

# Socialization of the Negative Impact of Online Gambling on Adolescent Academic Achievement

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## ABSTRACT

Gambling has been known as a form of entertainment activity that involves betting financial value. Education is one of the important instruments in efforts to prevent and overcome online gambling problems among teenagers. Schools, as formal educational institutions, have a crucial role in providing an understanding of the law and legal consequences of online gambling practices to teenagers. This socialization activity is in the form of a seminar on zoom by making thorough preparations. the phenomenon of online gambling carried out by teenagers has many negative impacts, both in terms of social, religious, material, academic achievement and also psychological.

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## 1. INTRODUCTION

Gambling has been known as a form of entertainment activity that involves betting financial value. The perpetrators bet money in the hope of gaining greater profits or experiencing losses depending on the outcome of the game chosen. As explained by Nurdiana et al. (2023), gambling is often interpreted as a form of game that relies on luck, where participants rely on luck, and those who are unlucky must bear the loss by giving up the money they have bet. Robert Carson and James Butcher, as cited by Nurdiana et al. (2023), define gambling as the act of placing a bet on a game or event in the hope of getting a big reward. The Big Indonesian Dictionary (KBBI) defines gambling as a game that uses money or valuables as bets, such as dice or card games. Referring to Law No. 1 of 1946 concerning the Criminal Code and Article 303 Paragraph 3 of the Criminal Code, gambling includes various forms of betting, decisions in competitions, or other games that do not involve direct competition between participants (Nurdiana et al., 2023)

This service discusses a problem that is currently rife, namely law enforcement against perpetrators of online gambling crimes, especially for teenagers who are still planning their future at school. By providing socialization or legal counseling to teenagers, it is hoped that they can understand the legal consequences and how Law Enforcement Against Perpetrators of Online Gambling Crimes and the impact on adolescents' academic achievement. So that it is hoped that teenagers will not fall into online gambling crimes.

Along with the advancement of technology and information that continues to develop, the use of technology has become an inseparable part of human life. Technology has influenced all aspects of human life and made various daily activities easier (Ramadhan, 2019). However, unfortunately, this progress has also been exploited by some people to commit crimes in the digital world or what is known as Gambling has become a problem that has existed for thousands of years in the history of human civilization, and this has also become a persistent problem in Indonesia, starting from the practice of illegal lottery (togel) to the current rampant online gambling (Aryani & Triwanto, 2021). As a bad human habit, gambling has existed since ancient times. For some people, gambling is considered a quick way to gain wealth by testing their luck. Along with the development of human habits, gambling practices have also developed, especially with the emergence of online gambling which offers easier access and the hope of getting money instantly if they win. From a psychological perspective, online gambling addiction has various negative impacts not only on the physical aspect, but also on a person's mental and social health. People who are addicted to online gambling may experience depression, stress, feelings of hopelessness, loss of self-control, and can even harm themselves and others. Thus, online gambling addiction can have a detrimental impact on a person's mental health, known as gambling disorder (Khabibatus et al., 2022).

Education is one of the important instruments in efforts to prevent and overcome online gambling problems among adolescents. Schools, as formal educational institutions, have a crucial role in providing an understanding of the law and the legal consequences of online gambling practices to students. Therefore, legal socialization about the legal consequences and efforts to prevent online gambling is very relevant to be introduced in the school environment.

Through legal socialization, it is hoped that students can understand the legal consequences that they may face if they are involved in online gambling practices, and realize the importance of preventing and avoiding involvement in these activities. This study aims to investigate the effectiveness of legal socialization in reducing online gambling practices among adolescents. Through a qualitative approach, this study will analyze the methods, strategies, and challenges faced in implementing legal socialization in these schools. In addition, this study will also explore students' perceptions of the dangers of online gambling and its impacts, as well as efforts that can be made to prevent it.

## 2. METHODS

Initially, the first step in organizing this seminar is to make thorough preparations. A suitable date and time are chosen to accommodate the schedules of all parties involved. Formal invitations are sent to a number of participants who may be interested in the topic, namely teenagers and individuals who want to know more. Before the event begins, participants are asked to register through an online platform, such as Google Forms. This helps in collecting participants' contact information and organizing their attendance. On the day of the event, all technicalities related to the Zoom platform are arranged so that the seminar runs smoothly. Ensure that all speakers, participants, and moderators have access to the platform and understand how to use it. The seminar begins with an opening session, where the objectives of the seminar are briefly stated, and the speakers introduce themselves. An introduction is given about gambling, explaining that this activity involves betting money in the hope of making a greater profit or incurring a loss, depending on the outcome of the game. The author also mentions that online gambling has a significant negative impact on adolescent achievement. Next, the speakers present the discussion section. They explain the legal aspects, religious norms, impacts of gambling, and causal factors that drive individuals to engage in online gambling. This presentation created a deeper understanding of the complexity of the issue among the participants. The Q&A session provided an opportunity for participants to ask questions and provide comments related to the material that had been presented. Discussion and collaboration between participants were guided by a moderator who facilitated the discussion of ideas, experiences, and possible solutions to overcome the negative impacts of online gambling. The speakers then explained in more detail about preventive efforts that can be done to overcome the negative impacts of online gambling. This includes support

and recovery for affected individuals. Solutions such as cognitive behavioral therapy, family support, and managing finances wisely were further outlined. After the entire series of presentations were completed, the speakers ended the seminar with closing remarks. They summarized the important points that had been discussed, appreciated the participation of the participants, and invited them to play an active role in efforts to prevent the negative impacts of online gambling. To measure the effectiveness of the event, the speakers asked participants to provide feedback through a survey or online form. This helps in the improvement and development of similar events in the future. The series of seminars concluded with follow-up steps, including documentation collection, evaluation of results, and further content development based on the feedback provided. Thus, this Zoom seminar succeeded in providing a better understanding of the negative impacts of online gambling on adolescent achievement and providing constructive solutions to address the problem.

### 3. FINDINGS AND DISCUSSION

**Dangers of online gambling for teenagers** Online gambling refers to the practice of gambling that is carried out through an internet platform. In this context, individuals can place bets, play casino games, or participate in other gambling activities using a computer, smartphone, or other electronic device connected to the internet. Online gambling includes various forms, including sports betting, online casinos, online poker, horse racing betting, and other forms of gambling that can be accessed. Here are some elements related to the definition of online gambling:

- a. Online gambling utilizes internet connectivity.
- b. Online gambling platforms provide a variety of games that involve elements of luck (games of chance) and games that require skills, such as poker.
- c. Online gambling involves the use of electronic money or online transactions to place bets, make deposits, or withdraw winnings.
- d. Many countries have specific regulations and licenses to regulate online gambling practices.
- e. Online gambling includes various forms of gambling, ranging from sports betting to casino games such as slot machines, blackjack, roulette, and others. This provides players with a variety of options to choose from according to their preferences.

#### **Types of non-online gambling**

- a. Roulette is a type of gambling by betting money on one of the 36 numbers and 2 additional numbers (total 38 numbers), if the guess is correct then the prize is 36 times the bet.
- b. Black Jack or selikutan is a dealer serving several gamblers, if the dealer's card has the highest number then all gamblers lose their bets, and vice versa if the dealer gets the lowest card, he must pay for the gambling game.
- c. Lotre ekort nalo is taking the last 2 numbers from the nalo number, the bettor must guess one of the numbers 0-99 if his pair hits, he will be paid 65 times his bet.
- d. Tekpo is a game with domino cards, whoever gets the highest number is the winner.
- e. Dice or glodog is gambling using dice. The method is to guess the number of circles on the top of the dice, if the guess matches the number of circles on the top of the dice then it is declared the winner.
- f. Dokding is a game with dice whose faces are given animal pictures, then the player places them on the animal picture column made of paper that is spread out on the ground.
- g. Adu dara is 2 pigeons that are released in an agreed place, then the pigeon that arrives first is declared the winner.
- h. Okeh is a gambling game by attaching 2 coins that are thrown upwards.
- i. Sambung ayam is 2 roosters that are pitted against each other then the bettor sides with one of the two chickens, if the chicken that is on his side wins then the bettor is declared the winner.
- j. Togel is a form of illegal lottery game, namely a form of game by betting money by guessing the numbers that will come out.

k. Mahjong is a game for four people that comes from intelligence, calculation, and luck. Depending on the variation of the game, the luck factor can be small or dominant.

Football gambling is one of the most popular forms of gambling. Football gambling is a bet between determining which party or football team will win a football match or other types of ball games. 3. Types of online gambling Online gambling has become a phenomenon that dominates the digital world, with a variety of games on offer. From sports betting to online casinos, from online poker to online bingo and lotteries, and eSports gambling to financial betting, all can be easily accessed through online platforms. In fact, political betting and live dealer gambling have become part of the rapidly growing gambling market. However, behind the ease of accessibility and variety of games, there are serious risks attached, especially for teenagers and vulnerable individuals. The negative impacts are seen in various aspects, ranging from mental health problems such as gambling addiction to detrimental social impacts, such as decreased motivation to learn and increased risk of deviant behavior. Although online gambling offers the opportunity to win money quickly, it is important to recognize that the risks are also great. Recognizing the dangers of online gambling and taking appropriate preventive measures is very important. Given the variety of types of online gambling and their negative impacts, a holistic prevention approach, including legal socialization in educational environments, is becoming increasingly urgent. Prevention efforts involving cooperation between schools, government, and other related institutions can help reduce online gambling practices among teenagers and protect them from adverse consequences.

#### Online Gambling Prevention Efforts for Teenagers:

- a. Education and Awareness: Developing educational programs in schools to raise awareness among teenagers about the risks of online gambling and its consequences
  - b. Filtering and Access Restriction: Encouraging the use of tools and technologies such as internet filters and access restrictions that can help control teenagers' access to online gambling sites.
  - c. Family Role: Building open communication between parents and their children to understand the existence of online gambling risks.
  - d. Social and Emotional Skills Development: Providing social and emotional skills development programs in schools to help
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#### Legal Impact of Online Gambling on Teenagers

- a. Violation of gambling laws
- b. Non-compliance with age limits
- c. Parental responsibility
- d. Impact on criminal records
- e. Loss of important rights

- f. Recovery of fines and compensation
  - g. Legal inequality and consumer protection
  - h. Impact on other criminal cases
- Education and Awareness Efforts in Online Gambling

- a. School education programs
- b. Awareness campaigns in schools
- c. Cooperation with the media industry
- d. Training of teachers and counselors
- e. Use of technology for education
- f. Participation of parents and guardians
- g. Collaboration with anti-gambling agencies

Online Gambling Punishment Threats Gambling regulations in Indonesia are strictly regulated in the Criminal Code (KUHP) Article 303 paragraph (1). This article states that perpetrators of gambling can be subject to criminal sanctions of up to ten years in prison and/or a maximum fine of Rp. 50,000,000. Article 303 bis paragraphs (1) and (2) also regulate criminal sanctions of up to four years in prison or a maximum fine of Rp. 10,000,000 for violators who gamble in public places without a permit. Violations that occur within two years of conviction can result in imprisonment of up to six years or a maximum fine of Rp. 15,000,000. Gambling is considered contrary to religious values, humanity, and state law. Legal responsibility for gambling is subject to criminal fines and/or imprisonment. In addition, the ITE Law also regulates penalties for people who distribute electronic information containing gambling, with criminal sanctions of imprisonment and/or fines. The explanation in the article includes subjective and objective elements involved in the violation. Gambling can also be done online with an internet network that is connected to a communication device, be it a cellphone or laptop and other communication devices. Online gambling can reach any location you want to go to without any territorial boundaries. (Nurdin, 2022) When faced with the problem of online gambling, there is a new problem where the evidence of this crime is related, usually evidence of ordinary gambling only uses dice and betting items in the form of what is used, is sufficient as evidence. However, it is different from internet gambling, which uses communication media as a tool, and the bets are paid not from hand to hand but transferred to other accounts that also use the internet. This is what can make it easier for people to gamble, besides the easy method, it is also closed. (Nurdin, 2022)

Efforts to overcome gambling crimes are:

1. Preventive Efforts. Various actions are taken, including providing counseling and information to community members regarding the social and legal consequences of gambling. Crime prevention efforts that, in addition to paying attention to environmental improvements, also take into account mental development can be considered one of the best ways, although its strengthening is not easy and takes time.
2. Repressive Efforts These repressive efforts also include the imposition of punishments that are truly in accordance with the crime by the Court, which can provide awareness or consciousness not to commit such crimes again. The application of this repressive method, overcomes crimes, especially gambling crimes that have occurred along with efforts taken so that the crime does not happen again and very efficient and continuous control is needed.

Gambling educates people to get and earn a living in an unnatural way and forms a lazy personality. (Simandjuntak: 1980). It is clear that this will be a problem in itself, the mentality of teenagers who should think visionarily changes into a teenager who thinks pragmatically and loses critical thinking skills as teenagers should, and makes them trapped in the vortex of online gambling. The absence of a clear solution and strict sanctions in resolving the case, makes teenagers who have done or are doing online gambling feel free to gamble online, this clearly makes teenagers not afraid to continue gambling online because there is no deterrent effect that makes the perpetrators understand that gambling is a violation of social culture in Indonesia. However, this online gambling seems to have its own appeal so it is not surprising that they dare to risk everything including the money they should

use for college fees, daily living expenses and they do not hesitate to lie to their parents to ask for more money when their money runs out for gambling.

Consciously, teenagers who have been gambling online for a long time know that they are being played in a system that is deliberately made in such a way by the admin or online gambling service provider of the website. Unfortunately, this does not make online gambling decrease and is still played by teenagers because it has become a habit. However, it is not too late to stop gambling online. Online gambling players need to be motivated and supported to be able to stop gambling online, especially since the impact and consequences of online gambling are very detrimental to players. The majority of online gambling players only really stop and are deterred when it is related to work, partners, and even if they no longer have anything.

Adolescence is a time when there is a change or transition from childhood to adulthood. This change is not only seen from one factor, namely the psychological factor, but it also occurs in the physical factor. The changes in the physical aspect experienced are the primary characteristics of growth in adolescents.

Adolescents who are one of the users of this internet service are considered to still be unable to choose which activities on the internet can provide benefits to them. Many teenagers use the facilities of this sophisticated internet only to access online games and the worst thing is that they do or participate in online gambling games. Of course this can be a problem because as we know that teenagers are the hope for a nation to become good successors to the nation and are also expected to be able to contribute to better changes in the future for their nation, this hope certainly cannot be achieved if these teenagers are not as expected or have negative traits that can become a social problem, one of which is playing online gambling.

Psychic means a person's mental state. Where this condition is based on his mindset, habits, environment and several other things. The psychological impact is related to the response that drives a person to behave, so the psychological impact can be interpreted as the result of the stimulus and response in the individual. Where later the impact will affect the behavior and attitude of the individual.

In the view of psychology, human behavior is a reaction that appears where the reaction can be normal or complex. The behavior of gamblers is divided into three types, namely:

1. Normal Person, or commonly called ordinary people (normal). In this type, gamblers only use the game as entertainment or fun to fill their free time and can stop it themselves.
2. Professional gamblers, in this second type, gamblers use this gambling game as their livelihood and really hope to win every time they play.
3. Neurotic gambler, this third type is a gambler who plays without awareness. So they gamble because of their subconscious urges and gamblers of this type will find it difficult to stop because they have entered the addiction stage. (Seliana: 2014).

From the three types of gamblers, the psychological impact or behavior that they display will also be different. The psychological impact that online gamblers display can be seen from the cognitive aspect, namely related to their thinking ability or memory, then the affective aspect, namely related to emotions and feelings, and the psychomotor aspect, namely related to their actions.

#### 4. CONCLUSION

Adolescence is often referred to as a transition period from childhood to adulthood, where during adolescence individuals experience many changes in terms of emotions, behavioral patterns, physical, interests, and so on. Adolescence is often referred to as a period of searching for identity, so adolescence is very vulnerable to deviant things. One of the deviant behaviors is online gambling, it is undeniable that most of those who play online gambling are teenagers in order to achieve satisfaction and pleasure alone. Initially, teenagers gamble online because they are curious and follow their friends, but after trying they feel addicted because of the victory they get. In addition to wanting to win, they gamble online because they also want to fill their free time. Based on the results of the community service

carried out in the field, it was found that the phenomenon of online gambling carried out by teenagers has many negative impacts, both in terms of social, religious, material, academic achievement and also psychological. The negative impacts on social life are not wanting to socialize because they are too busy with their cellphones, the negative impacts on material life are running out of money and will do various ways to get money, the negative impacts on religion are weakening the spirit of worship of teenagers who play online gambling, the negative impacts on academic achievement are being lazy in studying and declining achievement at school, and the negative impacts on the psyche of online gambling perpetrators are not being able to control emotions well.

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