamblers', 'low-risk gamblers' and 'moderate-risk gamblers'. Charles Darwin University requested that a second set of weights be provided to allow for this sub-sampling. Roy Morgan has considerable experience in this particular task – the re-weighting of a sub-sample to represent the already weighted sample.

In addition to the basic requirement of this second set of weights (i.e. to multiply the weight of each selected non-problem gambler and non-gambler by the inverse of the proportion actually selected) slight corrections to other parameters were required so that the characteristics of the overall weighted sample, using this second set of weights remained largely the same as the main weighted sample. Initial checks of the raw data show that the age, sex, region, Aboriginal and Torres Strait Islander status and phone type of the two sub-samples very closely matched the patterns for the two total samples from which they were drawn.

The second set of weights is that used for the sub-sample of one in eight non-gamblers and one in eight non-problem gamblers (all non-Indigenous). The agreed approach for this survey is outlined below:

For each of the two relevant groups (non-problem gamblers and non-gamblers) calculate the following figures for each of the 8 age-by-binary sex cells:

- a) Sum of weights for **all** the relevant group (e.g. sum of weights for male non-gamblers aged 18-34)
- b) Sum of weights for the **sub-sampled** members of the relevant group (e.g. sum of weights for male non-gamblers aged 18-34 who were selected to complete the long questionnaire)

Divide (a) by (b) for each age/sex group for each of the two relevant groups, giving 16 adjustment factors (c).

For Weight Set Two, set each respondent's weight as follows:

- For non-gamblers who were *not* in the sub-sample, set their weight to zero
- For non-gamblers who *were* selected for the sub-sample to get the long questionnaire, multiply their weight by the relevant (c) factor.
- For non-problem gamblers who were *not* in the sub-sample, set their weight to zero
- For non-problem gamblers who *were* selected for the sub-sample to get the long questionnaire, multiply their weight by the relevant (c) factor.
- All other respondents retain the same weight they have for Weight Set One.

Generally speaking, Weight Set One should be used for all analysis involving the first half of the questionnaire, and Weight Set Two should be used only for analysis involving the second half of the questionnaire (the part where the sub-sampling applied). The two weight sets will not produce identical results, but the differences should be very minor.

#### *Weight set three – Indigenous respondents*

There is much less available, reliable information about the phone connectedness status of Indigenous Territorians, and the proportion who are even contactable by telephone is likely to be quite low outside the main cities. CDU requested a simple approach to weighting the Indigenous sample.

On the assumption that, despite the lack of phone connectedness, the sample may be broadly representative of the total Indigenous population, then the following approach was agreed.

- Collapse the regions into just two: Darwin and Remainder of Territory.
- Using simple age by binary sex by region cell weighting, weight the Indigenous respondents to the estimated Indigenous population of Darwin and Remainder of Territory (created from August 2023 ABS population estimates adjusted by the 2023 ABS Census figures for the proportion that are Indigenous.)

#### *Weight set four – sub-sample adjustments, Indigenous*

The fourth set of weights is that used for the sub-sample of one in four non-gamblers and one in four non-problem gamblers, as applied to Indigenous respondents. Cell sizes were too small to adopt the same approach as Weight Set Two. Rather, a simpler approach was agreed:

For each of the two relevant groups (non-problem gamblers and non-gamblers) calculate the following figures:

- c) Sum of weights for all the relevant group (e.g. sum of weights for Indigenous non-gamblers)
- d) Sum of weights for the sub-sampled members of the relevant group (e.g. sum of weights for Indigenous non-gamblers who were selected to complete the long questionnaire)

Divide (a) by (b) for each of the two relevant groups, giving 2 adjustment factors (c).

For Weight Set Four, set each Indigenous respondent's weight as follows:

- For non-gamblers who were not in the sub-sample, set their weight to zero
- For non-gamblers who were selected for the sub-sample to get the long questionnaire, multiply their weight by the relevant (c) factor.
- For non-problem gamblers who were not in the sub-sample, set their weight to zero
- For non-problem gamblers who were selected for the sub-sample to get the long questionnaire, multiply their weight by the relevant (c) factor.
- All other Indigenous respondents retain the same weight they have for Weight Set Three.

The final SPSS data file also included two additional weight sets, Weight 5 and Weight 6, which were created to simplify the task for researchers who may wish to run tables etc including both Indigenous and non-Indigenous respondents in the same table.

- Weight 5 (total sample) equals Weight 1 for all non-Indigenous respondents and equals Weight 3 for all Indigenous respondents.
- Weight 6 (sub-sample adjustment) equals Weight 2 for all non-Indigenous respondents and would equal Weight 4 for all Indigenous respondents.



## 21 Appendix J: Survey Instrument

### MAIN QUESTIONNAIRE

#### HIDDEN VARIABLE

2018COMP – To be flagged on Sample File

IF TELEPHONE NUMBER IS A DUPLICATE OF A 2018 COMPLETION, ALLOCATE CODE 1, OTHERWISE CODE 2

The following to be accessible on every CATI screen throughout the interview:

#### SHOW AS "IF POTENTIAL REFUSAL"

##### *Attrition risk*

We'd really appreciate you taking part. This is one of the world's few studies to explore a link between gambling and health and well-being. We hope to understand how to protect people from developing problem gambling and poor mental health because of gambling.

So would you please take part? It would be much appreciated (pause).

##### *Doesn't gamble*

We're just as interested in people who don't gamble, as this study is also exploring why some people prefer not to gamble and why some people do not develop gambling problems, while others do. So, we need to understand the views of people who don't gamble, to compare them to people who do gamble.

The following to be accessible on every CATI screen throughout the interview:

#### SHOW AS "IF RESPONDENT IN DISTRESS"

##### *Mental distress*

Problem gambling counselling for those affected or families (24/7) - 1800 858 858

gamblinghelponline.org.au (Online counselling)

Lifeline 13 11 14

Aboriginal Yarn: 13YARN [for Aboriginal participants]

##### *Respondent Anger*

Perhaps it may be useful if I get one of the study researchers to call you directly?

[If consent - Record name and number]

## INTRODUCTION

### *Timestamp – Introduction*

#### **Landline introduction – Landline sample**

Good [morning/afternoon/evening]. This is [name] from Roy Morgan Research calling on behalf of Charles Darwin University and the Northern Territory Government Community Benefit Fund. We are conducting an important study into gambling and health in the NT.

May I please speak to the male aged 18-34 in the household with the most recent birthday?

**If no-one in household male 18-34:** May I please speak with the female aged 18-34 with the most recent birthday?

**If no-one in household female 18-34:** May I please speak with the male aged 35 years and over with the most recent birthday?

**If no-one in household male 35+:** Then may I please speak with the female aged 35 years and over with the most recent birthday?

#### **Mobile introduction – Mobile sample**

Good [morning/afternoon/evening]. This is [name] from Roy Morgan Research calling on behalf of Charles Darwin University and the Northern Territory Government Community Benefit Fund. We are conducting an important study into gambling and health in the NT and are speaking to adults aged 18 years and older.

Is it convenient to talk now? - **IF NOT CONVENIENT, MAKE A SOFT APPOINTMENT FOR CALLBACK**

#### **IF AGREE TO INTERVIEW**

Thanks. Your responses are strictly confidential. Depending on your answers the survey will take between 5 and 15 minutes to complete. You can access an information sheet about the survey from the CDU website by searching for “CDU gambling prevalence” [ DO NOT READ - <https://www.cdu.edu.au/health/2023-northern-territory-gambling-prevalence-wellbeing-survey>. ]

**INTERVIEWER NOTE: IF respondent asks if it can be mailed/emailed, say yes and select email or mail. If not, select 3<sup>rd</sup> option.**

[Single]

#### **INFOSHEET:**

1. WANT INFO SHEET EMAILED
2. WANT INFO SHEET MAILED
3. DON'T WANT INFO SHEET MAILED OR EMAILED

#### **IF WANT INFORMATION SHEET EMAILED (CODE 1 on INFOSHEET), ASK:**

Could you please provide me with your email address?

RECORD EMAIL: \_\_\_\_\_

*Read back email to respondent to confirm. Amend if necessary.*

#### **IF WANT INFORMATION SHEET MAILED (CODE 2 on INFORSHEET), ASK:**

Could you please provide me with your mailing details?

RECORD NAME: \_\_\_\_\_

RECORD ADDRESS: \_\_\_\_\_

*Read back name and address to respondent to confirm. Amend if necessary.*

**IF WANT INFORMATION SHEET MAILED OR EMAILED (CODE 1 OR 2 on INFOSHEET), ASK:**

[Single]

**INFOWAIT**

Would you like to continue the survey now, or would you like to wait and read the information sheet first?

1. CONTINUE SURVEY
2. WAIT AND READ INFORMATION SHEET – MAKE APPOINTMENT

**SCREENING AND QUOTA BUILDING**

*Timestamp -Screener/Quota*

**ASK ALL:**

*Please note that your participation is voluntary and you do not have to answer questions and can withdraw from the survey at any time. The NT government will receive the report mid-2024 and it should be available 1 to 6 months later on the Department of Industry, Tourism and Trade website.*

[Single]

**Q1** May I just confirm you are currently living in the Northern Territory?

- 1 YES
- 2 NO - **Terminate**

**IF NOT LIVING IN NT (Code 2 on Q1) SAY:**

*Thanks but this is for Northern Territory residents only. Thank you for your time.*

[Record sample disposition as non-Northern Territory resident]

[00-999]

**Q2** What is your current age?

Record Number

(998 REFUSED, 999 DON'T KNOW)

**IF UNDER 18 - Terminate:**

*I'm sorry but we need to speak with people age 18 years and over for this study.*

[Record sample disposition as under 18]

**IF EXACT AGE NOT PROVIDED (Code 998 or 999 on Q2) ASK:**

[Single]

**Q2a** No worries, could you indicate whether you fall into any of the following broad age categories?

READ OUT

- 1 UNDER 18 - **Terminate**
- 2 18-24
- 3 25-29
- 4 30-34
- 5 35-39
- 6 40-44
- 7 45-49
- 8 50-54
- 9 55-59
- 10 60-64
- 11 65 OR MORE
- 98 REFUSED [DO NOT READ] - **Terminate**
- 99 DON'T KNOW [DO NOT READ] - **Terminate**

**IF UNDER 18:**

*I'm sorry but we need to speak with people age 18 years and over for this study.*

[Record sample disposition as under 18]

**IF DON'T KNOW/REFUSED (Code 98 or 99 on Q2a) SAY:**

*Thank you for your time, but we need this information to continue with this survey.*

[Record sample disposition as age not provided]

HIDDEN VARIABLE

**AGE\_RANGE**

- 1 18-34
- 2 35-49
- 3 50-64
- 4 65+

[Display as quota variable]

**ASK ALL:**

[Single]

**Q3** How do you describe your gender?

- 1 MALE
- 2 FEMALE
- 3 NON-BINARY
- 4 I USE ANOTHER TERM (please specify): \_\_\_\_\_
- 5 PREFER NOT TO ANSWER

[Display as quota variable – Male – code 1; Female – code 2; /Other – codes 3-5]

HIDDEN VARIABLE

**AGE\_SEX**

Male 18-34

Male 35-49

Male 50-64

Male 65+  
Female 18-34  
Female 35-49  
Female 50-64  
Female 65+  
Other 18-34  
Other 35-49  
Other 50-64  
Other 65+

[Display as quota variable]

**ASK ALL:**

[Single]

**Q4** Are you of Aboriginal or Torres Strait Islander origin?

- 1 YES
- 2 NO

[Display as quota variable]

**ASK ALL:**

[01-99]

**Q5** Including yourself, what is the total number of people aged 18 years or older who live in your household?

Number range for household number: (1-25)

IF REFUSED ENTER CODE 98 - **Terminate**

IF DON'T KNOW ENTER CODE 99 - **Terminate**

**IF DON'T KNOW/REFUSED (Code 98 OR 99 on Q5) SAY:**

*Thank you for your time, but we need this information to continue with this survey.*

[Record sample disposition as Refused No. in HH]

**IF CALLED ON LANDLINE ASK:**

[0-99]

**Q6a** Apart from this line that I'm calling you on, how many other telephone landlines are there in this household?

Record Number (0-9)

IF REFUSED ENTER CODE 98.

IF DON'T KNOW ENTER CODE 99

**IF CALLED ON LANDLINE ASK:**

[Single]

**Q6b** Do you personally have a mobile phone?

- 1 YES
- 2 NO
- 98 REFUSED [DO NOT READ] - **Terminate**
- 99 DON'T KNOW [DO NOT READ] - **Terminate**

**IF DON'T KNOW/REFUSED (Code 98 OR 99 on Q6b) SAY:**

*Thank you for your time, but we need this information to continue with this survey.*

[Record sample disposition as Refused Mobile Q]

**IF CALLED ON MOBILE ASK:**

[Single]

**Q6c** Does your household have a landline telephone?

- 1 YES
- 2 NO
- 98 REFUSED [DO NOT READ] - **Terminate**
- 99 DON'T KNOW [DO NOT READ] - **Terminate**

**IF DON'T KNOW/REFUSED (Code 98 OR 99 on Q6c) SAY:**

*Thank you for your time, but we need this information to continue with this survey.*

[Record sample disposition as Refused Landline Q]

**IF HAS A LANDLINE (CODE 1 ON Q6c) ASK:**

[0-99]

**Q6d** How many land telephone lines does your household have?

Record Number (0-9)

- 98 REFUSED [DO NOT READ] - **Terminate**
- 99 DON'T KNOW [DO NOT READ] - **Terminate**

**IF DON'T KNOW/REFUSED (Code 98 OR 99 on Q6d) SAY:**

*Thank you for your time, but we need this information to continue with this survey.*

[Record sample disposition as Refused Landline No.]

HIDDEN VARIABLE

LANDLINE\_NO

Record number on Q6a+1

If code 98 or 99 on Q6a – Record number as 1

If code 2 on Q6c – Record number as 0

If code 1 on Q6c – Record number on Q6d

HIDDEN VARIABLE

MOBILE\_NO

If called on mobile – Record number as 1

If called on landline – Record 1 if Q6b code 1; Record 0 if Q6b code 2

HIDDEN VARIABLE

PHONE\_STATUS

Mobile only – MOBILE\_NO =1 and LANDLINE\_NO = 0  
Landline only – MOBILE\_NO = 0 and LANDLINE\_NO >=1  
Both Mobile and Landline – MOBILE\_NO =1 and LANDLINE\_NO >=1

**[Display as quota variable]**

**ASK ALL:**

[Single]

**Q7** What suburb or locality in NT do you live in?

**INSERT LIST OF NORTHERN TERRITORY LOCALITIES – Enable SEARCH function [Provided in separate spreadsheet – Locality-Region List for 2023 NT Gambling Prevalence Survey.xls]**

- 997 OTHER - Specify
- 998 REFUSED
- 999 DON'T KNOW

**IF OTHER/DON'T KNOW/REFUSED SUBURB/LOCALITY (codes 997-999), ASK:**

[0000-9999]

**Q7a** What is the postcode where you live?

**RECORD POSTCODE [Provided in separate spreadsheet - legal postcodes for NT commence 08\_\_ or 4825 – Postcode-Region List for 2023 NT Gambling Prevalence Survey.xls]**

- 9998 REFUSED - **Terminate**
- 9999 DON'T KNOW - **Terminate**

**IF DON'T KNOW/REFUSED (Code 9998 or 9999 on Q7a) SAY:**

*Thank you for your time, but we need this information to continue with this survey.*

[Record sample disposition as Refused Postcode]

**HIDDEN VARIABLE**

**QUOTA\_AREA**

1. Darwin/Palmerston
2. Alice Springs
3. Katherine
4. Tennant Creek
5. Nhulunbuy
6. Rest of NT

**[Display as quota variable]**

**QUESTIONNAIRE BODY**

***Timestamp – Gambling Types***

**ASK ALL:**

**POKIES (ELECTRONIC GAMING MACHINES)**

*The first set of questions are about the types of gambling activities you may have undertaken in the last 12 months.*

INTERVIEWER NOTE: If respondent says they haven't gambled, say there are some activities that some people might not think are gambling activities, which in fact are.

[Single]

**Q8** Have you spent any money on pokies or gaming machines in the last 12 months?

- 1 YES
- 2 NO (Go to **Q11** Horse, harness, greyhound racing)

**IF PLAYED POKIES (Code 1 on Q8) ASK:**

**[Single response for each category]**

**Q9** In the last 12 months did you play the pokies or gaming machines at a ...

READ OUT

- a. Pub or club – 1 Yes, 2 No
- c. Casino – 1 Yes, 2 No
- d. Online (including using a PC/laptop or an App on a tablet/smartphone) – 1 Yes, 2 No
- e. In any other way – Specify - 1. Yes, 2. No

**IF PLAYED POKIES (Code 1 on Q8) ASK:**

[0-999]

**Q10** Overall, how often did you play the pokies in the last 12 months? [Enter number as per respondent's base]

**Programmer Note: Only one response should be completed per respondent – multiple responses are not allowed**

1. PER WEEK \_\_\_\_\_
2. PER MONTH \_\_\_\_\_
3. PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

POKIES\_FREQUENCY

Calculate annual pokies play

If Q10=1 then POKIES\_FREQUENCY = **Q10 x 52.142857**

If Q10=2 then POKIES\_FREQUENCY = **Q10 x 13**

If Q10=3 then POKIES\_FREQUENCY = **Q10 x 1**

**IF PLAYED POKIES (Code 1 on Q8) ASK:**

[0-99999]

**Q10a** When you play the pokies, how much money would you usually spend in a session?

RECORD DOLLARS

HIDDEN VARIABLE

ANNUAL\_POKIES\_SPEND

Calculate Q10a Dollars x POKIES\_FREQUENCY

**IF PLAYED POKIES (Code 1 on Q8) ASK:**

[00-01 to 23-59 or 24-00]

**Q10b** When you play the pokies, how long do you gamble for in a usual session?

INTERVIEWER NOTE: If respondent provides a time that is both in hours and minutes, record time in both boxes

Record hours [00-24]

Record minutes [00-9999]

**ASK ALL:**

**BETTING ON HORSE OR HARNESS RACING OR GREYHOUNDS - EXCLUDING SWEEPS**

[Single]

**Q11** Have you spent any money on horse, harness or greyhound races, but EXCLUDING sweeps in the last 12 months?

1. YES
2. NO (Go to **Q14** Instant scratchies)

**IF BET ON RACING (code 1 on Q11) ASK:**

**[Single response for each category]**

**Q12** In the last 12 months did you bet on horse, harness or greyhound races at a ...

READ OUT

- a. Racetrack – 1 Yes, 2 No
- b. Pub, Club or TAB – 1 Yes, 2 No
- e. Casino – 1 Yes, 2 No
- f. Over the Phone, speaking to a person (or SMSing) – 1 Yes, 2 No
- g. Online [DO NOT READ IF ONLINE DEFINITION READ OUT PREVIOUSLY]  
(including using a PC/laptop or an App on a tablet/smartphone) – 1 Yes, 2 No
- h. In any other way – Specify - 1. Yes, 2. No

**IF BET ON RACING (code 1 on Q11) ASK:**

[0-999]

**Q13** How often did you bet on horse, harness or greyhound races in the last 12 months? [Enter number as per respondents base]

**Programmer Note: Only one response should be completed per respondent – multiple responses are not allowed**

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

RACING\_FREQUENCY

Calculate annual racetrack betting

If Q13=1 then RACING\_FREQUENCY = Q13 x **52.142857**

If Q13=2 then RACING\_FREQUENCY = Q13 x **13**

If Q13=3 then RACING\_FREQUENCY = **Q13 x 1**

**IF BET ONLINE (Code 1 on Q12g), ASK**

**Q13a** How often did you bet online (i.e. computer, mobile phone or tablet) on horse, harness or greyhound races in the last 12 months?

INTERVIEWER NOTE, Where practicable, enter number using the same frequency category as the previous question i.e. per week, per month or per year. The frequency can be lower, the same, but not higher than the frequency in the previous question.

**Programmer Note: Only one response should be completed per respondent – multiple responses are not allowed**  
**If frequency of Q13a > frequency of Q13 display warning message – “The frequency you have recorded for online racing betting is greater than the overall frequency of betting on horse, harness or greyhound races. Please amend the frequency for this question.”**

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

ONLINE\_RACING\_FREQUENCY

Calculate annual online racetrack betting

If Q13a=1 then ONLINE\_RACING\_FREQUENCY = Q13a x **52.142857**

If Q13a=2 then ONLINE\_RACING\_FREQUENCY = Q13a x **13**

If Q13a=3 then ONLINE\_RACING\_FREQUENCY = Q13a x 1

**ASK ALL:**

**INSTANT SCRATCHIES**

[Single]

**Q14** Have you bought instant scratch tickets for yourself in the last 12 months?

- 1 YES
- 2 NO (Go to **Q16** Keno)

**IF BUY INSTANT SCRATCHIES (Code 1 on Q14) ASK:**

[0-999]

**Q15** How often did you buy instant scratch tickets for your own use in the last 12 months?

**Programmer Note:** Only one response should be completed per respondent – multiple responses are not allowed

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

**HIDDEN VARIABLE**

SCRATCHIE\_FREQUENCY

Calculate annual instant scratchie buying

If Q15=1 then SCRATCHIE\_FREQUENCY = Q15 x **52.142857**

If Q15=2 then SCRATCHIE\_FREQUENCY = Q15 x **13**

If Q15=3 then SCRATCHIE\_FREQUENCY a = Q15 x 1

**ASK ALL:**

**KENO**

[Single]

**Q16** Have you played Keno in the last 12 months?

- 1 YES
- 2 NO (Go to **Q19** Lotto, powerball or the pools)

**IF PLAY KENO (Code 1 on Q16) ASK:**

**[Single response for each category]**

**Q17** In the last 12 months did you play Keno at a ...

READ OUT

- a. Pub or Club – 1 Yes, 2 No
- c. Casino – 1 Yes, 2 No
- d. Online [DO NOT READ IF ONLINE DEFINITION READ OUT PREVIOUSLY]  
(including using a PC/laptop or an App on a tablet/smartphone) – 1 Yes, 2 No
- e. In any other way – Specify - 1. Yes, 2. No

**IF PLAY KENO (Code 1 on Q16) ASK:**

[0-999]

**Q18** How often did you play Keno in the last 12 months?

**Programmer Note:** Only one response should be completed per respondent – multiple responses are not allowed

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

KENO\_FREQUENCY

Calculate annual keno play

If Q18=1 then KENO\_FREQUENCY = Q18 x 52.142857

If Q18=2 then KENO\_FREQUENCY = Q18 x 13

If Q18=3 then KENO\_FREQUENCY = Q18 x 1

**ASK ALL:**

**LOTTO, POWERBALL OR THE POOLS**

[Single]

**Q19** Have you bought any lotteries such as Lotto, Powerball, Lucky Lotteries, or TattsLotto for yourself in the last 12 months?

- 1 YES
- 2 NO (Go to **Q21** Bingo)

**IF PLAY LOTTO (Code 1 on Q19) ASK:**

[Single response for each category]

**Q19a.** In the last 12 months did you purchase Lotto, Powerball or Pools ...

READ OUT

- a. In a Shop/newsagents– 1 Yes, 2 No
- b. Online [DO NOT READ IF ONLINE DEFINITION READ OUT PREVIOUSLY]  
(including using a PC/laptop or an App on a tablet/smartphone) – 1 Yes, 2 No
- c. In any other way – Specify - 1. Yes, 2. No

**IF PLAY LOTTO (Code 1 on Q19) ASK:**

[0-999]

**Q20** How often did you buy any of these tickets for yourself in the last 12 months?

**Programmer Note:** Only one response should be completed per respondent – multiple responses are not allowed

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

LOTTO\_FREQUENCY

Calculate annual lotto play

If Q20=1 then LOTTO\_FREQUENCY = Q20 x 52.142857

If Q20=2 then LOTTO\_FREQUENCY = Q20 x 13

If Q20=3 then LOTTO\_FREQUENCY = Q20 x 1

**ASK ALL:**

**BINGO**

[Single]

**Q21** Have you played bingo for money in the last 12 months?

- 1 YES
- 2 NO (Go to **Q23** Casino table games)

**IF PLAY BINGO (Code 1 on Q21) ASK:**

[Single response for each category]

**Q21a** In the last 12 months did you play bingo at a ...

READ OUT

- a. Venue (e.g. community hall) – 1 Yes, 2 No
- b. Online [DO NOT READ IF ONLINE DEFINITION READ OUT PREVIOUSLY]  
(including using a PC/laptop or an App on a tablet/smartphone) – 1 Yes, 2 No
- c. In any other way – Specify - 1. Yes, 2. No

**IF PLAY BINGO (Code 1 on Q21) ASK:**

[0-999]

**Q22** How often did you play bingo for money in the last 12 months?

**Programmer Note:** Only one response should be completed per respondent – multiple responses are not allowed

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

BINGO\_FREQUENCY

Calculate annual bingo play

If Q22=1 then BINGO\_FREQUENCY = Q22 x 52.142857

If Q22=2 then BINGO\_FREQUENCY = Q22 x 13

If Q22=3 then BINGO\_FREQUENCY = Q22 x 1

**ASK ALL:**

**CASINO TABLE GAMES LIKE BLACKJACK, BACCARAT, OR ROULETTE OR POKER**

[Single]

**Q23** Have you played casino table games such as Blackjack, Baccarat, Roulette or Poker in the last 12 months?

- 1 YES
- 2 NO (Go to Q26 Sports Betting)

**IF PLAY CASINO TABLE GAMES (Code 1 on Q23) ASK:**

[Single response for each category]

**Q24** In the last 12 months did you play casino table games at a ...

READ OUT

- a. Casino – 1 Yes, 2 No
- b. Online [DO NOT READ IF ONLINE DEFINITION READ OUT PREVIOUSLY]  
(including using a PC/laptop or an App on a tablet/smartphone) – 1 Yes, 2 No
- c. In some other way – Specify- 1 Yes, 2. No

**IF PLAY CASINO TABLE GAMES (Code 1 on Q23) ASK:**

[0-999]

**Q25** How often did you play casino table games in the last 12 months?

**Programmer Note:** Only one response should be completed per respondent – multiple responses are not allowed

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

CASINO\_GAMES\_FREQUENCY

Calculate annual casino table games

If Q25=1 then CASINO\_GAMES\_FREQUENCY = Q25 x 52.142857

If Q25=2 then CASINO\_GAMES\_FREQUENCY = Q25 x 13

If Q25=3 then CASINO\_GAMES\_FREQUENCY = Q25 x 1

**ASK ALL:**

**SPORTS BETTING LIKE ON SOCCER, AFL, CRICKET OR TENNIS**

**Q26** Have you bet on a sport like AFL, cricket or tennis in the last 12 months? This does not include fantasy sports or footy tipping competitions.

- 1 YES
- 2 NO (Go to **Q28 Non-sporting events betting**)

**IF SPORTS BET (Code 1 on Q26) ASK:**

**[Single response for each category]**

**Q26a** In the last 12 months did you bet on a sport at a ...

READ OUT

- a. Pub, Club or TAB – 1 Yes, 2 No
- d. Casino – 1 Yes, 2 No
- e. Over the Phone, speaking to a person (or SMSing) – 1 Yes, 2 No
- f. Online [DO NOT READ IF ONLINE DEFINITION READ OUT PREVIOUSLY]  
(including using a PC/laptop or an App on a tablet/smartphone) – 1 Yes, 2 No
- g. In some other way – Specify - 1. Yes, 2. No

**IF SPORTS BET (Code 1 on Q26) ASK:**

[0-999]

**Q27** How often did you bet on a sporting event in the last 12 months?

**Programmer Note:** Only one response should be completed per respondent – multiple responses are not allowed

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

**HIDDEN VARIABLE**

**SPORTS\_BET\_FREQUENCY**

Calculate annual sports betting

If Q27=1 then SPORTS\_BET-FREQUENCY = Q27 x 52.142857

If Q27=2 then SPORTS\_BET-FREQUENCY = Q27 x 13

If Q27=3 then SPORTS\_BET-FREQUENCY = Q27 x 1

**IF SPORTS BET ONLINE (Code 1 on Q26af), ASK**

**Q27a** How often did you bet on a sporting event online (i.e. computer, mobile phone or tablet), in the last 12 months?

INTERVIEWER NOTE: Enter number using the same frequency category as the previous question i.e. per week, per month or per year. The frequency can be lower, the same, but not higher than the frequency in the previous question.

**Programmer Note:** Only one response should be completed per respondent – multiple responses are not allowed

If frequency of Q27a > frequency of Q27 display warning message – “The frequency you have recorded for online sports betting is greater than the overall frequency of betting on a sports event. Please amend the frequency for this question.”

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_

3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

ONLINE\_SPORTS\_BET\_FREQUENCY

Calculate annual online sports betting

If Q27a=1 then ONLINE\_SPORTS\_BET-FREQUENCY = Q27a x **52.142857**

If Q27a=2 then ONLINE\_SPORTS\_BET-FREQUENCY = Q27a x **13**

If Q27a=3 then ONLINE\_SPORTS\_BET-FREQUENCY = Q27a x 1

**ASK ALL:**

**NON-SPORTING EVENTS BETTING LIKE BETTING ON LOGIES OR AN ELECTION OR FANTASY SPORTS**

[Single]

**Q28** Have you bet on a non-sporting event like the Logies, fantasy sports or an election in the last 12 months?

- 1 YES
- 2 NO (Go to **Q30** Raffles and sweeps)

**IF NON-SPORT BET (Code 1 on Q28) ASK:**

[0-999]

**Q29** How often did you bet on a non-sporting event in the last 12 months?

**Programmer Note: Only one response should be completed per respondent – multiple responses are not allowed**

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

NON\_SPORTS\_BET\_FREQUENCY

Calculate annual non-sport betting

If Q29=1 then NON\_SPORTS\_BET\_FREQUENCY = Q29 x **52.142857**

If Q29=2 then NON\_SPORTS\_BET\_FREQUENCY = Q29 x **13**

If Q29=3 then NON\_SPORTS\_BET\_FREQUENCY = Q29 x 1

**ASK ALL:**

**RAFFLES OR SWEEPS, LOTTERY TICKETS AND OTHER PHONE/INTERNET/MAIL/SMS AND COMPETITIONS**

**Q30** Have you spent money on raffles, sweeps, or any **opt-in**-competitions in the last 12 months?

IF NECESSARY, SAY: Opt-in competitions through text, email phone etc.

- 1 YES
- 2 NO (Go to **Q32** Informal private games - cards)

**IF PLAY RAFFLES (Code 1 on Q30) ASK:**

[0-999]

**Q31** How often did you spend money on these activities in the last 12 months?

**[Programmer Note: Only one response should be completed per respondent – multiple responses are not allowed]**

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

RAFFLE\_FREQUENCY

Calculate annual raffles play

If Q31=1 then RAFFLE\_FREQUENCY = Q31 x **52.142857**

If Q31=2 then RAFFLE\_FREQUENCY = Q31 x **13**

If Q31=3 then RAFFLE\_FREQUENCY = Q31 x 1

**ASK ALL:**

**BETTING ON INFORMAL PRIVATE GAMES LIKE CARDS, DARTS, FOOTY TIPPING OR POOL FOR MONEY**

[Single]

**Q32** Have you bet on any informal private games for money such as betting on cards, footy tipping, darts, pool etc. in the last 12 months?

- 1 YES
- 2 NO

**IF PLAY PRIVATE GAMES (Code 1 on Q32) ASK:**

[0-999]

**Q33** How often did you bet on these informal private games in the last 12 months?

**Programmer Note: Only one response should be completed per respondent – multiple responses are not allowed**

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_
- 3 PER YEAR \_\_\_\_\_

HIDDEN VARIABLE

PRIVATE\_GAMES\_FREQUENCY

Calculate annual informal games betting

If Q33=1 then PRIVATE\_GAMES\_FREQUENCY = Q33 x **52.142857**

If Q33=2 then PRIVATE\_GAMES\_FREQUENCY = Q33 x **13**

If Q33=3 then PRIVATE\_GAMES\_FREQUENCY = Q33 x 1

**ASK ALL:**

**OTHER GAMBLING ACTIVITY**

[Single]

**Q34** Is there any other gambling activity you've spent money on in the last 12 months?

- 1 YES
- 2 NO

**IF OTHER GAMBLING (Code 1 on Q34) ASK:**

[Single]

**Q34a** What did you gamble on?

INTERVIEWER NOTE: If more than one activity provided ask which one they played most often, and record again in pop-up box below.

98 Specify (Record MAIN ACTIVITY only)

**IF OTHER GAMBLING (Code 1 on Q34) ASK:**

[0-999]

**Q35** How often did you play/bet on this activity in the last 12 months?

**Programmer Note: Only one response should be completed per respondent – multiple responses are not allowed**

- 1 PER WEEK \_\_\_\_\_
- 2 PER MONTH \_\_\_\_\_

3 PER YEAR \_\_\_\_\_

#### HIDDEN VARIABLE

##### OTHER\_GAMBLING\_FREQUENCY

Calculate annual other gambling

If Q35 = 1 then OTHER\_GAMBLING\_FREQUENCY = Q35 x **52.142857**

If Q35 = 2 then OTHER\_GAMBLING\_FREQUENCY = Q35 x **13**

If Q35 = 3 then OTHER\_GAMBLING\_FREQUENCY = Q35 x 1

#### HIDDEN VARIABLE

##### GAMBLER\_TYPE

Gambling status (last 12 months)

1 Gambler:

If [Q8=1 or Q11=1 or Q14=1 or Q16=1 or Q19=1 or Q21=1 or Q23=1 or Q26=1 or Q28=1 or Q30=1 or Q32=1 or Q34=1] (Go to **QHS1 highest spend**)

2 Non-Gambler:

If [Q8=2 and Q11=2 and Q14=2 and Q16=2 and Q19=2 and Q21=2 and Q23=2 and Q26=2 and Q28=2 and Q30=2 and Q32=2 and Q34=2] (Go to **SURVEY\_STATUS**)

#### **Timestamp – QHS1-QHS2**

#### **IF GAMBLER (GAMBLER\_TYPE=1) ASK:**

##### HIGHEST SPEND ACTIVITY

**QHS1** Of all the gambling activities you spent money on in the past 12 months, on which activity did you spend the most money?

READ OUT IF NECESSARY

[For each respondent, only display activities with code 1 on Q8, Q11, Q16, Q19, Q21, Q23, Q26, Q28, Q30, Q32, Q34 for each respondent]

- 1 Pokies or gaming machines
- 2 Horse or greyhound racing
- 3 Instant scratch tickets
- 4 Keno
- 5 Lotto or Powerball
- 6 Bingo
- 7 Casino table games
- 8 Sports betting
- 9 Non-sporting events betting
- 10 Raffles, sweeps, or opt-in competitions
- 11 Informal private games
- 12 Other gambling activity

##### GAMBLING TYPE DYNAMIC TEXT FOR QHS2:

From QHS1 -Code 2 – bet on racing; Code 3- bought instant scratchies; Code 4 – played keno; Code 5 – played lotto, powerball or the pools; Code 6 – played bingo; Code 7 bet on casino table games; Code 8 – bet on sports; Code 9 – bet on non-sporting events; Code 10 – bought raffles, lottery tickets, sweeps, or any opt-in competitions; Code 11 – bet on informal private games such as cards, footy tipping, darts, pool etc.; Code 12 – undertook another gambling activity

##### FREQUENCY DYNAMIC TEXT FOR QHS2:

Number and frequency from Q13 if code 2 on QHS1; from Q15 if code 3 on QHS1; from Q18 if code 4 on QHS1; from Q20 if code 5 on QHS1; from Q22 if code 6 on QHS1; from Q25 if code 7 on QHS1; from Q27 if code 8 on QHS1; from Q29 if code 9 on QHS1; from Q31 if code 10 on QHS1; from Q33 if code 11 on QHS1; from Q35 if code 12 on QHS1

[0 to 999999]

**IF MOST MONEY SPENT NOT ON POKIES (Codes 2-12 on QHS1) ASK:**

**QHS2** How much money did you spend on average, each time, when you [insert GAMBLING TYPE DYNAMIC TEXT] [insert FREQUENCY DYNAMIC TEXT]?

INTERVIEWER NOTE– A person gambled two times a week and spent \$50 each time (so type in \$50). ‘Each time’ is the same as ‘per session’.

RECORD NUMBER

(999998, Refused, 999999. Don’t Know)

**CONFIRMQ**

**PROGRAMMER NOTE:** Program Dynamic Text

INTERVIEWER NOTE: PLEASE CONFIRM THE AMOUNT IS FOR THE NUMBER OF TIMES PLAYED

E.g. Just to confirm, you've bet \$50 per session and that you played 2 times per week?

Just to confirm, you've bet \$[QHS2] per session and that you played [FREQUENCY DYNAMIC TEXT- Number] times per [FREQUENCY DYNAMIC TEXT- Frequency]?

HIDDEN VARIABLE

ANNUAL\_SPEND

If code 1 on QHS1 use ANNUAL\_POKIES\_SPEND

If code 2 on QHS1 calculate QHS2 x RACING\_FREQUENCY

If code 3 on QHS1 calculate QHS2 x SCRATCHIE\_FREQUENCY

If code 4 on QHS1 calculate QHS2 x KENO\_FREQUENCY

If code 5 on QHS1 calculate QHS2 x LOTTO\_FREQUENCY

If code 6 on QHS1 calculate QHS2 x BINGO\_FREQUENCY

If code 7 on QHS1 calculate QHS2 x CASINO\_GAMES\_FREQUENCY

If code 8 on QHS1 calculate QHS2 x SPORTS\_BET\_FREQUENCY

If code 9 on QHS1 calculate QHS2 x NON\_SPORTS\_BET\_FREQUENCY

If code 10 on QHS1 calculate QHS2 x RAFFLE\_FREQUENCY

If code 11 on QHS1 calculate QHS2 x PRIVATE\_GAMES\_FREQUENCY

If code 12 on QHS1 calculate QHS2 x OTHER\_GAMBLING\_FREQUENCY

**Timestamp – PGSI**

**[Single response for each statement]**

**IF GAMBLER (GAMBLER\_TYPE=1) ASK:**

**PGSI** Now I’d like you to think about all your gambling in the past 12 months ... Please use the following scale for these activities – never, sometimes, most of the time, and almost always.

INTERVIEWER NOTE: ONLY READ OUT SCALE AGAIN IF NECESSARY

<b>DO NOT FLIP – KEEP GRID IN ORDER</b>	Never	Some times	Most of the time	Almost always
PGSI1 - Thinking about the past 12 months, how often have you bet more than you could really afford to lose? Would you say:	0	1	2	3
PGSI2 – Still thinking about the past 12 months, how often have you needed to gamble with larger amounts of money to get the same feeling of excitement?	0	1	2	3
PGSI3 - In the past 12 months, how often have you gone back another day to try to win back the money you lost?	0	1	2	3
PGSI4 - In the past 12 months, how often have you borrowed money or sold anything to get money to gamble?	0	1	2	3
PGSI5 - In the past 12 months, how often have you felt that you might have a problem with gambling?	0	1	2	3
PGSI6 - In the past 12 months, how often have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?	0	1	2	3
PGSI7 - In the past 12 months, how often have you felt guilty about the way you gamble, or what happens when you gamble?	0	1	2	3
PGSI8 - In the past 12 months, how often has gambling caused you any health problems, including stress or anxiety?	0	1	2	3
PGSI9 - In the past 12 months, how often has your gambling caused any financial problems for you or your household?	0	1	2	3

**Q45 CPGI\_SCORE** = PGSI1 + PGSI2 + PGSI3 + PGSI4 + PGSI5 + PGSI6 + PGSI7 + PGSI8 + PGSI9

**HIDDEN VARIABLE**

**PROB\_GAMBLER\_TYPE**

- 1 Non-problem gamblers = CPGI\_SCORE=0
- 2 Low risk gamblers = CPGI\_SCORE=1-2
- 3 Moderate risk gamblers = CPGI\_SCORE=3-7
- 4 Problem gamblers = CPGI\_SCORE=8-27
- 5 Non-gamblers = GAMBLER\_TYPE=2

**HIDDEN VARIABLE**

**MONTHLY\_EGM**

1. Monthly EGM - POKIES\_FREQUENCY >=12
2. Less than monthly EGM - POKIES\_FREQUENCY <12
3. Non-EGM gambler – GAMBLER\_TYPE =1 AND Q8 Code 2
4. Non-gamblers - GAMBLER\_TYPE=2

**Timestamp – EGM**

**IF MONTHLY EGM GAMBLER (Code 1 on MONTHLY\_EGM) ASK:**

[1-9999]

**Q48a** Thinking about the last 12 months, what is the LARGEST amount of money you have LOADED into a pokie machine when you started playing?

RECORD DOLLARS

- 9998 REFUSED
- 9999 DON'T KNOW

**IF MONTHLY EGM GAMBLER (Code 1 on MONTHLY\_EGM) ASK:**

[Single response for each venue]

**Q48b** Are you a member of a gaming player reward or loyalty scheme at a:

<b>DO NOT FLIP – KEEP GRID IN ORDER</b>	<b>Yes</b>	<b>No</b>	<b>REFUSED [DO NOT READ]</b>	<b>DON'T KNOW [DO NOT READ]</b>
a. Casino	1	2	98	99
b. Pub	1	2	98	99
c. Club	1	2	98	99

[Single]

**IF ONLINE SPORTS OR RACETRACK BETTOR (IF code 1 on Q26a f=1 OR Q12 g=1) ASK:**

[0-999]

**Q48c** How many online accounts do you use for your online gambling, whether for races, sports, or any other activity? For example, some people have accounts with different operators like Sportsbet, Ladbrokes, or Betfair.

RECORD NUMBER \_\_

(98 – REFUSED, 99 – DON'T KNOW)

**IF ONLINE SPORTS OR RACETRACK BETTOR (IF code 1 on Q26a f=1 OR Q12g=1) ASK:**

[Single]

**Q48d** How often do you bet on Multis when betting online? [IF RESPONDENT UNSURE OF WHAT MULTIS ARE, THEN SAY: A Multi bet is where two or more separate bets are joined together as a single win/lose bet with odds added together]

- 1 Never
- 2 Rarely
- 3 Some of the time
- 4 Most of the time
- 5 Always
- 98 REFUSED
- 99 DON'T KNOW

[Single]

**IF SPORTS BETTOR (Code 1 on Q26), ASK:**

[Single]

**Q48e** How often do you place an in-play bet?

INTERVIEWER NOTE: IF RESPONDENT UNSURE OF WHAT IN-PLAY BETS ARE, THEN SAY: In-play bets are placed while a sporting event is happening]

- 1 Never
- 2 Rarely
- 3 Some of the time
- 4 Most of the time
- 5 Always
- 98 REFUSED
- 99 DON'T KNOW

[Single]

**IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE) ASK:**

**Q49** In the last 12 months have you accessed cash from an ATM for gambling when in a gambling venue (such as in a pub, club, TAB or casino)?

- 1 YES
- 2 NO (Go to Q51)
- 3 DON'T GAMBLE IN VENUES (Go to Q51)
- 98 REFUSED (Go to Q51)
- 99 DON'T KNOW (Go to Q51)

[Single]

**IF ACCESSED CASH FROM ATM AT GAMBLING VENUE (code 1 on Q49) ASK:**

**Q50** On average per gambling session, how many times did you access cash from the ATM?

- 1 LESS THAN ONCE
- 2 ONCE
- 3 TWO TIMES
- 4 THREE TIMES
- 5 FOUR OR MORE TIMES
- 98 REFUSED
- 99 DON'T KNOW

[Single]

**IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE) ASK:**

**Q51** In the last 12 months, has a staff member of a gambling venue or online betting company ever spoken with you to check if you were okay while you were gambling?

- 1 YES
- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

***Timestamp – Self Exclusion***

[Single]

**IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE) ASK:**

**Q52** In the last 12 months, have you asked to be self-excluded from a venue or online gambling operator because of problems you were experiencing because of your gambling?

- 1 YES
- 2 NO (Go to Q57)
- 98 REFUSED (Go to Q57)
- 99 DON'T KNOW (Go to Q57)

***Timestamp – Successful Self Exclusion***

**IF SELF\_EXCLUDED (code 1 ON Q52), ASK:**

[Single]

**Q53** Were you successful in self-excluding from the venue or gambling operator?

- 1 YES
- 2 NO (Go to Q57)
- 98 REFUSED (Go to Q57)
- 99 DON'T KNOW (Go to Q57)

**Timestamp –Self Exclusion reduced problems**

**IF SUCCESSFUL IN SELF EXCLUDING (code 1 ON Q53), ASK:**

[Single]

**Q54** Did your self-exclusion help reduce your gambling problems?

- 1 YES
- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

**Timestamp –Gambling effects**

**NEGATIVE CONSEQUENCES BECAUSE OF OWN GAMBLING**

**IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE), SAY:**

*I would like to remind you that your answers are completely confidential and protected by law (Privacy Act 1988). Your responses are for research purposes and you will never be identified. Phone numbers for assistance services can be provided to you at the end of the survey.*

**[Single response for each statement]**

**Q57** In the last 12 months, how often has your own gambling affected you in any of the following ways? [If someone says one or two times a year, use higher number]

READ OUT

**PROGRAMMER NOTE:** Randomise sections A to E (Keep section F last)

Within each section, randomise each statement

Only one response should be completed per statement – multiple responses are not allowed

Section	Statement	Not in the last 12 months	Number of Times ...			REFUSED [DO NOT READ}	DONT KNOW [DO NOT READ}
			(2) Per Week	(3) Per Month	(4) Per Year		
A Financial harms	a. Ran out of money for rent or mortgage	1				98	99
	b. Ran out of money for food	1				98	99
	c. Ran out of money for other bills (e.g. electricity or phone)	1				98	99
	d. Increased credit card debt	1				98	99
	e. Withdrew money from savings accounts/funds	1				98	99
	f. Borrowed money from family or friends	1				98	99
	g. Had goods repossessed	1				98	99
	h. Sold or hocked possessions	1				98	99
B Relationship/ Family harms	i. Relationship problems with close friends or family	1				98	99
	j. Physical violence towards you by close friends or family	1				98	99
	k. Verbal aggression towards you by close friends or family	1				98	99
	l. Children did not attend school	1				98	99
	m. Children missed out on something (e.g. school excursion, new clothes)	1				98	99
	n. Left children unsupervised	1				98	99
C Emotional/ Psychological harms	o. Felt ashamed or had regrets	1				98	99
	p. Felt stressed or anxious	1				98	99
	q. Felt depressed	1				98	99
D Criminal harms	r. Did something illegal to fund gambling or pay debts	1				98	99
	s. Did something illegal for daily needs (e.g. food, rent, bills)	1				98	99
E Work/Study harms	t. Missed work or study classes	1				98	99
	u. Underperformed at work or study	1				98	99
	v. Lost your job or kicked out of study	1				98	99
F Other	w. Another way gambling affected you - Specify	1				98	99

**HIDDEN VARIABLE**

**NEGATIVE\_AFFECT\_FREQUENCY Q57A-a**

If Q57A-a = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-a = Q57A-a x **52.142857**

If Q57A-a = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-a = Q57A-a x **13**

If Q57A-a = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-a = Q57A-a x **1**

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57A-b

If Q57A-b = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-b = Q57A-b x **52.142857**

If Q57A-b = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-b = Q57A-b x **13**

If Q57A-b = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-b = Q57A-b x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57A-c

If Q57A-c = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-c = Q57A-c x **52.142857**

If Q57A-c = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-c = Q57A-c x **13**

If Q57A-c = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-c = Q57A-c x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57A-d

If Q57A-d = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-d = Q57A-d x **52.142857**

If Q57A-d = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-d = Q57A-d x **13**

If Q57A-d = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-d = Q57A-d x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57A-e

If Q57A-e = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-e = Q57A-e x **52.142857**

If Q57A-e = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-e = Q57A-e x **13**

If Q57A-e = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-e = Q57A-e x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57A-f

If Q57A-f = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-f = Q57A-f x **52.142857**

If Q57A-f = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-f = Q57A-f x **13**

If Q57A-f = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-f = Q57A-f x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57A-g

If Q57A-g = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-g = Q57A-g x **52.142857**

If Q57A-g = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-g = Q57A-g x **13**

If Q57A-g = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-g = Q57A-g x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57A-h

If Q57A-h = 2 then NEGATIVE\_AFFECT\_FREQUENCY A-h = Q57A-h x **52.142857**

If Q57A-h = 3 then NEGATIVE\_AFFECT\_FREQUENCY A-h = Q57A-h x **13**

If Q57A-h = 4 then NEGATIVE\_AFFECT\_FREQUENCY A-h = Q57A-h x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57B-i

If Q57B-i = 2 then NEGATIVE\_AFFECT\_FREQUENCY B-i = Q57B-i x **52.142857**

If Q57B-i = 3 then NEGATIVE\_AFFECT\_FREQUENCY B-i = Q57B-i x **13**

If Q57B-i = 4 then NEGATIVE\_AFFECT\_FREQUENCY B-i = Q57B-i x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57B-j

If Q57B-j = 2 then NEGATIVE\_AFFECT\_FREQUENCY B-j = Q57B-j x **52.142857**

If Q57B-j = 3 then NEGATIVE\_AFFECT\_FREQUENCY B-j = Q57B-j x **13**

If Q57B-j = 4 then NEGATIVE\_AFFECT\_FREQUENCY B-j = Q57B-j x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57B-k

If Q57B-k = 2 then NEGATIVE\_AFFECT\_FREQUENCY B-k = Q57B-k x **52.142857**

If Q57B-k = 3 then NEGATIVE\_AFFECT\_FREQUENCY B-k = Q57B-k x **13**

If Q57B-k = 4 then NEGATIVE\_AFFECT\_FREQUENCY B-k = Q57B-k x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57B-l

If Q57B-l = 2 then NEGATIVE\_AFFECT\_FREQUENCY B-l = Q57B-l x **52.142857**

If Q57B-l = 3 then NEGATIVE\_AFFECT\_FREQUENCY B-l = Q57B-l x **13**

If Q57B-l = 4 then NEGATIVE\_AFFECT\_FREQUENCY B-l = Q57B-l x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57B-m

If Q57B-m = 2 then NEGATIVE\_AFFECT\_FREQUENCY B-m = Q57B-m x **52.142857**

If Q57B-m = 3 then NEGATIVE\_AFFECT\_FREQUENCY B-m = Q57B-m x **13**

If Q57B-m = 4 then NEGATIVE\_AFFECT\_FREQUENCY B-m = Q57B-m x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57B-n

If Q57B-n = 2 then NEGATIVE\_AFFECT\_FREQUENCY B-n = Q57B-n x **52.142857**

If Q57B-n = 3 then NEGATIVE\_AFFECT\_FREQUENCY B-n = Q57B-n x **13**

If Q57B-n = 4 then NEGATIVE\_AFFECT\_FREQUENCY B-n = Q57B-n x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57C-o

If Q57C-o = 2 then NEGATIVE\_AFFECT\_FREQUENCY C-o = Q57C-o x **52.142857**

If Q57C-o = 3 then NEGATIVE\_AFFECT\_FREQUENCY C-o = Q57C-o x **13**

If Q57C-o = 4 then NEGATIVE\_AFFECT\_FREQUENCY C-o = Q57C-o x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57C-p

If Q57C-p = 2 then NEGATIVE\_AFFECT\_FREQUENCY C-p = Q57C-p x **52.142857**

If Q57C-p = 3 then NEGATIVE\_AFFECT\_FREQUENCY C-p = Q57C-p x **13**

If Q57C-p = 4 then NEGATIVE\_AFFECT\_FREQUENCY C-p = Q57C-p x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57C-q

If Q57C-q = 2 then NEGATIVE\_AFFECT\_FREQUENCY C-q = Q57C-q x **52.142857**

If Q57C-q = 3 then NEGATIVE\_AFFECT\_FREQUENCY C-q = Q57C-q x **13**

If Q57C-q = 4 then NEGATIVE\_AFFECT\_FREQUENCY C-q = Q57C-q x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57D-r

If Q57D-r = 2 then NEGATIVE\_AFFECT\_FREQUENCY D-r = Q57D-r x **52.142857**

If Q57D-r = 3 then NEGATIVE\_AFFECT\_FREQUENCY D-r = Q57D-r x **13**

If Q57D-r = 4 then NEGATIVE\_AFFECT\_FREQUENCY D-r = Q57D-r x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57D-s

If Q57D-s = 2 then NEGATIVE\_AFFECT\_FREQUENCY D-s = Q57D-s x **52.142857**

If Q57D-s = 3 then NEGATIVE\_AFFECT\_FREQUENCY D-s = Q57D-s x **13**

If Q57D-s = 4 then NEGATIVE\_AFFECT\_FREQUENCY D-s = Q57D-s x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57E-t

If Q57E-t = 2 then NEGATIVE\_AFFECT\_FREQUENCY E-t = Q57E-t x **52.142857**

If Q57E-t = 3 then NEGATIVE\_AFFECT\_FREQUENCY E-t = Q57E-t x **13**

If Q57E-t = 4 then NEGATIVE\_AFFECT\_FREQUENCY E-t = Q57E-t x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57E-u

If Q57E-u = 2 then NEGATIVE\_AFFECT\_FREQUENCY E-u = Q57E-u x **52.142857**

If Q57E-u = 3 then NEGATIVE\_AFFECT\_FREQUENCY E-u = Q57E-u x **13**

If Q57E-u = 4 then NEGATIVE\_AFFECT\_FREQUENCY E-u = Q57E-u x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57E-v

If Q57E-v = 2 then NEGATIVE\_AFFECT\_FREQUENCY E-v = Q57E-v x **52.142857**

If Q57E-v = 3 then NEGATIVE\_AFFECT\_FREQUENCY E-v = Q57E-v x **13**

If Q57E-v = 4 then NEGATIVE\_AFFECT\_FREQUENCY E-v = Q57E-v x 1

HIDDEN VARIABLE

NEGATIVE\_AFFECT\_FREQUENCY Q57F-w

If Q57F-w = 2 then NEGATIVE\_AFFECT\_FREQUENCY F-w = Q57F-w x **52.142857**

If Q57F-w = 3 then NEGATIVE\_AFFECT\_FREQUENCY F-w = Q57F-w x **13**

If Q57F-w = 4 then NEGATIVE\_AFFECT\_FREQUENCY F-w = Q57F-w x 1

### ***Timestamp –Sought Help***

**IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE) ASK:**

[Single

**Q58** In the last 12 months did you seek help for problems related to your own gambling?

IF NECESSARY READ OUT - Such as help from a counsellor or a friend.

- 1 YES
- 2 NO (go to **Q60**)
- 98 REFUSED (go to **Q60**)
- 99 DON'T KNOW (go to **Q60**)

**Timestamp –How Sought Help**

[Single response for each type of help]

IF SOUGHT HELP FOR PROBLEMS (code 1 on Q58), ASK:

Q59 Did you seek help from any of the following?

READ OUT

DO NOT FLIP – KEEP GRID IN ORDER	Yes	No	REFUSED [DO NOT READ]	DON'T KNOW [DO NOT READ]
a. Professional such as psychologist, counsellor, or psychiatrist	1	2	98	99
b. Online help	1	2	98	99
c. Gambling helpline	1	2	98	99
d. Partner or Spouse	1	2	98	99
e. Family or friends	1	2	98	99
f. Sought help in another way - Specify	1	2	98	99

**Timestamp –Helped how much**

IF SOUGHT HELP FOR PROBLEMS (code 1 on Q58), ASK:

[Single]

Q59a And would you say that helped you a lot, a little or not at all?

- 1 A lot
- 2 A little
- 3 Not at all
- 98 REFUSED
- 99 DON'T KNOW

**Timestamp – Readiness to change**

**READINESS TO CHANGE SCALE**

IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE) ASK:

[Single]

Q60a On a scale from 1 to 10, where 1 is 'not at all' and 10 is 'very much', How important is it that you limit or stop your gambling?

1	2	3	4	5	6	7	8	9	10
Not at all important									Extremely important

**Timestamp – Priority to stop**

IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE) ASK:

[Single]

Q60b Again, on a 1 to 10 scale, where 1 is 'not at all a priority,' and 10 is 'very much a priority',-where does limiting or stopping gambling fit on your list of priorities?

1	2	3	4	5	6	7	8	9	10
Not at all a priority									Very much a priority

**Timestamp – Deal with urge confidence**

IF LOW RISK, MODERATE OR PROBLEM GAMBLER (codes 2-4 on PROB\_GAMBLER\_TYPE) ASK:

[Single]

**Q60c** And again, on a 1 to 10 scale where 1 is 'not at all confident' and 10 is 'very confident', how confident are you that you could deal with an unexpected urge to gamble?

1	2	3	4	5	6	7	8	9	10
Not at all confident									Very confident

**HIDDEN VARIABLE**

**POTENTIAL\_SHORT\_SURVEY\_SEGMENT**

- 1 Non-Indigenous Non-problem Gambler – Non-problem Gambler (code 1 on PROB\_GAMBLER\_TYPE) AND 2 on Q4)
- 2 Non-Indigenous Non-gambler – (code 5 on PROB\_GAMBLER\_TYPE) AND (code 2 on Q4)

**HIDDEN VARIABLE**

**SURVEY\_STATUS**

- 1 Full Survey Respondent - (codes 2-4 on PROB\_GAMBLER\_TYPE OR code 1 on Q4) OR (random 12.5% of Non-Indigenous Non-problem Gambler (code 1 on POTENTIAL\_SHORT\_SURVEY\_SEGMENT) OR (random 12.5% of Non-Indigenous Non-gambler (code 2 on POTENTIAL\_SHORT\_SURVEY\_SEGMENT)
- 2 Short Survey Respondent – random 87.5% of Non-Indigenous Non-problem Gambler (code 1 on POTENTIAL\_SHORT\_SURVEY\_SEGMENT) OR random 87.5% of Non-Indigenous Non-gambler (code 2 on POTENTIAL\_SHORT\_SURVEY\_SEGMENT)

**Programmer Note:** 1 in 8 non-Indigenous non-problem gamblers and 1 in 8 non-Indigenous non-gamblers should go through the full survey, as well as ALL code 2-4 PROB\_GAMBLER\_TYPES and ALL Indigenous (code 1 on Q4).

**Timestamp – Gambling Motives**

**GAMBLING MOTIVES AND EXPECTANCIES SCALE**

[Single response for each statement]

**IF FULL SURVEY RESPONDENT AND GAMBLER\_TYPE=1 (code 1 on SURVEY\_STATUS & GAMBLER\_TYPE=1), ASK:**

**Q61** Using the scale strongly disagree, disagree, neither agree nor disagree, agree or strongly agree, please indicate your level of agreement with the following statements.

INTERVIEWER NOTE: Do not read out scale again unless necessary.

**PROGRAMMER NOTE:** Randomise statements a-n

		Strongly Disagree	Disagree	Neither agree nor disagree	Agree	Strongly Agree	REFUSED [DO NOT READ]	DON'T KNOW [DO NOT READ]
a.	Gambling is a rush	1	2	3	4	5	98	99
b.	Gambling is a way to win big money immediately	1	2	3	4	5	98	99
c.	Gambling is about enjoying intensive feelings	1	2	3	4	5	98	99
d.	Gambling gives a feeling of being really alive	1	2	3	4	5	98	99
e.	Gambling provides a good chance to win big with small money	1	2	3	4	5	98	99
f.	Gambling is a way to forget everyday problems	1	2	3	4	5	98	99
g.	Gambling is the best way to relax	1	2	3	4	5	98	99
h.	Gambling can help clear your mind	1	2	3	4	5	98	99

i.	Gambling helps release tension	1	2	3	4	5	98	99
n.	Gambling is a way to make big money	1	2	3	4	5	98	99

**Timestamp – Pokies Attitudes**

**GAMBLING ATTITUDES**

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

*I am now going to ask some questions about your attitude towards pokies in the NT.*

**[Single response for each statement]**

**Dynamic text [Full Survey Respondent AND GAMBLER\_TYPE=1 (code 1 on SURVEY\_STATUS & GAMBLER\_TYPE=1)/ Full Survey Respondent AND GAMBLER\_TYPE=2 (code 1 on SURVEY\_STATUS & GAMBLER\_TYPE=2)]**

**Q69** [Using the same scale]/[Using a scale of strongly disagree, disagree, neither agree nor disagree, agree or strongly agree], please indicate how much you agree or disagree with the following statements:

INTERVIEWER NOTE: Do not read out scale again unless necessary.

	Strongly Disagree	Disagree	Neither agree nor disagree	Agree	Strongly Agree	REFUSED [DO NOT READ]	DON'T KNOW [DO NOT READ]
a. There are <i>too many</i> pokies in pubs and clubs in the NT	1	2	3	4	5	98	99
b. There are <i>too many</i> pokies in the casinos in the NT	1	2	3	4	5	98	99
c. People in the NT <i>should be required</i> to set limits on time and money spent when gambling on pokies	1	2	3	4	5	98	99

**Timestamp – other peoples gambling**

**NEGATIVELY AFFECTED BY ANOTHER PERSON'S GAMBLING**

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

[Single]

**Q62** In the last 12 months have you been negatively affected by someone else's gambling?

- 1 YES
- 2 NO (Go to Q80a)
- 98 REFUSED (Go to Q80a)
- 99 DON'T KNOW (Go to Q80a)

**IF AFFECTED BY ANOTHER PERSON'S GAMBLING (Code 1 on Q62), ASK:**

[Single]

**Q63** Is this person your ...?

INTERVIEWER NOTE: If respondent replies there is more than one person, ask them to think about the person that has affected them the most.

READ OUT

- 1 Parent
- 2 Son or daughter
- 3 Friend

- 4 Work colleague
- 5 Spouse
- 6 Acquaintance
- 7 Other - Specify
- 98 [DO NOT READ] REFUSED
- 99 [DO NOT READ] DON'T KNOW

**IF AFFECTED BY ANOTHER PERSON'S GAMBLING (Code 1 on Q62), ASK:**

[Multiple – Max 2]

**Q64** What was the main type of gambling they were doing when you were negatively affected? You can choose up to two types.

- 1. POKIES OR GAMING MACHINES
- 2. BETTING ON HORSE OR GREYHOUND RACING
- 3. INSTANT SCRATCH TICKETS
- 4. KENO
- 5. LOTTO OR POWERBALL
- 6. BINGO
- 7. CASINO TABLE GAMES
- 8. SPORTS BETTING
- 9. BETTING ON NON-SPORTING EVENTS
- 10. RAFFLES, SWEEPS OR OPT-IN COMPETITIONS
- 11. INFORMAL PRIVATE GAMES FOR MONEY
- 12. OTHER GAMBLING ACTIVITY - Specify
- 98. REFUSED
- 99. DON'T KNOW

**IF AFFECTED BY ANOTHER PERSON'S GAMBLING (Code 1 on Q62), ASK:**

[Single response for each statement]

**Q65** In the last 12 months, how often has this person's gambling affected you in the following ways? You can answer per week, per month or per year for each type of harm.

READ OUT

**PROGRAMMER NOTE: Randomise sections A to E (Keep section F last)**

**Within each section, randomise each statement**

**Only one response should be completed per statement – multiple responses are not allowed**

Section	Statement	Not in the last 12 months	Number of Times ...			REFUSED [DO NOT READ}	DON'T KNOW [DO NOT READ}
			(2) Per Week	(3) Per Month	(4) Per Year		
A Financial harms	a. Ran out of money for rent or mortgage	1				98	99
	b. Ran out of money for food	1				98	99
	c. Ran out of money for other bills (e.g. electricity or phone)	1				98	99
	d. Increased credit card debt	1				98	99
	e. Withdrew money from savings accounts/funds	1				98	99
	f. Borrowed money from family or friends	1				98	99
	g. Had goods repossessed	1				98	99
	h. Sold or hocked possessions	1				98	99
B Relationship/Family harms	i. Relationship problems with close friends or family	1				98	99
	j. Physical violence towards you by close friends or family	1				98	99
	k. Verbal aggression towards you by close friends or family	1				98	99
	l. Children did not attend school	1				98	99
	m. Children missed out on something (e.g. school excursion, new clothes)	1				98	99
	n. Left children unsupervised	1				98	99
C Emotional/Psychological harms	o. Felt ashamed or had regrets	1				98	99
	p. Felt stressed or anxious	1				98	99
D Criminal harms	q. Felt depressed	1				98	99
	r. Did something illegal to _____ pay debts	1				98	99
E Work/Study harms	s. Did something illegal for daily needs (e.g. food, rent, bills)	1				98	99
	t. Missed work or study classes	1				98	99
F Other	u. Underperformed at work or study	1				98	99
	v. Lost your job or kicked out of study	1				98	99
	w. Another way gambling affected you - Specify	1				98	99

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q57A-a

If Q65A-a = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-a = Q65A-a x **52.142857**

If Q65A-a = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-a = Q65A-a x **13**

If Q65A-a = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-a = Q65A-a x **1**

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65A-b

If Q65A-b = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-b = Q65A-b x **52.142857**

If Q65A-b = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-b = Q65A-b x **13**

If Q65A-b = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-b = Q65A-b x **1**

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65A-c

If Q65A-c = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-c = Q65A-c x **52.142857**

If Q65A-c = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-c = Q65A-c x **13**

If Q65A-c = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-c = Q65A-c x **1**

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65A-d

If Q65A-d = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-d = Q65A-d x **52.142857**

If Q65A-d = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-d = Q65A-d x **13**

If Q65A-d = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-d = Q65A-d x **1**

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65A-e

If Q65A-e = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-e = Q65A-e x **52.142857**

If Q65A-e = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-e = Q65A-e x **13**

If Q65A-e = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-e = Q65A-e x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65A-f

If Q65A-f = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-f = Q65A-f x **52.142857**

If Q65A-f = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-f = Q65A-f x **13**

If Q65A-f = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-f = Q65A-f x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65A-g

If Q65A-g = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-g = Q65A-g x **52.142857**

If Q65A-g = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-g = Q65A-g x **13**

If Q65A-g = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-g = Q65A-g x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65A-h

If Q65A-h = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-h = Q65A-h x **52.142857**

If Q65A-h = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-h = Q65A-h x **13**

If Q65A-h = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY A-h = Q65A-h x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65B-i

If Q65B-i = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-i = Q65B-i x **52.142857**

If Q65B-i = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-i = Q65B-i x **13**

If Q65B-i = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-i = Q65B-i x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65B-j

If Q65B-j = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-j = Q65B-j x **52.142857**

If Q65B-j = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-j = Q65B-j x **13**

If Q65B-j = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-j = Q65B-j x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65B-k

If Q65B-k = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-k = Q65B-k x **52.142857**

If Q65B-k = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-k = Q65B-k x **13**

If Q65B-k = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-k = Q65B-k x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65B-l

If Q65B-l = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-l = Q65B-l x **52.142857**

If Q65B-l = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-l = Q65B-l x **13**

If Q65B-l = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-l = Q65B-l x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65B-m

If Q65B-m = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-m = Q65B-m x **52.142857**

If Q65B-m = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-m = Q65B-m x **13**  
If Q65B-m = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-m = Q65B-m x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65B-n

If Q65B-n = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-n = Q65B-n x **52.142857**

If Q65B-n = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-n = Q65B-n x **13**

If Q65B-n = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY B-n = Q65B-n x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65C-o

If Q65C-o = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-o = Q65C-o x **52.142857**

If Q65C-o = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-o = Q65C-o x **13**

If Q65C-o = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-o = Q65C-o x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65C-p

If Q65C-p = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-p = Q65C-p x **52.142857**

If Q65C-p = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-p = Q65C-p x **13**

If Q65C-p = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-p = Q65C-p x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65C-q

If Q65C-q = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-q = Q65C-q x **52.142857**

If Q65C-q = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-q = Q65C-q x **13**

If Q65C-q = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY C-q = Q65C-q x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65D-r

If Q65D-r = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY D-r = Q65D-r x **52.142857**

If Q65D-r = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY D-r = Q65D-r x **13**

If Q65D-r = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY D-r = Q65D-r x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65D-s

If Q65D-s = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY D-s = Q65D-s x **52.142857**

If Q65D-s = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY D-s = Q65D-s x **13**

If Q65D-s = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY D-s = Q65D-s x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65E-t

If Q65E-t = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-t = Q65E-t x **52.142857**

If Q65E-t = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-t = Q65E-t x **13**

If Q65E-t = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-t = Q65E-t x 1

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65E-u

If Q65E-u = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-u = Q65E-u x **52.142857**  
 If Q65E-u = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-u = Q65E-u x **13**  
 If Q65E-u = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-u = Q65E-u x **1**

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65E-v

If Q65E-v = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-v = Q65E-v x **52.142857**

If Q65E-v = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-v = Q65E-v x **13**

If Q65E-v = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY E-v = Q65E-v x **1**

HIDDEN VARIABLE

OTHER\_NEGATIVE\_AFFECT\_FREQUENCY Q65F-w

If Q65F-w = 2 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY F-w = Q65F-w x **52.142857**

If Q65F-w = 3 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY F-w = Q65F-w x **13**

If Q65F-w = 4 then OTHER\_NEGATIVE\_AFFECT\_FREQUENCY F-w = Q65F-w x **1**

**IF AFFECTED BY ANOTHER PERSON’S GAMBLING (Code 1 on Q62), ASK:**

[Single]

**Q66** Did you seek any help when you were affected by this person’s gambling?

INTERVIEWER PROMPTS IF NECESSARY: Such as help from a counsellor or a friend

- 1 YES
- 2 NO (Go to **Q80a**)
- 98 REFUSED (Go to **Q80a**)
- 99 DON’T KNOW (Go to **Q80a**)

**IF SOUGHT HELP FOR OTHERS GAMBLING (Code 1 on Q66), ASK:**

[Single response for each row]

**Q67** Did you seek help from any of the following?

READ OUT

DO NOT FLIP – KEEP GRID IN ORDER	Yes	No	REFUSED [DO NOT READ]	DON’T KNOW [DO NOT READ]
a. Professional such as psychologist, counsellor, or psychiatrist	1	2	98	99
b. Online help	1	2	98	99
c. Gambling helpline	1	2	98	99
d. Partner or Spouse	1	2	98	99
e. Family or friends	1	2	98	99
f. Sought help in another way - Specify	1	2	98	99

**IF SOUGHT HELP FOR OTHERS GAMBLING (Code 1 on Q66), ASK:**

[Single]

**Q68** And would you say that helped you a lot, a little or not at all?

- 1 A lot
- 2 A little
- 3 Not at all
- 98 REFUSED
- 99 DON’T KNOW

**Timestamp – Public Health**

**PUBLIC HEALTH QUESTIONS**

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

**ALCOHOL – AUDIT-10**

*“Now I am going to ask you some questions about your health behaviours. Please try to be as honest and accurate as you can be, and I would like to remind you, all your answers are confidential.”*

[Single]

**Q80a** In the last 12 months, how often do you have a drink containing alcohol? READ OUT IF NECESSARY

- 0 Never (**Go to Q80i**)
- 1 Monthly or less
- 2 2 to 4 times a month
- 3 2 to 3 times a week
- 4 4 or more times a week
- 98 REFUSED
- 99 DON'T KNOW

**IF DID NOT ANSWER NEVER ON Q80a (Codes 2 to 5 OR 98 OR 99 on Q80a), ASK:**

[Single]

**Q80b** In the last 12 months, how many drinks containing alcohol do you have on a typical day when you are drinking?

- 0 1 or 2
- 1 3 or 4
- 2 5 or 6
- 3 7 to 9
- 4 10 or more
- 98 REFUSED
- 99 DON'T KNOW

**IF DID NOT ANSWER NEVER ON Q80a (Codes 2 to 5 OR 98 OR 99 on Q80a), ASK:**

[Single]

**Q80c** In the last 12 months, how often do you have six or more drinks on one occasion? READ OUT IF NECESSARY

- 0 Never
- 1 Less than monthly
- 2 Monthly
- 3 Weekly
- 4 Daily or almost daily
- 98 REFUSED
- 99 DON'T KNOW

**HIDDEN VARIABLE:**

**ALCFREQ:** SUM RESPONSES FROM Q80b AND Q80c. IF [SUM RESPONSES FROM Q80b AND Q80c] = 2 OR >=98 THEN GO TO Q80i. IF SUM RESPONSES FROM Q80b AND Q80c > 2, BUT <99, CONTINUE

**IF ALCFREQ >2 AND ALCFREQ <99, ASK:**

[Single]

**Q80d** In the last 12 months, how often during the last year have you found that you were not able to stop drinking once you had started? READ OUT IF NECESSARY

- 0 Never
- 1 Less than monthly
- 2 Monthly
- 3 Weekly
- 4 Daily or almost daily
- 98 REFUSED
- 99 DON'T KNOW

**IF ALCFREQ >2 AND ALCFREQ <99, ASK:**

[Single]

**Q80e** In the last 12 months, how often during the last year have you failed to do what was normally expected from you because of drinking? READ OUT IF NECESSARY

- 0 Never
- 1 Less than monthly
- 2 Monthly
- 3 Weekly
- 4 Daily or almost daily
- 98 REFUSED
- 99 DON'T KNOW

**IF ALCFREQ >2 AND ALCFREQ <99, ASK:**

[Single]

**Q80f** In the last 12 months, how often during the last year have you needed a first drink in the morning to get yourself going after a heavy drinking session? READ OUT IF NECESSARY

- 0 Never
- 1 Less than monthly
- 2 Monthly
- 3 Weekly
- 4 Daily or almost daily
- 98 REFUSED
- 99 DON'T KNOW

**IF ALCFREQ >2 AND ALCFREQ <99, ASK:**

[Single]

**Q80g** In the last 12 months, how often during the last year have you had a feeling of guilt or remorse after drinking? READ OUT IF NECESSARY

- 0 Never
- 1 Less than monthly
- 2 Monthly
- 3 Weekly
- 4 Daily or almost daily
- 98 REFUSED
- 99 DON'T KNOW

**IF ALCFREQ >2 AND ALCFREQ <99, ASK:**

[Single]

**Q80h** In the last 12 months, how often during the last year have you been unable to remember what happened the night before because you had been drinking? READ OUT IF NECESSARY

- 0 Never
- 1 Less than monthly

- 2 Monthly
- 3 Weekly
- 4 Daily or almost daily
- 98 REFUSED
- 99 DON'T KNOW

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

[Single]

**Q80i** Across your lifetime, have you or someone else been injured as a result of your drinking? PROBE FOR LAST YEAR OR NOT IN THE LAST YEAR IF NECESSARY

- 1 No
- 2 Yes, but not in the last year
- 3 Yes, during the last year
- 98 REFUSED
- 99 DON'T KNOW

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

[Single]

**Q80j** Across your lifetime, has a relative or friend or a doctor or another health worker been concerned about your drinking or suggested you cut down?

- 1 No
- 2 Yes, but not in the last year
- 3 Yes, during the last year
- 98 REFUSED
- 99 DON'T KNOW

**NICOTINE USE**

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

**SMOKING CIGARETTES**

[Single]

**Q85** Do you currently smoke cigarettes?

- 1 YES
- 2 NO (Go to Q87)
- 98 REFUSED (Go to Q87)
- 99 DON'T KNOW (Go to Q87)

**IF CURRENTLY SMOKE (Code 1 on Q85), ASK:**

[Single]

**Q86** Do you smoke regularly, that is, at least once a day?

- 1 YES (Go to Q88a)
- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

**IF DON'T CURRENTLY SMOKE OR DON'T SMOKE REGULARLY (Codes 2, 98 or 99 on Q85 or Codes 2, 98 or 99 on Q86), ASK:**

[Single]

**Q87** Have you ever smoked regularly, that is, at least once a day?

- 1 YES

- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

**VAPING**

[Single]

**Q88a** Do you currently vape?

- 1 YES
- 2 NO (Go to Q88c)
- 98 REFUSED (Go to Q88c)
- 99 DON'T KNOW (Go to Q88c)

**IF CURRENTLY VAPE (Code 1 on Q88a), ASK:**

[Single]

**Q88b** Do you vape regularly, that is, at least once a day?

- 1 YES (Go to Q89)
- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

**IF DON'T CURRENTLY VAPE OR DON'T VAPE REGULARLY (Codes 2, 98 or 99 on Q88a or Codes 2, 98 or 99 on Q88b), ASK:**

[Single]

**Q88c** Have you ever vaped regularly, that is, at least once a day?

- 1 YES
- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

**Timestamp – Social/Emotional**

**SOCIAL AND EMOTIONAL WELLBEING AND HEALTH**

[Single response for each row]

**IF FULL SURVEY RESPONDENT (code 1 on SURVEY\_STATUS), ASK:**

**Q89a** Using a scale of all of the time, most of the time, some of the time, a little of the time or none of the time, in the last 4 weeks, how often did you feel ...?

READ OUT STATEMENT. READ OUT ANSWER SCALE IF NECESSARY.

<b>DO NOT FLIP – KEEP GRID IN ORDER</b>	All of the time	Most of the time	Some of the time	A little of the time	None of the time	Refused [DO NOT READ]	Don't Know [DO NOT READ]
a Nervous	1	2	3	4	5	98	99
b Without hope	1	2	3	4	5	98	99
c Restless or jumpy	1	2	3	4	5	98	99
d Everything was an effort	1	2	3	4	5	98	99
e So sad that nothing could cheer you up	1	2	3	4	5	98	99

**Timestamp - Demos**

**DEMOGRAPHICS**

**ASK ALL:**

*I am now going to ask you a few questions to ensure we survey a good cross-section of the community. All information is strictly confidential and only reported for the survey overall.*

[Single]

**Q98** Is English the main language spoken in your household?

- 1 YES
- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

**ASK ALL:**

[Single]

**Q99** Which of the following best describes your household?

READ OUT

- 1 Couple with no children
- 2 Couple with children still at home
- 3 Couple with children not living at home
- 4 Single person household (no children)
- 5 Single with children still at home
- 6 Single with children not living at home
- 7 Group or shared household
- 8 Other living arrangement
- 98 [DO NOT READ] REFUSED
- 99 [DO NOT READ] DON'T KNOW

**ASK ALL:**

[Single]

**Q100** Are you currently studying at University, College or TAFE? IF YES: READ OUT - Would that be Full-time or Part-time?

- 1 Full-time
- 2 Part-time
- 3 Not studying
- 98 [DO NOT READ] REFUSED
- 99 [DO NOT READ] DON'T KNOW

**ASK ALL:**

[Single]

**Q101** Which of the following best describes your current work status?

READ OUT

- 1 Working full-time
- 2 Working part-time
- 3 Working casual
- 4 Home duties (Go to **Q103**)
- 5 Retired (self-supporting, in receipt of superannuation) (Go to **Q103**)
- 6 Pensioner (Go to **Q103**)
- 7 Unemployed (or looking for work) (Go to **Q103**)

- 8 Other [Do not read] (Go to Q103)
- 98 [DO NOT READ] REFUSED (Go to Q103)
- 99 [DO NOT READ] DON'T KNOW (Go to Q103)

**IF WORKING (Codes 1-3 on Q101), ASK:**

[Single]

**Q102** Are you a Fly-in Fly-out or Drive-in Drive-out worker?

- 1 YES
- 2 NO
- 98 REFUSED
- 99 DON'T KNOW

**ASK ALL:**

[Single]

**Q103** What is the highest completed education qualification you have received?

IF NECESSARY - READ OUT

- 1. Masters or Doctorate
- 2. Bachelor degree
- 3. A trade, technical certificate (III or IV) or Diploma
- 4. Completed Year 12 (Senior high school)
- 5. Completed Year 10 (Junior high school)
- 6. Less than year 10
- 98 [DO NOT READ] REFUSED
- 99 [DO NOT READ] DON'T KNOW

**ASK ALL:**

[Single]

**Q104** Could you please tell me your personal annual income from all sources before tax?

IF NECESSARY – READ OUT

- 1. Less than \$20,000 (less than \$769 per fortnight)
- 2. \$20,000 - \$29,999 (\$770 – \$1,154 per fortnight)
- 3. \$30,000 - \$49,999 (\$1,155 – \$1,884 per fortnight)
- 4. \$50,000 - \$69,999 (\$1,885 – \$2,654 per fortnight)
- 5. \$70,000 - \$99,999 (\$2,655 – \$3,808 per fortnight)
- 6. \$100,000- \$119,999 (\$3,809 – \$4,615 per fortnight)
- 7. \$120,000 or more (\$4,615 or more per fortnight)
- 98 [DO NOT READ] REFUSED
- 99 [DO NOT READ] DON'T KNOW

**Timestamp – Data Linking**

**IF 2018 SURVEY FLAGGED (Code 1 on 2018COMP). ASK**

[Single]

**Q105a** We carried out a similar survey to this in 2018. Did you participate in this survey in 2018?

- 1 YES
- 2 NO (Go to Q106)
- 98 REFUSED (Go to Q106)
- 99 DON'T KNOW

**IF CLAIMED PARTICIPATED OR DON'T KNOW IN 2018 (CODE 1 OR 99 on Q105a), ASK**

[Single]

**Dynamic text – [Code 99/Code 1]**

**Q105b** [If you did participate in 2018, we/We] would like to be able to link your responses in this current survey to your responses in the 2018 survey. Do you give consent/permission for us to do this?

- 1 YES
- 2 NO

**ASK ALL:**

Thank you very much for your time and assistance. Your co-operation is greatly appreciated.

Would you like any numbers for the Gambling Helpline or Lifeline?

**Crisis counselling**

Lifeline: 13 11 14

Aboriginal Yarn: 13YARN [for Aboriginal participants]

Domestic violence helpline: 1800 737 732

Gambling help online: 1800 858 858

***Timestamp – End***

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