

Appendix A: List of Items Included in Survey

Gambling Context	Gambling Activity Items
Offline	... buying lottery tickets, scratch-cards, raffles or fundraising tickets
	... betting (includes: horse races, sports pools, sports betting, or "specials" betting such as on tv shows or political events)
	... playing roulette, keno, or bingo
	... playing gaming machines (includes: slot machines, fruit machines, pachinko, video poker and other electronic gaming machines)
	... playing card games other than poker
	... playing poker
	... playing dice games
	Other (please specify):
Online	... buying lottery tickets, scratchcards, raffles or fundraising tickets
	... betting (includes: horse races, sports pools, sports betting, fantasy sports, or "specials" betting such as on tv shows or political events)
	... playing online roulette, keno or bingo
	... playing online slot machines/fruit machines
	... playing online card games other than poker
	... playing poker
	... playing online dice games
	Other (please specify):
Video Game-Related	... betting on eSports matches
	... entering skins lotteries
	... opening loot crates/cases
	... P2P betting/skill game betting (betting on yourself via sites such as Skillz)
	... on fantasy eSports games
	... playing Casino-style games (e.g. roulette, slot machines, dice games) using skins as wagers

... playing card games (not including poker) using skins as wagers

... playing poker using skins as wagers

Other (please specify):

Appendix B:

Gambling engagement Crosstabulated With Esports Engagement.

[illegible]

		1.4 (8)	6 (35)	9.3 (54)	1.7 (10)	18.4 (107)				
	<i>Medium</i>	1.2 (7)	2.4 (14)	6.9 (40)	1.2 (7)	11.6 (68)				
	<i>High</i>	0.3 (2)	0.7 (4)	3.1 (18)	2.1 (12)	6.2 (36)				
	<i>Total %</i>	8.2 (48)	26.5 (154)	55.2 (321)	10.1 (59)	100 (582)				
	<i>Does Not Participate</i>	6 (35)	21.1 (123)	36.8 (214)	3.8 (22)	67.7 (394)				
	<i>Low</i>	1.4 (8)	4.1 (24)	5.8 (34)	2.4 (14)	13.7 (80)				
<i>Video Game Gambling Engagement</i>	<i>Medium</i>	0.9 (5)	1.2 (7)	8.2 (48)	1.5 (9)	11.9 (69)	< .001	.24	.219	< .001
	<i>High</i>	0 (-)	0 (-)	4.3 (25)	2.4 (14)	6.7 (39)				
	<i>Total %</i>	8.2 (48)	26.5 (154)	55.2 (321)	10.1 (59)	100 (582)				
<i>Loot Box Purchase Engagement</i>	<i>Does Not Participate</i>	5.7 (33)	19.9 (116)	40.4 (235)	8.2 (48)	74.2 (432)	.039	-.019	-.016	.674

<i>Low</i>	1.2 (7)	4.3 (25)	7.2 (42)	0.3 (2)	13.1 (76)
<i>Medium</i>	1.4 (8)	2.2 (13)	6.7 (39)	1 (6)	11.3 (66)
<i>High</i>	0 (-)	0 (-)	0.9 (5)	0.5 (3)	1.4 (8)
<i>Total %</i>	8.2 (48)	26.5 (154)	55.2 (321)	10.1 (59)	100 (582)

Engagement, combines measures of: frequency, average weekly hours spent watching, and average monthly spend.

Appendix C:

PGSI Classification by Gambling Context

<i>PGSI Classification by Gambling Context</i>									
	<i>PGSI Group</i>								<i>Total</i>
	<i>Non-problem</i>	<i>(%)</i>	<i>Low Risk</i>	<i>(%)</i>	<i>Moderate Risk</i>	<i>%</i>	<i>Problem Gambler</i>	<i>%</i>	
<i>Don't Gamble</i>	156	(78.4)	27	(13.6)	14	(7)	2	(1)	199
<i>Offline Gambling Only</i>	42	(61.8)	20	(29.4)	6	(8.8)	0	(0)	68
<i>Online Gambling Only</i>	7	(46.7)	2	(13.3)	5	(33.3)	1	(6.7)	15
<i>VG Gambling Only</i>	9	(42.9)	5	(23.8)	5	(23.8)	2	(9.5)	21
<i>Offline and Online Gambling</i>	7	(31.8)	12	(54.5)	2	(9.1)	1	(4.5)	22
<i>Offline and VG Gambling</i>	4	(36.4)	4	(36.4)	3	(27.3)	0	(0)	11
<i>Online and VG Gambling</i>	4	(8.2)	25	(51)	19	(38.8)	1	(2)	49
<i>Offline, Online, and VG Gambling</i>	8	(17)	14	(29.8)	17	(36.2)	8	(17)	47
<i>Opening Loot Boxes Only</i>	21	(48.8)	15	(34.9)	4	(9.3)	3	(7)	43
<i>Offline and Loot Boxes</i>	5	(55.6)	3	(33.3)	1	(11.1)	0	(0)	9
<i>Online and Loot Boxes</i>	13	(68.4)	2	(10.5)	3	(15.8)	1	(5.3)	19
<i>VG Gambling and Loot Boxes</i>	4	(33.3)	2	(16.7)	5	(41.7)	1	(8.3)	12
<i>Offline, Online, and Loot Boxes</i>	3	(15.8)	10	(52.6)	5	(26.3)	1	(5.3)	19
<i>Online, VG Gambling, and Loot Boxes</i>	2	(8.7)	10	(43.5)	9	(39.1)	2	(8.7)	23
<i>Offline, VG Gambling, and Loot Boxes</i>	2	(25)	3	(37.5)	1	(12.5)	2	(25)	8
<i>Offline, Online, VG Gambling, and Loot Boxes</i>	2	(11.8)	8	(47.1)	6	(35.3)	1	(5.9)	17
<i>Total</i>	289	(49.7)	162	(27.8)	105	(18)	26	(4.5)	582

Note: Due to the ongoing debate as to whether or not opening loot boxes constitutes gambling, the activity has been separated from other forms of gambling investigated in this work.

Appendix D:

PGSI Category by Gambling Engagement.

Problem Gambling by Engagement with Different Gambling Contexts

		PGSI Group					Fisher's	Directional and Symmetric Measures		
		Non-problem % (n)	Low Risk % (n)	Moderate Risk % (n)	Problem Gambler % (n)	Total % (n)	p	Δ	τ	p
<i>Offline Gambling Engagement</i>	<i>Does Not Participate</i>	37.1 (216)	15.1 (88)	11 (64)	2.2 (13)	65.5 (381)				
	<i>Low</i>	8.4 (49)	6.2 (36)	2.4 (14)	0.7 (4)	17.7 (103)				
	<i>Medium</i>	4 (23)	5.2 (30)	3.4 (20)	1 (6)	13.6 (79)	< .001	0.208	0.188	< .001
	<i>High</i>	0.2 (1)	1.4 (8)	1.2 (7)	0.5 (3)	3.3 (19)				
	<i>Total %</i>	49.6 (289)	27.8 (162)	18 (105)	4.6 (26)	100 (582)				
<i>Online Gambling Engagement</i>	<i>Does Not Participate</i>	41.8 (243)	13.6 (79)	6.7 (39)	1.7 (10)	63.7 (371)				
	<i>Low</i>	5.5 (32)	7.7 (45)	4.5 (26)	0.7 (4)	18.4 (107)				
	<i>Medium</i>	1.7 (10)	4.5 (26)	4.8 (28)	0.7 (4)	11.7 (68)	< .001	0.437	0.402	< .001
	<i>High</i>	0.7 (4)	2.1 (12)	2.1 (12)	1.4 (8)	6.2 (36)				
	<i>Total %</i>	49.6 (289)	27.8 (162)	18 (105)	4.6 (26)	100 (582)				
<i>Video Game Gambling Engagement</i>	<i>Does Not Participate</i>	43.6 (254)	15.6 (91)	6.9 (40)	1.5 (9)	67.7 (394)	< .001	0.479	0.424	< .001

	<i>Low</i>	4 (23)	5.3 (31)	4.1 (24)	0.3 (2)	13.7 (80)				
	<i>Medium</i>	1.4 (8)	4.8 (28)	4.3 (25)	1.4 (8)	11.9 (69)				
	<i>High</i>	0.7 (4)	2.1 (12)	2.7 (16)	1.2 (7)	6.7 (39)				
	<i>Total %</i>	49.6 (289)	27.8 (162)	18 (105)	4.6 (26)	100 (582)				
	<i>Does Not Participate</i>	40.7 (237)	18.7 (109)	12.2 (71)	2.6 (15)	74.2 (432)				
	<i>Low</i>	5.3 (31)	4.8 (28)	2.4 (14)	0.5 (3)	11.3 (76)				
<i>Lot Box Opening Engagement</i>	<i>Medium</i>	3.6 (21)	4 (23)	2.7 (16)	1 (6)	11.3 (66)	< .001	0.213	0.172	< .001
	<i>High</i>	0 (-)	0.3 (2)	0.7 (4)	0.3 (2)	1.4 (8)				
	<i>Total %</i>	49.6 (289)	27.8 (162)	18 (105)	4.6 (26)	100 (582)				

Engagement combines measures of: frequency, average weekly hours spent watching, and average monthly spend.

Appendix E:

Gambling channels and Problem Gambling Rates

	<i>Gambling only</i>						<i>Gambling and Loot Box Purchasing</i>					
	<i>PGSI Group</i>					<i>% Rated as Problematic and Potentially Problematic Gamblers</i>	<i>PGSI Group</i>					<i>% Rated as Problematic and Potentially Problematic Gamblers</i>
	<i>Non-problem Gambler</i>	<i>Low Risk</i>	<i>Moderate Risk</i>	<i>Problem Gambler</i>	<i>total</i>		<i>Non-problem Gambler</i>	<i>Low Risk</i>	<i>Moderate Risk</i>	<i>Problem Gambler</i>	<i>total</i>	
<i>Does not Gamble</i>	156	27	14	2	199	21.6	-	-	-	-	-	-
	78.4	13.6	7.0	1.0			-	-	-	-		
<i>Single Channel</i>	58.0	27.0	16.0	3.0	104.0	44.2	79.0	42.0	20.0	6.0	147.0	46.3
	55.8	26.0	15.4	2.9			53.7	28.6	13.6	4.1		
<i>2 Channel</i>	15.0	41.0	24.0	2.0	82.0	81.7	37.0	48.0	33.0	4.0	122.0	69.7
	18.3	50.0	29.3	2.4			30.3	39.3	27.0	3.3		
<i>3 channel</i>	8.0	14.0	17.0	8.0	47.0	83.0	15.0	37.0	32.0	13.0	97.0	84.5
	17.0	29.8	36.2	17.0			15.5	38.1	33.0	13.4		
<i>4 channel</i>	-	-	-	-	-	-	2.0	8.0	6.0	1.0	17.0	88.2
	-	-	-	-	-		11.8	47.1	35.3	5.9		

% Rated as Problematic and Potentially Problematic Gamblers includes those rated as: "low risk", "moderate risk", and "problematic" gamblers

Appendix F:

Gambling channels and Esports Viewing Engagement

	<i>Gambling only</i>					<i>Gambling and Loot Box Purchasing</i>				
	<i>Esports Engagement</i>				<i>Total n</i>	<i>Esports Engagement</i>				<i>Total n</i>
	<i>Does Not Watch n (%)</i>	<i>Low Engagement n (%)</i>	<i>Medium Engagement n (%)</i>	<i>High Engagement n (%)</i>		<i>Does Not Watch n (%)</i>	<i>Low Engagement n (%)</i>	<i>Medium Engagement n (%)</i>	<i>High Engagement n (%)</i>	
<i>Does not gamble</i>	0 (0)	55 (27.6)	129 (64.8)	15 (7.5)	199	- -	- -	- -	- -	- -
<i>Single Channel</i>	23 (22.1)	33 (31.7)	38 (36.5)	10 (9.6)	104	28 (19)	49 (33.3)	60 (40.8)	10 (6.8)	147
<i>2 Channel</i>	9 (11)	20 (24.4)	43 (52.4)	10 (12.2)	82	14 (11.5)	30 (24.6)	65 (53.3)	13 (10.7)	122
<i>3 Channel</i>	1 (2.1)	8 (17)	25 (53.2)	13 (27.7)	47	6 (6.2)	18 (18.6)	54 (55.7)	19 (19.6)	97
<i>4 Channel</i>	- -	- -	- -	- -	- -	0 (0)	2 (11.8)	13 (76.5)	2 (11.8)	17
<i>Total</i>	33 (14.2)	61 (26.2)	106 (45.5)	33 (14.2)	233	48 (12.5)	99 (25.8)	192 (50.1)	44 (11.5)	383