

GAME ON. GAMBLING: A YOUTH HEALTH ISSUE

GLOSSARY

The terms presented below include gambling and gaming specific terminology that may be discussed in the lesson plans and activities, or teachers and students may come across in their work through research and discussion.

Further definitions and terms related to gaming can be found on the Be Ahead of the Game Website, beaheadofthegame.vic.gov.au.

Advocacy – the act of speaking on behalf or in support of another person, place or thing.

Cash shop – a store where players can spend real money or in-game currency on items. The game may or may not allow direct purchase of in-game currency with real money.

Direct costs – monetary costs that are a direct result of the prevention, diagnosis and treatment of a health issue.

Equity – refers to addressing the causes of inequality and providing strategies to ensure fairness. Equity is not about treating everyone equally but rather providing what individual or groups require for health and wellbeing.

eSport – professional gamers compete for large prizemoney, as well as entertaining spectators. For some events legal gambling (sports betting) is permitted on the outcome of these events.

Gacha games – comes from the Japanese term for the 'capsule toy vending machines'. Video games implement 'gacha' systems where you get a chance to get a reward. The game may give you limited opportunities to get 'free rolls', but usually you are heavily incentivised to pay for 'extra rolls' to get the things you may want or need.

Gambling – risking anything of value (usually money) on the outcome of an event involving chance when the probability of winning or losing is uncertain.

Gaming – an industry in which people play games in casinos and game online. It can also mean the act of playing video games. People undertaking this activity are called gamers.

Gating – In gaming, gating normally refers to 'time gating'. This is when the game design limits how quickly you can progress through the game or earn points, items or in-game currency. Often you can pay to remove time gating from a game. For example:

- In a given day you may only be able to play a certain dungeon once (therefore limiting the number of opportunities to reap the rewards from the dungeon). This on its own isn't a problem, but it can become one when it's compounded with the ability to pay to remove time gating.
- A game may allow you to progress over time by playing the game normally. However, you may need to play for a month to reach a certain level of progress. A game may give the player an alternative of paying to acquire that progress instantly.

Gold farmer – describes people who play a game, or hire people to play, for the purpose of acquiring in-game currency to sell for real money.

Indirect costs – secondary costs to individuals and communities as a result of a health issue. These costs do not relate directly to the issue and are often difficult to quantify in terms of money.

Intangible – something that cannot be physically touched. Intangible costs are the human (social and emotional) costs often related to pain and suffering experienced by an individual and the community around them. These costs can be hard to determine and quantify.

Loot box (also known as a loot crate) – 'treasure-chests' containing virtual rewards of varying value, such as clothing, weapons or game advantages. Players purchase them in microtransactions using in-game currency (credit that's earned as you play) or real money (via PayPal or credit cards). Loot boxes are chance-based – players do not know what's inside them before purchasing.

Microtransactions – in-game or in-app purchases, usually under \$10 and often for the virtual currency a player needs to acquire goods or premium content.

Protective factor – behaviours, resources, supports or strategies in individuals, families, communities or society in general that can enhance health or reduce the chances of health issues occurring.

Risk factor – something that increases the likelihood of developing a health issue or, if an issue exists, make it worse.

RMT (real money trade/transactions/trading) – the process of converting real money into in-game currency and vice versa. This can occur if the game doesn't allow a player to buy in-game currency directly. Some examples of usage in speech: 'Are you going to RMT in this game?' 'How much did you RMT?'

Skins betting – Skins are mostly cosmetic changes to a player's in-game appearance or weapons. Although they usually don't change how you play the game, skins can be worth real cash because of how rare or valuable they are.

Social casino games – Social casino games such as Zynga Poker and Slotomania are available on social media platforms. They are free-to-play, but payments can be made to unlock certain features or levels, or to buy in-game currency. No winnings can be withdrawn from these games, so they are not regulated as gambling products and are therefore legally available to people under 18 years.

Sociocultural factors – factors relating to the society (socio) and culture (cultural) of an individual or population that can influence health status both positively and negatively.

Whale – a player who spends vast amounts of money on a game.

