

English summary

By assignment of the Netherlands gaming control board, Motivaction International analysed the Dutch internet gaming market. This study is conducted on a yearly basis. The main goal of the analysis in 2003 is to monitor the nature and scope of this market and to gauge the extent of problematic behaviour.

Participation in paid interactive internet gaming

In total 8.593 Dutch internet users between the ages 18 and 55 years old were interviewed using an internet based questionnaire. This sample is representative for the Dutch internet population in the age of 18 to 55 years. 3.8% of the population stated that they participated in paid interactive internet gaming. This amounts to around 266.000 Dutch citizens between the ages of 18 and 55 years old. In comparison with the study in 2002, the number of participants in paid e-gaming seems to have risen. (Due to a different method of measurement in 2003 this cannot be fully ascertained.) The growth of paid e-gaming is most apparent among young men with a low income.

On average, participants spend € 42 per month on this type of gaming. Yearly spendings in the Dutch internet gaming market range from € 50 million (conservative estimate) to € 134 million (high estimate).

Paid interactive internet gaming behaviour

Paid interactive internet games are played infrequently on a weekly or monthly basis. Playing time does usually not exceed half an hour.

This study shows that almost a third of e-gamers participated in these games using a company network, either at work or at home, whether during working hours or after hours.

The study further shows that long term participation in paid e-gaming is not common. Turnover in participants is high and there are relatively few long term e-gamers.

Problematic behaviour

This year's study served as a first measurement of problematic behaviour associated with paid interactive gaming activities via internet. A third of participants is at risk of problematic behaviour. However, actual problematic behaviour is virtually non-existent.