

People's Participation in and Attitudes to Gaming, 1985-2000

Final Results of the 2000 Survey

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Foreword

People's Participation in and Attitudes towards Gaming, 1985-2000: Final results of the 2000 survey is the fourth report in a survey series that was first undertaken in 1985, prior to the introduction of Lotto. The survey has been updated at five-yearly intervals since 1985 with surveys conducted in 1990, 1995 and now 2000.

This series has coincided with the introduction of several new gaming activities, such as casinos, sports-betting and New Zealand Lotteries Commission games like Instant Kiwi and TeleBingo. The report series has, in this time, charted the rise and in some cases the fall in participation in gaming activities in New Zealand.

The survey series also investigates public attitudes to gaming. This research looks at factors that people think should guide gaming legislation, desirability of gaming activities, where the profits from gaming activities go, and definition of worthy causes for the receipt of gaming profits. The series also looks at new forms of gaming, prior to their introduction or up-take in New Zealand. This year, the report looks at the prevalence of Internet-based gaming activity and the public attitudes to Internet-based gaming.

The 2000 survey involved face-to-face interviews with 1,500 New Zealanders around the country about their participation in, and attitudes towards gaming. I would like to thank the interview participants for their willingness to give up their valuable time to make this study possible. I would also like to thank Andy Heinemann and his team of National Research Bureau interviewers for their work. I would especially like to acknowledge the work of Margaret de Joux during her stewardship of Research Services in seeing the need for this survey and creating a consistent and extremely useful body of work.

This survey series sits neatly alongside the body of work conducted by Dr. Max Abbott et al with the New Zealand Gaming Survey. Together, this report series contributes greatly to the wealth of knowledge about gaming in New Zealand and adds to the international body of work. It is important for our policymakers to have this information help inform policy and allow evidence based decision-making. Most importantly, this is an on-going body of work that helps put a public face on policy development in an area that impacts on a great deal of New Zealanders.



Peter Hughes
Secretary for Internal Affairs

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