



## A study on the gambling and gaming behaviours amongst the Maltese and non-Maltese citizens in Malta 2022

**AWARENESS | EDUCATION | SUPPORT**

All information is treated confidentially

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GOVERNMENT  
OF MALTA

MINISTRY FOR ECONOMY,  
EUROPEAN FUNDS AND LANDS  
PARLIAMENTARY SECRETARIAT FOR  
EUROPEAN FUNDS



public service



**MGA**

\*The below data is being extracted from the full statistical report, which, for the first time has put into the equation the non-Maltese citizens in Malta.

\*Requests for such a report can be sent to [info@rgf.org.mt](mailto:info@rgf.org.mt) and will only be granted to credible sources upon evaluation.



### 36 years and over

are those who most likely engage in paid gambling activities. Those aged between 36 and 45 are followed by those aged between 56 and 65. The majority of gamblers reside in the Northern and Southern Harbour Regions.

€ **170 million**  
is the estimated amount spent by the Maltese and non-Maltese residents on various gambling activities in 2022

€ **487**  
is the estimated average amount spent by the Maltese on various gambling activities in 2022.

€ **1703**  
is the estimated average amount spent by the non-Maltese on various gambling activities in 2022.



**The average time spent by individual players on gambling activities per session was less than an hour**

**National Lottery<sup>MT</sup>**

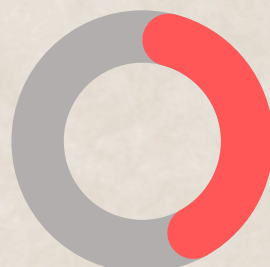
remained the most prevalent form of gambling activity in 2022. Out of the total population, 146,804 played such games.

**7.3%**

(approx. 15,500 individuals) of those who have acquired gambling services against payment sometimes and almost always reported some form of adverse effect on their lifestyle.



Full-time employees were the most likely to spend a higher proportion of their total income on gambling



**Around 45.9%**  
of the population aged 18 and over are estimated to have spent money on some form of gambling activity in 2022, which is close to 211,278 individuals.

**33.3% of those who have considered stopping their problem gambling called the National Helpline 1777**



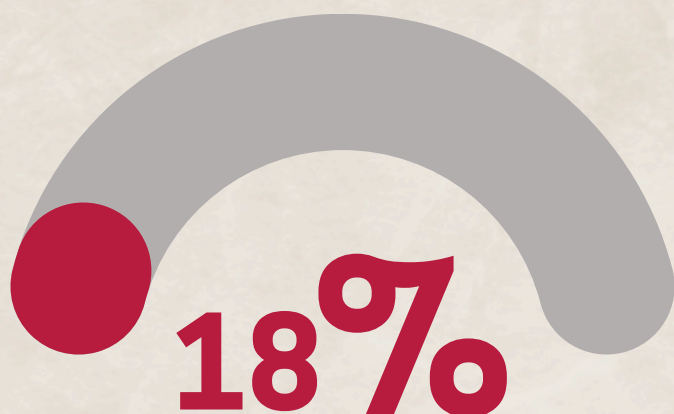


### 26 years and over

are those who most likely engage in gaming activities. From this age onwards there is a decreasing trend.



The average time spent by individual players in gaming activities per session was 49 minutes



of those playing virtual games, regardless of whether they spent money or not, have replied that sometimes or most often, they feel that such games take away precious time from their family. While 10% replied almost never.



Around  
**27%**

In 2022, close to 124,223 individuals aged 18 and over were estimated to have participated in some form of gaming activity, and 22% had spent money on these games.



Consoles are the most popular devices for such games, at 33%, followed by mobile devices at 23% and computers at 21%. Two percent also mentioned tablets, and the rest used a combination of these devices.