

Gaming or Gambling: Quiz

Q1: How many 11-16-year-olds in the UK have gambled in the last year?

ANSWER: B) The Gambling Commission's 'Young People & Gambling 2018' report found that around 39% of 11-16-year-olds in the UK had spent money on gambling over a 12-month period.

Q2: Which of the below is NOT a gambling-like feature found in games?

ANSWER: A) Downloadable Content — or DLC as it's commonly known as — is not a gambling-like feature because you are made aware of what you'll receive before you buy it.

Q3: How many children and young people in the UK have spent money on loot boxes?

ANSWER: C) The Gambling Commission's 'Young People & Gambling 2018' report found that 31% of children and young people had at some point spent money on loot boxes.

Q4: Why is the risk of being exposed to gambling-like features higher in free-to-play games?

ANSWER: A) Free-to-play games don't cost anything to download so they're more likely to have loot boxes in them because that is mainly how they make money.

Q5: How do children spend money in games?

ANSWER: B) Usually, a game will require the player to exchange normal currency into its own in-game currency to buy additional content.

Q6: How can children buy paid-for virtual currencies?

ANSWER: B) In addition to debit/credit cards, players can use prepaid vouchers which are mostly bought without any age verification.

Q7: What is the name of the virtual currency used in the popular online game Fortnite?

ANSWER: B) In Fortnite, V-Bucks is the currency used to buy additional content.

Q8: What kind of items can you expect to find in a loot box?

ANSWER: C) It really depends on the game what kind of items you can expect to find in loot boxes, but there are both cosmetic and performance-enhancing loot boxes out there.

Q9: How much money was spent worldwide on loot boxes last year?

ANSWER: A) Around £24bn was spent on loot boxes around the world last year.

Q10: Why are loot boxes so controversial?

ANSWER: B) Loot boxes are controversial because of the chance element involved. Since it's not clear what players get, they're encouraged to keep spending money until they get the items they want.

Q11: Which of these countries has NOT ruled that loot boxes are gambling?

ANSWER: A) France has not yet officially classified loot boxes as a form of gambling.

Q12: What is 'skin gambling'?

ANSWER: B) Skin gambling involves using skins as 'chips' in casino-style games and, if the player wins, exchanging skins they've won for real money.

Q13: Where does skin gambling take place?

ANSWER: B) Skin gambling is a PC-based phenomenon where players port their skins from Steam onto third-party websites and gamble with them there.

Want to speak to someone about gambling?

If you are looking for help, advice or support in relation to your or someone else's gambling, please go to [BeGambleAware.org](https://www.begambleaware.org) or contact the National Gambling Helpline on 0808 8020 133.

Find out more about Gaming or Gambling at parentzone.org.uk/gaming-or-gambling