

## Diploma in Law (Malta): Intake October 2021

<b>Assessment Task:</b> Written assignment based on chosen questions	
<b>Module:</b> <i>Award in Gaming Law</i>	<b>Tuition Centre:</b> 21 Academy <b>Licence Number:</b> 2018-017
<b>Level:</b> Award MQF Level 5	<b>Student Name:</b>
<b>Date:</b>	<b>ID Number:</b> <same no. submitted in student profile>
<b>Assignment Deadline:</b> 11 May 2023	
<p><b>Task</b> The purpose of this unit is to develop an understanding of a particular topic you will write about which forms part of Gaming Law.</p> <p><b>Note</b> This assessment provides students with an opportunity to put into practice the relevant provisions of the law in relation to the topic they choose to write about forming part of Gaming Law.</p> <p><i>You should plan to spend approximately 20 hours researching, preparing for and writing each one of the assignments. The nominal word count for each assignment is 1,700 words. Find more information on how to prepare and submit the assignments in the course resource centre.</i></p>	
<p><b>Choose and answer 2 questions from the following:</b></p> <p><b>Question 1:</b> You have been approached by a group of companies consisting of a number of companies established in the European Union and operating in the gaming industry. The query you have received relates to two of the companies forming part of this group, Company A and Company B. Company A, is the sole shareholder of Company B. Company A is a game aggregator and sells casino-type games to other gaming operators. Company B offers its gaming services directly to players consisting of casino-type games which are played against the house, and player versus player poker games. Both companies are interested in setting up their gaming operations in Malta, with Company B seeking to offers its gaming services remotely and through physical premises located in Malta. The companies are seeking your advice on:</p> <ul style="list-style-type: none"> <li>(i) the authorisation/s which they are required to obtain from the Malta Gaming Authority, if any, for the provision of their services in and from Malta;</li> <li>(ii) the various fees, and taxes, payable to the Malta Gaming Authority in connection with the attainment of any such authorisation/s, and the maintenance thereof; and</li> <li>(iii) the requirements for obtaining any such authorisation/s from the Malta Gaming Authority.</li> </ul> <p><b>Question 2:</b> You have been approached by a company which operates in the food and beverage industry. The company wishes to organise a series of lottery competitions, throughout the year, in order to promote the sale of a number of its products. It will consist of one monthly draw, with one (1) winner per draw. The company will be advertising these lottery competitions on various media channels, including: (i) on the website maintained by the company; (ii) on the website maintained by the various supermarkets in Malta and Gozo which sell the company's products; (iii) in newspapers and magazines; (iv) on billboards; and (v) via television and radio stations.</p> <p>The company is seeking your advice as to whether the organisation of these lottery competitions requires the company to be in possession of an authorisation issued by the Malta Gaming Authority, and if so, the applicable authorisation and fees payable to the Malta Gaming Authority, if any. The company is also enquiring as to whether any requirements or restrictions apply to the organization of these competitions, in</p>	

particular any requirements or restrictions relating to the prizes which can be awarded to the winners of the lottery competitions, and relating to the type, and content of adverts or promotional material which shall be published by the company.

**Question 3:**

Two of the main objectives of the Malta Gaming Authority in its role as the regulator of the gaming industry in Malta are to promote responsible gaming and to safeguard players' rights. How is this achieved under the Maltese gaming legislative and regulatory framework?

**Question 4:**

It is arguable that online gaming operators do not enjoy the freedom of establishment and the freedom to provide services in the European Union (as enshrined in Article 49 and Article 56 of the Treaty on the Functioning of the European Union, respectively) without limitation. Are EU Member States justified in restricting these freedoms in the case of online gaming operators?

**Pass Mark - 50% of total assignments weighting**

**Total Assignments Weighting - 100%**

**By submitting I confirm that this assessment is my own work**

**Mark:**

**Signature:** <main assessor>

**Date**

**Signature:** <quality assurance>