

## Cost of gambling to Victoria by bearer of cost

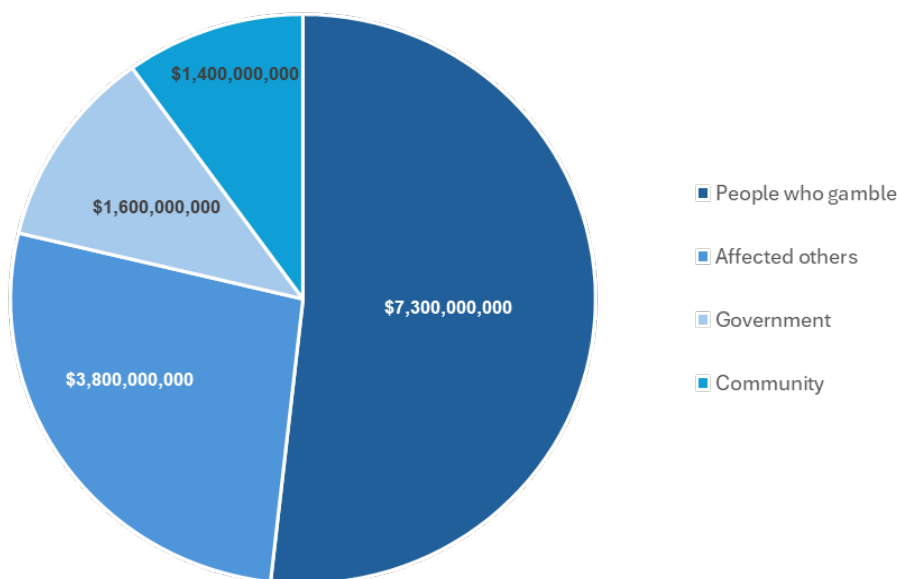
### Overview

- Around half of the total cost of gambling to Victoria was borne by people who gamble.
- Just over a quarter of the cost was borne by affected others, with the remainder split between the community and governments.

### Half of the total cost of gambling to Victoria in 2022-23 was borne by people who gamble

Of the estimated \$14.1 billion cost of gambling to Victoria in 2022-23, \$7.3 billion (51.7%) was borne by those who gamble. Of this amount, \$3.7 billion reflected financial impacts (largely excess spending on gambling),<sup>2</sup> while another \$3.0 billion was due to impaired health-related quality of life<sup>3</sup>.

**Figure 1: Cost of gambling to Victoria 2022-23 by bearer**



### Affected others bore over a quarter of the financial impact of gambling

The cost to those affected by someone else's gambling such as partners, family, friends and workmates was estimated to be \$3.8 billion, or 26.6% of the total cost of gambling to Victoria.

<sup>1</sup> Browne M, Tulloch C, Rawat V, Dellosa G, Russell AMT, Hing N, Rockloff M and Doran C (2025), *The social costs of gambling to Victoria, 2023*, State Government of Victoria, Melbourne.

<sup>2</sup> Excess spending refers to the amount of spending by those classified at any level of risk of problem gambling (low- and moderate-risk and problem gambling) by the Problem Gambling Severity Index, relative to those who gamble but are not considered at any level of risk.

<sup>3</sup> Intangible impacts of gambling harm like stress or reduced wellbeing are measured using health-related quality of life (HRQoL) scores. These scores are then converted into dollar amounts using established social costing methods to put a price on the non-financial costs of gambling.

Of this, \$2.3 billion fell under impacts on relationships and family. Around two-thirds of this relationship and family cost was due to impacts on health-related quality of life, with most of the remainder being costs related to divorce or separation and experiences of violence.

The estimated financial impact to affected others was \$1.5 billion, which overwhelmingly reflected excess spending on gambling by an intimate partner.

### **Costs to the community and governments were estimated to be \$3 billion**

The cost to the Victorian community was \$1.4 billion, almost all of which related to productivity loss due to gambling.

The cost to governments (almost entirely to the Victorian Government), was estimated at \$1.6 billion, equivalent to about two-thirds of the \$2.5 billion revenue derived from gambling taxes and levies.

Most of the costs to government involved costs to health and human services systems and the mental health sector.