

## Perspectives of Teenage Online Slot Gamblers in Rowokembu Village, Wonopringgo Subdistrict, Pekalongan Regency

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**ABSTRAK:** Sekarang ini judi online sudah sangat marak dilakukan oleh masyarakat, terutama kalangan remaja. Tujuan penilitan ini adalah untuk mengetahui bagaimana perspektif atau sudut pandang remaja pemain judi online terhadap dampak yang akan mereka dapatkan. Penelitian ini deskriptif dengan menggunakan metode kualitatif untuk bisa mengetahui secara mendalam perspektif pemain judi online. Data primer digunakan dalam penelitian ini diperoleh melalui wawancara. Data sekunder berasal dari dokumen yang diperoleh dari berbagai sumber, foto yang dibuat sendiri dan foto pendukung yang sudah ada, serta data terkait dalam penelitian ini. Hasil dari penelitian menyimpulkan bahwa sebagian besar pemain judi online tidak menghiraukan dampak negatif yang akan mereka dapatkan ketika bermain judi online.

**Kata kunci:** remaja, remaja Desa Rowokwmbu, judi online

**ABSTRACT:** Nowadays, online gambling is very widespread in society, especially among teenagers. The purpose of this research is to find out how the perspective or point of view of teenage online gambling players on the impact they will get. This research is descriptive using qualitative methods to be able to know in depth the perspective of online gambling players. Primary data used in this study was obtained through interviews. Secondary data comes from documents obtained from various sources, self-made photos and existing supporting photos, as well as related data in this study. The results of the study concluded that most online gambling players do not care about the negative impact they will get when playing online gambling.

**Keywords:** teenagers, Rowokwmbu Village teenagers, online gambling

### 1. INTRODUCTION

In this era of digitalization, the internet has a huge influence on life. The internet provides convenience in various aspects of human life, such as in education, economy, social interaction, access to information, and of course, communication. (Tobing, 2019). In the era of 2000 is the peak of technological progress that is very rapid development, information technology and telecommunications become the trend of every individual's life, every moment, every time and every second humans utilize this technology. Activities began to be facilitated with the various conveniences offered, ranging from communication, information, transactions, education, entertainment to even the most personal needs can be served with this technology. (Danuri, 2019). The ease of accessing the internet can cover all groups in society, from parents, teenagers to children.

Social media will not be separated from its positive and negative effects, the impact depends on the user himself. (Yuhandra & Dkk, 2021). However, with the development of the times, more and more use of the internet has the potential to be misused by certain

parties for personal gain. Misuse due to the development of information technology includes fraud, gambling and other cyber crimes. The number of teenagers who are familiar with the use of technology makes them vulnerable to playing online gambling. (Fitriyadi et al., 2023).

One of the impacts of today's technological and communication advancements is seen in the form of online gambling, also known as online gambling. (Yulianto et al., 2022). Gambling always brings bad consequences for those who play. Gambling is a form of betting activity that involves the use of money, where the winner will get the entire amount wagered. (Islam et al., 2019). The principle of gambling is always the same offline or online, namely putting a small portion of money in order to get bigger money. Online gambling is increasingly widespread today where the perpetrators carry out gambling activities virtually through certain websites or applications connected to the internet network. (Makarín & Astuti, 2023). Online gambling also uses banks or financial technology as a means to deposit and withdraw funds.

Nowadays, there are many online gambling sites and are also supported by the ease of transactions, namely through electronic banking transactions. This is what makes it difficult for law enforcement officials to dismantle online gambling practices. The obstacle that is often faced is the difficulty in obtaining evidence which is difficult to find and from the bank itself seems to close access from the police to conduct an examination. (Ardhan & Adepio, 2023). With the convenience that already exists and also the lack of law enforcement officials to screen online gambling players, which can eventually be utilized by the perpetrators. This is what makes more and more teenagers try to get the maximum profit by daring to risk their money and play online gambling. It can be said that the type of gambling is essentially a structural characteristic because it involves how the gambling product is designed, although it also interacts with other situational factors. This is particularly relevant in the case of online gambling, as the internet has abruptly changed the access, availability, advertising (i.e. situational factors), as well as the frequency, duration and reward structure (i.e. structural factors) of gambling products. (Lopez-Gonzalez et al., 2022).

In Indonesia, online gambling has been rampant among teenagers. Pusat Pelaporan dan Analisis Transaksi Keuangan (PPATK) reported that the number of money turnover in online gambling transactions has increased from year to year. Public participation in online gambling activities is very large, where it is known that millions of people are involved in online gambling games. PPATK noted that from 2022 to 2023, a total of 3,295,310 people could be identified as participating in online gambling games. In 2021, PPATK noted that the money circulation in the accounts of online gambling players was at least IDR 57 trillion. In the following year, the turnover of money in the accounts of the perpetrators of online gambling was online gambling increased significantly. PPATK Records Online Gambling Transactions in 2022 Reach Rp 81 Trillion (PPID PPATK, 2022). PPATK Public Relations Substance Group Coordinator, M Natsir Kongah in his written statement, the total online gambling transactions analyzed from 20217 to 2023 amounted to more than 500 trillion. (SUKMANA, 2023).

Legally, according to Law No. 1 Year 1946 of the Criminal Code and Article 303 Paragraph 3 of the Criminal Code, gambling is defined as any form of betting, the results of a race, or a game that is not held between the participants of the race or game, as well as any other type of bet. Meanwhile, online gambling can be defined as betting between gambling players and bookies. Participation in online gambling can cause addiction because the promising results can encourage a person to continue playing online gambling. (Addiyansyah & Rofi'ah, 2023). This can be known as a result of trial and error and addiction because it is supported by associates who are involved in online gambling activities, making it difficult for the perpetrator to stop playing gambling. (Setyawati et al., 2023). But after getting a big profit, it becomes their own motivation to continue playing online gambling. So that these teenagers continue to increase their bet

or bet in order to get bigger profits, until they don't realize that the risk of losing is just as great, until finally they are addicted and want to play it continuously.

Amid the development of modern society, online gambling has introduced a new dimension to the world of gambling (Karli et al., 2023). Therefore, an appropriate and quick solution is needed so that online gambling is no longer rampant. That online gambling has a bad impact such as disturbing mental health, worsening family financial conditions, triggering criminal acts, damaging relationships with others, being addictive, and becoming a gateway to alcohol. The solution that must be done is to approach online gambling players and tell them the dangers and adverse effects of continuing to play online gambling. In addition, the government must be more aggressive in blocking online gambling sites. By involving technology and special expertise, cyber patrols are an effective instrument in suppressing illegal gambling practices. (Kesuma, 2023). The community, government and related institutions must work together to eradicate online gambling.

Based on the background that has been explained, the author is interested in conducting research on teenagers in Rowokembu Village, Wonopringgo District, Pekalongan Regency. This is because online gambling has become widespread and there also needs to be a serious handling of this matter so as not to cause problems for these teenagers. This kind of research needs to be done in order to find out the factors that influence a person to play online gambling, as well as describe the negative impact on the lives of teenagers who play online gambling. Therefore, the purpose of this research is to be able to provide knowledge for teenagers in Rowokembu Village, Wonopringgo District so that it becomes a solution to stop playing online gambling and also provides knowledge so that they do not have the desire to play online gambling.

## **2. METHOD**

In this research, the approach used is a qualitative approach. The data collected in this study are data derived from the results of observations, interviews, and personal documentation. Qualitative research is a multi-method, focused, interpretive, natural approach to subject matter. (Hasibuan et al., 2022). Qualitative analysis method is a qualitative data processing technique (words) carried out in order to describe or discuss the results of research with a conceptual analysis approach and theoretical analysis.

### **2.1 Second-Level Heading**

#### **1. Interview**

Qualitative research with interview techniques is increasingly frequent by researchers (Hansen, 2020). It is through these interviews that researchers explore data, information, and information frameworks from research subjects. The interview technique in this research is semi-structured interviews, this type of interview is freer than structured interviews. The purpose of this interview is to find problems more openly, where the party being interviewed is asked for his opinions and ideas.

#### **2. Observation**

Observation is one of the fundamental bases of all data collection methods in qualitative research. (Hasanah, 2017). Observation is an activity carried out by going directly to the field to obtain data from the subjects in the study, namely Rowokembu

Village teenagers. Researchers are in that place, to obtain valid evidence in the report to be submitted.

### 3. Documentation

This technique is used to collect data that supports and relates to research in the form of information sources in the form of internal documents such as student data, an overview of teenagers in Rowokembu village. As well as external documents containing information materials in the form of books and related scientific journals.

## 3. RESULT AND DISCUSSION

One of the deviant behaviors during adolescence is playing online gambling. This deviant behavior can be reflected in an increasing dependence on the game. (Said et al., 2024). Online gambling basically has an addictive nature, because when playing online gambling a person's pleasure hormone will increase. The urge to continue playing online gambling in order to restore the losses he experienced, makes someone seem obliged to play online gambling. High frequency gambling is a component of general deviance, which includes risky and antisocial behavior. (Mishra et al., 2017). Addiction to playing online gambling is very detrimental to the players themselves. Online gambling addiction leads to decreased physical activity, neglect of health, avoidance of important life activities, and neglect of work and personal obligations. (Budiman et al., 2022)



Figure 1: Display of one of the online gambling links

In line with the ease of digital technology, online gambling sites that can be accessed easily are rampant. The phenomenon of online gambling is now rampant and has been considered a normal thing by teenagers. The phenomenon of online gambling in adolescents is a serious problem that must get more attention. The higher involvement of teenagers shows that this problem is not a minor thing, but a problem that requires a quick solution. Therefore, it is necessary to know the point of view of gambling players towards the possible risks they will face when continuing to play gambling in order to find the right solution.

### 1. Perspective

According to the Big Indonesian Dictionary (KBB) Perspective is an attempt to describe something on a horizontal surface as seen by the naked eye with three dimensions, namely length, width, and height. Meanwhile, according to Sumaatmadja and Winardit (1999), the definition of perspective is a way of seeing and behaving towards a problem or event. (Ridfah, 2017). Everyone has a different perspective on the problems they face. Sometimes, perspective becomes a reference for someone to make decisions to solve their problems.

## 2. Online gambling

Online gambling is the act of using a personal computer to connect to a website that offers gambling opportunities and placing bets using real money. (Mcneal et al., 2006). This is a strategy of casinos and other gambling establishments to take online advantage of gamblers. While pragmatic play is a platform that provides slot-based games that are loaded on online gambling sites. These sites are very easy to find on various social media, usually online gambling sites will be advertised by several people.

## 3. Adolescence

According to WHO, Adolescence is the phase of life between childhood and adulthood, from 10 to 19 years of age. In adolescence, a person must have curiosity and try something they don't know yet. Adolescence is often associated with myths and stereotypes about deviance and unnaturalness.(Makmum, 2017). Secara psikologis, masa remaja adalah usia dimana individu mulai berinteraksi dengan masyarakat luar. Dalam penelitian ini, remaja yang dimaksudkan adalah remaja berumur 18-22 tahun.

## 4. Rowokembu village youth

The majority of Rowokembu villagers are descendants of Javanese people whose culture has been naturally acculturated with Islam for centuries, so that the current culture is predominantly Islamic. (Prayogi & Rizqi, 2022). This is evident in the existence of several ancient boarding schools that combine Java and Islam in their teaching. According to the Central Bureau of Statistics (BPS), in 2021 the population of Rowokembu village was 5,091, with a male population of 2,509 and a female population of 2,582. (BPS, 2021). At night, teenagers are often in places such as angkringan, coffee shops and others.

Research conducted by Addiyansyah & Rofi'ah, (2023) This research shows that economic factors are the main trigger for them to participate in online gambling. Other factors that cause teenagers to play online gambling are lack of jobs, environmental influences and learning motivation. The impact of online gambling on teenagers in West Cilebut Village, Bogor Regency includes mental health, financial damage, criminal acts, damage to social relationships, addiction and also the risk of entering alcohol. Teenagers who are involved in online gambling are driven by instrumental rational, affective action, traditional action and value-oriented rational. The majority of the reasons they go into debt are curiosity and the desire to keep trying despite losing.

Furthermore, the research conducted Wong & So, (2014) This study investigated the involvement of internet gambling and pathological gambling among Hong Kong adolescents aged 12-19 years with 1,004 students (597 males, 407 females) recruited by randomized class selection. The response rate was 86.6%. Results showed that the majority (94.3%) gambled online at home, and 91.4% gambled for the first time before 18 years old. Many regarded Internet gambling as a trendy (71.4%) and safe (54.3%) pastime. Problematic Internet gambling was significantly associated with male gender, grade school, frequency of online gambling, amount wagered, and family environment of gambling. According to some previous studies that have been presented, the novelty of this research is to examine more deeply the perspective of gambling players. The similarity of this research can be seen from the research subject, namely a teenager. This makes researchers interested in examining the perspectives of online gambling players in Rowokembu village remana.

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### **3.1 Motives for engaging in online gambling**

The increasing number of online gambling sites that are easily accessible raises various points of view among teenagers. One of them is that they think that online gambling can help in improving the economy. Financial motives are identified as one of

several factors that influence gambling behavior. (Barrada et al., 2019). In the field research that has been conducted, the teenagers of Rowokwmbu Village admit that they are tempted by the benefits offered. At the beginning of playing online gambling, they felt that they often won. The intensity of the victory is the motive for teenagers to play online gambling. They even think that online gambling can be a side job because of the large profits offered. As expressed by one of the BK teenage sources who expressed his experience. With the profits obtained when playing online gambling, BK can buy a used motorcycle at a price of Rp. 9 million. In line with AR, the second resource person who admitted that at the beginning of playing online gambling, he won Rp. 2 million by only making a deposit of Rp. 200,000.

Another motive for teenagers to play online gambling is due to social encouragement. The association of a teenager who gathers with friends who play online gambling will certainly trigger a teenager to try online gambling. This motive made the third informant try his luck in playing online gambling. The third informant AH admitted that he was jealous of the benefits obtained by BK and AR. In line with BK and AR, the third informant also received a fairly large profit at the beginning of playing online gambling. In addition, TS as the fourth informant has a different motive from BK, AR and AH. The fourth informant played online gambling because he had not yet found a permanent job. Apart from not requiring skills in playing online gambling, TS revealed that online gambling is very easy to access. The interviewees also agreed that their other motive for gambling was just for fun.

### **3.2 Experience playing online gambling**

Technological advances are the reason why they move to online platforms because they can be accessed anytime and anywhere. Ease of access to online gambling platforms. Technological advances, particularly the development of the internet and computer software, have led to the rise of online gambling, with traditional casinos competing for gamblers through online casinos. (Manzin & Biloslavo, 2008). Based on the information revealed by the sources, they only need to enter the online gambling link that has been spread on social media. Because of its prevalence, the Minister of Communication and Information Budi Arie Setiadi has succeeded in cutting off access to more than 800 thousand online gambling content in the form of sites, IPs, applications, and file sharing. (Kominfo, 2024). Another resource person, LH, explained that every time you play social media such as Facebook and Instagram, you will definitely find advertisements offering online gambling.

In social media, online gambling admins collaborate with influencers to promote their online gambling links. Even though it is clearly explained in Article 45 paragraph (3) of Law 1/2024, because it has distributed, transmitted, and made accessible gambling content which is punishable by a maximum imprisonment of 10 years and / or a maximum fine of IDR 10 billion. (Munawaroh, 2024). So that Rowokembu Village teenagers can very easily play online gambling. Teenagers just need to click on the link offered by the influencer, then they will enter the online gambling site. After successfully entering the link, the first step for online gambling players must have an account. The account is enough with the name and password to be able to log into the gambling game.

Deposit or Rowokembu Village youth can call it the term depo to be the initial capital for someone to make a bet. Furthermore, to play it, players must place bets or bets as desired with a minimum nominal of Rp. 200 to the maximum limit. To bet the money, the player needs to spin or often called spin. Spins offer 10 spins, 20 spins, 30 spins, 50 spins and 100 spins, but players can also spin manually. When lucky, online gambling players also sometimes get free spins or free spins when getting a scatter. The practice of playing was exemplified by teenager AH, who made a deposit of Rp. 50,000 with a bet of Rp. 1,000 and spun 50 spins. In the practiced gambling game, AH earned a profit

of Rp. 150,000. Easy access and also easy to do are the reasons they are interested in playing gambling online.

### **3.3 How gambling players manage profits and losses**

Teenagers who have tried playing online gambling will tend to want to continue playing. This is because gamblers want to recoup their losses when they lose and also want to make bigger profits. Betting inducements increase the money wagered, gambling-related expectations, and loss of control perceived by online gamblers. (Challet-Bouju et al., 2020). Gambling players in Rowoembu village usually measure their profits by not calculating the capital that has been used. As an illustration, they do online gambling 5 times with a deposit of 100 thousand each and lose, they will play again with a deposit of 50 thousand and it turns out to win up to 300 thousand, the gambling players still think that they get a profit. Even though if calculated with the initial capital, they suffered a loss of Rp. 150,000

To overcome the losses obtained, online gambling players in Rowokembu village do not have sufficient readiness to manage them. The majority of players admit that they experience more losses than profits when viewed in terms of economic improvement. (Arafabiola et al., 2024). When they experience losses and do not have enough money to make a deposit, they dare to borrow from their friends or even through online loans. They think that by doing so they can return their initial capital. When they get a big profit, another resource person RA revealed that usually Rowokembu Village teenagers will treat their friends at the Angkringan where they usually gather. Most gambling players cannot manage their finances when they get a large profit.

### **3.4 Online gambling players' views on the psychological impact**

Online gambling has a higher addiction potential than offline gambling, with younger gamblers and problem gamblers predisposed to online gaming. Online gambling players are mostly unable to manage their finances when they gain or lose. They assume that this behavior is normal and does not have any impact on their psychology. In line with what was revealed by the informants, they consider that playing online gambling is only for side jobs or just for fun. According to them, playing online gambling will not make them dependent or addicted, because they think they can stop whenever they want. In fact, this is what actually makes a person addicted, because unconsciously they will continue to play it until they don't know how to stop.

It is known that the impact of online gambling on adolescents and adults causes loss of concentration, prolonged stress and easy frustration in every problem because of the influence of thinking due to the impact of online gambling, easily despair in everything. (Satriyono & Ula, 2023). But this is not considered by online gambling players in Rowokembu Village. AR, a teenager, explained that they will not experience psychological effects when they play online gambling frequently. They still believe that they will stop anytime when they want to.

### **3.5 Online gambling players' views on social impact**

Problem gamblers have a greater chance of engaging in weekly binge drinking and any instrumental crime (Rocheleau et al., 2021). Internet gambling can have a negative psychosocial impact, with increased opportunities, convenience, 24-hour access, flexibility and instant reinforcements potentially contributing to these effects (Griffiths & Barnes, 2008). The informants revealed that now they never gather with people who do not play gambling. In fact, the informants also admitted that they no longer participate in activities in the village such as recitation, earth alms and others. They prefer to stay at home during the day and gather at night..

Others with an interest in the online gambler most frequently reported emotional distress, relationship problems, social life impacts, and financial problems as the most

common social impacts of problem gambling. (Dowling et al., 2014). The habit of playing gambling makes people reluctant to leave the house, they prefer to be in the room playing gambling. (Rachmawati, 2022). They think there is no point if they gather with someone who does not play gambling. As a result, these teenagers will become more addicted to playing online gambling and also those who want to stop playing will find it more difficult to escape online gambling addiction because they are in that environment.

#### **4. CONCLUSION**

Rowokembu teenagers have similarities in the motivation to play online gambling. They believe that by playing online gambling games they will get pleasure, a large enough profit for them. In addition, factors from outside them also become their decision to play online gambling games because of interactions with friends. Technological advances are the reason why they move to online platforms because they can be accessed anytime and anywhere. This is the reason they prefer online gambling. In playing online gambling, Rowokembu village teenagers do not have good financial management when experiencing wins and losses. In addition, teenagers also ignore the psychological impact they will get when they often play online gambling, they feel that playing online gambling will not make them addicted. Teenagers who play online gambling in Rowokembu Village also seem not to care about the social impact, they still gather with peers who are also gambling players. They have also not participated in activities in the village for a long time.

In order to eradicate online gambling, collaboration between the role of the government, the community and also related institutions is very important. The community must be able to approach online gambling players emotionally. After that the community can provide counseling about the impact of online gambling and can also provide an overview of the dangers of addiction to playing online gambling. In addition, the role of the government and related institutions is no less important, the government must be more aggressive in blocking online gambling sites. The government and related institutions can also organize a rehabilitation center for someone who is addicted to online gambling. Thus, this research contributes to the understanding of the community and also related institutions to be able to implement strategies to eradicate online gambling in Indonesia.

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