

The Impact of Online Gambling Among Indonesian Teens and Technology

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Abstract

This research is motivated by the development of technological advances. With advances in technology there is an increase in the problem of crime using sophisticated modus operandi. This form of crime is Cyber Crime. One of the cases of cybercrime that is rife at this time is gambling via the internet. Article 27 paragraph (2) of Law Number 11 of 2008 concerning Information and Electronic Transactions regulates the prohibition of electronic gambling with a maximum imprisonment of 6 (six) years and/or a maximum fine of Rp. 1,000,000,000.00 (one billion rupiah). Online gambling is a game that is carried out using money as a bet with the terms of the game and the amount of the bet determined by online gamblers and using electronic media with internet access as an intermediary. Online gambling is a phenomenon that cannot be denied and is found in society, especially among teenagers. They consciously know that gambling is included in deviant behavior which is considered bad by some people and is prohibited by state law, but this does not cover their interest in participating in it. This study aims to describe the behavior of teenagers who are addicted to online gambling. This research is a type of qualitative research with data analysis techniques using qualitative analysis. The results explained that the behavior of adolescents who were addicted to online gambling showed the following characteristics: spending more time playing online gambling, decreasing physical activity and neglecting health, avoiding important life activities, decreasing socialization processes, finding it difficult to break the desire to play online gambling, ignoring work and personal obligations and mental illness.

Keywords: *Electronic Transactions, Advances in Technology, Cyber Crime, Online Gambling, Qualitative Analysis*

1. Introduction

The development of science and technology (Science and Technology) which is increasingly rapidly brings changes in people's lives [1]. Human creativity is increasing and



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encouraging discoveries in the field of technology [2]. One of the products of human creativity is the internet [3]. The advancement of Information and Communication Technology has resulted in a revolution in social interaction [4],[5]. Social interaction is the main condition for the occurrence of social activities [6]. The development of technology today, has caused a person to make social contact not only through physical relations, but also through long-distance relationships that are bridged by communication media such as the internet [7].

Internet media can connect people to communicate without the limitations of distance and time [8],[9]. The internet can be accessed via a computer or smartphone so that it is easier for people to access the internet [10]. In addition, the easier use of the internet has been misused by people for gambling games. Initially people access online games, then out of curiosity and curiosity, teenagers follow online gambling games [11]. One of the conveniences that are often found in online gambling games is that they can be played in conditions anywhere and anytime, besides that online gambling games only require an internet connection [12]. The transaction system used in online gambling games has also used an online system only by sending via Mobile Banking only [13]. The perpetrators use information and communication technology as a means in the online gambling system. The existence of a computer network system on a large scale makes the profits obtained even greater than conventional types of gambling games. In addition to this, one of the determining factors, namely security, is also a reference and consideration for people who switch from conventional to online gambling games.

Gambling is betting on purpose, namely risking a value or something that is considered valuable by being aware of the risks and certain expectations on game events, matches, competitions, and events that have no or uncertain outcome [14],[15]. The uncertainty of these results, raises a lot of wishful thinking that sometimes deviates from expectations and creates a different tension in every gambler. There is great hope to be able to change lives, causing people to always be addicted to participate in trying their luck. This problem is increasingly difficult to overcome when collided with the economic situation. The more expensive the necessities of life, causing a person to look for alternatives in order to get out of the situational pressure.

With the development of technology and information that is now increasingly rapid, gambling games have also undergone changes to online gambling games which are seen as safer and more practical [16]. In playing it is also quite easy just by using a smartphone or laptop. From the results of observations, online gambling games accessed by teenagers in Indonesia include soccer gambling, poker, casinos, and others [17],[18].

Figure 1. Games on Online Gambling Sites



(source: One of the Online Gambling Sites)

Online Soccer Gambling, is the most extensive and largest betting activity, if it is calculated, it can be millions of dollars in turnover every year in this online soccer gambling business [19],[20],[21]. Online soccer betting includes local matches to the international level to the highest matches in the world cup event. While Poker Gambling is a card game not luck but a game of effort, reason, deep understanding, and a combination of counting, counting moves, bluffing, and cheating so that it requires a sharp brain to be a winner [22],[23].

Initially, teenagers only occasionally participated in online gambling games, but over time they would become addicted [24],[25]. For teenagers who are addicted to gambling, it is very difficult to return to the right path, but there are also those who play games on a whim [26]. They gamble just to pass the time or maybe relax, and also gamble for entertainment after doing work in the office or in the company. But chance after chance will make them a habit. The great influence of gambling on gamblers makes it difficult to leave gambling games, especially those who are already heavy gamblers [27].

According to M.Yamin from the Nawala Nusantara Foundation in a seminar on Responding to Online Gambling at the RRI Auditorium, Jakarta, which explained the differences between foreign gambling sites and domestic gambling sites, overseas gambling sites are official companies [28]. In fact, there are online gambling companies that have gone public, such as William Hill in England. The largest online gambling sites and agents currently based on AND (domain system name) Nawala data are as follows:

Table 1. List of Local and International Online Gambling Sites

No	Local Site	International Site
1	Dewapoker.com	Bwin (2009): earnings over €400 million
2	Bookie7.com	PartyGaming (2008): US\$473 million
3	Betme88.com	Betfair (2008): £303 million
4	Fairbet88.com	Bet365(2009): £3.4 billion (turnover)
5	Agenjudibola.net	William Hill (2009): over £200 million
6	Promosi365.com	Ladbrokes (2009): over £100 million
7	Agencasinoindonesia.com	Mangas Gaming (2009): €200 million
8	Indosbobet.com	Paddy Power (2008): €992 million (turnover)
9	Winning365.com	Unibet (2009): over £130 million
10	Arenabetting.com	Sportingbet (2009): £1.2 billion (turnover)

(source: <https://www.viva.co.id/digital/digilife/334384-inilah-10-situs-judi-online-terbesar-di-ri>)

This study aims to describe the behavior of teenagers who are addicted to online gambling. The results showed that the behavior of adolescents who were addicted to online gambling showed the following characteristics: spending more time playing online gambling, decreasing physical activity and neglecting health, avoiding important life activities, decreasing socialization processes, finding it difficult to break the desire to play online gambling, and ignoring work and personal obligations .

2. Research Method

This study uses qualitative research methods with data analysis techniques using qualitative analysis. Qualitative research method is a research method based on post-positivism philosophy, used to examine the condition of natural objects, (as opposed to experimentation) where the researcher is the key instrument, the sampling of data sources is done purposively and snowball, the collection technique is tri-angulation (combined), data analysis is inductive or qualitative, and the results of this study emphasize meaning rather

than generalization. This study also uses teenagers as a research strategy by observing the behavior of teenagers who are addicted to online gambling.

3. Research Result

Online gambling is known and played by teenage boys more than girls. Adolescents themselves, in a study conducted by Ruth Strong, were divided into three phases. The first phase is puberty (10-15 years), the second phase is early adolescent (15-18 years) and the third phase is later adolescence (18-21 years). The conversations of teenage boys when they gather are about exciting matches or games, both online and offline.

Teenagers who play online gambling are usually from the association. Most teenagers know online gambling from friends, not from online gambling site advertisements. As for the pop ups or banners that often appear when they use the internet, they don't even believe it, for fear of viruses, spam, fraud and fear of running out of credit when they see advertisements on the internet. When they are curious about a particular gambling site or game they prefer to ask their friends. Sometimes when the answer is not found they ask the cafe staff, or look at Google references.

From this curiosity, they try to try so that at this stage they are dependent and addicted to online gambling. Finally a slogan emerged that said "losing curiosity wins addiction". The motivation to play gambling itself is different, starting from the intention of fad, looking for fun, adrenaline pumping, looking for profit, to excessive association. Various other factors are starting from filling spare time, confused about having excess pocket money, trying to win like friends, just to get along, and to increase enthusiasm in watching your favorite team compete. All of these things are ultimately addictive and curious.

3.1 The Behavior of Indonesian Teens Who Are Addicted to Online Gambling

The results of the study show that teenagers are addicted to online gambling games, which are characterized by the following characteristics: a) There is a drastic change in routine to spend more time playing online gambling games. b) Decreased physical activity and neglect of health, such as eating and resting due to changes in the time pattern for eating and sleeping. c) Avoiding important life activities in order to spend time playing online gambling games. d) Decreased socialization process, ignoring family and friends. e) Refusing to spend time other than playing online gambling games or finding it difficult to break the desire to continue playing online gambling games. f) There is a constant desire to play online gambling games. g) Neglect of work and personal obligations.

3.2 Factors That Cause Indonesian Teens to Become Addicted to Online Gambling

There are several factors that cause Indonesian teenagers to become addicted to online gambling, including: 1) Lack of attention from the closest people: Parents don't care about student activities, making students ignore them, between parents and students rarely chatting will make the relationship more tenuous and seem there is no mutual respect, parents pay less attention to him because he is wandering, students already have their own laptops so they rarely hang out with their friends, students are cared for by assistants because their parents are busy working, students have a high emotional level, so be friends stay away from it; 2) Stress or depression: quiet students are also a cause of stress, meaning that students will be closed and if they have problems, they will not talk to anyone, students feel lonely at home and feel that their lives are alone, which makes students also stressed; 3) Lack of control: parents are too students, such as buying vehicles and personal cellphones. Meanwhile, for class VIII students, all of this is not really needed; 4) Lack of activity: students do not participate in extracurricular activities, making students bored with their only school activities and going straight home. They will look for other activities, namely playing internet games. Students often skip classes or tutoring and go to Wifi facilities or hang out with their friends; 5) Environment: Often hanging out with other internet game addicts makes students unable to escape from internet games and it will even get worse; 6) Parenting pattern: the

child's parents are too indifferent, too busy with their own business so that the child feels neglected. Rarely chatting also makes children not considered in the family. Never reprimand if one is wrong is not a sign of affection but a sign of indifference to the child.

4. Conclusion

With advances in technology there is an increase in the problem of crime using sophisticated modus operandi. This form of crime is Cyber Crime. One of them is gambling via the internet. Online gambling is a game that is carried out using money as a bet with the terms of the game and the amount of the bet determined by online gamblers and using electronic media with internet access as an intermediary.

Online gambling is a phenomenon that cannot be denied and is found in society, especially among teenagers. Initially, teenagers only occasionally participated in online gambling games, but over time they would become addicted. Online games almost always have a negative impact both socially, psychologically, and physically, causing addiction to playing online games.

Therefore, this study was formed which aims to describe the behavior of teenagers who are addicted to online gambling. The results explained that the behavior of adolescents who were addicted to online gambling showed the following characteristics: spending more time playing online gambling, decreasing physical activity and neglecting health, avoiding important life activities, decreasing socialization processes, finding it difficult to break the desire to play online gambling, ignoring work and personal obligations and mental illness.

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