

Gaming or Gambling: Quiz

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

- A) 28.2%
- B) 39%
- C) 44%

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

- A) Downloadable Content (DLC)
- B) Skin gambling
- C) Loot boxes

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

- A) 7.1%
- B) 19.3%
- C) 31%

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

- A) Since the games are free to download, the chance of being exposed to loot boxes is much higher
- B) Free-to-play games have advertisements in them to keep them free and often feature ads for online casinos
- C) It isn't. Games which are advertised as free-to-play are not permitted by law to charge for content

Q5: How do children spend money in games?

- A) Normal currencies, like pounds, are not accepted, so players have to use cryptocurrencies like Bitcoin
- B) Connect a voucher or debit card and pay real money or convert money into virtual currency
- C) They don't - Once you've bought a game, you automatically have access to all the features

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

- A) They have to ask their parents' permission and use their debit card
- B) They can use prepaid vouchers that don't always require age verification, in addition to debit cards
- C) Under-18s are not allowed to buy virtual currencies so children won't be able to buy them

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

- A) Ethereum
- B) V-Bucks
- C) HyperCoins

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

- A) Purely cosmetic ones which can be used to customise your character and gear but which won't impact the game in any way
- B) Power-ups which will give the player a noticeable advantage when playing against others online
- C) Both of the above

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

- A) £24bn
- B) £12bn
- C) £68bn

Q10: Why are loot boxes so controversial?

- A) Because they are VERY expensive and the contents are rarely worth the price
- B) Because the contents are undisclosed, forcing the player to 'gamble' for items
- C) Because you have to buy them to progress in a game

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

- A) France
- B) Belgium
- C) Netherlands

Q12: What is 'skin gambling'?

- A) A virtual version of strip poker
- B) A form of gambling involving casino-style games in which players bet skins which can then can be exchanged for cash
- C) A form of gambling where players buy mystery boxes using real money which may or may not contain skins

Q13: Where does skin gambling take place?

- A) PlayStation 4 (PS4) — players access the casino-style 'skins' market through the PlayStation Store, allowing them to instantly 'port' over all their 'skins' from PS4 games
- B) PC — players access casino-style third-party websites independent from gaming platforms such as Steam and gamble for skins there
- C) Nintendo Switch — players can log in via their MyNintendo account and gamble on the Nintendo eShop

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