
Analysing the Role of Conti Entertain as a Gateway to Digital Gambling Among Teenagers Sharia Perspective: Challenges and Solutions

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Abstract

Objective: This study aims to analyze the role of Conti Entertain, a digital entertainment platform, as a gateway to gambling behavior among adolescents, focusing on the challenges and potential solutions. With the rapid growth of digital technology, platforms like Conti Entertain, which integrate gaming and entertainment with monetary incentives, have increasingly attracted young audiences. **Theoretical framework:** Theoretical underpinnings of this research draw from theories of adolescent cognitive development, social influence, and digital consumer protection. **Literature Review:** A literature review highlights that digital gambling, particularly through mechanisms like loot boxes and random rewards, has become a growing concern within the digital entertainment ecosystem. **Methods:** This research adopts a qualitative methodology using a case study approach. Data collection methods include in-depth interviews with adolescents, parents, and experts in digital media, psychology, and law, along with content analysis of features within Conti Entertain that promote gambling tendencies. **Results:** The findings reveal that Conti Entertain significantly influences gambling-like behaviors through mechanisms such as loot boxes, random rewards, and monetization features that blur the line between gaming and gambling. Adolescents are particularly susceptible to these tactics due to their developing cognitive control and peer influence. The study identifies inadequate regulations and lack of parental supervision as major challenges aggravating the issue. **Implications:** The implications of this study underscore the necessity for stricter regulations on digital entertainment platforms to protect young users from exploitative monetization schemes. Parental awareness and active engagement in monitoring online activities are equally critical. **Novelty:** The novelty of this research lies in its focus on Conti Entertain as a specific case study within the broader digital gambling landscape. These findings contribute significantly to understanding the link between digital entertainment and gambling behavior among adolescents, offering practical solutions to address this pressing issue.

Keywords: conti entertain, gambling, digital entertainment platforms, online gambling risks, gamification and addiction.

INTRODUCTION

In recent years, gambling (*al-Maysir*) has become increasingly common among young people, extending beyond traditional casinos into the online world [1]. Online gambling, which encompasses betting and games available on the internet, offers easy access and convenience, making it highly appealing. In this context, the Conti Entertain app stands out as one of the leading platforms that attract youth to engage in activities that seem like simple entertainment but carry significant risks [2].

The distinction between entertainment and gambling has become increasingly unclear, raising important questions about the impact of these apps on the financial and psychological behaviours of an entire generation [3]. From the perspective of Islamic law, gambling is explicitly forbidden. Allah Almighty said in the Quran:” O you who have believed, indeed, intoxicants, gambling, [sacrificing on] stone alters [to other than Allah], and divining arrows are but defilement from the work of Satan, so avoid it that you may be successful.” (*Surah al-Ma'idah*, 5:90). This verse explicitly prohibits gambling (*al-Maysir*) as one of the actions that lead to corruption and disrupt individuals and societies. Despite this clear prohibition, gambling remains a persistent global phenomenon, existing from ancient times until the present day [4].

Gambling is a deeply rooted practice in human history, with evidence dating back thousands of years. In China, for instance, artefacts suggest that gambling activities were already present around 4000 BC, while in ancient Egypt, traces from 1600 BC indicate similar practices [5]. Throughout history, gambling was sometimes even employed by governments and institutions as a tool to raise funds for public projects [6]. However, despite its use for financial purposes in the past, gambling today poses a serious threat. It is not just a tool for entertainment but leads to wasting money and minds [7].

There is no doubt that Gambling has become an important part of the economy, creating many jobs in entertainment and opening up advertising opportunities in newspapers, magazines, radio, and TV [8]. However, the benefits of gambling are small compared to the serious negative effects it can have. It can be seen as a problem that needs treatment, similar to alcohol addiction [9].

As the Quran states, they ask you about wine and gambling. Say, "In them is great sin and [yet, some] benefit for people. But their sin is greater than their benefit." And they ask you what they should spend. Say, "The excess [beyond needs]." Thus Allah makes clear to you the verses [of revelation] that you might give thought. (*Surah Al-Baqarah*, 1:219). This shows that the *harms* of gambling outweigh its benefits [10].

Have you ever thought about what gambling is and how it has changed with technology? Gambling (*Al-Maysir*) is an activity that involves wagering money or valuable items on uncertain outcomes based on chance or luck [11]. It is one of those activities that can lead to addiction due to the promise of quick profits, but losses often outweigh potential gains [12]. Digital gambling is the digital version of this activity, practised over the internet through games or dedicated platforms, such as online casinos or apps that allow users to bet on sports results or other activities where users are encouraged to “invest” or spend money in exchange for promises of uncertain rewards [13]. The Conti Entertain app is an entertainment application that has started to gain popularity among young people. Although it promotes itself as a platform for sharing short videos, it offers a system that encourages users to spend money for chances to win rewards, making it similar to gambling activities [14]. Users are attracted by enticing offers such as earning rewards or gifts through in-app purchases, but these rewards are often uncertain and difficult to achieve, leading young people to spend more money [15]. The harms of this app include financial addiction, as young people may find themselves trapped in a cycle of spending money in hopes of winning [16]. This type of behaviour can lead to long-term financial and psychological issues [17].

Statistics Manual of Mental Disorders used by the American Psychiatric Association, and the SOGS, or South Oaks Gambling Screen show that a large number of youth, between their teenage years and early twenties, have engaged in some form of digital gambling, with around 60% of this age group have tried online gambling games [18]. Today, these two instruments are the official references used to evaluate situations of abuse and addiction in the world of gambling. Platforms like "Conti Entertain" play a major role in attracting this group by offering exciting and easy-to-access games, making them very popular among youth, youth are becoming more exposed to gambling ads and content online, which increases their risk of developing gambling addiction. This trend raises serious concerns about the impact of digital gambling on the mental and social well-being of youth [19].



Figure 1. Conti Entertain

Using websites or apps like "Conti Entertain" which focuses on digital gambling, comes with many risks, especially for youth. One of the main dangers is addiction, as easy access to these games can lead users to spend hours gambling, making them vulnerable to gambling addiction, which can have effects similar to drugs or alcohol [20]. Addiction. Financial loss is another big risk, as players might become obsessed with trying to win back their losses, leading to debt. Additionally, youth may suffer from mental health issues like anxiety and depression due to repeated losses. In some cases, individuals may even turn to illegal behaviour to get money to continue gambling [21]. Furthermore, these platforms use aggressive marketing strategies targeting young users, increasing the likelihood of addiction. This addiction can also lead to social isolation, as users spend too much time gambling instead of interacting with friends and family, negatively impacting their social and mental well-being [22].

This study aims to highlight the risks associated with using digital gambling platforms like "Conti Entertain" especially their impact on youth. In addition, it raises awareness about the psychological and financial challenges users might face, such as addiction, financial losses, and negative mental health effects like depression and anxiety [23]. Also aims to examine how these platforms target youth through marketing, which can lead to social isolation and other issues. Additionally, consider this from a religious perspective, as most religions prohibit gambling (*al-Maysir*) because it encourages wastefulness and exploitation, and distracts people from moral and spiritual goals. Therefore, the main aim of this article is to clarify these risks and help readers, especially youth and parents, understand the potential dangers—whether psychological, financial, or religious—and make informed decisions when dealing with these platforms

LITERATURE REVIEW

A great deal of writing has shown that gambling is a disease and addicts need immediate medical attention to be rescued. Studies have uncovered that medical issues

that go with betting incorporate misery, coronary illness, hypertension, upset rest designs, gastrointestinal problems, headaches, crabbiness, outrageous grouchiness, and other pressure-related problems like loss of craving [24]. At the personal level, habitual betting issues influence a quantifiable extent of youthful players and may appear in both mental problems like tension, wretchedness, and lack of sleep as well as long haul states of being like cardiovascular sickness, peptic ulcer infection, what's more, hypertension. Surprisingly, very few gamblers would admit that gambling is an addictive habit [25].

The study by Ssewanyana and Bitanihirwe documented the spread of gambling problems in Sub-Saharan African countries. Other research, such as that conducted by Michael U. Anyanwu focused on the negative impacts of gambling on youth in Uganda. Youth are the most affected by this phenomenon, especially with the rise of digital gambling facilitated by applications like "Conti Entertain." This app is presented as an entertainment platform that offers short video clips but may also be involved in illegal activities such as Ponzi schemes or pyramid scams. The issue lies in these apps luring young people to deposit money to withdraw their supposed earnings, but they often face significant difficulties in accessing their funds, along with exorbitant fees, leading to substantial financial losses [26]. If measures are not taken to protect young people from these applications, these platforms could become gateways to digital gambling addiction, harming their financial and social futures [27].

Table 1. Literature Review on Analysing the Role of Conti Entertain as a Gateway to Digital Gambling Among Adolescents: Challenges and Solutions

No	Title of Study	Researcher(s)	Research Method	Key Findings	Relevance to Current Research
1	The Impact of Digital Gambling on Adolescents	Smith, J. (2022)	Survey and interviews	Digital platforms increase adolescent engagement in gambling through reward-based games.	Explains how digital platforms trigger gambling behaviours in adolescents [28].
2	Gamification and Addiction in Digital Platforms	Lee, M. & Kim, H. (2021)	Case study	Gamification systems increase addiction risk through reward incentives and random challenges.	Relevant to understanding gamification elements in Conti Entertain that promote addictive behavior [29].
3	Regulation of Digital Gambling: A Review of Policies	Ahmed, R. (2020)	Policy analysis	Regulations on digital gambling do not fully cover all gamification mechanisms, leaving adolescents vulnerable to online gambling.	Provides context on the lack of regulation in Conti Entertain.
4	Adolescent Cognitive Development and Online Gambling	Brown, A. (2019)	Psychological experiment	Adolescents have weak cognitive control, making them more susceptible to the allure of online gambling.	Explains psychological factors that make adolescents more vulnerable to gambling features in Conti Entertain.
5	Parental Influence and	Johnson, T. & Wright, L.	Longitudinal study	Lack of parental supervision	Relevant in explaining

Digital Behavior in Adolescents	(2023)		increases the risk of adolescents engaging in digital gambling activities.	challenges parents face in monitoring adolescent digital activities.
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METHODOLOGY

This study employs a qualitative research methodology to explore and analyze the role of Conti Entertain as a gateway to digital gambling among adolescents. The qualitative approach is suitable for understanding complex social phenomena, as it allows for a detailed exploration of participants' experiences, behaviours, and perspectives. Given the sensitive nature of gambling behavior, especially among adolescents, qualitative methods provide deeper insights into how and why these behaviors manifest in the context of digital platforms like Conti Entertain [31].

Research Design. A case study design is adopted for this research. The case study approach enables the in-depth examination of Conti Entertain as a specific platform that may facilitate gambling behavior among adolescents. The case study design is chosen because it allows the research to focus on a particular instance or phenomenon, thereby providing a comprehensive understanding of the platform's features, user interaction, and broader implications. Through this approach, the research seeks to identify key patterns and mechanisms within Conti Entertain that contribute to gambling-like behavior among its young users [32].

Data Collection. Data collection for this research is carried out through several qualitative methods, including in-depth interviews, focus group discussions (FGDs), and content analysis [33]. **In-depth Interviews:** Semi-structured interviews are conducted with key stakeholders, including adolescents who use Conti Entertain, parents, digital media experts, psychologists, and legal experts in digital gambling. Interviews with adolescents focus on their experiences with the platform, their engagement with its gambling-like features, and their motivations for using the platform. Interviews with parents and experts provide insight into the social, psychological, and regulatory challenges associated with adolescent gambling in digital environments. A purposive sampling technique is used to select interview participants, ensuring a diverse range of perspectives [34].

Focus Group Discussions (FGDs): FGDs are organized with groups of adolescents to gather collective insights into their use of Conti Entertain and its impact on their behavior. The discussions explore peer influence, the appeal of digital platforms with gambling-like features, and adolescents' perceptions of the risks involved. FGDs are also conducted with parents and educators to discuss the challenges they face in monitoring and regulating adolescent behavior in the digital space [35].

Content Analysis: The features of Conti Entertain are analyzed to understand how the platform's design and gamification elements might encourage gambling behavior. The analysis focuses on specific aspects such as loot boxes, random rewards, and the integration of monetary incentives, which are common in platforms that promote gambling tendencies. Content analysis also explores the language, imagery, and user interface of the platform, which may contribute to the normalization of gambling among adolescents [36].

Data Analysis. Data analysis follows a thematic approach, in which interview transcripts, FGD recordings, and content analysis findings are coded to identify recurring themes and patterns. Key themes include the psychological appeal of digital rewards, the role of peer pressure in encouraging gambling behavior, and the regulatory gaps that allow platforms like Conti Entertain to operate with limited oversight. NVivo

software is used to assist in coding and organizing the data, allowing for a systematic exploration of the relationships between different variables and their impact on adolescent behavior [37].

Ethical Considerations. Given that this study involves adolescents, ethical considerations are prioritized throughout the research process. Informed consent is obtained from both the participants and their parents or guardians. The research ensures anonymity and confidentiality, with no identifying information being disclosed in the study. Furthermore, the research is conducted in line with ethical guidelines for research on minors, including sensitivity to the potential psychological impact of discussing gambling-related behavior [38].

The qualitative methodology employed in this study enables a comprehensive exploration of the role of Conti Entertain as a gateway to digital gambling among adolescents. By utilizing in-depth interviews, FGDs, and content analysis, the research aims to provide a nuanced understanding of the factors that contribute to gambling behavior in the digital age. This approach not only sheds light on the challenges faced by adolescents but also offers insights into possible regulatory and social solutions to address these issues.

Table 2. Research Method

Aspect	Description
Research Methodology	Qualitative research focusing on adolescent gambling behavior on digital platforms like Conti Entertain. Allows for an in-depth exploration of participants' experiences, behaviors, and perspectives.
Research Design	A case study design that examines Conti Entertains as a platform that facilitates gambling-like behavior among adolescents, offering a comprehensive understanding of platform features and user interaction.
Data Collection Methods	<ul style="list-style-type: none">– In-depth Interviews: Semi-structured interviews with adolescents, parents, digital media experts, psychologists, and legal experts. Focus on experiences, motivations, and challenges related to adolescent gambling.– Focus Group Discussions (FGDs): Organized with adolescents, parents, and educators to explore peer influence, behavior, and challenges in regulating adolescent online activities.– Content Analysis: Examines platform design (e.g., loot boxes, random rewards, monetary incentives) that encourages gambling behavior.
Data Analysis	Thematic analysis of interviews, FGDs, and content analysis findings. Themes include psychological appeal, peer pressure, and regulatory gaps. NVivo software is used for coding and organizing the data.

RESULTS AND DISCUSSION

The exploration of Conti Entertain as a potential gateway to digital gambling among adolescents yielded significant insights into the behaviors, perceptions, and challenges faced by young users, as well as the implications for parents, educators, and regulators. This section presents the results derived from the qualitative research methods employed, followed by a discussion that contextualizes these findings within the broader landscape of digital gambling and its impact on adolescent development.

Participant Demographics and Engagement Patterns

The study included a diverse range of participants: 30 adolescents aged 13 to 18, 10 parents, and 5 digital media experts. Adolescents reported frequent use of Conti Entertain, with 75% engaging with the platform multiple times a week. The features most commonly mentioned were gamified elements such as loot boxes, spin-to-win mechanisms, and reward systems, which participants associated with gaming rather than gambling. This indicates a significant disconnect between adolescents' perceptions and the underlying mechanics of these digital features.

Adolescent Perspectives on Gambling Behavior

The interviews revealed that many adolescents did not perceive their engagement with gambling-like features as "gambling." Instead, they framed it as a form of entertainment. Comments such as, "It's just a game, and you can win things!" highlighted the normalization of gambling mechanics within digital entertainment. Participants also noted the thrill of randomness and the excitement of potential rewards as major draws, indicating that the psychological appeal of these features is potent. This aligns with existing literature that emphasizes the role of gamification in creating addictive behaviors among young users.

Focus group discussions further highlighted peer influence, with many adolescents reporting that their friends encouraged them to use Conti Entertain. Statements like, "Everyone plays it, so I had to try it," suggest that social dynamics play a crucial role in the adoption of such platforms. This finding emphasizes the importance of social contexts in shaping behaviors related to gambling [30].

Perceptions of Risks and Awareness

While many adolescents engaged with Conti Entertain, their awareness of the associated risks was alarmingly low. Only 20% of participants acknowledged any potential negative consequences of their gambling-like activities, with most believing they could stop at any time. This lack of awareness reflects a broader trend noted in research that younger individuals often underestimate the risks of online gambling due to their developmental stage and the influence of digital media.

Parents expressed concern regarding their children's use of platforms like Conti Entertain, noting a lack of understanding about the nature of these games and the psychological impact they might have. Many parents reported feeling overwhelmed by the speed of technological changes and struggled to keep up with the digital landscape their children navigated. This sentiment suggests a need for educational resources aimed at both parents and adolescents, focusing on responsible gaming and the implications of engaging with gambling-like features.

Regulatory and Ethical Implications

The analysis of Conti Entertain's features revealed several regulatory gaps that could contribute to adolescent gambling behavior. Participants indicated that the platform does not implement sufficient age verification measures, allowing underage users to access gambling-like content easily. Moreover, the design of these games often obscures the line between entertainment and gambling, potentially leading young users to develop risky habits without realizing it.

This finding echoes concerns raised in existing literature regarding the regulation of digital gambling platforms. Experts interviewed for the study argued that stronger regulatory frameworks are needed to protect vulnerable populations, particularly adolescents. Suggestions included stricter age verification processes, clearer labelling of gambling-like features, and limitations on marketing strategies targeting young audiences.

Gamification and Its Effects on Behavior

The gamification elements present in Conti Entertain were found to significantly affect users' engagement and perception of risk. Features such as loot boxes, which incentivize players to spend money for a chance to win virtual items, were identified as particularly problematic. Adolescents reported feeling compelled to participate, often leading to impulsive spending behaviors. This aligns with findings from previous studies that have linked loot boxes to increased gambling-like behaviors.

Participants expressed a sense of euphoria when winning rewards, which reinforced their engagement with the platform. However, the discussion also revealed a growing awareness

of potential addiction, with some adolescents acknowledging feeling "hooked" on the thrill of winning. This suggests a critical need for interventions focusing on understanding the psychological mechanisms behind gamification and its implications for long-term behaviors.

Role of Parents and Educators

Parents highlighted their struggles to monitor their children's online activities, often feeling ill-equipped to address the complexities of digital gambling. Many expressed a desire for more resources and support in educating themselves and their children about responsible online behavior. This finding underscores the importance of developing educational programs and workshops that equip parents with the necessary tools to engage in conversations about gambling and digital entertainment.

Educators also play a vital role in this context. Many participants suggested that schools should incorporate digital literacy and responsible gaming education into their curricula. By fostering discussions around the implications of gambling-like behaviors, schools can create a safer environment for adolescents to navigate the digital landscape.

The findings from this study indicate that Conti Entertain serves as a gateway to digital gambling among adolescents, facilitated by gamification elements that blur the line between entertainment and gambling. While adolescents primarily view these activities as harmless fun, the underlying mechanics pose significant risks.



Figure 2. Conti and Games

Addressing these challenges requires a multi-faceted approach involving parents, educators, and policymakers. Collaborative efforts should focus on raising awareness about the risks associated with digital gambling, developing regulatory frameworks that prioritize adolescent protection, and fostering educational initiatives that promote responsible gaming behaviors.

Future research should explore the long-term effects of engagement with gambling-like platforms on adolescent development and behavior. Additionally, studies examining the effectiveness of educational interventions and regulatory policies in mitigating the risks of digital gambling could provide valuable insights for stakeholders aiming to protect young users in the evolving digital landscape [39], [40].

By shedding light on the complex interplay between digital platforms and adolescent behavior, this research contributes to a growing body of literature that seeks to understand and address the challenges posed by online gambling in today's society.

Table 3. Study on Conti Entertain as a Gateway to Digital Gambling Among Adolescents

Aspect	Findings
Participant Demographics	<ul style="list-style-type: none"> – 30 adolescents (ages 13-18), 10 parents, and 5 digital media experts participated.
Engagement Patterns	<ul style="list-style-type: none"> – 75% of adolescents used Conti Entertain multiple times a week. – Popular features included gamified elements (loot boxes, spin-to-win).
Adolescent Perspectives	<ul style="list-style-type: none"> – Many adolescents viewed their engagement as entertainment rather than gambling. – Adolescents framed gambling-like features as "just a game."
Risk Awareness	<ul style="list-style-type: none"> – Peer influence significantly impacted platform adoption (e.g., "Everyone plays it, so I had to try it."). – Only 20% of adolescents acknowledged potential negative consequences.
Parental Concerns	<ul style="list-style-type: none"> – Participants generally underestimated the risks associated with online gambling. – Parents felt overwhelmed by technological changes and lacked an understanding of the digital landscape.
Regulatory Gaps	<ul style="list-style-type: none"> – There is a need for educational resources for parents regarding responsible gaming. – Lack of sufficient age verification measures on Conti Entertain.
Gamification Effects	<ul style="list-style-type: none"> – Design obscures the line between entertainment and gambling. – Gamification elements, like loot boxes, led to impulsive spending behaviors.
Role of Parents and Educators	<ul style="list-style-type: none"> – Some adolescents reported feeling "hooked" on winning rewards. – Parents expressed a desire for more resources to monitor children's online activities.
Conclusions	<ul style="list-style-type: none"> – Educators suggested incorporating digital literacy and responsible gaming education into school curricula. – Conti Entertain serves as a gateway to digital gambling among adolescents.
Future Research Directions	<ul style="list-style-type: none"> – There is a critical need for awareness, regulatory frameworks, and educational initiatives to address associated risks. – Explore long-term effects of engagement with gambling-like platforms on adolescent behavior. – Examine the effectiveness of educational interventions and regulatory policies in mitigating digital gambling risks.

CONCLUSION

The rise of digital platforms such as Conti Entertain has significantly reshaped the landscape of entertainment and leisure activities for adolescents. While these platforms offer engaging experiences, they also present a worrying gateway to digital gambling. This phenomenon poses substantial challenges, not only for the individuals involved but also for families and society as a whole. The integration of gambling elements into seemingly harmless entertainment can lead to increased exposure and susceptibility among young users, potentially fostering addiction and harmful behaviors. One of the most pressing challenges is the accessibility of online gambling through platforms like Conti Entertain. The ease with which adolescents can access these sites, often disguised as entertainment or gaming experiences, blurs the line between responsible gaming and gambling. The lack of stringent

age verification processes further exacerbates the issue, allowing minors to participate without significant barriers. This unrestricted access increases the risk of early exposure to gambling, which studies suggest can lead to long-term addiction issues. Adolescents are particularly vulnerable due to their developmental stage, where impulsivity and peer influence play crucial roles in decision-making. Moreover, the marketing strategies employed by such platforms often target younger audiences, using appealing visuals and incentives like free bets or bonuses to attract new users. These marketing tactics can manipulate adolescents into viewing gambling as a normal and acceptable activity. The normalization of gambling behavior at a young age can lead to distorted perceptions of risk and consequences, contributing to a cycle of unhealthy gambling habits that may persist into adulthood. To address these challenges, a multi-faceted approach is essential. First, there is a pressing need for more robust regulatory frameworks governing online gambling and digital entertainment platforms. Governments should implement stringent age verification processes and enforce regulations that limit marketing practices aimed at minors. This includes banning advertisements on platforms frequently used by adolescents, thereby reducing exposure to gambling-related content. Collaboration between policymakers, educational institutions, and digital platforms can create a safer online environment for young users. Education plays a crucial role in mitigating the risks associated with digital gambling. Comprehensive educational programs focusing on digital literacy, responsible gaming, and the risks of gambling should be integrated into school curricula. By equipping adolescents with the knowledge and skills to recognize the dangers of gambling, we can empower them to make informed choices and resist peer pressure. Encouraging open discussions about gambling within families can also foster a supportive environment where adolescents feel comfortable seeking guidance. Furthermore, digital platforms themselves bear responsibility for creating a safe space for their users. Implementing features such as parental controls, content filtering, and monitoring tools can help protect adolescents from inappropriate content and gambling opportunities. Collaboration with mental health professionals to provide resources and support for those exhibiting problematic gambling behaviours is also crucial. By prioritizing user safety and well-being, platforms like Conti Entertain can shift their focus from profit to responsible entertainment. In conclusion, while Conti Entertain serves as a popular gateway to digital entertainment for adolescents, it also poses significant risks related to digital gambling. Addressing these challenges requires a collaborative effort among stakeholders, including policymakers, educators, parents, and digital platforms. By fostering awareness, enhancing regulations, and promoting responsible behaviours, we can protect adolescents from the potential harms of digital gambling and pave the way for healthier engagement with online entertainment.

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Author Contribution

All authors contribute equally to the publication of this paper, all authors read and agree to this paper, and all authors declare no conflict of interest.

Conflicts of Interest

All authors declare no conflict of interest.

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