



**Submission to the  
Productivity Commission**

Public Inquiry into Gambling  
15 April 2009

## Summary

The Gaming Technologies Association ("GTA") is a not-for-profit industry representative body, formed in 1990 as the Australian Gaming Machine Manufacturers Association for the purpose of promoting the development of the manufacturing resources of Australia. GTA's members and their respective companies collectively supply virtually all of the gaming machines for use in Australia and most of those supplied worldwide.

GTA notes submission number 99 (from Nick Xenophon, Independent Senator for South Australia) and submission number 134 (from Charles Livingstone, Richard Woolley and Helen Keleher), both of which mention an article from Livingstone and both of which append a report by Livingstone.

GTA appreciates this opportunity to provide comment as follows to the Productivity Commission's inquiry into gambling on the article and the report.

### **'Risky Business' article<sup>1</sup>**

This is an opinion piece which makes a number of claims, drawing on a December 2005 research report by Caraniche Pty Ltd commissioned by the former Victorian Gambling Research Panel<sup>2</sup>.

The article states that, "*on our estimates, problem or at-risk gamblers spent about 53% (AU\$1.3 billion) of the money expended on hotel and club EGMs in 2005 – 06 in Victoria*<sup>3</sup>" apparently based on the Caraniche study.

The Caraniche study makes no such claims. It was a study of a total of 418 people in 11 venues in Victoria. GTA regards the opinion piece as quite improper in its extrapolation of the Caraniche findings to a statewide basis – and the subsequent media speculation based on further extrapolation of the Caraniche findings to a national basis.

The Caraniche study stated that "the findings are suggestive and not definitive". This should have been disclosed by the article's author and in any submissions to the Productivity Commission which refer to the article.

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<sup>1</sup> International Gambling Studies, Vol. 7, No. 3, 361–376, December 2007  
<http://www.informaworld.com/smpp/title~content=g783012033~db=all>

<sup>2</sup> "Evaluation of Electronic Gaming Machine Harm Minimisation Measures in Victoria"  
<http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/Home/Gambling+and+Racing/Research+and+Statistics/>

<sup>3</sup> at page 365

### **'The Relevance and Role of Gaming Machine Games and Game features on the Play of Problem Gamblers' research report**

The Independent Gambling Authority of South Australia (IGA) commissioned the Australian Institute for Primary Care, La Trobe University Melbourne to examine aspects of the relationship between gaming machine technology and problem gambling.

The IGA wished to know:

- if particular gaming machine games feature more commonly in the play of problem gamblers as compared to recreational gamblers;
- whether there are particular characteristics of those games that distinguish them from other games;
- whether those differences are the characteristics that attract problem gamblers and feature in problem gambling play;
- to what extent those characteristics affect the play of recreational gamblers; and
- to what extent those characteristics feature in a gamblers' transition from recreational to problem gambler.

***"The Report fails to adequately address or answer any of the research questions that were the subject of this inquiry"***, according to Lia Nower, J.D., PH.D. and Alex Blaszczynski, PH.D. who were asked by GTA (then AGMMA) to analyse the research report.

The Nower-Blaszczynski findings were provided to the IGA at a public hearing on 29 April 2008; and are attached to this submission<sup>4</sup>.

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<sup>4</sup> Also available at <http://www.gamingta.com/library.html>