

The Existence of Online Gambling in Adolescents based on Sociological Studies

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Abstract: Online gambling games are included in one of the social deviant behaviors that exist in society, because some community groups consider gambling behavior to be something that is not good and not in accordance with applicable norms. The purpose of this study is to find out the description of the existence of online gambling in adolescents based on sociological studies. This study uses library research research methods using 7 scientific articles as references. The results of the study show that the rapid development of technology is not always used for positive things. One of the negative uses of technology is online gambling. Online gambling itself is a game that is done by risking the capital you have to get multiple returns from the invested capital. Some of the factors that encourage teenagers to do online gambling include learning outcomes, environmental factors, lack of employment, and addiction. The impact of the online gambling phenomenon, especially players, tends to lead to the negative side, including diminishing values in material values, spiritual values, moral values. so that it can lead to the emergence of behavior that deviates from social norms in the environment.

Keywords: Online Gambling, Youth, Economic Sociology

Background

Violation of the norms and values that apply in society is known as social deviation or in a psychological perspective it is called social pathology. As a result of this social deviation, various problems arise in people's lives which are then known as social diseases. (Kartono, 1986). Any behavior that is not in accordance with the values and norms will be referred to as deviant behavior and every actor who deviates will be described as a deviant or deviant.

Deviant behaviors are classified as social problems, namely behaviors that contain elements that are considered to violate and deviate from certain social values, norms and standards. Social problems such as: prostitution, poverty, corruption and gambling are also possible with the existence of social institutions that formally exist, but in fact are no longer functioning. Gambling is a social problem, because it violates the legal norms in Indonesia.

Sociology basically studies the social order from the "good" side. However, when it comes to the social order from the "bad" side. Not only sociology, social issues and criminology also take part in examining the violation of norms or deviations. This is what was later introduced as the sociology of deviant behavior.

Social deviations from a group of people or individuals will result in social problems, these events occur because of social interactions between individuals, individuals with groups and between groups. A social problem is a symptom or phenomenon that appears in the reality of people's lives. Social problems arise because individuals fail in the socialization process or individuals because of some defects they have, in attitudes and behavior that are not guided by social values and beliefs that exist in society.

Now gambling has shifted to a slightly more elite place, because with advances in technology, gambling does not have to be as secret as it used to be. Only by sitting relaxed in front of a computer that is connected to the internet network, we can play the illicit game. Computerized systems that involve all aspects of life such as money transfer systems, information flows, and the availability of various infrastructures that are almost evenly distributed throughout the world encourage the development of online gambling games.

Online gambling games are included in one of the social deviant behaviors that exist in society, because some community groups consider gambling behavior to be something that is not good and not in accordance with applicable norms. By just mentioning his name, we can suspect that what is called deviant behavior is behavior that is carried out by members of the community and is considered not in accordance with applicable customs, rules, or social norms. In simple terms, it can be said that a person behaves deviantly if according to the assumption that most of the community at least in a certain group or community, the behavior or action is outside the habits, customs, rules, values, or social norms that apply (Narwoko & Suyanto, 2010: 97). -98). This study aims to determine the description of the existence of online gambling in adolescents based on sociological studies

Theoretical Review

Gambling is a game where players bet to choose one option among several choices where only one choice is correct and becomes the winner. The player who loses the bet will give the bet to the winner. Rules and bet amounts are determined before the match starts. In Article 303 paragraph (3) of the Criminal Code it is explained that "what is called a gambling game is every game, where in general the possibility of making a profit depends on sheer luck, also because the players are more trained or more proficient. It includes all the rules regarding the decisions of competitions or other games that are not held between those who are participating in the competition or playing, as well as all other regulations.

Gambling or the game "gambling" or "gambling" according to the Big Indonesian Dictionary is "A game using money as a bet." Gambling is defined as an act by gambling. Gambling itself is defined as risking a certain amount of money or property in a guessing game based on chance with the aim of profiting from the game. Various forms of gambling have become widespread in people's daily lives, both overtly and covertly. Actually, gambling has started to be widely known in Indonesia since this gambling activity was disguised by the government so that it seemed that it was not a gambling and looked like a social donation such as PORKAS or SDSB (social philanthropic donation with prizes) so that some people have tended to get used to it and seem to look at gambling, as a natural thing (Simanjuntak in Ramli 2018).

Online gambling is a kind of addiction, where initially just trying and getting a win will spur the desire or desire to repeat it with bigger and bigger bets with the thought that the more money at stake, the more wins will get. Online gambling itself can be done anywhere and anytime as long as the online gambler has a lot of free time, some money is used as a bet in the perpetrator's savings account, and a computer or smartphone and internet connection is used as a tool to do online gambling.

Research Methods

The research method used in this research is library research. Khatibah (2011) suggests library research as an activity carried out systematically to collect, process, and conclude data using certain methods/techniques in order to find answers to problems faced through library research. In this study using 7 journals related to the existence of online gambling in adolescents based on sociological studies. Mirshad (2014) describes four library research activities, namely:

1. Record all findings regarding the "research problem" in each research discussion obtained in the literature and sources, and or the latest findings regarding the "research problem".
2. Integrate all findings, either theory or new findings
3. Analyzing all findings from various readings, relating to the shortcomings of each source, the advantages or relationships of each about the discourse discussed in it.
4. Criticize, provide critical ideas in the results of research on previous discourses by presenting new findings in collaborating different thoughts on research problems.

Discussion

Based on the results of the study obtained 7 reference sources in this study, namely:

No	Name of researcher (year)	Title	Result
1	Lusi Anggreni (2014)	<i>Gambling: Sociological Study of Togel Gambling Behavior among Youth in Mulyasari Village, Sukamaju District, North Luwu Regency</i>	The results of this study indicate that the impact that occurs on teenagers who do lottery gambling is being addicted (addicted) and becoming a binge drinker because the winnings they get will be used for binge drinking. In addition, there are also factors that cause teenagers to gamble, namely there are 4 factors, namely: 1) learning factors. 2) environmental factors. 3) employment factor.
2	Agung Kurniawan (2014)	Online Football Gambling Among Students in Yogyakarta	In the process they determine the decision to participate in online gambling games, it is influenced by the factors that drive them to make a decision until they finally decide to get involved in the online gambling game such as profit, curiosity, situational, and loose control of the players. parent. The positive impact they only felt for a moment, namely when they won the bet. Meanwhile, they will feel more negative impacts such as the impact on learning achievement and health.
3	Roby Suhada (tanpa tahun)	The Meaning of Online Gambling for Teens in the City of Surabaya	The results of the research on the phenomenon of online gambling among urban teenagers are that teenagers choose to gamble online as a form of rational choice based on the desire to get money instantly. Online gambling is chosen by teenagers as a medium because it is considered to be able to maintain identity security when playing gambling. In addition, teenagers also interpret gambling sites in cyberspace as a medium for playing gambling.
4	Ramli (2018)	The Phenomenon of Online Football Gambling Among Students (a case study of a student domiciled on Jalan Emy Saelan, Makassar City)	online gambling can't just play before registering an account, they know this online soccer gambling game is the result of learning from their friends, they like online soccer gambling because it has several advantages, the first because it is far from the legal process because it is not known by others , the second one can play anytime and anywhere, the important thing is that the internet

			network is connected, and online gambling also allows a little capital, say 10 thousand, if we choose a lot of ball clubs and we win, we can get more than 1 million, so many of the students are addicted and they seem to be -it doesn't matter how much money they just spend, and the community feels disappointed and feels sorry for students doing online soccer gambling, therefore in this case there needs to be government action to block online gambling sites so as not to damage the younger generations now
5	Achmad Zurohman, Tri Marhaeni Pudji Astuti and Tjaturahono Budi Sanjoto (2016)	The Impact of the Online Gambling Phenomenon on the Weakening of Social Values in Adolescents (Study at Campusnet Media Data Sadewa Branch, Semarang City)	The results of this study indicate that online gambling has an impact on the weakening of social values in adolescents. Among them is the weakening of material values, namely when teenagers lose playing online gambling, their money runs out. The vital value is when you lose playing online gambling, the actions of teenagers are to pawn the things they have. Also, the spiritual value is when teenagers win playing online gambling, teenagers use it to get drunk.
6	Rina Susanti (2021)	Online gambling and social control of rural communities.	The results of the study show the impact of Live Ding Dong online gambling activities, namely domestic disputes, disputes between residents, theft, and the anxiety of parents who are worried that their children are doing similar gambling. Controls are carried out in the form of giving warnings to landowners and stalls that provide places to gamble, bookies, putting up banners on the dangers of gambling, and giving appeals through religious lectures. Control is not effective, especially in the application of family functions and roles as well as formal elements in the study area. The most basic thing that causes weak social control is that there is still a kinship between players or gamblers and the local community so that when there is a report the family will suffer shame and social sanctions. Therefore, it is necessary to raise awareness, take action, and develop local influential figures, especially community leaders and formal figures, to provide legal awareness

				regarding the issue of Live Ding Dong online gambling.
7	Yozzi Pratama Dan Erianjoni Erianjoni (2022)	Yuda	Student Motives in Padang City Playing Online Football Gambling	Based on the results of research that researchers have done, it can be concluded that there are 4 motives for students in the city of Padang to play online soccer gambling, namely: (1) Social Motives, namely because of the influence of environmental association. (2) Security motive, which is where students in Padang City or online soccer gambling players feel that playing online soccer gambling is safer than playing regular gambling. So a sense of security is one of their motives in playing online soccer gambling. (3) Prestige motive, which is related to a person's authority, ability and achievement of an individual, students in the city of Padang or online soccer gamblers participate in playing online soccer gambling because they feel they have the skills or abilities in playing online soccer gambling. (4) Economic motives, namely due to lack of pocket money and because they want to meet the necessities of life.

sebagian masyarakat masih melaksanakan perkawinannya dengan cara sirri atau di bawah tangan. Keyakinan mereka terhadap sahnya nikah siri berdasarkan pendapat dan praktek yang dilakukan oleh ulama-ulama di tanah air. Dalam tinjauan sosiologis hukum Islam, keberpihakan sebagian besar ulama kepada fikih mazhab al-Sya>fi'i> dan dianutnya mazhab al-Sya>fi'i> oleh sebagian besar masyarakat Islam Indonesia dimungkinkan mempunyai pengaruh yang signifikan terhadap terkendalanya pembaruan hukum Islam terkait dengan pencatatan perkawinan secara khusus dan umumnya hukum-hukum perkawinan lainnya yang terdapat dalam UU No.1/1974 dan Kompilasi Hukum Islam.

The rapid development of technology is not always used for positive things. One of the negative uses of technology is online gambling. Online gambling itself is a game that is done by risking the capital you have to get multiple returns from the invested capital. Lusi Anggreni (2014) states that several factors encourage teenagers in Mulyasari Village, Sukamaju District, North Luwu Regency to gamble, namely:

1. Learning Factor

It makes sense that learning factors have a large effect on gambling behavior, especially regarding the desire to continue gambling. What has been learned and produced something fun will continue to be stored in one's mind and at any time want to be repeated again. This is what in learning theory is referred to as Reinforcement Theory which says that certain behaviors will tend to be reinforced/repeated when followed by giving gifts/something fun.

2. Environmental Factors

The environment can be categorized as a trigger for gambling behavior, including pressure from friends or groups to participate in gambling and marketing methods used by gambling managers. Group pressure makes the potential gambler feel bad if he doesn't obey what his group is doing. Meanwhile, the marketing method used by gambling managers by always

exposing successful gamblers gives the impression to potential gamblers that winning in gambling is something that is common, easy and can happen to anyone.

3. Jobs

The high level of unemployment is very influential on teenagers to gamble. Lack of job opportunities makes them not have a permanent job. The more unemployment, the more deviations will occur, one of which is gambling. Teenagers with low levels of education and no permanent jobs, so that it is difficult for them to get a job and earn money for their needs makes them unable to think about doing lottery gambling to earn money.

4. Being Addictive (Additional)

When someone has started to get to know gambling, they will be dragged away by a protracted lust for gambling. They will always be driven to always gamble. In addition, they will experience a condition of dependence that causes behavioral changes for people who experience it.

Interactions that occur in students can be related to exchanging information related to the campus world, relating to something that is becoming a trend, limited to talking to each other to fill spare time, even exchanging information about something deviant such as online gambling. From this interaction process, students who previously did not know about the existence of online gambling games then became aware of the existence of online gambling.

The ongoing process of interaction that occurs in adolescents is based on various factors, including factors of imitation, suggestion, and identification. These factors can act independently or in combination. In terms of the process of students getting to know and getting involved in online gambling games, these factors move separately. Starting with the imitation factor, the imitation factor has a positive aspect if someone imitates the actions taken by others who comply with applicable rules and values. However, in this case the imitation made by the students is not an imitation that has a positive impact, but an imitation that has a negative impact.

It must be realized that every development of negatively charged content always has an impact on society. Including online gambling, the impact is not only experienced by individuals who play it but also the wider community (Akbar, 2020). Online gambling also encourages the emergence of various crime problems and other crimes such as theft, robbery and domestic violence. Especially when it is absorbed and followed by children to teenagers, it has implications for decreasing learning motivation, achievement or other deviant actions.

The results of studies regarding the phenomenon of online gambling and its impact on individuals, especially players, tend to lead to the negative side. buy a book or to study instead they are transferred as additional deposits (AT et al., 2019).

Meanwhile, from a spiritual point of view, people who win gambling usually also do a lot of negative things such as drinking and other deviant activities (Zurohman et al., 2016). As a form of deviant behavior that occurs in the online gambling community, it is not a thing. which cannot be controlled. Communities with the elements in them have a strategic role to control (Suwendri, 2020) against harmful activities that occur in their environment. Starting from the family environment which is obliged to instill positive values in their children and other family members not to take harmful deviant actions while exercising self-control over internet use (Nurhanifa et al., 2020).

Likewise, other elements such as law enforcement, formal figures, and community leaders also have an important role through policies and the application of strict sanctions to prevent deviant behavior. This element also plays a role in creating a conducive and comfortable atmosphere for the community and free from harmful disturbances. The realization of this role is carried out by establishing rules and socializing and cooperating with the active participation of the community to pay attention to the internal and external environment, especially related to the use of gadgets. This is important because gadgets also contribute to the emergence of deviant behavior (Nurlina & Laksmi, 2017) including online gambling activities.

Online gambling games are one of the deviant behaviors that exist in society, because most people think that gambling games are something that is seen as not good and not in accordance with the norm. For teenagers who play online gambling activities, they will feel various impacts that will affect the weakening of social values in teenagers who gamble online at Campusnet Sadewa Branch.

Conclusion

The rapid development of technology is not always used for positive things. One of the negative uses of technology is online gambling. Online gambling itself is a game that is done by risking the capital you have to get multiple returns from the invested capital. Some of the factors that encourage teenagers to do online gambling include learning outcomes, environmental factors, lack of employment, and addiction. The impact of the online gambling phenomenon, especially players, tends to lead to the negative side, including diminishing values in material values, spiritual values, moral values. so that it can lead to the emergence of behavior that deviates from social norms in the environment.

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