

Trend and Online Gambling Risk: An Emerging Criminality Problem Against Youth

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ARTICLE INFO

Article History

Submission : 20-04-2024

Received : 21-04-2024

Revised : 28-04-2024

Accepted : 28-04-2024

Published : 30-04-2024

Keywords

Online gambling;

Judi online;

Social deviation;

Criminality;

Youth

ABSTRACT

The involvement of youth in online gambling cases not only shows a trend of social deviation but also has the potential to form increasingly massive criminal behaviour. However, this phenomenon has not been comprehensively discussed in previous studies. In addition to responding to the shortcomings of previous studies, this study also focuses on explaining the characteristics, factors, and implications of the trend of online gambling against youth on the potential for the formation of increasingly massive criminal behaviour. This study is descriptive qualitative by using a netnography approach. This study shows three important findings regarding the trend and risk of online gambling on the problem of criminality against youth. First, the characteristics of online gambling that are popular against youth, apart from appearing with various types of games, the involvement of youth is also not a few players and even bookmakers of online gambling. Second, the reasons underlying youth to be actively involved in online gambling cases are more influenced by structural factors than cultural factors. Third, the behaviour formed by youth who are actively involved in online gambling cases, apart from going beyond deviant behaviour, has also increased the problem of increasingly massive criminality. This study also recommends the importance of future studies that explain the reception of law enforcement and the community in interpreting the trend of deviant behaviour against youth by conducting in-depth and more intensive interviews.

Introduction

The trend and involvement of youth in cases of social deviance, such as online gambling, has increased the risk of youth being involved in various severe criminal acts. Kencana (2023) reported that around 2.7 million Indonesians involved in online gambling cases are the majority of youth, so the potential for youth to be involved in cases of criminality is also increasing potential. This context is also emphasized by Fernando et al. (2022) that cases of criminality committed by individuals do not begin with deviant behaviour carried out consistently. The active involvement of youth in online gambling cases not only shows a form of social deviation but also has the potential to raise severe criminality problems. Therefore, a study that explains and analyzes the trends and risks of online gambling and the potential for criminality against youth is significant. Fernando, Larasati, Pabbjah, et al. (2023) also said that the involvement of youth in online gambling cases goes beyond a form of social deviation, so it is essential to explain and analyze based on criminological perspective.

Social deviation committed by youth is a behaviour that is considered contrary to the values and norms in communal society (Rulmuzu, 2021). This deviant behaviour is formed because it is influenced by two dominant factors, namely internal factors and external factors (Galuh Larasati et al., 2023; Hidayah, 2020; Munjiah, 2023). In the view of Fatimah and Umuri (2014), it is emphasized that internal factors, such as psychological and domestic or family conditions, do not least influence deviant behaviour committed by youth. Besides internal factors, external factors often influence youth deviant behavior, such as the conditions and situations of the individual's social environment (Weil, 2022). In line with that, Lanctôt and Le Blanc (2002) also said that deviant behaviour committed by each teenager tends to have different frequencies based on the characteristics of behaviour that are so complex yet contextual. In the era of media convergence, deviant behaviours committed by youth are not always related to sexuality but also appear in online gambling practices that occur massively against youth.

Online gambling is a practice or game that is conducted online based on the internet. Mathieu et al. (2020) also said that online gambling has characteristics such as poker, blackjack, roulette, slot machines, sports betting, and bingo that can be accessed online. In Indonesia, online gambling is categorized as an activity that is contrary to social norms and applicable positive laws, so these activities are categorized as unlawful acts Elvia et al. (2023). Although online gambling can provide entertainment and benefits, online gambling also has the potential to lead to deviant behaviour and even criminality against youth, as experienced by youth in Indonesia (Abdillah et al., 2023; Fernando et al., 2023; Kencana, 2023). This context shows that online gambling is not only related to activities that are considered illegal but also have the potential to form a trend of deviant behaviour that has the potential to form criminal behaviour against youth. The discussion of the trends and risks of online gambling on the emergence of criminality problems against youth is an essential context.

The involvement of youth in trends and cases of social deviance in the form of online gambling is a fundamental phenomenon to be explained and analyzed in legal science and criminology studies. However, so far, studies that discuss youth involvement in cases of social deviance have only focused on three dominant aspects. First, studies discuss the modes and motives of youth involved in cases of social deviance (Stewart et al., 2021; Hoeben et al., 2021; Skrzynski & Creswell, 2020). Second, studies discuss the characteristics of social deviance that do not occur against youth (Wilhelm et al., 2020; Albakova et al., 2020; Sattorovich & Shukhratovna, 2022). Third, studies that discuss law enforcement and community responses to youth involved in cases of social deviance (Arnez & Condry, 2021; Novich & Zduniak, 2021; Barak et al., 2020). Studies that discuss deviant behaviour committed by youth have not been conducted in a comprehensive legal and criminological manner.

In criminological perspective, the involvement of youth in online gambling cases has gone beyond the concept of deviant behaviour because it has the potential to generate

and shape criminal behaviour against youth in a more serious direction. Fernando, Larasati, Pabbjah, et al. (2023) also said that the involvement of individuals in cases of social deviance, such as online gambling, is a phenomenon that is very important to explain criminological in order to evaluate the commitment of the state and society to actively protect youth involved in cases of criminality both as victims and perpetrators. However, so far, studies that discuss the trend and involvement of youth in cases of social deviance have only focused on aspects of modes and motives, characteristics of deviance, and responses of law enforcement and society, so the discussion of deviant behaviour by youth has not been carried out comprehensively. In addition to responding to the shortcomings of the studies that have been conducted, this study also explains the trends and risks of deviant behaviour towards the increasing problem of criminality against youth who are actively involved in online gambling cases.

The trend and risk of online gambling on the increasing problem of criminality against youth is a phenomenon that is very important to explain and reflect based on criminological perspective. In explaining and reflecting on this phenomenon, this study focuses on three crucial questions. First, what are the characteristics of online gambling which has become a trend against youth? Second, what are the underlying reasons for youth to be actively involved in online gambling cases? Third, what behaviours are formed in youth who are actively involved in online gambling cases? In line with these questions, this study is also based on the argument that the trend and involvement of youth in online gambling cases is not only beyond a form of social deviation but also has the potential to give rise to severe criminal problems that are very potentially committed by youth who are actively involved in online gambling cases. In other words, the latent danger of online gambling trends and risks, apart from going beyond deviant behaviour, also has the potential to create and form massive criminal behaviour against youth who are actively involved in online gambling cases.

Method

This study was conducted during the rampant involvement of youth in online gambling cases that were disseminated and described in online media coverage in Indonesia. However, this study only focuses on explaining and reflecting on the trends and risks of online gambling towards increasing criminality problems against youth who are actively involved in online gambling cases. This study is also based on three substantial considerations. First, the involvement of youth in online gambling cases is a central issue that has not been comprehensively considered in previous legal studies. Second, the involvement of youth in online gambling cases has the characteristics of trends and implications that are complex, so it is crucial to explain and analyze based on criminological perspective. Third, the involvement of youth in online gambling cases is a phenomenon that is very important to evaluate in order to reflect the behaviour formed by youth who are actively involved in online gambling cases. These three considerations

underlie this study's choice to explain and analyze the trends and risks of online gambling towards increasing criminality problems against youth as the focus of discussion.

This study is descriptive qualitative by using a netnography approach. The netnography approach is used to understand the message or meaning of cultural patterns mediated in the Instagram platform through images and text in depth (Larasati & Fernando, 2023). The primary data presented in this study was obtained through an intensive reading process of 1,000 online news articles using the search keywords "Trends and implications of online gambling on youth behaviour in Indonesia" through the *Google* search engine. The data collection process began on March 12 to April 13, 2024. The online news was selected and skimmed, focusing on the titles described by the online news, which focused on the characteristics of cases, factors, and implications of online gambling on the formation of adolescent behaviour. The reading process resulted in 497 online news articles that discuss youth who are actively involved in online gambling cases, 309 online news articles that discuss the reasons why youth are actively involved in online gambling games, and 194 online news articles that discuss changes in the behaviour of youth who are actively involved in online gambling games. Secondary data in this study was obtained by reading relevant books, *websites*, and journal articles.

Data analysis in this study refers to the stages of analysis carried out by Miles & Huberman (1994), which focus on three stages. First, reducing data is a stage carried out to reorganize data into a more systematic form based on the trends represented by the data following the characteristics, factors, and implications described by the data. Second, verifying data is the stage of categorizing the data that has been reduced thematically based on the classification of the questions asked. Third, describing data is the stage of displaying data that has been thematically categorized and then presented as a table containing quotes from online news texts verified following the arguments tested. From these three stages, the process of analyzing and interpreting the data collected inductively is then carried out, as has been done by Fernando et al. (2023). Interpretation of the data is done by restating and reflecting on the data according to its characteristics, factors, and implications, making it possible to reach a conclusion.

Results and Discussion

Besides being a trend, online gambling also has the risk of increasing criminality against youth who are actively involved in online gambling cases. Chóliz et al. (2021) said that besides being able to provide an addictive effect, online gambling also has the potential to shape individual behaviour in a more negative direction and can even cause massive criminality problems. This context can be seen through the discussion and three essential findings in this study.

Youth involvement in online gambling cases

Online gambling has become a trend against youth, which can be seen through the involvement of youth in online gambling cases. Kolandai-Matchett & Wenden Abbott (2022) also said that online gambling had become a trend against youth in the digital era with various game characteristics so that not a few lead to an addictive impact that harms youth social conditions. The characteristics of online gambling games that are popular against youth can be seen in Table 1.

Table 1. Characteristics of online gambling popular against youth

Types	Status	Description
Online lottery	Online gambling bookie	A father and son are facing up to 10 years in prison. Both of them were arrested for their involvement in a lottery-type online gambling case (Setiawan, 2023).
Online lottery	Online gambling bookie	The mother and son were arrested for their suspicions of being involved in a lottery-type online gambling case. The police secured the perpetrator while recapitulating the lottery numbers to be played (Syarifudin, 2022).
Online poker	Online gambling marketing	Police arrested four young women for allegedly promoting online gambling. The promotion was done through an Instagram social media account to their 130,000 followers (Permadi, 2023).
Online poker	Online gambling marketing	The police arrested four young women for being involved in promoting online gambling through their Instagram social media accounts (Irwinsyah, 2023).
Online slots	Online gambling marketing	Police arrested 19 youths who allegedly infiltrated online gambling service adverts on government websites. They were arrested in separate areas (Simanjuntak, 2021).
Online slots	Online gambling player	The police arrested one person who was suspected of playing slot-type online gambling at a coffee shop. The arrest of the youth went viral on social media. (Ratri, 2023).
Olahraga online	Online gambling players	The anti-ball mafia task force uncovered a case of alleged online ball gambling. From this disclosure, four suspects were secured (Chaterine, 2023).

Source. Online news shared via Google.

Table 1 describes the characteristics of online gambling that is popular against youth. From Table 1, we can also see three important contexts regarding the types of

online gambling games that are popular against youth. First, online lottery games are a type of online gambling that is popular against youth, as the involvement of youth in becoming online gambling dealers of the type of online lottery can be seen through Setiawan's report (2023). Second, online poker games are also a type of online gambling that is popular against youth, as the involvement of youth in online gambling marketing of online poker can be seen in Irwinsyah's report (2023). Online slot games are a type of online gambling that is popular against youth, as the involvement of youth in becoming active players in online gambling of the online slot type can be seen through Ratri's report (2023). From these three contexts, it can be reflected that the characteristics of online gambling that are popular against youth, apart from appearing with various types of games, the involvement of youth is also not a few players and even bookmakers of online gambling.

The reasoning behind youth playing online gambling

Youth involvement in online gambling cases is also influenced by a variety of complex yet contextualised reasons. Riley et al. (2021) also said that youth involvement in online gambling cases is influenced by access, psychological factors, and the ease of accessing online gambling games so that they can be played in any situation and condition. The reasons why youth choose to play online gambling can also be seen in Table 2.

Table 2. Reasons why youth choose to play online gambling

Types	Reasons	Description
Online poker	Easy to savour	Online poker is a card gambling game that is very popular against youth. The game offers variations such as Texas Hold'em and Omaha (Kangtoto, 2024).
Online causal	Easy to savour	These casual, puzzle, and arcade games can be played for real money or virtual currency (Sbctoto, 2023).
Online slots	Easy to play	Online slots are the youngest gambling game to play. Youth can play this game without understanding the complicated rules (Kangtoto, 2024).
Online lottery	Easy to play	Togel (online lottery) is a form of gambling that involves choosing a combination of numbers to bet on in a lottery draw. The game is popular in many countries (Sbctoto, 2023).
Online bingo	Easily accessible	Online bingo allows players to play on the internet with other players. Winners manage to guess specific patterns from their bingo cards (Sbctoto, 2023).
Online sports game	Easily accessible	Online sports betting allows players to place bets on any selected sports. Before the start of the match (Sbctoto, 2023).

Texas Hold 'em	Easily accessible	Texas Hold'em is one of the most popular poker variants. Players must try to make the best five-card combination from the seven cards available (Sbctoto, 2023).
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Source. Online news shared via Google.

Table 2 describes the reasons why youth choose to play online gambling. From Table 2, we can also see three important contexts regarding why youth play online gambling. First, it is easy to savour, which is one of the underlying reasons youths play online gambling of online poker type, as seen through a report from Kangtoto (2024). Second, easy-to-play is also one reason why youth gamble online, such as online slot type, as seen in a report from Sbctoto, (2023). Third, easy access is one of the reasons why youth play online gambling of sports games, as seen in a report from Sbctoto (2023). From these three contexts, it can be reflected that the reasons underlying youth being actively involved in online gambling cases are more influenced by structural factors than cultural factors.

The behaviour of youths who actively play online gambling

Besides shaping the behaviour of youth in a more negative direction, online gambling has also led to massive criminality problems in the social environment. Pisarska and Ostaszewski (2020) said that online gambling not only causes harmful addiction but also has the potential to cause criminality problems in groups of youth who are actively involved in online gambling cases. The behaviour of youth who actively play online gambling can also be seen in Table 3.

Table 3. The behaviour of youth who actively play online gambling

Action	Identity	Description
Theft	Youth (17)	A youth with the initials A (17) was arrested for his involvement in the theft of a charity box at a mosque. The perpetrator committed the act because he was addicted to playing online gambling (Ramli, 2021).
Theft	Youth (15)	Police arrested a 15-year-old youth for allegedly committing frequent thefts at his family home. The stolen goods were used to play online gambling (Faizin, 2021).
Theft	Youth (12)	A 12-year-old youth has committed theft at a pharmacy. From the confession of the perpetrator, the money from the theft was used to play online gambling (Wismabrata, 2021).
Robbery	Youth (16)	As a result of online gambling addiction, two youths were desperate to rob a small child's

		mobile phone. Residents captured and secured the two youths (Ilham, 2024).
Robbery	Youth (16)	A student was desperate to rob a minimarket. The police confirmed that the perpetrator was desperate to commit the robbery because he was addicted to online gambling and was in debt (Salim, 2024).
Hijacking	Youth (17)	The police arrested Dandi Saputra (17) for robbing a child's mobile phone to get money for playing online gambling (Firdaus, 2021).
Hijacking	Youth (18)	The police arrested two youths who sadistically injured their victims with sharp weapons. The suspect became a thief because he needed money after being addicted to online gambling (Putra, 2023).

Source. Online news shared via Google.

Table 3 describes the behaviour of youth who actively play online gambling. From Table 3, we can also see three important contexts regarding the behaviours formed by youth who actively play online gambling. First, being involved in cases of theft is a behaviour that is not least formed in youth who actively play online gambling, as can be seen through a report from Ramli (2021). Second, being involved in cases of robbery is a behaviour that is also formed in youth who actively play online gambling, as can be seen through a report from Putra (2023). Third, being involved in cases of robbery is a behaviour that is not a little formed in youth who actively play online gambling, as can be seen through a report from Salim (2024). From these three contexts, it can be reflected that the behaviour formed by youth who are actively involved in online gambling cases is not only beyond deviant behaviour, but has also increased the problem of increasingly massive criminality.

Making sense of online gambling risk and criminality problem against youth

Besides becoming a trend against youth, online gambling has also shaped the behaviour and increased criminality problems of youth who are actively involved in online gambling cases. Three critical findings in this study show the trend and risk of increasing criminality problems against youth. First, the characteristics of online gambling that are popular against youth, apart from appearing with various types of games, the involvement of youth is also not a few players and even bookmakers of online gambling. Second, the reasons underlying youth to be actively involved in online gambling cases are more influenced by structural factors than cultural factors. Third, the behaviour formed by youth who are actively involved in online gambling cases, apart from going beyond deviant behaviour, has also increased the problem of increasingly massive criminality. From these three findings, it can be reflected that the latent danger of online gambling trends and risks,

apart from going beyond deviant behaviour, has also given rise to and formed potential criminal behaviour that is increasingly massive against youth who are actively involved in online gambling cases.

The involvement of youth in online gambling cases highlights the commitment of the state and society to manifesting the principles of regulation normatively and consistently. Saladino et al., (2020) also said that cultural factors do not always influence the involvement of youth in cases of social deviance but also not least by structural factors, such as the inconsistency of rules and law enforcement against youth involved in cases of social deviance. This context is also emphasized by Barak et al. (2020), who said that the inconsistency of rules and law enforcement could potentially normalize deviant behaviour and criminal acts committed by youth. In other words, the massive deviant behaviour committed by youth is strongly influenced by the conditions and consistency of the rules and law enforcement processes. Consistency of rules and accommodative law enforcement is needed to prevent deviant behaviour that can potentially form criminal behaviour against youth (Barton-Crosby & Hirtenlehner, 2021; Larasati & Abdullah, 2023; Muassomah, 2023)

Social deviations that are consistently carried out by youth have also predominantly led to serious criminality problems in their social environment. In the view of Lee and Kim (2022), this context can be reflected through the implications of adolescent involvement in criminality cases because it is triggered by deviant behaviour that they consistently do in their social environment. The involvement of youth in deviant behaviour, apart from having the potential to degrade moral values, also can form individuals as potential perpetrators of criminality (Mercan, 2020). Wilhelm et al. (2020) also said that the latent danger of social deviance committed by youth is consistently not always related to material aspects but also has the potential to form criminal behaviour that is increasingly massive and has long implications for the quality of life of youth morally in the future. In other words, the latent danger of the implications of social deviations committed by youth consistently in their social environment is the formation of increasingly massive criminal behaviour against youth.

The findings in this study are different from those of previous studies. In general, studies that have discussed the trend and involvement of youth in cases of social deviance are only normative. However, the findings in this study show that social deviations committed by youth have formed increasingly massive criminal behaviour against youth, as experienced by youth who are actively involved in online gambling cases in Indonesia. This context, in the view of Fernando, Larasati, Abdullah, et al. (2023), occurs due to the weak commitment of society and the state in accommodating the needs of youth involved in cases of social deviation, so it is not uncommon to inspire youth to commit criminal acts in their social environment. Criminality based on the deviant behaviour of youth is also confirmed by Fernando, Larasati, Indiyanto, et al. (2023), that criminal acts committed by

youth are not uncommon due to the neglect of the state and society towards deviant behaviour that individuals consistently carry out.

The involvement of youth in cases of social deviance, such as online gambling, apart from having the characteristics of complex modes and motives, has also formed increasingly massive criminal behaviour against youth. Reflection and evaluation of the commitment of the state and society in responding to deviant behaviour is a critical context to prevent the emergence of criminality problems against youth. Fernando, Larasati, Pabbjah, et al. (2023) also said that reflection and evaluation from all circles are critical to realizing the principle of rules and regulations that are not only responsive to cases of social deviance but can also protect youth from being involved in cases of criminality as victims or perpetrators. In addition to systemic evaluation, reflection on the praxis and ideology of regulations is also very important to do, in order to ensure the implementation of rules that can not only provide protection for youth from criminality but also prevent youth from becoming involved in criminality in the future.

Conclusion

This study shows three important findings regarding the trends and risks of online gambling on the problem of criminality against youth. First, the characteristics of online gambling that are popular against youth apart from appearing with various types of games, the involvement of youth is also not a few players and even bookmakers of online gambling. Second, the reasons underlying youth to be actively involved in online gambling cases are more influenced by structural factors than cultural factors. Third, the behaviour formed by youth who are actively involved in online gambling cases, apart from going beyond deviant behaviour, has also increased the problem of increasingly massive criminality. From these three findings, it can be reflected that the latent danger of online gambling trends and risks, apart from going beyond deviant behaviour, has also given rise to and formed potential criminal behaviour that is increasingly massive against youth.

The findings in this study are different from those of previous studies. So far, studies that have discussed the trend of deviant behaviour against youth are only normative and tend to be dichotomous. However, the findings in this study show that the trend of social deviations committed by youth has formed increasingly massive potential criminal behaviour against youth, as experienced by youth who are actively involved in online gambling cases in Indonesia. The findings in this study are not only expected to be able to provide a dialogical basis for the study of law and criminology. However, they are also expected to be able to provide an evaluation of the commitment of law enforcement and society in responding to cases of social deviance against youth that have the potential to generate and shape criminal behaviour against youth in the future.

This study also has a weakness in the data collection process, which is only carried out through a search process on online news using the search keywords "Trends and implications of online gambling on adolescent behaviour in Indonesia" through the *Google*

search engine. In other words, the data presented in this study is only an archive of online news text excerpts disseminated via Google. However, the weaknesses in this study are expected to become the basis for future studies, especially for studies that want to explain the reception of law enforcers and the community in interpreting the trend of deviant behaviour against youth by conducting in-depth and more intensive interviews. Through this process, it is expected that more comprehensive knowledge about the reception of law enforcers and the community will be gained in interpreting the trend of deviant behaviour against youth so that it can be responded to in the form of an effective and efficient policy.

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