

This is a peer-reviewed, post-print (final draft post-refereeing) version of the following published document and is licensed under Creative Commons: Attribution-No Derivative Works 4.0 license:

Jones, Peter ORCID logoORCID: https://orcid.org/0000-0002-9566-9393 and Comfort, Daphne (2021) Corporate Digital Responsibility Challenges for Sports Betting Companies. Journal of Gambling Issues, 48. pp. 202-211. doi:10.4309/jgi.2021.48.9

Official URL: https://doi.org/10.4309/jgi.2021.48.9 DOI: http://dx.doi.org/10.4309/jgi.2021.48.9 EPrint URI: https://eprints.glos.ac.uk/id/eprint/9797

Disclaimer

The University of Gloucestershire has obtained warranties from all depositors as to their title in the material deposited and as to their right to deposit such material.

The University of Gloucestershire makes no representation or warranties of commercial utility, title, or fitness for a particular purpose or any other warranty, express or implied in respect of any material deposited.

The University of Gloucestershire makes no representation that the use of the materials will not infringe any patent, copyright, trademark or other property or proprietary rights.

The University of Gloucestershire accepts no liability for any infringement of intellectual property rights in any material deposited but will remove such material from public view pending investigation in the event of an allegation of any such infringement.

PLEASE SCROLL DOWN FOR TEXT.

CORPORATE DIGITAL RESPONSIBILITY CHALLENGES FOR SPORTS BETTING COMPANIES

Abstract

The emergence and continuing development of digital technologies are disrupting and reshaping traditional business practices throughout the service industries and the gambling industry is no exception. On the one hand, digital technologies have opened the door to a landscape of new sports betting opportunities. On the other hand, the introduction of digital technologies brings responsibility challenges for sports betting companies. This policy paper outlines, the features of corporate digital responsibility, provides some simple illustrations of digital responsibility issues in sports betting, and offers some reflections on how these responsibilities are being discharged.

Keywords: Corporate digital responsibility, digital technologies, sports betting, privacy, protection, trust.

Introduction

The emergence and continuing development of digital technologies are disrupting and reshaping traditional business practices throughout the service industries (e.g., Zaki 2019) and the gambling industry is no exception. Herring100.com. (2020), *'a resource devoted to the intersection between sport and technology'*, for example, suggested that *'the sports betting industry have always been swift in using the improved connectivity provided by digital technology to broaden their business'*, and claimed, *'digital technology has completely changed the face of the sports betting industry*.' On the one hand, in enthusiastically embracing digital technologies, sports betting companies, including traditional UK betting shop companies, such as William Hill and Ladbrokes and dedicated online betting companies such as Bet365, 888 Sport, Red 32 and Unibet, have opened the door to a landscape of new sports betting opportunities. While these opportunities were initially focused on the Internet and mobile devices, more recently the advent of big data analytics, artificial intelligence, and the Internet of Things, are opening up ever wider business opportunities. On the other hand, the introduction of digital technologies brings responsibility challenges for sports betting companies.

Many companies increasingly face digital responsibility challenges, but these challenges seem magnified in the case of sports betting companies. While the vast majority of betting activity used to be conducted on a face to face basis, digital technologies increasingly dominate the sports betting market. Widespread political and social concerns about the damaging impacts of gambling on people's lives, have been fuelled by fears that web based gambling promotes compulsive and addictive use amongst gamblers, and that vulnerable gamblers are susceptible to targeted online advertising. In response to these concerns the exhortation to gamble responsibly is a both pervasive theme, and a constantly reinforced corporate message, for sports betting companies. While there is an emerging literature on the impact of digital technologies on sports betting markets (e.g. Lopez-Gonzalez and Griffiths 2016; Lawn et al. 2020), little or no work has been published in the academic literature on now sports betting companies address corporate digital responsibility. With these thoughts in mind, this policy paper looks to begin to make a modest contribution to filling that gap by reviewing some of the digital responsibility issues facing sports betting companies. The paper includes an outline of the features of corporate digital responsibility, a cameo literature review to reference and provide some academic

context for the issues raised in the paper, some simple illustrations of digital responsibilities in sports betting, and some reflections on how these responsibilities are being discharged.

Corporate Digital Responsibility

While there is emerging commercial interest in the responsibility challenges associated with the ever increasing employment of digital technologies, there is no generally agreed definition of corporate digital responsibility. Lobschat et al. (2019), described corporate digital responsibility as a 'novel concept', and defined it as 'the set of shared values and norms guiding an organization's operations with respect to the creation and operation of digital technology and data.' For Schneevoigt (2020), corporate digital responsibility is a 'a voluntary commitment', which 'starts with the need to conform to legal requirements and standards — for handling customer data, confidential, intellectual property and so on — but it also extends to wider ethical considerations and the fundamental values that an organization operates by.' More simply, Driesens (2017) argued that corporate digital responsibility 'is about making sure new technologies — and data in particular — are used both productively and wisely.'

Driesens (2017) argued 'as the world becomes more digital, companies will be faced with an ever-growing need to adopt a robust corporate digital responsibility approach to protect both customers and employees.' More assertively, Lobschat et al. (2020) argued 'organizations must determine how to operate responsibly in the digital age.' Andersen (2019) argued that companies should treat 'corporate digital responsibility with the highest strategic priority, helping to create positive futures not only for their businesses but also for the societies they are part of.' In looking to explain the growing importance of corporate digital responsibility, Driesens (2017) identified 'four drivers', namely, 'the increasing concerns from customers and governments about the use and abuse of personal data; the impact and challenges of automation and robotics; the potential for unethical use of new technologies; and finally, the so-called digital divide.'

In looking to identify the scope of corporate digital responsibility, Wade (2020) suggested it 'spans four areas — social, economic, technological, and environmental — that should be merged under one organizational umbrella.' More specifically, Wade (2020) argued that the social dimension, for example, 'involves an organization's relationship to people and society. The vital topic of data privacy protection of customers, employees, and other stakeholders is included in this area.' While the current paper does not look to critique Wade's scoping of digital corporate responsibilities, as presented it accords equal status to social, economic, technological and environmental dimensions, but the authors would argue that different companies might focus on one, or more, of these dimensions more than others.

Cameo Literature Review

Liyanaarachchi et al. (2020), suggested that 'corporate digital responsibility is still in a nascent stage of academic inquiry' and although little, or no, work has been published in the academic literature on corporate digital responsibility within the sports betting industry, there is a small, but growing, body of published work on digital responsibilities in other business sectors. Here the aim is to offer a few examples of the focus and range of such work, particularly work seen to be relevant to how sports betting companies might

approach digital responsibility, rather than provide a comprehensive review. Thorun (2017) argued that companies should extend their traditional approaches to corporate social responsibility, which have primarily focused on social and environmental issues, to the digital world. Andersen (2020) argued that digitalisation created an opportunity for companies to rethink their responsibilities to fill the gaps that education and regulation cannot, and should not, continue to fulfil.

Grigore et al, (2017) argued that the employment of digital technologies required more than legal compliance and established an agenda for responsibility within the digital economy, relating, for example, to the use of consumer data, service continuation, the control of digital goods and services, and the use of artificial intelligence. Lobschat et al. (2021) suggested that ethical concerns arise as digital technologies become increasingly prevalent, and in outlining the managerial implications of this trend, looked to shed light on how a company's shared values and norms regarding corporate digital responsibility can get translated into actionable guidelines for users.

More specifically, in a conceptual examination of the management of data vulnerability in online banking, Liyanaarachchi et al. (2020), identified gaps in bank privacy protection practices and recommended that banks integrated market orientated approaches, which look to reposition vulnerable consumers as a key stakeholders, in their corporate digital responsibility initiatives. Liyanaarachchi et al. (2020), advised that managing consumer data vulnerability necessitates *'integrating corporate digital responsibility as a pivotal element of organizational strategy and by positioning vulnerable customers as a critical stakeholder.'*

Thelisson et al (2019) argued that the development of a Digital Responsibility Index could play an important role in restoring trust in a data driven economy, and that would offer a concrete way of quantifying the implementation of artificial intelligence principles in corporate practice. In addressing *'privacy predicaments in the digital marketplace'*, Bandara et al. (2020) acknowledged that the digital technologies have created a range of challenges to consumer online privacy and explored why consumers are worried about their privacy and why they behave in a manner that can harm customer-business realtionships. Further, Bandara et al. (2020) found that deficiencies of corporate privacy responsibility and regulatory protection have deprived consumers of privacy empowerment, and they highlighted the importance of addressing power and responsibility dynamics for maintaining a healthy information-exchange environment.

On the conceptual side, little or no work has been published on theoretical approaches to corporate digital responsibility but stakeholder theory, widely used in studies on corporate social responsibility, may be valuable in exploring how sports betting companies respond to corporate responsibility challenges. Stakeholder theory holds that a company should be sensitive to the interests of all its stakeholders, including shareholders, employees, customers, governments, and society at large, as well as to the environment, in developing its corporate strategy.

Digital Responsibility Issues and Sports Betting Companies

Digital technology has revolutionised sports betting in a variety of ways including mobile betting, virtual reality, encryption and blockchain to secure payment options, live streaming, and the provision of a wider range of simultaneous betting opportunities. More

specifically sports betting companies use algorithms to calculate live odds for sports events so that customers can bet on a multitude of outcomes with ever-changing odds, and sports betting companies connect their betting apps to digital payment methods enabling placing a bet to become faster and more convenient. Big data analytics can be used to target advertisements, for example, on free betting opportunities and bonuses, to specific customers. As sports betting companies have adopted digital technologies, so they may need to address a wide range of responsibilities associated with these technologies, though it is the social responsibility challenges that currently seem dominant. More specifically, key issues are privacy and cybersecurity, trust, and protection.

The high profile issues of privacy and cybersecurity pose major challenges. Companies that process large volumes of digital financial transactions and maintain data basses containing sensitive customer information, can become vulnerable to sophisticated hacking and malicious software, which accesses customers' bank account details, and can corrupt and destroy a company's computer system. Security software and constant surveillance offer some protection against such data breaches but the dynamic and sophistication nature of criminal activity in this area makes comprehensive security virtually impossible. While all digital transactions are open to such risks, the way, and the social environment, in which digital sports betting is sometimes conducted, can make it particularly vulnerable.

Where customers are looking to obtain a price on their selection in a horse race, for example, where prices can be subject to fluctuations, then they may look to register their bet at a specific price quickly before that price changes, and here the need to act quickly, may lead to them carelessly inputting their personal or financial details. In a similar vein, customers who wish to bet 'in play', on a football or a rugby game, may also look to place their bet quickly before either the score, or the price, changes, and here again they may act carelessly. It is it is important that customers log out of sporting betting sites after a transaction in that simply closing the browser, for example, will not necessarily ensure privacy. Where customers are watching games, or races, while consuming alcohol in a licensed bar, this may also induce careless behaviours when, and after, placing bets. In such situations, customers may, in the excitement of the game or the race, learn of more favourable prices that their friends and other customers have accessed on sporting betting sites, and they may try to place bets on these sites without checking out the security credentials of these sites.

Trust has long been a central feature of face to face betting relationships between gambling companies and customers, but trust is equally, arguably, more important, in the digital era. Trust is essential, for example, in maintaining customer confidence that their financial and personal information held by sporting betting companies is safe and that such information will not be sold on to, or shared with, other companies. More widely, there are issues around the integrity of a range of sporting events, and at a time when many sports betting companies are sponsoring football teams and the televising of horse race meetings, it is important for sporting betting companies to exercise vigilance in protecting the integrity of betting activities associated with sport. As digital technologies have created more opportunities and greater demand for sports betting, so the opportunities for criminals to profit from the fixing of games, or elements within games, for example, have grown. When such corrupt activity is exposed this can reduce the trust customers have in betting on sporting events. The protection of vulnerable, and potentially vulnerable, customers, presents a major responsibility challenge. Here, while sports betting companies consistently publicly emphasise the need for their customers to bet responsibly, there are concerns, that the digital technologies can be used to promote addictive and compulsive behaviours. More generally, mobile phone technologies have dramatically increased the times, and the locations, when customers can engage with sports betting sites. Here there are concerns that such flexibility can lead to betting becoming a habitual activity for some customers, and it can be undertaken without the knowledge of family and friends. The UK's Gambling Commission (2019) argued that if sports betting companies 'adopt the techniques that have been successfully used by the technology companies and digital content creators to stimulate engagement and habit forming gambling apps, there is a substantial risk that they will create a huge cohort of gamblers with a stronger and potentially compulsive gambling habits, and some of those users will inevitably become problem gamblers.'

Reflections

The continuing development of digital technologies, and the emergence of new ones, will continue to open up new business opportunities for sports betting companies and will present an evolving set of responsibility challenges, and a number of issues merit attention. Companies within the gambling industry have traditionally looked to selfregulation as the most appropriate way to address their social responsibilities, and to safeguard their own business interests, and where possible, they are looking to adopt the same approach in addressing new digital responsibilities. That said, the sports betting companies have emphasised their social and economic responsibilities, rather than, for example, embracing Wade's wider scoping of corporate digital responsibilities, with the public focus on the former seemingly designed to protect the economic interests companies and their shareholders, as much as their customers. At the same time, the sports betting companies have paid little or no public attention, for example, to the environmental issues associated with the carbon dioxide emissions generated by the data centre and networking equipment needed to drive the digital technologies.

However, there have been a small number of illustrations in the media of the harm compulsive online gambling is said to have caused for named individuals and families (Kropshofer et, et al. 2020). The UK's Gambling Commission (2021) reported that one leading UK sports betting company had been fined £11. 6 million for a series of social responsibility and money laundering failures linked to dealings with seven of its high spending customers. More generally, political and media and concerns about gambling behaviour and private conversations between one of the authors of this paper and former employees of some sports betting companies, suggests that the jury is out on the extent to which sports betting companies are meeting their digital social responsibilities.

Though sports betting companies emphasise self-regulation in discharging digital responsibilities, in many jurisdictions gambling is also subject to government regulation. Within the UK, for example, government regulation of gambling can be traced back to the sixteenth century, and since the 2005 Gambling Act, gambling has been regulated by the Gambling Commission on behalf of the Government's Department for Digital, Culture, Media, and Sport. In introducing a major review of gambling legislation in the UK in 2020, Oliver Dowden, Secretary of State for Digital, Culture, Media, and Sport (GOV.UK.2020) described the 2005 Gambling Act as 'an analogue law in a digital era.'

More specifically, prior to announcement of this review the Gambling Commission established a Digital Advisory Panel to advise it on the risks and challenges posed by the digital technologies, on how they interact with the gambling companies, and on these companies interact with customers. It remains to be seen how this review will play out, but with many political and media commentators calling for tougher restrictions on gambling, how the sporting betting companies approach their digital responsibilities may be subject to increasingly public scrutiny and to more stringent statutory regulatory control.

In looking to locate the current review of some of the digital responsibility issues facing sports betting companies to the academic literature, a number of the themes identified in the cameo literature review strike a chord. In some ways, for example, sports betting companies claim to be extending their traditional approach to corporate social responsibility to address some of the new challenges which have emerged in the digital era as Thorun (2017) suggested, some companies suggested they are looking to emphasise their commitment to vulnerable customers as recommended by Liyanaarachchi et al. (2020), and they have looked to provide actionable guidelines for customers as advised by Lobschat et al. (2021). However, the current political thinking seems to run counter to Andersen's recommendation that company policies should replace statutory regulatory controls.

While sports betting companies might be seen, in part at least, to be acting to safeguard the interests of their vulnerable customers, the companies themselves, rather than the customers or society as a whole, have effectively been deciding how those interests can be best served. As such, the current review of sports betting companies approach to digital responsibility is not consistent with stakeholder theory, in that it suggests that companies may effectively look to restrict stakeholder participation in policy development. At the same time, this also begs the question whose interests are best served by corporate digital responsibility might effectively, if not formally, be giving sports betting companies their business activities to their stakeholders, and more widely to society, might help to avoid future government regulation. More generally, the sports betting companies approach to digital responsibility might be seen to further fuel the call by Bandara et al. (2020) for the need to address the power dynamics around corporate digital responsibility.

Conclusion

This policy paper on the digital responsibility challenges faced by sports betting companies has its limitations, not least in raises more issues than it resolves. Nevertheless, the authors believe the review begins to fill a gap in the literature on the introduction of the digital technologies in gambling and provides a platform for more substantial future research. Such research might, for example, focus on how the sports betting companies address, and report on, digital corporate responsibilities, and on if, and how, their stakeholders contribute not only to the development of corporate digital policies, but also to the corporate digital responsibility reporting process. Research may also examine how sports betting companies communicate their policies on digital responsibility to a range of stakeholders, and if, and how, such policies influence customers' patronage.

REFERENCES

Andersen, V. N. (2019) *Redesigning Corporate Responsibility*. <u>https://www2.deloitte.com/de/de/pages/innovation/contents/redesigning-corporate-</u><u>responsibility.html#</u>

Andersen, N. (2020) Redesigning Corporate Responsibility How Digitalization Changes the Role Companies Need to Play for Positive Impacts on Society. In: Feldner D. (eds) *Redesigning Organizations* (pp. 137-147). Wiesbaden: Springer. <u>https://doi.org/10.1007/978-3-030-27957-8_10</u>

Bandara, R., Fernando, M. and Akter, S. (2020) 'Addressing Privacy Predicaments in the Digital Marketplace: A Power-Relations Perspective', *International Journal of Consumer Studies*, 4, 423-434.

Driesens, T. (2017) *The Rise of Corporate Digital Responsibility*. <u>https://www.i-</u> cio.com/management/best-practice/item/the-rise-of-corporate-digital-responsibility

Gambling Commission (2019) Digital Advisory Panel: Advice on the Impact of online platforms on gambling related harm. https://www.gamblingcommission.gov.uk/for-gambling-businesses /Compliance/General-compliance/Social-responsibility/Digital-Advisory-Panel-Advice-on-the-Impact-of-online-platforms-on-gambling-related-harm.aspx

Gambling Commission (2021) Betway to pay £11.6 million for failures linked to 'VIP' customers. <u>https://www.gamblingcommission.gov.uk/news-action-and-</u> statistics/News/Betway to pay £11.6m for failings linked to 'VIP' customers (gamblingcommission.gov.uk)

GOV.UK (2020) *Government launces review to ensure that gambling laws are fir for the digital age*. <u>Government launches review to ensure gambling laws are fit for digital age</u> <u>GOV.UK (www.gov.uk)</u>

Grigore G., Molesworth M., Watkins R. (2017) New Corporate Responsibilities in the Digital Economy. In (Eds): Theofilou A., Grigore G., Stancu A. *Corporate Social Responsibility in the Post-Financial Crisis Era*. Palgrave Studies in Governance, Leadership and Responsibility. London, Palgrave Macmillan. https://doi.org/10.1007/978-3-319-40096-9_3

Herring100.com. (2020) *How Digital Technology is Changing the Sports Betting Industry*. <u>How Digital Technology Is Changing the Face Of The Sports Betting Industry (herring100.com)</u>

Kropshofer, K., Moraca, S. and Lazzaris, S. (2020) *The pandemic has triggered a British online gambling crisis*. <u>https://www.wired.co.uk/article/gambling-uk-online-sites-addiction</u>

Lawn, S., Oster, C., Riley, B., Smith, D., Baigent, M. and Rahamathulla, M. (2020) A Literature Review and Gap Analysis of Emerging Technologies and New Trends in Gambling. *International Journal of Environmental Research and Public Health*, 7. <u>IJERPH | Free Full-Text</u> | <u>A Literature Review and Gap Analysis of Emerging Technologies and New Trends in</u> <u>Gambling (mdpi.com)</u> Accessed 30 December 2020) Liyanaarachchi, G., Deshpande, S. and Weaver, S. (2020), 'Market-oriented corporate digital responsibility to manage date vulnerability in online banking', *International Journal of Bank Marketing*, Volume ahead of publishing, <u>https://doi.org/10.1108/IJBM-06-2020_0313</u>

Lobschat, L., Mueller, B., Eggers, F., Brandimarte, L., Diefenbach, S., Kroschke, M. and Wirtz, J. (2021) Corporate digital responsibility. *Journal of Business Research*, 122, 875-888

Lopez-Gonzalez, H. and Griffiths, M.D. 2018 Understanding the convergence of markets in sports online betting. *International Review for the Sociology of Sport*, 53, 807-823

Schneevoigt, V. (2020) *The Rise of Corporate Digital Responsibility*. <u>https://www.i-cio.com/management/best-practice/item/the-rise-of-corporate-digital-responsibility</u>

Thelisson, E., Morin, J-H. and Rochel, J. (2019) *Artificial Intelligence: Digital Responsibility as a Building Block.*

heinonline.org/HOL/LandingPage?handle=hein.journals/delphi2&div=43&id=&page= <u>AI</u> <u>Governance: Digital Responsibility as a Building Block: Towards an Index of Digital</u> <u>Responsibility 2 Delphi - Interdisciplinary Review of Emerging Technologies 2019</u> (heinonline.org)

Thorun, D. (2017) 'Corporate Digital Responsibility: Corporate Responsibility in the Digital World', p. 173-191 In (eds) Gartner, C. and Heinrich, C *Fallstudien zur Digitalen Transformation* pp.173-192. Wiesbaden, Springer,

Wade, M. (2020) *Corporate Responsibility in the Digital Era*. https://sloanreview.mit.edu/article/corporate-responsibility-in-the-digital-era/

Zaki, M. (2019) Digital transformation: Harnessing digital technologies for the next generation of services. *Journal of Services Marketing*, 33, 429-435

CONFLICT OF INTEREST STATEMENT

There are no conflicts of interest