

# The Rise of Online Gambling Among Urban and Village Communities

## ABSTRACT

*Gambling is considered a criminal offense, defined as wagering an amount of money where the winner receives all the staked funds. This activity can have detrimental effects on society and erode the nation's ethical principles. The issue of gambling behavior escalates as it approaches the diagnostic criteria for pathological gambling, characterized by maladaptive and persistent actions leading to a cascade of further problems, such as repeatedly attempting to gamble despite consistent losses. Across various religious perspectives, gambling is generally regarded as a forbidden practice. The online gambling games engaged in by the community arise from social interactions among its members. Such social interaction can be likened to a double-sided coin, presenting both beneficial and adverse outcomes. A case in point regarding the negative impact involves students who have participated in online gambling activities.*

**Keywords:** gambling, online gambling, society, interaction

## INTRODUCTION

Gambling can be called a game of chance. Gambling problems can harm society and the moral values of the nation. This crime also disrupts peace and security. In addition, the influence of gambling not only adults, but also children. They will try to commit criminal acts of gambling that they see in their environment, will have a bad impact on children's psychology and cause material losses for those who do it. The contemporary reality of a lifestyle leaning towards consumerism, particularly when combined with the escalating costs of everyday essentials driven by rapid economic inflation, leads many

individuals to seek to attain everything in a practical and immediate manner, or what they perceive as easily achievable, including engaging in gambling. It is unfortunate that gamblers often gamble in public places, such as in markets, stalls or form groups in certain places, something that is actually very inappropriate to be shown because it will have a bad effect on the people around them.

Gambling can also arise due to psychological factors that describe the personality type of certain individuals who may be more inclined to commit crimes when faced with certain situations. The terms aggressive, like to fight, suspicious, afraid, shy, sociable, friendly, fun are often used to describe this situation. In addition, economic factors also play a role that can influence people's lifestyles, besides that there are also ways that can change a person's life because of economic pressure, people can deviate from the norms that exist in society, such as stealing, gambling, where deviant actions are a sign of individual failure to adapt to the situation in society, therefore it is not impossible that if someone gets economic pressure they will commit a crime. Not a few people are very disturbed by this gambling game. Although the problem of gambling has been regulated in laws and regulations, Law No. 7 of 1974 still contains several weaknesses. This weakness allows loopholes for gamblers to gamble.

## **RESEARCH METHOD**

This research used normative method that tries to explore the rise of online gambling among urban and village communities. The research used secondary data which is divided into three sources of law: primary, secondary, and tertiary. The fundamental origins of law are statutes, regulations, and established unwritten customs whose legitimacy is acknowledged. Supplementary legal sources serve as reference tools in the process of legal interpretation, encompassing academic journals, scholarly books, and prior

research findings. Tertiary legal sources act as aids in clarifying complex terminology, taking the form of legal and linguistic dictionaries. The methodology for gathering information involves a literature review, which includes cataloging existing legal materials and organizing them systematically. A key aspect of data collection is the comparison of different sources. Subsequently, the data analysis method employed is qualitative and descriptive, where the systematically organized information is subjected to thorough and critical examination, ultimately leading to the formulation of conclusions that address the legal issues under discussion.

## **RESULT AND DISCUSSION**

As stated in Law No. 1 of 1946 concerning the Criminal Code and Article 303 paragraph 3 of the Criminal Code, gambling is defined as "All bets on the decision of a race or other game that is not held between those who participate in the race or play, as well as all other bets." Gambling or "gambling" or "gambling" according to the Big Indonesian Dictionary is "A game using money as a bet". Gambling is "Betting a certain amount of money or property in a guessing game based on chance with the aim of getting a certain amount of money or property that is greater than the original amount of money or property".

According to Nandang 2004:1, "Online is connected, connected, active and ready for operation, can communicate with or be controlled by a computer." Online gambling is a game that bets money consciously and intentionally by online gambling players even though they are aware of the risks that they will take later. For example, such as games that refer to certain expectations on events in games, competitions and events that are not or are not necessarily certain through electronic media with internet access as an intermediary or better known as online.

The laws listed only regulate the maximum limit of punishment, but do not regulate the minimum limit of punishment, so that in judicial practice, the panel of judges often in their decisions are very light, only a few months or even acquitted. Article 303 bus which is formulated as follows:

- 1) Subject to a potential imprisonment term of up to four years or a monetary penalty not exceeding ten million rupiah.
- 2) If when committing a violation it has not passed two years since there was a conviction that became permanent because of one of these violations, a maximum imprisonment of six years or a maximum fine of five million rupiah can be imposed.

In Article 303 which has been discussed above, there are two forms of crimes whose material actions are in the form of offering opportunities and providing opportunities, namely:

- 1) Acts of offering opportunities and providing opportunities to gamble as a livelihood.
- 2) The act of offering opportunities and giving opportunities to the general public to gamble.

With the two crimes above, the opportunity to gamble is open to anyone. Therefore, anyone who uses that opportunity to gamble has committed the first crime of Article 303 bus. The crime of Article 303 bus does not stand alone, but depends on the realization of the crime of Article 303. Without the crime in Article 303, the crime of Article 303 bus would not have occurred. There are many types of gambling that occur in Indonesian society, such as: Cap Jie Kia, Dice, Togel, Lottery, Kopyok, Remi, Sam Gong hu, Poter, Kiu-Kiu, Slot.

### **Example**

Dion, not his real name, said he had no money left in his savings after almost a year of playing online gambling. "Winning doesn't feel like it, but losing does. It's the other way around, right?" This 30-year-old man has been

familiar with online gambling since 2018 from a friend. But at that time, he admitted that he wasn't too 'crazy' about gambling. "Just for fun, because my friend won a motorbike.

I was tempted. I then asked, what to play? I was told the site, I registered." "At that time I didn't play often, it was still casual." When the pandemic hit, online slot gambling suddenly became popular. Dion was interested in trying it because it was easy to understand. The money he won from online lottery gambling of IDR 500,000 was immediately wagered on slot gambling. After playing all night, he got IDR 7 million. "I felt happy, I've never won that much," he explained, laughing as he recalled his luck. According to some individuals who engage in gambling, online slot games are exceptionally straightforward and user-friendly. Playing these games merely requires pressing the virtual "spin" button located on the machine interface displayed on the mobile phone screen.

The machine will then spin and shuffle various shapes of icons or images so that it is not known for sure what image appears. If the machine stops spinning there are eight identical images and forms a certain pattern, it automatically wins. That big win is what makes Dion addicted.

In one day he can play online slot gambling up to five times by spending almost IDR 500,000. But after that, it's not the win that comes. "Wins are rare and never as big as the first win. At most I get IDR 300,000, IDR 200,000, sometimes IDR 1 million. But never more than IDR 3 million." "If it's a percentage, 70% lose, 30% win." However, even though he has lost many times, Dion did not stop. The savings and severance pay he received due to being laid off due to the pandemic were all used up for gambling. "It's like if you've spent IDR 2 million, you're right

## CONCLUSION

Gambling is a criminal act defined as wagering money on an outcome determined by chance, where the winner receives the total amount bet. This includes any form of betting where the bettor does not directly participate in the event. Gambling problems can harm society and the moral values of our nation. This crime also causes the order, peace, and security of our society to be disturbed by this activity. Online gambling games carried out by the community are the result of social interactions that occur between them. The intensity of togetherness between fellow people who often meet makes their relationships well-established, this makes the interaction process that occurs between them can run well because each other responds or responds to what they are discussing. Social interaction is like a coin that has two sides, if the interaction involves various things that lead to obedience to the rules, norms, and values that apply in

## REFERENCES

- Aryanata, N. T. (2017). Budaya dan Perilaku Berjudi: Kasus Tajen Di Bali. *Jurnal Ilmu Perilaku*, 1 (1), 11. <https://doi.org/10.25077/jip.1.1.11-21.2017>
- Muhammad Fajar Al Islami. (2022). Perbandingan Perspektif Hukum Islam dan Hukum Positif Tentang Judi Online di Era Digital. In *Braz Dent J.* (Vol. 33, Issue 1).
- Permana, J., & Deliana, M. (2014). Perilaku Judi Kupon Togel Pada Remaja Desa Sukorejo Kabupaten Kendal. *Ijip*, 6(2), 79–84.  
<http://journal.unnes.ac.id/nju/index.php/INTUISI>
- <https://www.kompasiana.com/januardwi/6288cb9a1ee9225569791ff2/judi-online-seakan-menjadi-trend-di-kalangan-anak-muda>
- RAMLI. (1967). Fenomena Judi Bola Online Di Kalangan Mahasiswa (Studi

Kasus Mahasiswa Yang Berdomisili Di Jalan Emmy Saelan Kota  
Makassar). *Gastronomía Ecuatoriana y Turismo Local*, 1(69), 5–24.

Suradika, A., & Maskun, B. I. (2005). *Etika Profesi Pekerjaan Sosial*.  
Balatbangsos Depsos RI.