



The Impact of Gamble Online the Weaking of Social Values of Teenagers (Case Study at Sidodadi Village Pekalongan District East Lampung)

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ABSTRACT

In technology, gambling has now taken on a slightly more elite status. The way people gamble has changed due to advances in technology. Gambling no longer needs to be as secretive as it used to be. This is an illicit game that we can play just by lazing around in front of a computer connected to the internet network. The aim of this research is to characterize how adolescents' social values are weakened by online gambling. Sidodadi Village, Pekalongan District, East Lampung was the research location. The method used in this research is the phenomenological method. The findings of this study indicate that the decline in teenagers' social values is influenced by internet gambling. One of them is the decline in material values; For example, teenagers will run out of money if they lose in online gambling. The vital value is that teenagers pawn their possessions when they lose money in online gambling. Additionally, there is a spiritual meaning to the fact that young people use their winnings from online gambling for useless things.

Keywords: *Online Gambling, Social Values, Teenagers*

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INTRODUCTION

In the era of globalization, technology has developed rapidly and has had a significant impact on many aspects of people's lives, including entertainment. (Setiawan, 2017) Devices used for data processing, information retrieval, and other purposes are known as information technology. Depending on how a person uses it and the people around him, it can have both positive and negative impacts on the environment in society. (Yona et al., 2020)

Every discovery was made to improve human life in some way. Progress in the last ten years has brought us many benefits, including new methods of carrying out human activities and various conveniences, especially in the field of information technology. (Jamun, 1996) However, if this technology is used inappropriately, it can have negative impacts. One example of the bad impact is the increasing crisis of moral values in society which can lead to an increase in various types of legal violations. (Aryani et al., 2021) Apart from being able to do good things such as watching pornographic videos, committing fraud, kidnapping, or fake, users of these technological advances can also become victims of bad things like this. This is especially true in online gambling. (At et al., 2019)

There are tons of games available today that offer different types of prizes. Through print or electronic media (such as the internet), the game can be played directly

or indirectly. It's entertaining to watch the players argue their points in different ways. But in reality, this game contains gambling. Gambling is a deliberate bet on a value or something that is considered valuable by recognizing the expectations and risks associated with games, matches, competitions and other events whose results are not known or certain. (Ghoni et al., n.d.)

Gambling is the most popular activity in the modern technological era and has developed into a social habit. Gambling actually doesn't need to be a problem because some people are actually quite permissive and seem to consider it a normal thing. It is not surprising that now many lottery gambling agents are open and still find time to gamble while working, because this phenomenon is often found in various locations and regions. However, there is a perception that law enforcement officials do not take the problem of gambling seriously enough.

The rapid progress of information and technology has also caused a shift in gambling behavior from offline to online which is safer and more comfortable. The increasing appeal of online slot machines is one of the major developments in the online gambling industry. This kind of gambling is common in society, especially in internet cafes where visitors can use laptops or even smartphones to play online slot machines. The main benefit of internet gambling is its flexibility, as it can be done from anywhere and at any time. Online betting is available anywhere on the internet and is open around the clock. Apart from that, internet cafes, places with WiFi, and even smartphones can be used to access this game. Using online banking services also makes payment transactions (M-Banking) easier. Information and communication technology is used by online gamblers to carry out gambling today. Compared to traditional forms of gambling, this convenience is certainly more profitable because of the extensive computer network. This shift shows how technology has radically changed the gaming industry. (Alkarni & Taun, 2023)

Internet gambling also contributes to other criminal problems such as theft, robbery and domestic violence. (Deswarizal et al., n.d.) Furthermore, it has an impact on low learning motivation, achievement, or other deviant behavior if it is absorbed and followed by children and adolescents. Studies of the online gambling phenomenon and its impact on society—especially players—usually produce negative findings. In terms of material, those who lose in gambling will lose the money that was originally sold as capital. They may even use other strategies, such as using their winnings as additional savings instead of using it to pay for books or education. (R. Susanti et al., 2021)

People, especially teenagers, have been talking more and more about online gambling in recent years. (Siringoringo & Yunita, 2024) Late adolescents in this study were those aged between 18 and 22 years. Hurlock states that adolescence, which comes from the Latin word "adolescere", which means "to grow to maturity", is the time when a person begins to reach maturity. experience changes in physical, mental, emotional, biological and social aspects of their lives. (Lubis, 2018) This phase usually lasts between 12 and 21 years for women and 13 to 22 years for men, according to Mappiare. (Lubis, 2018). Sidodadi Village residents are impacted by its remote location and limited access to recreation and entertainment opportunities. Online gambling provides a way to find entertainment and escape from the daily grind in these circumstances. However, online gambling activities in Sidodadi Village are disturbing the environment socially, economically and psychologically. First of all, playing games of chance online is often a waste of time and money. Online gamblers often spend hours in front of their computer screens or smartphones, neglecting more meaningful social interactions and daily responsibilities. Additionally, there is a real economic impact. As a result of online

gambling addiction, many people and families in Sidodadi Village have experienced financial losses. The problem of poverty becomes worse when money meant for daily expenses or family savings is diverted to gambling. The existence of online gambling games has negative impacts that must be addressed from various points of view, because the impact will be seen when the user enters an addiction phase that is self-defeating and continues without the user realizing it.

Because the impact of online gambling games is felt by the users themselves, it is important to address negative technological developments in the electronics industry from several points of view. (Aldyano et al., 2013) When they realize that the losses they suffer are very large for them, it will become clear what and how this affects their use of online gambling. An example of what happens to young people who use online gambling is that they cannot eat at school and their pocket money runs out. Some students even had to sell their laptops after losing gambling. (Kec et al., 2023) The act of online gambling can cause many losses. In developed countries, where science can achieve almost anything, it is tragic when morality and religious beliefs are no longer relevant. (Iskarim, 2016)

Certain patterns of social behavior are often found in phenomena that emerge in social life in the current era of globalization. (Nurhaida & Nusa, 2015) Technology, mechanisms, industrialism and urbanization all contribute to the emergence of a complex era and the changes in social behavior associated with it. . The impact of technological progress can result in a decline in social values in society. (Puspita & Handayani, 2022)

Gambling is a social disease that has historically proven difficult to cure from generation to generation. (Sriyuni et al., 2023) Gambling has become a little more elite due to technological advances. In contrast to the past, when gambling was only available to a handful of people, now people can gamble using their own devices, a practice known as online gambling. (Hendrasjah & Hambali, 2023)

The presence of online gambling, especially slot machine gambling, has an impact and can result in losses for gamers along with advances in technology. Teenagers who frequently gamble online may find their pocket money running out, and some may even sell their personal belongings to cover their losses. Not only that, the impact of frequent online gambling can damage relationships with friends, family and partners. A person who gambles online for a long period of time will likely neglect their important social relationships in real life.

It is known that Sidodadi Village, Pekalongan District, East Lampung Regency, is also experiencing the online gambling phenomenon based on initial survey findings where there have been several cases of law violations originating from online gambling. Teenagers who do this include those who steal or even sell their friends' motorbikes, as well as those who steal items such as helmets and cell phones.

Based on the description above, the researcher is interested in choosing a title THE impact of online gambling on weak social values in teenagers (Case Study in Sidodadi Village, Pekalongan District, East Lampung)

METHODS

Field research is the type of research used. Research conducted in natural environments or specific communities is known as field research. Direct research was carried out on the object. (Surahman, 2016) Research was conducted in Sidodadi Village, East Lampung Regency, Pekalongan District. This research methodology is temporary qualitative in nature. In contrast to experiments where the researcher acts as the main

instrument, qualitative methods are a research approach based on postpositivist philosophy that is used to investigate the condition of natural objects. (Fadli, 2021)

Using a proportional random sampling technique, the research subjects were teenagers in Hamlet II, Sidodadi Village, Pekalongan District, East Lampung Regency, aged 18 to 21 years. Random sampling from members of a population without taking into account the strata in the population. known as proportional random sampling. (O.R. Susanti, 2005) The author used several methods including observation, documentation, and interviews to obtain the data needed in this research. Triangulation is used to assess the validity of the data. According to Moleong in Pratiwi, triangulation is a data collection method that integrates various methods and data sources that are being used. (Pratiwi, 2017)

RESULTS AND DISCUSSION

When Sidodadi Village was first opened on July 27 1939, there were 450 families or 2,664 residents. The colonists who lived here were imported from Central Java and East Java which included the Solo, Cilacap, Yogyakarta, Gombong and Nganjuk areas. Until 1942, the village head was named Kromodiharjo. The words Sido, which means to take place, and Dadi, which means to be, are combined to form the name Sidodadi. Therefore, the word "Ljadi" in the Sidodadi language means that the village was initially on the verge of being disbanded, but because of the persistence of the people who remained, it was rebuilt under the direction of Mr. Pringgo Suwito and became orderly. Furthermore, the transmigrants who previously moved from this village gradually returned to Sidodadi Village and took part in development. It was decided to name this village SIDODADI Village after discussions with village officials.

Because Bedeng 31 (thirty one) was the serial number used by the Dutch government at that time for forest clearing, Sidodadi Village was also known by that name. The lack of food and clothing in Sidodadi Village during the Japanese era (1942–1943) caused physical and mental suffering for the local population. Apart from that, many local residents were sent to BPP Palembang to do permanent work (Rhomusa), and many heads of families moved to other areas to look for work and settle there. In the end, only 260 families or 1,650 people lived in Sidodadi Village because many residents left because they moved to other places.

To fill the demographic void in Sidodadi Village, many residents were deliberately brought in by their families from Pacitan, Yogyakarta and Gombong in 1947. The Republic of Indonesia became better at maintaining order, and Sidodadi Village became better at handling the influx of refugees. new residents. Building a Trustworthy and Responsible Sidodadi Village is the vision of Sidodadi Village. This vision is realized through a number of missions such as bringing together youth and village sports, prioritizing integrity and deliberation to reach consensus, improving order and security, and holding friendly forums between residents and officials.

The impact of gambling Online on the Weakening of Social Values among Adolescents in Sidodadi Village, Pekalongan District, East Lampung

All human actions have consequences, whether favorable or unfavorable, which are felt by the individual who carries out the action and seen by other people around him. (Asriadi, 2020) This is also experienced by teenagers in Sidodadi Village, Pekalongan District, East Lampung who play online gambling games; they will be affected by this game. Although the impact felt and caused by deviant actions or behavior is more likely to have a negative impact or harm to oneself and others, the impact felt is the risk of a decision taken.

Because most people consider gambling to be bad and not in line with social norms, playing online gambling games is one of the deviant behaviors that exist in society. (Jojon, 2016) Teenagers in Sidodadi Village, Pekalongan District, East Lampung who gamble online will experience various impacts that contribute to the decline of social values. The information sought in this research comes from Sidodadi Village, Pekalongan District, East Lampung, and the phenomenon of the influence of online gambling on the decline in teenagers' social values. The material values, vital values and spiritual values that Notonegoro identified as social values became the exclusive focus of the researcher's study.

1. Material Value

Everything that is useful for human life is considered to have material value, which is related to needs related to physical well-being. Thus, everything that has material value is something that can be used as a spiritual or physical filler. (Sutarni, 2018)

Teenagers in Sidodadi Village, Pekalongan Regency, East Lampung who gamble online experience a number of negative impacts, including a decline in material values and financial losses. One of the disadvantages of online gambling is the possibility of running out of money. It is clear that the main goal of this gambling game is money. Teenagers bet with real money, so if they lose they will definitely lose the money they bet. If you lose often, over time your funds will run out. And as a result, they may have to borrow money from friends to survive, leaving the teenager penniless.

2. Vital Values

Vital values, namely everything that allows people to live their lives or carry out tasks that they consider useful (Dhiringantoro, 2023).

The vital values of teenagers in Sidodadi Village, Pekalongan District, East Lampung, are negatively impacted by online gambling. Online gambling is carried out by teenagers in Sidodadi Village, Pekalongan District, East Lampung. Teenagers who lose at gambling tend to act or think like they are about to pawn their possessions. In Sidodadi Village, Pekalongan District, East Lampung, teenagers pawned cellphones and motorbikes to meet their needs, as happens in the field. They also like to play online gambling.

3. Spiritual Values

Spiritual values are the same as the human soul or heart; that is, they are all beneficial to human spirituality. These spiritual principles are divided into four categories: Values originating from human reason are (1) the value of truth (ratio, reason, creativity); (2) beauty values (aesthetics, style, taste); (3) goodness, or moral values, which originate from human will (will, will, attention); and (4) religious values, which are essential spiritual values. The source of these religious values is the beliefs held by humans. (Setiari, 2019)

Teenagers who gamble online in Sidodadi Village, Pekalongan Regency, East Lampung experience weakened spiritual values, do not fast during the month of Ramadan and other obligations, and engage in behavior that is contrary to social norms such as drinking alcoholic drinks and the like.

Researchers found that the values that were weakened in teenagers included material, vital and spiritual values—in accordance with Notonegoro's statement in Suyahmo (2014) based on field data. The values expressed by Notonegoro in Suyahmo (2014) are starting to erode among the youth of Sidodadi Village, Pekalongan District, East Lampung who engage in online gambling.

The impacts found by these researchers are consistent with the findings of research conducted by Holdsworth et al. (2013), who noted that gambling contributes to family

financial difficulties and debt. The conclusions reached by the researchers are also in line with the findings of research conducted by Machsun et al (2015). Teenagers who play online gambling experience various negative impacts, such as unstable finances, disruption to academic schedules, worsening health due to staying up late all the time, and personality changes such as lying to parents and borrowing money.

This statement is in accordance with what Bourdieu (Fashri, 2014) stated about habits as a framework for forming social life, in accordance with several reasons put forward by the informants. In contrast, habitus is seen as a framework formed by social interactions. According to the informant, teenagers in Sidodadi Village, Pekalongan Regency, East Lampung actually gamble online because of a previous gambling addiction that they may have known about or experienced. This presentation shows how teenagers' gambling habits, especially their involvement in online gambling in Sidodadi Village, Pekalongan Regency, East Lampung, shape social life. This statement is in accordance with what Bourdieu (Fashri, 2014) stated about habits as a framework for forming social life, in accordance with several reasons put forward by the informants. In contrast, habitus is seen as a framework formed by social interactions. According to the informant, teenagers in Sidodadi Village, Pekalongan Regency, East Lampung actually gamble online because of a previous gambling addiction that they may have known about or experienced. This presentation shows how teenagers' gambling habits, especially their involvement in online gambling in Sidodadi Village, Pekalongan Regency, East Lampung, shape social life.

According to online gambling participant informants in Sidodadi Village, Pekalongan Regency, East Lampung, this area has developed into a battleground or place where teenagers can come to support their online gambling habits. This is apart from being a source of motivation for teenagers. In Sidodadi Village, Pekalongan Regency, East Lampung, there are additional factors that play a role in winning, in this case money, such as comfort, security and the number of friends who also gamble online.

This is in accordance with the statement (Permana & Deliana, 2014) that gambling is a deliberate risk-taking activity by risking a value or other valuable thing while the player is aware of the dangers in an effort to achieve unpredictable profits. This research shows that Sidodadi Village, Pekalongan District, East Lampung also has good connection speed and service after online gamblers or teenagers set up online gambling arenas. Previously, the main goal of this village was to provide good internet service. and these spaces are turning into supportive environments that encourage teens to engage in online gambling.

Teenagers in Sidodadi Village, Pekalongan Regency, East Lampung are involved in intense online gambling, which is a social practice that is contrary to prevailing social norms. Teenagers in Sidodadi Village, Pekalongan Regency, East Lampung apparently engage in online gambling very frequently, based on field observations. In Sidodadi Village, Pekalongan District, East Lampung, there is an arena that supports teenagers' addiction to online gambling (habitus) in terms of comfort, security, and the availability of many friends who also gamble online (social capital). Therefore, the high volume of teenagers' online gambling which occurred in Sidodadi Village, Pekalongan Regency, East Lampung. Teenage online gambling also has a negative impact on material, vital and spiritual values, which in turn contributes to the decline of social values.

CONCLUSION

Teenagers in Sidodadi Village, Pekalongan District, East Lampung who gamble online do so with the intention of winning. Teenagers who play online gambling in

Sidodadi Village, Pekalongan District, East Lampung are already used to gambling because they already have a gambling addiction or were aware of it before visiting Sidodadi Village, Pekalongan Regency, East Lampung and gambling online.

Teenagers who gamble online in Sidodadi Village, Pekalongan Regency, East Lampung, can experience a decline in social values. One of the impacts is a decline in material values, which can be seen when teenagers lose in online gambling and their funds run out. Another impact is the decline in essential values which is shown when teenagers lose in online gambling and pawn their property until they run out of money for online gambling. Teenagers who win big in online gambling show a weakening of spiritual values because they only use it for their own enjoyment, such as wasting time.

Regarding the phenomenon of internet gambling among teenagers in Sidodadi Village, Pekalongan Regency, East Lampung, several recommendations have been submitted to related parties. Teenagers are expected to have broad knowledge and insight because they are on the verge of adulthood. Teenagers must be able to strengthen social values through constructive and useful activities. Teenagers who engage in these constructive activities can avoid online gambling. The family plays an important role in instilling social values in teenagers, especially parents. By instilling family functions, building a foundation for social norms, and strengthening the foundation of religious education, the family should be able to strengthen family institutions. For the people of Sidodadi Village, Pekalongan District, East Lampung, community members should also have strict social control over every member of their community. .

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