



## The Phenomenon Of Internet Adiction Disorder Online Gambling In Probolinggo

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### **Abstract**

*Information and communication technology in the 5.0 era is massive and make changes to people's lives. There are many positive impacts from the internet, but there are also negative impacts causing problematic behavior in society such as online gambling. This study uses a phenomenological type of qualitative approach. The sample used in this purposive sampling study was the active students of Probolinggo Regency. Data collection techniques used by researchers in this study were observation, in-depth interviews, and documentation. Testing the validity of the data in this study using source triangulation techniques. Analyzing the data obtained carried out several stages, namely data collection, data reduction, data presentation, and verification/drawing conclusions. The results of the study show that online gambling has a negative and positive impact on the lives of Probolinggo students who are already familiar with online gambling. The negative impacts felt by Probolinggo students in their lives such as decreased learning achievement, resulting in addiction, and lack of socializing with family. not only has a negative impact, but also has a positive impact on the lives of its users (students) such as getting big profits. This research is recommended to the public, especially educators and students, to be more aware of the phenomenon of addiction disorder which is quite worrying.*

**Keywords:** *online gambling, student, internet*

### **Abstrak**

Teknologi informasi dan komunikasi di era 5.0 dengan masif. Serta memberikan perubahan terhadap kehidupan masyarakat. banyak dampak positif dari internet, tetapi juga terdapat dampak negative yang menimbulkan perilaku bermasalah di masyarakat seperti judi online. Penelitian ini menggunakan pendekatan kualitatif tipe fenomenologi. Sampel yang digunakan pada penelitian purposive sampling adalah mahasiswa aktif Kabupaten Probolinggo. Teknik pengumpulan data yang digunakan peneliti dalam penelitian ini adalah observasi, wawancara mendalam, dan dokumentasi. Menguji keabsahan data pada penelitian ini menggunakan teknik triangulasi sumber. Menganalisis data yang diperoleh melakukan beberapa tahapan yaitu pengumpulan data, reduksi data, penyajian data, dan verifikasi/penarikan kesimpulan. Hasil dari penelitian menunjukkan bahwa judi online membawa dampak negative dan positif dalam kehidupan mahasiswa probolinggo yang sudah mengenal judi online. Dampak negative yang dirasakan mahasiswa probolinggo dalam kehidupannya seperti menurunnya prestasi belajar, mengakibatkan ketagihan, serta kurangnya bersosialisasi dengan keluarga. tidak hanya mengakibatkan dampak negatif, namun juga mengakibatkan dampak yang positif bagi kehidupan para penggunanya (mahasiswa) seperti mendapatkan keuntungan yang besar. Penelitian ini direkomendasikan kepada khalayak utamanya pendidik dan peserta didik agar lebih mawas terhadap fenomena *addiction disorder* yang cukup mengkhawatirkan.

**Kata Kunci:** *judi online, mahasiswa, internet*

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## **Introduction**

Online gambling or gambling in Indonesia is an illegal and socially unacceptable leisure activity. These online gamblers risk money by slotting in one round. Conventional gambling games are not very compatible with online gambling, which only requires an ATM card and a balance in it. by making a deposit first at the nearest bank for gamblers then accessing online gambling sites (Sandi Firnando Martinus Legowo, n.d.). Online gambling cannot just play before registering an account, online gambling is preferred because the first few advantages of safe online gambling are not known by others, both online gambling are very easy to play at any time, the three online gambling promises very large profits (Jupalman Welly Simbolon, 2022).

The phenomenon of online gambling in Probolinggo is increasingly widespread among students. based on the information from the Head of the Probolinggo Police AKBP Teuku Arsyah Gaddafi reported by the Surya daily, it is known that throughout on August 2022, the Probolinggo Police have uncovered 26 cases by securing 35 suspects. Of the 26 cases, several of them were online gambling cases. In detail, there were five cases of online gambling. A total of five gambling cases were secured by 6 suspects with evidence of 24 sheets of gambling recap paper, 5 mobile phones, two ATM cards, three chickens, and Rp. 811,000 (<https://surabaya.tribunnews.com/2022/09/02/ada-judi-online-dan-narkoba-polres-probolinggo-Revealed-26-case-selama-agustus-2022>).

In the era of globalization, the development of information and communication technology is growing rapidly and has a significant impact on the lives of the world's people. Internet plays a central role in everyday life whose users are students (Escario & Wilkinson, 2020). Despite the many potential benefits of the Internet. But it can also lead to problematic behavior, such as online gambling (González-Cabrera et al., 2022) (Risky Andi Pratama, 2021). Internet and technology have increased gambling opportunities globally, normalizing gambling among youth (Ivanova et al., 2019) (Savolainen et al., 2021). Youth are active Internet users and are vulnerable to group norms, but little is known about group behavior and norms in online interactions. This study examines whether following the perceived majority opinion about gambling content (i.e., gambling norms) in online interactions is associated with adolescent problem gambling. Participants were adolescents 15–25 years in Finland (n = 1200; 50% girls), South Korea (n = 1192; 50.42% girls), Spain (n = 1212; 48.76% girls), and the United States (n = 1212; 50.17% female) (Savolainen et al., 2021).

Online gambling has exploded into a substantial global industry over the last two decades worldwide (Han et al., 2019) (Zainal, 2018) (Whiteford et al., 2022). With the advent of Internet and smartphone technologies over the last few decades, the gambling environment has undergone a massive transformation (Törrönen et al., 2020). Online gambling is an act that deviates from the norms in society that results in crime (AT et al., 2019) Online gambling sites that are trusted all over the world include online casinos, online platforms and crypto markets (Oksanen et al., 2022).

Online gambling has a negative impact. Research proves that online gambling games have an impact on online gambling users. These impacts include addiction and wanting to continue playing online gambling, high psychological pressure such as mental health disorders, perceived stress, irritability, mood fluctuations and loneliness (Cataldo et al., 2022) (Oksanen et al., 2022). The morals of teenagers who know online gambling are experiencing a setback. This is marked by the emergence of various negative moral values among teenagers who are familiar with online gambling. For example, teenagers lie to their parents to get money, speak and act rudely, forgetting their main task which is to study and continue their education. Even worse, immoral and criminal acts (Bafi et al., 2019). Suicide rates in young people have been increasing in England and Wales since 2010. There are various possible explanations for this increase, and problem gambling has been suggested as a potential risk factor. We aimed to examine the relationship between suicide (suicidal thoughts and suicide attempts) and problem gambling specifically for young adults in the United Kingdom, where gambling has become more widely available and normalized in the last two decades (Wardle & McManus, 2021).

The term online gambling is already familiar to people in Indonesia. Online gambling has spread to poison the wider community, both the middle and lower classes, especially students. In previous studies, it was assumed that students playing gambling were influenced by several supporting factors including social factors or because motives, namely because of the influence of environmental relationships (ASRIADI, 2020) (Latumaerissa et al., 2021). Given that adolescents spend a lot of their time online, it is important to consider that they can adopt behavioral models from and be influenced by human interactions and social influences in the digital age (Savolainen et al., 2021). Security factor, which is where students in Indonesia or online gamblers feel that playing online gambling is safer than playing regular gambling. So a sense of security is one of their factors in playing online soccer gambling (R. P. Pratama, 2019) factor Prestige, which is related to a person's authority, ability and achievement of an individual, students

in Indonesia or online gambling players participate in playing online gambling because they feel they have the skills or abilities in playing online gambling (Y. Y. Pratama & Erianjoni, 2022). Economic factors, namely because of a lack of pocket money and because they want to meet the needs of life (Bafi et al., 2019).

Online gambling is used as a side job and entertainment for students. Many Probolinggo students are obsessed with big wins from online gambling so that not a few of them are competing for profit. In addition to promising big wins, gambling will also have a bad impact on student life. The focus of the research is to analyze the lives of online gambling students. Based on the statement above, the researcher was motivated to conduct a study entitled "The Phenomenon of Internet Addiction Disorder among Students Doing Online Gambling in Probolinggo". The purpose of this study is to identify the lives of online gambling students.

## Method

This study uses a qualitative approach. A qualitative approach is used with a phenomenological type, being able to reveal facts or phenomena in a study requires a more in-depth approach, and researchers believe that truth or social phenomena are built by individual consciousness and the researcher is free to analyze the data obtained, therefore the researcher uses the phenomenological study method to find answers about how the lives of Probolinggo students are perpetrators of online gambling. The sample used in this research is purposive sampling, which are active students in Probolinggo Regency. Data collection techniques used by researchers in this study are observation or observation, in-depth interviews, and documentation. Furthermore, in testing the validity of the data in this study, the source triangulation technique was used. Meanwhile, in analyzing the data obtained, several stages were carried out, namely data collection, data reduction, data presentation, and verification/drawing conclusions.

The following is the research flowchart:

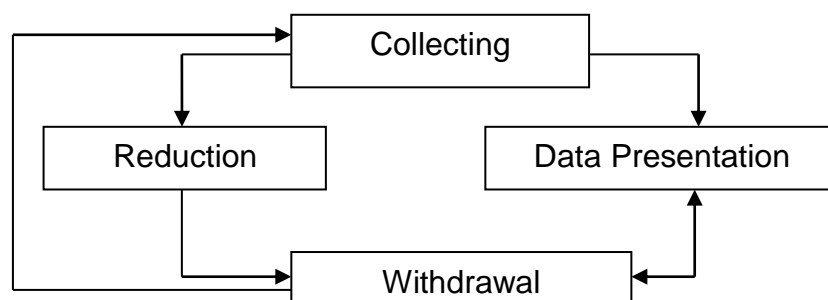


Figure 1. Research Flowchart

## **Result and Discussion**

### The lives of online gamblers

Everything that is done by humans must have an impact after they do it, both positive and negative impacts are directly felt by the perpetrators and are seen by the people around them. Online gambling is a social pathology for the community. Online gambling games not only have a negative impact on their users but online gambling also has a positive impact on their users both in economic and social life.

### Addiction

The negative impact felt by students when gambling online is the effect of addiction for users, this is in accordance with the results of an interview with a PA informant who said that:

"I know online gambling sites from my friends, I have only gambled for a year. At first I gambled just for entertainment. , the first time I played the jackpot, it made me even more curious to gamble online, once I used money for slotting capital until I didn't go to college, sometimes seeing my friends on the jackpot made me even hotter to play again" (PA interview, June 22, 2022).

The results of the interview show that PA informants lead to behavior that gives up all means only for gambling capital, as revealed by PA informants using semester fees for gambling capital. Indeed, the PA informant has only been playing gambling for a year, but gambling has an addictive effect on its user (students). So not infrequently many students justify various ways to gamble. Someone who has been addicted to gambling makes them (students) self-destruct.

Based on the results of the interviews, the theory that the researchers adopted in this study was learning theory and interaction learning theory that is everything in life will definitely be through a process, as well as deviations. To be someone's deviant will go through a process or stage, someone will not become a deviant simply by committing a deviant act just. Basically any behavior can be said as a deviation if this behavior violates the norms adopted by society in general.

Gambling online has a negative impact that users are quite aware of. The addiction to playing online gambling will make someone always want to play gambling and those (students) who are addicted will do everything possible to play online gambling. Like borrowing money and taking money. This is in line with the informant GH, he admits that he finds it hard to resist playing gambling and feels tempted to see his friends playing online gambling and getting the jackpot (win). The GH informant also used various ways to

get money for online gambling, such as taking half of his biological brother's pocket money who was at the cottage, and borrowing money from other people.

The following is an interview with an informant GH:

"environmental factors that made me play gambling, when I first started gambling, I experienced an advantage that made me happy and made me addicted to playing again. I usually take half of my sister's pocket money for online gambling, my sister doesn't know if the pocket money is I take half because my sister is at the cottage and I always deliver the pocket money my parents give me. Sometimes I also borrow money from my friends when there is no money for online gambling capital" (GH interview, 20 June 2022).

In contrast to what the informant AN said:

"I started gambling because of my friends' environment, my initial capital was playing gambling from the results of my savings, if my capital ran out, I didn't play anymore, how bad am I playing gambling, I'm afraid that you want to sell things -goods, want to borrow money from a friend, let alone use money for the semester" (interview AN 20 June 2022)

In line with what informant LL said, while playing gambling, informant LL admitted that he had never sold goods, borrowed money, took money and used money UKT for online gambling capital.

The following is the interview with informant LL:

"I gamble for entertainment, so I don't want to sell things, borrow money from other people, take other people's money and use money for money... many of my friends do that but I don't dare to I don't have capital, so I don't play online gambling" (interview with LL 21 June 2022)

The above statement is in line with the results of an interview conducted by an AT informant:

"I play gambling because I am looking for entertainment due to a lot of college assignments, the initial capital for gambling is from pocket money. I go to college, but I rarely use the money for UKT or even sell my things for gambling capital, if my capital runs out, then I look for other online games that can entertain me" (FY interview 21 June 2022).

The statement above is also in line with the WA informant:

"I know the site from a friend, if I'm stressed, I have a lot of gambling tasks as an escape for entertainment, indeed many of my friends borrow money, and take money from their parents or family to play gambling. But I don't because my intention is just to look for entertainment so I can control myself when I don't have the capital to gamble online" (WA interview 22 June 2022).

Based on the results of interviews conducted by informants LL, AT and WA, researchers know that they (students) consider playing gambling only to entertain stress when college assignments pile up. They (students) also do not admit to having borrowed other people's money, taking other people's money, selling goods and using UKT money as capital for online gambling.

This sense of addiction stems from the satisfaction experienced by online gambling players when they (students) get a dominant advantage or jackpot. This great advantage causes curiosity and causes them (students) to continue playing and make them (students) become addicted to online gambling.

An understanding of how a person or a group of people can behave defiantly can be learned from various theoretical perspective, where there are at least two perspectives that can be used to understand deviant behavior through perspective theory individualistic and social interaction theory. Social interaction theory can be interpreted as social relations dynamic. The social relationship in question can be in the form of a relationship between one individual to another, between one group to another other groups, as well as between groups and individuals. The process also known as interpretive process. Social interaction can occur when between two individuals or groups have social contact and communication. Social contact is the first stage of the occurrence of social relations Communication is delivery of an information and giving interpretation and reaction to the information conveyed.

### **Decreased Learning Achievement**

The negative impact that is often felt by students is the decline in learning achievement. As a result of getting to know online gambling, students are lazy to go to college, do assignments and do other activities. This is in line with the statement of the PA informant who admitted that as long as he was familiar with online gambling, he could not use the time properly and did not match its function. As long as he gambles online, he rarely takes online or online courses, and rarely does college assignments.

The following is an interview with a PA informant:

"I usually play online gambling in the middle of the night until the early hours of the morning, I think that at night there is a big chance for the jackpot, so in the morning I take a break. Playing gambling has reduced my interest in learning and is lazy to go to college, no wonder my GPA only reached 1.9" (PA interview, 22 June 2022).

The statement above is also in line with the results of the interview with the informant GH:

"When I gamble online, I don't remember when I usually stay up late, it's so fun to gamble online when I eat, I don't even have time to go to college and do assignments.. As if I gamble online, I rarely want to go to college. If it was morning, I would have skipped because I was still sleeping. My GPA in the last semester decreased greatly by 2.7 from the previous semester" (GH interview, 22 June 2022)

Based on the results of interviews with both PA and GH informants, it was shown that the impact of knowing online gambling was very influential on daily life as a student. They (students) use their time to rest by playing online gambling and in the morning they (students) use them to sleep as a result during lecture hours they (students) cannot attend classes due to excessive sleepiness they experience because they stay up late at night to play online gambling.

Their time (students) to study and do college assignments at home or at the boarding house is not used properly due to knowing online gambling. They (students) cannot use the time properly, thus making a negative impact on the achievement scores received by students each semester.

The statement above does not agree with the AT informant, he admits that as long as he knows online gambling it does not interfere with his obligations as a student. His interest in learning has never decreased during online gambling, remains diligent in attending lecture hours, and continues to do college assignments. His life was the same as usual before getting to know online gambling.

The following is the AT interview:

"After getting to know online gambling it did not affect my interest in learning, I was still diligent in attending lectures, and doing assignments even though they were done on deadlines. In my opinion, it's the same before and after getting to know online gambling" (interview AT 25 June 2022).

This is in line with the statement of informant LL:

"I've never been absent, Ms. The main thing is to study, while I play online gambling only for entertainment" (LL interview, June 25, 2022).

Based on the results of interviews, both informants LL and AT showed a fair attitude in using time appropriately. According to them (students) online gambling is only for just entertainment, there is no change in their lives after getting to know online gambling. They (students) continue to carry out their obligations as students such as being present during lecture hours, doing college assignments, and lack of interest in learning. So it doesn't have an impact on the GPA value received.



## **Social Life**

In addition, online gambling also has a negative impact on the social life of students, such as the lack of socialize with family and friends. Because they (students) are busy gambling online and often choose to stay in their rooms or boarding houses so that no one interferes with playing online gambling. This is in accordance with what the WA informant said:

"I rarely get together with family and friends since playing online gambling, because I think gathering when gambling online makes me not concentrate on playing, I need a quiet place I usually play gambling in my room" (WA interview 22 June 2022).

This is also in line with the interview conducted by AT:

"I rarely get together with my family since I got to know gambling, usually I go home once a week now I don't anymore. I also rarely want to hang out with friends, even though hanging out with friends is busy on their own with their own cellphones" (AT interview, June 25, 2022)

From the results of the interviews of the two informants above, it shows the behavior of WA and AT as a result of knowing online gambling. Previously during holidays they took time to visit or gather with family and friends, now that they (students) are familiar with online gambling, they cannot spend time visiting and gathering with family and friends and the people around them. It is very visible changes in the social life of students who are familiar with online gambling, they are increasingly ignoring the people around them.

But in contrast to the opinion of the informant GH, he admitted that while he was familiar with online gambling, he still took time to visit or gather with friends and family. According to him, playing online gambling is just entertainment to pass the time, online gambling is not able to limit the time to visit or gather with family and friends following are the results of the interview with GH informants: "I think gambling is just entertainment, Ms". The In line with the PA informant, the following are the results of the PA informant's interview:

with family and friends, because online gambling is just a hobby and entertainment to fill spare time" (PA interview 22 June 2022)

"gathering my family still has time, because online gambling is only for entertainment in my spare time, there is no reason that limits me from visiting and meeting with family and friends" (LL interview, 25 June 2022)

The three informants above, the researcher assumes that students consider online gambling games only limited to hobbies and entertainment to fill spare time. Therefore,

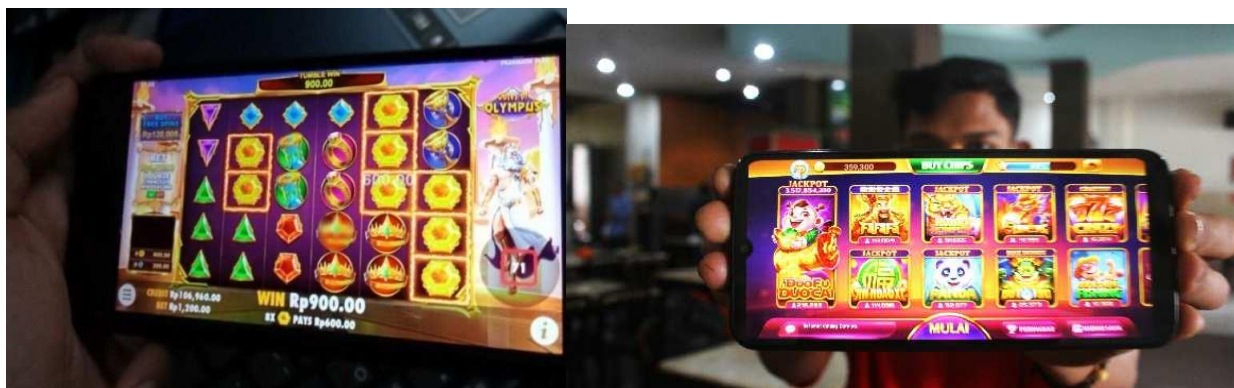
online gambling is not something that limits them (students) to spend time visiting and hanging out with family and friends.

### Getting Big Profits

Online gambling not only has a negative impact, but also has a positive impact on its users. Students are consumptive social beings. No wonder most students are obsessed with getting instant income. So many students become users of online gambling sites as an alternative way of earning income in meeting their daily needs. In accordance with what the informant GH said:

“I usually use the profits I get to add pocket money to college, buy cigarettes, have coffee with friends and I also use it to buy food. I think the advantages of online gambling are very helpful in increasing my pocket money in meeting my daily needs” (GH interview, 20 June 2022).

The following is a picture showing online gambling sites played by students and the benefits they get.



**Figure 2. Student online gambling sites**

Based on GH informants, researchers can find out that GH informants' online gambling site users get very large profits, so they can meet their daily needs. The profits obtained by GH informants are usually used to buy cigarettes, food, and also coffee with friends. This is in line with what informant LL said: “I happen to be an overseas child, Ms sometimes I also often treat my friends to buy coffee when they hang out at the cafe” (LL interview, 21 June 2022).

From the results of the interview above, researchers can find out that LL informants make online gambling sites as an alternative to instant profits in order to meet their daily needs. When winning gambling, informant LL uses the profits he gets to meet daily needs such as adding pocket money, buying things he likes, namely clothes and shoes, buying

food, buying cigarettes, and informant LL using the profits to treat his friends to coffee at the cafe.

## **Conclusion**

Based on the results of the research that has been done, it can be concluded that online gambling has an impact felt by Probolinggo students, both negative and positive impacts in daily life. The negative impacts felt by Probolinggo students such as addiction to playing online gambling encourage students to justify any means to keep playing online gambling. The decline in learning achievement has a major impact on students' GPA scores received every semester. There was a very significant drop in GPA from students who were initially unfamiliar with online gambling to those who were already addicted to online gambling. The average decrease from the initial GPA above 2.5 to 1.9, some even dropout. As well as the negative impact on the social life of students, they cannot take the time to visit and meet friends and family not only has a negative impact, but also has a positive impact on its users. Students are consumptive social beings. So that most students play online gambling because of the large profits and make online gambling an alternative way of making money instantly in order to get extra money and buy something they want.

## **Suggestion**

Suggestions to the government and the police are obliged to handle social phenomena such as online gambling by removing and blocking online gambling sites, because it will damage generations of the nation, especially among student.

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