

Online Gambling in Pennsylvania: An Update from the 2025 Report

Gillian Russell

Assistant Research Professor of Criminal Justice



PennState



Online Gambling in Pennsylvania

- Legalized in 2017 through PA Act 42
- First licenses granted in 2018
- Over \$2.1 billion in online gambling revenue in fiscal year 2022/2023
 - 27% increase compared to 2021/2022

The Interactive Gaming Assessment

- Legislated annual assessment of online gambling within the state
 - Establish prevalence
 - Evaluate problems
 - Monitor trends

What do you think is the most popular type of offline gambling in Pennsylvania?

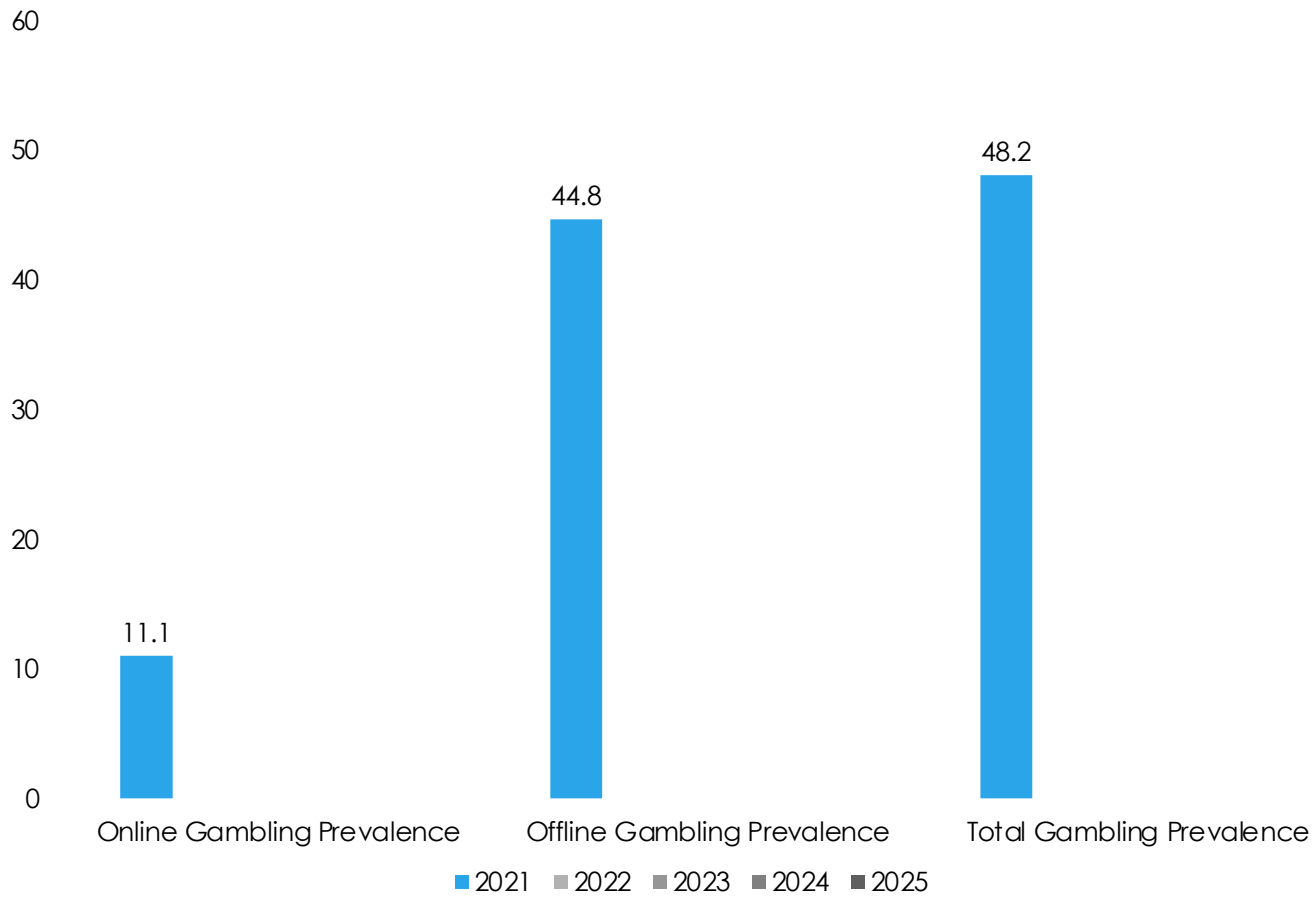
What do you think is the most popular type of online gambling in Pennsylvania?

**What percentage of Pennsylvania
adults do you think engaged in
any form of gambling in the past
year?**

Year 1



Figure 1. The annual prevalence of gambling for the 2021 report.

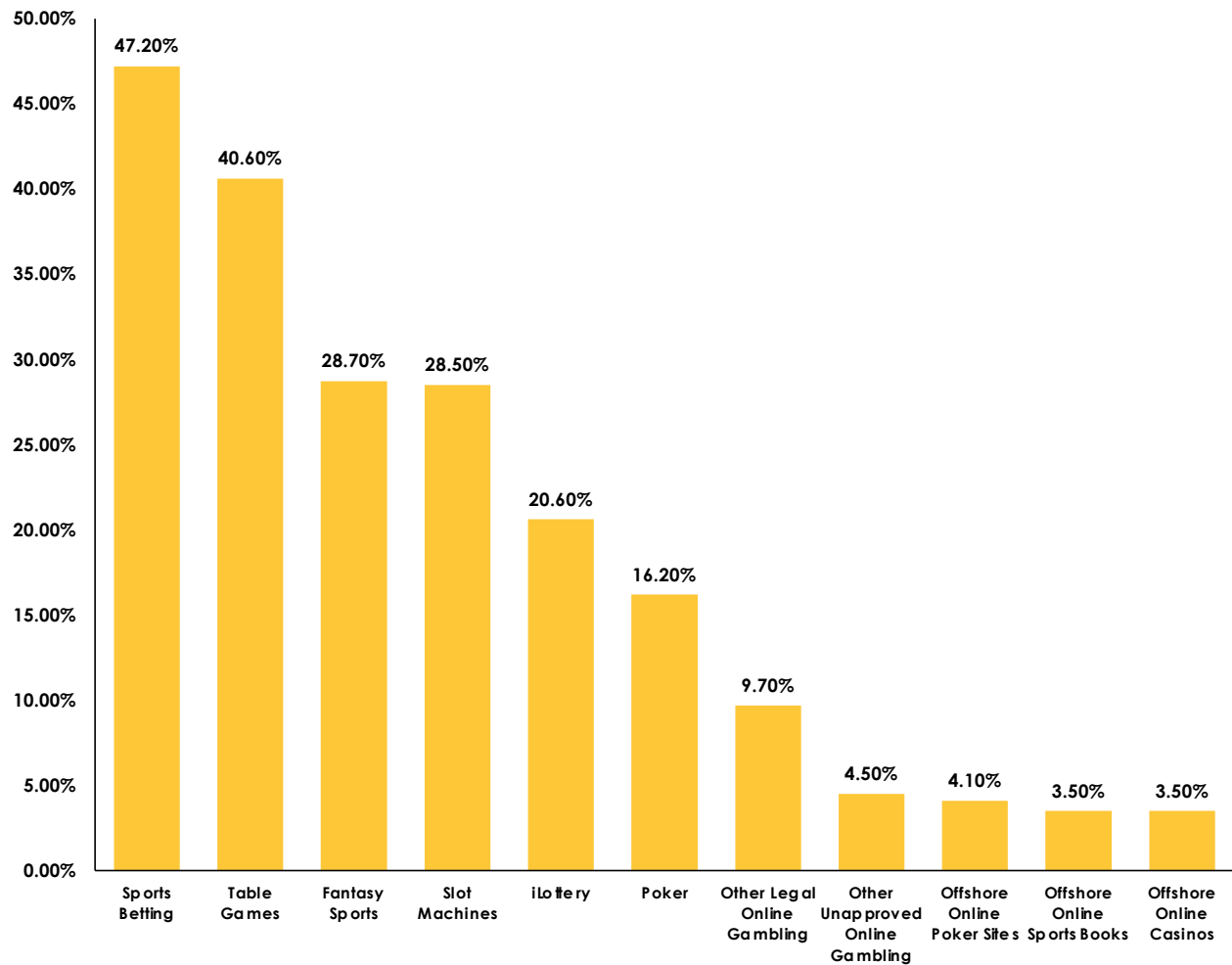


“Interactive online gaming, also known as online gambling, includes gambling for real money online through table games like roulette, baccarat, blackjack, and craps; poker; slot machines; sports betting; fantasy sports; and iLottery. Have you done any form of interactive online gaming in the past 12 months?”

“Non-interactive gambling includes gambling at a casino, Pennsylvania lottery, fantasy sports leagues, private lottery tickets or strip tickets, bingo, private poker or card games, and cash bashes. Have you done any form of non-interactive gambling in the past 12 months?”

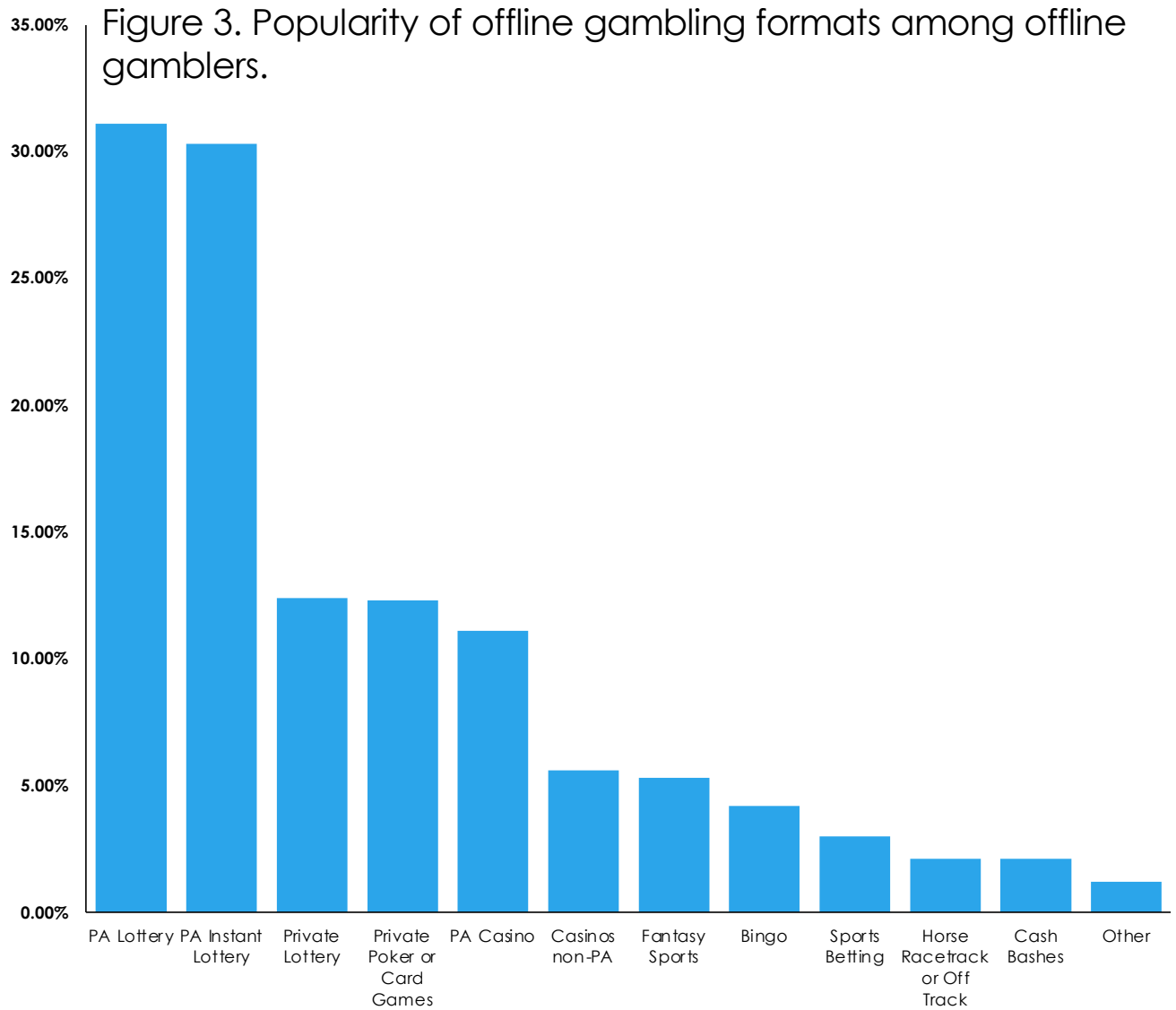
Participation in Each Online Gambling Format

Figure 2. Popularity of online gambling formats among online gamblers.



Offline Gambling Participation by Format

Figure 3. Popularity of offline gambling formats among offline gamblers.



Gambling Problems Among Online Gamblers

Table 1. The percent of past year online gamblers that indicated they had presented with a particular gambling problem.

	%
In the past 12 months, would you say you have been preoccupied with gambling?	10.1
In the past 12 months, have you needed to gamble with larger amounts of money to get the same feeling of excitement?	12.5
In the past 12 months, have you often gambled longer, with more money or more frequently than you intended to?	22.5
In the past 12 months, have you borrowed money or sold anything to get money to gamble?	3.5
In the past 12 months, have you made attempts to either cut down, control or stop gambling?	29.3

Note: 1.8% of online gamblers did not respond to the questions regarding gambling problems.

Year 2

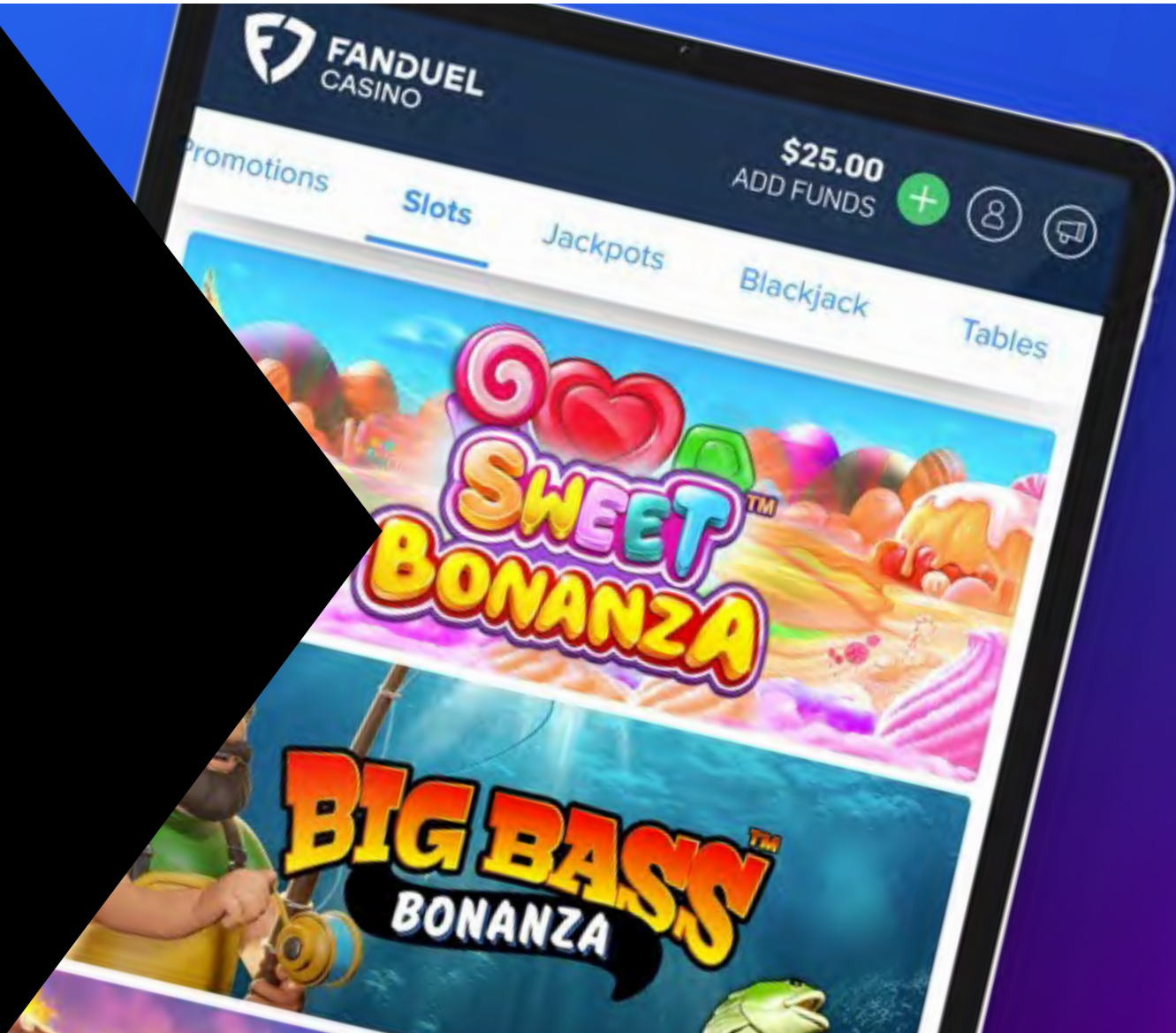
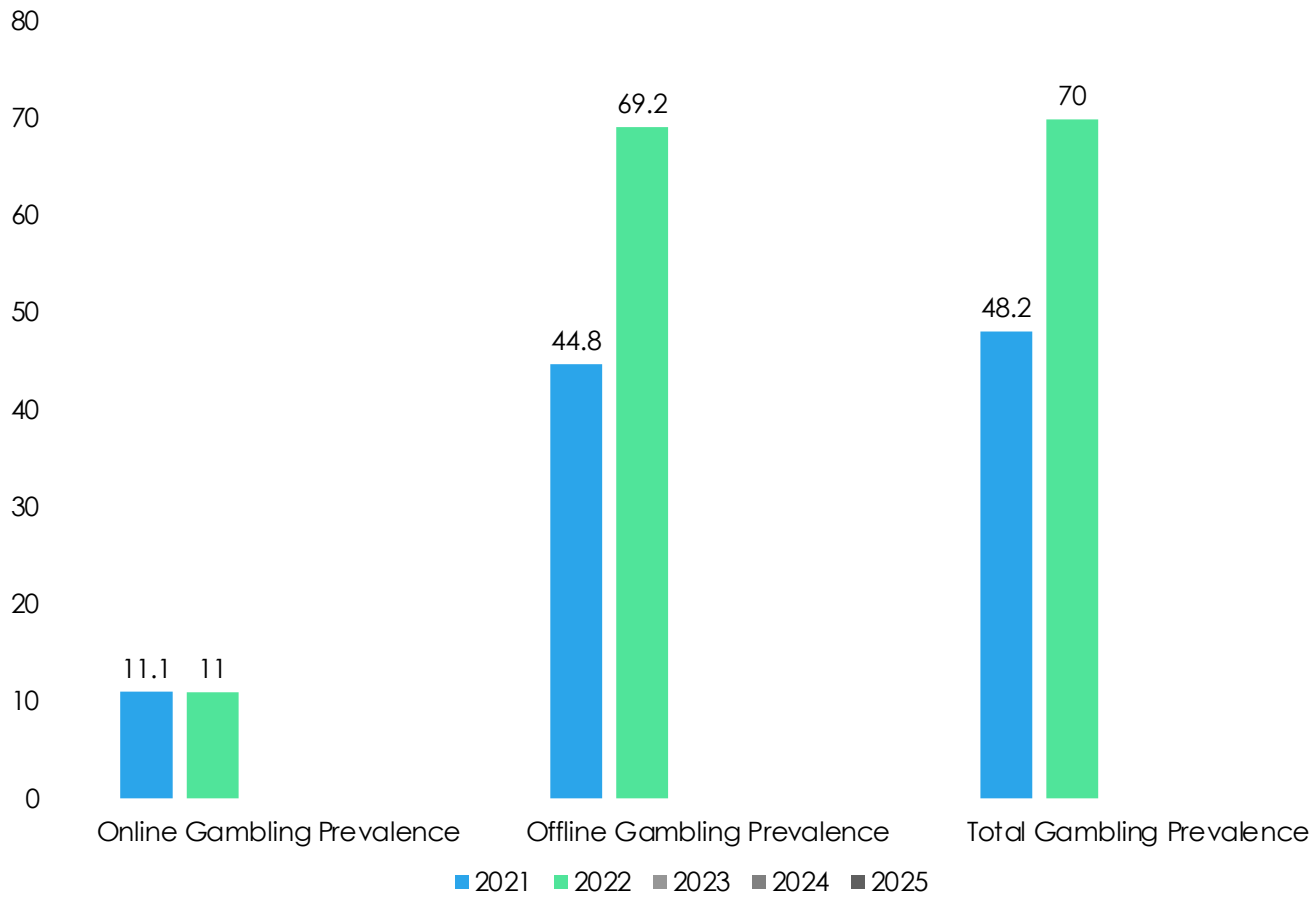
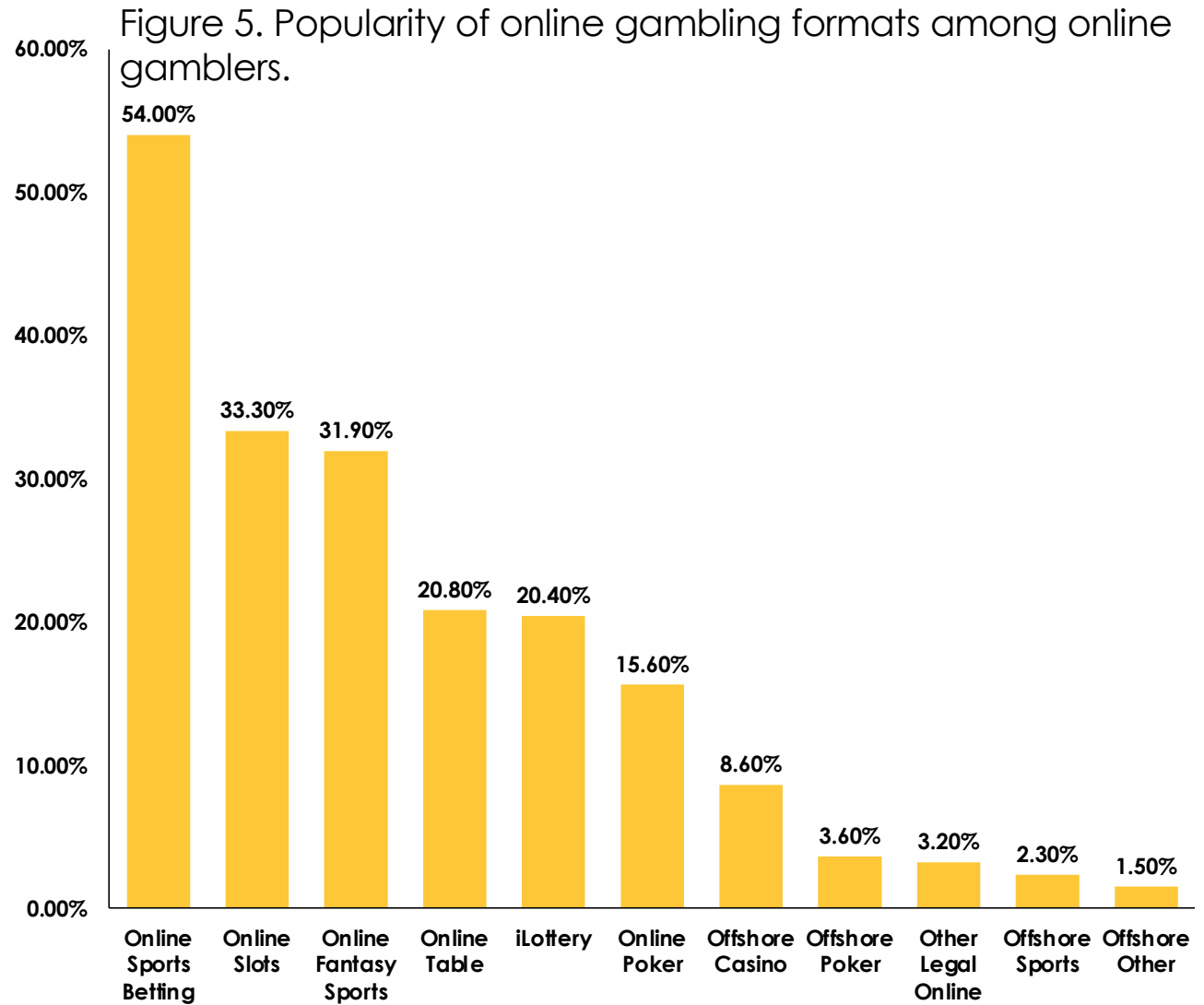


Figure 4. The annual prevalence of gambling for the 2022 report.

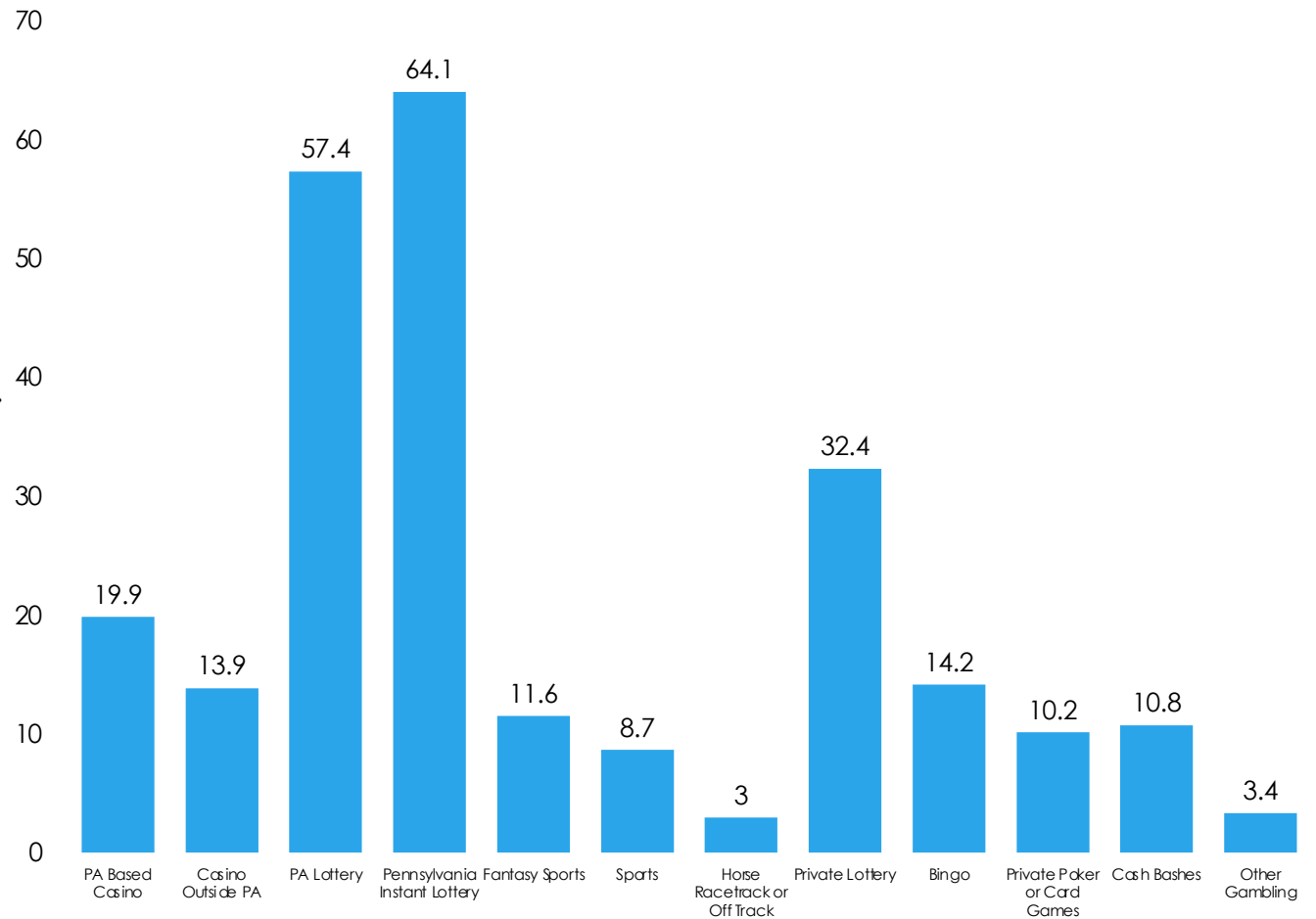


Popularity of Online Gambling Formats



Offline Gambling Participation by Format

Figure 6. Popularity of offline gambling formats among offline gamblers.



Problems with Gambling Among Online Gamblers

Table 2. The percent of past year online gamblers that indicated they had presented with a particular gambling problem

Question:	Endorsement Rate
In the past 12 months, would you say you have been preoccupied with gaming or gambling?	5.6%
In the past 12 months, would you say that you need to gamble with larger amounts of money to get the same feeling of excitement?	9.7%
In the past 12 months, have you often gambled longer, with more money, or more frequently than you intended to?	9.9%
In the past 12 months, have you made attempts to either cut down, control, or stop gambling?	26.5%
In the past 12 months, have you borrowed money, or sold anything, to get money to gamble?	0%

Note: 16.3% of online gamblers did not respond to the questions regarding gambling problems.

Year 3

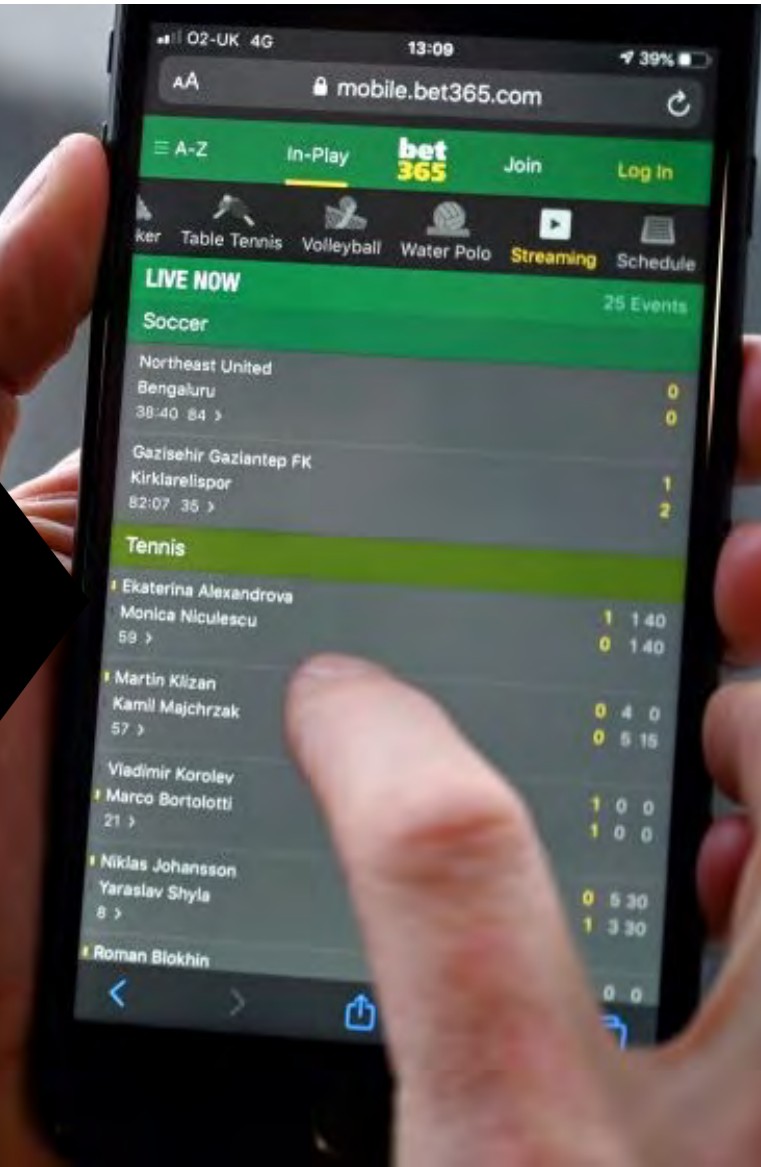


Figure 7. The annual prevalence of gambling for the 2023 report.

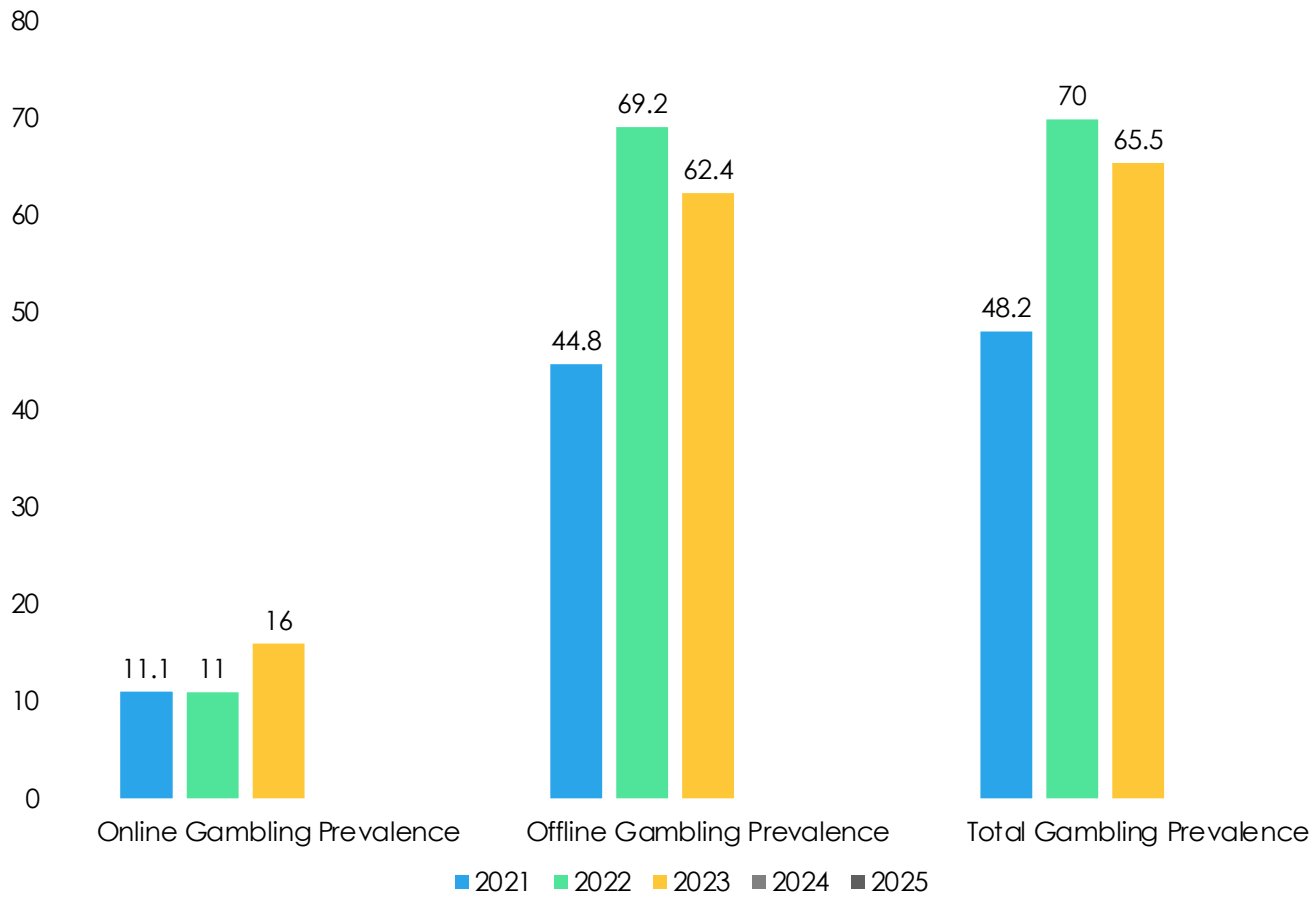


Figure 8. The 2023 prevalence of gamblers by modality type.

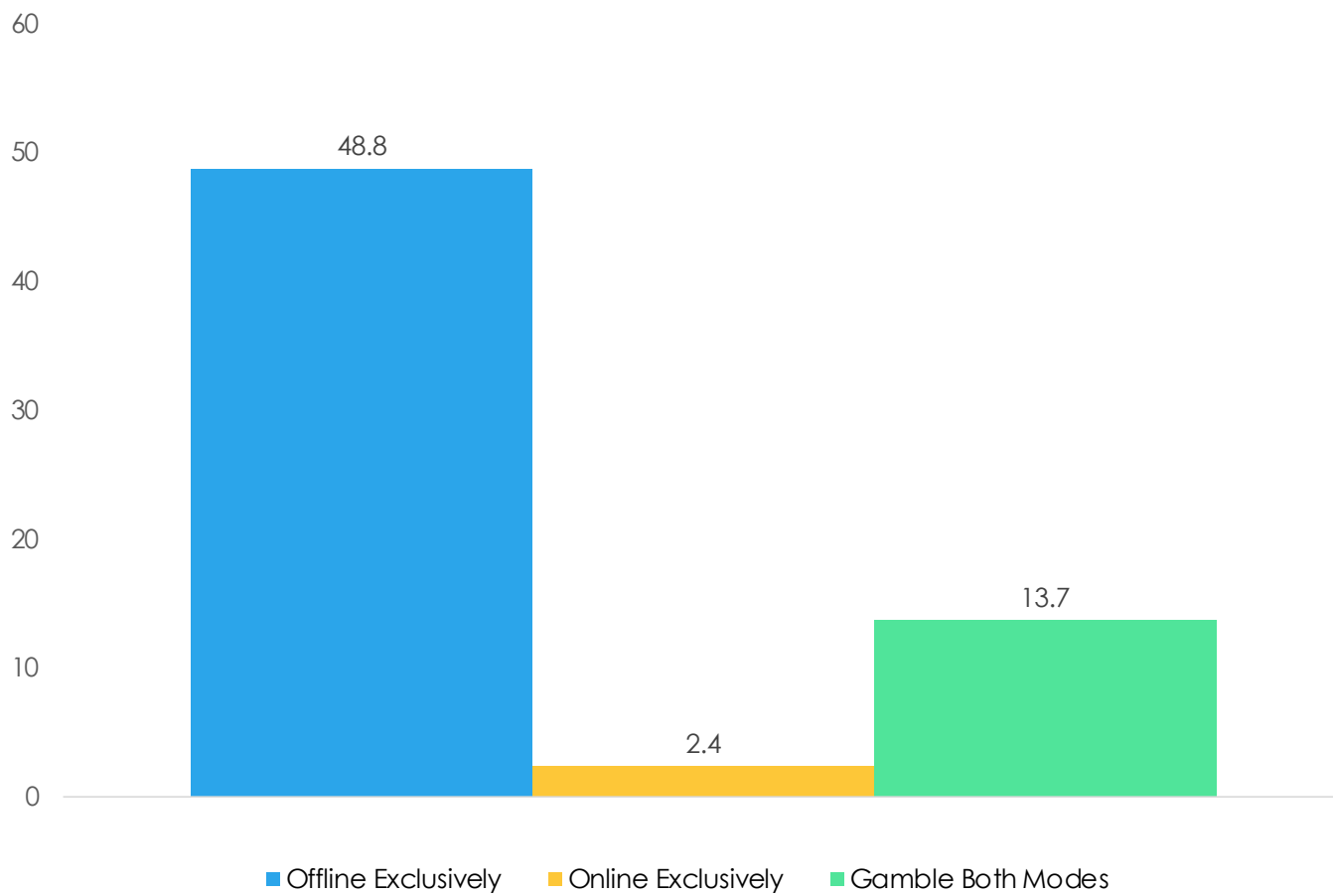
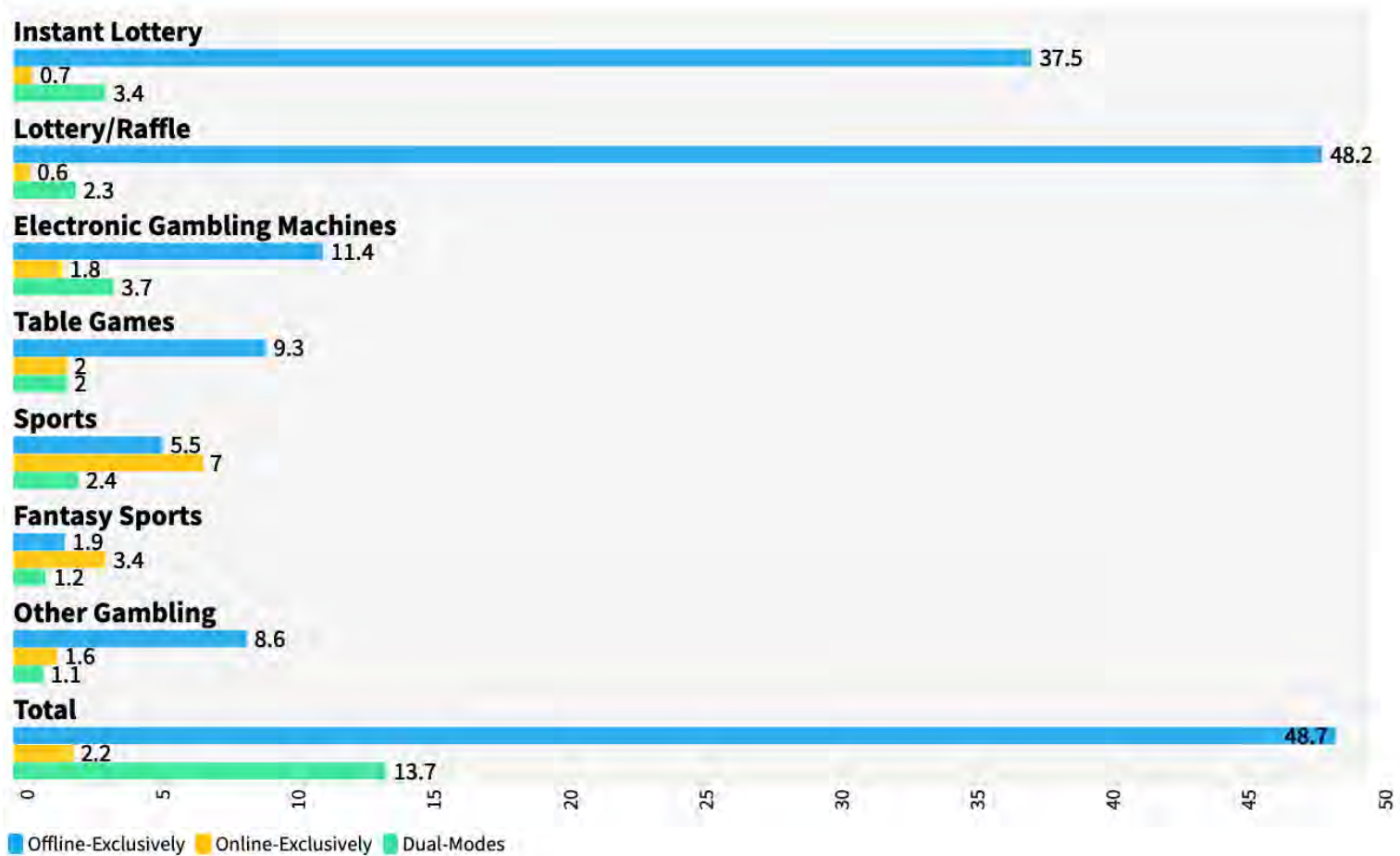


Figure 9. Popularity of gambling formats among gamblers.



Gambling Participation

- Offline-Exclusive Gamblers:
 - Average once per month
 - Average 2 formats
 - Average 1.47 hours per month
 - Average \$103.45 spent per month
- Online-Exclusive Gamblers:
 - Average 2-3 times per month
 - Average 2 formats
 - Average 5.3 hours per month
 - Average \$616.74 spent per month
- Mixed-Mode Gamblers:
 - Average once per week
 - Average 5 formats
 - Average 14.88 hours per month
 - Average \$708.49 spent per month

Problems with Gambling

Table 4. The percent of past year online gamblers that indicated they had presented with a particular gambling problem

Question:	Endorsement Rate		
	Offline Exclusive	Online Exclusive	Dual-Mode
In the past 12 months, would you say you have been preoccupied with gaming or gambling?	3.2%	23.1%	22.8%
In the past 12 months, would you say that you need to gamble with larger amounts of money to get the same feeling of excitement?	2.8%	23.1%	23.7%
In the past 12 months, have you often gambled longer, with more money, or more frequently than you intended to?	7.6%	23.1%	23.7%
In the past 12 months, have you made attempts to either cut down, control, or stop gambling?	10.2%	30.8%	28.9%
In the past 12 months, have you borrowed money, or sold anything, to get money to gamble?	0.3%	13.1%	7.7%

Year 4

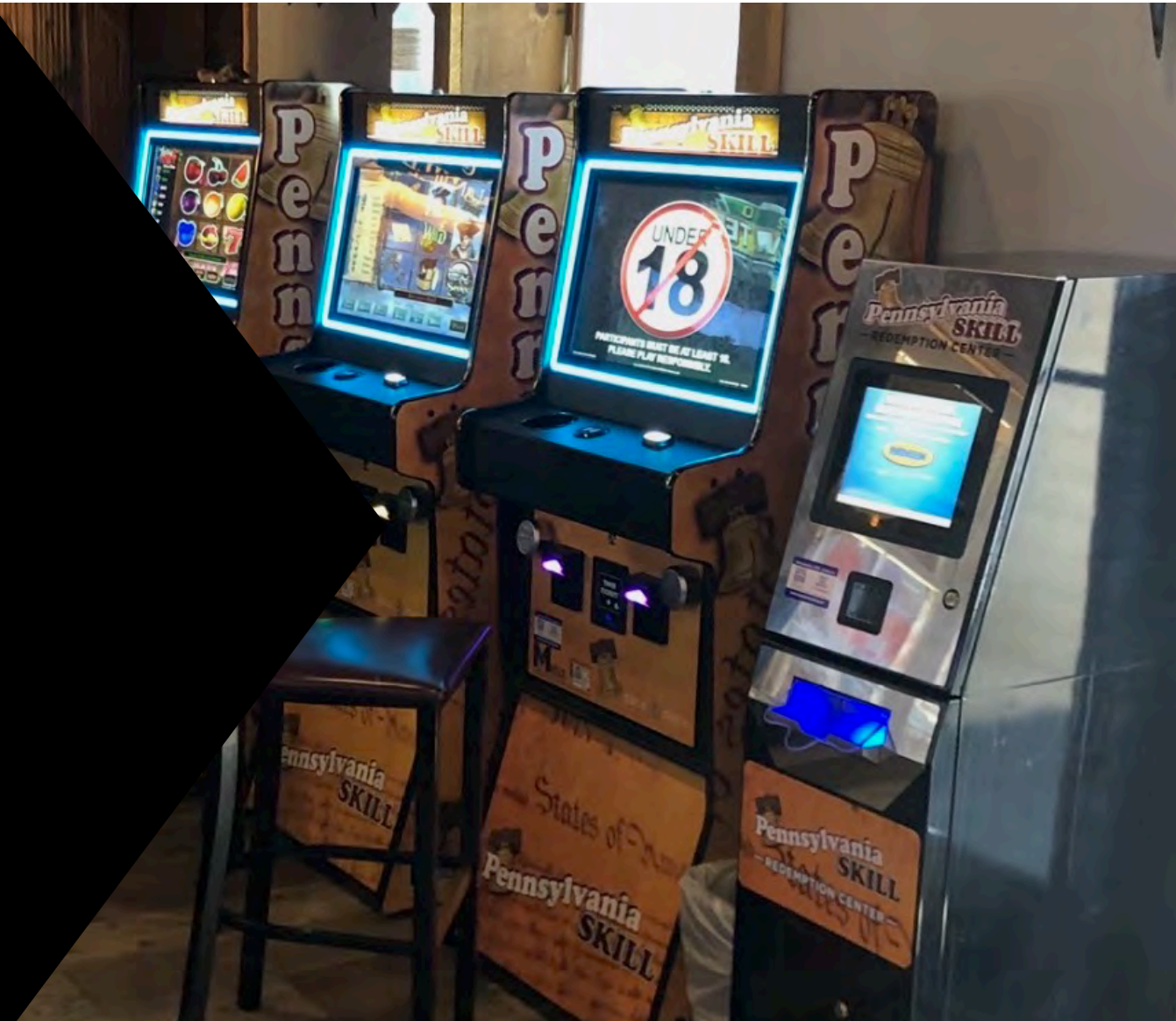


Figure 10. The annual prevalence of gambling for the 2024 report.

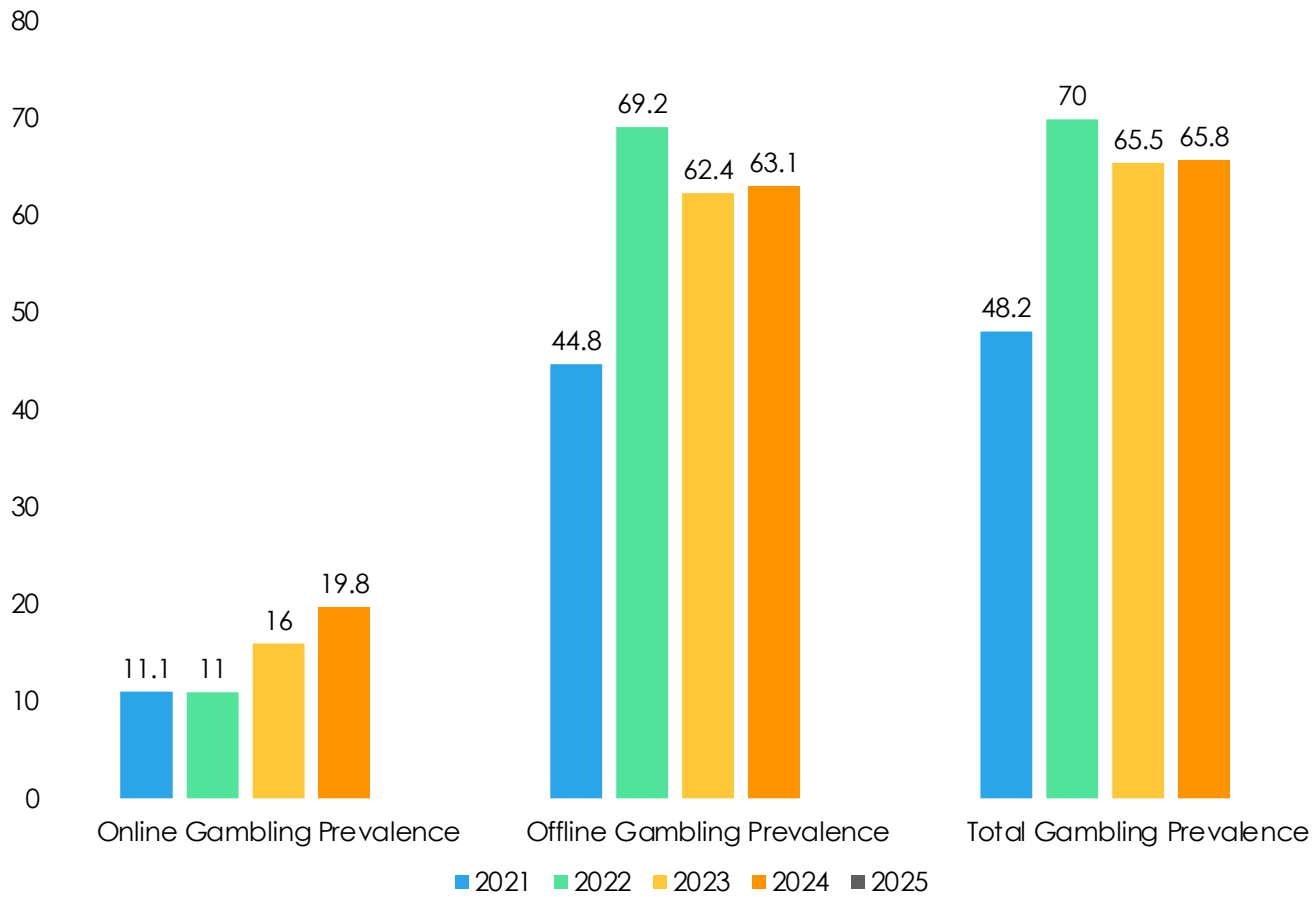


Figure 11. The 2024 prevalence of gamblers by modality type.

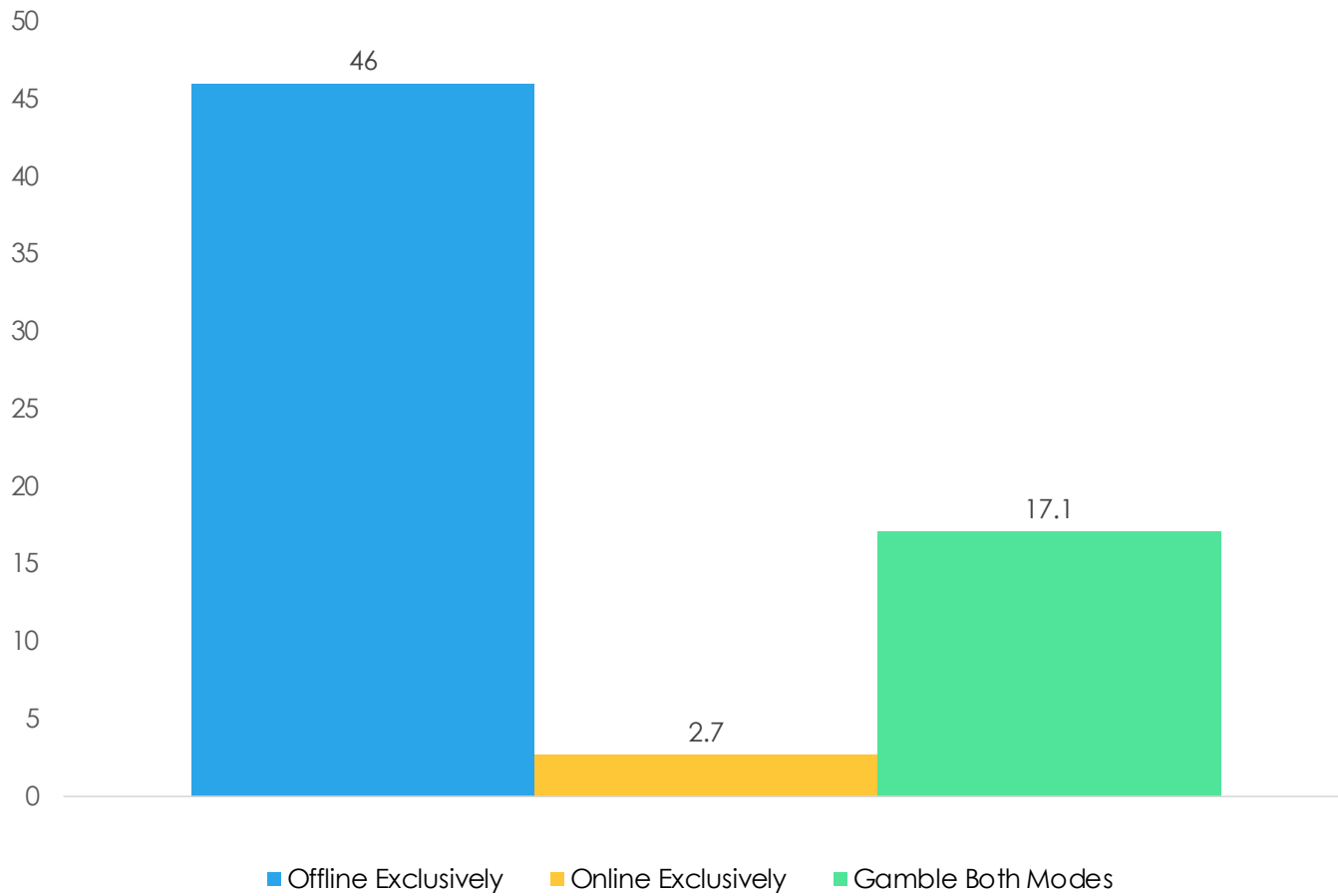
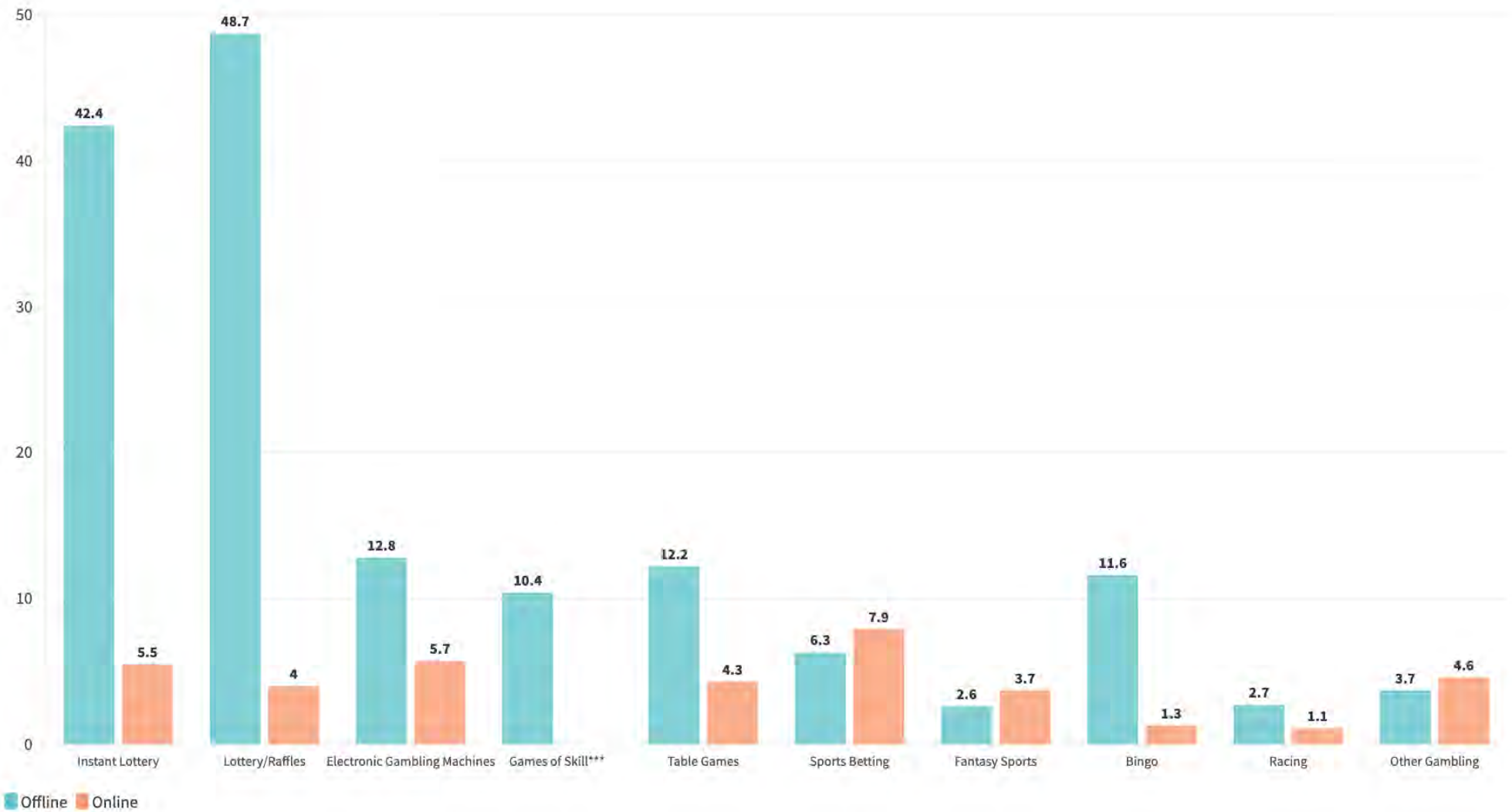


Figure 12. Engagement in formats by mode among Pennsylvania adults.



Gambling Participation

- Offline-Exclusive Gamblers:
 - Average gamble once per month
 - Average 2.11 formats
 - Average 2 hours per month
 - Average \$83*** spent per month (Median \$10)
- Online-Exclusive Gamblers:
 - Average gamble nearly 2-3 times per month
 - Average 1.29 formats
 - Average 5 hours per month
 - Average \$63*** spent per month (Median \$20)
- Mixed-Mode Gamblers:
 - Average gamble over 2-3 times per month
 - Average 4.64 formats
 - Average 10 hours per month
 - Average \$2755*** spent per month (Median \$50)

Gambling Problems

- Methods experiment....

- Half sample:

- Exclusive offline 15.4% 1+ BPGS
 - Exclusive online 35.3% 1+ BPGS
 - Mixed-mode 43.4% 1+ BPGS

- Half sample:

- Exclusive offline

- 88.7% to be recreational gamblers
 - 8.1% to be at-risk gamblers
 - 0.5% to be problem gamblers
 - 2.6% to be pathological gamblers

- Exclusive online

- 63.1% were recreational gamblers
 - 36.9% were pathological gamblers

- Mixed-mode

- 60.1% were recreational gamblers
 - 27.0% were at-risk gamblers
 - 6.1% were problem gamblers
 - 6.8% were pathological gamblers

Year 5



Figure 10. The annual prevalence of gambling for the 2024 report.

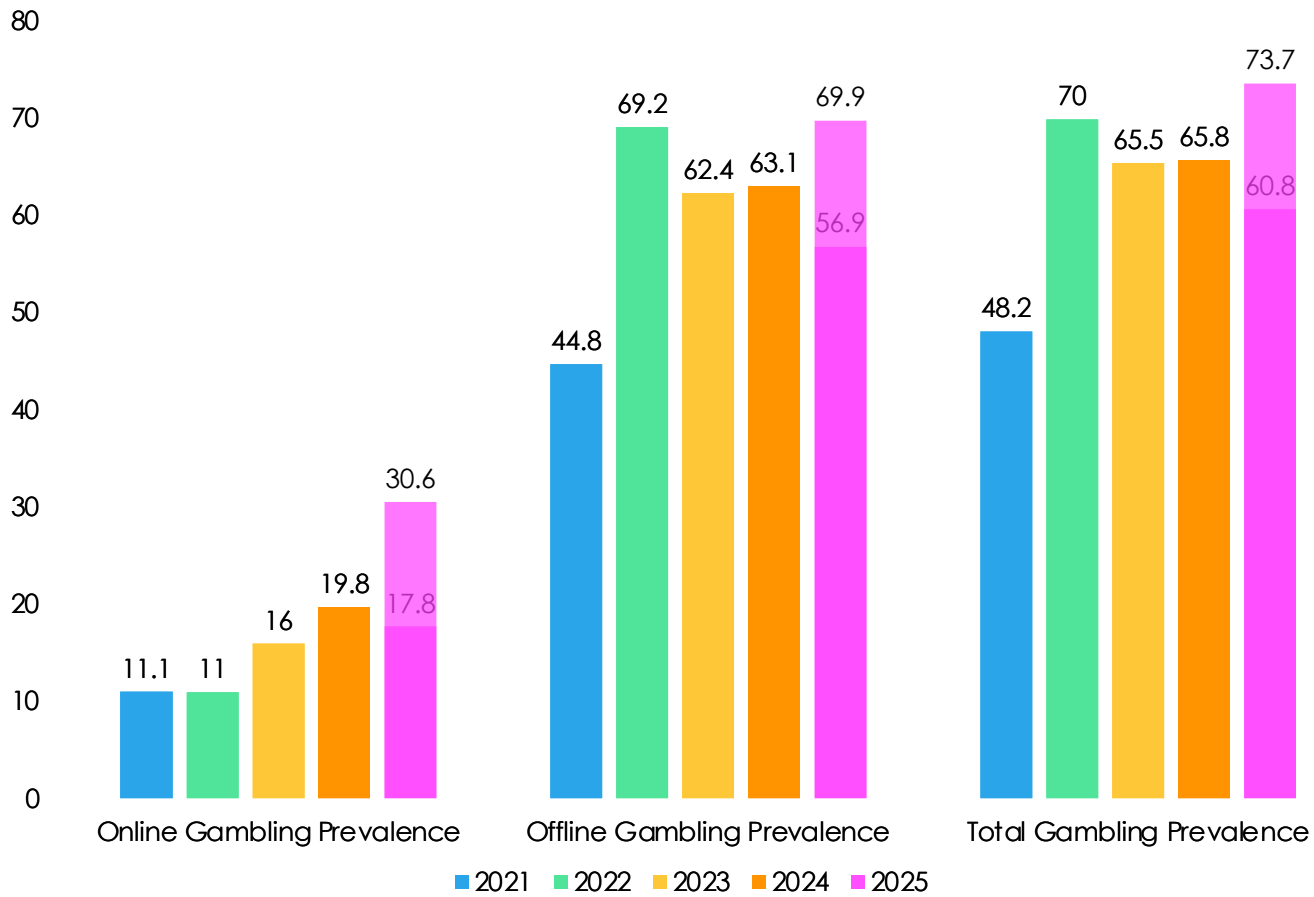


Figure 8. The 2025 prevalence of gamblers by modality type.

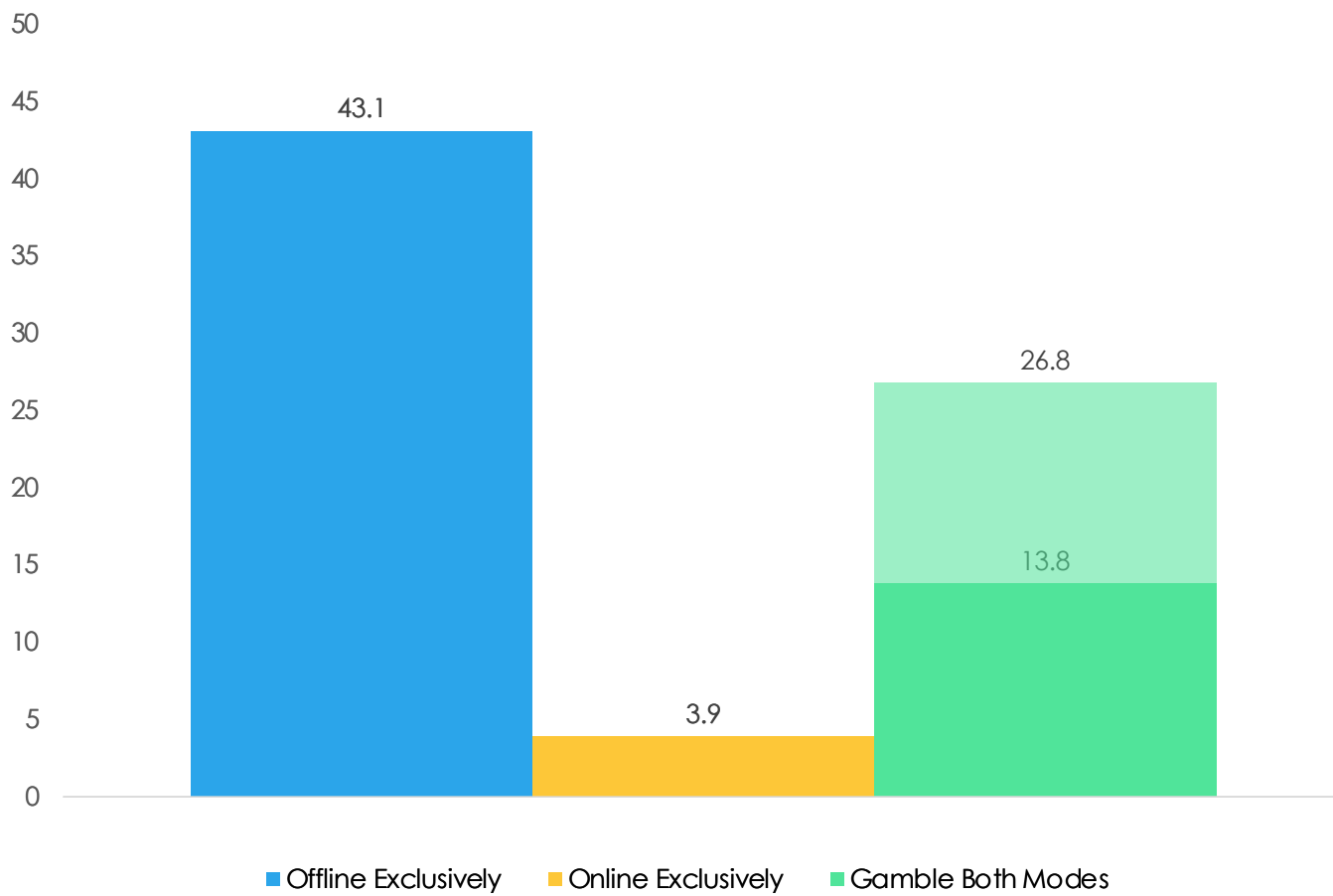
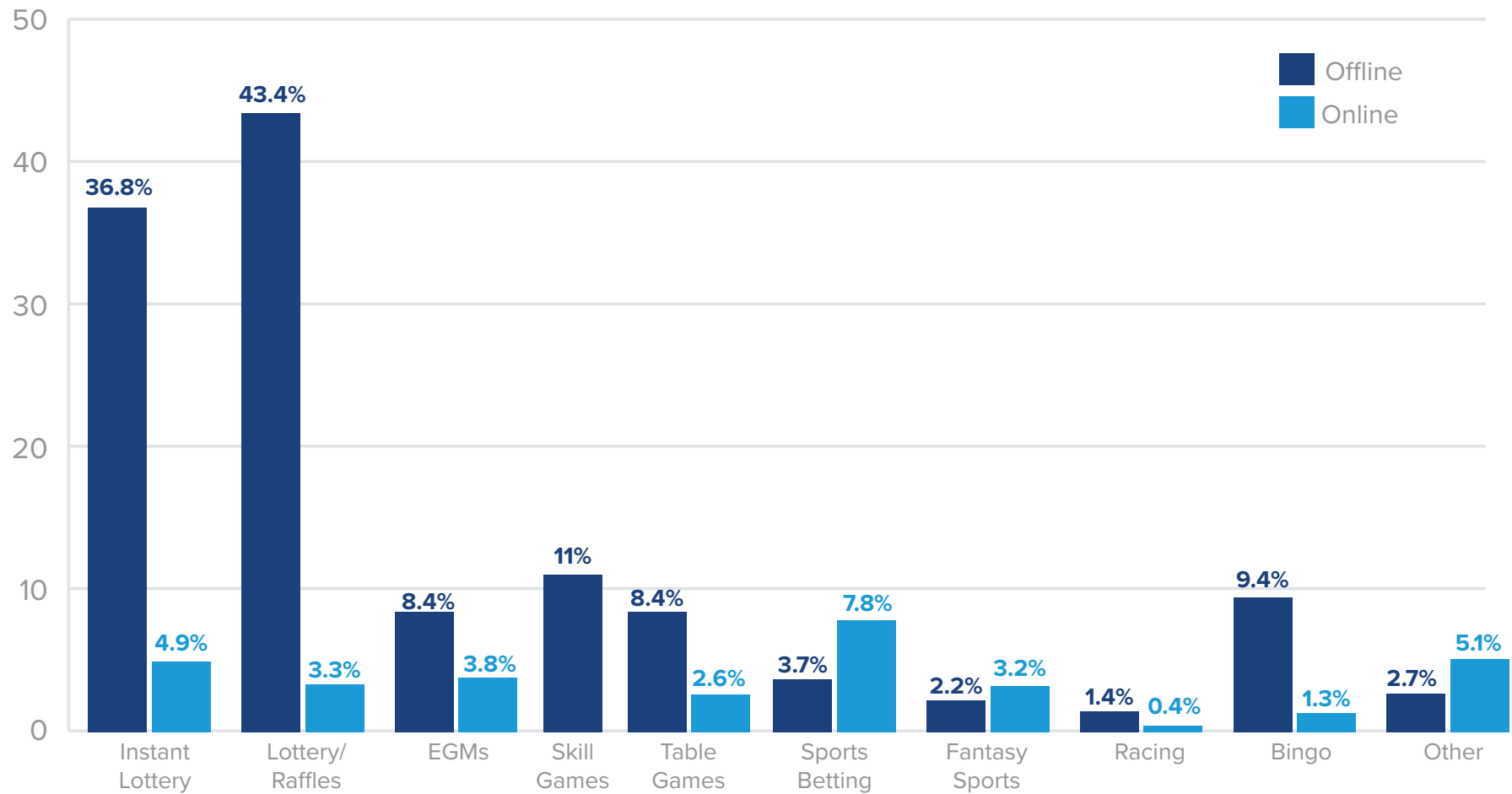


Figure 13. Engagement in formats by mode among Pennsylvania adults.



Gambling Participation

- Offline-Exclusive Gamblers:
 - Average gamble once per month
 - Average 1-2 formats
 - Average 12-24 hours
 - Median \$20-\$40 spent per month
- Online-Exclusive Gamblers:
 - Average gamble 1-3 times per month
 - Average 2 formats
 - Average 3-12 hours
 - Median \$20-\$40 spent per month
- Mixed-Mode Gamblers:
 - Average gamble once per week
 - Average 3-5 formats
 - Average 12-27 hours
 - Median \$105-\$230 spent per month

Problem Gambling

- **Total Population**
 - 32.9% recreational
 - 18.3% moderate risk
 - 5.9% high risk
 - 1.2% very high risk
 - 2.5% problem

Problem Gambling

○ Offline exclusive

- 66-68.8% recreational
- 21.8-25.9% moderate risk
- 5.6-7.1% high risk
- 0.6-1.3% very high risk
- 1.2-1.7% problem

○ Online Exclusive

- 57.9-81.3% recreational
- 4.5-31.1% moderate risk
- 5.9-8.9% high risk
- 5-5.3% problem

○ Mixed-mode

- 15.9-17.5% recreational
- 20.1-42.6% moderate risk
- 23.8-31.1% high risk
- 4.7-11.1% very high risk
- 13.1-20.1% problem

Predictors and Correlates of Problem Gambling

- Mixed-mode gambling
- Gambling behaviors
 - Frequency, formats, hours, spending, largest single day loss
- Importance as a recreational or leisure activity
- Age
- Alcohol, tobacco, cannabis, other drug use
- Mental health
- Household debt
- Lifetime history of problem gambling
- Identifying as Black or African American only

Future Directions

- Continued monitoring of problem gambling prevalence annually
- Examine new formats (such as prediction markets)

Year 1 Report



Year 2 Report



Year 3 Report

**THE PENNSYLVANIA INTERACTIVE GAMING
ASSESSMENT:
ONLINE GAMBLING REPORT
2023**

**PREPARED BY:
THE PENNSYLVANIA STATE UNIVERSITY**

Year 4 Report

The Pennsylvania
Interactive Gaming
Assessment:

ONLINE GAMBLING REPORT

2024

Prepared By:
The Pennsylvania State University

Year 5 Report

2025

The Pennsylvania Interactive Gaming Assessment

ONLINE
GAMBLING
REPORT

PREPARED BY :
The Pennsylvania State University



Let's Talk:

Gillian Russell
gxr5199@psu.edu