

GAMBLING AND GAMING

New York State
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GLOSSARY

 **NYCPG**
New York Council on Problem Gambling

Absorption – A situation where an individual is completely engaged in something causing them to detach from what’s around them.

Avatar – A character that represents a person in a video game or online casino. Avatars can look like the individual or like any random option the different platforms offer.

At-Risk Gambling – Involves gambling when at a higher risk such as part of an at-risk group (i.e. youth, senior citizens, women and veterans) or gambling to avoid a life crisis (i.e. divorce, loss of loved one, etc.).

Bitcoin – A type of cryptocurrency (see cryptocurrency for definition)

Cryptocurrency – A decentralized digital currency system of exchange that uses advanced cryptography for security.

Daily Fantasy Sports – Daily competitions in which participants select combinations of players in a league and score points based on each individual player’s performance.

Dynamic Pricing – Refers to pricing that is not the same for everyone. For instance, if I go to a coffee shop out of town, the owner could charge me \$5, while only charging local patrons \$2. Although this is illegal in the real world, in the digital world, there are no rules prohibiting dynamic pricing.

Esports – Competitive tournaments in video games, especially related to professional gamers.

Fantasy Sports – A season long competition in which participants select combinations of players in a league and score points based on each individual player’s performance.

Gamblers’ Fallacy – An individual believes they know what is coming next (i.e. Flipping a coin to heads then heads, then heads, the individual believes they know that tails is next).

Gambling – Risking something of value on a game of chance for a desired outcome.

Gambling Disorder – A diagnosable disorder by a trained clinician as outlined in the DSM-5.

Gaming – Playing electronic games, whether through consoles, computers, mobile phones or another medium, for the sole purpose of entertainment.

Gaming Disorder – A condition involving excessive gambling behavior with negative life consequences.

In-Game Currency – Currency, such as coins, that are only valuable in a game and not in the real world.

In-Game Spending – Using in-game currency to purchase or trade digital goods.

In-Game Valuables – Any digital items available in a video game that are appealing and desired by participating gamers.

Inflated Payouts – Apps or online casino games may offer greater chances of winning with free in-game currency to entice individuals to begin paying for additional in-game currency. The payout will substantially decrease once being paid for leaving the paying individual with the idea that they were already winning, they must be able to win again.

Internet Gambling – Risking something of value on a game/event of chance via the internet.

Loot Boxes – An item that gamers can purchase for in-game or dollar currency with the chance to win in-game valuables.

Non-Gambling – Activities that don't include risking valuables.

Normalization – Occurs when something that is seen as out of the norm or taboo starts to become normal to a group or society.

Pay-To-Win – A game offering players the option to use real money to purchase in-game items for a significant advantage over players who do not spend any money.

Pay-To-Play – A gaming term for video games that require an online subscription for an account to play the specific game.

Problem Gambling – Any time gambling causes problems in someone’s life.

Scarcity Principle – Game developers use the scarcity principle to entice gamers to work hard, pay for, or gamble for items that are limited. This principal also allows for gamers to see themselves as elite if they have specific items.

Skill-Based Casino Games – VLTs developed as, or to mimic, non-gambling skill-based video games as options to gamble on in a casino. Although skill-based, these games are still gambling VLTs with payout algorithms pre-programmed.

Skins – Digital in-game items with different values based on their appearance, usually a color or design that separates similar items from one another.

Social Casino Games – An app or website allowing individuals to engage in gambling online with their friends.

Social Proof – When an individual knows a digital in-game item is available because they’ve seen it on another gamer’s avatar.

Variable Ratio Payout – This occurs when items that look the same have different payouts and different rates of payout.