

Losses by gambling product and risk status

Overview

- Over 80% of gambling losses in 2022-23 came from people who gamble on electronic gaming machines (EGMs) and wagering.
- While lotteries and scratchies have by far the highest participation rate of any gambling activity, these products accounted for 10% of losses.
- Those who met the criteria for problem gambling accounted for two-thirds of losses on EGMs and a substantial proportion of losses on wagering, casino table games and Keno.

Over 80 per cent of losses came from EGM gambling and wagering

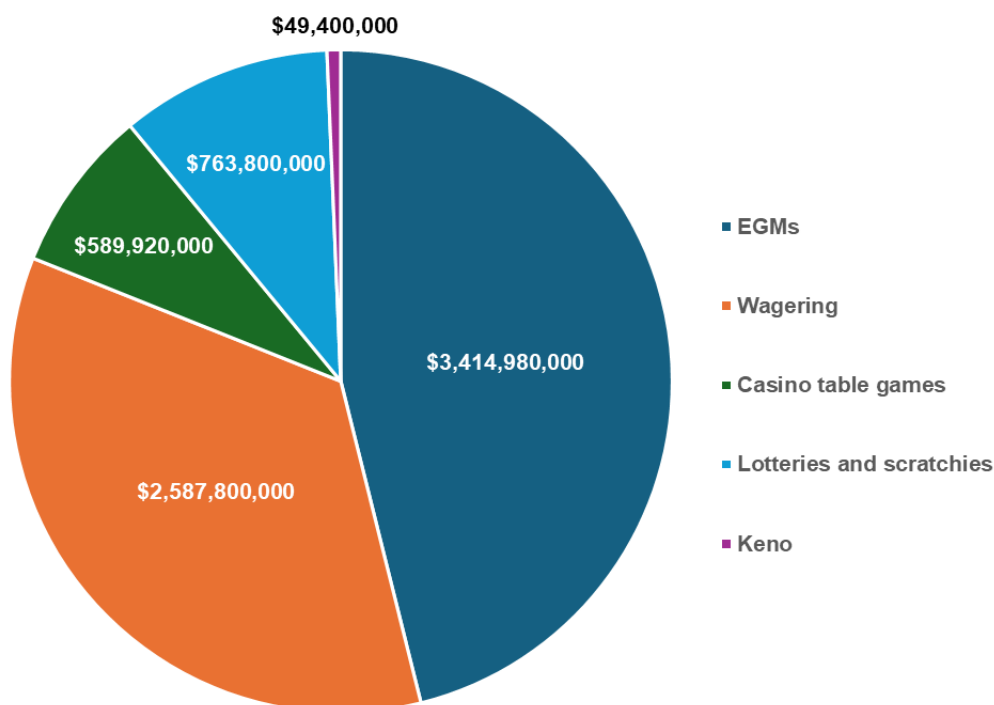
Of the estimated \$7.4 billion in gambling losses in Victoria in 2022-23, almost half (\$3.4 billion or 46%) came from people who gambled on EGMs, and over a third (\$2.6 billion or 35%) came from wagering (that is, betting on sports and racing).

This occurred even though only 11% of Victorian adults gambled on EGMs and 15% participated in wagering.

Conversely, while 40% of Victorian adults gambled on lotteries and scratchies, only around 10% of losses (\$763 million) came from these products.

Figure 1 highlights the overwhelming contribution of EGMs and wagering to Victorian gambling losses.

Figure 1: Gross revenue/losses by form 2022-23



¹ 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.

Gambling losses are heavily concentrated among those experiencing problem gambling

While those classified as experiencing problem gambling by the Problem Gambling Severity Index (PGSI²) comprise only 0.9% of the Victorian adult population and 1.7% of Victorian adults who gamble, they account for a very large proportion of gambling losses.

In 2022-23, an estimated two-thirds of the money lost on EGMs – 67%, or \$2.3 billion – was spent by people experiencing problem gambling. This group also contributed a large proportion of the losses on casino table games (59%; \$349 million), wagering (50%; \$1.3 billion) and Keno (45%; \$22 million).

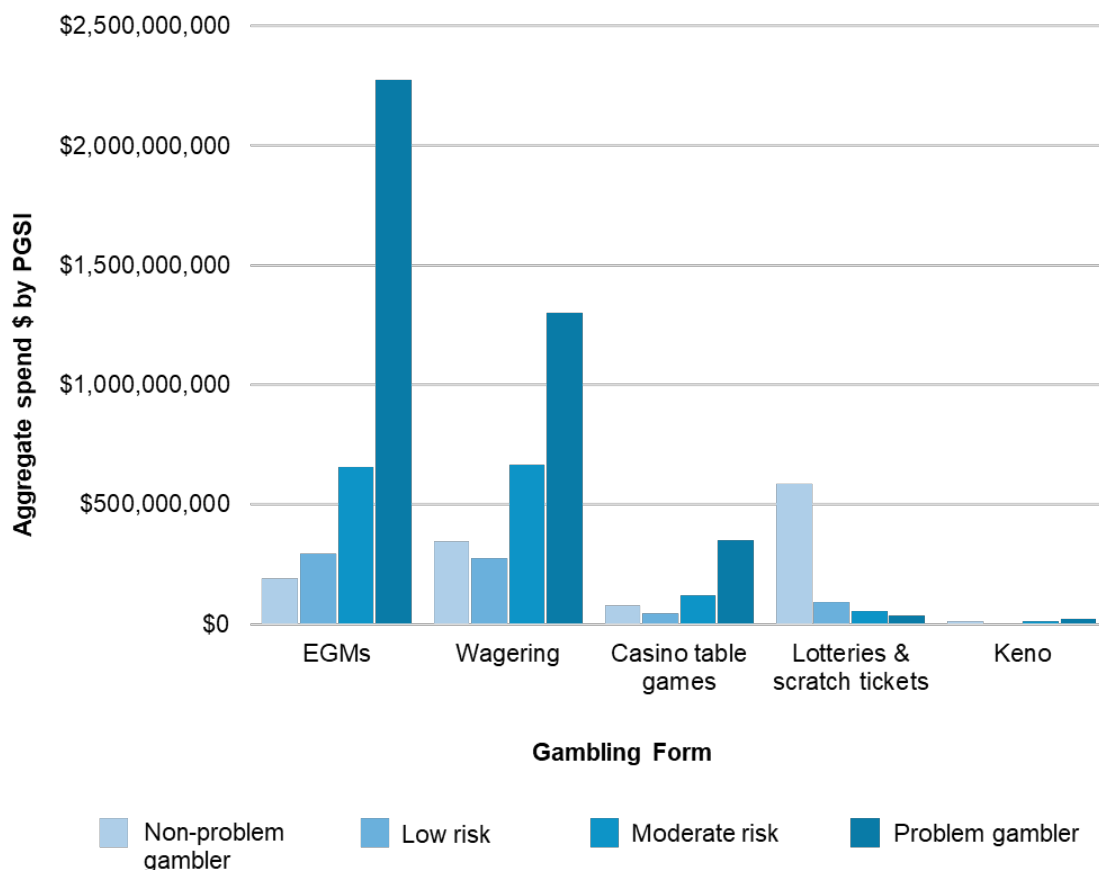
By contrast, only 5% of losses on lotteries and scratchies (\$36 million) came from those classified as experiencing problem gambling.

Those at some level of risk of experiencing gambling harm³ accounted for 95% of losses on EGMs, 87% on casino table games, 86% on wagering, and 79% on Keno.

Again, the proportion of losses on lotteries and scratchies by those at risk was lower, at 24%.

Figure 2 shows the contribution of each PGSI risk category to the total losses for selected gambling products, highlighting the overrepresentation of those experiencing problem gambling in the contribution to losses from EGMs, wagering and casino table games.

Figure 2: Total losses on each form by gambling risk category 2022-23



² The Problem Gambling Severity Index (PGSI) is a 9-item, self-report measure used to assess the severity of gambling problems in the general population. It helps identify individuals at risk of gambling harm and categorize them into different risk levels: non-problem, low-risk, moderate-risk, and problem gambling.

³ Some level of risk means those classified as experiencing low-, moderate-risk, and problem gambling, rather than non-problem gambling.