

Digital Isle of Man — Economic-Substance E-Gaming Licensing and Digital Sector Growth

City Innovation Library · Good practice · Isle of Man

Quality score: 52/100

Evidence strength: Observational / pre–post

Summary

The Isle of Man built an e-gaming and digital economy worth 17.6% of GDP through economic-substance-based licensing, adding nearly 1,000 jobs in 2023 alone — but a single new gaming licence issued in early 2026 signals the sector is now contracting.

Key dimensions

Dimension	Score
Evidence of impact / measured results	3/3
Transferability / demonstrated replication	2/3
Scalability	1/3
Sustainability / continuity	1/3
Innovation	2/3
Inclusiveness / equity	0/3
Multi-stakeholder collaboration	2/3

Evaluated by C-NAPSE

Data sources

[C-NAPSE web research](#) — accessed 2026-09-12

[Digital Isle of Man / Isle of Man Gambling Supervision Commission](#) — accessed 2026-09-12

[Digital Isle of Man](#) — accessed 2026-09-12

[Isle of Man Government — National Income 2023/24 Report](#) — accessed 2026-09-12

[IoD Isle of Man — eGaming sector growth](#) — accessed 2026-09-12

[Gaming Intelligence — Isle of Man eGaming: quality over quantity?](#) — accessed 2026-09-12

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