

A row of slot machines in a casino, with a semi-transparent text overlay. The machines are illuminated with colorful lights and display various game titles and jackpots. The text 'DataViz: Gambling' is prominently displayed in the center, with 'Group 14:' and a list of names and IDs below it.

# DataViz: Gambling

## Group 14:

Milan Arling	s2838230
Jasper van der Werf	s2615312
Seokho Jeong	s2199114
Julia Kersten	s2526050
Marloes Collewijn	s2135426
Darrell Tufo	s1935941

# Sub-topics

Gambling demographics

Consumer expenses

Types of gambling

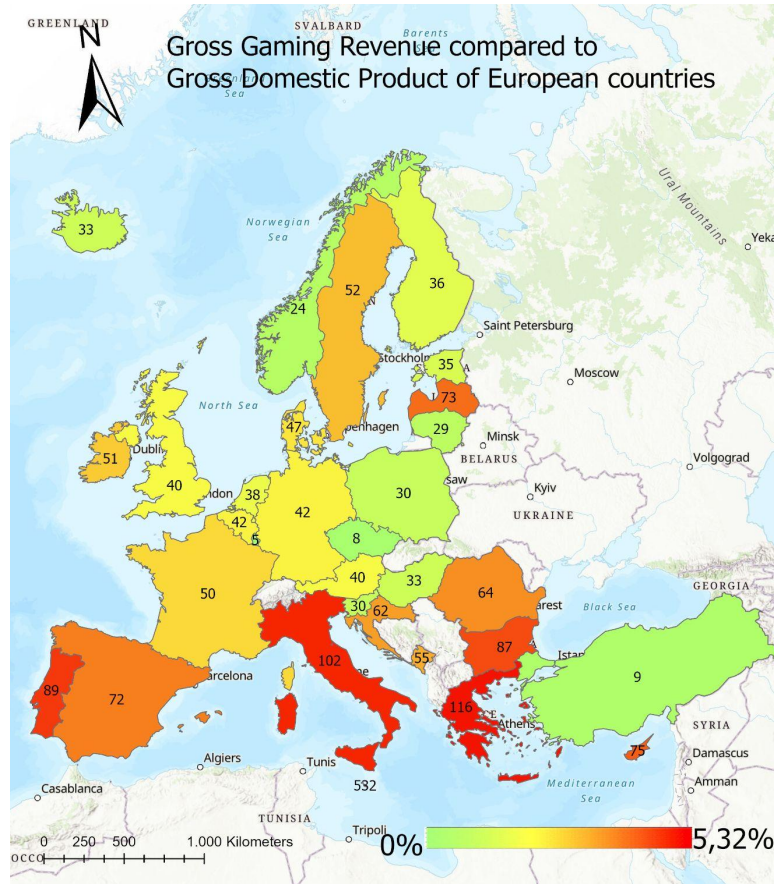
Advertisement

Underaged gambling

Mental Consequences of Gambling

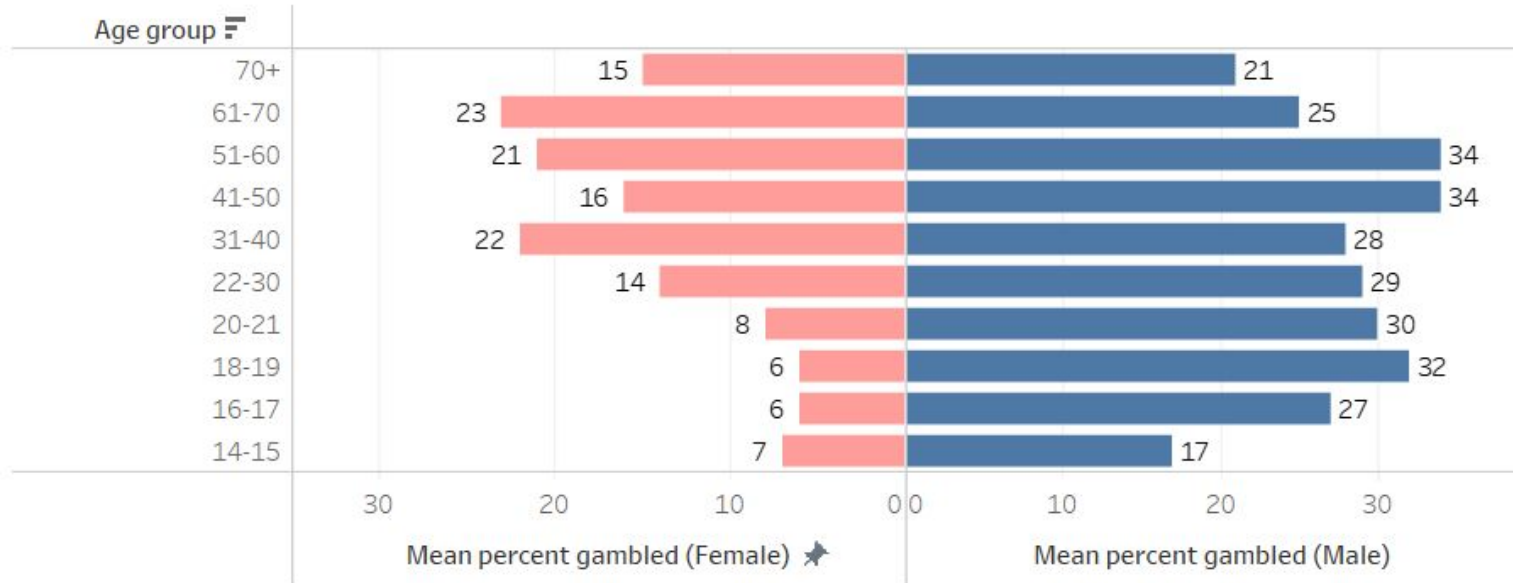


# Gambling demographics - Visualization 1

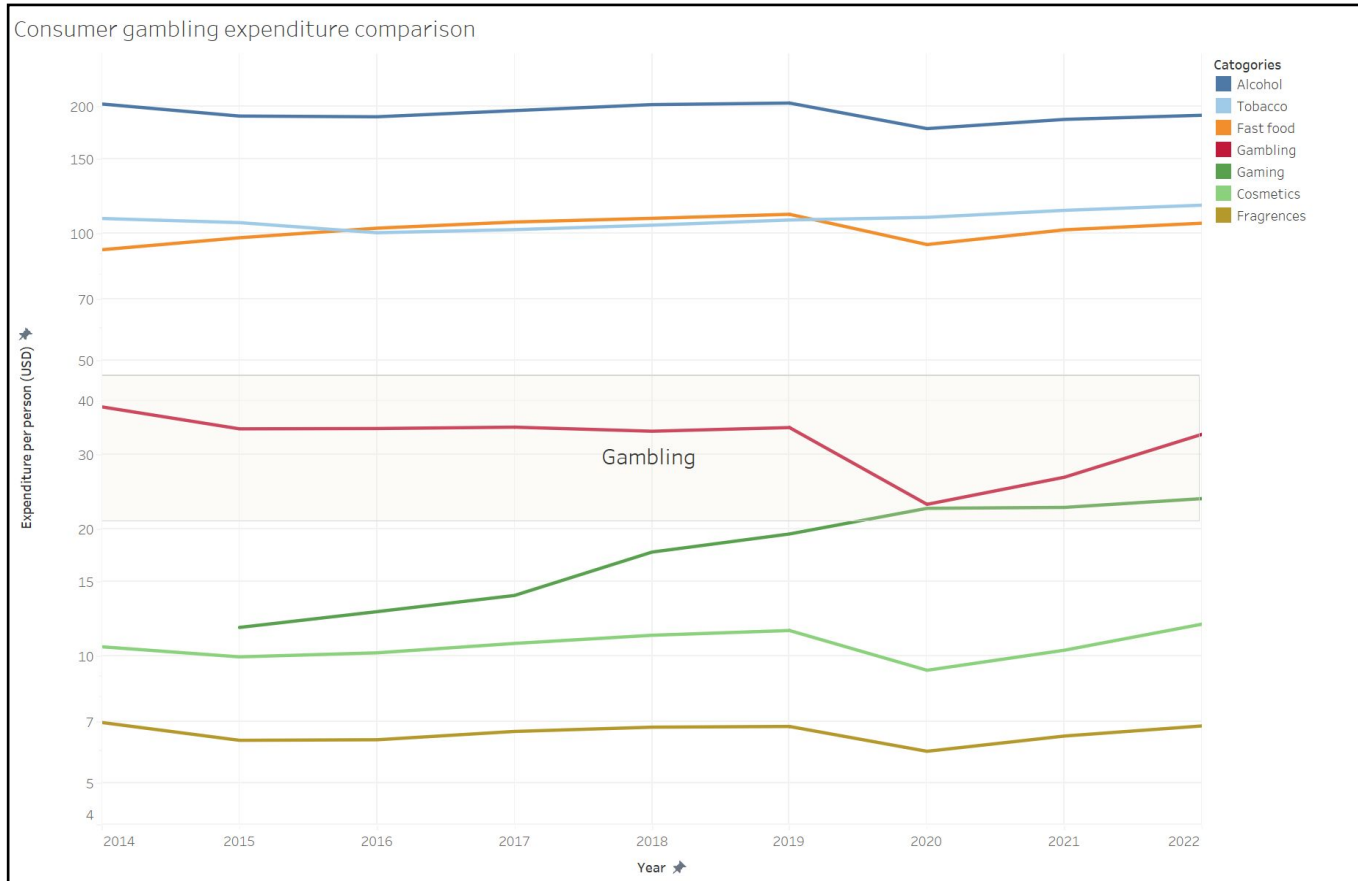


# Gambling demographics - Visualization 2

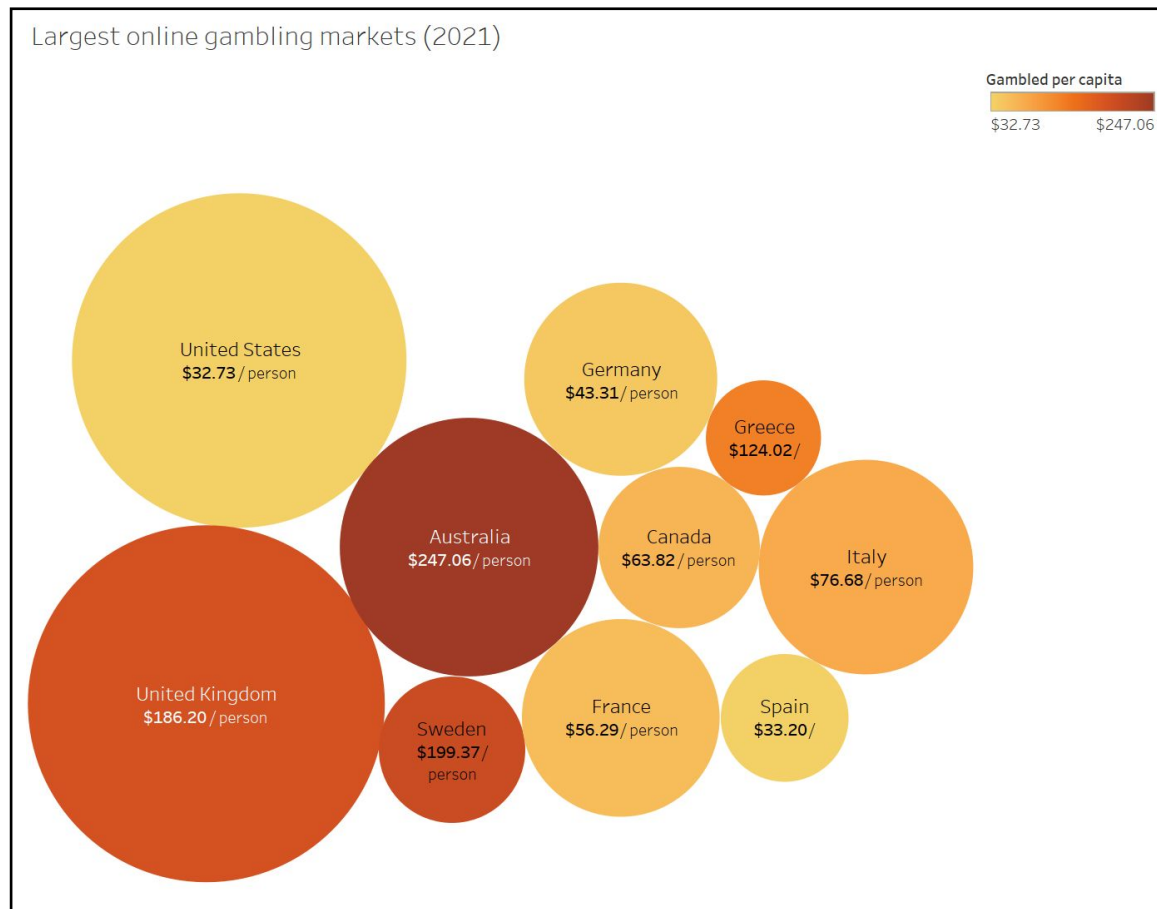
Age distribution of gamblers of both genders in the US



# Gambling expenses - Visualization 1

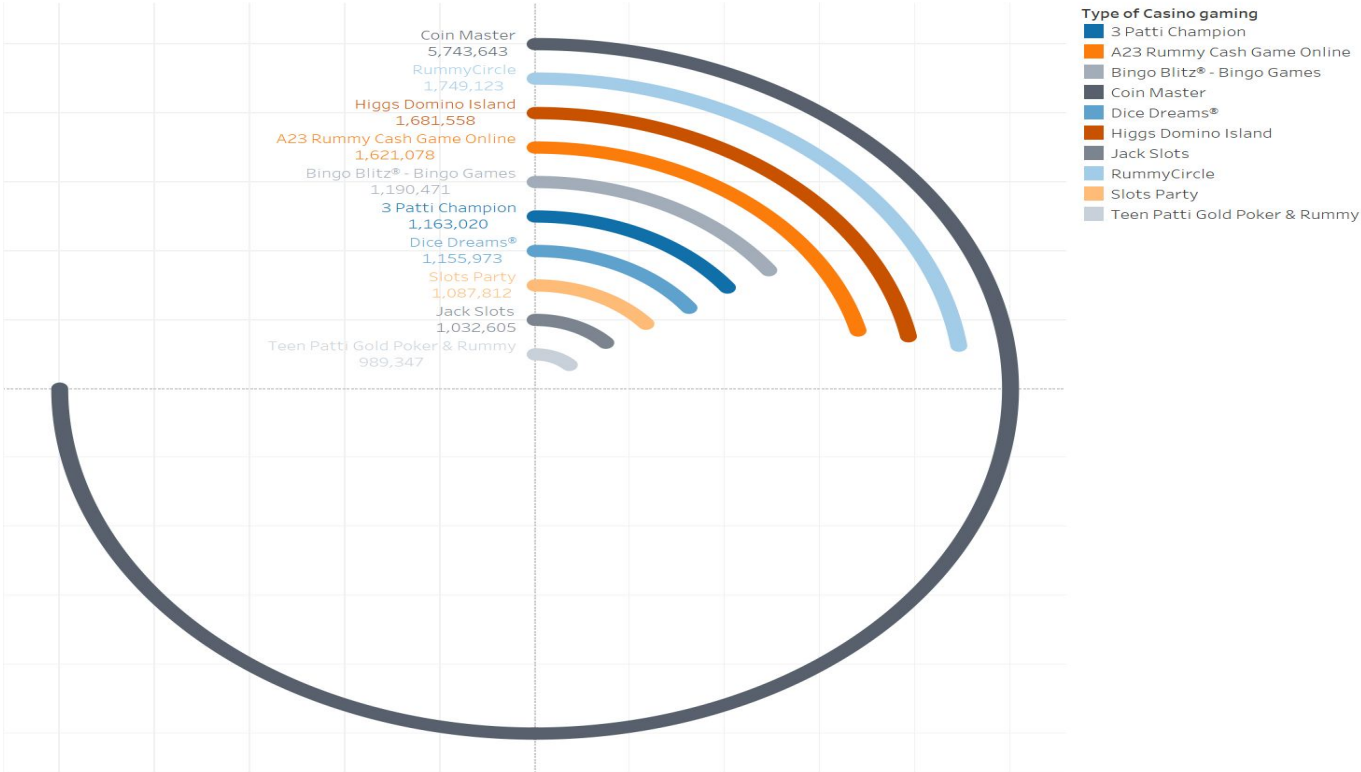


# Gambling expenses - Visualization 2



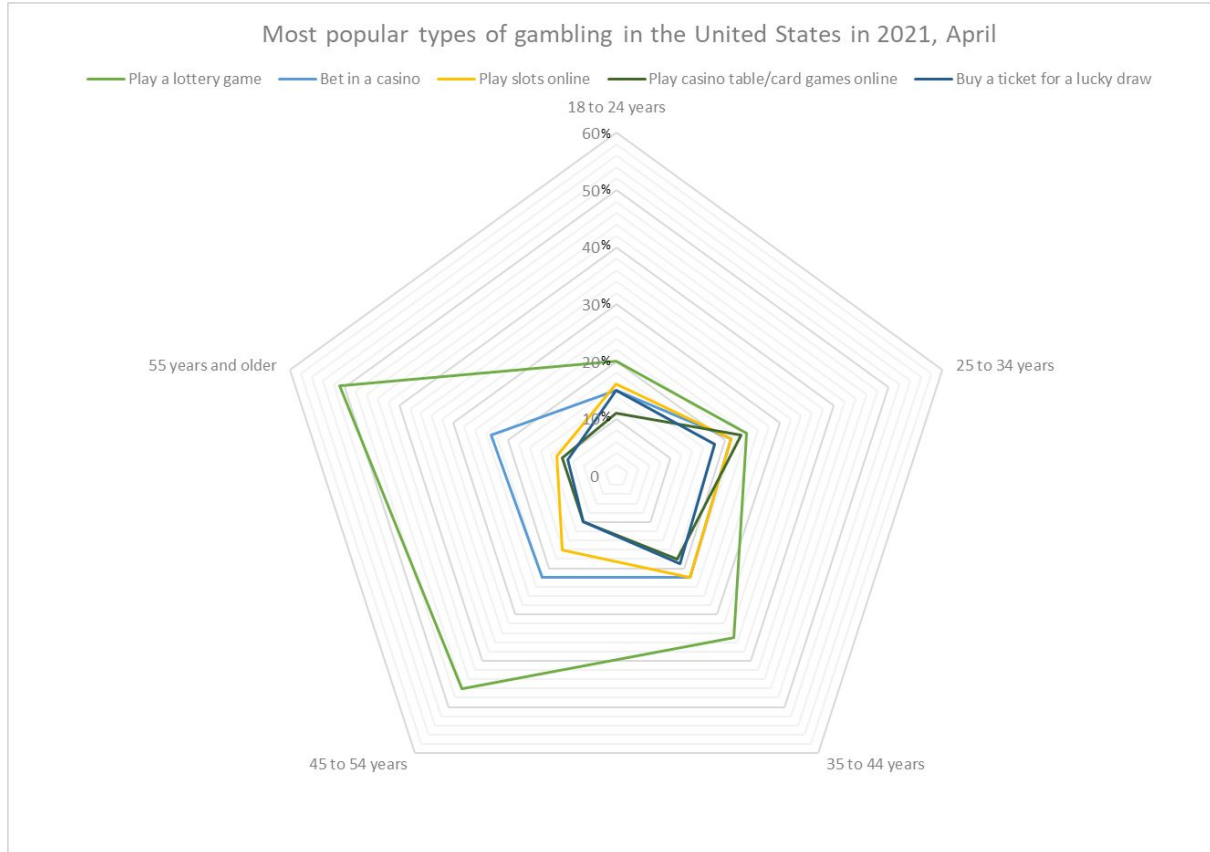
# Types of gambling - Visualization 1

<Most Popular Gambling App worldwide in 2023, April>



Y vs. X. Color shows details about Type of Casino gaming. The marks are labeled by Type of Casino gaming and sum of The number of download.

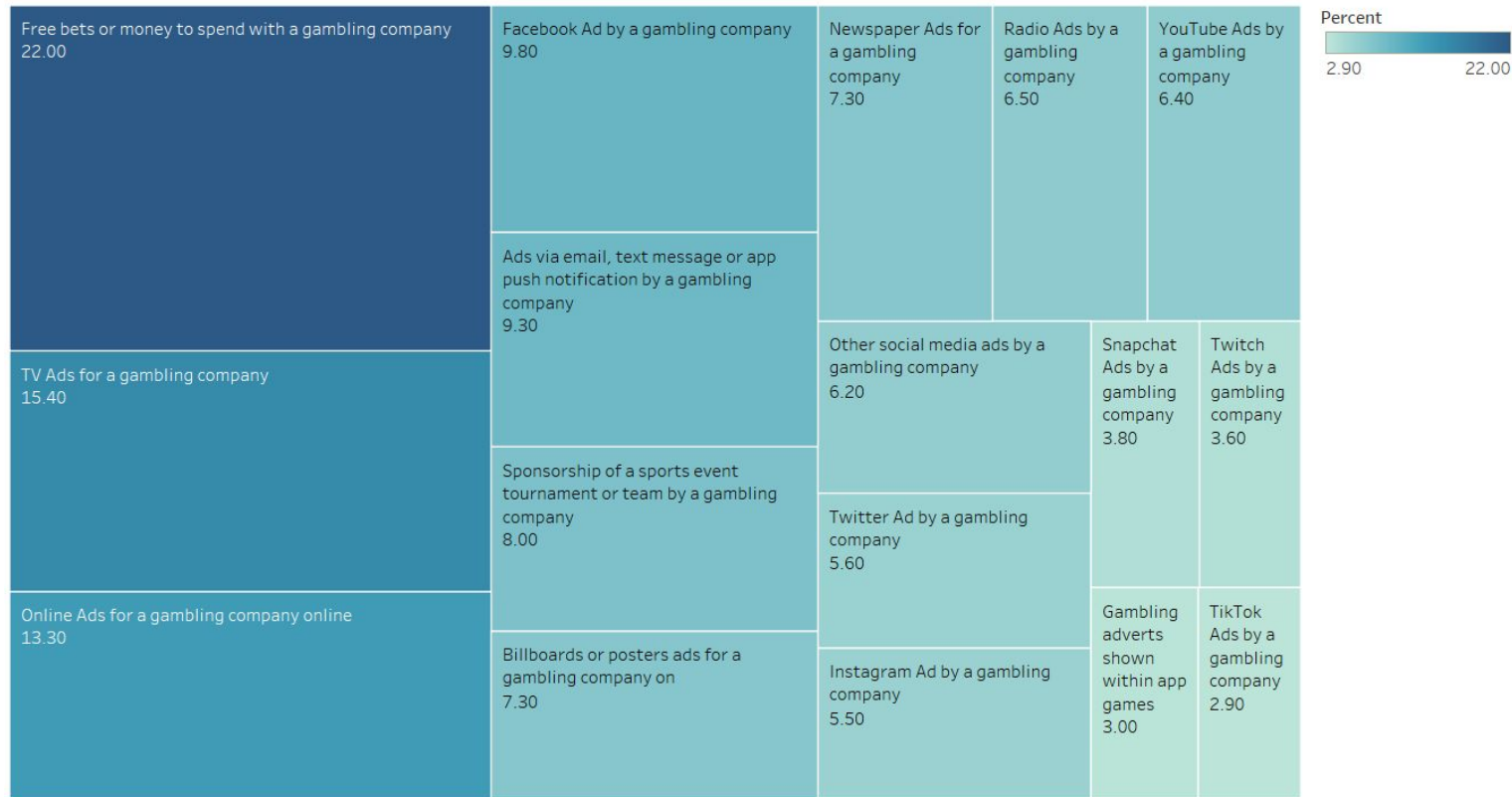
# Types of gambling - Visualization 2





# Advertisements: Visualization 1

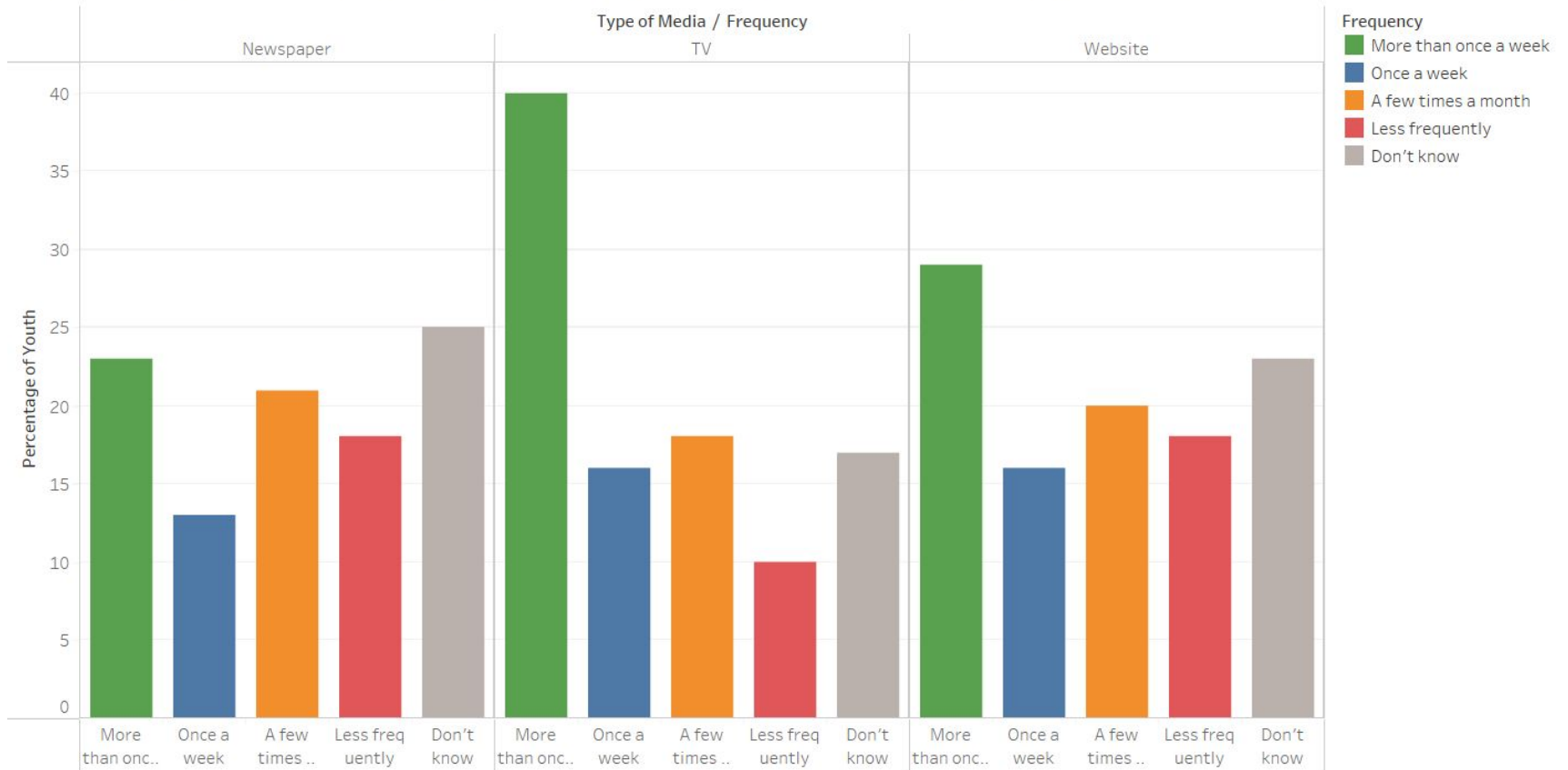
Proportions of Answers to the question: "Which, if any, of the following has prompted you to spend money on a gambling activity in the last 12 months?", UK adults 2020



Type of Advertisement and sum of Percent. Color shows sum of Percent. Size shows sum of Percent. The marks are labeled by Type of Advertisement and sum of Percent. The view is filtered on Type of Advertisement, which excludes None of these.

# Advertisements: Visualization 2

Level of Youth's (11-16 years) Awareness of Gambling Advertisements in the UK, 2019

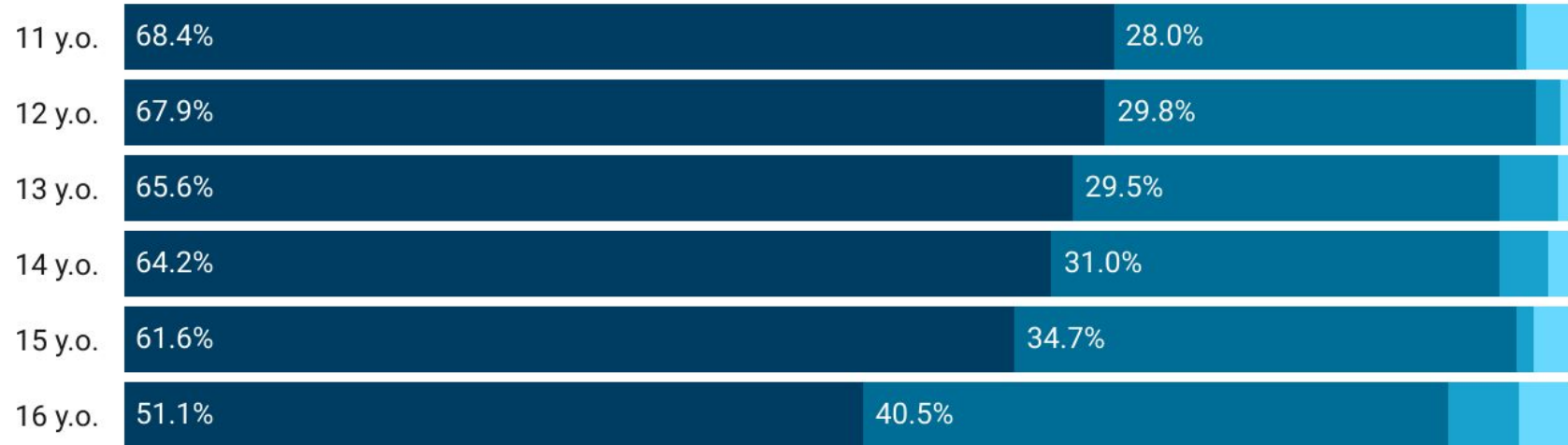


Sum of Percentage of Youth for each Frequency broken down by Type of Media. Color shows details about Frequency.

# Underaged Gambling - Visualization 1

## Survey Results Youth & Gambling (UK) by Age

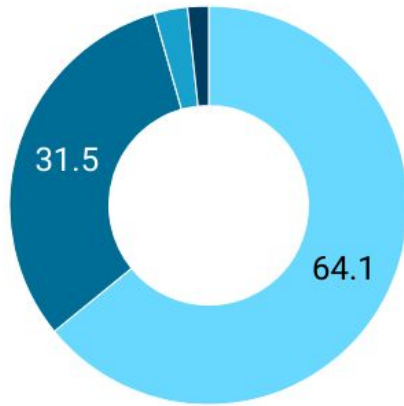
■ non-gambler ■ non-problem gambler ■ at risk gambler ■ problem gambler



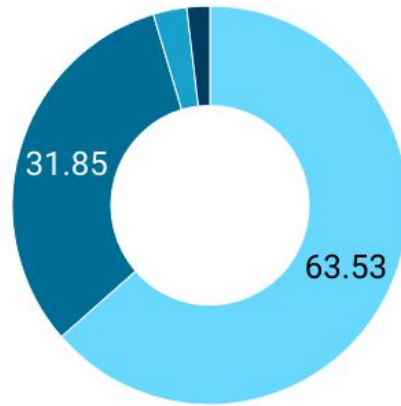
# Underaged Gambling - Visualization 2

## Type of Underaged Gamblers throughout the years (UK, %)

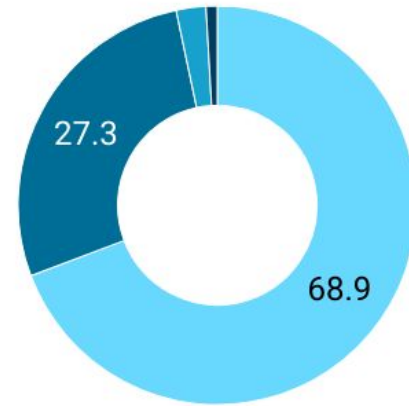
■ Non-gambler ■ Non-problem gambler ■ At risk gambler ■ Problem gambler



2019



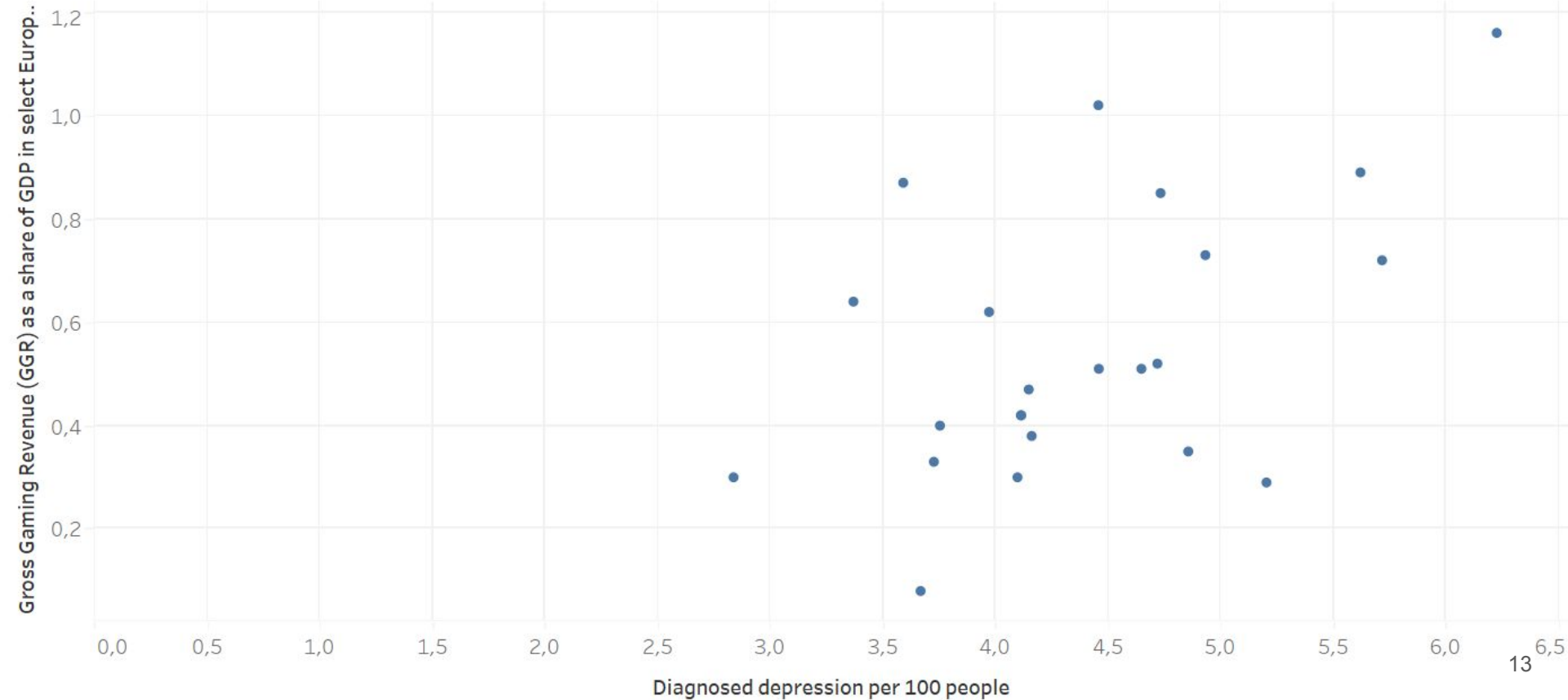
2020



2022

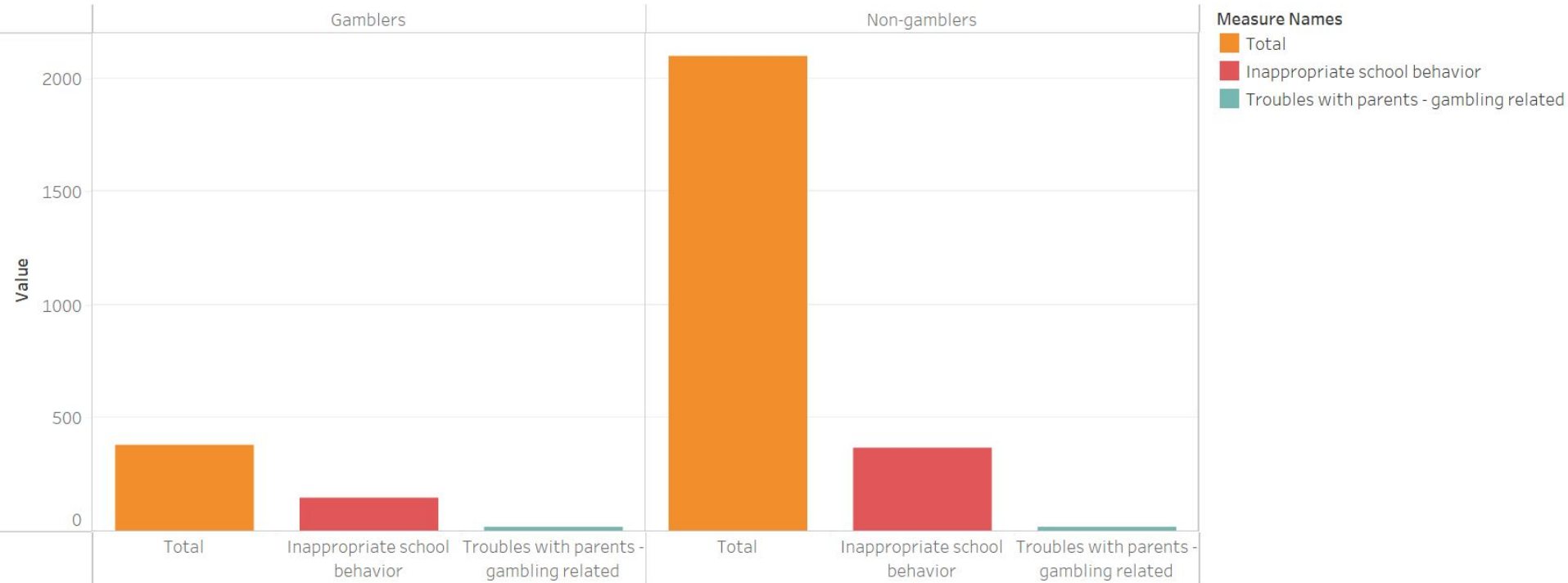
# Mental Consequences of Gambling - Visualization 1

Depression per country compared to the GGR per country



# Mental Consequences of Gambling - Visualization 2

Behaviour of gambling vs non-gambling children



A row of slot machines in a casino. The machines are illuminated with purple and blue lights. The top screens display various game titles and jackpots. One prominent screen shows '88 FORTUNES' and another shows 'WONDER 4 JACKPOTS!'. A large text overlay reads 'Thank you for listening!'.

Thank you for listening!