

## Overview of The Characteristics of Online Gambling Among Adolescents in Kajar Village

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### ABSTRACT

*Online gambling has the meaning of gambling that can be done through online platforms such as sites or online game applications that have the smell of gambling. With the convenience due to technological developments, it has also become easier for people to do online gambling. Online gambling as one of the negative technological developments in the electronics sector needs to be addressed from various angles because the impact is returned to its users, especially teenagers. The characteristics of adolescents who gamble online vary, so the purpose of this study is to describe the characteristics of adolescents who gamble online. The type of research used is quantitative research with a descriptive approach. The data collection used is to distribute a checklist of observations related to the description of the characteristics of online gambling. The results of the study of 30 respondents to the Characteristics of Online Gambling in Adolescents showed that the respondents who did online gambling on average graduated from high school as many as 18 respondents (60%), were male (93.3%), with an age range of at most 20 -22 years (66.7%), the type of gambling played is higgs domino (73.3%), and gambling using capital from their own work (93.3%). Many teenagers consider online gambling behavior normal.*

**Keywords:** Online Gambling, Teenagers, Characteristics of Online Gambling.

### BACKGROUND

In the current era of globalization, phenomena that occur in social life are faced with certain patterns of social behavior in which society tends to experience changes along with the development of complex times due to technological advances (Zurohman et al., 2016). People are familiar with online gambling. H2 Gambling Capital in 2023, noted that the online gambling market is spread across many countries globally. England is recorded as the largest online gambling market in the world with gross revenues of around 168.94 trillion rupiah in 2021. In Indonesia, the Ministry of Information and Information (Kemenkominfo) recorded 138,523 online gambling content detected from January-October 2022. Online gambling has tended to increase since the beginning. year until there were 26,767 pieces of content recorded in May 2022. The number decreased by 9,400 pieces of content on 1-24 October 2022(Sadya, 2022).

Online gambling means that gambling can be done through online platforms such as sites or online game applications that have a gambling smell. With the convenience due to technological developments, it has also become easier for people to gamble online. Where people can gamble in their own homes via cellphones, laptops or other electronic devices that can access online gambling sites and applications. Online gambling as one of the negative

technological developments in the electronics sector needs to be addressed from various angles because the impact is returned to the users. What and how this impacts the use of online gambling will become clear when they realize that the losses they are experiencing are very big for them (Zurohman et al., 2016). In its development, gambling in society is not only carried out by adult men, but this practice is also carried out by children and teenagers and does not look at gender, male or female. (Suharya, 2019).

Teenagers have a great curiosity about new things, and do things that are full of challenges without careful consideration. So that teenagers need to receive assistance and an approach that understands them so as not to cause negative impacts such as juvenile delinquency (Fitriyaningrum & Hindriyastuti, 2021). With various kinds and forms of juvenile delinquency, gambling has become so widespread among them, both overt and secretly, some teenagers tend to be indifferent and seem to view gambling as something normal, so it no longer needs to be a problem and it happens in various places. (Suharya, 2019).

## **RESEARCH METHODS**

The type of research used is quantitative research using descriptive studies, descriptive studies are research that describes a phenomenon or description of a group of objects that occur in a population with the aim of seeing or knowing the description of the phenomenon. Population is the totality of each element to be studied which has the same characteristics, it can be individuals from a group, event, or something to be studied, The population in this study was 30 respondents, thus using 30 respondents using total sampling techniques. Total sampling is a sampling technique where the number of samples is the same as the population. Univariate analysis uses frequency and percentage distributions to determine the characteristics of online gambling in adolescents.

## RESULTS AND DISCUSSION

### Results of Respondent Characteristics

#### Level of education

**Table 4.1**

**Distribution of Respondents' Education in Kajar Village**

<b>Education</b>	<b>f</b>	<b>%</b>
JUNIOR HIGH SCHOOL	12	40
SENIOR HIGH SCHOOL	18	60
<b>Total</b>	30	100

Based on table 4.1, it is known that the highest level of education of respondents was high school with 18 respondents (60%) and junior high school with 12 (40%).

#### Gender

**Table 4.2**

**Gender Distribution of Respondents in Kajar Village**

<b>Gender</b>	<b>f</b>	<b>%</b>
Man	28	93.3
Woman	2	6,7
<b>Total</b>	30	100

Based on table 4.2, it is known that based on gender, the majority were 28 respondents (93.3%) male and 2 respondents (6.7%) female.

#### Age Level

**Table 4.3**

**Age Distribution of Respondents in Kajar Village**

<b>Age</b>	<b>f</b>	<b>%</b>
16-18 Years	2	6,7
18-20 Years	8	26.7
20-22 Years	20	66.7
<b>Total</b>	30	100

Based on table 4.3, it is known that the age level of the respondents was mostly 20-22 years old with 20 respondents (66.7%) and the least was 16-18 years old with 2 respondents (6.7%).

### Types of Online Gambling

**Table 4.4**  
**Distribution of Respondents' Types of Online Gambling in Kajar Village**

<b>Types of Online Gambling</b>	<b>f</b>	<b>%</b>
Online Slot Gambling	5	16.7
Higgs Domino	22	73.3
Togel Gambling	3	10
<b>Total</b>	<b>30</b>	<b>100</b>

Based on table 4.5, it is known that the type of online gambling carried out by respondents is mostly Highs Domino gambling, as many as 22 respondents (73.3%) and the least is Togel gambling, as many as 3 respondents (10%).

### Gambling Capital

**Table 4.5**  
**Distribution of Respondents' Gambling Capital in Kajar Village**

<b>Gambling Capital</b>	<b>f</b>	<b>%</b>
From Parents	2	6,7
Own work results	28	93.3
<b>Total</b>	<b>30</b>	<b>100</b>

Based on table 4.8, it is known that most of the capital for gambling comes from their own work as many as 28 respondents (93.3%) and the least comes from their parents as many as 2 respondents (6.7%).

## DISCUSSION

Based on the research results, it was found that there were 30 teenagers who gambled online. Respondents in this study were teenagers aged 16-22 years who engaged in online

gambling behavior in Kajar Village, Gunem District, Rembang Regency. Characteristics of online gambling consisting of 35 respondents, Educational Level obtained from data analysis with most respondents being high school level with 18 respondents with (60%) and the least from junior high school level with 12 respondents with (40%). The gender obtained from the data analysis of teenagers who gamble online is more than male, namely 28 respondents with (93.3%), at least 2 respondents are female with (6.7%). The most teenagers who gamble online are 20-22 years old, 20 respondents (66.7%), 2 respondents (6.7%) aged 16-18 years at least. The type of online gambling that teenagers do most is Higgs Domino, as many as 22 respondents (73.3%), the least is lottery gambling, as many as 3 respondents (10%). The gambling capital used by respondents in gambling was mostly the result of their own work as many as 28 respondents with (93.3%), and the least amount came from their parents as many as 2 respondents with (6.7%).

Individuals who gamble online are caused by several factors including social and economic factors, situational factors, learning factors, and perception factors regarding the probability of winning. One factor that influences knowledge is the level of education. A person's education is very influential on the mental development, behavior/character of each individual, both in the family environment and the formal education that a person experiences. It can be said that higher education has more extensive experience to obtain more information regarding online gambling which is currently a phenomenon. Apart from education, the gender of teenagers also has a big influence on online gambling, males also tend to have high social attitudes where males can accept the perceptions and opinions of their environment. This is what causes more men to become online gamblers, Men tend to prioritize pleasure over what is a need. Need to know that It is easier for male teenagers to gamble because of the influence of their friends, while female teenagers who gamble because they just join other friends or accompany their partners who gamble and then participate in gambling themselves. Boys have a stronger adaptation process and self-image for online gambling than girls. Self-image is a person's attitude towards their body consciously and unconsciously. This attitude includes perceptions and feelings about the body's current and past size and shape, appearance function and potential. During adolescence, the individual's focus on the physical is more prominent than in other periods of life. Body shape, height and signs of secondary growth (Zurahman 2016).

The age level of teenagers who gamble online is also a form of youth who dare to gamble. Most of the online gambling players are in their late teens, who think that they are capable of taking any action without thinking twice. Late adolescence is marked by final

preparation for entering adult roles. During this period, adolescents try to solidify their vocal goals and develop a sense of personal identity. A strong desire to mature and be accepted in a group of peers and adults also characterizes this stage (Hindriyastuti., Et.al 2023). During this period, adolescents begin to become broader, more stable and mature in the scope of their appreciation. The type of gambling carried out is in accordance with the development of gambling today, namely gambling *Higgs Domino* where this gambling is more popular with respondents because apart from easier access, Higgs domino is also easier to get gambling capital. Higgs Domino online gambling is very phenomenal, meaning that all groups have experienced playing this gambling game, including students. The gambling capital used for gambling is the result of their own work and they do not ask their parents. Financial conditions also determine players to play online gambling, money really influences players to gamble. In this case, online gambling players play when they have the capital to play, if they don't have the money some of them borrow from their friends, then replace the borrowed capital when they win or when they get a monthly salary from their work. The difference in the amount of money from each player's income determines the amount of money that will be deposited for gambling. Likewise, for players who still ask their parents for pocket money, it will also be different to make a deposit according to their ability. (Hardiansyah, 2016).

## **CONCLUSIONS AND SUGGESTIONS**

### **CONCLUSION**

Based on the results of research and discussion regarding the description of the characteristics of online gambling among teenagers in Kajar Village in February, it shows that the average number of respondents who gamble online is 18 high school graduates (60%), male with the largest age range. 20-22 years old, the type of gambling they play is higgs domino and they gamble using capital from their own work. So it can be concluded that many teenagers in Kajar Village do online gambling and consider this gambling activity normal.

### **SUGGESTION**

#### **1. For Institutions**

It is hoped that the results of this research will increase knowledge and provide information about the characteristics of online gambling in adolescents.

2. For teenagers

As a teenager who has a lot of experience, you should think more carefully about making decisions. Don't be easily influenced by offers from friends or anyone else, because this is still a possibility and there is no clear certainty.

3. For Further Researchers

It is hoped that this research can develop and complement this research with different variables

4. Benefits for Nursing

It is useful to know the characteristics of teenagers who experience online gambling behavior so that they can provide appropriate input or health education for these teenagers.

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