

The National Statistics Office Publishes its Quarterly Report – The Gaming Sector Continues to Grow

The gaming industry continued to grow sustainably during the first quarter of 2017. This was reflected in an increase in the number of remote gaming licence applications received, from 22 in Q1/2016 to 44 in Q1/2017. Furthermore, the MGA issued 26 remote gaming licences during the first quarter of 2017 compared to 14 licences issued during the corresponding period of 2016. The number of Maltese gaming licences continued to increase reaching 543 as at the end of March 2017.

Provisional estimates published by the National Statistics Office (NSO)[1] indicate that the gaming industry directly contributed 13% of the total economic gross value added (GVA) generated in the Maltese economy during the first quarter of 2017, an increase of 10% compared to the first quarter of 2016 reaching a total GVA of €277m. Employment in the gaming sector also increased by 16% during the first quarter of 2017 compared to the same period in 2016 reaching a total of 5,458 employees. The latter figure does not include indirect employment in the gaming sector. It must be noted that the contributions identified by the NSO refer solely to gaming services activity and do not take into account the indirect contribution which the gaming industry is making to other sectors of the economy such as ICT and real estate as a result of its establishment in Malta.

MGA Chairman, Joseph Cuschieri said: “While the MGA acknowledges the positive results achieved during the first quarter of 2017, the Authority is committed to its continuous improvement programme to enhance its service delivery, governance and supervision of all gaming activities in and from Malta. Our priority remains to ensure fairness of games, protection of minors and vulnerable persons and the prevention of crime, fraud and money laundering. Our key focus for the coming years shall be to raise quality & standards across all gaming sectors, raise the bar in the overall governance and supervision of the gaming sector, engage and build partnerships with other jurisdictions, key stakeholders and regulators, explore new growth areas including niche gaming sectors and innovations and enhance consumer protection mechanisms and empowerment”.

[1] National Statistics Office – Malta, News Release 093/2017