

## INQUIRY INTO ONLINE GAMBLING AND ITS IMPACTS ON THOSE EXPERIENCING GAMBLING HARM

### 1. Accurate Definitions

In many jurisdictions around the world, there is a “Minister for Gaming”, mainly overseeing gambling.

The words *gaming* and *gambling* are often used interchangeably, potentially confusing or obscuring the real danger of gambling harm.

In North America for example, many reports and documents regarding gambling, refer to “gaming”. Minecraft for example is gaming. Betting on sports (e.g. SportsBet) is gambling.

#### Recommendation 1

To protect children at risk of experiencing harm from gambling as a result of incorrect terminology please differentiate “gambling” and “gaming” in your deliberations and findings.

### 2. Independence of *Gambling Help* Bodies

For many years, so called “gamblers help” entities, with the best intentions to stop people being harmed by gambling, have been funded and promoted directly or indirectly by casinos – I can provide evidence if the Committee requests.

#### Recommendation 2

That the Committee recommend that *gambling help* bodies have fully transparent disclosure of their funding sources.

### 2. Independence of *Gambling Help* Bodies

Casino operators conduct *quasi independent* testing of gambling blocking software – I can provide evidence if the Committee requests.

Unsurprisingly, the casinos then invariably recommend apps that are easily circumvented by those harmed by gambling, as these people are online casinos best customers.

#### Recommendation 3

That the Committee recommend in order to save the livelihood and potentially the lives of those harmed by gambling, truly **independent** testing of gambling blocking software be undertaken and gambling companies only be authorised to recommend truly independently tested software.

David Warr

Chief Executive Officer  
Gamblock Pty Ltd  
Website: [www.gamblock.com](http://www.gamblock.com)

