# Influences of loot box purchase on gaming and gambling behaviour among adolescents: A cross-sectional study

Research report

## Einflüsse von Lootbox-Käufen auf die Video- und Glücksspielnutzung bei Jugendlichen: Eine Querschnittsstudie

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# Declaration of Financial Interests or Relationships

I have no financial interests or relationships to disclose regarding the subject matter of this presentation.

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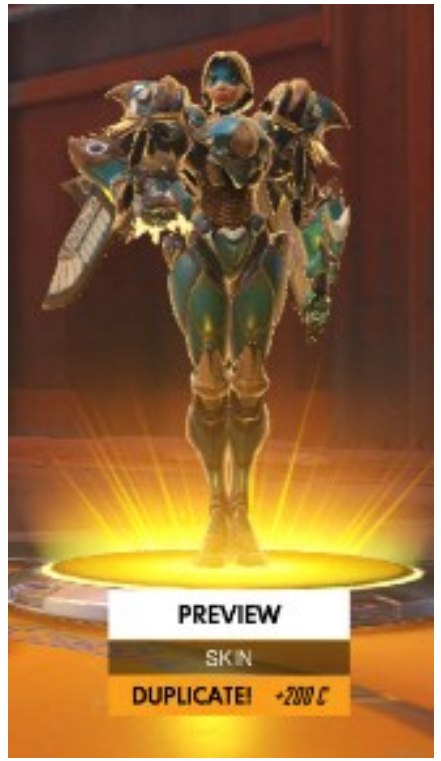
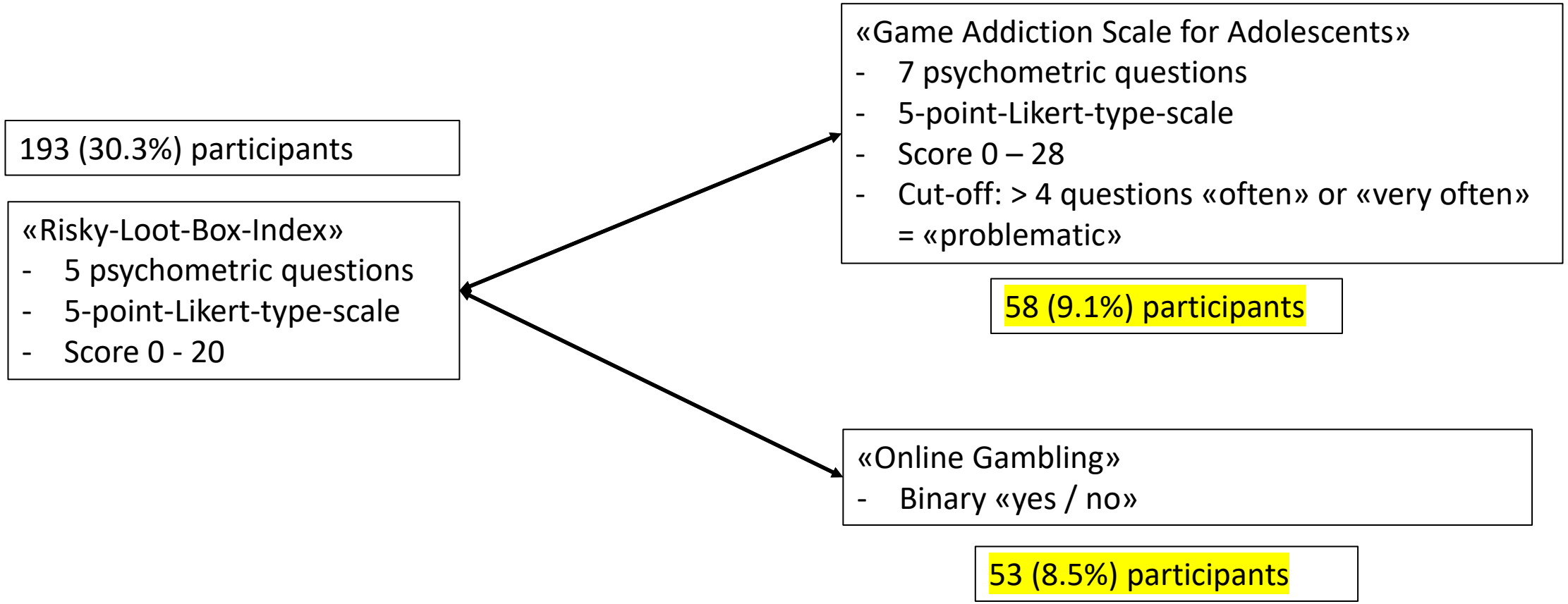

PREVIEW
SKIN
DUPLICATE!

# Sample

- Cross-sectional, school-based survey at 5 secondary schools in Canton Zurich (2022–2023)
- Data collection was anonymous and voluntary under external supervision
- analysis of net sample size of 1,005 adolescents (Ø 13.7)
- 638 (63.5%) reported gaming at least several times a week (male: 63.9%, female: 33.7%, non-binary: 2.4%)
- 193 (30.3%) reported LB-use (male: 82.4%, female: 15.0%, non-binary: 2.6%)

# Research Question & Prevalence




Brooks & Clark, 2019

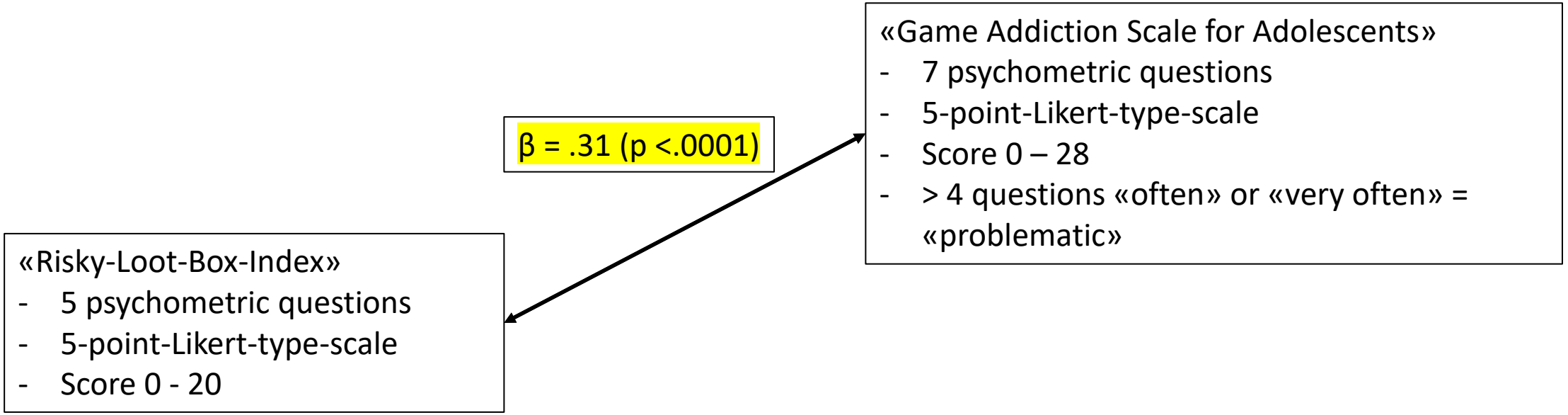
Lemmens et al., 2009

# Results: Prevalence

| | | **Problematic Gaming** n = 638 | | **Online Gambling** n = 625[1] | |
|---|---|---|---|---|---|
| | | yes | no | yes | no |
| **Lootbox Purchase** | yes | 34 (17.6%) | 159 (82.4%) | 23 (12.1%) | 167 (87.%) |
| | no | 24 (5.4%) | 421 (94.6%) | 30 (6.9%) | 405 (93.1%) |
| | | **Relative Risk = 3.3 (95% CI 2.0 – 5.4)** $\chi^2(1) = 24.3, p < .0001$ | | **Relative Risk = 1.8 (95% CI 1.0 – 2.9)** $\chi^2(1) = 4.6, p = .03$ | |

[1] missing values = 13 (2.1%),

# Results of Multiple Linear Regression

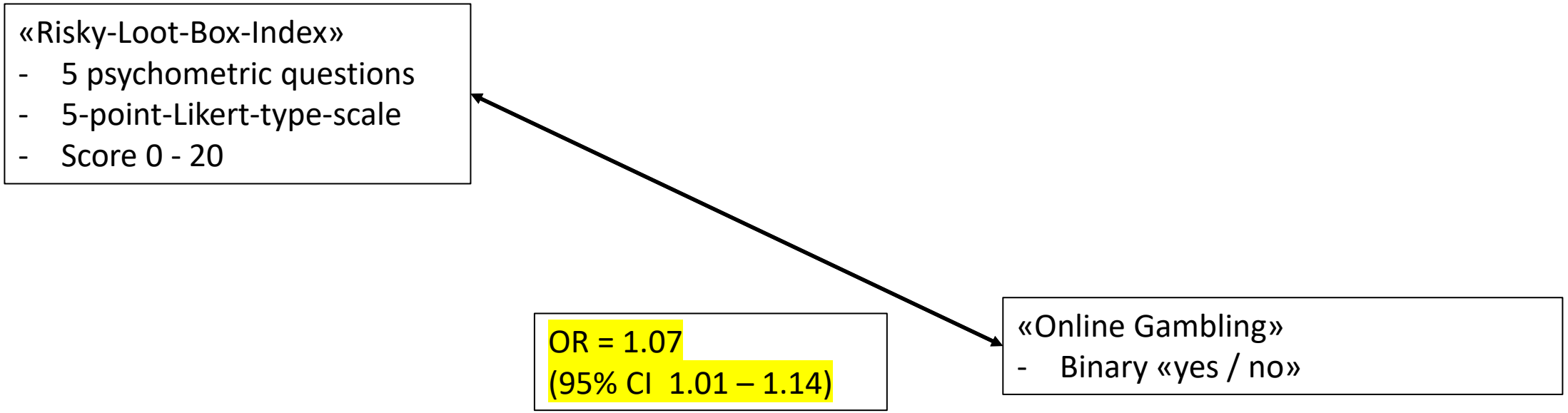


# Results of multiple linear regression of the association between the risky-lootbox-index and problematic gaming, adjusted

| *Dependent variable* | ***Problematic Gaming (0 – 28)*** | β- coefficient | p-value |
|---|---|---|---|
| *Independent variables* | Risky-Lootbox-Index (0 – 20) | .31 | <.0001 |
| | Male gender (Dummy) | .06 | .17 |
| | School level A (Dummy) | -.08 | .04 |
| | Household type both parents (Dummy) | -.03 | .52 |
| | Primary country of residence CH (yes / no) | -.03 | .50 |
| | Depressive symptoms (0 – 4) | .23 | <.0001 |

linear regression model: n = 558, $F(6, 551) = 20.0$ ($p < .0001$), $R^2 = .18$, adj. $R^2 = .17$

# Results of Logistic Regression



# Results of the logistic regression of the association between risky lootbox index and online gambling use, adjusted for personality traits and depressive symptoms

| *Dependent variable* | ***Online Gambling*** | OR | 95% CI | |
|---|---|---|---|---|
| *Independent variables* | Risky-Lootbox-Index (0 – 20) | 1.07 | 1.01 | 1.14 |
| | Male gender (Dummy) | 2.06 | .98 | 4.35 |
| | School level A (Dummy) | .69 | .38 | 1.24 |
| | Household type both parents (Dummy) | 1.71 | .81 | 3.58 |
| | Primary country of residence CH (yes / no) | 1.00 | .45 | 2.26 |
| | Depressive symptoms (0 – 4) | 1.04 | .84 | 1.28 |

Logistic regression model: n = 617, Log likelihood = -170.8, LR $chi^2(6)$ = 15.1 (p = .02), Pseudo $R^2$ = .04

# Discussion

Strengths:

- School-Setting & participation rate
- validated screeners
- high data quality

Limitations:

- Cross-sectional design
- self-report
- no representative sample -> no generalization

# Conclusion

- LB use is widespread and is associated with harms
- social gradient already in 7th to 9th grade
- Renewed call for youth protection in online activities

# Many thanks! ☺

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