
Causes of Online Gambling Entangling Gen Z

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Abstract: *The problem in this study is online gambling addiction in Gen Z. The purpose of this study is to determine the factors that cause online gambling in Gen Z, to find out the phenomenon of online gambling in the adolescent environment, to find out the criminal law of online gambling, to find out the impact of online gambling, to find out efforts to overcome online gambling. The research used is qualitative and in collecting data using the library assert method. This research uses secondary data sources, namely data related to information from pre-existing sources such as important documents, websites, and so on. The subject of this study is Gen Z. The results showed that the factors causing online gambling are environmental factors, desires, and profits, phenomena that occur in the current era of globalization are faced with certain patterns of social behaviour, people's social behavior tends to change along with the development of a complex era due to technological advances, mechanization, industrialization, and urbanization, criminal law is based on mistakes both intentional and negligence. Someone who is a legal customer must be held criminally accountable, psychologically, the impact of online gambling makes them introverted, meaning they stay away from others and prefer to be alone with their mobile phones rather than follow social activities carried out by others in their environment, the theory of countermeasures that have been done for online gambling crimes, namely preventive and repressive efforts. This preventive countermeasure focuses more on prevention before the crime occurs and is indirectly carried out without using criminal means or criminal law. Meanwhile, repressive efforts are carried out by looking directly for the root of the problem in the community to eradicate a crime by providing firm action so that criminals get a deterrent effect.*

Keywords: *civil, gambling, online gambling, dangers of gambling, gen z.*

INTRODUCTION

The development of information technology is increasingly modern, and the ease of internet access that is increasingly widespread is used inappropriately by individuals to engage in online gambling. Initially, the internet was used to play online games, but this interest brought teenagers into the world of online gambling. Explaining that gambling is a risk that is deliberately taken by risking value or valuables on uncertain events, creates expectations that often do not match reality and creates different psychological tensions in each gambler. This exerts varying pressure on individuals involved in gambling due to the uncertainty of outcomes that can trigger unmet expectations and varying levels of stress [1]–[3].

Generation Z, known as the digital generation, is growing up in an era of fast-paced and connected technology. This technological advancement has opened up various opportunities and conveniences but also brought new challenges, one of which is the rise of online gambling. Online gambling is increasingly accessible to anyone, including Generation Z, most of whom are very familiar with the digital world. This ease of access, coupled with the development of digital applications and platforms that offer various forms of entertainment, has created conditions that make it easier for Generation Z to become entangled in online gambling activities [1]–[3].

Online gambling has become an alarming global phenomenon, especially among Generation Z. Various factors affect their involvement in online gambling, ranging from the influence of the social environment, and peer pressure, to ease of access to technology. Many of them are attracted to online gambling because of the fun factor, the opportunity to earn money quickly, and the thrill offered. However, behind this attraction, there are significant risks, such as addiction, financial losses, and psychological disorders [1]–[3].

The ease of access via mobile devices, the lack of strict regulation, and the lack of understanding of the risks associated with online gambling have further exacerbated this situation. In addition, the COVID-19 pandemic, which forced many people to stay at home, was also one of the factors that increased online activities, including online gambling, among Generation Z [4]–[6].

By looking at this phenomenon, it is important to understand more deeply what are the main causes of Generation Z becoming entangled in online gambling, as well as the long-term impact that may arise. The study aims to analyze the factors that affect the involvement of Generation Z in online gambling, as well as find solutions to reduce and prevent further involvement in this potentially damaging activity.

LITERATURE REVIEW

Adolescence is often referred to as the transition period from childhood to adulthood, this begins when the child is sexually mature and ends when he has reached the age of legal maturity. According to the World Health Organization commonly referred to as WHO, the age range of adolescents begins at the age of 10 years to 19 years [4]–[6].

Generation Z are those born from 1997 to 2012, so in 2022 it is estimated that they will be 10 to 24 years old. While the Post Gen Z generation or commonly referred to as the Alpha generation, namely those who passed through in 2013 until now, it is estimated that they are less than 9 years old. However, generation 7 has not only known small conscious technology, but also the internet, this generation is the one who started cra living together with the internet, mobile phones, to computers [7]–[9].

METHODOLOGY

The research used is qualitative and in collecting data using the library assert method. This research uses secondary data sources, namely data related to information from pre-existing sources such as important documents, journals, books, websites, and so on. Meanwhile, the primary data is obtained by researchers directly using surveys, experiments, and so on [10]–[13].

Table 1. Research Methods

It	Type of Research	Model and Description
1	Research Methods	Qualitative
2	Data Collection	Library Reset
3	Data Source	Seconds

RESULTS AND DISCUSSION

Understanding Online Gambling

Kristyowati said Generation Net also called Generation Z was born between 1998 to 2009. Generation Z was born in an era of advanced technology where the internet penetrated everyone. The NET generation is also known as Generation Z because they are highly dependent on technology and adept at using various sources of information. They rarely have time without their smartphones and are always connected to the internet. Even this generation already has a considerable income [14].

In foreign languages, gambling is called hazardspel which means a game based on expectations to get big profits. Online gambling is a gambling activity carried out with internet media, where gamblers must agree on the rules of the game and the bets they will make there. If the selected team manages to win the game, then the gambler is entitled to a prize according to the amount of bet wagered [15].

Online gambling refers to gambling games played over the internet. Among students, online gambling has become commonplace because it is easily accessible. Some students consider online gambling as entertainment or a way to make a profit. However, of course, some risks cannot be predicted in the future and are determined only by luck. Therefore, it is not advisable to engage in gambling because of unavoidable losses [16],[17].

If someone is addicted to gambling and has no more property to bet, then he will do everything they can to get the property staked, either by borrowing or committing crimes to achieve the person's goals. Gambling is not only found in Indonesia but also various other countries such as the United States, Italy, Singapore, China, and Japan [18],[19].

Gambling in Indonesia is one of the social problems that is difficult to eradicate because it is ingrained in the community and among teenagers, adults, to the elderly. Gambling is not only done by people who need money, even people who have a lot of wealth can fall into gambling games [20],[21].

At first, gambling was done conventionally where the players would meet directly at a place that provided gambling games. But along with the development of the times and technology, gambling games also develop. Where gambling games can be done online on a particular web or platform and players only need an account and have a certain amount of money to bet and then will be directed to play a certain number of games to win. This is what makes gamblers think that online gambling is safer than conventional gambling which is prone to be known by people around [22].

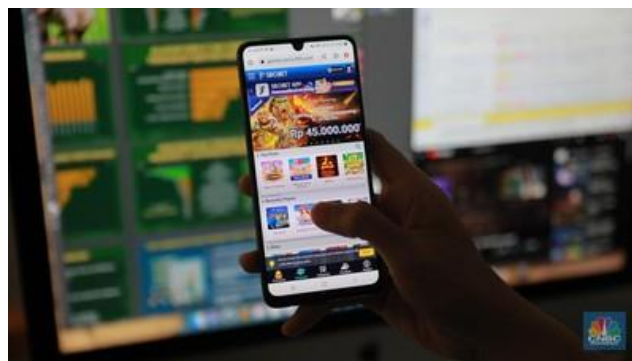


Figure 1. Online Gambling Model. Source: Cbnindonesia.Com

Factors Causing Online Gambling

The rise of online gambling crimes is influenced by several factors, including the following:

- a. Social and Economic Factors are many opinions that say that online gambling is shorter, simpler, and can bring big profits. They think that online gambling can support and fulfil their desire, which is to become rich in a shorter time.
- b. Situational factors are conditions where people have a consumptive spirit and get money instantly more easily and shortly. Supported by marketing that always makes news, promotions on various social media platforms, or exposing successful gambling news, because it becomes many people who are interested in trying.
- c. Learning Factor is who initially just wanted to try, but because of curiosity and having confidence that luck can happen to anyone, including himself. Plus having a strong belief that one day he will win or succeed, so that makes him do online gambling repeatedly.
- d. The Perception of Probability factor is the perception of victory, which means there is the perception of the perpetrator in evaluating the chances of winning that he will get if he gambles. Gamblers who find it difficult to leave gambling tend to have a misperception of the possibility of winning. In general, they feel very confident in the victory and luck they will get, although, in reality, the chances are very small because the belief that exists is only imaginary obtained from evaluating opportunities based on uncertain and very subjective situations or events. In their minds, there is always a thought: "If you haven't won now, you will win the next time" and so on.
- e. The self-confidence factor is the ability of self in the field of ITE gamblers who feel that they are very proficient in one or several types of gambling games tend to assume that success or victory in gambling games is due to their expertise possessed by them. Often they cannot tell which victories are obtained because of skill and which are only obtained by chance. For them, losing in gambling is not considered a loss but is considered "almost winning". So that they will continue to hunt for the victory that they will surely get [23]–[25].

There are various reasons why online gambling is a way out, other than because it starts with curiosity and then trial and error and is supported by ease of access and adequate technology.

In an act that has a negative point of view, it must have opportunities that can make anyone fall into it, and also that makes anyone influenced to follow this online gambling game. Here are some factors driving online gambling behaviour:

- a. Environmental Factors are mainly caused by the surrounding environment or those that come from friends when gathering. Great curiosity to see friends playing, can be one of the motivating factors for someone to try online gambling games. A teenager who is one of the consumers of online gambling said that. "Environmental factors that encourage to play online gambling are the friendship environment where the average friendship plays online gambling". Someone who initially only watched his friends play, then got a lot of income grew a desire and curiosity to try online gambling.
- b. The desire to play online gambling supported by a desire to get a win can drive someone to try to obsess over winnings that can provide them with unexpected income in large amounts. A teenage online gambling consumer said, "The factor that makes me play online gambling is because I am tempted by so much income". This, causes someone to deposit a deposit that will be used for betting on online gambling games called slots. Consumers will play it continuously until they get victory and this curiosity can turn into a habit that is done when there is free time. The consumer has been gambling online for more than 1 year, he plays it when he is alone or when his friend is playing.
- c. The mindset advantage of consumers who play slots they consider will benefit greatly. The profits obtained are influenced by the admins on slot gambling applications that offer tips to win the game. As said by online gambling consumers

"the factor that makes me play online gambling is because of the online gambling admin who promises to give me winnings". A beginner who plays online gambling will of course be influenced and attracted by the invitation [26]–[28].



Figure 2. Types of Online Gambling. Source: tempo.co

The Phenomenon of Online Gambling in the Youth Environment

In the dictionary of sociology and population, phenomena are defined as basic elements of variables that are sociologically considered stable. The science that studies phenomena is called phenomenology by Haryono Suyono in Aria Gautama, defined as a way of scientific approach, questioning the causes of symptoms or events solely without trying to explain them. Thus from the above understandings it can be revealed that a phenomenon is an unusual event where it occurs in society that can be seen, felt, and can be observed by humans so that it is interesting to discuss or examine its situation scientifically [29], [30].

The phenomenon of online gambling that occurs among teenagers carried out by students using online media is a form of criminal offence that is prohibited, both in terms of law and against the law. Gambling activities are considered a form of crime because they are against the social norms of religion in society. Gambling through internet media also includes crimes committed on the internet commonly referred to as Cybercrime. Because online gambling includes misusing internet technology as the primary means of committing crimes at the expense of other internet users [31], [32].

The phenomenon of online gambling among teenagers can become very popular due to several factors, one of which is due to current technological developments. The growth of technology, especially in the realm of communication technology, is one of the fields that is growing so rapidly and accepted in society. The growth of communication technology gives rise to various functions equipped with advantages and disadvantages, such as smartphones, tablets, and laptops. Almost all have the function of being able to access the internet anywhere easily and quickly. The effect can be positive, such as ease of access to information and ease of communication. But it also has negative effects, such as laziness, and dependence on existing technological developments [33], [34].

Advances in technology and communication have a wide variety of positive as well as negative consequences because on the one hand technology can increase wealth, success, and civilization but on the other hand technology becomes a tool to break the law. Globally, technology has changed attitudes and lifestyles in people, made the world borderless, and triggered changes in various ways of life [35].

The growth of technology has given birth to information technology and communication technology with a variety of different facilities. In this section, the internet is part of the development of these technologies. People can easily abuse internet access to gamble. At first, people came towards online games, and then teenagers came to online games out of curiosity [36].



Figure 3. The Phenomenon of Online Gambling. Source: pinterest.com/lowongankerjainfo

Online Gambling Criminal Liability

Criminal liability is based on either intentional or negligent misconduct. Criminal liability has a definition as a psychic state so that a criminal provision is applied from a public and private point of view. A person who violates the law must be held criminally accountable.

Gambling is a behaviour that violates criminal law. The Criminal Code (KUHP) has regulated the criminal liability of gambling in Article 303 and Article 303 bis. The article describes the regulation of criminal law and the definition of gambling itself which is an activity that has been regulated and prohibited by law and actors who commit gambling will be subject to criminal sanctions.

Article 303 of the Criminal Code explains about:

Article 303 of the Criminal Code Paragraph 1, "Threatened with a maximum imprisonment of 10 years imprisonment or a maximum fine of twenty-five million rupiah".

Article 303 of the Criminal Code Paragraph 2, "If the guilty person commits the crime in carrying out his livelihood, he may be deprived of the right to carry out that livelihood".

Article 303 of the Criminal Code Paragraph 3, "The so-called gambling game is any game, where in general the possibility of making a profit depends on mere luck, also because the player is better trained or more skilled. It includes all bets on the decision of a race or other game not held between those participating in the race or play, as well as all other bets".

In addition to Article 303 of the Criminal Code concerning gambling, another article that regulates similar things is Article 303 BIS of the Criminal Code. The contents of the article include:

Article 303 BIS Paragraph 1, "Threatened with imprisonment for a maximum of 4 years or a maximum fine of ten million rupiah.

Article 303 BIS Paragraph 2, "If when committing an offence, it has not passed two years since there is a conviction that becomes permanent for one of these violations, it may be subject to imprisonment for a maximum of 6 years or a maximum fine of fifteen million rupiahs.

As for online gambling, it is regulated in Law No. 19 of 2016 concerning Electronic Information and Transactions (ITE Law) on amendments to Law No. 11 of 2008 concerning the ITE Law. Online gambling is illegal because it violates applicable norms and regulations. The ITE Law stipulates several legal provisions related to online gambling crimes, which include:

Article 27 Paragraph 2 of the ITE Law explains the rules prohibiting individuals from carrying out actions that contain gambling elements, including activities related to online gambling that can cause losses to other parties.

Article 45 Paragraph 1 of the ITE Law confirms that any individual who commits actions that violate the provisions contained in the ITE Law may be subject to criminal sanctions in the form of confinement or fines.

This sanction also applies to criminals in the context of online gambling who violate the provisions of the ITE Law. In addition, the ITE Law also regulates the obligation of electronic system operators to prevent illegal access and activities in electronic transactions, including in terms of online gambling.

Article 18 Paragraph 2 of the ITE Law stipulates that the operator of the system must take technical or non-technical steps to block and delete information prohibited by law. Criminal threats against online gambling criminals are regulated in several articles of the ITE Law, such as Article 27 Paragraph 2, which states that disseminating, transmitting, or creating electronic information or documents containing elements of gambling can be subject to a maximum prison sentence of 6 years and a maximum fine of one billion rupiah.

In practice, such criminal sanctions may vary depending on the case and the extent of the violation. Nevertheless, the sanctions are expected to provide a deterrent and deterrent effect for perpetrators and prevent illegal activities in electronic transactions, including online gambling.

Every form of legal crime always starts from the intention of the perpetrators who move to commit legal crimes. Law enforcement in Indonesia through social analysis offers the use of progressive law as a new paradigm in law enforcement. Gambling, which is a crime that is rife in society when viewed with intentions and motives, is mostly because it is driven by the shadow of wanting to live rich in an instant way. Legal liability for online gambling players is regulated in the criminal law regulation space. In Indonesia, regulation of online gambling applies the principle of *lex specialis derogate legi lex* by using the ITE Law instead of the Law in general. In the criminal room as usually regulated in the Criminal Code. The application of more specific regulatory principles in gambling crimes is the actualization of legal theories and principles that can dynamically follow the development and progress of technology and civilization.

Online gambling games carried out by someone are one form of criminal act that is prohibited in the Republic of Indonesia. In terms of legal liability for online gambling acts, the crime is classified as a moderate criminal offence with the threat of a fine or imprisonment. For perpetrators of online gambling acts, criminal liability has been arranged in the form of retribution for this behaviour with the threat of a fairly heavy prison sentence of 6 years in prison or also by paying a maximum fine of one billion rupiah. Criminal liability for online gambling actors is not only imposed on player actors but also includes perpetrators who provide opportunities for someone to play gambling such as service providers and managers of gambling platforms that are held online. Therefore, the determination of perpetrators who fall into the category of online gambling service providers is by stating and qualifying their actions.

Online gambling is a development of gambling behaviour that has changed form due to the impact of technological developments, changes in form in principle do not significantly affect the intention of the perpetrators to do these gambling acts both online and traditionally. Because of the purpose and motivation of the perpetrators to gamble because they want to live a rich life instantly. For these reasons, it is not uncommon for the community to place gambling as their livelihood activity, either as a gambler or a gambler or a manager of gambling games. Online gambling can have such a big impact, not only on the problem of legal crime, but also greatly impact people's behaviour both economically, socially, and religious beliefs. So at least there must be some policies carried out in revamping online gambling crimes, including the following:

- a. The criminal act of gambling as a form of a criminal offence in the field of decency should not only be threatened with a crime based on group 6 of the Criminal Code and 5 of the Criminal Code of imprisonment and fines but must be determined additional crimes such as the deprivation of the right to carry out the profession against makers and managers who commit gambling crimes in carrying out their profession.
- b. Any form of criminal gambling both carried out in person and online cannot be if only private individuals are held accountable, but must and can also be held criminally liable. In the case of punishment, a balance must be considered between the interests of the individual and the interests of society. This means that the crime imposed must be adjusted to the interests of the individual. In addition, a sense of justice and protection of the community needs to be taken into consideration in carrying out a conviction [37], [38].



Figure 4. Online Gambling Techniques. Source: inilah.com

Impact of Online Gambling

Everything done by humans must have an impact both positive and negative impacts. Where the impact will later affect themselves and can even have an impact on the people around them. Similar to online gambling, we know that online gambling is deviant behaviour and will hurt the perpetrators. Here are the impacts of online gambling on society:

- a. The impact of online gambling on the society of the online gambling community has brought changes in social activities. The time usually spent on social contact and social interaction seems to be diminishing due to online gambling. Online gambling enthusiasts spend a lot of time on online gambling platforms, they are increasingly indifferent to the social environment as the intensity of activity on online features grows [39].

Psychologically, online gambling turns them into introverts, meaning they stay away from others and prefer to be alone with their phones rather than participate in social activities. Another attitude that arises is indifference or indifference to other friends, so they do not know if their neighbours are sick or need help. Because people who are addicted to online gambling are busy playing gambling. Socially, the study shows that once they get to know and play online gambling, social relationships become increasingly strained, and social conditions become unhealthy. The activities of meeting, exchanging ideas, greeting each other, laughing, and chatting together have been reduced a lot, even when they meet, the intensity is also much reduced. The main cause is online gambling addiction.

At the community level, online gambling has a negative impact, another example is the emergence of social differences and the breakdown of social rules. Relations between communities become less harmonious due to declining social friendship. There is a sense of discomfort when interacting with people who play online gambling

because people who like to hide the truth tend to have a bad way of socializing, so society often gives punishment in the form of social punishment or bad name predicate [40], [41].

- b. The Impact of Online Gambling on the Economy seen from an economic point of view is certainly detrimental, because online gambling requires capital, both for purchasing data packages and purchasing tokens at various prices, ranging from low prices to expensive prices. In addition, there are different types of bets offered in online gambling games. If players rely solely on money from the monthly income of monthly wage earners, this will reduce the amount of money needed for daily needs [42].

If the gambling player is a businessman or a big businessman, this cannot guarantee financial stability in his family, because the nature of this game is that the more money a person has, the better the game. This makes the family's economy unstable.

Although online gambling is detrimental, especially to the economy, but still play the game. Someone even said that he owed money to his friends to be able to play online gambling. This happens because these games have the appeal of challenges and expectations to win a lot of money.

Indeed, sometimes there is a winner, but the chance of winning is very small compared to the chance of losing in a digital battle. The negative impact of online gambling makes them unable to manage their finances, even some of them even have to lie to their families using various excuses to do online gambling. Online gambling is a social disease that destroys religious, social, economic, and ethical values as well as family strength [43], [44].



Figure 5. Depression and Stress, Source: sukabumiupdate.com

How to Overcome Online Gambling

Gambling is a game that uses money as a betting item and causes wishful thinking for both people who win and lose in the game. The reason why gambling is prohibited is because it damages people's mentality and makes them lazy and want to make profits without hard work.

It has been explained in the Qur'an Surah Al-Maidah verses 90-91 which means: "O believers indeed wine, gambling, idols, and voting are heinous acts including the actions of Satan. So, stay away from these deeds so that you can get good luck. Indeed, the devil intends to cause enmity and hatred among you because of the wine and gambling, preventing you from remembering Allah and praying; then stop you". (Q.S. Al-maidah verses 90-91).

Even other religious books prohibit gambling. The existence of gambling is due to the deviant behaviour of people who do gambling itself. Deviation according to KBBI is a process, way, deviation, and deviation. In other words, deviation is an action outside the applicable measures and rules. According to Wines in his book entitled

Punishment and Reformation the causes of deviation or crime are divided into two, namely:

- a. Subjective factors are factors that come from a person himself (congenital traits carried from birth).
- b. Objective factors are factors that come from outside or from the environment. For example, household circumstances, such as the relationship between parents and children are not harmonious [45], [46].

So, the question arises, How is the regulation of Online Gambling from the perspective of Licensing Law? In law number 9 of 1981 (9/1981) concerning the regulation of gambling article 1 explains that:

- a. Granting permission to carry out all forms and types of gambling that are prohibited, both gambling held in casinos, in crowded places, or associated with other reasons.
- b. The operating permit that has been granted has been declared revoked and no longer valid, since March 31. (Government Regulation No. 9 of 1981) So it can be understood in this case that the law prohibits the practice of gambling, either in crowded, public, or online places because it will get sanctions contained in article 27 paragraph 2 jo. Article 45 paragraph 2 of the ITE Law threatens parties who intentionally distribute or make accessible online gambling, with a maximum prison sentence of 6 years and/or a fine of 1 billion rupiah (Law No. 19 of 2016). So the applicable law above is a social control for the community not to do online gambling because it can be sanctioned. So, the practice of gambling whether online or not. It is not allowed, due to the many deviant factors, and will cause harm to the players who do it [47], [48].

Online gambling falls into the category of criminal acts. Efforts to prevent criminal acts are known as policies or efforts to overcome crime through rational criminal law enforcement, namely fulfilling a sense of justice and usefulness.

If criminal means are sent to overcome crime, it means that criminal law politics will be carried out, namely by holding elections to reach legislative results that are by the circumstances and situations at a time and for the future.

Based on article 13 of Law Number 2 of 2002 concerning the Indonesian National Police states that the main duty of the Indonesian National Police is to maintain public security and order enforce the law and provide protection, protection, and services to the community. Two theories have been carried out to overcome this including online gambling crime, namely preventive and repressive efforts. Preventive efforts are carried out to prevent the emergence of crime and create a conducive atmosphere in the community to minimize the development of crime and reduce the crime rate that is currently occurring in the community. Preventive prevention efforts prioritize prevention before the crime occurs and are indirectly carried out without using criminal means or criminal law. Preventive crime reduction policies only include the use of social facilities to improve certain social conditions but indirectly affect efforts to prevent crime.

The police have several preventive measures related to online gambling. The thing done by the Police is to give appeal to the public about the dangers of gambling and provide supervision in cyberspace through internet media. The appeal is to go directly to the community by giving warnings and counselling. Counselling, in this case, is the Police approach by providing understanding about online gambling and providing knowledge of the dangers and losses obtained when doing online gambling. The police also gave a warning by emphasizing that gambling and online gambling are criminal offences and will sanction those who do it. As stipulated in Articles 303 and 303 bis of the Criminal Code. Meanwhile,

repressive efforts are carried out by looking directly for the root of the problem in the community to eradicate a crime by providing firm action so that the perpetrators of crime get a deterrent effect [49].

The issuance of Law of the Republic of Indonesia number 7 of 1974 concerning the regulation of gambling, is one of the government's real efforts in eradicating gambling in the community. In the law, it is explained that gambling is included in the classification of criminal acts that can be punished by imprisonment for a maximum of twenty-five years, or a fine of up to twenty-five million rupiah (Law of the Republic of Indonesia Number 7 of 1974 concerning the Control of Gambling) [50].

In collaboration with the Ministry of Communication and Information, in this cooperation by blocking online gambling sites circulating on the internet so that players cannot access online gambling sites. So far, several online gambling sites have been blocked by communications and informatics, but until now there are still many new sites circulating on the internet, so further monitoring is needed by the cyber team and the police in Indonesia by coordinating with the ministry of information to block online gambling sites that can still be accessed. This blocking effort is anticipatory so that online gambling players cannot access online gambling sites that contain negative content and can reduce the number of cases of people who do online gambling in the community.

Then the downstream policy is handling negative content based on the law on information and electronic transactions (ITE Law of 2008). The realization of this policy is carried out by blocking content, websites, or applications of medol or social media platforms and law enforcement. By blocking and filtering content and applications that have elements of gambling.

Severe threats to online gambling players in Law No. 19 of 2016 article 27 paragraph (2) says:

"Any person who intentionally and without rights distributes and/or transmits and/or makes accessible Electronic Information and/or Electronic Documents that have gambling content as referred to in Article 27 paragraph (2) shall be punished with a maximum imprisonment of 6 (six) years and/or a maximum fine of Rp1,000,000,000.00 (one billion rupiah)."

This means that the government is very clear that online gambling is a criminal offence that is threatened with very severe penalties [51-57].

CONCLUSION

The results of research on the analysis of the causes of online gambling are factors that cause online gambling are environmental factors, desires, and profits. The phenomenon that occurs in the current era of globalization is faced with certain patterns of social behaviour, people's social behaviour tends to change along with the development of complex times due to technological advances, mechanization, industrialization, and urbanization. Criminal law is based on wrongdoing, either intentional or negligent. A person who violates the law must be held criminally accountable. Psychologically, the impact of online gambling makes them introverts, meaning they stay away from others and prefer to be alone with their respective cellphones rather than follow social activities carried out by others in their environment. The theory of prevention has been carried out for online gambling crimes, namely preventive and repressive efforts. This preventive prevention effort prioritizes prevention before crime occurs and indirectly what is done without using criminal means or criminal law. Meanwhile, repressive efforts are carried out by looking directly for the root of the problem in the community to eradicate a crime by providing firm action so that criminals get a deterrent effect.

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Author Contribution

All authors contributed equally to the main contributors to the study, all authors read and approved the final research, and all authors stated no conflict of interest.

Conflicts of Interest

All authors declare no conflict of interest.

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