REPORT

Report on Behavioral Addictions and Other Addictive Disorders 2025

Indicator of those admitted to treatment for behavioral addictions. Gambling, video game use, problematic internet use, and other addictive disorders in the drug surveys in Spain EDADES, ESTUDES and in the indicators of the OEDA



Spanish Observatory on Drugs and Addictions
Government Delegation for the National Plan on Drugs

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MINISTERIO DE SANIDAD
SECRETARÍA DE ESTADO DE SANIDAD
DELEGACIÓN DEL GOBIERNO PARA EL PLAN NACIONAL SOBRE DROGAS

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Abbreviations

ICD-11	11th Revision of the International Classification of Diseases by the WHO.
COVID-19	Coronavirus Disease 2019, as indicated by its initials in English (Coronavirus Disease 2019).
eSports	Electronic sports, according to its initials in English (eSports).
DGOJ	General Directorate of Game Regulation.
DGPNSD	Government Delegation for the National Plan on Drugs.
DSM	Diagnostic and Statistical Manual of Mental Disorders.
EDADES	Survey on Alcohol and Drugs among the general population in Spain.
ESPAD	European School Survey Project on Alcohol and Other Drugs.
ESTUDES	Survey on Drug Use in Secondary Education in Spain.
EUDA	European Agency for Drugs.
OEDA	Spanish Observatory on Drugs and Addictions.
WHO	World Health Organization.
SEIDA	State System of Information on Drugs and Addictions.

1. Introduction

We live in increasingly dynamic and changing societies where new technologies are virtually universally used. In this context, there is a growing concern regarding the potential problematic use of the Internet, digital media, and social media, as well as the role of new technologies in facilitating access or enhancing other addictive behaviors, such as pornography or online gambling, especially among adolescents.

It is the responsibility of all institutions and entities involved, and ultimately of society as a whole, to prevent the misuse and potential problems arising from this powerful incursion into our social reality.

The National Plan on Drugs is responding to this need. Thus, the National Strategy on Addictions 2017-2024 has incorporated non-substance addictions or behavioral addictions as a new area across all lines of action, placing special emphasis on gambling (land-based or online) and addictions through new technologies, which are outlined in specific actions within its quadrennial action plans.

The Government Delegation for the National Plan on Drugs (DGPNSD), with the collaboration of autonomous communities and cities, conducts two periodic national surveys: the Survey on Alcohol and Drugs in Spain (EDADES) and the Survey on Drug Use in Secondary Education in Spain (ESTUDES), which are carried out in alternating years. ESTUDES started in 1994 and EDADES began in 1995, currently having results from fifteen editions for each. Both surveys allow for the observation of the evolution of the prevalences of alcohol, tobacco, hypnotics, opioid analgesics, and illegally traded psychoactive drugs, as well as other addictive behaviors.

Since 2014, a series of modules have been included in both surveys to understand the extent of problematic internet use, gambling, possible video game use disorder, problematic social media use, and pornography on the general population or students, as well as to delve into the related behaviors associated with these actions.

The information from the surveys is complemented by data on admissions for treatment for behavioral addictions or substance-free issues, such as gambling disorder (also referred to as gambling addiction, problematic gambling, pathological gambling, or gaming addiction). To have this information at the national level, the indicator for admissions to treatment for behavioral addictions/substance-free issues was created in the year 2021. In 2023, for the first time, national data became available, specifically regarding the admissions to treatment in 2021.

Throughout this report, the results obtained from the modules of the EDADES and ESTUDES surveys are presented, as well as the results from the Admissions to Treatment for Behavioral Addictions Indicator.

2. Objectives

The general objective of the ESTUDES and EDADES surveys and the Admissions to Treatment for Behavioral Addictions Indicator is to provide relevant information that allows for the design and evaluation of policies aimed at preventing use and the problems arising from substance consumption and other addictive behaviors.

The main objective of this monographic report is to contribute to understanding the current situation regarding behavioral addictions, specifically in relation to gambling, problematic internet use, possible video game use disorder, problematic social media use, and pornography in Spain. In this way, it is ultimately hoped to assist in the prevention of misuse and potential problems associated with these activities.

Based on this general objective, the following specific objectives are established:

- To understand the prevalence of gambling, both online and land-based, in the Spanish population aged 15 to 64 years and in the student population aged 14 to 18 years, as well as its evolution since 2014.
- To determine possible differences in the scope of online and land-based gambling by sex, age, frequency, type of gambling, and amount of money spent.
- To know the prevalence of possible problematic gambling and of possible gambling disorder in the Spanish population aged 15 to 64 years and in the student population aged 14 to 18 years.
- To know the prevalence of possible problematic internet use in the Spanish population aged 15 to 64 years and in the student population aged 14 to 18 years, as well as its evolution since 2014.
- To know the prevalence of video game use, as well as a possible associated disorder in the student population aged 14 to 18 years.
- To know the prevalence of cryptocurrency gambling and in the stock market of the Spanish population aged 15 to 64 years.
- To know the prevalence of pornography use in the Spanish population aged 15 to 64 years and in the student population aged 14 to 18 years.
- To know the prevalence of problematic pornography use in the student population aged 14 to 18 years.
- To know the prevalence of problematic social media use in the student population aged 14 to 18 years.
- To know the number of individuals admitted for treatment for behavioral addictions, their profile, and the type of behavioral addiction that causes the addiction.

3. Methodology

A descriptive study has been conducted on gambling, video game use, cryptocurrency gambling and stock market participation, internet use, pornography use, and problematic social media use based on responses to specific questions included in the latest editions of the ESTUDES and EDADES surveys, whose results are representative at the national level.

For the realization of this work, it has been considered that **there is gambling** when all of the following conditions are met:

- The player participates in the game by betting money (Participation with money)

- There is an uncertain outcome regarding the events on which bets are placed (Chance)

- There are financially evaluable prizes (Prizes)

Questions about gambling and internet use were introduced in 2014 in the ESTUDES Survey in an exploratory manner, and their formulation has been modified with the aim of improving the quality of the information obtained. Therefore, comparability between successive editions presents certain limitations.

In 2014, a module on internet use and other related behaviors (gambling) was introduced for the first time in the ESTUDES Survey. In 2016, questions continued to be asked about internet use and gambling, but with a reduced scope and modified wording of the questions and their placement in the questionnaire, so that these questions were incorporated into the section on activities that can be done during leisure time. That same year, additional modules were introduced in the survey, which made it necessary to reduce the length of other sections to avoid penalizing the overall response rate. In both 2014 and 2016, the questions about the internet were included before the questions about gambling, as they appeared in other similar European surveys (for example, the European School Survey Project on Alcohol and Other Drugs ESPAD)[1]. After analyzing the behavior of these questions, in 2019, it was decided to place them after the gambling module to avoid confusion and interference between the internet questions and the gambling questions. That year, a module on video game use was also introduced.

Questions about pornography were included for the first time in the ESTUDES Survey of 2023, while in 2025, questions regarding problematic pornography use and social media were introduced as a novelty. Additionally, in 2025, the question in the questionnaire about types of gambling in the last 12 months was reviewed with the DGOJ, and it was agreed to: remove video games and bets in eSports or electronic sports from the response options (as they do not fit the established definition of gambling and are already measured in a separate module of the questionnaire); remove cryptocurrencies/trading, as they do not align with the agreed-upon definition of gambling; remove as response options games in gaming halls and casino games since they are places of gambling and not types of gambling; on the other hand, roulette has been added as a response option, considering what

[1] ESPAD: The European School Survey Project on Alcohol and Other Drugs. http://www.espad.org/

is the most frequent gambling in casino games. Another novel aspect is that, as was done in the EDADES Survey 2024, an analysis by game category has been included, for which the different types of games have been classified into 3 categories based on the following variables:

- Gambling interval: the time elapsed between the bet and the result (delayed, almost immediate, instant).
- Continuity and availability of Gambling: the period during which it is possible to bet without interruption.
- Other structural characteristics of the games.

Grouped as follows:

- **TYPE I:** lotteries (national, Euromillions, Primitiva, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39, Red Cross...), soccer pools and/or Quinigol.
- **TYPE II:** instant lotteries (Once Scratches, Lotto Rapid), Bingo.
- **TYPE III:** sports betting, other bets (horse racing...), gambling machines (slots, fruit machines), cash card games (poker, blackjack, baccarat...) and roulette.

In the general population survey EDADES, the module on internet use and other related behaviors was introduced in 2015. It initially consisted of 2 questions, which were expanded to six in the 2018 edition. That year, the order of the questions was also modified, placing the questions about internet after those regarding gambling. As previously explained, this decision was made after observing that in similar surveys conducted in other countries, including the gambling module questions after the internet use questions altered the results by decreasing the prevalences, as respondents tended to interpret the gambling questions as related to the internet, thus penalizing the responses concerning land-based gambling. This change was also implemented in the European survey ESPAD 2019 after observing the same results. In 2024, as mentioned, an agreement was reached with the DGOJ to exclude video game use, cryptocurrencies, and stock market from the analysis of gambling and analyze them separately, as they do not fit the established definition of gambling; likewise, games in gaming halls and casino games were excluded from the analysis since they are considered playing locations and not types of games. This information should be taken into account when interpreting the results of the prevalence of online and land-based gambling, as well as problematic gambling and/or gambling disorder concerning previous years, in the general population aged 15 to 64 years. On another note, as a new feature agreed with the DGOJ, an analysis by gambling category was included, for which the different types of gambling were classified into the 3 categories previously explained based on the gambling interval, continuity and availability, and other structural characteristics.

In addition, in the 2024 edition, a series of questions were incorporated for the first time in EDADES, aimed at understanding the level of pornography consumption among the population of Spain aged 15 to 64 years.

To explore possible problematic uses, different scales have been gradually incorporated into both surveys to approach these realities. Thus, since 2014, the *Compulsive Internet Use Scale* (CIUS)[2], has been introduced to measure the prevalence of possible problematic internet use. Furthermore, in the EDADES 2020 survey, a scale based on DSM-5 diagnostic criteria for Gambling Disorder was introduced to explore the existence of possible problematic gambling or gambling disorder[3]. The existence of this possible gambling.

[2] Meerkerk, G. J., Van Den Eijnden, R. J. J. M., Vermulst, A. A., and Garretsen, H. F. L. (2009). The Compulsive Internet Use Scale (CIUS): Some psychometric properties. Cyber Psychology & Behavior, 12, 1-6.

[3] American Psychiatric Association (APA). Diagnostic and Statistical Manual of Mental Disorders (fifth edition). Washington, DC, 2013.

Problematic behavior is investigated in the population of students aged 14 to 18 years in the 2019 edition of the ESTUDES Survey using the Lie/Bet scale[4], which had already been tested and introduced in the European ESPAD survey. In this same edition, a scale based on DSM-5 criteria is incorporated as an exploratory analysis of the prevalence of a possible video game use disorder. The problematic use of pornography is measured for the first time in the student population in this edition of the ESTUDES Survey (2025) using the PPCS-6 scale (*Short Version of the Problematic Pornography Consumption Scale*). Similarly, it is the first time that problematic use of social media is measured, following the criteria established by *Holstein et al. BMC Public Health 2014, 14:361*.

For the purposes of this report, the following concepts are defined:

- Possible problematic gambling in the population aged 15 to 64 years: a person who scores 1-3 on the DSM-5 scale.
- Possible gambling disorder in the population aged 15 to 64 years: a person who scores equal to or greater than 4 on the DSM-5 scale.
- Possible problematic gambling in the student population aged 14-18 years: a person who scores 1-2 on the Lie/Bet scale.
- Possible problematic internet use: a person who scores equal to or greater than 28 on the *Compulsive Internet Use Scale* (CIUS), in both the population aged 15-64 years and the student population aged 14-18 years.
- Possible video game use disorder: a person who scores equal to or greater than 5 on the DSM-5 scale, in the student population aged 14-18 years.
- Possible problematic use of pornography: a person who scores equal to or greater than 20 on the PPCS-6 scale, in the student population aged 14-18 years.
- Possible problematic use of social media: a person who scores equal to or greater than 2 on the scale by Holstein et al, in the student population aged 14-18 years.

In 2019, the need was identified to design the indicator for admissions for behavioral addiction treatment/non-substance as an additional indicator of the State System of Information on Drugs and Addictions (SEIDA) indicator program. Therefore, SEIDA currently consists of four main indicators (treatment for psychoactive substance use; treatment for behavioral addictions or non-substance; emergencies and mortality) and two cross-sectional indicators obtained through the combination of information from these indicators, surveys, and other information sources (problematic psychoactive substance use and infectious diseases related to psychoactive substance use). The four main indicators collect information annually and are managed under the National Plan on Drugs as an inter-institutional collaboration in which the Communities and Autonomous Cities, as well as the institutions providing the information (drug assistance network, behavioral addictions assistance network, hospitals, forensic medicine institutes, and toxicological laboratories), play a very active role.

In 2023, data on admissions for behavioral addiction treatment in Spain was made available for the first time, specifically for the year 2021.

Below, summary tables present the main methodological aspects of the surveys and the indicator used for this report:

[4] Johnson. E. E.. Hamer. R.. Nora. R. M.. Tan. B.. Eisenstein. N.. & Engelhart. C. (1997). The Lie/Bet Questionnaire for screening pathological gamblers. Psychological Reports. 80(1). 83-88.

EDADES

GENERAL ASPECTS	
Title	EDADES. Survey on alcohol and drugs in Spain.
Survey description	Survey of the general population residing in households (15-64 years), conducted at home.
Survey manager	Ministry of Health.
SCOPE OF THE SURVEY	
Geographical scope	The survey is conducted throughout the national territory. The results are representative at the national level.
Population scope	Universe: resident population in Spain aged 15 to 64 years, both inclusive.
Time scope	EDADES has been conducted every 2 years since 1995. In 2015-2016, the information collection period was from December 1 to 18, 2015 and from February 7 to April 29, 2016. In 2018, the information collection period was from February 5 to April 27. In 2020, the information collection period was from February 7 to March 13. In 2022, the fieldwork was conducted between February 15 and June 3. In 2024, the fieldwork was conducted between February 12 and June 21.
SAMPLE DESIGN AND CHARACTERISTICS. WEIGHTING	
Sampling scope	Urban and rural population (municipalities with fewer than 2,000 inhabitants) from all the Autonomous Communities and the autonomous cities of Ceuta and Melilla, residing in family homes.
Sampling procedure	Three-stage cluster sampling without replacement. The second stage units are the family homes. In the third stage, an individual was selected within each household. In 2015, the first-stage units are the census sections (36,127 in 2015), corresponding to 8,117 municipalities in 2015. In 2015, 2,277 census sections were selected, corresponding to 948 municipalities. In 2018, the first-stage units are the census sections (36,215), corresponding to 8,125 municipalities. 2,147 census sections corresponding to 954 were selected, municipalities. In 2020, the primary stage units are the census sections (36,288), corresponding to 8,123 municipalities. A total of 1,793 census sections corresponding to 744 municipalities. In 2022, for the sampling design, the latest published data from the time of the research design, which was from 2020, was taken into account. The primary stage units were the census sections 36,366, corresponding to 8,131 municipalities. It 2,639 census sections corresponding to 1,004 municipalities were selected. In 2024, the latest published data was taken into account for the sample design in the moment of the research design, which was from 2022. The first stage units were the census sections 36,372, corresponding to 8,131 municipalities. A total of 2,658 census sections corresponding to 1,052 municipalities were selected.
Weighting	The weighting for the results analysis is carried out based on the community autonomous (19 groups), municipality size (7 groups), age (7 groups), and sex (2 groups) to correct the disproportionality of the sample in relation to the universe.

Sample size	In 2015, 22,541 valid questionnaires. In 2018, 21,249 valid questionnaires. In 2020, 17,899 valid questionnaires. In 2022, 26,344 valid questionnaires. In 2024, 26,878 valid questionnaires.
Sampling error	In 2016, the maximum sampling error (confidence level of 95% for p=0.5) was 0.7%, ranging from 2% in the Valencian Community to 6.7% in Melilla. In 2018, the maximum sampling error (confidence level of 95% for p=0.5) was 0.8%, ranging from 2.1% in Andalusia to 4.7% in La Rioja. In 2020, the maximum sampling error (confidence level of 95% for p=0.5) was 0.8%, ranging from 2.1% for the Valencian Community to 8.6% for Melilla. In 2022, the maximum sampling error (confidence level of 95% for p=0.5) was ±0.71%, ranging from ±1.96% for the Community of Madrid to ±6.48% for Melilla. In 2024, the maximum sampling error (confidence level of 95% for p=0.5) was ±0.61%, ranging from ±2.00% for the Community of Madrid to ±4.03% for Ceuta.
FIELDWORK. DATA COLLECTION	
Method of collection. Questionnaires.	Personal interview at home. The interviewer remains present throughout the process and collects the questionnaire once completed. The questionnaire consists of two parts: interviewer questionnaire and questionnaire self-administered. The questionnaire is filled out in writing (pencil-and-paper). Questionnaire available in the official languages of the Spanish State.
Response rate	In 2015, the response rate was 50.5%. In 2018, the response rate was 51%. In 2020, the effective response rate was 37.2%. In 2022, the effective response rate was 32.45%. In 2024, the effective response rate was 34.21%.
NOVELTIES	
Specific modules	In 2015: module on cannabis (includes the CAST scale), a module on sedatives (includes the DSM-5 scale) and a module on internet (includes the CIUS scale). In 2018: module on alcohol (includes the AUDIT scale), module on cannabis (includes the CAST scale), module on new substances, module on opioid analgesics, module on gambling (includes the DSM-5 scale) and module on internet (includes the CIUS scale). In 2020: module on alcohol (includes the AUDIT scale), module on cannabis (includes the CAST scale), module on new substances, module on opioid analgesics, module on gambling (includes the DSM-5 scale) and module on internet (includes the CIUS scale). In 2022: module on alcohol (includes the AUDIT scale), module on cannabis (includes the CAST scale), module on new substances, module on opioid analgesics, module on gambling (includes the DSM-5 scale), module on internet (includes the CIUS scale) and module on mental health. In 2024: module on alcohol (includes the AUDIT scale), module on cannabis (includes the CAST scale), module on new substances, module on opioid analgesics, module on gambling (includes the DSM-5 scale), module on internet (includes the scale CIUS), module on mental health, and a module on pornography that has been included for the first time in this edition.

ESTUDES

GENERAL ASPECTS	
Title	ESTUDES. Survey on Drug Use in Secondary Education in Spain.
Survey description	Survey among students (14-18 years), conducted in educational centers.
Survey manager	Spanish Observatory on Drugs and Addictions (OEDA). Government Delegation for the National Plan on Drugs (DGPNSD). Ministry of Health.
GEOGRAPHICAL SCOPE	
Geographical scope	The survey is conducted throughout the national territory. The results are representative at the national level.
Population scope	Universe: students aged 14 to 18 years who are enrolled in Secondary Education in Spain (3rd and 4th years of Compulsory Secondary Education, 1st and 2nd years of Baccalaureate, Basic Vocational Training and Intermediate Vocational Training cycles).
Time scope. Frequency	ESTUDES takes place every 2 years since 1994. In 2014-2015, the information collection period was from November 14, 2014 to April 8, 2015. In 2016-2017, the information collection period was conducted from November 18, 2016 to March 8, 2017. In 2019, the data collection period ran from February 4 to April 5. In 2021, the data collection period ran from March 8 to May 18. In 2023, the data collection period ran from February 5 to May 28. In 2025, the data collection period ran from February 10 to June 10.
SAMPLE DESIGN AND CHARACTERISTICS. WEIGHTING	
Sampling scope	The student population enrolled in educational centers with 3rd and 4th of Compulsory Secondary Education (ESO), 1st and 2nd of Baccalaureate, 1st and 2nd of Cycles of Basic Vocational Training and Intermediate Vocational Training in Spain.
Sampling procedure	Two-stage cluster sampling, in which, in the first instance, educational centers (first-stage units) have been selected randomly and in the second place classrooms (second-stage units), providing the questionnaire to all students present in them
Weighting	Depending on the autonomous community, ownership of the center (public, private) and type of studies (Compulsory Secondary Education, Baccalaureate, Basic Vocational Training Cycles, Intermediate Vocational Training Cycles), to adjust the proportionality of the sample in relation to the universe.
Sample size	In 2014, results were obtained from 941 educational centers and 1,858 classrooms, with a final valid sample of 37,486 students. In 2016, results were obtained from 863 educational centers and 1,726 classrooms, with a final valid sample of 35,369 students. In 2019, results were obtained from 917 educational centers and 1,769 classrooms, with a final valid sample of 38,010 students. In 2021, results are obtained from 531 educational centers and 1,324 classrooms, with a final valid sample of 22,321 students. In 2023, results were obtained from 888 educational centers and 1,992 classrooms, with a final valid sample of 42,208 students. In 2025, results will be obtained from 836 educational centers and 1,658 classrooms, with a final valid sample of 35,256 students.

Sampling error	In 2014, the maximum sampling error for a confidence level of 95.5% and p=q=0.5 is 0.6% for Spanish students aged 14 to 18. In 2016, the maximum sampling error for a confidence level of 95.5% and p=q=0.5 is 0.5% for Spanish students aged 14 to 18. In 2019, the maximum sampling error for a confidence level of 95.5% and p=q=0.5 is 0.5% for Spanish students aged 14 to 18 years. In 2021, the maximum sampling error for a confidence level of 95.5% and p=q=0.5 is 0.7% for Spanish students aged 14 to 18 years. In 2023, the maximum sampling error for a confidence level of 95.5% and p=q=0.5 is +0.6% for Spanish students aged 14 to 18 years. In 2025, the maximum sampling error for a confidence level of 95.5% and p=q=0.5 is +0.6% for Spanish students aged 14 to 18 years.
FIELDWORK. DATA COLLECTION	
Collection method. Questionnaires	Standardized and anonymous questionnaire administered in the classroom. The interviewer remains in the classroom throughout the process and collects the questionnaires once completed. The questionnaire is of the "self-administered" type, completed in writing (paper and pencil) and by all the students in the selected classrooms during a normal class (45-60 minutes). Questionnaire available in the official languages of the Spanish State.
Response rate	In 2014, 87% of the selected centers participated in the survey. In 2016, 91.4% of the selected centers and 99.1% of the students present participated in the survey. In 2019, 93.2% of the selected centers and 99.3% of the students present participated in the survey. In 2021, 88.7% of the selected centers participated in the survey. In 2023, 86.7% of the selected centers and 99.7% of the present students participated in the survey. In 2025, 88.2% of the selected centers and 99.7% of the present students participated in the survey.
NOVELTIES	
Specific modules	En 2014 el cuestionario contempla un módulo sobre "nuevas sustancias", un módulo sobre consumo problemático de cannabis y un módulo sobre uso de internet y otras conductas relacionadas. En 2016 el cuestionario contempla un módulo sobre "nuevas sustancias", un módulo sobre consumo problemático de cannabis, un módulo sobre uso de internet y otras conductas relacionadas y un módulo sobre sustancias estimulantes que mejoran el rendimiento en el estudio. En 2019 el cuestionario contempla un módulo sobre "nuevas sustancias", un módulo sobre consumo problemático de cannabis, un módulo sobre uso de internet, un módulo sobre juegos de azar, un módulo sobre sustancias estimulantes que mejoran el rendimiento en el estudio y un módulo sobre videojuegos. In 2021, the questionnaire includes a module on "new substances", a module on problematic cannabis consumption, a module on internet use, a module on gambling, a module on stimulant substances that enhance the academic performance and a module on video games.

Specific modules	In 2023, the questionnaire includes a module on problematic consumption of cannabis, a module on "new psychoactive substances", a module on the use of the internet and other related behaviors, a module on gambling, a module on stimulant substances that enhance academic performance, a module on video games and a module on pornography. In 2025, the questionnaire includes a module on problematic consumption of cannabis, a module on "new psychoactive substances", a module on use of internet and other related behaviors, a module on gambling, a module about stimulant substances that improve academic performance, a module about video games, a module on pornography, as well as its problematic use and a module on problematic social media use.

ADMISSIONS TO TREATMENT FOR BEHAVIORAL ADDICTIONS INDICATOR

GENERAL ASPECTS	
Title	Admissions to treatment for behavioral/non-substance addictions indicator.
Case study	Person admitted to outpatient treatment for a behavioral/non-substance addiction at a treatment center in a given year, in an autonomous community or city in Spain.
Indicator manager	Spanish Observatory on Drugs and Addictions (OEDA). Delegation of the Government for the National Plan on Drugs (DGPNSD). Ministry of Health.
INDICATOR SCOPE	
Geographical scope	The entire national territory. Each Community and Autonomous City will be responsible for collecting information in its territory, and the number of admissions to treatment will be accounted for in each of them. The value of the indicator at the state level is determined by summing the admissions to treatment recorded in each of the Autonomous Communities.
Population scope	The entire resident population in Spain.
Time scope.	Continuous and annual information gathering. For notification purposes, it is considered a calendar year, meaning that each year includes the admissions, that is, the starts of treatment from January 1 to December 31 of that year. Only the first admission to treatment in a center will be reported for that year. If a person is admitted to treatment more than once in the same year and in the same Autonomous Community, only the first admission of that year will be considered.
COLLECTED INFORMATION	
Data collected	There is a protocol that clearly specifies the variables that must be recorded, as well as the established criteria for making the notification: https://pnsd.sanidad.gob.es/profesionales/sistemasInformacion/sistemaInformacion/pdf/2022_Protocolo_(adicciones_comportamentales).pdf

4. Results

4.1. The distribution of competency for gambling and the state gambling market

Gambling is an activity in which, with the aim of obtaining a prize, money or other economically assessable objects are risked based on future and uncertain outcomes that depend, to some extent, on chance, regardless of whether the players' skill predominates.

The **marketing of gambling** in Spain is subject to regulation to ensure the proper functioning of the sector, the protection of participants and vulnerable groups, and to prevent fraud and money laundering.

Authorization, supervision, and control are carried out from the different competency areas depending on the type of game, as follows:

- These are state-level games:
  - The reserved gambling - lotteries organized by SELAE (State Lotteries and Betting Organization) and ONCE (National Organization of the Blind of Spain), the Red Cross draw, and the betting games organized by SELAE. These games are marketed through land-based and online channels.
  - Gambling that takes place through electronic, computer, telematic, or interactive channels, that is, online gambling and contests in media, as long as they are state-level, meaning they are accessible throughout the national territory.
- These are regional-level games:
  - Land-based gambling takes place in physical establishments such as casinos, bingo halls, gaming rooms, betting shops, and machines in hospitality venues.
  - Autonomous community lotteries exist wherever applicable (currently organized by Loteries de Catalunya, SAU in Catalonia).
  - Online gambling is marketed through regional licenses and can only be accessed by citizens residing in a specific Autonomous Community. To date, this mode of gambling has been developed in Castilla La Mancha, Catalonia, Ceuta, La Rioja, Madrid, Murcia, Navarre, and the Basque Country, with its activity volume being very limited.

To contribute to documenting the existing regulations by the Autonomous Communities (CCAA) and the General State Administration (AGE) in this matter, the Government Delegation for the National Plan on Drugs within the Action Plan on Addictions 2018-2020 of the current National Strategy on Addictions 2017-2024 includes one of its actions to conduct a **review of the regional regulations on non-substance addictions**. Therefore, the DGPNSD has compiled the main restrictions regulated in the regional legislation on gambling and betting for the preventive protection of mental health and the welfare of players and bettors, especially for the most vulnerable, such as minors, as well as for the specific prevention of gambling addiction and its negative effects.

The General Directorate of Game Regulation (DGOJ) provides quarterly updates on the evolution of the online gambling market at the national level, since June 2012, which is when regulated online gambling began in Spain through the **Law 13/2011, of May 27, on the regulation of gambling** that primarily regulates state-level gambling activities conducted through electronic, computer, telematic, and interactive channels, where land-based means are of an ancillary character (https://www.ordenacionjuego.es/datos-estudios/datos-juego/datos-trimestrales-mercado-juego-online-ambito-estatal).

The General Directorate of Game Regulation (DGOJ) also annually reports the most relevant data on gambling activities, including public gambling at the regional level - land-based and online - private national online gambling, and lottery operator games, including bets conducted by SELAE (https://www.ordenacionjuego.es/datos-estudios/datos-juego/datos-anuales-mercado-juego-espana).

In 2024, the GGR (Gross Gaming Revenue or **Net Gaming Margin**), which is the total amount dedicated to participation minus the prizes, and where applicable, the bonuses paid by the operator to the participants, amounted to **€8.110 million**, representing a 9.6% increase compared to the previous year. This figure does not include economic data from the net revenue of type B machines installed in hospitality establishments or gaming halls, which in 2024 exceeded **182.000 units**.

This amount is broken down as follows: €1,202 million in games with an autonomous license (14.8%), €1,454 million in games with a state license (17.9%), and €5,455 million in reserved gaming and state bets (67.3%).

Regarding the distribution of GGR by segment of non-reserved gaming, the Casino amounts to € 1,120 million, which represents an 11.9% increase compared to the previous year; Bingo totals €384 million, reflecting a decrease of 1.8%; and Bets total €1,127 million, translating into an increase of 13.8% compared to 2023.

4.2.
EDADES Survey. General situation of gambling (online and/or land-based) in the population aged 15-64

In 2024, 53.8% of the population aged 15 to 64 has engaged in gambling (56.1% among men and 51.5% among women) (Table1). The decline in the prevalence of gambling that has been observed since 2022 continues to evolve, with decreases noted among both men and women.

Table 1. Prevalence of gambling online and/or land-based in the last 12 months in the population aged 15-64, by sex (%). Spain, 2018-2024.

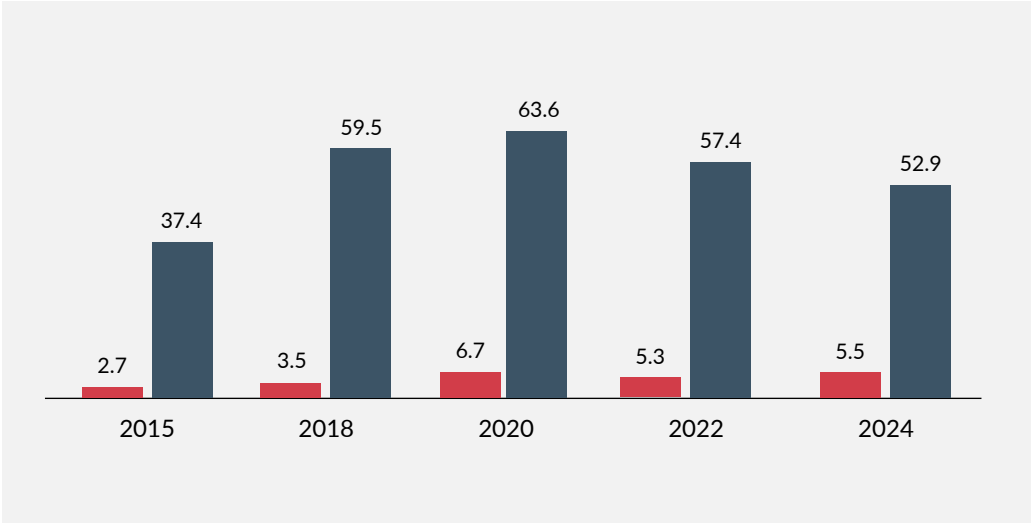
	2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W
Never or not in the last 12 months	39.8	36.5	43.1	35.8	33.2	38.5	41.9	39.6	44.3	46.2	43.9	48.5
Has gambled (online and/or land-based) in the last 12 months	60.2	63.5	56.9	64.2	66.8	61.5	58.1	60.4	55.7	53.8	56.1	51.5

T: total. M: Men. W: Women.

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Another wave shows that among the Spanish population aged 15 to 64, gambling is less prevalent online (5.5%) than land-based (52.9%). Despite this greater prevalence, a decline in the prevalence of land-based gambling is noted over time (Figure 1).

Figure 1. Prevalence of gambling in the last 12 months among the population aged 15-64 (%), by type of gambling (online or land-based). Spain, 2015-2024.



SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

4.6% of the Spanish population aged 15 to 64 reports having gambled, both online and land-based, in the last 12 months. By sex, within the low prevalence, gambling is more widespread among men (6.9%) than among women (2.3%). Evolutionarily, prevalence remains at levels similar to those of 2022 (Table 2).

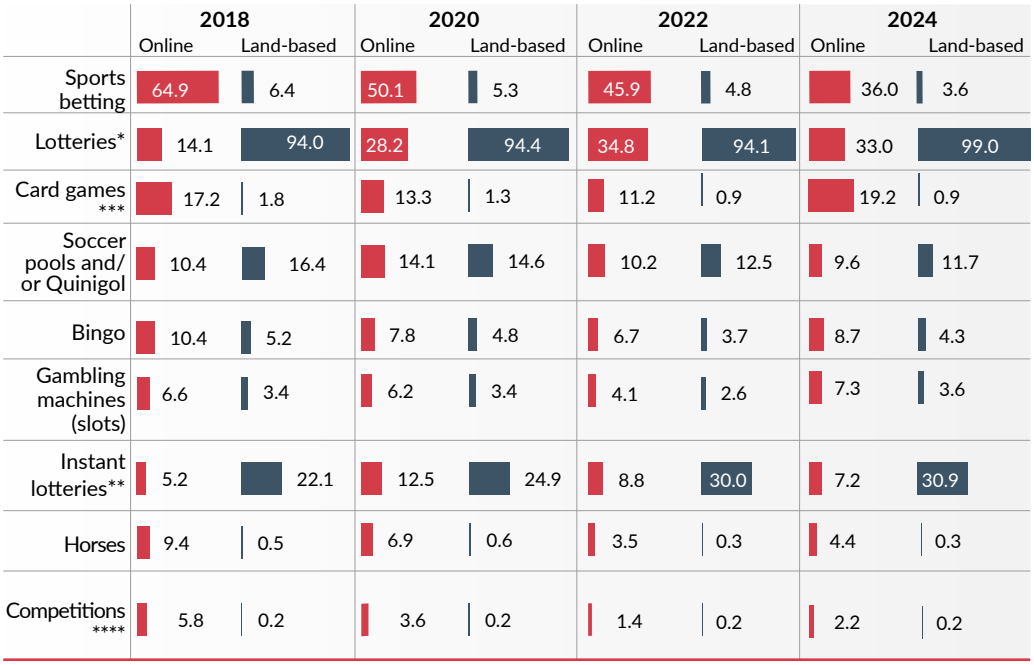
Table 2. Prevalence of gambling online and land-based in the last 12 months in the population aged 15-64, by sex (%). Spain, 2018-2024.

	2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W
Never or not in the last 12 months	97.2	95.3	99.0	93.9	91.9	96.0	95.5	93.2	97.7	95.4	93.1	97.7
Has gambled (online and land-based) in the last 12 months	2.8	4.7	1.0	6.1	8.1	4.0	4.5	6.8	2.3	4.6	6.9	2.3

T: Total, M: Men, W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Regarding the type of game, land-based, conventional lottery and instant lotteries are, by far, the most commonly used games, a trend that has been observed over different years. In the online channel, sports betting, despite still showing a notable loss of followers, remains the most practiced game along with traditional lottery (Figure 2).

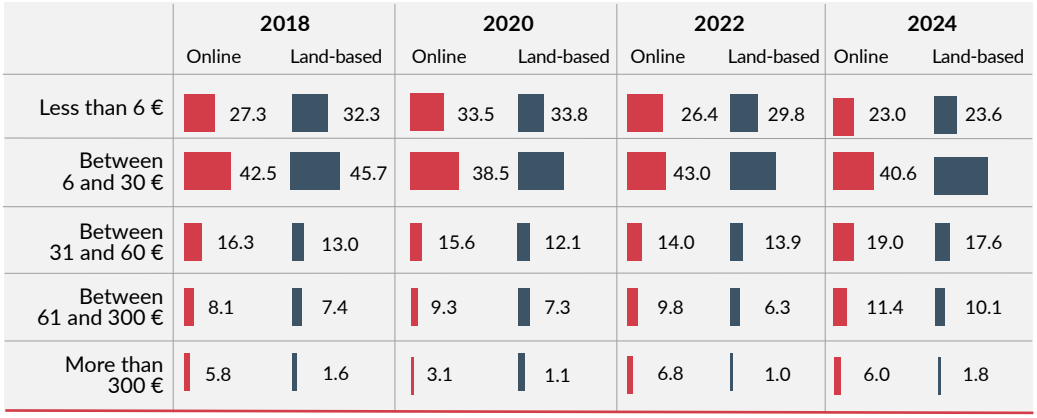
Figure 2. Types of games used among the population aged 15-64 who have gambled online or land-based in the last 12 months (%). Spain, 2018-2024.



* Primitiva, bonoloto, ONCE coupons, participative eurojackpot game, 7/39.
** ONCE scratch cards.
*** (poker, mus, blackjack, baccarat...).
**** Television, radio, press... betting money.
Note: data on online gambling should be interpreted with caution due to the small number of cases.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Regarding the largest amount of money spent in a single day by individuals who have participated in gambling. there are barely any differences between those who have done so online and those who have done it land-based. with the most common expenditure being between 6 and 30 euros. Over time. there is a slight increase in the amount of money spent compared to 2022 among both those who have engaged in online gambling and land-based (Figure 3).

Figure 3. Maximum amount of money spent in a single day in the last 12 months by the population aged 15-64 who has participated in online or land-based gambling in the last 12 months (%). Spain. 2018-2024.



SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

The age at which people gamble land-based continues to be lower than that recorded for online gambling (24.1 and 27.5 respectively). Compared to 2022. there is a slight delay in the starting age for gambling. both land-based and online. among the Spanish population aged 15 to 64.

Table 3. Age at which the population aged 15-64 has gambled for the first time online or land-based. (years). Spain. 2018-2024..

	2018	2020	2022	2024
Age at which you first gambled online	26.8	25.9	26.3	27.5
Age at which you first gambled land-based	22.8	22.7	23.3	24.1

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

When grouping the different types of gambling into three categories based on the gaming interval. continuity. availability. as well as other characteristic structural categories. it is observed that the vast majority of online and/or land-based players in the last 12 months have played games in category I (90.4%). However. as shown in table 5. the highest amounts of money spent in a single day are concentrated among those who have played TYPE III games.

Table 4. Prevalence of types of online and/or land-based gambling among those who have played in the last 12 months (%). Spain, 2024.

	2024
TYPE I Primitiva Lottery, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39, soccer pools and/or Quinigol, television contests, radio, press... with an economic bet.	90.4%
TYPE II Instant lotteries (scratch cards, ONCE), bingo.	30.6%
TYPE III Sports betting, horse betting, gambling machines (slots, fruit machines), card games (poker, mus, blackjack, baccarat...)	9.4%

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Table 5. Highest amount of money spent in a single day by the population aged 15 to 64 who have gambled online and/or land-based in the last 12 months, by game category (%). Spain, 2024.

	2024			
	Total	Type I	Type II	Type III
Less than 6 euros	23.0	23.9	24.7	19.4
Between 6 and 30 euros	46.5	47.1	45.0	36.0
Between 31 and 60 euros	18.0	17.3	16.9	22.5
Between 61 and 300 euros	10.5	9.8	11.2	16.5
More than 300 euros	2.0	1.8	2.2	5.6

TYPE I: Primitiva lotteries, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39, soccer pools and/or Quinigol, television contests, radio, press... with economic bet.
TYPE II: Instant lotteries (scratch cards, ONCE), bingo.
TYPE III: Sports betting, horse betting, gambling machines (slots, fruit machines), card games (poker, mus, blackjack, baccarat...).
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

4.3.
ESTUDES Survey. General situation of online and/or land-based gambling within the population of students aged 14-18

In 2025, 24.4% of students aged 14 to 18 have engaged in online and/or land-based gambling in the last 12 months. Regarding **sex**, significant differences exist, with this percentage rising to 34.7% for men and decreasing to 14.0% for women. Evolutively, this percentage continues to increase, rising from 21.5% in 2023 to 24.5% in 2025, with a much greater increase among men: from 29.4% in 2023 to 34.7% in 2025 (Table 6).

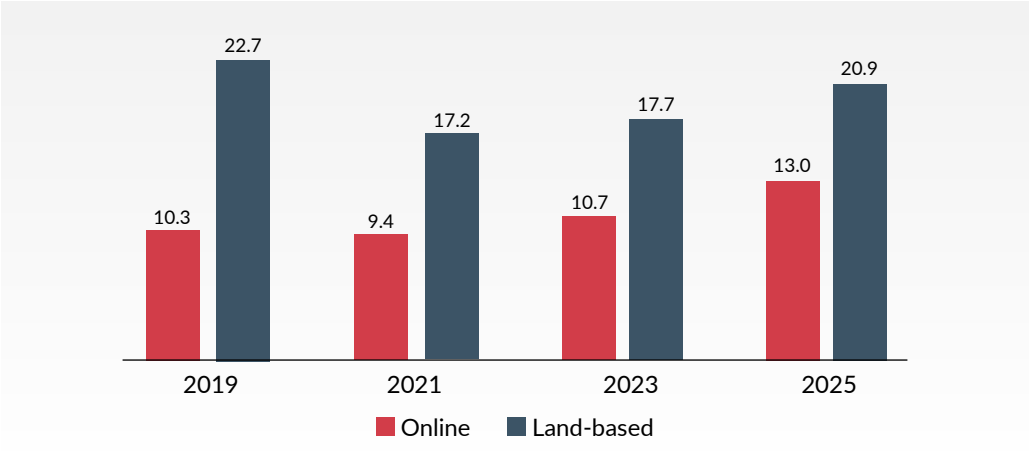
Tabla 6. Prevalence of gambling online and/or land-based in the last 12 months in the population aged 14-18. by sex (%). Spain. 2019-2025.

	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Never or not in the last 12 months	74.5	64.4	83.9	79.9	72.4	87.4	78.5	70.6	86.7	75.6	65.3	86.0
Has gambled in the last 12 months	**25.5**	35.6	16.1	**20.1**	27.6	12.6	**21.5**	29.4	13.3	**24.4**	34.7	14.0

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

The prevalence of land-based gambling remains higher than that of online gambling. The prevalence of online gambling continues the upward trend observed since 2021, rising from 10.7% in 2023 to 13.0% in 2025; the prevalence of land-based gambling has also increased, breaking the stability of the previous measurement, as it was 17.2% in 2021, 17.7% in 2023, and 20.9% in 2025 (Figure 4).

Figure 4. Prevalence of gambling in the last 12 months among the population aged 14-18 years (%), by mode of gambling (online or land-based). Spain, 2019-2025.



SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

In 2025, the prevalence of online and land-based gambling in the last 12 months among students aged 14 to 18 years is 9.5%. However, this prevalence rises to 15.4% in the case of men, while for women it is only 3.6%.

Evolutionarily, this percentage has increased significantly compared to 2023 and has reached the peak of the historical series. This increase is driven by the rise in prevalence among men, moving from 11.0% in 2023 to 15.4% in 2025 (Table 7).

Table 7. Prevalence of online and land-based gambling in the last 12 months among the population of 14-18 years, by sex (%). Spain, 2019-2025.

	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Never or not in the last 12 months	92.6	87.6	97.1	93.6	90.0	97.2	93.1	89.0	97.3	90.5	84.6	96.4
Has gambled on games of chance (online and land-based) in the last 12 months	**7.4**	12.4	2.9	**6.4**	10.0	2.8	**6.9**	11.0	2.7	**9.5**	15.4	3.6

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

The **age of onset** is similar for online gambling and land-based gambling, being 14.3 years and 14.6 years, respectively (Table 8).

Table 8. Age at which the population of 14-18 years has played games of chance for the first time online or land-based (years). Spain, 2019-2025.

	2019	2021	2023	2025
Age at which you first gambled online	14.7	15.0	14.7	14.3
Age at which you first gambled land-based	14.6	14.6	14.8	14.6

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

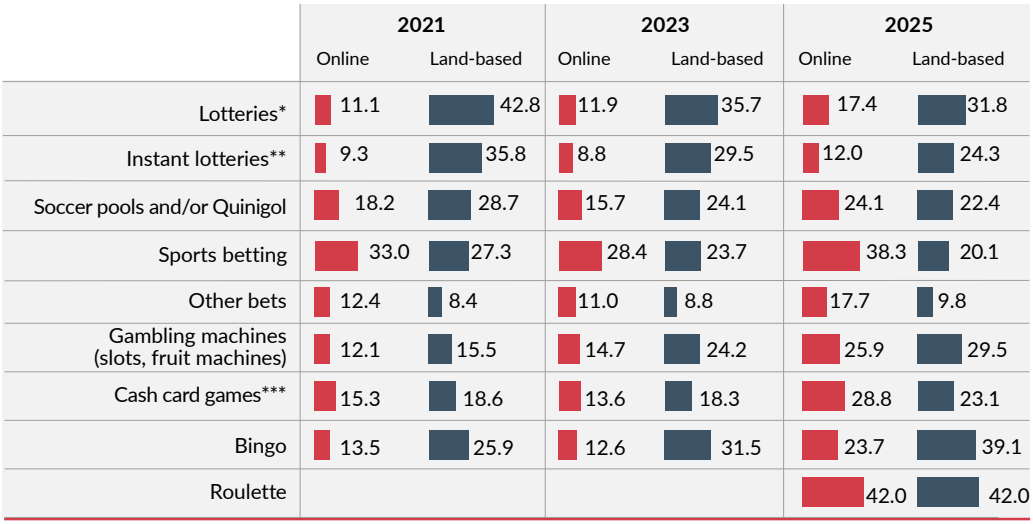
Regarding the **type of gambling** used, Figure 5 provides us with an overview of the evolution concerning students aged 14 to 18 years who have engaged in gambling online or land-based in the last 12 months.

In 2025, concerning online gambling, roulette ranks first, with more than half of the youth admitting to having wagered money (42.0%), followed by sports betting (38.3%), and thirdly, cash card games (28.8%).

With respect to the betting modality of **land-based money**, roulette also ranks first (42.0%), followed by bingo (39.1%), and thirdly, lotteries (31.8%).

Regarding the evolution of types of gambling within **online gambling**, prevalences exceed those of 2023 across all types of games. Notably, there is an increase in card games for money (15.1 percentage points), gambling machines (11.2 percentage points), and bingo (11.1 points). Similarly, in land-based gambling **presential**, the largest increase is seen in bingo (7.5 percentage points compared to 2023), gambling machines (5.3 points), and card games for money (4.8 points). However, there is a decline in instant lotteries, dropping from 29.5% in 2023 to 24.3% in 2025, in lotteries (35.7% vs 31.8%), in sports betting (23.7% vs 20.1), and in pool betting (22.4% vs 24.1%).

Figure 5. Types of games used by the population of 14-18 years who have played online gambling or land-based in the last 12 months (%). Spain. 2021-2023.



* Primitiva. Bonoloto. ONCE coupons. active Eurojackpot game. 7/39
** ONCE scratches
*** (Poker. mus. blackjack. baccarat...)
SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

When comparing **the expenditure in a single day** among students aged 14 to 18 based on the type of gambling, it is observed that online gambling incurs the highest amounts of money spent (9.5% of students who have played online gambling games in the last 12 months have spent more than 300 euros, reaching 10.1% for men and decreasing to 5.3% for women). Over time, there is an increase in the amount of money spent compared to 2023 among those who have engaged in both online and land-based gambling (Table 9).

Table 9. Maximum amount of money spent in a single day in the last 12 months by secondary education students aged 14 to 18 who have gambled online or land-based in the last 12 months (%). Spain, 2019-2025.

	2019		2021		2023		2025	
	Online	Land-based	Online	Land-based	Online	Land-based	Online	Land-based
Less than 6 euros	47.3	68.1	44.2	66.8	38.2	61.2	47.8	60.5
Between 6 and 30 euros	27.7	21.1	33.6	23.1	33.0	26.6	26.0	26.0
Between 31 and 60 euros	10.4	5.2	12.3	5.0	13.4	6.0	10.0	6.1
Between 61 and 300 euros	7.8	3.1	6.0	2.8	8.5	3.7	6.8	3.5
More than 300 euros	6.9	2.5	3.9	2.3	6.9	2.4	9.5	3.9

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

The main reason for playing among young people (both online and land-based) is fun, followed by the potential to win money, with this reason being more prevalent in the case of online gambling.

Table 10. Reasons for gambling among Secondary Education Students of 14 to 18 years based on type of gambling (online and/or land-based) (%). Spain, 2025.

	Students of 14 to 18 years who have gambled online	Students of 14 to 18 years who have gambled land-based
For fun	61.7	62.1
Make money	52.7	46.9
Avoid boredom	20.2	17.0
Others	14.3	12.8
Being with other people. social relationships	13.1	13.8
Recover losses incurred from gambling	9.7	7.6
It is a habit. custom. tradition	6.3	6.9
It is a personal challenge. a way to demonstrate skill	7.6	5.9
As a way to escape or cope with stress or improve negative moods	3.9	2.7

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When **grouping the different types of gambling into three categories** based on the game interval, continuity, availability, and other structural characteristics, it is observed that the vast majority of online and/or land-based players in the last 12 months have played games of category III (65.7%) or II (50.7%). When analyzing by sex, it is observed that men primarily play category III games, while women play category II games. As shown in table 12, the highest amounts of money spent in a single day are concentrated among those who have played only type III games, both online and land-based.

Table 11. Prevalence of types of online and/or land-based gambling by category among those who have gambled in the last 12 months (%). Spain, 2025.

	Online and/or land-based		
	T	M	W
TYPE I: lotteries*. soccer pools and/or Quinigol	45.3	46.3	43.0
TYPE II: instant lotteries**. bingo	50.7	43.8	68.0
TYPE III: sports betting. other bets (horse racing...) gambling machines (slots. fruit machines). cash card games*** roulette	65.7	76.5	38.7

*National lottery, Euromillions, Primitiva, Lotto Bonus, once coupons, active eurojackpot game, 7/39, Red Cross....
**Once Scratches, Lotto Rapid...
***Poker, blackjack, baccarat...
T: Total. M: Men. W: Women.
SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Table 12. Quantity greater of money spent in a single day in the population of students of Secondary Education aged 14 to 18 years who have gambled online and/or land-based (pure players*) in the last 12 months, by game category (%). Spain, 2025.

	Online and/or land-based		
	Type I (pure players)	Type II (pure players)	Type III (pure players)
Less than 6 euros	73.8	68.8	48.0
Between 6 and 30 euros	16.8	27.7	32.6
Between 31 and 60 euros	0.0	0.9	10.4
Between 61 and 300 euros	8.1	0.0	5.1
More than 300 euros	1.3	2.6	3.9

T: Total. M: Men. W: Women.
*pure players: those who have played exclusively games from one category
SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

The most commonly cited reason for playing is enjoyment, regardless of the type of game; however, the percentage of students citing this reason is higher among players of type III games, followed by those of type II. The second most commonly cited reason is the chance to earn money, with type III players clearly acknowledging this motivation the most. It is noteworthy that among type I players, the percentage of students stating they play for fun and to make money is much more balanced than in other types of games.

Table 13. Reasons for gambling online and/or land-based among Secondary Education Students of 14 to 18 years according to the category of gambling (pure players*) (%). Spain, 2025.

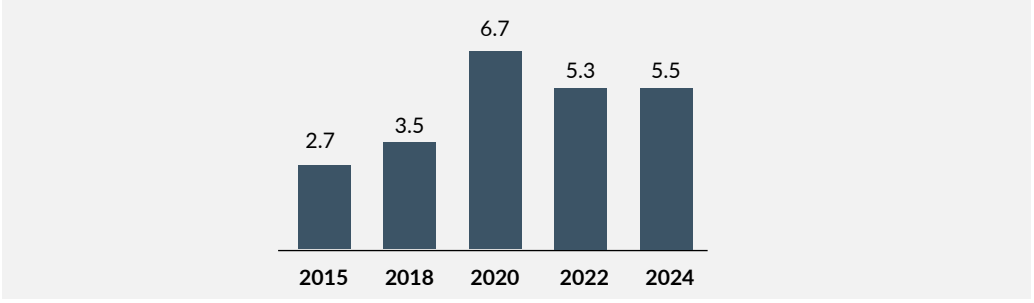
	TYPE I	TYPE II	TYPE III
For fun	32.7	60.0	73.0
Make money	30.6	22.3	64.2
Others	14.2	15.7	5.0
Being with other people, social relationships	8.4	14.8	11.0
Avoid boredom	7.4	18.4	18.8
It's a personal challenge, a way to demonstrate skill	6.6	0.9	5.0
It's a habit, custom, tradition	3.4	4.2	2.8
As a way to escape or cope with stress or improve negative mood states	0.0	1.3	1.7
Recover losses caused by gambling	0.0	1.9	11.1

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

4.4.
EDADES Survey. Online gambling in the population aged 15 to 64 years

5.5% of the population aged 15 to 64 has played online gambling in the last 12 months, a proportion very similar to that obtained in 2022 (Figure 6).

Figure 6. Prevalence of online gambling in the population aged 15 to 64 years in the last 12 months (%). Spain, 2015-2024.



SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Considering sex, a higher prevalence of online gambling is recorded among men (8.2%) than among women (2.7%), a situation observed since 2015 (Table 14).

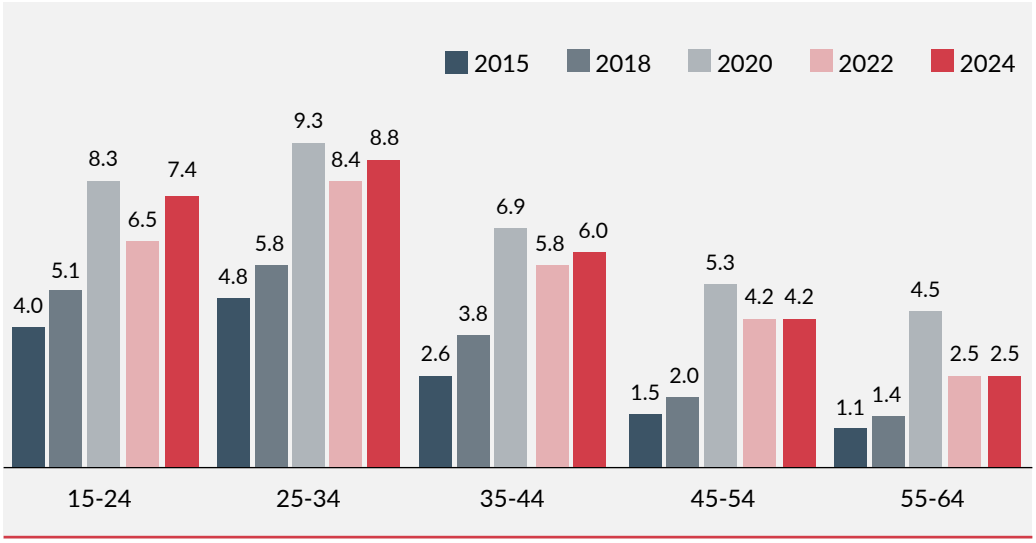
By age groups, as has been observed since 2015, there is a higher presence of people who have participated in online gambling among the younger population (7.4% among those aged 15 to 24 years and 8.8% among those aged 25 to 34 years), declining as age increases, reaching 2.5% among those aged 55 to 64 years. Evolutionarily, within stability, a slight upturn in prevalence among the youth is noted after the decline recorded in 2022 (Figure 7).

Table 14. Prevalence of online gambling in the population aged 15-64 in the last 12 months, by sex (%). Spain, 2015-2024.

	2015			2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W	T	M	W
Has not gambled online in the last 12 months or never	97.3	95.4	99.2	96.5	94.2	98.8	93.3	90.9	95.8	94.7	92.0	97.5	94.5	91.8	97.3
Has gambled online in the last 12 months	2.7	4.6	0.8	3.5	5.8	1.2	6.7	9.1	4.2	5.3	8.0	2.5	5.5	8.2	2.7

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Figure 7. Prevalence of gambling online in the population aged 15 to 64 over the last 12 months, by age (%). Spain, 2015-2024.

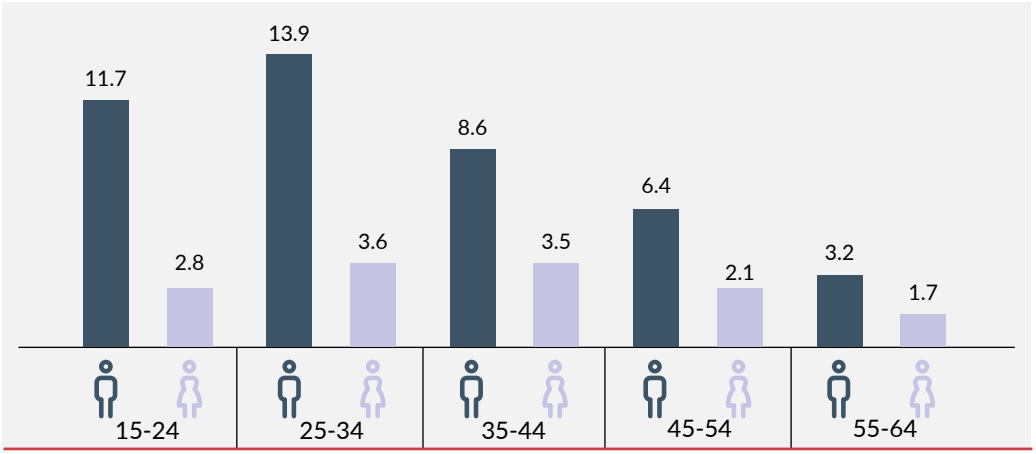


SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Considering sex and age, among men, the prevalence of online gambling increases until the age of 34, with a notable decline thereafter. For women, this prevalence also increases until 34 years, but it remains at its highest levels until 44 years, starting to decrease afterward. Regardless of the age group, a higher presence of individuals who have engaged in online gambling is observed among men compared to women, with the greatest differences seen in the younger groups (Figure 8).

Despite maintaining the prevalence of online gambling in the last 12 months compared to 2022, when we analyze the frequency with which these games have been played, we do find differences compared to 2022. There is a recorded increase of nearly 12 percentage points in the presence of those who have gamed annually, meaning once a month or less. This lower frequency is observed among men, but especially among women, where it has increased from 55.1% annual frequency to 74.2% (Table 15).

Figure 8. Prevalence of gambling online in the last 12 months, by sex and age (%). Spain, 2024.



SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

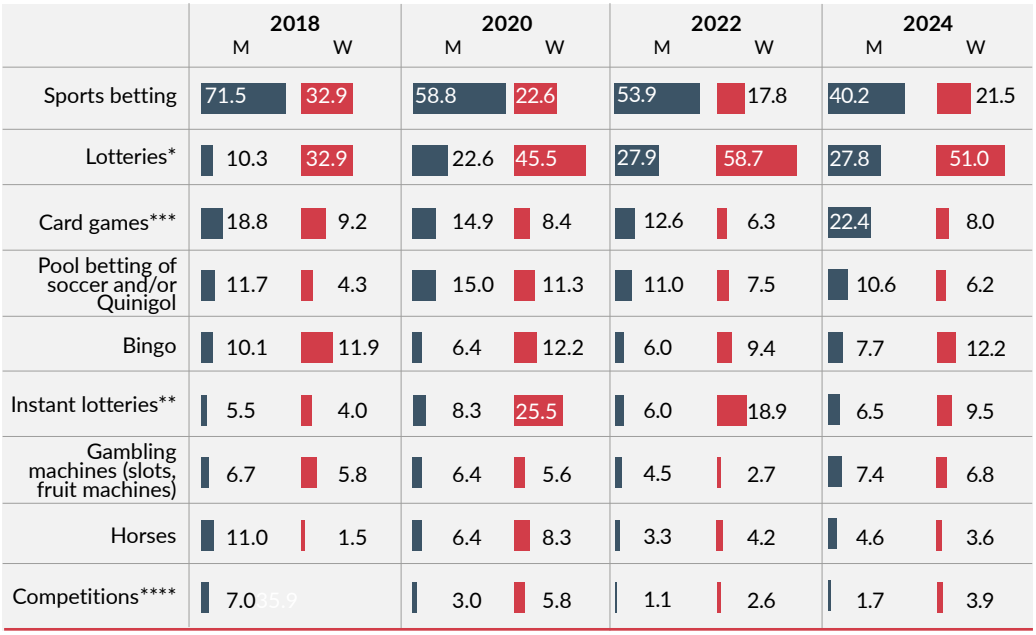
Table 15. Gambling frequency of the population aged 15-64 who has gambled online in the last 12 months, by sex (%). Spain, 2015-2024.

	2015			2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W	T	M	W
Annually (one day a month or less)	59.9	58.5	68.8	50.9	49.1	60.2	49.5	50.1	47.8	49.1	47.7	55.1	61.0	56.1	74.2
Monthly (2 to 4 days a month)	23.2	23.7	19.8	29.6	31.6	19.3	35.0	34.1	37.5	37.8	39.3	31.2	28.5	32.6	17.5
Weekly (from 2 to 5 days per week)	12.6	13.5	7.3	15.6	15.8	15.0	11.3	11.0	12.3	10.1	9.8	11.3	8.4	9.3	5.8
Daily (6 or more days per week)	4.3	4.3	4.2	3.9	3.6	5.5	4.2	4.8	2.3	3.0	3.2	2.4	2.1	2.0	2.5

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Analyzing the types of games played online based on sex, it is observed that sports betting is the most prominent among men, despite still registering a significant loss of popularity among this audience. For their part, women have primarily participated in traditional lotteries, although these have also lost appeal compared to 2022. Comparatively, it is more common to find online card players among men than among women, while bingo is more common among women, with both being the games that have gained the most popularity in 2022 among their respective audiences (Figure 9).

Figure 9. Types of gambling that the population aged 15-64 has played online in the last 12 months (among those who have played online gambling), by sex (%). Spain, 2018-2024.



H: men. M: women
* Primitiva, Bonoloto, Once coupons, active Eurojackpot game, 7/39
** Once scratch cards
*** (poker, mus, blackjack, baccarat...)
**** Television, radio, press... with economic bet Note: this data should be interpreted with caution given the small number of cases
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

In the case of online gambling, it is observed that most players in the last 12 months have played type III games (40.1%), contrasting with what was seen when online and/or land-based gambling was analyzed together (table 16).

Table 16. Prevalence of types of games online among online players online in the last 12 months, by type of game (%). Spain, 2024.

	2024
Type I Primitiva Lottery, Bonoloto, Once coupons, active Eurojackpot game, 7/39, soccer pools of soccer and/or Quinigol, television contests, radio, press... with economic bet	31.4
Type II Instant lotteries (scratch cards, once), bingo	11.4
Type III Sports betting, horse betting, gambling machines (slots, fruit machines), card games (poker, mus, blackjack, baccarat...)	40.1

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Regarding the maximum amount of money spent in a single day on online gambling in the last 12 months, the most common amount spent has been between 6 and 30 euros (40.6%). Among women, however, the highest presence of female players is concentrated among those who have spent less than 6 euros (44.9%). In evolutionary terms, the percentage of players who have spent between 31 and 60 euros at most in one day has increased by 5 percentage points compared to 2022, with this increase concentrated among men (table 17).

Table 17. Distribution of the maximum amount of money spent in a single day on online gambling in the last 12 months among the population aged 15-64 who have engaged in online gambling, by sex (%). Spain, 2018-2024.

	2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W
Less than 6 euros	27.3	25.0	38.7	33.5	29.0	45.5	26.4	24.6	34.6	23.0	17.0	44.9
Between 6 and 30 euros	42.5	41.8	46.0	38.5	39.8	35.2	43.0	44.3	36.9	40.6	42.2	34.8
Between 31 and 60 euros	16.3	17.6	9.3	15.6	17.5	10.5	14.0	15.0	9.3	19.0	21.7	9.0
Between 61 and 300 euros	8.1	9.2	2.5	9.3	10.2	6.8	9.8	8.9	14.3	11.4	12.6	6.6
More than 300 euros	5.8	6.3	3.5	3.1	3.4	2.0	6.8	7.1	5.0	6.0	6.4	4.8

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

4.5.
ESTUDES Survey. Online gambling in the population of students aged 14-18

In 2025, the prevalence of **gambling online** among students aged 14 to 18 in the last 12 months has increased again compared to the previous measurement (13.0% vs 10.7%), reaching the highest value since 2019.

When analyzed by **sex**, it is observed that in all editions, the prevalence of online gambling is higher in men than in women. In 2025, the highest prevalences of online gambling for both sexes have been reached since 2019. It should be noted that, compared to 2023, the prevalence among men shows greater growth (17.1% vs 20.7%) (Table 18).

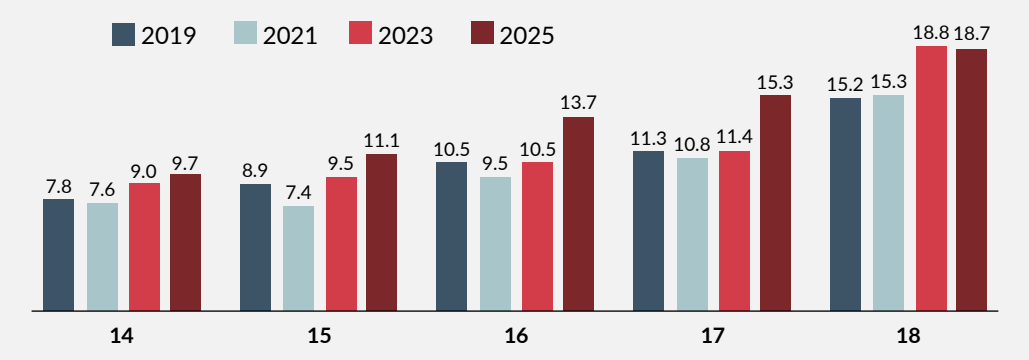
Table 18. Prevalence of online gambling in students aged 14-18 in the last 12 months, by sex (%). Spain, 2019-2025.

	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Has not gambled online in the last 12 months or never	89.7	82.6	96.4	90.6	85.0	96.2	89.3	82.9	95.7	87.0	79.2	94.7
Has not gambled online in the last 12 months or never	10.3	17.4	3.6	9.4	15.0	3.8	10.7	17.1	4.3	13.0	20.7	5.3

T: Total. M: Men. W: Women.
SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

The **prevalence of gambling** among students aged 14 to 18 years in the last 12 months continues, like in other measurements, an upward trend with age. Evolutionarily, the prevalence of gambling among 17-year-old students rises significantly (11.4% vs 15.3%) and among 16-year-old students (10.5% vs 13.7%), despite the fact that 18-year-old students still show the highest tendency towards online gambling (Figure 10).

Figure 10. Prevalence of online gambling among students of 14 to 18 years in the last 12 months, by age (%). Spain, 2019-2025.



SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Regarding the evolution of **gambling frequency** among students aged 14 to 18 who have played online gambling games in the last 12 months, an increase in gambling frequency is observed, particularly among those who gamble weekly (14.7% vs 19.7%) and daily (6.6% vs 11.4%). As a result, the lowest annual frequency data has been recorded compared to the information obtained since 2019 (43.3%) (Table 19).

In the segmentation by **sex**, it is observed that the largest difference lies in annual gambling frequency, which is higher for women (50.7% vs 41.9% respectively), while men dominate in weekly bets (20.4% vs 15.7%). However, no differences are seen between the two sexes in daily gambling (11.4% for men vs 11.2% for women) (Table 19).

Table 19. Gambling frequency of students aged 14-18 who have gambled online in the last 12 months, by sex (%). Spain, 2019-2025.

	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Annually (one day a month or less)	48.6	47.6	55.0	52.0	49.1	67.6	56.1	53.8	66.9	43.3	41.9	50.7
Monthly (2 to 4 days per month)	25.3	25.9	21.6	24.7	25.4	20.8	22.6	23.7	17.6	25.7	26.3	22.3
Weekly (from 2 to 5 days a week)	15.9	16.5	12.1	15.4	17.0	6.8	14.7	16.0	8.7	19.7	20.4	15.7
Daily (6 or more days a week)	10.2	10.0	11.3	7.9	8.4	4.9	6.6	6.5	6.9	11.4	11.4	11.2

T: Total. M: Men. W: Women.
SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Regarding the prevalence of **type of online gambling** in the last 12 months among students aged 14 to 18, differences are observed based on sex. For men, the most common is roulette (45.6%), followed by sports betting (43.6%), and in third place are cash card games (31.0%). For women, the most frequent game is bingo (36.5%), second is roulette (28.0%), and third are lotteries (20.7%).

In 2023, there was a notable increase among men regarding card gambling with money, which was 17.8 percentage points higher than in 2023, while for women, there was an 18.4 percentage point increase in bingo. Conversely, among women, sports betting decreased by 3.9 percentage points compared to the previous measurement (Figure 11).

Figure 11. Prevalence of online gambling in the last 12 months among Secondary Education Students aged 14 to 18 years who have participated in online gambling in the last 12 months, by type of game and sex. (%). Spain, 2021-2025.

	2021		2023		2025	
	Men	Women	Men	Women	Men	Women
Lotteries*	10.1	15.1	10.7	16.7	16.6	20.7
Instant lotteries**	7.9	14.8	7.6	13.6	11.7	13.4
Pool betting of soccer and/or Quinigol	17.0	22.9	15.3	17.4	25.7	18.0
Sports betting	34.1	28.9	30.1	21.5	43.6	17.6
Other bets	10.4	20.1	10.2	14.5	18.3	15.4
Gambling machines (slots, fruit machines)	10.5	18.0	15.1	13.0	28.3	16.7
Cash card games	14.3	19.4	13.2	15.5	31.0	20.0
Bingo	11.7	20.4	11.2	18.1	20.4	36.5
Roulette					45.6	28.0

*Primitiva, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39
** scratch cards. once
*** (poker, mus, blackjack, baccarat,...)
SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

In the case of online gambling, it is observed that the majority of players in the last 12 months have played type III games (66.3%) (table 20).

Table 20. Prevalence of types of games online among players online in the last 12 months, by game type in the population of secondary education students aged 14 to 18 years (%). Spain, 2025.

	2025
Type I Primitiva Lottery, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39, pool betting of soccer and/or Quinigol, television contests, radio, press... with economic bet	32.5
Type II Instant lotteries (scratch cards, ONCE), bingo	28.7
Type III Sports betting, horse betting, gambling machines (slots, fruit machines), card games (poker, mus, blackjack, baccarat...)	66.3

SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Regarding the **greater amount of money spent in a single day** on online games in the last 12 months among students aged 14 to 18 years, a greater polarization of spending should be noted, as the spending of "less than 6 euros" increased from 38.2% in 2023 to 47.8% in 2025, and the segment of "More than 300 euros" rose from 6.9% in 2023 to 9.5% in 2025.

By **sex**, it is observed that in the lowest category, 'less than 6 euros', the largest increase is due to women's spending (48.4% vs 66.3%) and in the highest spending category, 'more than 300 euros', to men (7.5% vs 10.1%) (Table 21).

Table 21. Greater amount of money spent in a single day on online gambling in the last 12 months among the population of secondary education students aged 14 to 18 who have participated in online gambling in the past year, by sex (%). Spain, 2019-2025.

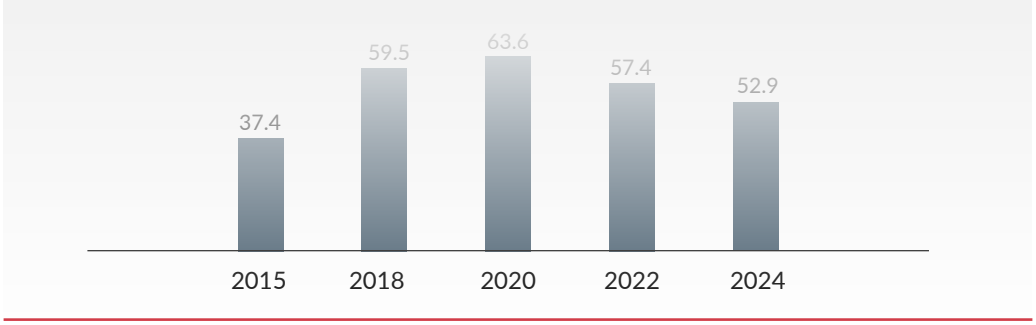
	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Less than 6 euros	47.3	45.7	60.7	44.2	42.4	53.8	38.2	36.2	48.4	47.8	45.1	66.3
Between 6 and 30 euros	27.7	28.9	17.8	33.6	34.0	31.4	33.0	33.7	29.4	26.0	27.3	17.0
Between 31 and 60 euros	10.4	10.4	9.9	12.3	12.8	9.7	13.4	13.9	10.7	10.0	10.4	6.9
Between 61 and 300 euros	7.8	8.0	5.4	6.0	6.8	1.7	8.5	8.7	7.4	6.8	7.1	4.5
More than 300 euros	6.9	7.0	6.3	3.9	4.0	3.3	6.9	7.5	4.1	9.5	10.1	5.3

T: Total. M: Men. W: Women.
SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

4.6.
EDADES Survey. Land-based gambling in the population aged 15 to 64

In 2024, 52.9% of the population aged 15 to 64 reported having participated in land-based gambling in the past year, thus continuing the decline in prevalence that began in 2022 (Figure 12).

Figure 12. Prevalence of land-based gambling in the population aged 15 to 64 in the last 12 months (%). Spain, 2015-2024.



SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

The prevalence of land-based gambling exceeds 50% among both men (54.8%) and women (51.1%), being slightly higher among men, but showing less discrepancy than in online gambling. Since 2020, there has been an observed trend of decline in land-based gambling practices, both in the male and female sectors (Table 22).

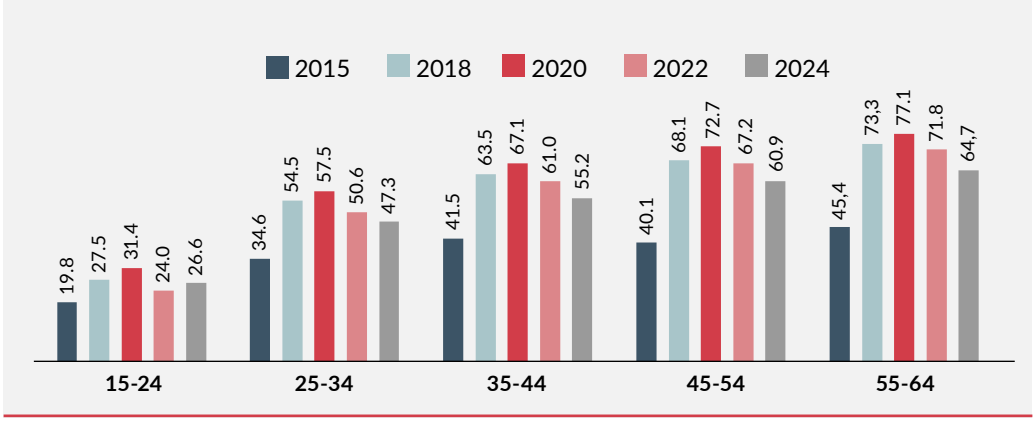
Table 22. Prevalence of gambling land-based in the last 12 months among the population aged 15-64, by sex (%). Spain, 2015-2024..

	2015			2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W	T	M	W
Has not gambled land-based in the last 12 months or never	62.6	59.5	65.7	40.5	37.6	43.4	40.6	37.9	43.2	42.9	41.0	44.7	47.1	45.2	48.9
Has gambled land-based in the last 12 months	37.4	40.5	34.3	59.5	62.4	56.6	63.6	65.9	61.2	57.4	59.2	55.5	52.9	54.8	51.1

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

In contrast to what happens in the online environment, the prevalence of land-based gambling increases with age, rising to 64.7% among those aged 55 to 64 years. Over time, except for those aged 15 to 24, there is a lower presence of gamblers compared to two years ago, with this decline being more pronounced in the older age segments (Figure 13).

Figure 13. Prevalence of land-based gambling in the population aged 15 to 64 in the last 12 months, by age (%). Spain, 2015-2024.

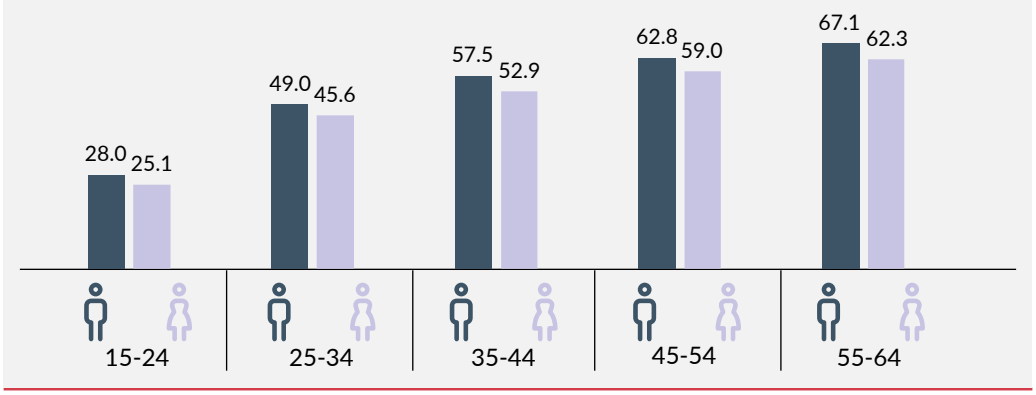


SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Analyzing the prevalence of land-based gambling by **age and sex**, the proportion of men who have gambled is higher in all age groups (Figure 14).

Regarding the frequency with which these land-based gambling games are played, the most common occurrence is having played very occasionally: 45.3% of men and 55.5% of women acknowledge having played less than once a month in the last year.

Figure 14. Prevalence of land-based gambling in the population aged 15 to 64 in the last 12 months, by sex and age (%). Spain, 2024.



SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Evolutionarily, the gambling frequency recorded remains largely unchanged compared to data from 2020 and 2022 (Table 23).

Table 23. Gambling frequency of the population aged 15-64 who have engaged in land-based gambling in the last 12 months, by sex (%). Spain, 2015-2024.

	2015			2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W	T	M	W
Annually (once a month or less)	56.3	50.6	63.1	53.2	46.8	60.4	50.2	44.4	56.6	50.5	44.9	56.6	50.2	45.3	55.5
Monthly (from 2 to 4 days per month)	31.8	34.7	28.2	34.6	38.1	30.7	39.4	43.2	35.2	37.6	41.0	34.0	36.5	39.0	33.8
Weekly (from 2 to 5 days per week)	10.6	13.1	7.7	11.1	13.4	8.4	9.4	11.0	7.6	10.6	12.6	8.5	11.2	13.1	9.2
Daily (6 or more days per week)	1.3	1.6	1.0	1.1	1.7	0.5	1.0	1.4	0.6	1.2	1.5	0.9	2.1	2.6	1.5

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Regardless of sex, traditional lotteries are observed to be, by far, the type of gambling practiced most land-based, followed by instant lotteries. Comparatively, sports-related games, pool betting, and sports betting stand out as being more popular among men than women, despite both games losing a significant number of followers in recent years (Figure 15).

As reflected in table 24, the vast majority of players in the last 12 months have played type I games (91.2%), similar to when online and/or land-based gambling was analyzed together. This contrasts with the results obtained when analyzing online gambling independently, where type III games were the most prevalent.

Figure 15. Types of gambling that the population aged 15-64 has participated in land-based in the last 12 months (among those who have engaged in land-based gambling), by sex (%). Spain, 2018-2024.

	2018		2020		2022		2024	
	M	W	M	W	M	W	M	W
Lotteries*	92.3	95.9	92.7	96.3	92.9	95.5	98.7	99.4
Instant lotteries**	22.3	22.0	25.1	24.7	30.1	30.0	31.6	30.2
Pool betting of soccer and/or Quinigol	26.5	4.8	24.1	4.4	20.9	3.4	16.7	6.3
Bet Sports	10.6	1.6	9.1	1.1	8.3	1.0	5.9	1.0
Gambling machines (slots, fruit machines)	5.5	0.9	5.2	1.4	4.3	0.8	5.8	1.2
Bingo	4.9	5.6	4.1	5.4	3.5	3.9	3.9	4.7
Game of cards***	2.6	0.9	2.0	0.6	1.5	0.3	1.3	0.5
Bets on horses	0.8	0.3	0.9	0.2	0.5	0.1	0.4	0.1
Contests****	0.1	0.4	0.2	0.3	0.2	0.3	0.2	0.3

M: Men; W: Women
* Primitiva, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39
** Scratch cards, ONCE
*** (Poker, mus, blackjack, baccarat...)
**** Television, radio, press... with economic bet
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Table 24. Prevalence of types of gambling among players who have engaged in gambling activities land-based in the last 12 months (%). Spain, 2024.

	2024
Type I Primitiva Lottery, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39, soccer pools and/or Quinigol, television contests, radio, press... with economic bet.	91.2
Type II Instant lotteries (scratch cards, ONCE), bingo.	30.5
Type III Sports betting, horse betting, gambling machines (slots, fruit machines), card games (poker, mus, blackjack, baccarat...)	6.6

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Analyzing the maximum amount of money spent in a single day on land-based gambling in the last 12 months, it is observed that the most common spending range is between 6 and 30 euros, a situation that occurs among both men and women.

Table 25. Distribution of the maximum amount of money spent in a single day on gambling land-based among the population aged 15-64 who have participated in gambling in the last 12 months, by sex (%). Spain, 2018-2024.

	2018			2020			2022			2024		
	T	M	W	T	M	W	T	M	W	T	M	W
Less than 6 euros	32.3	30.5	34.3	33.8	32.0	35.7	29.8	27.8	32.0	23.6	22.5	24.9
Between 6 and 30 euros	45.7	44.1	47.4	45.7	45.2	46.1	48.9	48.0	49.8	46.9	44.8	49.2
Between 31 and 60 euros	13.0	14.4	11.5	12.1	12.8	11.3	13.9	15.3	12.4	17.6	18.2	17.0
Between 61 and 300 euros	7.4	8.5	6.1	7.3	8.5	6.1	6.3	7.3	5.2	10.1	12.1	7.8
More than 300 euros	1.6	2.4	0.7	1.1	1.5	0.7	1.0	1.5	0.6	1.8	2.4	1.1

T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

Evolutionarily, there is a slight increase in the maximum amount spent by both men and women compared to 2022 (Table 25).

4.7. ESTUDES Survey. Land-based gambling among the population of students aged 14-18

The prevalence of land-based gambling among students aged 14 to 18 has increased compared to the data obtained in 2023, rising from 17.7% in 2023 to 20.9% in 2025 (Table 26). Throughout the historical series, men have a higher prevalence of land-based gambling, with this 2025 measurement showing them as the only group experiencing substantial growth, increasing by 6.1 percentage points compared to the previous measurement.

Table 26. Prevalence of land-based gambling among students aged 14-18 in the last 12 months, by sex (%). Spain, 2019-2025.

	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Has not gambled land-based in the last 12 months or never	77.3	69.3	84.7	82.8	77.3	88.4	82.3	76.6	88.2	79.1	70.5	87.7
Has gambled land-based in the last 12 months	**22.7**	30.7	15.3	**17.2**	22.7	11.6	**17.7**	23.4	11.8	**20.9**	29.5	12.3

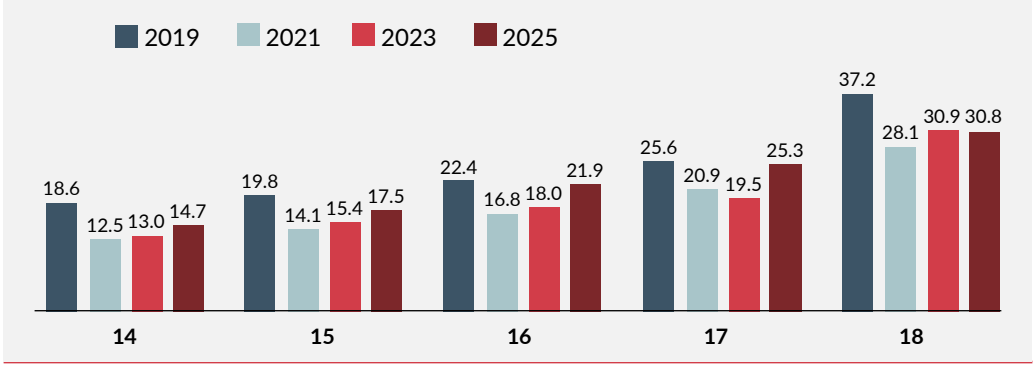
T: Total. M: Men. W: Women.

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

The **prevalence of land-based gambling** among students of 14 to 18 years in the last 12 months, similar to what occurs in online gambling, experiences a progressive increase as students get older, and the prevalence among 17-year-olds rises significantly compared to the previous edition (19.5% vs 25.3%).

Evolutionarily, the prevalence of land-based gambling among all age groups grows again after the widespread decline in 2021, except among students of 18 years, where the prevalence of land-based gambling has remained stable (30.9% in 2023 and 30.8% in 2025) (Figure 16).

Figure 16. Prevalence of land-based gambling in students of 14 to 18 years in the last 12 months, by age (%). Spain, 2019-2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Regarding **gambling frequency**, similar to previous years, most students aged 14 to 18 who have engaged in land-based gambling in the last 12 months have done so once a month or less during this period (56.1%). Conversely, this measurement shows a significant increase in the percentage of students who gamble daily (3.6% vs 6.3%). By sex, it is still observed that men gamble more frequently (6 or more days a week) than women (6.9% vs 4.0%) (Table 27).

Table 27. Gambling frequency of students aged 14-18 who have engaged in land-based gambling in the last 12 months, by sex (%). Spain, 2019-2025.

	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Annually (one day a month or less)	57.0	52.6	70.7	61.0	57.5	72.5	59.4	54.9	74.9	56.1	52.1	72.4
Monthly (2 to 4 days a month)	26.2	28.3	19.8	25.5	27.3	19.7	25.6	27.8	17.8	25.0	26.7	17.9
Weekly (2 to 5 days a week)	11.9	13.7	6.4	9.9	11.2	5.9	11.4	13.3	4.9	12.6	14.3	5.7
Daily (6 or more days a week)	4.9	5.4	3.2	3.5	4.0	1.9	3.6	4.0	2.4	6.3	6.9	4.0

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When analyzing the **type of gambling** among students who have gambled land-based, significant differences based on sex are observed. For men, the most commonly used games are roulette (51.2%), gambling machines (35.8%), and bingo (32.2%). In contrast, for women, bingo is the most representative type of gambling (55.6%), followed by lotteries (38.0%) and instant lotteries (25.6%) (Figure 17).

Figure 17. Prevalence of land-based gambling in the last 12 months among Secondary Education Students aged 14 to 18 years who have gambled land-based in the last 12 months, by type of game and sex (%). Spain, 2021-2025.

	2021		2023		2025	
	Men	Women	Men	Women	Men	Women
Lotteries*	37.6	52.9	32.5	42.2	29.3	38.0
Instant lotteries**	32.2	42.9	27.8	33.0	23.7	25.6
Soccer pools and/or Quinigol	35.4	15.4	29.8	12.5	26.8	11.8
Sports betting	35.8	10.7	30.5	9.7	24.9	8.6
Other bets	9.0	7.1	9.9	6.7	11.5	5.5
Gambling machines (slots, fruit machines)	17.8	11.1	29.7	12.9	35.8	14.1
Cash card games	19.7	16.4	19.8	15.2	26.8	14.1
Bingo	18.7	40.1	25.3	44.2	32.2	55.6
Roulette					51.2	19.7

*Primitiva, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39.
** ONCE scratches.
*** (poker, mus, blackjack, baccarat...)
SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

As reflected in Table 28, the vast majority of players in the last 12 months have played type III and II games, similar to previous analyses of online and land-based gambling.

Table 28. Prevalence of type of gambling conducted among the players who have gambled on games of chance land-based in the last 12 months (%). Spain, 2025.

	2025
Type I National Lottery, Euromillions, Primitiva, Lotto Bonus, ONCE coupons, active Eurojackpot, 7/39, Red Cross... soccer pools and/or Quinigol	42.6
Type II Instant Lotteries (ONCE Scratches, Lotto Rapid...), bingo	51.0
Type III Sports betting, other bets (horse racing/harness racing...), gambling machines (slots, fruit machines), cash card games (poker, blackjack, baccarat...), roulette	60.0

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Regarding the **maximum amount spent** in a single day land-based among students of 14 to 18 years, it remains similar to the results obtained concerning the measurement of 2023, except for the students who report having spent 'More than 300 euros' which has increased by 1.5 percentage points (2.4% vs 3.9 %). This increase is due to the rise in spending among men (2.8% vs 4.7%) (Table 29).

Table 29. Largest amount of money spent in a single day on gambling land-based in the last 12 months among secondary school students ages 14-18 who have gambled land-based (%). Spain, 2019-2025.

	2019			2021			2023			2025		
	T	M	W	T	M	W	T	M	W	T	M	W
Less than 6 euros	68.1	63.8	77.1	66.8	63.4	74.0	61.2	57.8	68.9	60.5	57.8	68.5
Between 6 and 30 euros	21.1	23.2	16.8	23.1	25.3	18.4	26.6	27.6	24.5	26.0	26.6	24.1
Between 31 and 60 euros	5.2	6.0	3.3	5.0	5.2	4.5	6.0	7.2	3.4	6.1	6.9	3.7
Between 61 and 300 euros	3.1	3.8	1.8	2.8	3.4	1.7	3.7	4.7	1.7	3.5	4.0	2.0
More than 300 euros	2.5	3.2	1.0	2.3	2.7	1.4	2.4	2.8	1.5	3.9	4.7	1.6

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

4.8.
Problematic Gambling and Gambling Disorder

When gambling becomes the center of a person's life; taking up a large part of daily activities, constantly thinking about how to gamble, when, or where to get the money to gamble; and being unable to stop gambling despite the negative consequences that seriously harm family, work, or personal relationships, we are faced with what is known as gambling disorder.

The possibility of engaging in certain activities online encourages many potentially addictive behaviors, including gambling disorder. The immediacy of rewards, easy accessibility and 24-hour access, anonymity, and the intimate environment provided by new technologies facilitate a loss of control.

Initially, gambling disorder, also known as pathological gambling, was considered a disorder of impulse control since it was recognized as a nosological entity in the American classification of mental disorders, DSM-III[5], Diagnostic and Statistical Manual of Mental Disorders. According to the latest version of this manual, in the DSM-5, gambling disorder is defined as "a persistent and maladaptive gambling behavior that causes clinically significant distress." Given the current evidence, in the DSM-5, pathological gambling is classified under the chapter of "Substance-related and addictive disorders."

The World Health Organization (WHO) also introduced pathological gambling as an entity in the ICD-10[6], considering it a disorder of impulse control. This disorder typically begins in adolescence in men and at older ages in women, going through various fluctuations but with a tendency to become a chronic problem. In other words, it is believed that the problem has a beginning, followed by periods of remission and exacerbation throughout the rest of adult life. Generally, concern, need, and gambling behavior increase during periods of stress, and likewise, the problems arising from gambling tend to intensify the gambling behavior.

[5] The American Psychiatric Association (APA). Diagnostic and Statistical Manual of Mental Disorders (third edition). Washington DC, 1980.
[6] World Health Organization (WHO). International Statistical Classification of Diseases and Related Health Problems. (ICD-10). Geneva, WHO, 1992.

With the emergence of the DSM-IV, a new aspect was added to the diagnostic criteria for this problem, as both the consequences of gambling and its triggering factors started to be emphasized, suggesting the need for both symptomatic and non-symptomatic treatments for this issue.

Additionally, this edition added a criterion to those from its previous version, as it discusses a new symptom: "gambling is used as a strategy to escape problems or to mitigate a depressed or dysphoric mood."

DSM-5 diagnostic criteria for Gambling Disorder (312.31).

A. The problematic gambling disorder is persistent and recurrent, causing clinically significant impairment or distress, and is manifested by the individual displaying four (or more) of the following criteria during a 12-month period:

1. A need to gamble with increasing amounts of money to achieve the desired excitement.
2. Is restless or irritable when trying to reduce or stop gambling.
3. Has made repeated unsuccessful attempts to control, cut back, or stop gambling.
4. Often has thoughts about gambling (e.g., continuously reliving past gambling experiences, planning or imagining the next bet, thinking about ways to get money to gamble).
5. Often gambles when feeling distressed (e.g., helplessness, guilt, anxiety, depression).
6. After losing money gambling, often goes back another day to try to win ("recover" losses).
7. Lying to conceal the extent of involvement in gambling.
8. Has jeopardized or lost a significant relationship, job, or education or career opportunity because of gambling.
9. Relies on others to provide money to relieve a desperate financial situation caused by gambling.

B. His or her gambling behavior is not better explained by a manic episode.

Gambling can be described as a continuum, with levels and stages that reflect the degree of involvement in the activity. In this sense, different terms are used to classify individuals based on their gambling patterns[7].

From this perspective, scoring between 1 and 3 on the DSM-5 scale would be considered problematic gambling, representing excessive gambling behavior with some issues arising from this activity, but without a very significant impact. Symptoms in this category can vary; there may be family problems or feelings of guilt for having invested too much time or money in a gambling episode, etc. A score of 4 or higher would be considered a gambling disorder, which can be differentiated into three levels according to the score: mild gambling disorder (DSM-5≥4 ≤5), moderate (DSM-5≥6 ≤7), or severe (DSM-5≥8 ≤9).

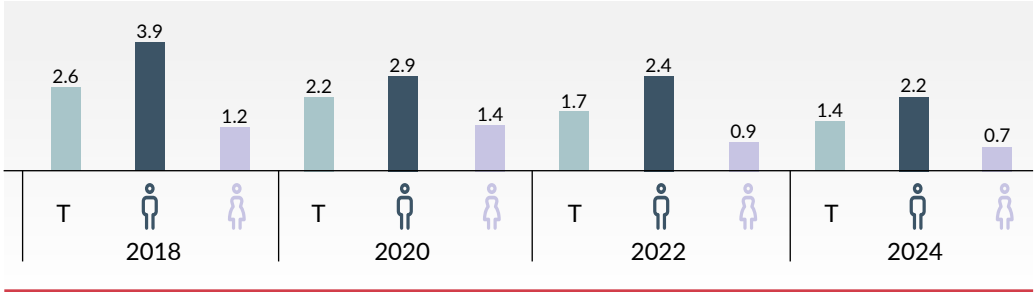
[7] National Research Council (NRC. 1999).

EDADES survey results (15-64 population age group)

In the 2018 edition of the EDADES Survey, a scale based on DSM-5 diagnostic criteria was introduced to explore the existence of possible problematic gambling and/or gambling disorder. The correction of the scale allows for the establishment of two cutoff points: a score of 1 or more would indicate possible problematic gambling, and a possible gambling disorder when a score of 4 or higher is reached on the scale.

Throughout the report, reference will generally be made to possible problematic gambling with scores higher than 1 on the DSM-5 scale, specifying possible gambling disorder at specific points. Based on this, it is estimated that in 2024, 1.4% of the population aged 15 to 64 will show possible problematic gambling, with this proportion increasing to 2.2% among men and reducing to half among women (0.7%). Evolutionarily, this prevalence has been declining since 2020 at a general level and among men, and since 2022 among women (Figure 18).

Figure 18. Prevalence of possible problematic gambling and/or gambling disorder (DSM-5 ≥1) among the population aged 15-64, by sex (%). Spain, 2018-2024.



T: Total. M: Men. W: Women.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES)

In 2024, among players of gambling in the last 12 months who responded to the DSM-5 scale, 3.2% would exhibit possible problematic gambling with a score of 1 to 3 on that scale, and 1.3% would present a possible gambling disorder, scoring 4 or more positive items on the DSM-5.

Evolutionarily, there is a greater impact of possible problematic gambling and possible gambling disorder among players compared to 2022.

Extrapolating these data to the Spanish population aged 15 to 64 years, this would suggest that 1.0% of individuals would engage in potential problematic gambling and 0.4% would present a possible gambling disorder. Thus, it appears that, in general terms, although the presence of individuals who have engaged in gambling has decreased, those who do are more likely to exhibit potential problematic gambling (table 30).

Table 30. Categorization of DSM-5 scale results among the population aged 15-64 and among players in gambling in the last 12 months (%). Spain, 2018-2024.

	2018		2020		2022		2024	
	Population 15-64 years	Players last 12 months	Population 15-64 years	Players last 12 months	Population 15-64 years	Players last 12 months	Population 15-64 years	Players last 12 months
Possible **problematic gambling** (DSM-5 ≥1 and <4)	2.0	3.4	1.6	2.7	1.3	2.2	1.0	3.2
Possible **gambling disorder** (DSM-5 ≥4)	0.5	0.9	0.6	1.0	0.4	0.7	0.4	1.3

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Now analyzing the prevalence of potential problematic gambling and/or gambling disorder (DSM-5 ≥1) among the population that has gambled, considering the mode of play, it is observed that it is higher among those who have played online than among those who have done so land-based, a phenomenon that was already seen in previous years. Evolutionarily, there is a notable presence among gambling players of those who exhibit potential problematic gambling and/or gambling disorder compared to what was recorded in 2022, both in online and land-based gambling (Table 31).

Table 31. Prevalence of possible problematic gambling and/or gambling disorder (DSM-5 ≥1) among the population that has played games of chance online or land-based in the last 12 months (%). Spain, 2018-2024.

	2018		2020		2022		2024	
	Gambling online	Gambling land-based	Gambling online	Gambling land-based	Gambling online	Gambling land-based	Gambling online	Gambling land-based
Possible **problematic gambling** among those who have gambled **online or land-based** in the last 12 months	22.9	4.2	15.8	3.5	13.6	2.9	18.4	4.3
Possible **problematic gambling** among the **total population** in the 15-64 age group	0.8	2.5	0.9	2.0	0.7	1.6	0.6	1.4

SOURCE: OEDA. E Survey on Alcohol and Drugs in Spain (EDADES).

For both the online and land-based gambling, the gambling frequency is higher among those who exhibit possible problematic gambling and/or gambling disorder than that recorded for the population aged 15 to 64 that has gambled in the last 12 months (Tables 32 and 33).

Table 32. Gambling frequency online in the last 12 months among the population aged 15 to 64 who have gambled on games of chance online and among individuals with possible problematic gambling and/or gambling disorder (DSM-5 ≥1) (%). Spain, 2018-2024.

	2018		2020		2022		2024	
	Players 15-64 years	Possible problematic gambling and/or gambling disorder	Players 15-64 years	Possible problematic gambling and/or gambling disorder	Players 15-64 years	Possible problematic gambling and/or gambling disorder	Players 15-64 years	Possible problematic gambling and/or gambling disorder
Annually	50.9	29.0	49.5	25.7	49.1	30.6	61.0	41.7
Monthly	29.6	34.0	35.0	40.0	37.8	35.4	28.5	30.2
Weekly	15.6	29.0	11.3	25.4	10.1	25.5	8.4	18.4
Daily	3.9	8.0	4.2	8.8	3.0	8.5	2.1	9.7

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

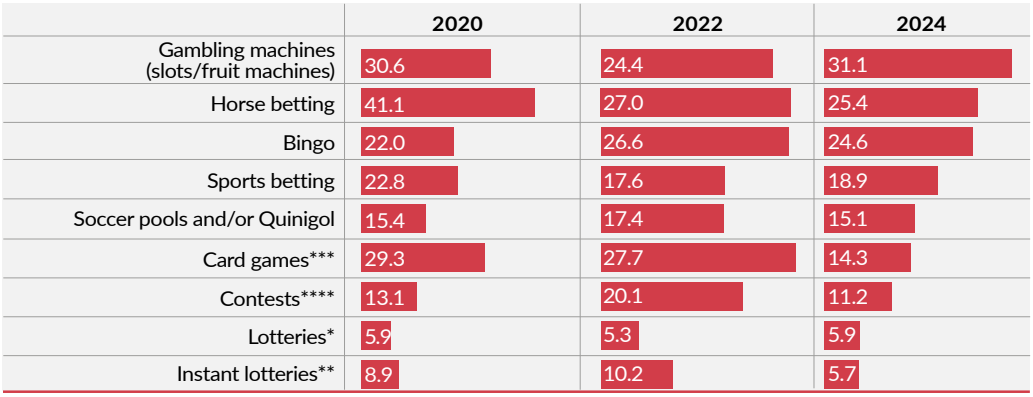
Table 33. Gambling frequency land-based in the last 12 months among the population aged 15 to 64 who have gambled land-based and among individuals with possible problematic gambling and/or gambling disorder (DSM-5 ≥1) (%). Spain, 2018-2024.

	2018		2020		2022		2024	
	Players 15-64 years	Possible problematic gambling and/or gambling disorder	Players 15-64 years	Possible problematic gambling and/or gambling disorder	Players 15-64 years	Possible problematic gambling and/or gambling disorder	Players 15-64 years	Possible problematic gambling and/or gambling disorder
Annually	53.2	30.3	50.2	24.5	50.5	28.0	50.2	18.8
Monthly	34.6	40.8	39.4	39.6	37.6	37.1	36.5	37.8
Weekly	11.1	24.2	9.4	32.5	10.6	27.3	11.2	35.0
Daily	1.1	4.8	1.0	3.3	1.2	7.6	2.1	8.4

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Analyzing the prevalence of possible problematic gambling and/or gambling disorder by type of gambling played online, the highest values are observed among those who have gambled machines (slots) (31.1%), followed by horse betting (25.4%) and bingo (24.6%). Compared to 2022, there is a decrease in the prevalence of possible problematic gambling and/or gambling disorder among those who have engaged in card games, instant lotteries, and contests, while the same prevalence has increased among those who have gambled machines (Figure 19).

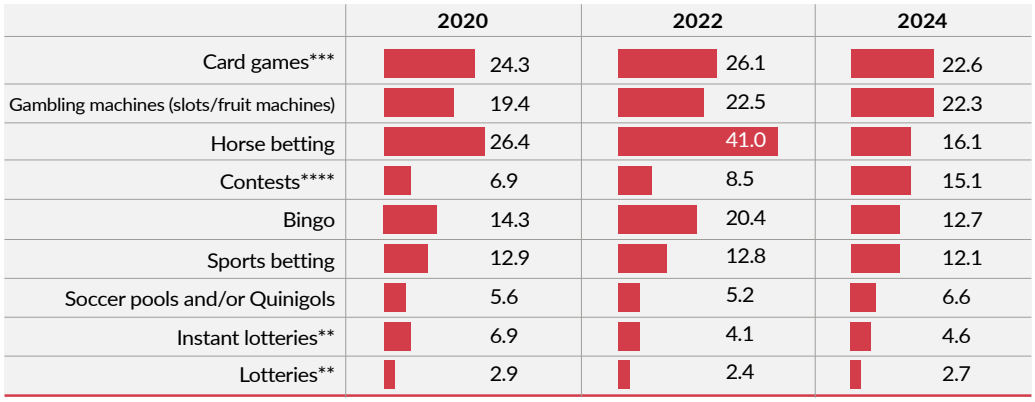
Figure 19. Prevalence of potential problematic gambling and/or gambling disorder (DSM-5 ≥1) based on the type of gambling online that has been played in the last 12 months. Spain, 2020-2024.



* Primitiva, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39
** Scratch cards, ONCE
*** (Poker, mus, blackjack, baccarat...)
**** Television, radio, press... with economic bet.
Note: these data should be interpreted cautiously due to the small number of cases.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

In the case of land-based gambling, the highest prevalences of possible problematic gambling and/or gambling disorder are recorded among those who have played card games (22.6%) and, again, among those who have gambled machines (slots) (22.3%). Conversely, the presence of players with possible problematic gambling and/or gambling disorder is very low among those who have played traditional lotteries (2.7%) and instant lotteries (4.6%).

Figure 20. Prevalence of possible problematic gambling and/or gambling disorder (DSM-5 ≥1) based on the type of gambling land-based played in the last 12 months. Spain. 2020-2024.



* Primitiva, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39
** Scratch cards, ONCE
*** (Poker, mus, blackjack, baccarat...)
**** Television, radio, press... with economic bet.
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Comparing the results with those from 2022, there is a notable decrease in the presence of players with possible problematic gambling and/or gambling disorder among those who bet on horses and those who played bingo. In contrast, an increase is recorded in the prevalence for those who participated in contests with economic bets (Figure 20).

When analyzing the prevalence of possible problematic gambling and/or gambling disorder among those who have gambled online and/or land-based in the last 12 months, **based on the type of game practiced**, it is observed that those who have played type III games have a probability of developing problematic gambling and/or gambling disorder more than three times higher than those who have played type II games and more than five times higher than those who have played type I games. Very similar results are obtained when independently studying the population that has played land-based. However, when analyzing the population of online players exclusively, the probability of developing problematic gambling and/or gambling disorder increases across all types of games; notably, in the online gambling mode, the probability of developing problematic gambling and/or gambling disorder in type II players rises to the same level as that of type III players (Table 34).

Table 34. Prevalence of possible problematic gambling and/or gambling disorder among those who have gambled online and/or land-based in the last 12 months, in the population aged 15-64, according to the category of gambling. Spain, 2024.

	Online and/or land-based			Online			Land-based		
	Type I	Type II	Type III	Type I	Type II	Type III	Type I	Type II	Type III
Possible problematic gambling and/or gambling disorder (DSM-5 ≥1)	4.3	6.8	21.9	11.4	27.2	27.2	4.2	6.6	21.2
Has not developed problematic gambling	95.7	93.2	78.1	88.6	72.8	72.8	95.8	93.4	78.8

Type I: Primitive lotteries, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39, soccer pools and/or Quinigol, television contests, radio, press... with an economic bet.
Type II: Instant lotteries (scratch cards, once), bingo.
Type III: Sports betting, horse betting, gambling machines (slots, fruit machines), card games (poker, mus, blackjack, baccarat...).
SOURCE: OEDA. Survey on alcohol and drugs in Spain (EDADES).

As one might expect, both in the mode of gambling online and land-based, the prevalence of possible problematic gambling and/or gambling disorder is higher the greater the maximum amount of money spent in a single day. On the other hand, as observed in table 35, in all spending brackets, the prevalence of possible problematic gambling and/or gambling disorder is higher in the case of online gambling.

Table 35. Prevalence of potential problematic gambling and/or gambling disorder (DSM-5≥1) based on the maximum amount of money spent in a single day by the population aged 15-64 who have gambled in the last 12 months (%). Spain, 2024.

	Online	Land-based
Less than 6 euros	2.8	1.5
Between 6 and 30 euros	14.9	2.8
Between 31 and 60 euros	22.5	5.8
Between 61 and 300 euros	37.1	11.0
More than 300 euros	52.0	28.5

SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Similarly, a higher prevalence of **risk behaviors**, such as binge drinking, binge drinking, risky alcohol consumption, and daily tobacco consumption, is also recorded among individuals with possible problematic gambling and/or gambling disorder (DSM-5≥1). Evolutionarily, it stands out how the prevalence of binge drinking has significantly decreased compared to that recorded in previous years (18.4 percentage points drop since 2022) among those with possible problematic gambling and/or gambling disorder (Table 36).

Table 36. Prevalence of drunkenness and binge drinking in the last 30 days, risky alcohol consumption (AUDIT ≥8) and daily tobacco consumption in the last 30 days in the general population of 15 to 64 years and among possible problem players and/or with gambling disorder (DSM-5 ≥1) (%). Spain, 2018-2024.

	2018		2020		2022		2024	
	15-64 years	Possible gambling problematic and/or disorder of gambling	15-64 years	Possible gambling problematic and/or disorder of gambling	15-64 years	Possible gambling problematic and/or disorder of gambling	15-64 years	Possible gambling problematic and/or disorder of gambling
Drunkenness	7.1	25.5	6.8	17.4	6.4	19.0	4.6	16.0
Binge drinking	15.1	38.6	15.4	43.2	15.4	40.2	16.0	21.8
Risky consumption of alcohol (AUDIT≥8)	5.1	24.9	4.2	21.5	4.8	22.6	6.0	24.7
Daily tobacco	34.0	53.5	32.3	43.2	33.1	54.6	25.8	54.7

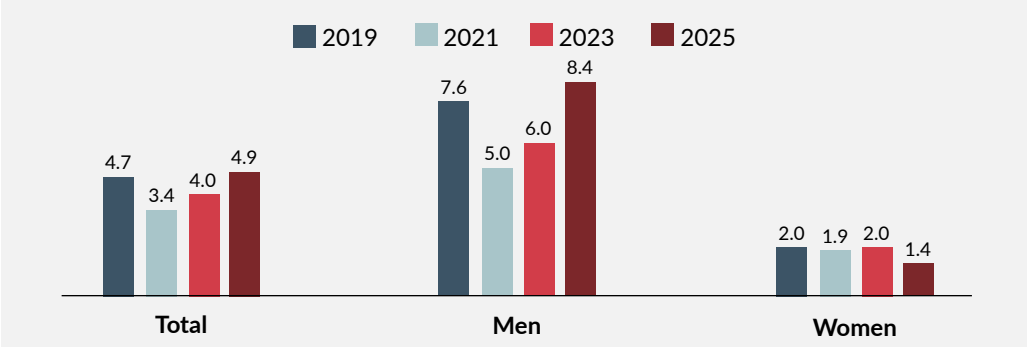
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Results of the ESTUDES survey (population of students aged 14 to 18)

In the ESTUDES Survey 2019, to explore possible problematic gambling, the Lie/Bet questionnaire was introduced for the first time, a scale that has already been used in the European ESPAD survey of the years 2015, 2019, and 2024. It is a screening instrument of only two questions that inquire whether the subject has felt the need to gamble increasingly or if they have lied to significant others about how much money they spend on gambling. The Lie/Bet questionnaire, created by Johnson et al (1997), follows criteria from the DSM-IV[8] and highlights its utility as a screening tool.

In 2025, an increase in possible problematic gambling among the population of students aged 14 to 18 is observed again, following the decrease detected in 2021. This increase is due to the rise in prevalence among men, moving from 6.0% in 2023 to 8.4% in 2025, while the prevalence of problematic gambling among women has slightly decreased (2.0% vs 1.4%) (Figure 21).

Figure 21. Prevalence of possible problematic gambling estimated from the Lie/Bet scale among the student population of Secondary Education aged 14 to 18, by sex (%). Spain, 2019-2025.



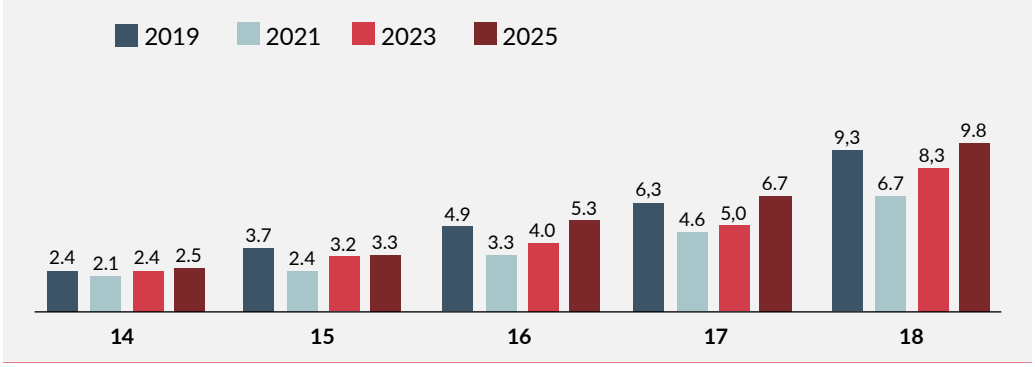
SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

By age, it is observed that the prevalence of possible problematic gambling increases as the analyzed age rises, with 18-year-old students exhibiting the highest prevalence (9.8%).

Furthermore, in 2025, compared to previous editions, a rise in prevalence is detected among students over 15 years old (Figure 22).

[8] American Psychiatric Association. (1994). Diagnostic and Statistical Manual of Mental Disorders (4th ed.). American Psychiatric Publishing

Figure 22. Prevalence of potential problematic gambling estimated from the Lie/Bet scale among the student population of Secondary Education aged 14 to 18 years, by age (%). Spain, 2019-2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

According to the prevalence index of possible problematic gambling (Lie/Bet≥1), 27.7% of students who have gambled in online gambling in 2025 would have potential problematic gambling, while it stands at 21.5% among those who have played land-based.

Compared to 2023, these prevalences have increased, particularly for online gambling, rising from 23.5% to 27.7% (Table 37).

Table 37. Prevalence of possible problematic gambling (Lie/Bet≥1) among students of 14 to 18 years who have gambled online or land-based in the last 12 months (%). Spain, 2019-2025.

	2019	2021	2023	2025
Have gambled **online**	26.4	23.0	23.5	27.7
Have gambled **land-based**	19.8	18.2	20.5	21.5

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Comparing the **gambling frequency** online between students of 14 to 18 years and among students with possible problematic gambling, it is observed that, as in previous periods, it is higher among students with possible problematic gambling.

Regarding the results obtained in 2023, there is an increase in the gambling frequency of students with possible problematic gambling, both weekly (23.7% vs 27.6%) and daily (12.7% vs 18.3%) (Table 38).

Table 38. Gambling frequency online in the last 12 months in the population aged 14 to 18 years who have gambled online and among individuals with possible problematic gambling (Lie/Bet≥1). Spain, 2021-2025.

	2021		2023		2025	
	Students of 14-18 years who have gambled online	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled online	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled online	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)
Annually	52.0	38.3	56.1	38.7	43.3	31.5
Monthly	24.7	29.2	22.6	24.9	25.7	22.7
Weekly	15.4	18.7	14.7	23.7	19.7	27.6
Daily	7.9	13.8	6.6	12.7	11.4	18.3

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

As for the **gambling frequency land-based**, it shows the same trend as online, being higher among students with possible problematic gambling.

Evolutionarily, the frequency of gambling among students with possible problematic gambling continues to grow, with at least weekly gambling increasing from 24.3% in 2021 to 35.1% in 2025 (Table 39).

Table 39. Gambling frequency land-based in the last 12 months in the population aged 14 to 18 who have gambled land-based and in individuals with possible problematic gambling (Lie/Bet ≥1). Spain, 2021-2025.

	2021		2023		2025	
	Students of 14-18 years who have gambled land-based	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled land-based	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled land-based	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)
Annually	61.0	47.1	59.4	41.4	56.1	33.7
Monthly	25.5	28.7	25.6	29.6	25.0	31.2
Weekly	9.9	17.3	11.4	20.8	12.6	24.6
Daily	3.5	7.0	3.6	8.2	6.3	10.5

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Regarding the **amount of money spent** in a single day among the population of students aged 14 to 18 who have gambled online in the last 12 months and among the gambling population with possible problematic gambling, it is seen that it is higher in students with possible problematic gambling who have played online starting from more than 6 euros across all brackets, but the difference is accentuated when the spending is more than 300 euros (9.5% vs 18.5%) (Table 40).

Table 40. Higher amount of money spent in a single day on the population of secondary education students of 14 to 18 years who have gambled online in the last 12 months and in the gambling population with a possible problematic gambling (Lie/Bet≥1). Spain, 2021-2025.

	2021		2023		2025	
	Students of 14-18 years who have gambled online	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled online	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled online	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)
Less than 6 euros	44.2	33.3	38.2	24.9	47.8	28.6
Between 6 and 30 euros	33.6	33.6	33.0	30.4	26.0	27.6
Between 31 and 60 euros	12.3	15.5	13.4	13.3	10.0	14.4
Between 61 and 300 euros	6.0	8.3	8.5	15.1	6.8	10.9
More than 300 euros	3.9	9.2	6.9	16.4	9.5	18.5

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

In land-based gambling, the same occurs as in online gambling. The **amount of money spent** is higher among students with possible problematic gambling. Compared to 2023, the segment that has seen the greatest increase is that of more than 300 euros, rising from 6.4% to 9.6% among those with problematic gambling who gamble land-based (Table 41).

Table 41. Higher Amount of money spent in a single day in the population of secondary education students aged 14 to 18 who have participated in gambling land-based in the last 12 months and in the gambling population with possible problematic gambling (Lie/Bet≥1). Spain, 2021-2025.

	2021		2023		2025	
	Students of 14-18 years who have gambled land-based	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled land-based	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)	Students of 14-18 years who have gambled land-based	Students of 14-18 years with possible problematic gambling (Lie/Bet≥1)
Less than 6 euros	66.8	46.0	61.2	37.9	60.5	34.1
Between 6 and 30 euros	23.1	29.7	26.6	34.8	26.0	34.9
Between 31 and 60 euros	5.0	10.7	6.0	11.8	6.1	12.9
Between 61 and 300 euros	2.8	6.7	3.7	9.1	3.5	8.5
More than 300 euros	2.3	6.9	2.4	6.4	3.9	9.6

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Comparing the reasons for gambling between the group of online players and those exhibiting possible problematic gambling reveals differences in the primary motive: for the former, it is enjoyment, while for the latter, it is the prospect of earning money (Table 42). The same is true for land-based gambling, although the discrepancies are smaller than in the case of online gambling (Table 43).

Table 42. Reasons for gambling among Secondary Education Students aged 14 to 18 years who have gambled online in the last 12 months and those with possible problematic gambling (Lie/Bet≥1) (%). Spain, 2025.

	Students aged 14-18 years who have gambled online	Students aged 14-18 years with possible problematic gambling (Lie/Bet≥1)
For fun	61.7	72.1
Make money	52.7	82.1
Avoiding boredom	20.2	32.2
Others	14.3	14.6
Being with other people, social relationships	13.1	21.9
Recover losses incurred from gambling	9.7	26.1
It is a personal challenge, a way to demonstrate skill	7.6	15.3
It is a habit, custom, tradition	6.3	13.7
As a way to escape or cope with stress or to improve negative moods	3.9	10.0

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Table 43. Reasons for gambling in games of chance among students of Secondary Education aged 14 to 18 years who have gambled land-based in the last 12 months and those with possible problematic gambling (Lie/Bet≥1) (%). Spain, 2025.

	Students aged 14-18 years who have gambled land-based	Students aged 14-18 years with possible problematic gambling (Lie/Bet≥1)
For fun	62.1	74.6
Make money	46.9	79.0
Avoiding boredom	17.0	28.6
Being with other people, social relationships	13.8	22.8
Other reasons	12.8	11.3
Recovering losses incurred from gambling	7.6	24.1
It is a habit, custom, tradition	6.9	12.9
It is a personal challenge, a way to demonstrate skill	5.9	13.6
As a way to escape or face stress or improve negative moods	2.7	8.0

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When analyzing the prevalences of possible problematic gambling based on the **type of gambling** online, higher values are observed among students who play gambling machines (slots/fruit machines) (46.5%), followed by other types of bets (such as horse racing) (45.0%) and instant lotteries (42.9%).

Compared to 2023, there is an increase in the prevalences of possible problematic gambling among those who have played these three types of gambling and, in general, any kind of gambling (Figure 23).

Figure 23. Prevalence of potential problematic gambling (Lie/Bet ≥1) depending on the type of online gambling played in the last 12 months (%). Spain, 2021-2025.

	2021	2023	2025
Gambling machines (slots, fruit machines)	31.3	44.9	46.5
Other bets	34.8	39.9	45.0
Instant lotteries**	31.5	38.2	42.9
Football pools and/or Quinigol	27.6	35.4	40.4
Sports betting	28.8	34.5	39.9
Lotteries*	33.4	36.5	39.6
Cash card games***	32.3	37.3	38.9
Roulette			38.4
Bingo	26.8	36.9	35.7

* National lottery, Euromillions, Primitiva, Lotto Bonus, ONCE coupons, active Eurojackpot game, 7/39, Red Cross...
** ONCE Scratches, Lotto Rapid...
*** Poker, blackjack, baccarat...
SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

In the case of **land-based gambling**, the highest prevalences of possible problematic gambling are again found among those who have engaged in other bets (horse racing/hippicas...) (41.6%), followed by gambling machines (slots, fruit machines) (36.1%), and third, this year, are those who have participated in sports betting (34.5%) (Figure 24).

Figure 24. Prevalence of possible problematic gambling (Lie/Bet≥1) based on the type of land-based gambling played in the last 12 months (%). Spain, 2021-2025.

	2021	2023	2025
Other bets	31.3	33.4	41.6
Gambling machines (slots, fruit machines)	35.1	31.3	36.1
Sports betting	26.0	28.9	34.5
Cash card games***	28.5	29.5	32.1
Roulette			31.9
Football pools and/or Quinigol	20.2	24.8	27.3
Instant lotteries**	20.9	22.5	27.2
Lotteries*	18.1	21.0	23.0
Bingo	21.8	21.2	21.9

* National lottery, Euromillions, Primitiva, Lotto Bonus, ONCE coupons, active Eurojackpot game, 7/39, Red Cross...
** Once Scratches, Lotto Rapid...
*** Poker, blackjack, baccarat...
SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When analyzing the prevalence of potential problematic gambling among those who have engaged in gambling in the last 12 months, according to the **gambling category** and modality (online and/or land-based), it is observed that students who have played only Type III games show the highest likelihood of developing gambling problems. This pattern remains consistent regardless of modality, although it peaks among those who exclusively play this type of game land-based (27.4%). In the case of games exclusively of Type I and exclusively of Type II, a higher risk is also noted in the land-based modality (14.5% and 10.8%, respectively) compared to online (7.5% and 6.3%) (Table 44).

Table 44. Probability of developing problematic gambling among those who have gambled land-based and/or online in the last 12 months, in the population of secondary education students aged 14 to 18 years, according to the gambling category (pure players). Spain, 2025.

	Online and/or land-based			Online			Land-based		
	Pure players*								
	Type I	Type II	Type III	Type I	Type II	Type III	Type I	Type II	Type III
Possible problematic gambling (Lie/Bet≥1)	8.0	9.6	27.0	7.5	6.3	23.8	14.5	10.8	27.4
Has not developed problematic gambling	92.0	90.4	73.0	92.5	93.7	76.2	85.5	89.2	72.6

TYPE I: Primitive lotteries, Bonoloto, ONCE coupons, active Eurojackpot game, 7/39, soccer pools and/or Quinigol, television contests, radio, press... with economic bet
TYPE II: Instant lotteries (scratch cards, once), bingo
TYPE III: Sports betting, horse betting, gambling machines (slots, fruit machines), card games (poker, mus, blackjack, baccarat...)
*pure players: those who have exclusively played games from one category
SOURCE: OEDA. Survey on Alcohol and Drugs in Spain (EDADES).

Both in online gambling and land-based gambling, approximately half of those who play with a weekly frequency or more develop problematic gambling (Table 45).

Table 45. Prevalence of potential problematic gambling (Lie/Bet≥1) based on gambling frequency in the population of secondary education students aged 14 to 18 years who have gambled in the last 12 months. Spain, 2025.

	2025	
	Online gambling	Land-based gambling
Annually	23.3	16.5
Monthly	28.3	34.4
Weekly	45.0	53.9
Daily	51.4	45.9

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

As expected, the probability of presenting possible problematic gambling progressively increases as the amount of money spent in a single day rises, both online and land-based. However, differences are noted based on the amount spent. Among those who spent less than 6 euros, the prevalence of problematic gambling is higher in online gambling (20.8% compared to 14.2% land-based). In the intermediate brackets, particularly between 31 and 300 euros, the prevalence is higher in land-based gambling (53.4% and 61.4% compared to 50.2% and 55.8% online). Finally, in the highest bracket of more than 300 euros, the probability of suffering from problematic gambling is again greater for those who have played online (67.6% compared to 62.3%) (Table 46).

Table 46. Prevalence of potential problematic gambling (Lie/Bet≥1) based on the largest amount of money spent in a single day among the population of secondary education students aged 14 to 18 who have gambled in the last 12 months. Spain, 2025.

	Online	Land-based
Less than 6 euros	20.8	14.2
Between 6 and 30 euros	36.9	34.0
Between 31 and 60 euros	50.2	53.4
Between 61 and 300 euros	55.8	61.4
More than 300 euros	67.6	62.3

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

In 2025, it continues to be observed that students who present possible problematic gambling have higher prevalences of **risk substance use** than students in general. Compared to the data from 2023, the only prevalence among students with possible problematic gambling that has increased is that of binge drinking in the last 30 days, rising from 41.2% to 42.6%. In contrast, the prevalences of cannabis consumption in the last 30 days and daily tobacco use among students with possible problematic gambling have decreased significantly (Table 47).

Table 47. Prevalence of drunkenness, *binge drinking* and cannabis consumption and daily tobacco consumption in the last 30 days among Secondary Education Students aged 14 to 18 years and among student players with possible problematic gambling (Lie/Bet ≥1) (%). Spain, 2019-2025.

	2019		2021		2023		2025	
	Students of 14-18 years	Students of 14-18 years with possible problematic gambling	Students of 14-18 years	Students of 14-18 years with possible problematic gambling	Students of 14-18 years	Students of 14-18 years with possible problematic gambling	Students of 14-18 years	Students of 14-18 years with possible problematic gambling
Drunkenness	24.3	46.5	23.2	45.1	20.8	41.2	17.2	42.6
Binge drinking	32.3	57.0	27.9	52.4	28.2	57.7	24.7	56.0
Cannabis	19.3	43.2	14.9	35.2	15.6	40.7	11.6	35.6
Daily tobacco	9.8	21.5	9.0	21.3	7.5	19.9	4.3	13.7

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

4.9.
Problematic internet use

Almost the entire population aged 15 to 64 years has used the internet for recreational purposes at least once in their life, at least once in the last year, and at least once in the last month. An increasing trend in the prevalence of use is observed evolutionarily across all timeframes, regardless of sex and age.

By age, it is observed that even among the oldest, the prevalence rates of use are over 94%, which confirms how widespread recreational internet use is in our society. In this regard, the increase in the prevalence of use in 2024 compared to 2022 is noteworthy, particularly in the age group of 55 to 64 years, which is about 4 percentage points higher across all analyzed time periods.

Regarding sex, as was the case in 2022, the prevalence of use is somewhat higher in women than in men, and there has been an increase in both cases compared to the previous edition.

Table 48. Prevalence of recreational internet use in the population aged 15-64, by age and sex (%). Spain, 2022-2024.

	2022								2024							
	Total	Sex		Age					Total	Sex		Age				
		M	W	15-24	25-34	35-44	45-54	55-64		M	W	15-24	25-34	35-44	45-54	55-64
Ever in life	**96.9**	96.6	97.2	99.3	98.9	98.6	97.4	91.2	**98.1**	97.8	98.3	99.3	99.4	99.2	98.2	95.0
Latest 12 months	**96.6**	96.1	97.0	99.3	98.9	98.3	97.0	90.4	**97.9**	97.7	98.2	99.2	99.3	99.1	98.0	94.8
Latest 30 days	**96.3**	95.9	96.7	99.1	98.8	98.0	96.7	89.8	**97.6**	97.3	97.9	99.0	99.0	98.9	97.7	94.1

SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES).

Highlight the age differences observed in the average number of hours per day spent using the internet recreationally. Both during the week and on weekends, this usage time decreases as age increases, with young people under 35 years old spending approximately double the hours compared to those over 54.

Evolutionarily, there is a slight increase in the average hours dedicated per day on weekends, while the average hours per day during the week remain very stable (Table 49).

Table 49. Average number of hours per day of recreational internet use in the population aged 15-64, by age and sex (%). Spain, 2022-2024.

	2022								2024							
	Total	Sex		Age					Total	Sex		Age				
		M	W	15-24	25-34	35-44	45-54	55-64		M	W	15-24	25-34	35-44	45-54	55-64
Average hours per day on week days	**2.65**	2.64	2.66	3.88	3.30	2.57	2.22	1.76	**2.63**	2.62	2.64	3.97	3.19	2.53	2.23	1.78
Average hours per day on weekends	**2.59**	2.64	2.54	4.18	3.17	2.48	2.12	1.63	**2.83**	2.83	2.83	4.52	3.42	2.67	2.34	1.83

SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES).

The **problematic internet use** is a growing phenomenon of our time that is defined as a widespread and compulsive use of the internet, associated with a loss of control and negative consequences for the individual[9]. Problematic internet use has not yet been recognized by diagnostic classification systems (ICD-10 or DSM-5), but it is receiving increasing attention in both research and clinical practice.

The literature contains different terms that are used interchangeably to refer to the same phenomenon, including internet addiction, pathological internet use, problematic internet use, internet dependency, and internet use disorder.[10] [11] [12] [13] [14] [15] [16] [17] The psychological and behavioral consequences that problematic internet use causes in individuals, particularly in the younger population, demand an effective response. One of the significant challenges in this context is to have data that allows for an understanding of the situation at the population level. To this end, the 2014 ESTUDES Survey and 2015 EDADES introduced a scale to measure problematic internet use: *The Compulsive Internet Use Scale*. CIUS. This is a validated scale for the early detection of potential cases at risk, consisting of a total of 56 items, where a score of 28 or higher indicates possible problematic internet use. The results obtained from applying this scale in the EDADES and ESTUDES surveys are shown below.

[9] Ortuño-Sierra, Javier et al. Problematic Internet Use in adolescents: Spanish validation of the Compulsive Internet Use Scale (CIUS). Addictions, [S.l.], Oct. 2022. ISSN 0214-4840.

[10] Fioravanti G, Dèttore D, Casale S. Adolescent internet addiction: testing the association between self-esteem, the perception of internet attributes, and preference for online social interactions. Cyberpsychol Behav Soc Netw. June 2012;15(6):318-23.

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[12] Brezing, C., Derevensky, J. L. and Potenza, M. N. (2010). Non-substance-addictive behaviors in youth: pathological gambling and problematic internet use. Child and Adolescent Psychiatric Clinics of North America, 19, 625-641.

[13] Goldstein, R.Z. and Volkow, N. D. (2011). Dysfunction of the prefrontal cortex in addiction: neuroimaging findings and clinical implications. Nature Reviews Neuroscience, 12, 652-669.

[14] Grant, J. E., Potenza, M. N., Weinstein, A. and Gorelick, D. A. (2010). Introduction to behavioral addictions. American Journal of Drug and Alcohol Abuse, 36, 233-241.

[15] Kormas, G., Critselis, E., Janikian, M., Kafetzis, D. and Tsitsika, A. (2011). Risk factors and psychosocial characteristics of potential problematic and problematic internet use among adolescents: a cross-sectional study. Bio Medical Central Public Health, 11, 595.

[16] Montag, C., Kirsch, P., Sauer, C., Markett, S. and Reuter, M. (2012). The role of the CHRNA4 gene in internet addiction: a case-control study. Journal of Addiction Medicine, 6, 191-195.

[17] Zhou, Y., Lin, F. C., Du, Y. S., Qin, L. D., Zhao, Z. M., Xu, J. R., Lei, H. (2011). Gray matter abnormalities in internet addiction: a voxel-based morphometry study. European Journal of Radiology, 79, 92-95.

EDADES survey results (population aged 15-64)

In 2024, 3.7% of the population aged 15 to 64 exhibited possible problematic internet use in Spain (CIUS > 28), a figure similar to what has been recorded since 2020, the year in which a significant increase in this prevalence was observed.

The prevalence of possible problematic internet use is again similar for men (3.6%) and women (3.7 %) (Table 50).

Table 50. Prevalence of possible problematic internet use among the population aged 15 to 64, by sex (%). Spain, 2015-2024.

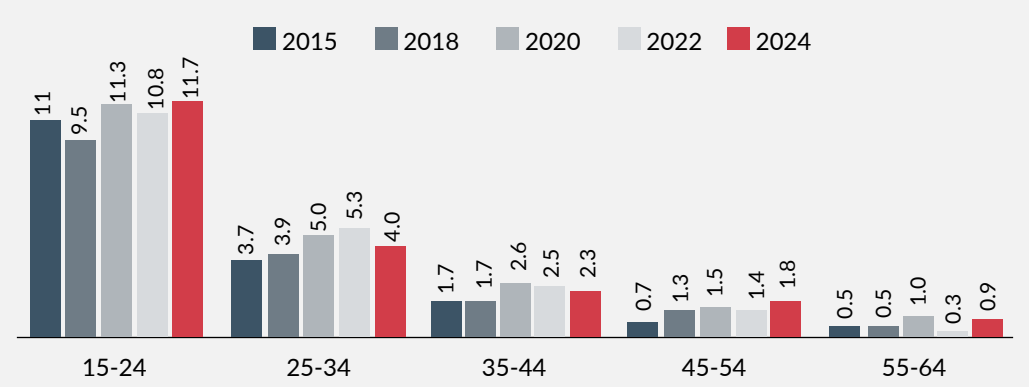
	Prevalence of possible problematic internet use (CIUS score≥28)		
	Total	Men	Women
2015	2.9	2.8	3.1
2018	2.9	3.1	2.8
2020	3.7	3.9	3.5
2022	3.5	3.4	3.6
2024	3.7	3.6	3.7

SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES).

By age, it is observed that problematic internet use peaks among the younger population, reaching 11.7% among those aged 15 to 24 years, decreasing as age increases until it becomes somewhat residual among those aged 45 to 54 years (1.8%) and among those aged 55 to 64 years (0.9%).

Evolutionarily, we see that, by age, the figure from 2022 is surpassed among those younger than 25 years and those older than 44 (Figure 25).

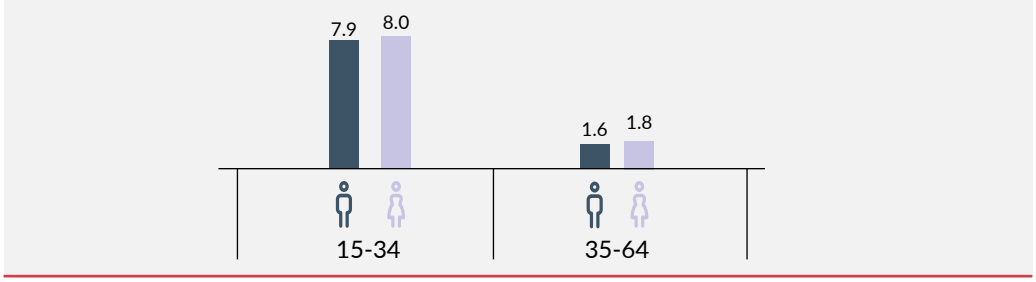
Figure 25. Prevalence of users of internet with a possible problematic use of internet among the population aged 15 to 64, by age (%). Spain, 2015-2024.



SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

In both the 15 to 34 years age group and the 35 to 64 years age group, the proportion of people with a possible problematic internet use is similar among men and women (Figure 26).

Figure 26. Prevalence of potential problematic internet use among the population aged 15 to 64, by age and sex (%). Spain, 2024.



SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

Comparing the prevalence of certain risk behaviors (binge drinking, binge drinking occurrences, and cannabis consumption in the last 30 days) between the general population aged 15 to 64 years and the population aged 15 to 64 years showing a potential problematic internet use, it is observed that these behaviors are more prevalent among those who score 28 points or higher on the CIUS scale, a situation that has been noted since 2015. In evolutionary terms, the prevalence of these risk behaviors indicates that they are currently less prevalent than in previous years among those with a potential internet use problem, particularly highlighting the decline in heavy alcohol consumption (drunkenness occurrences and binge drinking) (Table 51).

Table 51. Prevalence of binge drinking, drunkenness, and cannabis consumption among the last 30 days in the population aged 15 to 64 and the population aged 15 to 64 with possible problematic use of internet (score on the CIUS scale ≥28) (%). Spain, 2015-2024.

	2015		2018		2020		2022		2024	
	15-64 years	Possible problematic use of internet	15-64 years	Possible problematic use of internet	15-64 years	Possible problematic use of internet	15-64 years	Possible problematic use of internet	15-64 years	Possible problematic use of internet
Binge drinking	17.9	32.3	15.1	30.0	15.4	29.1	15.4	30.5	16.0	22.7
Drunkenness	6.5	17.3	7.1	18.4	6.8	17.7	6.4	16.7	4.6	11.0
Cannabis	2.1	17.8	2.1	16.9	2.9	6.2	2.8	7.8	2.5	6.8

SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

ESTUDES survey results (student population aged 14-18)

In 2025, regarding the average number of hours per day of recreational internet use among students aged 14 to 18 years in the last 30 days, it is higher on weekends than during the week, with the average daily hours of use among girls being greater during the week and among boys during the weekend. By age, both during the week and on weekends, the average number of hours of daily internet use increases with age, despite a decline among 18-year-old students (Table 52).

Table 52. Average number of hours per day of recreational internet use in the last 30 days among the population aged 14-18, by age and sex (%). Spain, 2025.

	Total	Sex		Age				
		M	W	14	15	16	17	18
Average hours per day on **weekdays**	5.1	5.0	5.2	4.4	4.9	5.3	5.4	5.2
Average hours per day on **weekends**	6.7	6.5	6.1	6.1	6.6	7.0	7.0	6.9

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

The prevalence of students of 14 to 18 years with high risk of having problematic internet use in 2025 has been 19.4%, decreasing again, having reduced by 1.1 percentage points compared to the result from 2023 (Table 53).

When analyzing this indicator by **sex**, it is observed that, as in previous years, the potential problematic internet use is higher for women (15.5% for men and 23.4% for women), even though it has decreased by 2.5 percentage points compared to 2023 (Table 53).

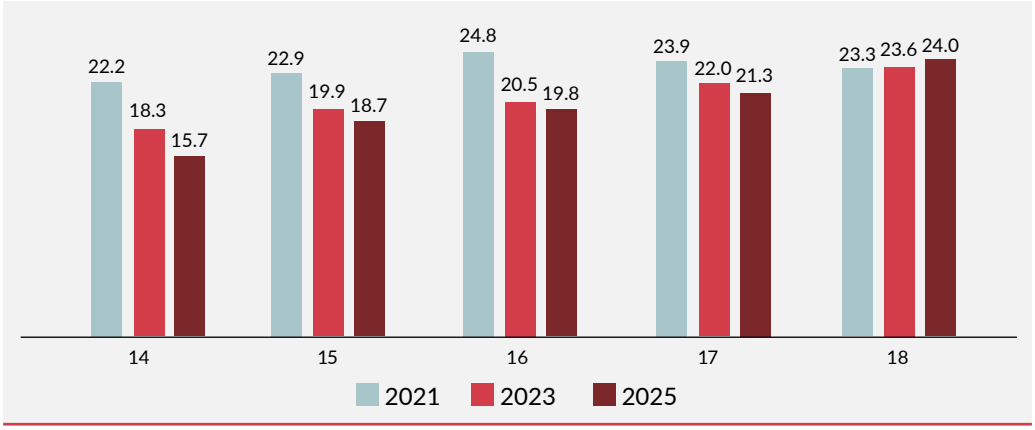
Table 53. Prevalence of internet users at high risk of having a possible problematic use of internet (CIUS score ≥28) among the population of students aged 14 to 18, by sex (%). Spain 2014-2025.

	Total	Sex	
		M	W
2014	16.4	14.7	18.0
2016	21.0	18.3	23.8
2019	20.0	16.4	23.4
2021	23.5	18.4	28.8
2023	20.5	15.3	25.9
2025	19.4	15.5	23.4

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When analyzing by **age**, the prevalence of internet users with potential problematic use increases with age. Although, compared to the results of 2023, prevalence decreases in all age groups except for those aged 18 years, which remains stable (23.6% vs 24.0%) (Figure 27).

Figure 27. Prevalence of internet users with a possible problematic use of internet (CIUS score ≥28) among the population of students aged 14 to 18, by age (%). Spain, 2021-2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

In relation to other risk behaviors, it is observed, just like in the general population (15-64 years), that the **intensive consumption** of alcohol, cannabis, and daily tobacco in the last 30 days is higher among students with possible problematic internet use than among other students, with the greatest differences in the prevalence of binge drinking and binge drinking in the last 30 days (Table 54).

Table 54. Prevalence of binge drinking, cannabis consumption, and daily tobacco consumption in the last 30 days among students of 14 to 18 years and the student population with a possible problematic internet use (CIUS score≥28) (%). Spain, 2014-2025.

	2014		2016		2019		2021		2023		2025	
	Students of 14 to 18 years	Possible problematic use of internet	Students of 14 to 18 years	Possible problematic use of internet	Students of 14 to 18 years	Possible problematic use of internet	Students of 14 to 18 years	Possible problematic use of internet	Students of 14 to 18 years	Possible problematic use of internet	Students of 14 to 18 years	Possible problematic use of internet
Drunkenness	22.2	28.4	21.8	28.8	24.3	30.7	23.2	27.6	20.8	26.9	17.2	23.1
Binge drinking	32.2	40.4	31.7	39.3	32.3	37.9	27.9	31.5	28.2	32.2	24.7	29.3
Cannabis	18.6	22.9	18.3	21.7	19.3	23.0	14.9	16.7	15.6	18.4	11.6	12.8
Daily tobacco	8.9	10.7	8.8	10.4	9.8	10.4	9.0	8.8	7.5	9.4	4.3	4.6

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When analyzing the prevalence of **risk behaviors in the last 12 months**, it is observed that they are higher among students with possible problematic internet use than among other students, with the greatest differences in arguments with parents or siblings, difficulty concentrating in school, and having experienced anxiety attacks (Table 55).

Table 55. Prevalence of risk behaviors in the last 12 months among the total student population of Secondary Education aged 14 to 18 years and in the student population with potential compulsive internet use (CIUS ≥28). Spain, 2025.

	2025	
	Students of 14 to 18 years	Possible problematic use of internet
Conflict or discussion with parents or siblings	39.9	55.5
Not remembering what happened the night before after going out	18.8	27.7
Difficulty concentrating in school	16.1	27.5
I have been expelled from the educational institution	7.4	8.6
I have had a hangover	32.0	40.6
Sexual relationships that I have remorseful	6.3	8.7
Sexual relations without a condom	15.8	19.1
I have experienced a psychotic episode (hallucinations, delusions...)	3.3	5.9
I have suffered an anxiety attack	30.6	43.2
Bullying (harassment) through the internet or by other means	9.1	13.4

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

4.10.
Problematic social media use

ESTUDES survey results (student population aged 14-18)

The use of social media among adolescents has become an everyday phenomenon with an increasing impact on their personal and social development. Although these platforms offer opportunities for communication, learning, and entertainment, they also present risks associated with problematic use: loss of time control, interference with academic performance, disturbances in sleep or family relationships, and the emergence of symptoms of dependency similar to those observed in other behavioral addictions. Therefore, it is essential to measure and analyze this area, especially at an early age, to understand its extent, detect risk patterns, and promote a healthy use that minimizes the potential negative consequences on the health and well-being of young people.

Therefore, in order to explore the levels of use and problematic use of social media among young people, this was introduced in the ESTUDES Survey of 2025 for the first time. In this way, 15.3% of students aged 14 to 18 have a potential problematic use of social media.

When analyzed by **sex**, there is not a significant difference, although this percentage rises to 15.7% for women and stands at 14.9% for men.

Regarding **age**, the students with the highest potential problematic use are those aged 18 years (16.1 %), followed by those aged 15 years (15.9%) (Table 56).

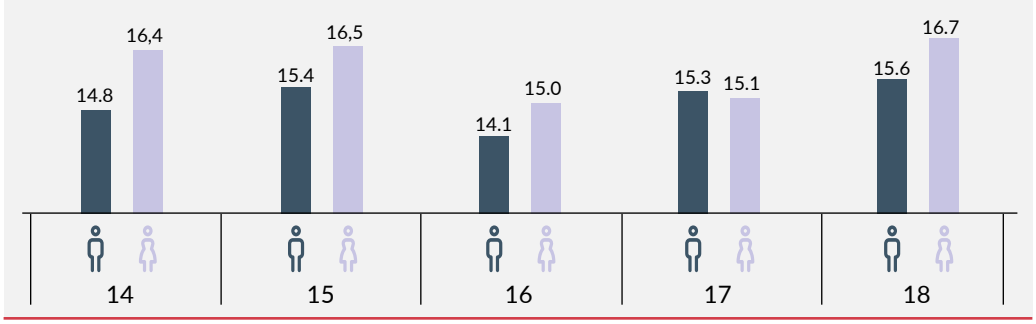
Table 56. Prevalence of possible problematic use of social media among the total of Secondary Education Students aged 14 to 18 years, by age and sex. (%). Spain, 2025.

	Total	Sex		Age				
		M	W	14	15	16	17	18
Possible problematic use of social media*	15.3	14.9	15.7	15.6	15.9	14.6	15.2	16.1

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

By age and sex, it is observed that the potential problematic use of social media is higher among women in all age groups except at 17 years, where it is similar between both sexes. Moreover, the greatest differences between the sexes are found among students, who exhibit higher problematic use of social media, specifically at 18 years (Figure 28).

Figure 28. Prevalence of potential problematic social media use among the total of Secondary Education Students aged 14 to 18 years, by age and sex. (%). Spain, 2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

The frequency of The use of social media varies depending on whether it is a school day or a non-school day.

During the **school days**, 39.5% of the students' report using them for 2 to 3 hours a day, marking the period when usage among girls begins to rise significantly. The largest difference in social media usage on school days between men and women occurs in the frequency of 4 to 5 hours per day (18.2% vs 23.9%), where there is an upward trend in usage based on age. However, on **non-school days**, it is most common for students to use social media for more than 5 hours a day (34.4%), which is 12.1 percentage points higher among women, and it is the only frequency, on these types of days, where the highest usage is seen among 18-year-old students (37.9%) (Table 57).

Table 57. Frequency of social media use in the last 30 days among the total of Secondary Education Students aged 14 to 18, by age and sex. (%). Spain, 2025.

		Total	Sex		Age				
			M	W	14	15	16	17	18
During school days	None	5.8	7.5	4.1	7.1	6.2	5.7	5.0	4.1
	Half an hour or less	6.1	7.2	5.0	7.4	6.5	5.3	5.7	5.8
	Around 1 hour	15.5	17.6	13.4	21.0	17.0	13.5	13.2	13.9
	From 2 to 3 hours	39.5	38.9	40.1	39.8	40.6	38.9	39.3	36.9
	4 to 5 hours	21.1	18.2	23.9	15.7	18.8	23.1	23.7	25.5
	More than 5 hours	12.0	10.6	13.5	9.0	10.9	13.5	13.1	13.8
During non-school days (Saturday, Sunday or vacation	None	4.5	5.8	3.1	5.2	4.9	4.4	3.9	3.4
	Half an hour or less	2.2	3.0	1.3	2.8	2.5	1.8	1.7	2.4
	Around 1 hour	5.5	7.3	3.8	7.8	5.4	5.1	4.8	4.4
	From 2 to 3 hours	21.8	25.0	18.6	25.3	23.8	19.4	20.5	20.7
	4 to 5 hours	31.7	30.6	32.8	30.2	30.3	32.4	33.1	31.2
	More than 5 hours	34.4	28.3	40.4	28.7	33.1	36.8	36.0	37.9

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When comparing the frequency of social media use in the last 30 days between Secondary Education Students aged 14 to 18 who have a possible problematic use of social media and those who do not, it is observed that the population with possible problematic use plays for a greater number of hours. The largest difference between both groups occurs on days without school, where 38.2% of the population with possible problematic use reports playing more than 5 hours compared to 27.2% in the population that has a non-problematic use of social media (Table 58).

Table 58. Frequency of social media use in the last 30 days among Secondary Education Students of 14 to 18 years with possible problematic use of social media or not. (%). Spain, 2025.

		2025	
		Population with possible problematic use of social media*	Population that makes a use of social networks not problematic**
During school days	Half an hour or less	4.7	7.9
	Around 1 hour	13.4	20.7
	From 2 to 3 hours	45.7	44.1
	From 4 to 5 hours	24.6	19
	More than 5 hours	11.6	8.3
During non-school days (Saturday, Sunday or vacation	Half an hour or less	1.5	2.8
	Around 1 hour	3.9	7.7
	From 2 to 3 hours	19.7	27.7
	From 4 to 5 hours	36.8	34.4
	More than 5 hours	38.2	27.4

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Regarding the **intensive consumption** of legal and illegal drugs in the last 30 days, it can be observed that there are no differences between the consumption of these substances among students of 14 to 18 years and those with a possible problematic use of social media (Table 59).

Table 59. Prevalence of drunkenness, *binge drinking*, tobacco use, hypnotics, and cannabis use in the last 30 days among students aged 14 to 18 years and the student population with a possible problematic social media use (%). Spain, 2025.

	2025	
	Population of students aged 14-18 years	Population with possible problematic use of social media**
Drunkenness	17.2	17.1
Binge drinking	24.7	24.5
Tobacco	15.5	15.3
Hypnotics	7.8	7.9
Cannabis	11.6	11.5

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

4.11.
Video game use

In recent decades, the addictive potential of video games has been a widely discussed topic in the media, and in the scientific literature, there have been more than 1000 published scientific articles related to this subject since 1992.

This scientific debate led to the inclusion of Internet Gaming Disorder (*Internet Gaming Disorder*) in the fifth edition of the Diagnostic and Statistical Manual of Mental Disorders (DSM-5) published by the American Psychiatric Association in 2013, in Section III, which is reserved for conditions requiring further study, specifying that only internet games without monetary bets are included in this disorder.

Subsequently, in 2019, the WHO included video game use disorder in the 11th Revision of the International Classification of Diseases (ICD-11). The decision to include video game use disorder in the ICD-11 was based on reviews of the available scientific evidence and reflected a consensus from experts across different disciplines and geographical regions of the world who participated in the technical consultations initiated by the WHO during the development process of the ICD-11.

According to the ICD-11, video game use disorder is defined as a pattern of gaming behavior ("digital gaming" or "video gaming") characterized by poor control over gaming, increasing the priority given to gaming over other activities to the extent that gaming takes precedence over other interests and daily activities, along with the continuation of gaming despite the occurrence of negative consequences.

For video game use disorder to be diagnosed, the pattern of behavior must be severe enough to cause significant impairment in personal, family, social, educational, occupational, or other important areas of functioning, and it would typically have been evident for at least 12 months.

The International Classification of Diseases (ICD) serves as the basis for identifying health trends and statistics globally and is the international standard for reporting diseases and health conditions. It is utilized by professionals worldwide for the diagnosis and categorization of diseases. The inclusion of a disorder in the ICD is a consideration that countries take into account when planning public health strategies and monitoring trends in disorders.

The National Strategy on Addictions 2017-2024 includes, as a fundamental axis of the Strategy, non-substance or behavioral addictions, placing special emphasis on gambling (land-based and online), as well as video games and other addictions through new technologies.

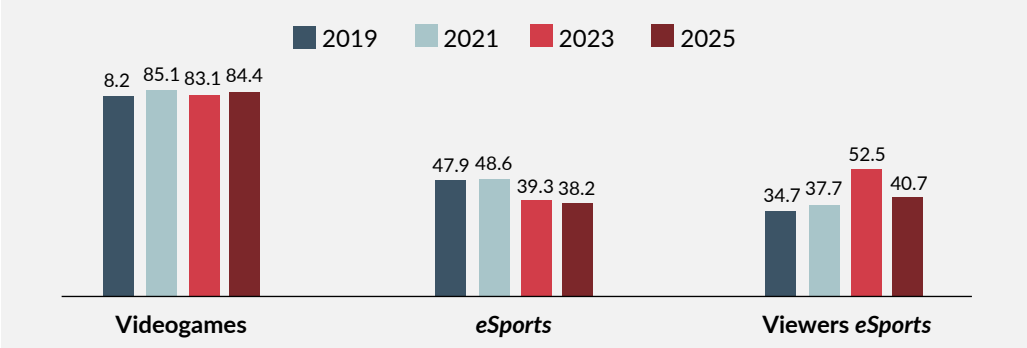
Additionally, the Strategy states that the so-called "non-substance addictions" or addictive behaviors that do not involve drugs (gambling addiction, internet, video games, screens, etc.) have significantly emerged in recent years and their presence is already being felt in demand for assistance.

In 2019, within the framework of the Student Survey on Drugs and Addictions in Secondary Education, a module on video games was included. The first part of the module included general questions about prevalence and frequency of use, and in a second part, questions based on DSM-5 criteria were included to detect a possible gaming disorder. Questions about the use of electronic sports ("*eSports*") as a player or as a spectator were also included. Below are the main results of its analysis.

ESTUDES Survey results (student population aged 14-18)

Regarding the prevalences of 2025, 84.4% of students report having played video games, 38.2% have played *eSports*, and 40.7% have been spectators of *eSports*. Compared to 2023, there is a significant decrease in *eSports* spectators, a slight increase in video game players, and a minor decrease in *eSports* players.

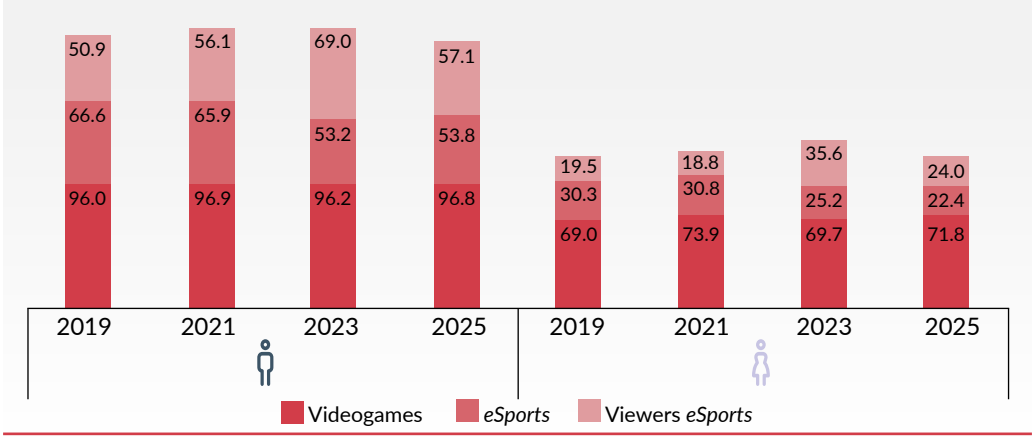
Figure 29. Prevalence of video game use, *eSports* and spectator *eSports* among the last 12 months among Secondary Education Students aged 14 to 18 (%). Spain, 2019-2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Regarding the differences by **sex**, as was the case in previous years, the three activities are much more frequent among boys than among girls. The slight decrease in gambling on eSports is due to lower participation from girls (25.2% in 2023 and 22.4% in 2025) (Figure 30).

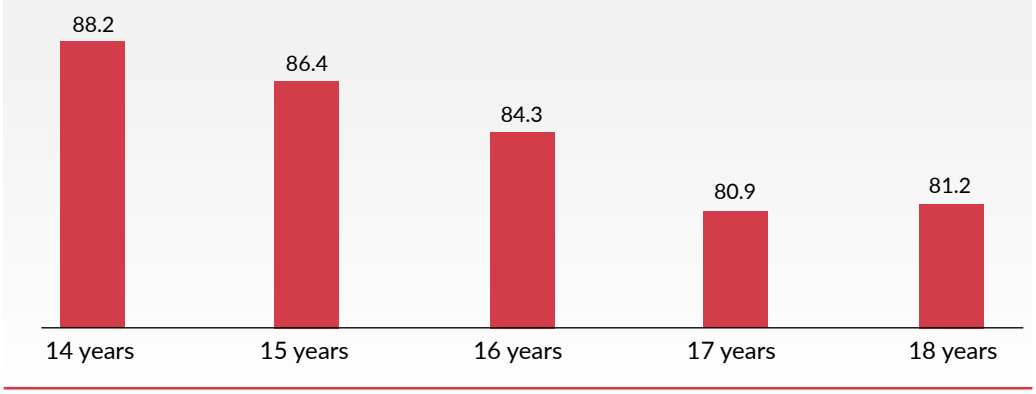
Figure 30. Prevalence of video game use, *eSports* and *eSports* viewer *among* students of the last 12 months among secondary education students aged 14 to 18 years, by sex (%). Spain, 2019-2025.



SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Concerning the **age** of video game use, a negative trend is observed as age increases, being similar between 17 and 18 years (80.9% and 81.2% respectively) (Figure 31).

Figure 31. Prevalence of video game use in the last 12 months among Secondary Education Students aged 14 to 18 years, by age (%). Spain, 2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Analyzing the **frequency of video game use** in 2025, the most common pattern is the weekly use of video games (30.7%). However, by **sex**, contrary trends are observed between boys and girls. 44.0% of boys have played video games between 1 and 4 days a week in the last 12 months, while only 17.0% of girls have played with this frequency, with the most common scenario being monthly play (25.5%) (Figure 32).

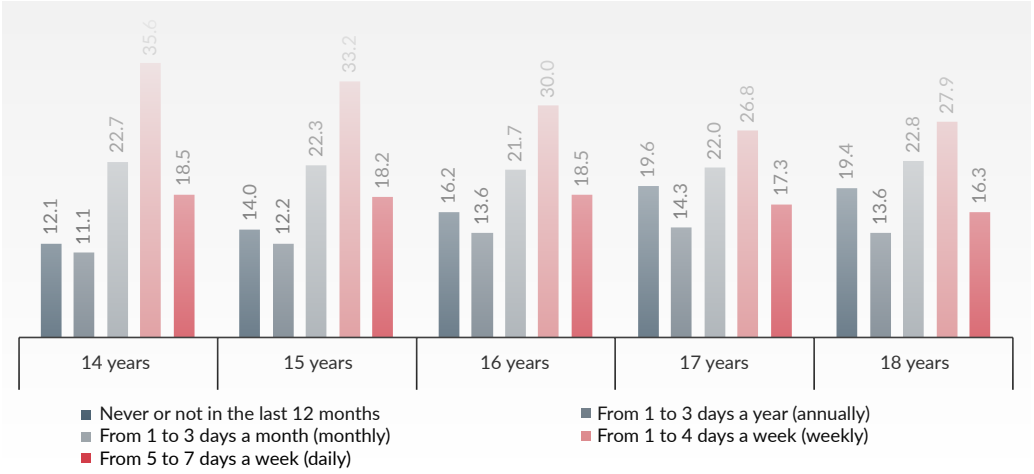
Figure 32. Frequency of video game use in the last 12 months among Secondary Education Students aged 14 to 18 years, by sex (%). Spain, 2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

By **age**, a decrease in the frequency of video game use is perceived as age increases from 14 to 17 years, but at 18 years, the frequency of playing at least once a week rises again (Figure 33).

Figure 33. Frequency of video game use in the last 12 months among Secondary Education Students aged 14 to 18 years, by age (%). Spain, 2025.

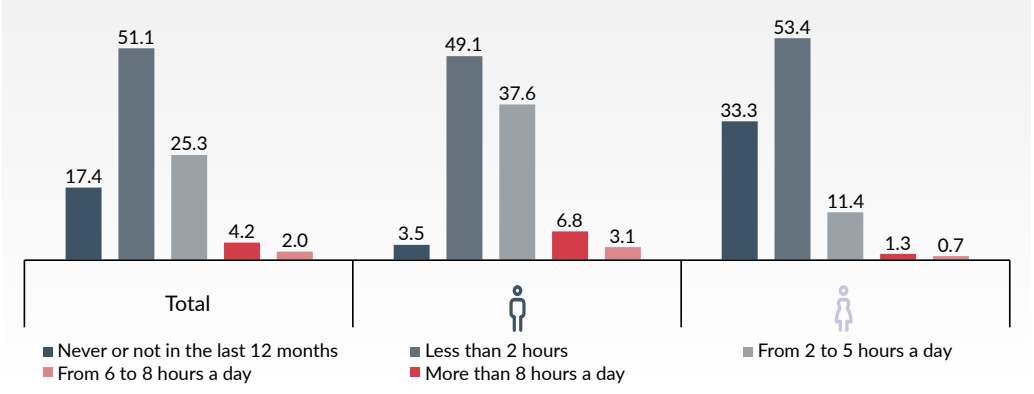


SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Regarding the number of hours spent playing video games, 51.1% of students who have played video games in the last 12 months spend less than 2 hours a day, and 6.2% do so for more than 5 hours a day.

By **sex**, just like in the other measurements, it is the boys who play the highest number of hours of video games (Figure 34).

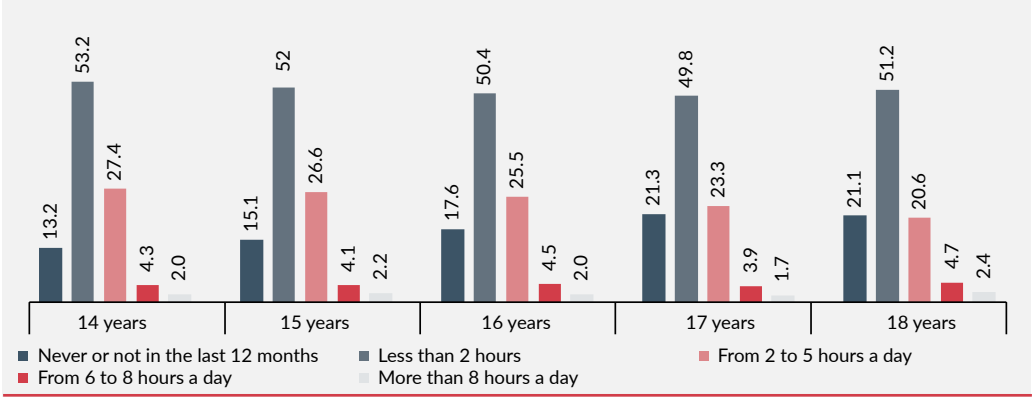
Figure 34. Video Game Use Time in the last 12 months among Secondary Education Students aged 14 to 18, by sex (%). Spain, 2025.



SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

By **age**, the time spent using video games slightly decreases as age increases, from 14 to 17 years, with 18 years being the age where the trend changes, increasing usage to more than 5 hours a day, going from 5.6% at 17 years to 7.1% at 18 years (Figure 35).

Figure 35. Video Game Use among the last 12 months among Secondary Education Students aged 14 to 18 years, by age (%). Spain, 2025.



SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

It is noteworthy that in 2025, more than six out of ten students report not having spent money on video games in the last 12 months to improve their position (64.3%), while 24.6% spent less than 50 euros, and only 11.0% spent more than 50 euros. Compared to the results obtained in 2023, there is a significant decrease in the percentage of students who report not spending money on video games (72.0% vs 64.2%), with spending between 1 and 50 euros increasing (18.5% vs 24.6%) (Table 57).

Regarding sex, men continue to spend larger amounts of money on video games, although in this measurement the percentage of women spending more than 50 euros has increased (3.3% vs 4.7%) (Table 60).

Table 60. Percentage of Secondary Education Students aged 14 to 18 years according to the total money spent on video games in the last 12 months to improve their Position, character, accessories, image, etc., by sex (%). Spain, 2023-2025.

	2023			2025		
	Total	Sex		Total	Sex	
		M	W		M	W
Nothing	72.0	60.6	88.2	64.3	54.8	82.6
Between 1 and 50 euros	18.5	25.6	8.5	24.6	30.9	12.7
Between 51 and 100 euros	4.5	6.5	1.8	5.3	6.8	2.5
More than 100 euros	4.9	7.3	1.5	5.7	7.6	2.2

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Regarding **age**, money spent on video games decreases as age increases between 14 and 17 years. The opposite occurs from 17 to 18 years, as the percentage of students declaring they spend money on video games rises in the range of 1 to 50 euros (21.8% vs 25.4%) (Table 61).

Table 61. Percentage of Secondary Education Students aged 14 to 18 years based on the total money spent on video games in the last 12 months to improve their position, character, accessories, image, etc., by age (%). Spain, 2025.

	Total	Sex		Age				
		M	W	14	15	16	17	18
Nothing	64.3	54.8	82.6	60.7	61.2	65.2	68.3	66.0
Between 1 and 50 euros	24.6	30.9	12.7	27.2	26.7	23.8	21.8	25.4
Between 51 and 100 euros	5.3	6.8	2.5	6.1	5.7	5.2	4.8	4.3
More than 100 euros	5.7	7.6	2.2	6.0	6.4	5.8	5.1	4.3

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

Possible video game use disorder in the population of students aged 14 to 18

According to the DSM-5 criteria-based scale, in 2025, 5.2% of the total population of students aged 14 to 18 would exhibit a possible video game use disorder. This percentage is similar to that obtained in 2023, maintaining this indicator at the lowest recorded results since 2019 (Table 62).

By **sex**, men have a greater likelihood of suffering from video game use disorder, with this percentage having increased compared to the figure recorded in 2023 (7.7% vs 8.6%), the year in which the lowest figure in the historical series was recorded (Table 62).

When analyzing prevalences by **age**, an increase is observed compared to 2023 among students aged 16 years (4.9% and 5.4%) while, on the contrary, there is a significant decrease in the percentage of 18-year-old students with possible video game use disorder (5.9% and 3.6%) (Table 62).

Table 62. Prevalence of possible gaming disorder (DSM-5 ≥5) among the population of students aged 14 to 18 years, by age and sex (%). Spain, 2019-2025.

	Total	Sex		Age				
		M	W	14	15	16	17	18
2019	6.1	10.4	1.9	7.5	6.5	5.3	5.5	5.9
2021	7.1	11.3	2.7	8.7	7.6	6.6	6.2	5.7
2023	5.1	7.7	2.5	5.8	5.1	4.9	4.6	5.9
2025	5.2	8.6	1.8	6.0	5.3	5.4	4.7	3.6

SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Regarding the **frequency of use** of video games, it continues to be higher among students displaying a possible video game disorder than among students who have played video games in the last 12 months, although the difference between the two groups in weekly use has decreased (Table 63).

Table 63. Frequency of video game use in the last 12 months among Secondary Education Students aged 14 to 18 who have played video games and among the student population with a possible gaming disorder (DSM-5 ≥5) (%). Spain, 2019-2025.

	2019		2021		2023		2025	
	Students 14-18 years who have played video games	Students 14-18 years with possible gaming disorder	Students 14-18 years who have played video games	Students 14-18 years with possible gaming disorder	Students 14-18 years who have played video games	Students 14-18 years with possible gaming disorder	Students 14-18 years who have played video games	Students 14-18 years with possible gaming disorder
Annually (From 1 to 3 days per year)	17.4	1.9	15.1	1.9	15.1	2.8	15.5	2.3
Monthly (From 1 to 3 days a month)	25.3	6.9	23.3	5.0	25.8	7.0	26.4	6.7
Weekly (From 1 to 4 days per week)	35.1	33.0	36.3	31.9	36.1	28.0	36.6	33.3
Daily (From 5 to 7 days per week)	22.1	58.2	25.4	61.2	23.0	62.2	21.5	57.7

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When analyzing the frequency of video game use in the last 12 months in terms of hours, the same trend is observed as with days. Students with a possible disorder play more hours per day than other students aged 14 to 18 years.

13.4% of students with a possible gambling disorder spend more than 8 hours a day playing video games compared to 2.4% of students aged 14 to 18 who have played video games in the last year (Table 64).

Table 64. Frequency of video game use in the last 12 months (average number of hours dedicated to this activity per day) among Secondary Education students aged 14 to 18 and among the student population with a possible gaming disorder (DSM-5 ≥5) (%). Spain, 2019-2025.

	2019		2021		2023		2025	
	Students of 14-18 years who have played video games	Students of 14-18 years with possible gaming disorder	Students of 14-18 years who have played video games	Students of 14-18 years with possible gaming disorder	Students of 14-18 years who have played video games	Students of 14-18 years with possible gaming disorder	Students of 14-18 years who have played video games	Students of 14-18 years with possible gaming disorder
Less than 2 hours	64.0	23.4	56.9	19.5	60.2	22.2	61.9	23.1
From 2 to 5 hours a day	28.9	50.5	33.3	49.3	31.8	47.6	30.6	48.3
From 6 to 8 hours a day	4.7	15.6	6.7	18.8	5.2	16.8	5.1	15.2
More than 8 hours a day	2.4	10.5	3.2	12.4	2.8	13.5	2.4	13.4

SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

Regarding **spending on video games**, it remains higher among students of 14 to 18 years who exhibit a possible video game disorder than among students of 14 to 18 years who have played video games in the past year (Table 65).

Compared to previous years, spending by students with a possible gaming disorder has slightly decreased, falling below 100 euros, after reaching the highest percentage in this segment of the historical series in 2023 (19.1% in 2023 and 18.3% in 2025) (Table 65).

Table 65. Percentage of Secondary Education Students aged 14 to 18 who have played video games in the last 12 months and among the student population with a possible gaming disorder (DSM-5 ≥5), according to the total money spent on video games in the last 12 months to enhance their position, character, accessories, appearance, etc. (%). Spain, 2019-2025.

	2019		2021		2023		2025	
	Students aged 14-18 who have played video games last 12 months	Students aged 14-18 with possible gaming disorder	Students aged 14-18 who have played video games last 12 months	Students aged 14-18 with possible gaming disorder	Students aged 14-18 who have played video games last 12 months	Students aged 14-18 with possible gaming disorder	Students aged 14-18 who have played video games last 12 months	Students aged 14-18 with possible gaming disorder
Nothing	71.6	34.8	70.9	37.9	72.0	38.3	64.3	33.7
Between 1 and 50 euros	19.2	33.4	20.1	34.1	18.5	31.3	24.6	36.0
Between 51 and 100 euros	4.8	14.5	4.5	12.2	4.5	11.4	5.3	12.0
More than 100 euros	4.4	17.3	4.5	15.8	4.9	19.1	5.7	18.3

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

If we observe **other types of behaviors** exhibited by students aged 14 to 18 years with a possible video game disorder, the prevalence of online gambling, land-based gambling, problematic gambling, potential compulsive internet use, potential problematic use of pornography, or potential problematic use of social media is higher among students with a possible video game disorder than among the overall students aged 14 to 18 years. The smallest difference between the prevalences of students aged 14 to 18 years and those with a possible video game disorder is found in the problematic use of social media (15.3% vs 17.4% respectively), whereas the largest difference is seen between the prevalences of potential compulsive internet use (19.4% vs 45.4% respectively) (Table 66).

Table 66. Prevalence of gambling online, land-based and possible problematic gambling (Lie/Bet>1) among the student population of Secondary Education aged 14 to 18 years and among the student population with a possible gaming disorder (DSM-5 ≥5) (%). Spain, 2025.

	2025					
	Gambling of online gambling last 12 months	Gambling land-based last 12 months	Possible gambling problematic	Possible use compulsive internet* (CIUS≥28)	Potential use problematic of pornography (PPCS-6≥20)	Possible use problematic of social networks
Students aged 14-18 total	13.0	20.9	4.9	19.4	4.1	15.3
Students with a possible gaming disorder	30.8	34.7	16.6	45.4	19.5	17.4

SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

In conclusion, when analyzing the **consumption of psychoactive substances** both legal and illegal among students aged 14 to 18 years and students of the same age who may have a video gaming disorder no significant differences are observed, as has historically been the case, although these differences have increased compared to those in 2023. The largest difference between students aged 14 to 18 years and students with a possible gaming disorder is seen in cannabis consumption (11.6% vs 17.8%) (Table 67).

Table 67. Prevalence of drunkenness, *binge drinking*, tobacco consumption, hypnotics, and cannabis in the last 30 days among the population of Secondary Education Students aged 14 to 18 years and among the population of students with a possible gaming disorder (DSM-5 ≥5) (%). Spain, 2019-2025.

	2019		2021		2023		2025	
	Population of students 14-18 years	Possible gaming disorder	Population of students 14-18 years	Possible gaming disorder	Population of students 14-18 years	Possible gaming disorder	Population of students 14-18 years	Possible gaming disorder
Drunkenness	24.3	24.9	23.2	20.9	20.8	21.2	17.2	18.2
Binge drinking	32.3	34.7	27.9	27.8	28.2	29.1	24.7	28.2
Tobacco	26.7	29.3	23.9	24.0	21.0	22.1	15.5	18.9
Hypnotics	6.4	8.9	7.5	9.1	8.2	13.0	7.8	12.5
Cannabis	19.4	25.2	14.9	16.0	15.6	22.0	11.6	17.8

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

4.12. Cryptocurrency gambling and gambling-like stock trading

This section is included as a response to the growing interest from public policy makers and researchers in understanding the impact that financial technologies, which are continuously evolving, can have on consumption habits and mental health of the population.

EDADES survey results (population aged 15-64)

Cryptocurrencies

In 2024, 0.4% of the population in Spain aged 15 to 64 acknowledges having engaged in cryptocurrency gambling in the last 12 months. Although this is a very uncommon activity in the general population, gambling with cryptocurrencies is more common among men (0.5%) than among women (0.2%), and among those under 35 years old (0.5%) compared to those over 35 years old (0.3%).

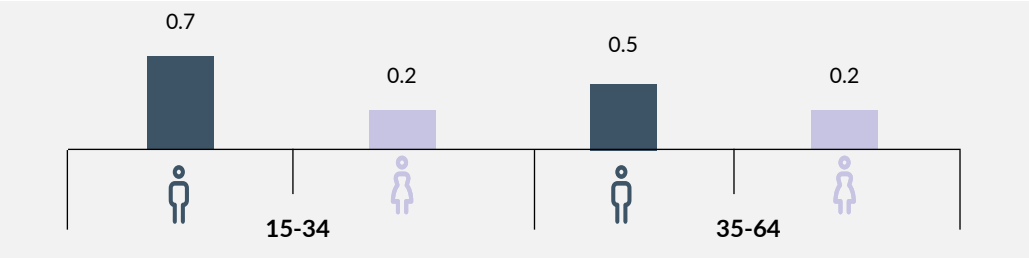
Table 68. Prevalence of cryptocurrency gambling in the last 12 months among the total population aged 15 to 64, by sex and age (%). Spain, 2024.

	Prevalence of cryptocurrency gambling in the last 12 months				
	Total	Sex		Age	
		M	W	15-34	35-64
2024	0.4	0.5	0.2	0.5	0.3

Note: these data should be interpreted with caution given the small number of cases
SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

Considering sex and age, it is observed that in the case of women, cryptocurrency gambling is equally prevalent among those under 35 and those over 35 (0.2%), while among men, a slight higher practice of this gambling is noted among the younger individuals (Figure 36).

Figure 36. Prevalence of cryptocurrency gambling in the last 12 months among the total population aged 15 to 64, by age and sex (%). Spain, 2024.



Note: these data should be interpreted with caution given the small number of cases
SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

Stock market

Gambling in the **stock market** remains a very rare habit among the general population of Spain, as evidenced by the fact that only 0.3% of the population aged 15 to 64 reports having gambled in the past year. This figure has remained consistent since 2020, when it experienced a slight increase (Table 69).

Looking at sex, there is a higher presence of those who have gambled in the stock market, whether online or land-based, among men compared to women, although for both groups it remains an unusual activity. In evolutionary terms, it is observed that the prevalences recorded in 2022 remain consistent for both men and women (Table 69).

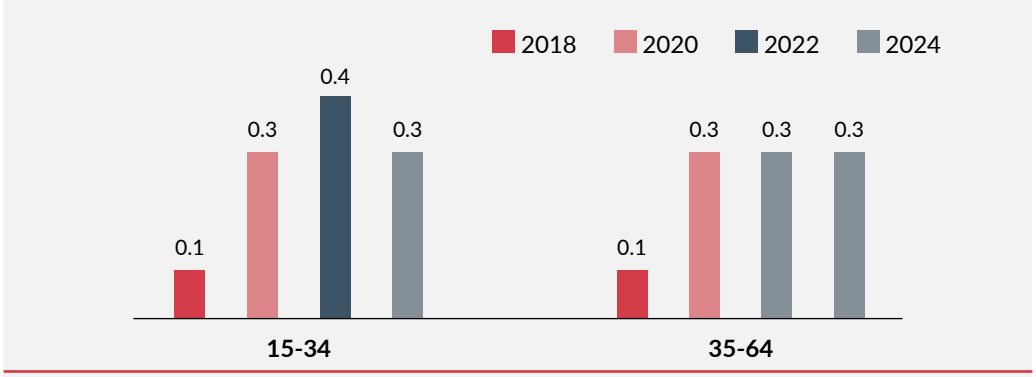
Table 69. Prevalence of gambling in the online and/or land-based stock market in the last 12 months among the total population aged 15 to 64, by sex (%). Spain, 2018-2024.

	Prevalence of gambling in the stock market in the last 12 months		
	Total	Sex	
		Men	Women
2018	0.1	0.2	0
2020	0.3	0.4	0.2
2022	0.3	0.5	0.2
2024	0.3	0.5	0.2

Note: these data should be interpreted with caution given the small number of cases.
SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES).

Using 35 years as a cutoff point, it is evident that both among those aged 15 to 34 years and those aged 35 to 64 years, the prevalence of gambling in the stock market remains at 0.3% in 2024 (Figure 37). Given these results, it seems that sex has a greater impact on this habit than age.

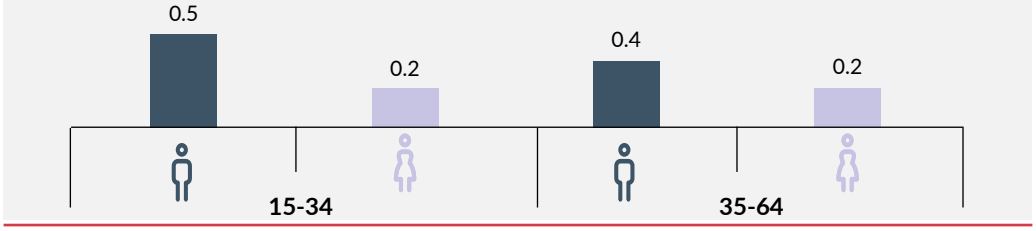
Figure 37. Prevalence of gambling in the online and/or land-based stock market in the last 12 months among the total population aged 15 to 64, by age (%). Spain, 2018-2024.



Note: these data should be interpreted with caution due to the small number of cases.
SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

When analyzing sex and age together, it is observed that in both the 15 to 34 years age group and the 35 to 64 years age group, the proportion of men who have gambled in the stock market in the past year is higher than that of women. In the case of women, the prevalence is 0.2% in both strata, while among men it rises to 0.5% for those aged 15 to 34 years, remaining at 0.4% for those over 35 years old (Figure 38).

Figure 38. Prevalence of gambling in the online and/or land-based stock market in the last 12 months among the total population aged 15 to 64, by age and sex (%). Spain, 2018-2024.



Note: these data should be interpreted with caution due to the small number of cases
SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

4.13. Pornography use

The term pornography refers to any literary, artistic, or cinematic material that explicitly displays genitals and sexual actions, with the primary aim of sexually exciting the viewer.

Currently, access to pornography has drastically changed due to the easy accessibility through the internet and the emergence of new technologies[18] [19]. Adolescents are starting this practice at very young ages, and their consumption is increasing due to what is explained by the "triple A" theory: easy access to content via the internet (accessibility), the low or non-existent cost of this material (affordability), and the anonymity of the internet (anonymity)[20]. Moreover, the normalization of the use of such content has promoted new sexual practices[21], especially among adolescents, such as "sexting," understood as the "receiving or sending of explicit sexual text messages, images, or videos through mobile phones or social media," or "revenge porn," which involves the exchange of explicit sexual content as a form of revenge after a breakup.

Different studies indicate the impact that pornography distributed via the internet has on sexual behaviors and gender relations (Peter and Valkenburg, 2016)[22].

Familiarity with risky practices, the decontextualization of sexuality, immediacy, the simplification of interpersonal relationships, as well as the linkage to new forms of prostitution make pornography a phenomenon of particular relevance for understanding interpersonal relationships (Döring, 2009)[23]. VVarious studies indicate that adolescents are a population at risk of suffering the harmful effects of pornography consumption, mainly due to the developmental stage they are in[24].

For all these reasons, and in order to explore the prevalence of pornography use among young people, a module on pornography use was introduced in the 2023 ESTUDES Survey. Additionally, in 2024, a series of questions were added to the EDADES questionnaire aimed at understanding the level of pornography consumption in the Spanish population aged 15 to 64.

[18] Peter J & Valkenburg P, (2016). Adolescents and pornography: a review of 20 years of research. The Journal of Sex Research, 53(4-5), 509-531.

[19] Ballester L, Orte C, & Gordaliza Y, (2019). New pornography and changes in interpersonal relationships of adolescents and youth. Editorial Octaedro.

[20] Cooper, A. (1998). Sexuality and the Internet: Surfing into the new millennium. CyberPsychology & Behavior, 1(2), 187–193. https://doi.org/10.1089/cpb.1998.1.187.

[21] Villena Moya,A. Mestre-Bach, G. & Chicalana Actis, C. (2020). Use and problematic use of pornography in adolescents: an unresolved debate.

[22] Peter, J., & Valkenburg, Patti M. (2008). Adolescents' exposure to sexually explicit internet material, sexual uncertainty, and attitudes toward uncommitted sexual exploration: Is there a link? Communication Research, 35, 569-601.

[23] https://www.nicola-doering.de/wp-content/uploads/2014/08/D%C3%B6ring-2009-The-Internet%E2% 80%99s-impact-on-sexuality.pdf

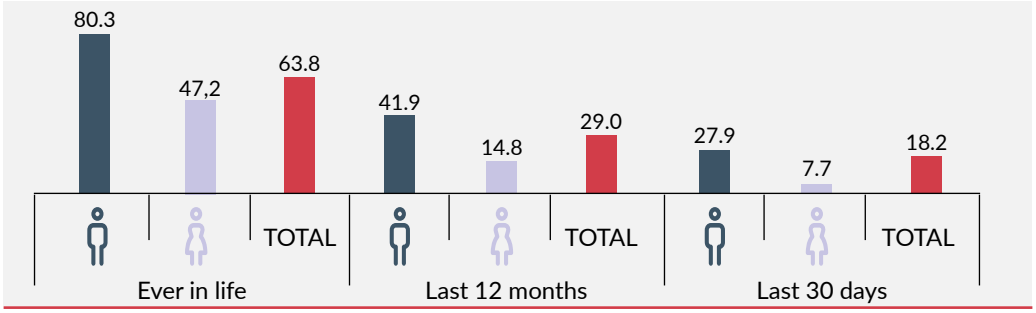
[24] Peter J & Valkenburg P, (2016). Adolescents and pornography: a review of 20 years of research. The Journal of Sex Research, 53(4-5), 509-531.

EDADES survey results (population aged 15-64)

63.8% of the Spanish population aged 15 to 64 report having consumed pornography ever in life, with this proportion decreasing to 29.0% for the last 12 months and to 18.2% in the 30 days prior to the survey (Figure 39).

According to sex, it is observed that among men, the level of consumption is higher regardless of the time period analyzed (Figure 39).

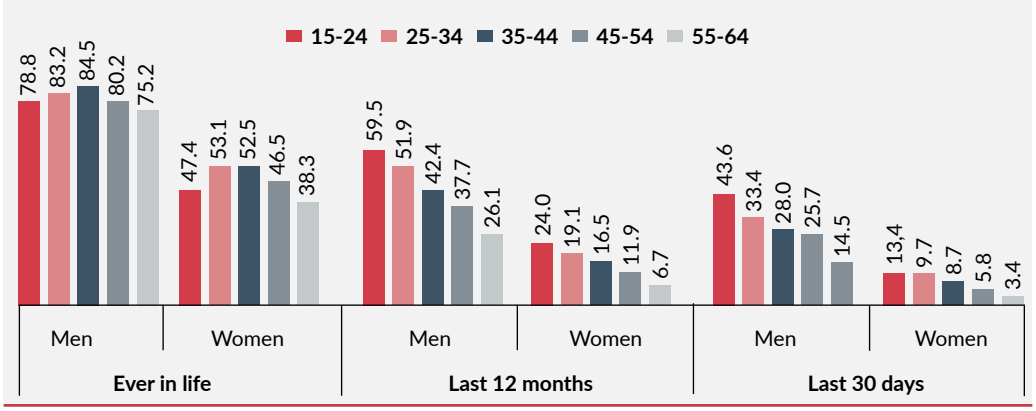
Figure 39. Prevalence of pornography consumption ever in life, in the last 12 months, and in the last 30 days in the population aged 15-64 by sex (%). Spain, 2024.



SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

When analyzing the prevalence of pornography use by sex and age, it is observed that in the most recent time frames (last 12 months and last 30 days), consumption decreases as age increases, both in men and women, with the highest prevalences recorded in the age group 15-24. In the time frame of ever in life, however, the highest prevalences are recorded in the 35-44 age group for men (84.5%) and in the 25-34 age group for women (53.1%).

Figure 40. Prevalence of pornography use in the population aged 15-64, by age and sex (%). Spain, 2024.

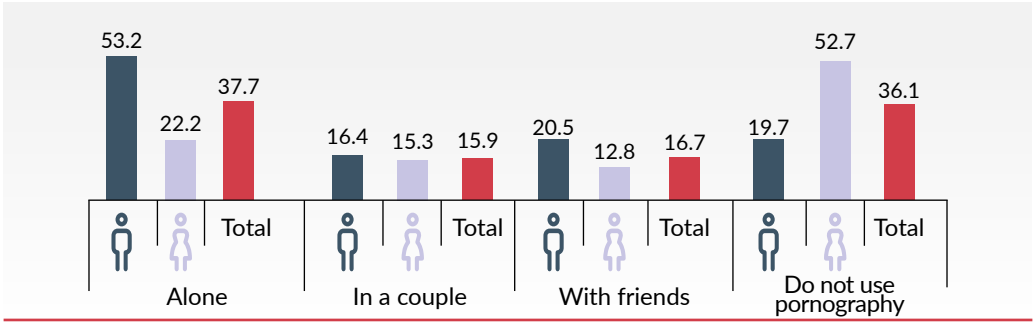


SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

As shown in Figure 41, among the total population aged 15 to 64 years, the most prevalent practice in pornography use is solo consumption (as opposed to consumption with a partner or friends).

This same pattern is also observed when analyzing by sex, although there is a much higher percentage of women who do not use pornography (52.7% in women compared to 19.7% in men).

Figure 41. Prevalence of pornography use according to who it is used with in the population aged 15-64 and by sex (%). Spain, 2024.



SOURCE: OEDA Survey on Alcohol and Drugs in Spain (EDADES)

ESTUDES survey results (student population aged 14-18)

Analyzing the prevalence of pornography use among students aged 14 to 18, the results show that 57.8% of students admit to having consumed pornography at least once in their lifetime, 50.5% in the last 12 months, and 37.0% in the last 30 days. When comparing these results with those from 2023, a decrease in pornography use is observed in the three analyzed time frames (Table 70).

Table 70. Prevalence of pornography use among the population of students aged 14 to 18. Spain, 2023-2025.

	2023	2025
Ever in life	66.8	57.8
Last 12 months	58.6	50.5
Last 30 days	44.5	37.0

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

When differentiating by **sex**, significant differences exist, with much higher pornography use among men than among women in the three analyzed timeframes. The greatest divergences occur in usage over the last 12 months (75.3% of male students vs. 24.7% of female students) (Table 71).

By **age**, there is a direct relationship with pornography use, as the prevalence of use increases with age in the three considered periods (Table 71).

Table 71. Prevalence of pornography use among the population of students aged 14 to 18, by age and sex (%). Spain, 2025.

	Total	Sex		Age				
		M	W	14	15	16	17	18
Ever in life	57.8	80.1	35.4	45.5	54.3	60.9	64.4	66.0
Last 12 months	50.5	75.3	24.7	39.6	47.4	53.6	55.8	57.9
Last 30 days	37.0	59.8	13.5	27.4	34.7	39.5	41.6	43.9

SOURCE: OEDA. Drug Use Survey in Secondary Education in Spain (ESTUDES).

When comparing the **use of legal psychoactive substances** (tobacco and alcohol) among the total student population aged 14 to 18 years with the student population that has used pornography in the last 30 days within the same age range, it is observed that, similar to the previous edition, prevalences are higher among habitual pornography users (Table 72). This is except for hypnotics, as this value reflects that pornography use is predominantly carried out by men whose use of hypnotics is lower.

Table 72. Prevalence of drunkenness, binge drinking, and tobacco, hypnotics and cannabis use in the last 30 days among the population of secondary education students aged 14 to 18 years and among the population of students who have used pornography in the last 30 days. Spain, 2023-2025.

	2023		2025	
	In the population of students aged 14-18 years	In the population of students who have used pornography in the last 30 days	In the population of students aged 14-18 years	In the population of students who have used pornography in the last 30 days
Drunkenness	20.8	25.8	17.2	24.3
Binge drinking	28.2	34.8	24.7	33.0
Tobacco	21.0	25.3	15.5	20.6
Hypnotics	8.2	7.9	7.8	8.1
Cannabis	15.6	21.0	11.6	16.4

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

According to the PPCS-6 score, in 2025, 4.1% of the total students of 14 to 18 years may present a possible problematic pornography use disorder. There are significant differences by **sex**, as this percentage rises to 7.2% for men and is 1.0% for women.

When focusing on the **age** of students, it is found that students aged 16 to 17 years have the highest percentage of potential problematic use of pornography (Table 73).

Table 73. Prevalence of pornography use ever in life and problematic consumption of pornography among the population of students aged 14 to 18 (PPCS-6≥20), by age and sex (%). Spain, 2025.

	Total	Sexo		Edad				
		M	W	14	15	16	17	18
Students aged 14-18 total	57.8	80.1	35.4	45.5	54.3	60.9	64.4	66.0
Students with a possible problematic use of pornography	4.1	7.2	1.0	3.4	3.6	4.5	4.5	4.1

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

To conclude, when comparing the **consumption of legal and illegal psychoactive substances** in the last 30 days among students aged 14 to 18 years and those of the same age who exhibit potential problematic use of pornography, it is observed that consumption of all substances analyzed in Table 74 is higher among students showing potential problematic use of pornography, with the greatest difference noted in binge drinking, while the smallest difference is seen in the consumption of hypnotics.

Table 74. Prevalence of drunkenness, binge drinking, and tobacco, hypnotics and cannabis use in the last 30 days among the population of secondary education students aged 14 to 18 years and among students with potential problematic use of pornography (PPCS-6≥20). Spain, 2025.

	2025	
	In the student population 14-18 years	Students with potential problematic pornography use
Drunkenness	17.2	31.7
Binge drinking	24.7	43.6
Tobacco	15.5	27.2
Hypnotics	7.8	13.6
Cannabis	11.6	25.4

SOURCE: OEDA. Survey on Drug Use in Secondary Education in Spain (ESTUDES).

4.14.
Admissions to treatment for behavioral/non-substance addictions indicator

In 2020, the indicator for admissions for behavioral addiction treatment was launched, aimed at complementing the information obtained from surveys with data on treatments provided to individuals diagnosed with behavioral addictions or without substances. The notification protocol for this indicator can be consulted on the website of the National Plan on Drugs (PNSD)[25].

For the proper functioning of this indicator, the participation of the Autonomous Communities and Cities is essential as they are responsible for data collection. They are tasked with providing the data for this indicator to the Spanish Observatory on Drugs and Addictions (OEDA), which is responsible for conducting the necessary analyses to obtain information on the number and characteristics of individuals admitted for treatment for behavioral addictions or non-substance-related issues.

This information, analyzed and interpreted together with other epidemiological data available at OEDA, allows for an understanding of the addiction situation in Spain in order to provide useful information for the design, implementation, and evaluation of policies.

Methodology

Admissions to treatment for behavioral/non-substance addictions indicator is a record that collects individualized data on outpatient admissions to treatment for behavioral addictions in a community/autonomous city within a given year. Following a pilot study conducted in 2020, which gathered information from part of the Autonomous Communities, this indicator began its collection in all Autonomous Communities and Cities in 2021.

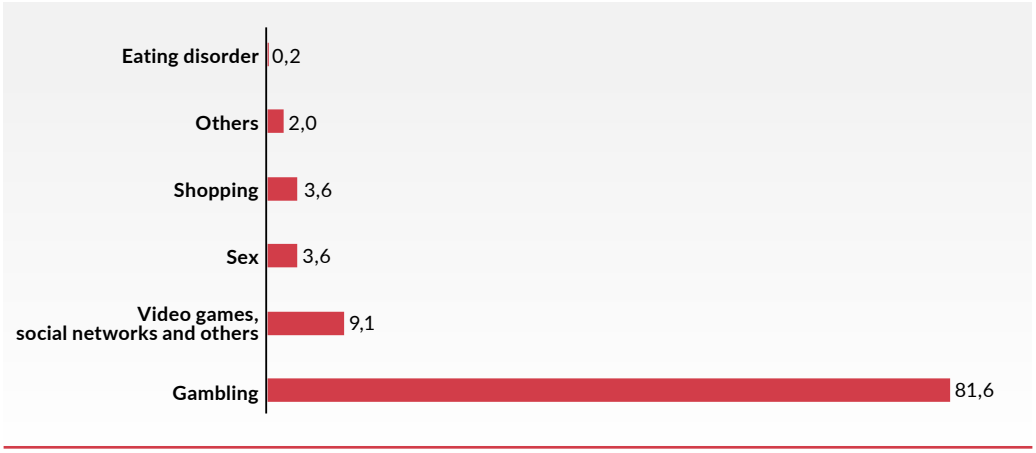
A detailed protocol is available, which outlines the variables to be included, the behavioral/non-substance addictions recorded, and the inclusion and exclusion criteria. This information can be consulted on the website of the National Plan on Drugs (PNSD)[26].

Results

In 2023, there were 4,916 admissions to treatment for behavioral addictions. Of these, 4,271 were admissions for men and 645 for women. These figures represent an increase compared to the previous year, due to an improvement in the reporting of this indicator. It should be noted that, despite the fact that currently all Autonomous Communities report to the indicator, the coverage is partial and work is ongoing to incorporate all centers that address this type of addiction into the reporting network, including those in some Autonomous Communities that are outside the public healthcare system. This process is gradual, so an increase in notifications is expected in the coming years.

[25] https://pnsd.sanidad.gob.es/profesionales/sistemasInformacion/sistemaInformacion/indicadores.htm
[26] https://pnsd.sanidad.gob.es/profesionales/sistemasInformacion/sistemaInformacion/indicadores.htm

Figure 42. Admissions to treatment for behavioral addictions by type of addiction (%). Spain, 2023.



SOURCE: OEDA Admissions to Treatment for Behavioral Addictions Indicator.

In 2023, 81.6% of the admissions to treatment reported to the indicator were due to gambling addiction, 9.1% for disorders related to problematic internet use, mobile phones or electronic devices, social media or video games, 3.6% for shopping addiction, and 3.6% for sex-related addictions, with these figures being similar to those of previous years.

Regarding the profile of those admitted to treatment for a non-substance addiction, similar to the case of admissions for substance treatment, the majority of admissions were men (86.9%), with the percentage of women being lower than in admissions for both legal and illegal psychoactive substances. 75.1% are admissions for treatment of behavioral addictions in individuals seeking treatment for the first time. The average age of those admitted to treatment is 37.8 years, and there are significant differences depending on the behavioral addiction prompting the admission. Most individuals admitted for these behavioral addictions have post-compulsory education (Baccalaureate, higher vocational training cycles, or university degrees) (37.9%), are working (57.6%), come on their own initiative (35.0%) or are encouraged by family or friends (32.9%). It is most common for them to live with their family of origin (40.7%), in stable accommodations (houses, apartments, etc.) (95.9%), and 11.1% are foreigners.

Table 75. Sociodemographic characteristics of the total admitted to treatment for behavioral/non-substance addictions, depending on whether they had prior treatment and by sex (absolute number and %). Spain, 2023.

		Total	Sex		Prior treatment	
			M	W	Yes	No
Total		4916	4271	645	1084	3276
Previous treatment	Yes	24.9	25.7	19.2	100.0	0.0
	No	75.1	74.3	80.8	0.0	100.0
Age		37.8	37.2	41.9	41.2	37.1
Sex	Men	86.9	100.0	0.0	90.4	86.6
	Women	13.1	0.0	100.0	9.6	13.4
Maximum level of studies	No studies	7.8	7.3	10.9	7.8	7.5
	Primary	27.5	27.1	30.6	27.3	27.3
	Secondary	26.8	27.6	21.6	27.9	26.1
	Higher post-compulsory studies (ISCED 5 to 8)	37.9	38.0	37.0	36.9	39.1
Employment situation	Employed	57.6	59.2	47.2	58.9	58.7
	Unemployed never worked before	2.3	2.3	2.2	2.6	2.1
	Unemployed having worked before	15.3	15.2	16.4	15.9	14.8
	Others	24.8	23.4	34.1	22.6	24.4
Main source of reference	Another treatment service for drug dependencies	2.4	2.6	1.3	4.2	1.9
	General practitioner. primary care physician	12.3	12.2	12.8	9.5	13.0
	Hospital. other services of health	4.6	4.1	7.5	4.2	4.2
	Social services	3.1	2.7	5.8	1.7	3.2
	Penitentiary center. reform or detention for minors	1.3	1.3	0.6	1.6	1.2
	Legal Services or Police	0.6	0.6	0.2	0.8	0.5
	Company or employer	0.3	0.3	0.3	0.2	0.2
	Family or friends	32.9	33.7	27.7	26.6	35.3
	Own initiative	35.0	35.6	31.3	41.7	33.6
	Education services	0.7	0.6	1.3	0.3	0.7
	Other. Please specify	1.0	1.0	1.1	1.7	0.8
	Mental Health	5.8	5.2	10.1	7.5	5.3
Type of accommodation	Alone	14.3	13.9	17.0	17.7	13.5
	Only with a partner	14.8	15.0	13.6	15.3	14.8
	Only with children	2.5	1.7	7.7	2.3	2.4
	With partner and children	19.9	19.5	22.6	20.7	19.9
	With parents or family of origin	40.7	41.7	33.5	34.2	41.8
	With friends	3.7	3.9	2.2	4.2	3.8
	Detained: penitentiary or integration center social	1.2	1.3	0.5	1.4	1.2
	In non-detained institutions	2.0	2.0	2.6	3.2	1.7
	Others: specify	1.0	1.1	0.3	1.0	1.0
Living situation	Houses. flats. apartments	95.9	95.9	96.3	93.9	96.6
	Prison. reform or detention center for minors	1.3	1.4	0.6	1.4	1.2
	Other institutions	1.7	1.6	2.2	2.9	1.3
	Pensions. hotels. hostels	0.3	0.3	0.3	0.7	0.2
	Unstable/precarious accommodation	0.7	0.7	0.6	1.0	0.6
	Other places	0.1	0.1	0.0	0.1	0.1
Background of psychiatric pathology	Yes	24.3	22.3	37.0	30.5	21.4
	No	75.7	77.7	63.0	69.5	78.6
Foreigner		11.1	11.1	11.2	9.1	11.5

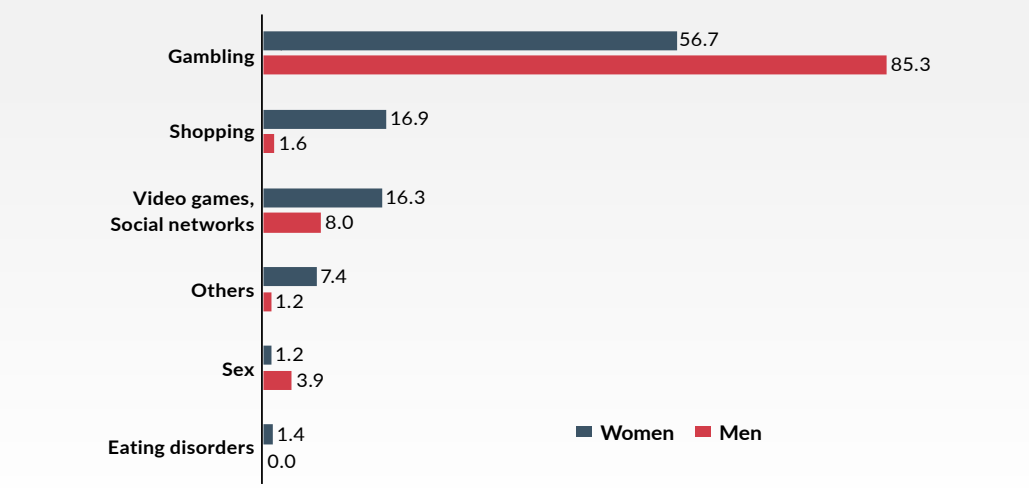
SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator.

Regarding **social or health issues**, 24.3% have a history of psychiatric pathology, a mental health diagnosis other than the addiction for which they are admitted for treatment, representing an increase of 2.5 percentage points compared to the previous year. This percentage is higher among women (37.0%) than among men (22.3%), as well as among individuals who had sought treatment previously.

Additionally, various consequences associated with behavioral addiction are reported, primarily family conflicts (27.1%), economic problems (24.9%), and health problems (15.1%). These consequences also vary depending on the behavioral addiction that leads to admission but do not vary by sex.

Regarding the **type of behavioral addiction** that generates admissions, differences are observed **by sex (Figure 43).** Although the behavioral addiction that generates the most admissions in both is gambling, in the case of men it accounts for 85.3% while in women it drops to 56.7%. Addictions related to shopping (16.9%) as well as those related to internet use, mobile phones, electronic devices, or social media combined (16.3%), eating disorders, and specifically due to social media use carry greater weight in women; while the weight of sex-related addictions and those specific to video game use is greater in men.

Figure 43. Admissions to treatment for behavioral addictions by sex (%). Spain 2023



SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator.

Table 76. Admissions to Treatment for Behavioral Addictions by Sex (absolute number and %). Spain, 2023.

	Gambling	Eating disorders	Sex	Shopping	Video games. Social networks	Others
Total	**4009**	**11**	**175**	**176**	**446**	**99**
Men	**3643**	**2**	**167**	**67**	**341**	**51**
	85.3	0.0	3.9	1.6	8.0	1.2
Women	**366**	**9**	**8**	**109**	**105**	**48**
	56.7	1.4	1.2	16.9	16.3	7.4

SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator.

Results by type of behavioral addiction

As mentioned earlier and similarly to what happens in admissions to treatment for substances, the profile of those admitted to treatment varies depending on the behavioral addiction that generates the admission.

Table 77. Sociodemographic characteristics of the total admitted to treatment for behavioral addiction without substances, according to the type of addiction that generates admission (absolute number and %). Spain, 2023.

		Behavioral addiction					
		Gambling	Eating disorders	Sex	Shopping	Internet	Others
Total		4009	11	175	176	446	99
Prior treatment	Yes	26.3	30.0	27.0	18.7	12.0	25.0
	No	73.7	70.0	73.0	81.3	88.0	75.0
Sex	Men	90.9	18.2	95.4	38.1	76.5	51.5
	Women	9.1	81.8	4.6	61.9	23.5	48.5
Age		39.1	42.5	39.3	47.3	21.4	39.7
Age of onset		26.9	23.9	24.9	33.7	17.2	27.1
Maximum level of studies	No studies	7.9	0.0	4.4	4.7	9.1	7.7
	Primary	26.2	9.1	14.4	27.1	47.2	17.6
	Secondary	27.9	27.3	15.6	21.2	25.1	19.8
	Post-secondary studies	38.0	63.6	65.6	47.1	18.6	54.9
Employment situation	Employed	62.1	45.5	67.5	58.0	14.4	54.1
	Unemployed. never worked before	1.9	0.0	1.8	1.7	6.2	4.1
	Unemployed. having worked before	15.9	27.3	18.3	13.2	8.0	21.4
	Others	20.1	27.3	12.4	27.0	71.4	20.4
Foreigner	Yes	11.4	0.0	14.9	5.4	9.2	11.9
Main source of reference	Another service of treatment of drug dependencies	2.6	9.1	3.5	1.7	0.9	1.0
	General practitioner. primary care of health	12.8	18.2	16.2	13.9	6.3	6.2
	Hospital. other services of health. excluding mental health	4.3	18.2	8.1	5.2	5.1	5.2
	Social services	3.0	9.1	0.6	4.0	4.9	2.1
	Prison. reform center inpatient care for minors	1.3	9.1	1.2	0.0	0.5	3.1

Main source of reference	Legal Services. judicial or police	0.6	0.0	0.6	0.0	0.2	0.0
	Company or employer	0.4	0.0	0.0	0.6	0.0	0.0
	Family or friends	32.8	0.0	11.0	18.5	52.9	18.6
	Self-initiative	36.4	36.4	46.2	34.1	14.8	50.5
	Educational Services	0.2	0.0	0.0	0.0	6.0	0.0
	Other	1.0	0.0	2.3	1.2	0.7	2.1
	Mental health	4.6	0.0	10.4	20.8	7.7	11.3
Living situation	Alone	15.1	27.3	15.4	17.3	4.3	18.6
	With a partner only	15.7	9.1	18.9	20.2	3.2	14.4
	With children only	2.2	18.2	3.0	5.8	2.1	8.2
	With partner and children	21.1	9.1	23.7	33.5	4.1	14.4
	With parents or family from origin	38.0	27.3	30.2	18.5	80.0	32.0
	With friends. colleagues. acquaintances. Etc	3.5	0.0	7.1	2.3	3.9	7.2
	Detained	1.4	9.1	0.6	0.0	0.0	2.1
	In non-institutional settings detained	2.1	0.0	0.6	1.7	1.8	2.1
	Others	1.0	0.0	0.6	0.6	0.7	1.0
Number of children		0.7	0.8	0.7	1.0	0.2	0.8
Type of accomodation	House. floor or apartment	95.6	90.9	98.8	97.7	97.3	93.8
	Correctional facility	1.4	9.1	0.6	0.0	0.2	3.1
	Otra institución	1.8	0.0	0.6	1.7	1.6	0.0
	Pension. hostel. hotel	0.3	0.0	0.0	0.0	0.5	1.0
	Unstable accommodation/ precarious. homeless	0.7	0.0	0.0	0.6	0.5	2.1
	Another place	0.1	0.0	0.0	0.0	0.0	0.0
Consequences	Problems with work or studies	9.0	0.0	12.8	8.8	24.5	13.5
	Family conflicts	27.2	7.7	18.6	26.2	31.5	24.0
	Job loss	4.5	0.0	4.9	4.1	3.5	7.6
	Loss of relationships family members	5.6	7.7	10.5	4.9	3.4	9.4
	Health problems	14.8	46.2	20.3	15.0	14.2	22.2
	Economic problems	27.7	0.0	9.6	27.7	4.9	11.1
	Legal issues	3.0	0.0	4.4	3.4	1.3	5.3
	Lack of self-care	4.7	38.5	9.9	7.0	10.9	2.9
	Losses of relationships significant	3.4	0.0	9.0	2.8	5.9	4.1
Background of psychiatric pathology	Yes	21.9	12.5	36.0	49.3	29.8	21.9

SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator.

Admissions for gambling addiction

In 2023, there were 4,009 admissions for gambling, with 73.7% being first-time admissions for this addiction. The profile of these admissions is similar to that of 2022, consisting of a man (90.9%), aged 39.1 years, with higher post-compulsory studies (38.0%), who arrives working (62.1%), either on his own initiative (36.4%) or advised by family members or friends (32.8%), and lives with his family of origin (38.0%) or with his own family (partner and/or children) (39.0%), in stable accommodation (95.6%).

The onset age for behavioral addiction is 26.9 years. 21.9% have a history of psychiatric pathology, and the main consequences associated with this addiction are economic problems (27.7%), family conflicts (27.2%), and health issues such as headaches, hypertension, discomfort, nervousness, anxiety, insomnia... (14.8%).

Regarding the **mode of access** in gambling addiction, 44.8% reported land-based gambling, 17.3% online gambling, and 16.4% mixed gambling. Additionally, 21.5% of those admitted for their gambling addiction did not specify the type of access. No differences are detected in the mode of access based on sex. Compared to 2021 and 2022, a slight upward trend in mixed gambling (both land-based and online) is observed, while there is a slight decrease in those admitted to treatment for gambling addictions with a single mode of access.

Figure 44. Percentage of those admitted to treatment for gambling addiction by modality. Spain, 2021-2023.



SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator

Regarding the **types of gambling** based on access mode, it is observed that among those admitted to treatment for land-based gambling, the most common types of gambling are slot machines, both in hospitality (50.5%) and in gaming halls (22.9%). Among those generating an admission to treatment for online gambling, similar to 2022, the most common types of games are sports betting (57.3%) and roulette, Black Jack, and other casino games in 28.8% of cases.

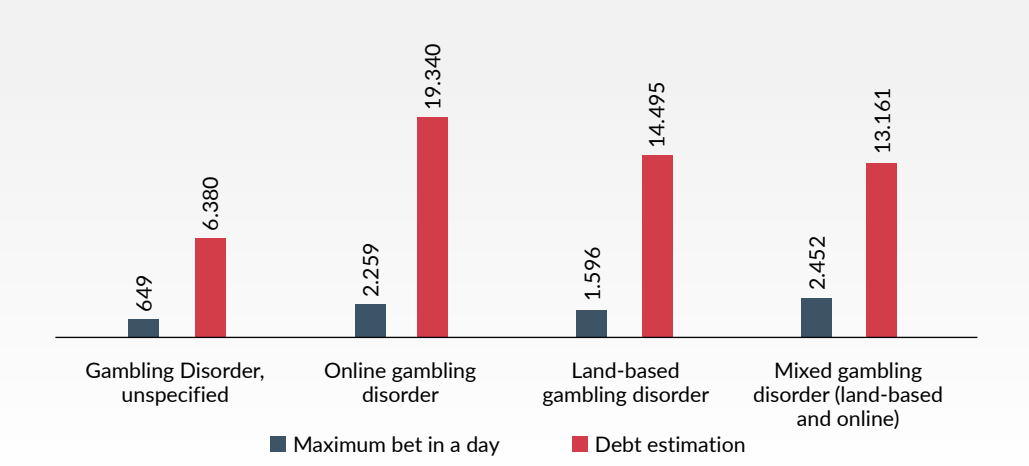
In the case of those admitted to treatment for mixed gambling (players who do it both online and land-based), 57.5% report making sports bets (either delayed or live) and 41.1% play roulette, Black Jack, and other casino games.

46.7% of those admitted for gambling are registered in the **general registry of prohibitions for access to gambling** (this information is available for 63.3% of those admitted for gambling), and of them, 32.9% have resumed gambling. By mode of access, there is a lower registration in the general registry of prohibitions among those admitted for treatment for land-based gambling (41.9%) than among those admitted for online gambling (54.4%).

Depending on the mode of access, changes are detected in the **maximum bet** made in a day, which is higher among those with a mixed gambling problem (2,452 €), followed by those reporting online gambling (2,259 €), with the lowest average being among those who only gamble land-based (1,596 €). Regarding the estimation of **debt at the start of treatment**, those with an online gambling addiction come with a higher debt (19,340 €), followed by those with an land-based gambling addiction (14,495 €), while those with a mixed gambling addiction present the lowest debts (13,161 €).

Women generally have lower maximum bets but higher debts.

Figure 45. Maximum bet in a day and estimated debt upon entering treatment for admitted to treatment for gambling based on the type of access (average in euros), Spain, 2023.



SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator.

Admissions to treatment due to problematic internet use, mobile or electronic devices, social media, or video games.

This category includes admissions to treatment for problematic use of video games, social media, the internet, mobile devices, or other devices. In 2023, 446 admissions in this category were reported, a figure similar to that of 2022. Most of the individuals were seeking treatment for the first time in their lives (88.0%), with 23.5% being women. Among these admissions, the youngest individuals had an average age of 21.4 years. The majority have completed primary or secondary education and are currently studying (64.5%). They are motivated to seek treatment by family members or friends (52.9%) and live with their parents or family of origin (80.0%) in the family home (97.3%). The age of onset for this behavioral addiction is also the earliest, at 17.2 years, with a latency of less than 5 years between the onset of the behavior and admission to treatment. 29.8% have a history of psychiatric pathology, and the main consequences reported are family conflicts (31.5%), problems at work/studies (24.5%), health problems (14.2%), and a lack of self-care (10.9%).

Admissions for shopping addiction.

In 2023, 176 admissions for shopping addiction were reported, with 81.3% being first admissions to treatment. This addiction, along with eating disorders, presents a higher percentage of women than men (61.9% women). The average age at which they seek treatment is the highest among all addictions, at 47.3 years, with the behavioral addiction starting at an average age of 33.7 years.

The majority have higher post-compulsory studies (47.1%) and are employed (58.0%). 10.2% of the admitted individuals are foreigners. They come on their own initiative (34.1%) or are referred by health services (20.8%), living with their own family - with a partner, with or without children - (59.5%) and in a family home (97.7%).

Regarding the type of access to shopping, 38.1% of those admitted to treatment for shopping addiction report shopping both online and land-based interchangeably, 29.5% report shopping only land-based, 14.2% shop only online, and 18.2% do not specify the method used.

49.3% have a history of psychiatric pathology. Additionally, they report economic problems (27.7%), family conflicts (26.2%), and health problems (15.0%) like anxiety, insomnia, headaches, etc...

Admissions for Sex Addiction.

In 2023, there were 175 admissions for treatment due to sex addiction, mostly men (95.4%), with an average age of 39.3 years. They report having started their problem with sex at 24.9 years. These are individuals with higher education (65.6%), who are employed (67.5%) and live with their family — with a partner, with or without children.

Regarding the means of accessing sex that leads to addiction, 32.6% report online sex addiction, 24% report addiction to both online and land-based sex, and 18.3% report land-based sex addiction, with 25.1% of those admitted for this addiction not specifying the means of access.

36% have a history of prior psychiatric pathology and the main consequences they report are health problems (20.3%), family conflicts (18.6%), or work-related problems (12.8%).

Among those affected by this addiction, 84% do not report the use of any substance associated with this behavioral addiction. Among those who report concomitant use of another substance, 53.1% consume alcohol, 25.0% cannabis, 25.0% cocaine, and 18.8% stimulants other than cocaine. The pattern of consuming cocaine and alcohol together is more common among those who report an addiction to land-based sex.

Behavioral addiction and the associated use of psychoactive substances.

In 2023, 1,400 (28.5%) admitted to treatment for behavioral addictions consumed some psychoactive substance in the 30 days prior to admission. Of these, 1,226 (87.6%) reported the use of a substance associated with the main behavioral addiction, which accounts for 24.9% of those admitted to treatment. This pattern of addictive behaviors is analogous to the polysubstance use pattern for those admitted to treatment for psychoactive substances and likewise, is more frequently associated with men (26.3%) than with women (15.8%).

Table 78. Admitted to treatment for a behavioral addiction, presenting polysubstance use and/or polysubstance use (absolute number and %). Spain, 2023.

		2023
Use of any psychoactive substance in the previous 30 days	N	1400
	(%)	**28.5**
Polysubstance use (substance not associated with the main behavioral addiction)	N	238
	(%)	**17.0**
Polysubstance use (substance associated with the main behavioral addiction)	N	1226
	(%)	**87.6**

SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator.

The profile of individuals admitted with a polysubstance use pattern[27] shows certain differences compared to those who do not exhibit polysubstance use. Polysubstance users tend to be older, initiate treatment at a later stage, report having received prior treatments (either for the same addiction or others) in greater proportion, and have a higher incidence of psychiatric pathology history.

The behavioral addictions most associated with the polysubstance use of other substances were gambling addiction and sex addiction, especially in their land-based modalities.

The substances that most frequently appear with a polysubstance use pattern are alcohol (49.6), cocaine (21.9%), and cannabis (16.7%).

Specifically, gambling addiction is associated with the consumption of alcohol and cocaine, being more prevalent among those admitted for treatment of land-based gambling. A similar pattern is observed in sex addiction, with a greater number of substances involved, particularly in the land-based modality (cocaine, alcohol, stimulants, and cannabis). For the other behavioral addictions, the number of cases is insufficient to draw conclusions about polysubstance use patterns.

[27] In order to facilitate the writing of this section, we will identify polyconsumers as those admitted to treatment for a behavioral addiction and who report associated consumption of one or more substances.

Table 79. Psychoactive substances associated with the different behavioral addictions. Spain, 2023.

		Opioids	Cocaine	Cocaine-free stimulants	Hypnosedatives	Hallucinogens	Volatile inhalables	Cannabis	Alcohol
Gambling (n: 1140)		0,2	22,5	2,5	0,6	0,0	0,0	15,9	50,4
	Online (n: 145)	0.0	26.9	2.1	0.0	0.0	0.0	20.0	42.1
	Land-based (n: 572)	0.3	23.4	2.4	0.5	0.0	0.0	14.2	60.5
	Mixed (n: 200)	0.0	27.0	3.0	0.0	0.0	0.0	22.0	50.0
Sex (n: 32)		0.0	25.0	18.8	3.1	0.0	3.1	25.0	53.1
	Online (n: 6)	0.0	0.0	16.7	0.0	0.0	0.0	33.3	33.3
	Land-based (n: 12)	0.0	50.0	33.3	8.3	8.3	8.3	25.0	41.7
	Mixed (n: 8)	0.0	12.5	12.5	0.0	0.0	0.0	37.5	75.0
Shopping (n: 20)		0.0	10.0	10.0	10.0	0.0	0.0	20.0	35.0
Internet* (n: 20)		0.0	5.0	5.0	0.0	0.0	0.0	30.0	35.0
	Videogames (n: 9)	0.0	0.0	11.1	0.0	0.0	0.0	33.3	33.3

*internet includes addiction to electronic devices, video games, social media, and others.
SOURCE: OEDA. Admissions to Treatment for Behavioral Addictions Indicator.

	EDADES Survey 15-64-year-old population										ESTUDES Survey 14-18-year-old student population							
	Online gambling					land-based gambling					Online gambling				land-based gambling			
	2015	2018	2020	2022	2024	2015	2018	2020	2022	2024	2019	2021	2023	2025	2019	2021	2023	2025
Prevalence last 12 months	2.7	3.5	6.7	5.3	5.5	37.4	59.5	63.6	57.4	52.9	10.3	9.4	10.7	13.0	22.7	17.2	17.7	20.9
Prevalence men (%)	4.6	5.8	9.1	8.0	8.2	40.5	62.4	65.9	59.2	54.8	17.4	15.0	17.1	20.7	30.7	22.7	23.4	29.5
Prevalence women (%)	0.8	1.2	4.2	2.5	2.7	34.3	56.6	61.2	55.5	51.1	3.6	3.8	4.3	5.3	15.3	11.6	11.8	12.3
Prevalence 15-24 years (%)	4.0	5.1	8.3	6.5	7.4	19.8	27.5	31.4	24.0	26.6	-	-	-	-	-	-	-	-
Prevalence 25-34 years (%)	4.8	5.8	9.3	8.4	8.8	34.6	54.5	57.5	50.6	47.3	-	-	-	-	-	-	-	-
Prevalence 35-44 years (%)	2.6	3.8	6.9	5.8	6.0	41.5	63.5	67.1	61.0	55.2	-	-	-	-	-	-	-	-
Prevalence 44-54 years (%)	1.5	2.0	5.3	4.2	4.2	40.1	68.1	72.7	67.2	60.9	-	-	-	-	-	-	-	-
Prevalence 55-64 years (%)	1.1	1.4	4.5	2.5	2.5	45.4	73.6	77.1	71.8	64.7	-	-	-	-	-	-	-	-
Prevalence 14 years (%)	-	-	-	-	-	-	-	-	-	-	8.0	7.6	9.0	9.7	18.6	12.5	13.0	14.7
Prevalence 15 years (%)	-	-	-	-	-	-	-	-	-	-	9.0	7.4	9.5	9.7	19.8	14.1	15.4	14.7
Prevalence 16 years (%)	-	-	-	-	-	-	-	-	-	-	10.9	9.5	10.5	9.7	22.4	16.8	18.0	14.7
Prevalence 17 years (%)	-	-	-	-	-	-	-	-	-	-	11.6	10.8	11.4	9.7	25.6	20.9	19.5	14.7
Prevalence 18 years (%)	-	-	-	-	-	-	-	-	-	-	14.6	15.3	18.8	9.7	37.2	28.1	30.9	14.7
Frequency of daily gambling in the gambler population*	4.3	3.9	4.2	3.0	2.1	1.3	1.1	1.0	1.2	2.1	10.2	7.9	6.6	11.4	4.9	3.5	3.6	6.3
Spending >300 euros in a single day amongst the gambler population	-	5.8	3.1	6.8	6.0	-	1.6	1.1	1.0	1.8	6.9	3.9	6.9	9.5	2.5	2.3	2.4	3.9

*Includes 5 days a week. In 2014. 2015 and 2018 daily means 6 or more days a week.

SOURCE: OEDA. DGPNSD

5. Conclusions

The analysis of the results from the EDADES and ESTUDES surveys since 2014 confirms that gambling, internet use, and video games are activities widely prevalent in our society. In 2024, 53.8% of the population aged 15 to 64 has participated in gambling in the past year (either land-based, online, or both), while 97.9% have used the internet for recreational purposes. In 2025, 24.4% of students aged 14 to 18 have engaged in gambling in the past year (land-based, online, or both), and 84.4% have played video games.

Regarding online gambling, according to the EDADES survey, in 2024, 5.5% of the population aged 15 to 64 has gambled in the past year (5.3% in 2022). As in previous editions, the percentage that gambles online is higher among men (8.2%) than among women (2.7%), and it is more common among younger people, decreasing in prevalence as age increases. Among the online gambling population, the most predominant form of gambling among men remains sports betting (40.2%), despite losing some followers, while among women, the most popular are lottery-type games, including Primitiva or bonoloto (51.8%). The maximum amount gambled in a single day by the majority of players is between 6 and 30 euros.

According to the ESTUDES Survey, in the population of students aged 14 to 18 years, the prevalence of online gambling in the past year reaches a new historical high (13.0% in 2025 compared to 10.7% in 2023), being, as in other editions, significantly higher among men (20.7%) than among women (5.3%), and those who also experience the greatest growth compared to 2023 (20.7% vs 17.1%). The prevalence of online gambling continues to show an upward trend with increasing age, with a considerable rise in prevalence among 17-year-old students (15.3% vs 11.4%) and 16-year-olds (13.7% vs 10.5%), despite 18-year-old students still reaching the highest prevalence (18.7%). The frequency of gambling has increased in this edition, with a greater rise in students who gamble weekly (19.7% vs 14.7%) and daily (11.4% vs 6.6%). The most popular online games differ by sex. For men, the standout games are roulette, sports betting, and in third place are cash card games; while for women, the most frequent game is bingo, followed by roulette and lotteries in third place.

Regarding spending on online games, a greater polarization is detected as spending on “less than 6 euros” has increased (from 38.2% in 2023 to 47.8% in 2025), and the segment of “more than 300 euros” (from 6.9% in 2023 to 9.5% in 2025), with the latter segment growing more significantly for men (7.5% vs 10.1%).

Land-based gambling is much more widespread, as according to the EDADES Survey, more than half of the population aged 15 to 64 years (52.9% in 2024) has engaged in gambling activities in the last year, primarily through conventional and instant lotteries. Similar to online gambling, the largest amount of money spent in a single day falls within the range of 6 to 30 euros. In land-based gambling, the differences by sex are much smaller and, unlike with online gambling, its prevalence notably increases with age.

According to the ESTUDES Survey, the prevalence of land-based gambling among the student population aged 14 to 18 years also increases, rising from 17.7% in 2023 to 20.9% in 2025. In this form of gambling, men continue to have a higher prevalence (29.5%) and are driving this increase. The prevalence of 17-year-old students has also risen, especially in 2025 compared to 2023 (25.3% vs 19.5%). The frequency of gambling has increased, with a greater percentage of students gambling daily (6.3% vs 3.6%). Regarding the most common types of gambling, there are differences by sex as men are more likely to play roulette, slot machines, and bingo, while women tend to play bingo, lotteries, and instant lotteries. In terms of spending money on land-based gambling, there has been an increase in the percentage of students who spent more than 300 euros in a single day (3.9% vs 2.4%), with this growth attributed to increased spending among men (2.8% in 2023 and 4.7% in 2025).

As noted, the use of gambling and internet gaming has a high prevalence in the Spanish population. However, not all of this usage can be classified as problematic. The EDADES Survey 2018 introduced a specific scale to obtain an approximation of this phenomenon at the population level.

Thus, applying DSM-5 criteria, it is estimated that by 2024, 1.4% of the population aged 15 to 64 would exhibit **possible problematic gambling (DSM-5 ≥1)**, with this proportion increasing to 2.2% among men and reducing by half among women (0.7%). Considering the type of gambling, the prevalence of possible problematic gambling (DSM-5 ≥1) among the population who gambled in the last 12 months is higher among those who have played online than among those who have done so land-based (18.4% vs 4.3%). In terms of the type of gambling practiced, in the online modality, the highest prevalences of possible problematic gambling are observed among those who have gambled machines (slots/slot machines) (31.1%). In the land-based modality, however, they fall on those who have played card games (22.6%) and, again, among those who have gambled machines (slots/slot machines) (22.3%). As expected, in both forms of gambling, the higher the maximum amount of money spent in a single day, the greater the prevalence of possible problematic gambling. A higher prevalence of risk behaviors, such as binge drinking, risky alcohol consumption, and daily tobacco consumption, is recorded among individuals with possible problematic gambling (DSM-5 ≥1).

The ESTUDES Survey of 2025 shows a positive trend among students aged 14 to 18 who may exhibit problematic gambling as per the Lie/Bets scale, standing at 4.9% (4.0% in 2023) due to a significant rise in this indicator among boys (6.0% in 2023 and 8.4% in 2025). This risk increases with age, reaching up to 9.8% among 18-year-old students, and having risen in this edition among students over 15 years old. The gambling modality with the highest risk of problematic gambling continues to be online gambling, which has seen the largest increase in this edition (23.5% in 2023 and 27.7% in 2025). These students are gambling larger amounts of money, both online and land-based, increasing in both channels those who have spent more than 300 euros in a single day. They also have higher prevalences of heavy alcohol consumption, daily smoking, and cannabis use in the last 30 days. When analyzing the prevalence of possible problematic gambling based on the type of gambling practiced, differences are observed depending on the channel: in the online channel, higher values are noted among students who gamble on gambling machines (slots/fruit machines) and other types of bets (such as horse racing), while in the case of land-based gambling, it is noted among those who engage in other types of betting (horse racing), and among those who gamble on gambling machines (slots, fruit machines) and sports betting.

Regarding internet use, data from the EDADES Survey indicates that in 2024, 3.7% of the population aged 15 to 64 has engaged in a **possible problematic internet use**. This figure shows little difference by sex, but significant differences by age, peaking among those aged 15 to 24 years (11.7%) and becoming minimal among those over 55 years (0.9%). Compared to 2022, this represents a slight increase.

The ESTUDES 2025 survey reveals that the prevalence of a **possible problematic internet use** among the student population aged 14 to 18 years has been 19.4%, continuing the negative trend since 2021, driven this time by a lower prevalence among women (from 25.9% in 2023 to 23.4% in 2025). These prevalences increase with the students' age, despite a reduction in prevalence across all ages except for 18 years, which remains

unchanged (24.0%). The prevalences of alcohol, tobacco, and cannabis use are still higher among individuals who engage in a possible problematic internet use compared to those who do not.

The **use of social media** among adolescents has become an everyday phenomenon with an increasing impact on their personal and social development. For this reason, it was introduced in the 2025 ESTU DES Survey to explore the levels of use and problematic use of social media among young people. Thus, 15.3% of students aged between 14 and 18 years exhibit possible problematic use of social media, with little difference by sex, and the highest percentages of possible problematic use can be found among students aged 18 (16.1%) and 15 years (15.9%). The frequency of social media use varies depending on whether it is a school day or a non-school day, with the most common usage being between 2 and 3 hours per day on school days and over 5 hours on non-school days; both usage frequencies are higher among girls.

Regarding the **use of video games** according to the ESTUDES Survey 2025, the percentage of students who report having played video games has increased to 84.4% (from 83.1% in 2023), rising to 96.8% in the case of boys; there is a negative trend in video game use as age increases, remaining similar between the ages of 17 and 18 years. Approximately half of video game players have played at least once a week in the past year, with the most common scenario being to play for less than two hours a day (51.1%), with gaming hours increasing among boys. Regarding spending, there is a significant decrease in the percentage of students who report not spending money on video games to enhance their position, character, accessories, or image (72.0% vs 64.2%), while spending between 1 and 50 euros has increased (18.5% vs 24.6%).

Analyzing the possible gaming disorder according to the DSM-5 criteria-based scale, a stability is detected, with 5.2% of students aged 14 to 18 years potentially presenting it (5.1% in 2023); this indicator increases for boys (7.7% in 2023 vs 8.6% in 2025) and decreases among 18-year-old students (5.9% in 2023 vs 3.6% in 2025). These students play more frequently, in terms of both days and hours, than the rest of the students, although the weekly usage gap has reduced in this edition. They also wager larger amounts of money to improve their position in the video games, despite a slight decrease in spending over 100 euros compared to 2023 (from 19.1% to 18.3%).

In response to the widespread interest in the impact that financial technologies can have on our society, we analyze the prevalence of gambling in cryptocurrencies and in the stock market among the general population of Spain aged 15 to 64 years. The prevalence of gambling in the last year is 0.4% and 0.3%, respectively, indicating that they have a residual reach at a general level. In both cases, these activities have slightly more followers among men, and in the case of cryptocurrencies, also among younger individuals.

Additionally, in the latest edition of the EDADES Survey, a series of questions were included with the aim of understanding the level of pornography use among the population of Spain aged 15 to 64 years. 63.8% acknowledge having used pornography ever in life, 29.0% in the last 12 months, and 18.2% in the last month. The level of use is higher among men regardless of the time frame analyzed. The most prevalent practice is solo use, compared to use with partners or friends.

The results of the ESTUDES Survey, for their part, reveal that 57.8% of students aged 14 to 18 years have seen pornography ever in life, which is slightly lower than the previous measurement result (66.8%). This result reaches 80.1% for boys and decreases to 35.4% for girls. Pornography use increases as the age of the students does. This year, the PPCS-6 indicator has been introduced to identify problematic pornography use, finding that 4.1% of students aged 14 to 18 years have a potential problematic use of pornography, with 7.2% among boys and only 1.0% among girls. Regarding age, it is the students aged 16 and 17 years who obtain the highest percentage of problematic use (4.5%).

Finally, the **admissions to treatment for behavioral/non-substance addictions indicator** shows that in 2023 there were 4,916 admissions for behavioral addiction treatment, representing an increase compared to the previous year, largely attributed to the progressive improvement in indicator coverage and reporting at the

regional level. Gambling addiction continues to be the main cause of treatment admission, accounting for 81.6% of reported cases, followed by problematic internet use, mobile phones, and electronic devices (9.1%), compulsive shopping (3.6%), and sex-related addictions (3.6%). 24.3% of admitted individuals have a history of psychiatric pathology, with higher prevalence among women and those who had received prior treatment.

Regarding the different types of addiction, distinct patterns are observed by age and sex. Gambling addiction is concentrated among middle-aged men. Internet, social media, and video game addiction are associated with younger profiles, with a high proportion of first-time admissions. Shopping addiction has a greater incidence among women and older age groups. Sex addiction shows a clear male predominance and a higher presence of psychiatric comorbidity.

28.5% of admitted individuals present polysubstance use of psychoactive substances in the 30 days prior to admission. The most frequently associated substances are alcohol (49.6%), cocaine (21.9%), and cannabis (16.7%). Addictions to gambling and sex are the most closely linked to concomitant substance use, highlighting the need for comprehensive and coordinated approaches that address both behavioral addiction and substance use.

The results obtained reveal the growing relevance of behavioral addictions in the healthcare field and the importance of strengthening the notification network, improving the coverage of the involved centers, and developing specific preventive and therapeutic strategies.

Spanish Observatory on Drugs and Addictions

Government Delegation for the National Plan on Drugs

GOBIERNO DE ESPAÑA
MINISTERIO DE SANIDAD
SECRETARÍA DE ESTADO DE SANIDAD
DELEGACIÓN DEL GOBIERNO PARA EL PLAN NACIONAL SOBRE DROGAS

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