

Republic of the Philippines
HOUSE OF REPRESENTATIVES
Quezon City, Metro Manila

TWENTIETH CONGRESS
First Regular Session



HOUSE RESOLUTION NO. 102

Introduced by Representative **JESUS R. MARQUEZ**

**A RESOLUTION
DIRECTING THE HOUSE OF REPRESENTATIVES THROUGH ITS
APPROPRIATE COMMITTEES TO CONDUCT AN INQUIRY, IN AID OF
LEGISLATION, ON THE PROLIFERATION OF ONLINE GAMBLING AND
ITS DERIVATIVES IN THE PHILIPPINES AND ITS IMPACT ON FILIPINO
YOUTH AND FAMILIES**

Be it enacted by the Senate and the House of Representatives of the Philippines in Congress assembled:

- 1 **WHEREAS**, the Philippine Amusement and Gaming Corporation (PAGCOR) is
2 the regulatory body mandated to oversee all gaming operations in the Philippines,
3 including games of chance, card games, and number-based games;
- 4 **WHEREAS**, PAGCOR issues various types of licenses to operators of land-based
5 casinos, online casinos, electronic games (e-Games), and specific sports betting
6 platforms;
- 7 **WHEREAS**, online gambling platforms such as Bingo Plus, OKBet, Piso Game,
8 InstaWin, Inplay, EGames, Perya Game, Bet 88, and King Casino are heavily marketed
9 through both digital and traditional media channels, increasing their reach and visibility
10 across diverse demographics;
- 11 **WHEREAS**, the surge in online gambling can be attributed to its high
12 accessibility, coupled with persistent and targeted advertising strategies;
- 13 **WHEREAS**, in hopes of supplementing household income amidst economic
14 hardship, many Filipino families and youth turn to online gambling as a perceived quick
15 source of earnings, despite the associated financial and social risks;
- 16 **WHEREAS**, a 2023 nation-wide Capstone-Intel survey¹ revealed alarming levels
17 of online gambling participation among both young and middle-aged Filipinos, with 66%
18 of respondents aged 18 to 24 engaging in online gambling, and 57% of those aged 41 to 55
19 doing so regularly—averaging two to three times per week;
- 20 **WHEREAS**, the same survey found that seven out of ten respondents spend less
21 than Php 1,000 per week on online betting (equivalent to twice the minimum daily wage)
22 while 20% reported betting up to Php 3,000, 6% up to Php 5,000, and 3% up to Php
23 10,000 weekly;

¹ Capstone-Intel Corporation (2023). Survey: 64% Pinoys Aware of Online Betting are Actively Engaged.
<https://www.capstone-intel.com/?s=online+gambling>

WHEREAS, a 2025 quantitative behavioral study² on Generation Z and Millennial gambling revealed that performance expectancy (the belief in financial gain) and effort expectancy (ease of use) significantly influence gambling behavior, with users perceiving online platforms as convenient and efficient avenues for betting;

WHEREAS, social influence and facilitating conditions, including peer encouragement, societal normalization of gambling, and enabling digital infrastructure, further drive engagement, particularly among young people;

WHEREAS, Presidential Decree No. 1869 explicitly prohibits individuals under twenty-one (21) years of age and students from participating in games of chance;

WHEREAS, digital wallet platforms such as GCash, operated by Globe Fintech Innovations, offer in-app features that enable direct access to online gambling websites, often without rigorous age or identity verification mechanisms;

WHEREAS, the lack of effective monitoring and safeguards on online gambling platforms and e-wallet services enables minors and students to participate in gambling activities, raising concerns about youth addiction, financial exploitation, and the erosion of values;

WHEREAS, the seamless integration of online gambling with digital wallets like GCash and Maya, or through other digital means such as using QR codes, and links, has resulted in swift and largely unregulated betting activities that evade parental control, consumer protection standards, and financial transparency;

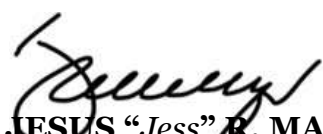
WHEREAS, anecdotal evidence, including a widely shared account by content creator Kyle “Kulas” Jennermann³, recounts a jeepney driver repeatedly loading ₱50 via GCash to play online slots on an online gambling platform, losing his entire day’s earnings within minutes in hopes of quick financial gain;

WHEREAS, the rise of online gambling, being accessible and heavily marketed, has also led to a concerning increase in gambling addiction⁴, affecting not only individual users but also their families and communities financially, socially, and mentally;

WHEREAS, the absence of adequate financial safeguards, advertising regulations, and enforcement mechanisms has created an enabling environment for a pervasive online gambling culture among Filipino youth and families causing them in financial strain, emotional distress, and worsening mental health conditions;

NOW, THEREFORE, BE IT RESOLVED, as it is hereby resolved, that the House of Representatives direct the appropriate committees to conduct an investigation and inquiry, in aid of legislation, into the state and regulation of the online gambling industry in the Philippines, with the end view of curbing its harmful effects on Philippine society, particularly on the youth, families, and other vulnerable sectors.

Adopted,


REP. JESUS “Jess” R. MARQUEZ
 1st District of Aklan

² Antonio, J. C., Ong, A. K. S., Diaz, J. F. T., Cahigas, M. M. L., & Gumasing, M. J. J. (2024). *The perceived risk and return, curiosity, and control analysis of online gambling intention among Gen Z and Millennials using extended UTAUT3*. Entertainment Computing, 100918. <https://doi.org/10.1016/j.entcom.2024.100918>

³ Malasig, J. (2025). *Interaksyon*. Kulas of ‘BecomingFilipino’ disturbed by rampant online betting. https://interaksyon.philstar.com/trends-spotlights/2025/06/17/297883/becoming-filipino-disturbed-rampant-online-betting/?utm_source=chatgpt.com

⁴ Inosante, A. (2025). *Business World*. Filipinos battle addiction amid online gambling boom. <https://www.bworldonline.com/top-stories/2025/01/14/646456/filipinos-battle-addiction-amid-online-gambling-boom/>