

FACTORS CONTRIBUTING ONLINE GAMBLING AMONG UNIVERSITY STUDENTS IN BENGKULU CITY

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ABSTRACT

Online gambling has become an increasingly troubling phenomenon in society, particularly among university students. This study investigated the contributing factors and mitigation efforts related to online gambling crimes among university students in Bengkulu City. The research employed a qualitative methodology, utilising in-depth interviews and analysis to collect and examine data. The data sources for this study were university students in Bengkulu City who are directly involved in online gambling. Informants were selected using purposive sampling principles. The findings of this research indicate that there are numerous types of gambling websites on the internet. The initial exposure of students to online gambling often occurred through interactions with fellow students, whether on the same campus or living together with those already familiar with and involved in online gambling. Additionally, other factors contribute to their continued participation in online gambling.

Keywords: *Factors Contributing, Online Gambling, University Students*

INTRODUCTION

The rapid development of technology in the current era of globalisation has enabled society to receive and disseminate information to the wider public easily. While information technology offers numerous positive impacts, it also poses negative consequences, providing opportunities for cybercrime. Cybercrime is an illegal activity facilitated by computers and conducted through global electronic networks.

While beneficial to human life, Internet access also brings unavoidable negative impacts. One such negative consequence is the emergence of online gambling websites. Online gambling is categorised as cybercrime because it uses computers and the internet as media to commit the offence of gambling. Fundamentally, gambling is contrary to religious norms, morality, and the values of Pancasila, and it poses a threat to the sustainability of society, the nation, and the

state. Gambling is a violation of social culture in Indonesia.¹

Kartini Kartono defines gambling as deliberate betting, which involves staking something of value or perceived value, with an awareness of the associated risks and certain expectations on the outcomes of games, contests, races, and events with uncertain or unpredictable results.²

Online gambling refers to gambling activities conducted through electronic media with internet access as an intermediary. Essentially, online gambling is similar to other forms of gambling because it involves elements of winning and losing, and a stake of value is placed. However, what differentiates online gambling from traditional gambling is the venue and the means utilised. Online gambling leverages the internet, allowing participants to engage in these activities anywhere and anytime. Additionally, online gambling utilises gambling websites provided by online gambling service providers.³

The prohibition of online gambling is regulated under Article 27(2) in conjunction with Article 45(2) of Law Number 1 of 2024 concerning the Second Amendment to the Law on Electronic Information and Transactions.

Article 27 (2) states:

“Any person who intentionally and without authority distributes and/or transmits and/or makes accessible Electronic Information and/or Electronic Documents containing gambling content.”

Article 45 (2) states:

“Any person who intentionally and without authority distributes and/or transmits and/or makes accessible Electronic Information and/or Electronic Documents containing gambling content as referred to in Article 27(2) shall be punished with a maximum imprisonment of 10 (ten) years and/or a maximum fine of Rp10,000,000,000.00 (ten billion rupiah).”

The Financial Transaction Reports and Analysis Center (PPATK) reported that from 2017 to 2022, approximately 2,761,828 Indonesians, or around 2.7 million people, were identified as participating in online gambling. The

¹ Zainudin Hasan, 2023, Penegakan Hukum Terhadap Pelaku Tindak Pidana Perjudian Online, Jurnal Multidisiplin Dehasen (MUDE) <https://jurnal.unived.ac.id/index.php/mude/article/download/4153/3340/> Accessed on September 28th, 2023.

² Kartini kartono, 2006 *Patologi sosial*, Jakarta: Rajawali Volume 1 , p. 58.

³ Akurat Editorial <https://www.akurat.co/hukum/1302945898/judi-online-pengertian-bahaya-dan-cara-mengatasinya> Accessed on September 28th, 2023.

majority, totalling 2,190,447 individuals (2.1 million people), engaged in low-stakes betting (below Rp 100,000) and were from low-income groups, including students, university students, labourers, farmers, homemakers, private employees, and others.

In online gambling, the typical procedure involves making an initial deposit and creating a personal account for independent play. Online gambling participants must deposit funds into their accounts before commencing online gambling by transferring money to the gambling site administrator as initial capital through various applications such as Dana, Ovo, Gopay, Linkaja, or Bank Accounts. After making the deposit, account users can choose any games they wish to play with minimum bets, usually starting from Rp. 200. With such a small initial investment, players can profit hundreds of thousands or even tens of millions of rupiah if lucky. When successful, the wagered money is returned via bank transfer, but the money is lost without any remainder if unsuccessful. Within the student community, online gambling occurs routinely at least twice a week, with initial deposit amounts varying from Rp. 20,000 to Rp. 10,000,000. For

them, both losses and wins are considered commonplace in this gambling activity.⁴

Bengkulu City is the second-largest city on the west coast of Sumatra Island, after Padang. It is home to several renowned and accomplished universities, but it is undeniable that online gambling has become a favoured activity among students in Bengkulu City.

After conducting preliminary research on several students from various universities in Bengkulu City, including Prof. Dr. Hazairin, SH University, Bengkulu State University, Bengkulu Muhammadiyah University, Fatmawati Sukarno State Islamic University, and Dehasen University, the author concludes that the interest of students in playing online gambling is substantial, leading to addiction and resulting in desperate measures such as using their tuition fees, selling valuable items, and falling into online loan traps.

Identification of the Problems

Drawing from the context mentioned above, the author has articulated the research problems as follows:

1. What underlying factors contribute to university

⁴ Yayuk Lestari. <https://kumparan.com/is-erlis/judi-online-masalah-sosial-di-kalangan-mahasiswa-2210I9NbsdU/full>. Accessed on April 16th, 2024.

- students' involvement in online gambling in Bengkulu City?
2. What strategies are being implemented to address the proliferation of online gambling crimes among university students in Bengkulu City?

RESEARCH METHOD

Research Type

This study is classified as empirical legal research, commonly called field research. It involves examining applicable legal provisions alongside real-world occurrences within society. It entails investigating society's conditions or realities to identify and uncover pertinent facts and data. Subsequently, once the requisite data is collected, the research proceeds towards problem identification, ultimately culminating in problem resolution.⁵

Data Collection

The data collection process encompasses acquiring, compiling, processing, and utilising information obtained through interviews. These interviews are conducted to gather data via direct

questioning from primary sources, specifically members of legal departments and legal professionals. Throughout this study, meticulous recording and accumulation of information on observed phenomena during the research period will be undertaken.⁶

Data Processing

- a. Editing involves examining the acquired data, focusing on the completeness of responses, legibility of writing, clarity of meaning, and relevance and consistency with other data.⁷
- b. Coding categorises all data from interviews with research subjects, direct field observations, or observations. All obtained data is thoroughly reviewed and categorised according to the research requirements.⁸

Data Analysis

Once all primary and secondary data is obtained and collected, it is categorised based on its types and the two main research problems under investigation. Data

⁵ Bambang Waluyo, 2002. *Penelitian Hukum Dalam Praktek*. Jakarta: Sinar Grafika, p. 15

⁶ *Ibid*, p. 57.

⁷ Abu Achmadi dan Cholid Narkubo.2005. *Metode Penelitian*, Jakarta: PT. Bumi Aksara, p. 153

⁸ *Ibid*, p. 154

gathered from interviews is presented in sentence form, then processed and presented by comparing field data with experts' opinions or with legal regulations serving as the juridical basis for the research. Subsequently, the author concludes using an inductive method, which involves concluding specific observations to general principles.⁹

RESULT AND DISCUSSION

Factors Contributing to University Students Engaging in Online Gambling in Bengkulu City

The following are the results of interviews with informants regarding the factors contributing to the involvement of students in online gambling:

1. Availability and Accessibility Factors

With the ease of access to the internet and online gambling applications, students can easily participate in gambling activities without leaving their campuses or

residences. The high availability and accessibility of the internet and online gambling applications have become significant factors in the increased participation of students in gambling activities.¹⁰

2. Opportunity for Quick Monetary Gains

Students often experience high financial pressures due to tuition fees, living expenses, and other daily needs. In such situations, online gambling can emerge as an attractive option for some students. They perceived online gambling as a quick and easy way to earn money without having to engage in physical labour or wait for long periods to see results.¹¹

3. Situational Factors

Situational factors refer to environmental conditions or circumstances that can be considered initial triggers for online gambling behaviour among students. This condition happened because some students have close

⁹ Lexy J. Moleong. 1993. *Metode Penelitian Kualitatif*, Bandung: PT. Remaja Rosdakarya, pp. 296-298.

¹⁰ TA. (2024). *Respondent Interview Results on Online Gambling Crimes*

¹¹ AA. (2024). *Respondent Interview Results on Online Gambling Crimes*

associations with peers from the same campus, colleagues, peers, groups, and others who are already involved in online gambling activities, influenced by invitations, pressures, offers, or anything else that leads to gambling participation.¹²

4. Learning Factors

The learning process can occur due to a student's desire or curiosity to learn something new. The emergence of interest within individuals influences their thinking patterns towards engaging in activities they desire or, at the very least, wish to explore and try. Motivated by curiosity and a desire to explore, students are significantly influenced by their decision to participate in online gambling by learning all aspects, including its procedures and gameplay.¹³

5. Pleasure and Sensation Factors

Pleasure and sensation are factors driving students to engage in online gambling. For some

individuals, gambling activities are not only perceived as a means to seek financial gain but also as an attractive and challenging form of entertainment.¹⁴

6. Lack of Awareness of Risks

Lack of awareness of risks is one of the factors driving students to engage in online gambling. This condition reflects a lack of understanding or insufficient information about the potential negative consequences that may arise from gambling activities, particularly when conducted online.¹⁵

Mitigation Strategies for Online Gambling Crimes Among University Students in Bengkulu City.

Mitigation strategies to counter criminal acts, known as policies, involve endeavours to combat crime through criminal law enforcement, which is rational in achieving justice and utility. Preventive and repressive measures can be integrated to respond to offenders and address various

¹² FP. (2024). *Respondent Interview Results on Online Gambling Crimes*

¹³ SS. (2024). *Respondent Interview Results on Online Gambling Crimes*

¹⁴ R. (2024). *Respondent Interview Results on Online Gambling Crimes*

¹⁵ TA. (2024). *Respondent Interview Results on Online Gambling Crimes*

criminal activities. When criminal means are employed to counter crime, it signifies the implementation of criminal law policies, aiming to select provisions to achieve criminal legislation corresponding to the circumstances and situations at a given time and for future periods.¹⁶

The Bengkulu Provincial Police Department has implemented several countermeasures:

1. Preemptive Measures (Pre-Emptive or Moral)

The Bengkulu Provincial Police's strategies in preventing online gambling activities preemptively involve providing understanding and instilling norms within individuals regarding the dangers of online gambling crimes. The police department explains to the public and provides theoretical insights into the impact of online gambling, highlighting the highly negative effects of online gambling addiction, such as mental health disorders, economic decline,

increased criminality, and even personal data theft.¹⁷

2. Preventive measures

The Bengkulu Provincial Police's strategies to combat online gambling involve monitoring the virtual world through the internet. Firstly, this is achieved through Cyber Patrols. Cyber Patrols aim to identify suspected online gambling offenders, particularly those promoting online gambling games, including individuals acting as administrators selling online gambling chips.¹⁸

3. Repressive Measures

The Bengkulu Provincial Police Cyber Unit's repressive strategies in handling online gambling cases include decisive actions such as arrests and the imposition of criminal sanctions against both online gambling operators and players. The Cyber Unit conducts searches on online platforms and social media

¹⁶ Sudarto. *Kapita Selekta Hukum Pidana*, Alumni, Bandung, 1986, pp. 22-23

¹⁷ Interview Results with Mr. Iptu Hardiansyah, Member of the Subdit Directorate of Criminal Investigation Polda Bengkulu. April 16th, 2024

¹⁸ Interview Results with Mr. Iptu Hardiansyah, Member of the Subdit Directorate of Criminal Investigation Polda Bengkulu. April 16th, 2024

sites such as Facebook and online groups involved in online slot gambling.

CLOSING

Based on the results of the discussion, it can be concluded that online gambling among students has become a hobby and habit that continues due to its environmental origins. Most students are familiar with all types of games on websites that serve as gambling platforms.

1. The factors that cause students to engage in online gambling and use online gambling sites are to fulfil physiological needs for material gain,¹⁹ as well as the need for security from cheating and legal sanctions for online gambling activities. There is also a social need to interact with peers who are also online gambling players. Additionally, recognition is needed through receiving praise from others when winning online bets. Finally, self-actualisation is needed, achieved by confidently sharing experiences with others.
2. Countermeasures against students engaging in online gambling in Bengkulu City are

conducted by the Cyber Crime Unit of the Bengkulu Provincial Police through Preemptive Efforts, which involve instilling values or norms regarding the dangers of online gambling crimes. Preventive efforts include monitoring the virtual world through the internet. In contrast, Repressive Efforts involve decisive actions such as arrests and imposition of criminal sanctions against both online gambling operators and players.

Suggestions

Regarding suggestions, the author proposes the following:

1. as individuals with broad knowledge and insight, students are advised to carefully consider their decisions, weighing whether a particular activity will have adverse effects.
2. Parents are responsible for supervising and advising their children, especially students from outside Bengkulu City, pursuing their education.
3. For Universities, while universities serve as primary educational institutions for

¹⁹ AG. (2024). *Respondent Interview Results on Online Gambling Crimes*

students, it is regrettable that some professors need more attention and oversight over their students, whether through personal engagement or inquiring about their academic declines.

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