

English summary

By assignment of the Netherlands gaming control board, Motivaction International analysed the Dutch internet gaming market and SMS or telephone gaming. This study is conducted on a yearly basis. The main goal of the analysis in 2004 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 7.670 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. 5.3% of the population stated that they participated in paid interactive internet gaming. This amounts to around 487.000 Dutch citizens between the ages of 18 and 55 years old. In comparison with the study in 2003, the number of participants in paid e-gaming has risen significantly.

Participation in paid e-gaming is highest among young men with low incomes. This profile is similar to that of participants in other, more traditional high-risk games of chance. Although the number of participants in paid e-gaming has risen significantly, it is still a small group compared to these other, more traditional high-risk games of chance.

On average, participants spend 35 euro per month on this type of gaming. Yearly spendings in the Dutch internet gaming market is estimated to be 144 million euro.

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.

The study 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 second measurement of problematic behaviour associated with paid interactive gaming activities via internet. 25% of participants is at risk of problematic behaviour. 4% of participants shows actual problematic behaviour.

Participation in SMS or telephone gaming

In the 2004 study, respondents were also asked about their participation in SMS or telephone gaming. You can participate in these games by calling or sending an SMS to a premium phonenumber.



37% of the respondents has participated in SMS or telephone gaming in the past 12 months (about 3.4 million people). These games are mostly played by women with a low income and little education.

Most participants (53%) started playing SMS or telephone games in the past 2 months. 30% of participants have been playing these games for two years or longer.

These telephone gamers spend about 36 million euros on telephone gaming per year.

76% of the participants in SMS or telephone gaming knew beforehand what these games would cost them. Only 6% of the participants wasn't aware of the costs.

There is little problematic behaviour among participants in SMS or telephone gaming. 17% could be at risk of problematic behaviour. Only 3% of the participants could be characterized as to show actual problematic behaviour. These characterizations should be viewed in the light that a problematic player on average would not spend more than 50 euro a year on these kind of games.