



# LOOT BOXES, eSPORTS & SKINS BETTING



## LOOT BOXES

- ⚡ Typically, a loot box is an in-game mechanic which will reward you with a **random prize**.
- ⚡ Within some games, you will have the chance to use credits you have earned or purchased using **real world money**.
- ⚡ Loot boxes come in **many different forms** (boxes, crates, pack of cards, spinning wheels, slot machines).
- ⚡ When opened, loot boxes often have **sounds and graphics** that raise **excitement** levels and **anticipation**.



## eSPORTS

- ✓ eSports is a form of competition that takes place electronically, most often in the form of video games. Some eSports professionals make money from gaming competitively online and in packed out arenas.
- ✓ eSports is a popular spectator sport, with an estimated global audience of up to 150 million people. As such it has become an attractive betting proposition.
- ✓ Popular eSports Games include Defense of the Ancients (DOTA), League of Legends (LOL), Counter Strike Global Offensive (CS:GO) and Overwatch.



## SKINS BETTING

Skins are mostly cosmetic items players can purchase in a variety of games for players to customise their characters. Players can buy, sell and exchange these items. When these items are used as virtual currency to bet on the outcome of professional matches or other games of chance, that is defined as skins betting.

## TIME CONSUMPTION

Some players may spend a lot of time on a social game. This is especially common on games that have an immersive world, or customisable characters. The physical implications (inactivity, repetitive strain injury, sleep deprivation) go hand in hand with social implications, such as social isolation, or lack of self-care.

## IN-GAME PURCHASING

In-app or in-game purchasing can be a very easy way to run up a significant bill. With one tap, players can buy bonuses, level ups, hints etc., and quickly lose control of spending limits.



## KEY ISSUES WITH ESPORTS

eSports and betting have become more closely linked in recent times, however eSports is popular with a young demographic and many fans are under the legal age to gamble.

Though proportionally there is little gambling on e-sports taking place in the mainstream market, there are more opportunities to place bets in unregulated markets. This is of particular concern in relation to young people.

eSports matches are also streamed for free on the web, via sites like twitch.tv, which can also include promotion for different forms of gambling.

The Gambling Commission has started to consider this as an issue of concern, along with skins betting. etc.



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