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Which of these game franchises were made by Namco?

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Gaming and Gambling Disorders: Going Beyond Your Certification

Ken Litwak, MS, LCADC, LISAC, ICGC-II, IGDC



Who I am:

- Casual gamer
- Non-gambler
- Not a Parent



Who I am:

- 45-year gamer
- Gambling counselor (ICGC-II)
- IGDC w/ clients from 8-72 yrs
- -\$10 mil to + \$750K (quit)





Would you help a gambling client try a harm reduction plan?

① Start presenting to display the poll results on this slide.

A Real Harm Reduction Plan



A Real Harm Reduction Plan

Budget: \$250



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Time: Per Week



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Plan for Winning: Anything Over \$1K Goes into the Family Account!



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There Is Still No Consensus On Many Issues Related To
The DSM-5 Diagnostic Criteria For IGD



Are the proposed DSM criteria for internet gaming disorder the right criteria?

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AMERICAN
PSYCHIATRIC
ASSOCIATION

DSM Criteria for Internet Gaming Disorder

- (1) Preoccupation with online/offline gaming (i.e., preoccupation);
- (2) Experience of unpleasant symptoms when gaming is taken away (i.e., withdrawal);
- (3) The need to spend increasing amounts of time engaged in games (i.e., tolerance);
- (4) Unsuccessful attempts to control participation in games (i.e., loss of control);
- (5) Loss of interest in previous hobbies and entertainment as a result of, and with the exception of games (i.e., give up other activities);



DSM Criteria for Internet Gaming Disorder

- (6) Continued excessive use of games despite knowledge of psychosocial problems (i.e., continuation);
- (7) Deceiving family members, therapists, or others regarding the amount of gaming (i.e., deception);
- (8) Use of games to escape or relieve negative moods (i.e., escape); and
- (9) Jeopardizing or losing a significant relationship, job, or education or career opportunity because of participation in games (i.e., negative consequences)

WHO Definition of Gaming Disorder

A pattern of gaming behavior (“digital-gaming” or “video-gaming”)

characterized by impaired control over gaming, increasing priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, and continuation or escalation of gaming despite the occurrence of negative consequences.



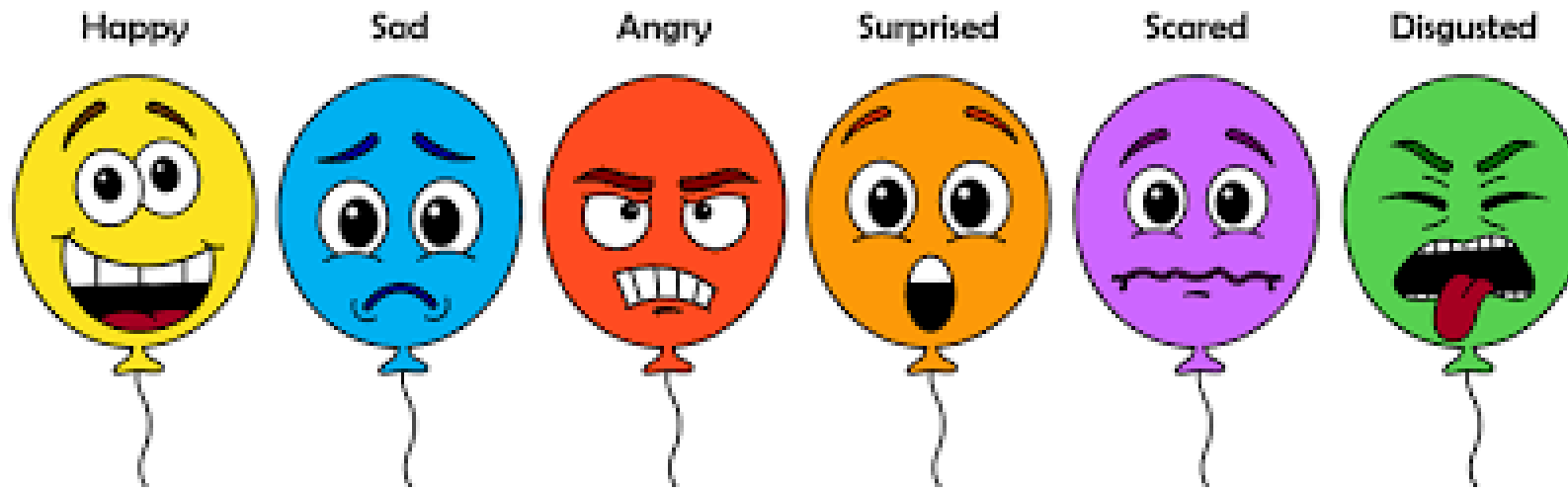
World Health
Organization

Gambling is Not About Money

Gambling is Not About Money

It's About Emotions





Gamblers generally look to improve their emotions through gambling

Gambling is Used to Enhance Positive Emotions

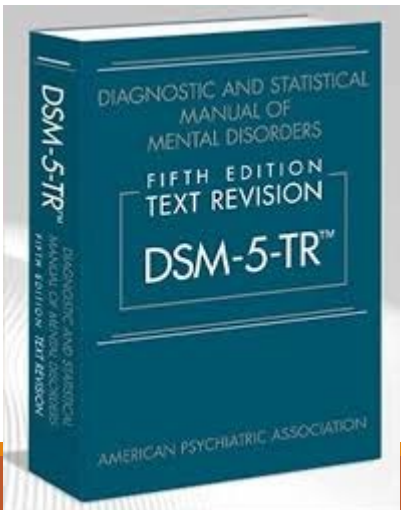
And

Manage Negative Emotions



DSM-5-TR

- (1) Needs to gamble with increasing amounts of money in order to achieve the desired excitement.
- (2) Is restless or irritable when attempting to cut down or stop gambling.
- (5) Often gambles when feeling distressed (e.g., helpless, guilty, anxious, depressed).



Gambling Like Activities

- Blur the Line Between Gambling and Gaming
- Often No Regulation
- No Consumer Protection
- No Age Verification
- (may) Normalize Gambling Behavior

Belgium
Denmark
Isle of Man
Norway

Loot Boxes

- Virtual Containers
- Varying Value
- And Desirability
- Cosmetic or
- Effecting Game Play
- In-game currency
- Real-world money
- Completing in-game tasks



Gambling and loot boxes

- Most closely associated with loot boxes with tradable content
 - In-game currency or near misses
 - Weakest with Free Loot Boxes



Esports

competitive gaming



Betting with Skins, Virtual Currency, or Items



Skins



Alter the Appearance of the Character

Similar to Casino Chips Can Be Traded or Cashed Out for Real-world Money

The Best Sites to Trade CS2 Skins





HOW TO
Get **real money** for your
CS:GO Skins **instantly!**
SKINCASHIER

HOW TO BUY CS:GO SKINS WITH PAYPAL SHORT GUIDE

 SkinMonkey



 **PayPal**
You want to buy
Dual Berettas | Marina?

BUY



Client “E” 15 Years old
Plays CS2



Down \$50,000

Parents Bail Him Out

Client “E” 21 Years old Online Sports Gambling



Down \$50,000

Parents Bail Him Out

Client “R” 20 Years old
CS2 Gambling – Loses
“hundreds” Self-bans



“Spends” \$2K on Madden in-
game purchases



Token Wagering

Can Be Obtained Through Gameplay or
Sometimes, Purchased for Real Money

In-game currency

Can be exchanged

To improve a
player's character



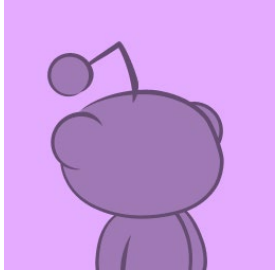
Very little research



Dota2 Item Betting Sites



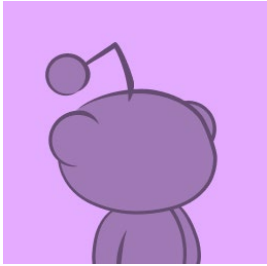
Why are Dota2 Betting Sites gone? They are the reason I watch Dota2 Pro Tournaments before. There are so many money betting sites for Dota2, and item betting is not allowed. Do you think it would be nice if Dota2 items betting is brought back?



They died because Valve added a 7-day trade cooldown on moving items, which as you can imagine, was a death sentence for most sites.

Everyone moved on to cash and crypto betting (item betting ended up being a gate way), where you deposit cash/crypto, buy "token/fake skins" to bet with.

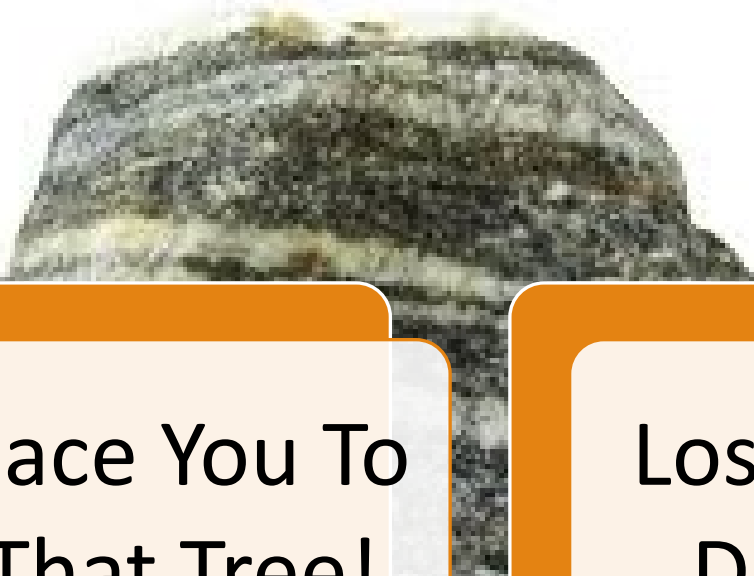
There's pretty much only 1 last item betting site alive that has decent volume and reputation and that's the CN etopfun one



It didn't look good for valve to be allowing unregulated gambling to children. So they blocked the methods they were using



There's no more children playing Dota. Money and cryptocurrency betting site is more rampant



Race You To
That Tree!

Loser Buys
Dinner!



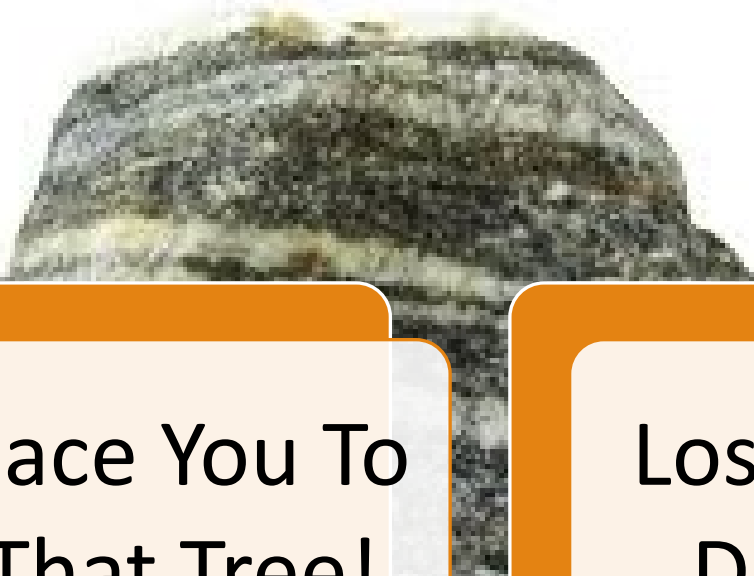
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Loser Buys Dinner! Is this gambling?

① Start presenting to display the poll results on this slide.



Race You To
That Tree!

Loser Buys
Dinner!



BITBRAWL'S **TOKEN-BASED** WAGERING SYSTEM



Players deposit a predetermined amount of tokens to join a match



Players deposit a predetermined amount of tokens to join a match



Match outcomes determined by skill, eliminating pay-to-win mechanics



Winner receives the combined tokens from both players, minus a platform fee



Tokens can be traded, sold, or used for in-game purchases like cosmetics, brawlers, and more

BY UTILIZING OUR TOKEN, WE DRIVE DEMAND AND VALUE FOR THE IN-GAME CURRENCY



Set the Stakes: Players place their bets with [\\$BRAWL](#) tokens before match starts.

Engage in PvP: Players compete in player-versus-player (PvP) matches that are determined by skill, ensuring a fair and level playing field.

Winner Takes It All: The winner claims the pot, seizing the combined stakes of both contenders, proving that skill indeed pays off.

Our Share: We take a 10% cut from the pot for providing this thrilling platform, maintaining and improving the gaming experience. (Blockchain)



Crypto gambling is anonymous, it's quick, and withdrawal limits are high

HYPELOOT

\$HLPT
150K USERS

**THE BEST
GAMING SPOT?**

MYSTERY BOX



A woman with long dark hair, wearing a pink shirt, is looking upwards with a surprised expression. Above her head is a white box labeled 'MYSTERY BOX' with an Apple logo. The box is open, revealing a black smartphone and a small camera. A white arrow points from the 'MYSTERY BOX' text to the box.



SCORPION CASINO

**SCORPION CASINO HAS
LICENCED
EGAMING LICENCE**



A smartphone screen displaying the Scorpion Casino app interface. The screen shows a 'Get Started' button and various casino symbols like cards and chips. The background is red with the text 'SCORPION CASINO' and 'SCORPION CASINO HAS LICENCED EGAMING LICENCE'.



Our Clients Aren't Stupid

Dr. Joe Adams



Dr. Joe Adams

Our Clients Aren't Stupid

They're Getting Something
From Their Behavior

Need Satisfaction



Harmonious Passion – An activity one wants to engage in – and is free to do so or not

Obsessive Passion – An activity one is compelled to engage in – even to one's detriment



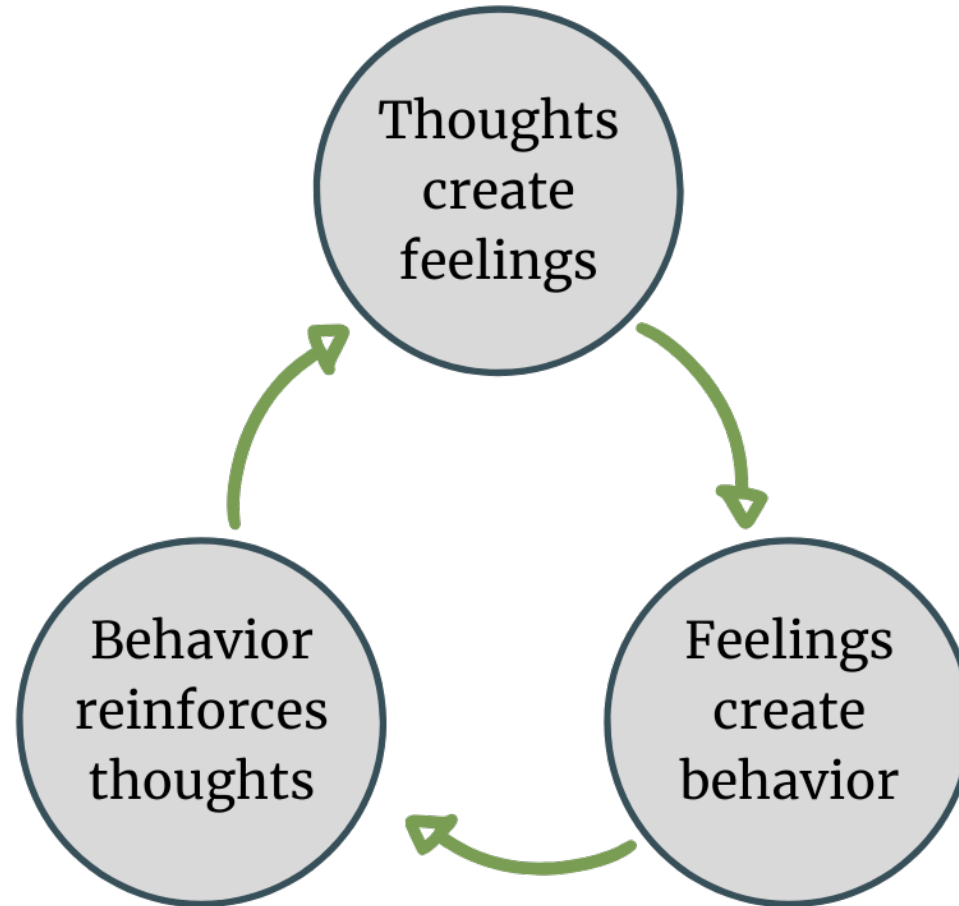
OP is associated with maladaptive behaviors

People bet more online because it does not seem like real money



Most Therapeutic Recommendations are Based on Substance Use Treatment

The most used treatment for online addictions appears to be cognitive behavioral therapy (CBT)



What's the Problem With CBT?

Minimal importance to emotions

Oversimplifies complex experiences

Doesn't address underlying causes

Victim-blaming

Can involve confronting emotions and anxieties



PIPATIC

Programa Individualizado Psicoterapéutico para la Adicción
a las Tecnologías de la información y la comunicación

Individualized Psychotherapeutic Program for Addiction to Information and Communication Technologies

Specialized Psychotherapy for Adolescents with Symptoms of IGD and Comorbid Disorders

PIPATIC

Module 1: psychoeducation and motivations (three sessions)

Module 2: addictions treatment as usual adapted to IGD (five sessions)

Module 3: intrapersonal (five sessions)

Module 4: interpersonal (two sessions)

Module 5: family (three sessions)

Module 6: creation of new lifestyle (two sessions)



What Are We Treating?

What Are We Treating?

Depression and Anxiety Disorders

What Are We Treating?

Depression and Anxiety Disorders

And

Underlying Causes

Convergence

Gaming Elements in Gambling

- Skill or Implied Skill
- Games within games
- Graphics, Sound, & Themes

Gambling Elements in Games

intended to make the game more exciting and encourage greater intensity and duration of play.

Gambling on Games

- Twitch.tv semi-private poker games
- eSports - Tournaments

Free Simulated Online Gambling

- Advertise Gambling Sites
- Avoiding Age Restrictions

Social Media Games and Gambling

- free credits - purchase additional credits



Can't It Be Both?

Australia

Hong Kong

Germany

Canada

Thank You!



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