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## Background

The commercial gambling industry is rapidly expanding globally, with online-related gambling. It is **estimated that by 2025, the total amount of money lost by consumers to the gambling industry will reach US\$531 billion.**

Prior reviews have:

- Mostly focused on the prevalence of problem or disordered gambling
- Noted significant variations in national prevalence estimates between countries
- In the most recent reviews, found 0.2-8% of adults and 0.2-12.3% of adolescents would be classified as engaging in problem gambling
- Not estimated a global prevalence of any gambling activity, engaged in any risk gambling (scoring at least 1 on a gambling risk scale) and engaged in problem gambling

## Aims

Globally, to synthesise adult and adolescents estimates of:

- The prevalence of any gambling activity;
- The prevalence of engaging in specific gambling activities;
- The prevalence of any risk gambling and problematic gambling;
- Prevalence of any risk and problematic gambling by gambling activity

## Methods

Systematic search of PubMed, Embase and PsycInfo in March 2024. Grey literature was searched up to April 2024.

Inclusion criteria:

- ✓ Representative samples were recruited and included into study
- ✓ Published in or after 2010
- ✓ Reported at least one of the following:
  - a) Prevalence estimate of gambling, any risk or problematic gambling
  - b) Prevalence estimate of any risk or problematic gambling among people who gambled
  - c) Reported number or proportion of people engaged in different gambling activities

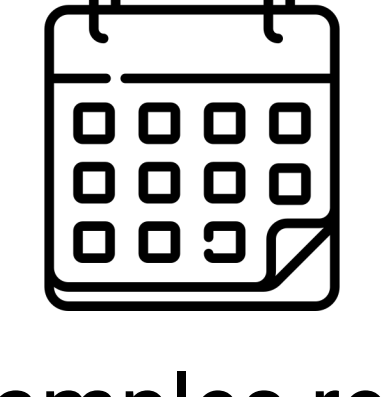
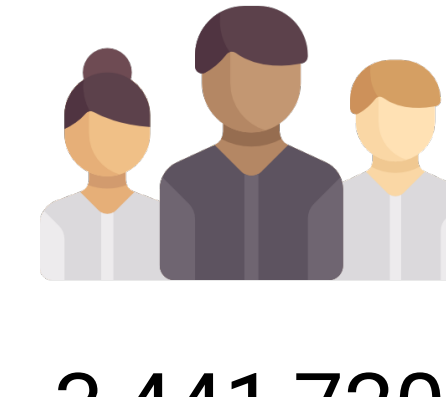
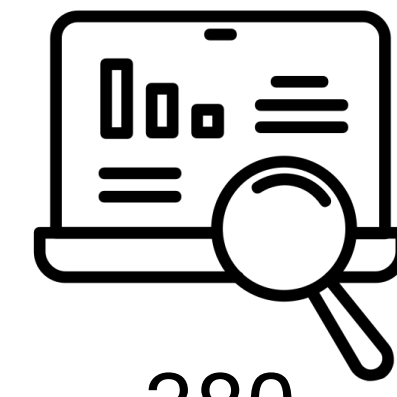
Country-level estimates synthesised using metaprop in STATA 18. Countr-level estimates were population-weighted to estimate regional and global prevalences.

## References

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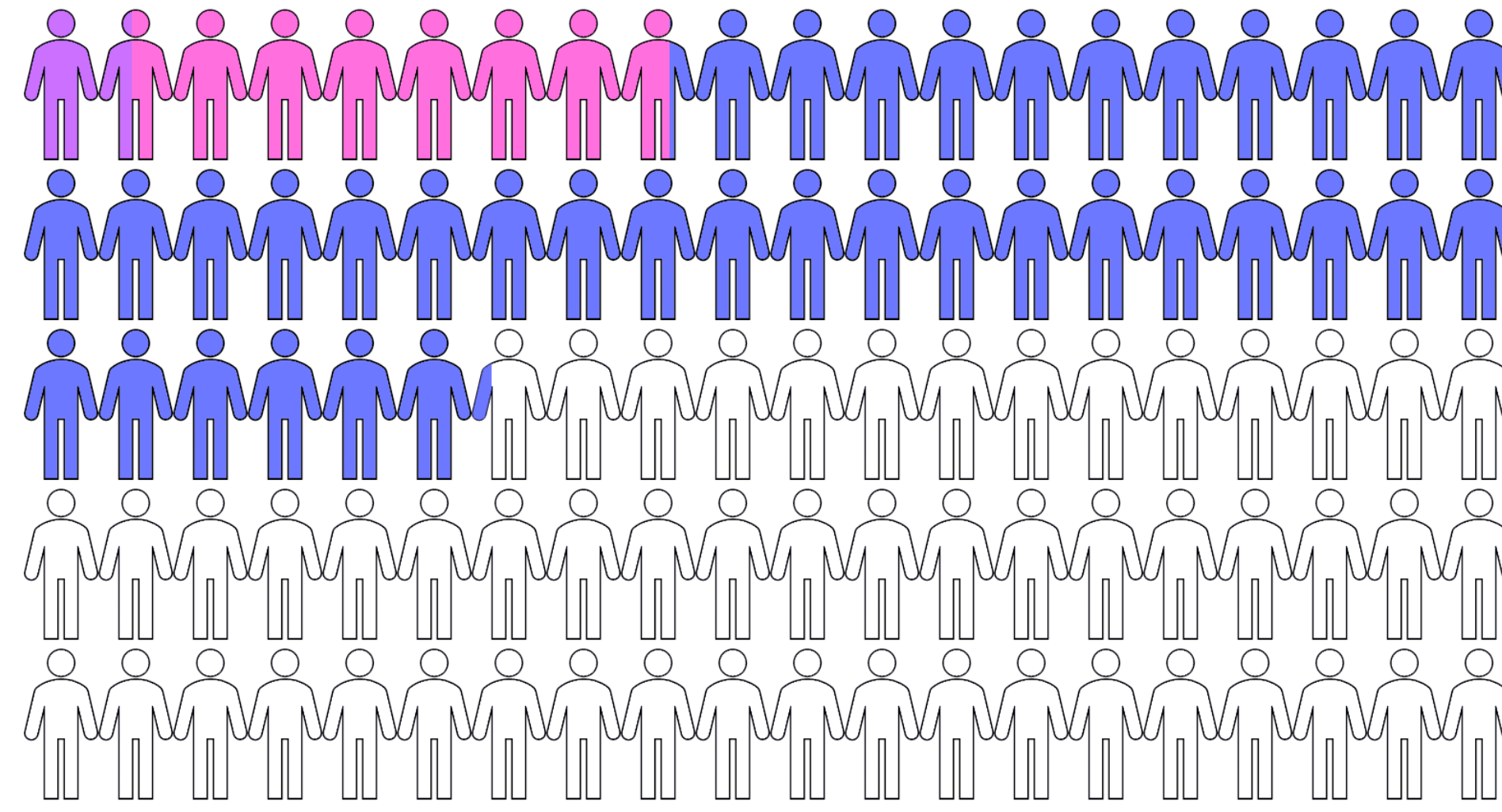
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## Results

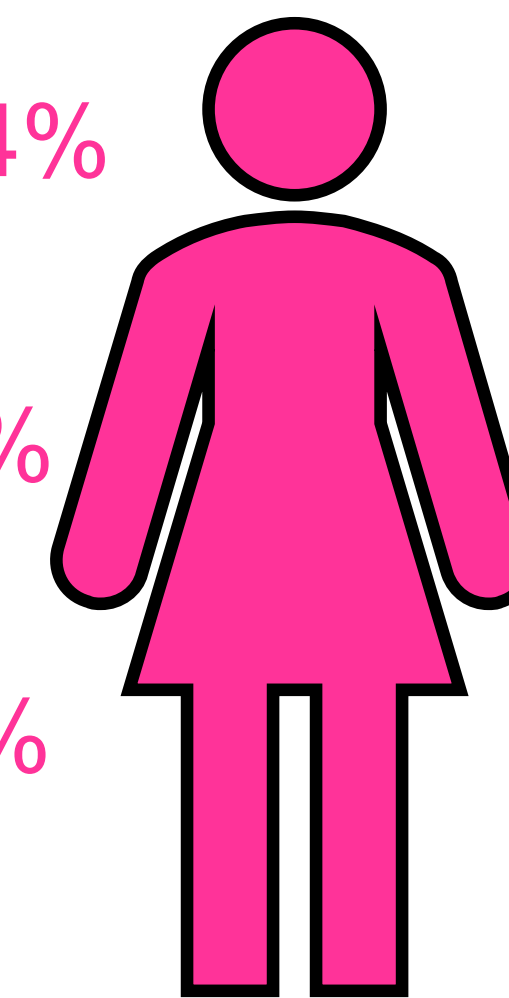
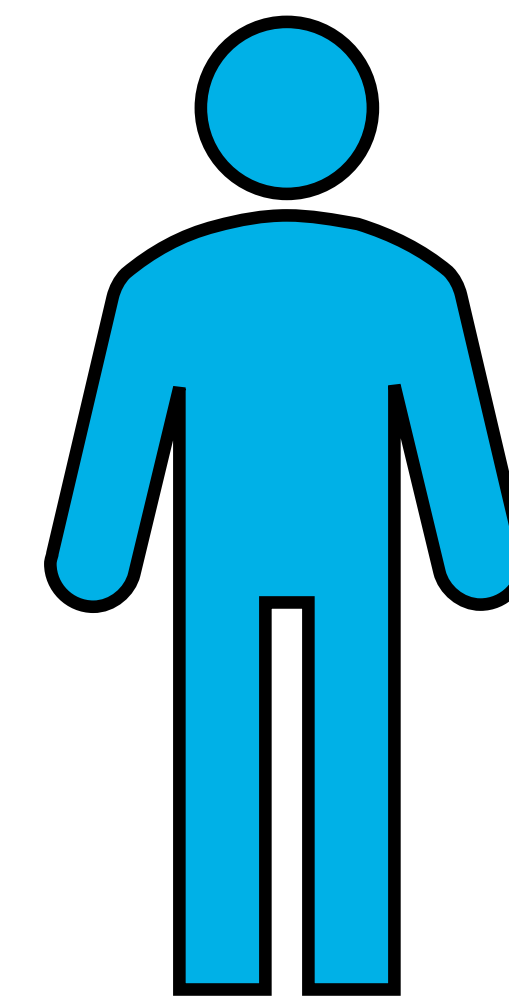


### ESTIMATED PAST YEAR PREVALENCE AMONG THE POPULATION

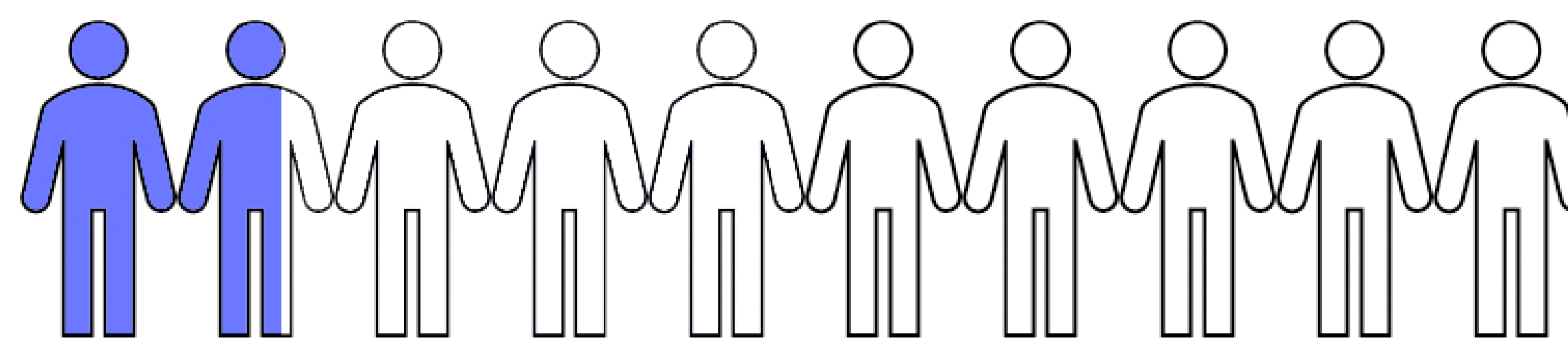
#### Adults



46.2% gambled  
8.7% engaged in any risk gambling  
1.4% engaged in problem gambling

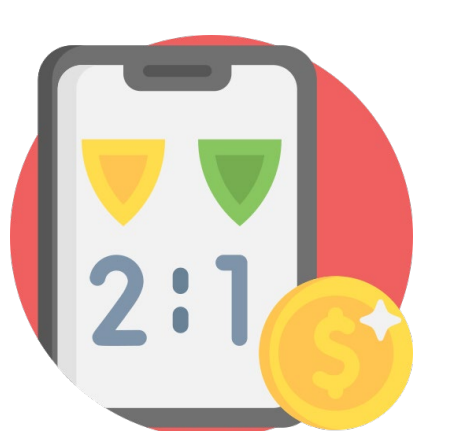


#### Adolescents



17.9% gambled  
Limited any risk and problem gambling data

### SELECT INDIVIDUAL GAMBLING ACTIVITIES



#### Prevalence of population engaged in activity

44.7%      7.8%      2.7%      11.6%      5.6%      6.9%

#### Prevalence of problem gambling among people engaged in activity

2.0%      8.6%      15.8%      8.1%      10.0%      8.9%

Note: EGM - Electronic gaming machine

## Conclusions

- ! We were able to produce first global gambling prevalences, for adults and adolescents individually
- ! Among adults worldwide, our estimates equate to, in the past year:
  - 2.3 billion people gambling
  - 439.6 million people engaged in any risk gambling
  - 71.1 million people engaging in problem gambling
- ! There are differing levels of risk associated with individual gambling activities, with a higher prevalence of problem gambling among online EGMs/slots and casino gambling
- ! Further prevalence studies are needed in low to middle income countries as most samples were from high-income Western countries