

Legislation and regulation of new forms of gambling  
"Interactive/Remote gambling" Pioneered enforcement and  
regulations



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**Definition: Interactive & Remote**

# DEFINITIONS

- In computer science, interactive refers to software which accepts and responds to input from people.
  - Example
    - Data Input or commands.
- Remote gambling is defined by the United Kingdom Gambling Act 2005 as gambling in which persons participate by the use of remote communication including:
  - The internet
  - Telephone
  - Television
  - Radio
  - Any other kind of electronic or other technology for facilitating communication.

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**FORM OF GAMBLING**

## Games

- Games played against the house
  - Slots, Tables games, Fixed Odd betting
- Player to player games
  - Poker , Tote betting, Bingo, Fafi

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**BETTING MEDIUM**

# Traditional Gambling medium

- Licensed venues
  - Casinos
    - Slots, Tables, Poker
  - Betting shops
    - Fixed odds betting
    - Tote
    - Lottery
  - Bingo halls
    - Class II Bingo(EBTs) or Traditional bingo
  - Pubs and clubs.
    - Limited payment slots machines

## New Form of Gambling

- Licensed operators
  - Casinos(Remote)
    - Slots games, Tables games, Poker , Lotteries
- Service providers(Remote)
  - Hosting providers
  - Management companies
  - Connectivity providers
  - payment providers
- Manufacture/ Software suppliers(Remote)
  - Games, Gambling systems



## BEST PRACTICES ONLINE INTERACTIVE GAMBLING

1. Regulate the sector;
2. Adopt a risk-based approach;
3. Ensure the parties are transparent;
4. Make transactions fully traceable;
5. Foster control and security of the gaming environment.

# Questions...

