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Gaming Alert - January 21, 2023



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Researchers concerned 'gamblification' of video gaming could harm youth

Research conducted in Nova Scotia into the convergence of video gaming and gambling has flagged possible harmful outcomes for young gamers caused by the “gamblification of gaming.”

“I think using the phrase gamblification of gaming makes it very clear that you are turning something that wasn’t gambling-related to make it gambling-related,” Sophie Duffy, public health researcher, said during a recent interview.

Duffy studied the gamblification of video games to see what specific harms they may pose to children, youth, and the community.

According to Duffy, the first is social casino games played in a virtual casino that doesn’t require real money to participate in traditional casino games. But real money can be used to purchase virtual currency, which is then used to play games.

Next are games of chance, where the outcome is unknown, and it could be a beneficial outcome for gameplay or not. These games can range from simple features such as spinning a prize wheel to loot boxes purchased to make the player’s in-game avatar more effective and visually interesting. [READ](#)

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