

June 2022

Gambling spend increases in Q1 2022 compared to 2021

Data from the Danish Gambling Authority's quarterly statistics show that the total gross gaming revenue (GGR) for betting, online casino, gaming machines and land-based casino in Q1 2022 amounted to DKK 1,574 million. This is a year-on-year increase of DKK 266 million, equalling 20.3 percent.

Development compared with 01 2021

-2.5 %

Total GGR
(2022 01)

7002
million DKK

Caming machines

(2022 01)

5667
million DKK

Development compared with 01 2021

-3.7 %

Land-based casinos

Development compared with 01 2021

NB Latherts are not included in this overview

Land-based casinos

Development compared with 01 2021

-*

CGGR
(2022 01)

CGGR
(2022 01)

CO22 01)

CGGR
(2022 01)

CGGR
(2

Figure 1. GGR for the gambling market in Q1 2022 and change in percent from Q1 2021

*Because garning machines and land-based casinos were affected by covid-19 shutdowns in the first quarter of 2021 it is not possible to provide a meaningful development in percentage in the first quarter of 2022 for these two gambling sectors.

Closed casinos and gambling arcades in 2021 causes increase in 2022 $\,$

To prevent the spread of Covid-19, land-based casinos, gambling arcades and restaurants were closed during Q1 2021, which meant that it was not possible to gamble at casinos or on gaming machines for this period. In Q1 2022, land-based casinos and gambling arcades were only closed in January. Naturally, this caused an increase in the total GGR for the gambling market in Q1 2022 compared to Q1 2021.

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Fall in spend on both betting and online casino

Betting and online casino are the two gambling sectors that have grown the most in Denmark since 2012, when the gambling market was partially liberalised. However, in Q1 2022 the GGR for both sectors fell compared to Q1 2021. The GGR fell by DKK 22 million and DKK 18 million for betting and online casino, respectively, equalling 3.7 and 2.5 percent, *cf. figure* 1

Danes spent 9.6 billion on gambling in 2021

In 2021, the total GGR for the Danish gambling market was DKK 9.6 billion. The largest gambling sector was lotteries with a GGR of DKK 3.4 billion, which equals just over a third of the total gambling market, *cf. figure 2*. The smallest gambling sector was land-based casino with DKK 220 million in GGR made up 2 percent of the total gambling market in Denmark.

Figure 2. GGR and market shares for the gambling sectors in 2021



Find more statistics on Spillemyndigheden.dk

On the Danish Gambling Authority's website, you can find more statistics describing all gambling sectors in the quarterly statistics. It is a core task for the Danish Gambling Authority to monitor the development in the gambling market. This helps ensure an effective compliance check of the gambling operators, which ensures that gambling in Denmark is fair and responsible.