



### **DECLARATIONS**



#### **Current funding:**

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- Finnish Ministry of Social Affairs and Health under §52 of the Finnish Lotteries Act

#### Other roles:

- Board member on ABSG / Gambling Commission
- Member of Gambling Harms Evaluation Group / Finnish Ministry of Social Affairs and Health
- Consultant for the Council of Europe Pompidou Group
- Lancet Public Health Commission on Gambling

#### **Past funding sources:**

- Finnish Research Council
- Finnish Ministry of Justice
- OFDT France
- Finnish Alcohol Research Foundation



## PRESENTATION OUTLINE

- 1. Realms of regulation
- 2. Effective regulation in online environments
- 3. Why aren't we implementing the most effective regulations?
- 4. Opportunities and ways forward





## **REALMS OF REGULATORY PRIORITY**

- Gambling is related to a multitude of regulatory issues.
- Regulatory realms differ in terms of rules-based approach and self-regulatory approach.





# RULES-BASED REGULATIONS ACROSS REALMS

术	Crime: Anti-money laundering (AML) and Counter-terrorist financing (CTF)	National and international regulations: MONEYVAL; Financial Action Task Force (FATF)
	Data security	National and international regulations: DSA (EU) Standards: ISO/IEC 27001 certification (e.g., UK)
•	Integrity and transparency	Technical standards (test houses conformity testing) National and international monitoring systems: EGMs, Sports betting monitoring systems
•••	Revenue and taxation	National tax laws.
	Health and harms	National practices vary. No international standards.



# EFFECTIVE HARM PREVENTION / REDUCTION REGULATIONS

#### Primary (universal)

- Reducing availability
- Reducing accessibility
- Reducing visibility (including marketing)
- Limiting harmful products and characteristics

#### Secondary (selective)

- Binding mandatory limits
- Warnings
- Personalised feedback
- Duty of care interventions

#### Tertiary (indicated)

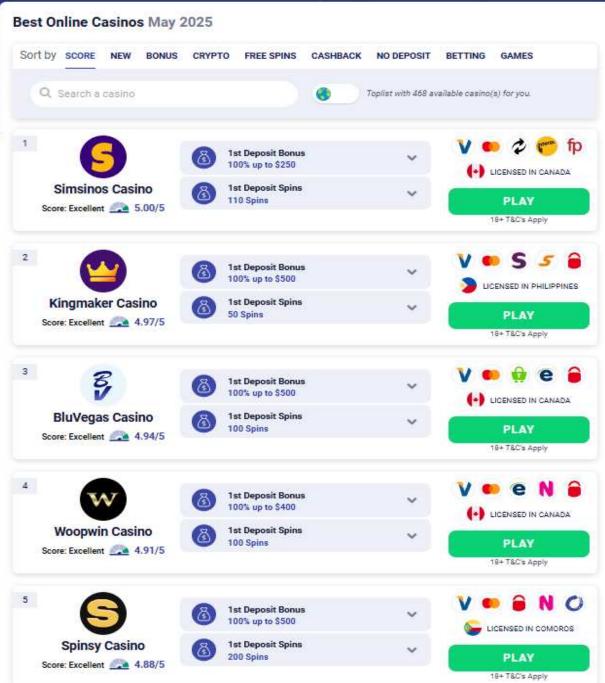
- Duty of care interventions
- Self-exclusions
- Effective forms of treatment: CBT, motivational interviewing



# LIMITING AVAILABILITY AND ACCESSIBILITY

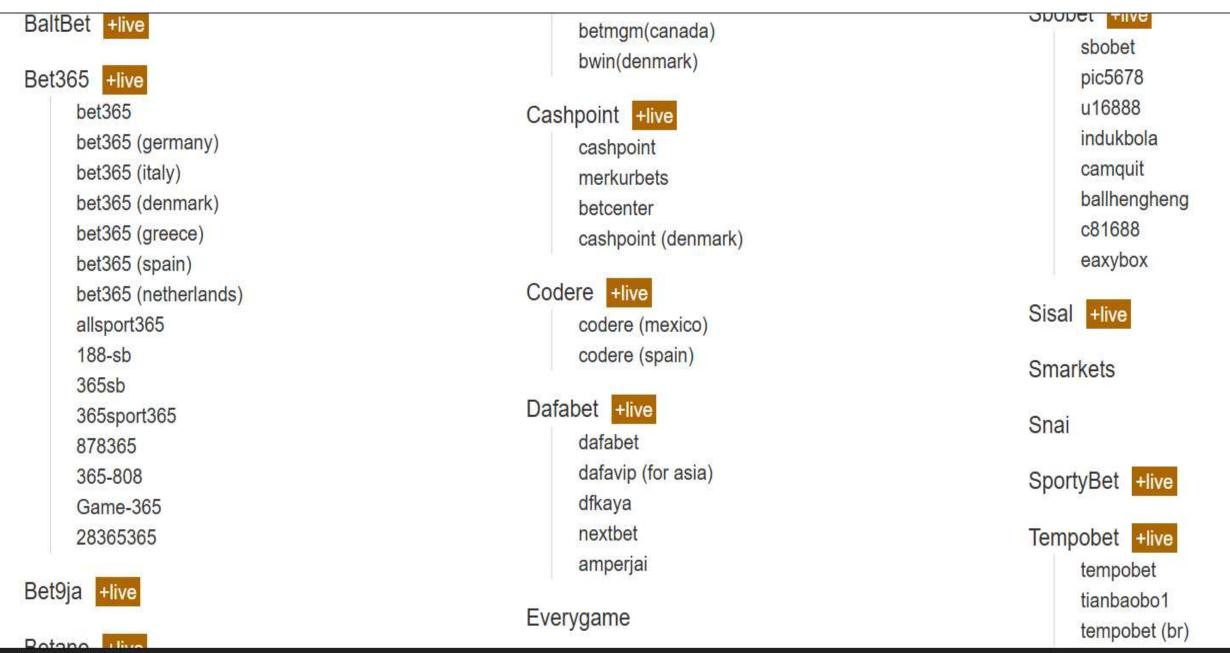
- Age limits
- Opening hours (including online)
- Blocking offshore gambling provision
  - Website and payment blocking
  - App availability, search engines
  - Limiting availability of wider ecosystem (e.g., affiliate websites)
  - Use of AI to identify mirror websites













## REDUCING VISIBILITY (MARKETING)

- Untargeted marketing: recruiting
- Targeted marketing: particularly harmful
- Data-driven practices
- Increasingly opaque online marketing (content marketing)
- Alibi brand marketing (brand extensions)





## **REGULATING HARMFUL PRODUCTS**

Gambling type	Population prevalence	PGSI 8+ prevalence
Lotteries	44.7 %	2.0 %
Online gambling (general)	7.8 %	8.6 %
Online casino	2.7 %	15.8 %
Land-based EGMs	11.6 %	8.1 %
Land-based casino	5.6 %	10.0 %
Sports betting	6.9 %	8.9 %



## REGULATING HARMFUL DESIGN ELEMENTS

- Nudge: encouraging certain behaviour
- Sludge: Detrimental frictions
- Dark patterns: deceptive userinterface design
  - Asymmetric elements
  - Hidden elements
  - Deceptive elements
  - Restrictive elements





# + A RANGE OF SECONDARY AND TERTIARY INTERVENTIONS

- Binding, global and reasonable spending / loss limits
- Time-based limits and mandatory breaks
- (Unused) potential of Al-based tracking and interventions
- Low and science-based thresholds for interventions
- Low-threshold access to free treatment and help

# PRIMARY Preventing the initial use of or the delay of initial substance use once problems have already begun PRIMARY SECONDARY TERTIARY Reducing substance use problems or harms to prevent further deterioration or death. HARM REDUCTION



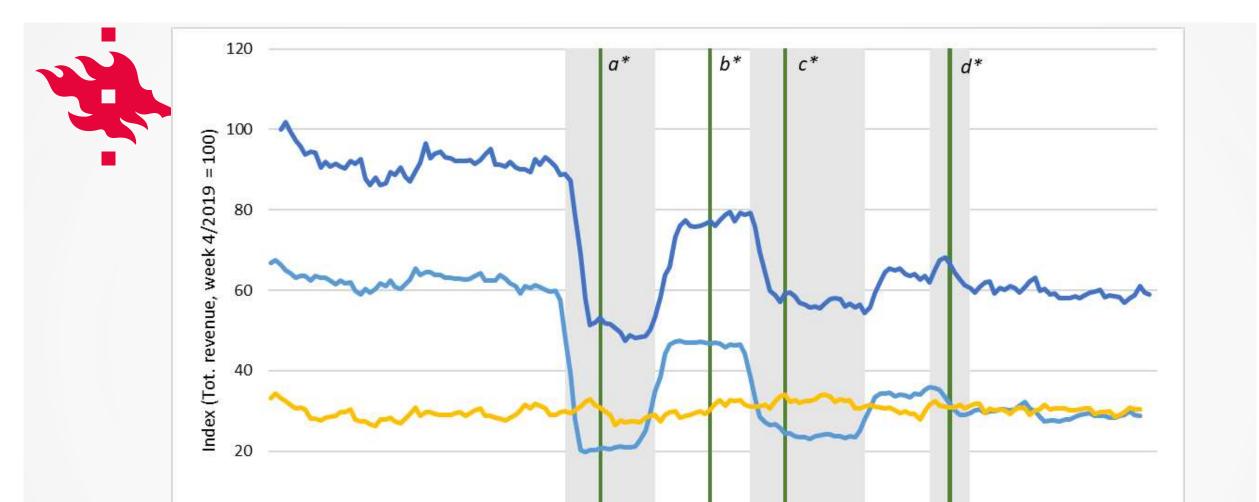
# WHY AREN'T WE IMPLEMENTING THE MOST EFFECTIVE REGULATIONS?



# 1. COMPETING INTERESTS

Harm prevention cannot be compatible with high revenue

"The majority of the companies that have a license in Sweden, they don't have the manpower, and they don't have the real will. They're trying to survive in a very competitive market where there's another 80 online casinos available. If they start limiting their MVPs [most valuable players], they're out of business. That's that simple." (Sweden)





2019

EGM Shutdown

Marionneau, V., Selin, J., Impinen, A., & Roukka, T. (2024). Availability restrictions and mandatory precommitment in land-based gambling: effects on online substitutes and total consumption in longitudinal sales data. *BMC Public Health*, 24(1), 809.

Total revenue

2021

Total land-based

2022

Total online

10 16 22 28 34 40 46 52 4 10 16 22 28 34 40 46 52 4 10 16 22 28 34 40 46 52 4

2020

■ Policy change a-d\*



# 2. REGULATORY CAPTURE

- Industry power over framings
- Industry power over policy: Lobbying for industry-friendly regulations
- Asymmetry of resources

"Well, I mean, the challenges are that we end up or retain a landscape where people are guided by industry discourse and lobbying... to remain in a situation where ineffective measures are promoted and where you have the famous story about the emperor with the new clothes, and everybody's afraid to say that he's actually naked. To a large degree, that's what's happening in the Netherlands." (NL)



# 3. THE OFFSHORE ARGUMENT

- Key lobbying strategy against effective regulations
- No independent evidence to support
- Distracts from implementing effective regulations within the system

The gambling providers always maintain that the illegal market is still 50% of the entire market, so we want to have more products. We want to have less regulation. (Germany)



# **OPPORTUNITIES AND WAYS FORWARD**

#### Independent regulation or harm

- Rules-based regulations rather than 'industry as part of solution'
- Prioritisation of population level measures
- Harm prevention costs less to societies

#### Evidence-based regulation

- Access to data -> better research evidence
- Learning from cross-comparative evidence and good practices
- Precautionary principle and burden of proof

#### Collaboration

- EU-level regulation, WHO
- Centralisation

