



# Analysis of the Impact of Online Gambling Addiction on Adolescent in Pabelan Village, Kartasura Subdistrict, Sukoharjo Regency

Trisnandi<sup>1</sup>, Titik Ulfatun<sup>1\*</sup>

<sup>1</sup>Fakultas Keguruan dan Ilmu Pendidikan, Universitas Muhammadiyah Surakarta

Email correspondence: [tu970@ums.ac.id](mailto:tu970@ums.ac.id)

<p><b>Track Record Article</b></p> <p>Accepted: 21 June 2024 Revised: 31 May 2024 Published: 28 June 2024</p> <p><b>How to cite :</b> Trisnandi, &amp; Ulfatun, T. (2024). Analysis of the Impact of Online Gambling Addiction on Adolescent in Pabelan Village, Kartasura Subdistrict, Sukoharjo Regency. <i>Contagion : Scientific Periodical of Public Health and Coastal Health</i>, 6(1), 693–705.</p>	<p style="text-align: center;"><b>Abstract</b></p> <p><i>Changes in the pattern of life of each individual today begin with a new era where there is an influence from the development of technology which is quite rapid and can be reflected through their interaction with the surrounding environment. This is one of the triggers for changes in habits, especially for adolescents in Pabelan Village, Kartasura District, Sukoharjo Regency in using technology, one of which is the use of technology in negative terms, namely playing online gambling. The purpose of this research is to describe the reasons and how the impact of online gambling addiction is carried out by teenagers in Pabelan Village, Kartasura District, Sukoharjo Regency. The type of research used is qualitative with a case study approach. This research was conducted in Pabelan Village, Kartasura District, Sukoharjo Regency and the research was conducted from December 2023 to February 2024. The main informants of this research are 3 teenagers in Pabelan Village, Kartasura District, Sukoharjo Regency. The instruments used in this research are interview guidelines, observation and documentation. Data collection techniques were carried out by in-depth interviews and document studies. Data analysis of this research is by data collection, data reduction, data presentation, and conclusion drawing. The results of this study indicate that online gambling addiction in adolescents has a broad and serious impact. These impacts include social, economic, educational, and health. Various factors such as socio-economic status, socialization, and perceptions of victory exacerbate these impacts. Therefore, attention and effective prevention efforts are needed to address this problem. Parents should pay more attention to their children and create a loving environment. With the cooperation of various parties, adolescents can be protected from the dangers of online gambling.</i></p> <p><b>Keywords: Online gambling, Adolescent, Addiction</b></p>
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## INTRODUCTION

Adolescent delinquent behavior is one of the problems that is often found in the surrounding environment (Muharram et al., 2022). Adolescent delinquency relates to deviant behavior with negative connotations (Hasanusi, 2019). Until now, adolescent delinquent behavior is an issue that is often found in the surrounding environment (Kamran et al., 2022).

The development of an era that has become complex due to technological advances, mechanisms, industrialization, and urbanization (Pramesti et al., 2023). The internet is a form of information and communication technology whose sophistication is growing rapidly and has dominated all activities of human life such as government, officials, and even business people (Paramartha et al., 2021). Through devices such as smartphones, tablets, and computers have the ability to access the internet from various places and are not limited by time (Neimar et al., 2022).

Through the use of the internet, it certainly provides convenience from all aspects of

human life in various fields such as economic, social, information and communication education. However, the emergence of the internet does not only bring positive impacts, but also brings negative effects (Kusuma et al., 2021). The internet can not only be used as a medium that makes it easier for humans to help all their activities, but there are also some parties who use the internet in different ways, besides being able to do positive things, users can also fall into negative things such as porn sites, gambling and other things (AT et al., 2019).

Advances in technology and communication certainly have positive and negative impacts, where the positive impact of this technological development contributes to increased prosperity, success, and progress. On the other hand, technology can be used as a tool to break the law (Al Asy ari et al., 2020). One of the negative impacts that occur in life in this society is online gambling, which is very popular among adolescents (Koivula et al., 2022). Online gambling is currently increasingly widespread even among students and college students (Makarín et al., 2023). The rise of online gambling in Indonesia not only brings negative impacts in the form of addiction and potential criminal acts, but also brings threats to the privacy and security of users' personal data. In addition, the large volume of transactions also poses challenges in terms of reporting and analyzing financial transactions (Ihsanudin et al., 2023).

According to Kompas.com, the Indonesian National Police of the Central Java Region uncovered hundreds of gambling cases. From January to September 2023 there were 221 cases that were successfully revealed, the most cases were in the Pati City Resort Police with 23 cases and 29 perpetrators (Yusuf et al., 2023). Online gambling games can have an impact on users becoming dependent due to the promised results, so many users continue to try. (Praditya et al., 2023).

The impact of this gambling is much more risky than the profits that are unlikely to be obtained. So they ignore the fact that the higher the value staked, the greater the risk of loss they will experience if they lose (Addiyansyah et al., 2023). Online gambling only has a bad influence, including the influence on emotions, economy or income and social influence in the community. Not only that, according to the view of Islam, playing gambling is an act that is considered a sin and an act that is forbidden (Marista, 2022).

The phenomenon of online gambling has recently been found in Pabelan Village, Kartasura District, Sukoharjo Regency among teenagers. In this game, teenagers often express their desire to play without thinking about the impact that occurs. Online gambling games that are often played by teenagers vary, including ball gambling, poker, ceme, chicken sambung

and so on. The emergence of online gambling that occurs at this time is so much that it is difficult to measure, this is due to the ease of access to open gambling sites. In accessing it is quite easy only by using a smartphone or laptop that is connected to the internet network. From this convenience, it triggers many teenagers to play it to get profit.

This incident is very unfortunate, because basically teenagers are the hope of society to be able to provide changes in the next life to be better than the previous life. So that through the background that has been explained, researchers are interested in examining more deeply the factors that encourage teenagers to play online gambling which can have an impact on their lives. With this analysis, the researcher wants to raise the title “Analysis of Online Gambling Addiction in Adolescent in Pabelan Village, Kartasura District, Sukoharjo Regency”.

## **METHODS**

The type of research used is qualitative with a case study approach. This research was conducted in Pabelan Village, Kartasura District, Sukoharjo Regency and the research was conducted from December 2023 to February 2024.

The informants of this research were 3 teenagers in Pabelan Village, Kartasura District, Sukoharjo Regency. The instruments used in this research are interview guidelines, observation and documentation. Other tools used in this research are cameras, cell phones for the flow of interviews recorded with cellphone audio and stationery needed.

Semi-structured interview guidelines in this research are used to focus on the life-world by trying to understand the theme of daily life in playing online gambling from the perspective of each teenager who is addicted to online gambling.

Data collection techniques were conducted with in-depth interviews and document studies. Primary data collection is observation, interviews, and documentation. Primary data in this study are informants from adolescents in Pabelan Village, Kartasura District, Sukoharjo Regency. While secondary data collection and collected indirectly from the main source. Secondary data can be in the form of numbers, words, sentences, symbols, or images obtained from various sources such as books, journals, publications, the internet, and research reports related to online gambling.

This research data analysis uses four stages of data analysis, namely data collection, data reduction, data presentation, and conclusion drawing. Data analysis includes all answers or information from informants written based on the structure of the interview guidelines used as a benchmark by researchers.

## RESULTS

The following research informants can be seen in the table below:

Name initials	Age	Gender	Education
BP	17	Male	Senior High School
PP	16	Male	Senior High School
RN	17	Male	Senior High School

Factors causing online gambling among teenagers in Pabelan Village, Kartasura District, Karanganyar Regency, namely:

### Social and Economic Factors

The cases of adolescents BP, PP and RN, on average they belong to middle to upper class families, their dependence on playing online gambling is due to a sense of wanting to restore their losses due to the defeats experienced, but this has become one of the boomerangs where the economy they experience is getting worse because the winnings they get are actually a cycle of money they have spent before, this was also conveyed by BP in the interview, where BP revealed that:

“Yes, because initially when I first played, I won, not much, but I became curious about what it would be like if I won big”

Where BP actually has a sense of wanting to return to playing because of curiosity about the defeat that has been experienced. Not being able to control their finances is actually the main cause of these teenagers to continue playing online gambling, so that social and economic factors of the family are not the main factors for them in returning to playing online gambling, but factors due to their inability to control money are the main factors. Because like what RN said in the interview, RN revealed that:

“I sometimes work with people, so I don't make a deposit from the money I earn”

Where one of the sources of money he uses in playing online gambling is the result of RN's work when he gets rewards from the work he does, so this also makes it clear that the lack of ability of adolescents to control money can be one of their factors for playing online gambling.

### Situational Factors

Adolescents experiencing high stress or emotional distress may look for ways to escape from their problems, and online gambling could be one of the coping mechanisms chosen to deal with tension and anxiety. In addition, certain social situations around adolescents, such as

social events or encounters with friends who engage in online gambling, can also be situational factors that trigger addiction. This is like what BP revealed in the interview stating that :

“There is, yes because after seeing my friends playing online gambling, they also offered online gambling, yes they said that if you win you can get this much money”

A situation where adolescents have free access to the internet and the necessary devices to gamble online, without adequate supervision, can increase the risk of them engaging in excessive gambling activities. This is the same as what PP revealed in an interview with the researcher, PP revealed that:

“I used to accidentally see on the internet, there was an ad that suddenly appeared on my cellphone, then I tried to find information on YouTube, and I was interested because if we win, we can get a lot of money.”

### **The Desire to Try Factor**

Basically, BP's character tends to be very fond of trying new things, this includes when he first saw a betting game that he had just seen through social media, so BP became curious and wanted to try the game. BP began to like online gambling games because the prizes obtained could be large, like what he felt when he first tried and happened to win, so BP addiction to playing online gambling games emerged. This was also experienced by PP, with a character almost similar to BP who likes to try new things, PP started playing online gambling games when he saw his peers who were playing the game. On the other hand, RN has a different character from BP and PP, RN does not really like new things, but it is different when RN sees online gambling games, RN curiosity arises when he is influenced by the offer of prizes provided by online gambling through social media, where it will be very pleasant if RN can win online gambling games even though the game is actually just a trick to drain the assets of the players.

Overall, BP, PP and RN can be categorized as having a desire to try new things, especially in online gambling games that are trending among teenagers in Indonesia. This is a problem if teenage school children like BP, PP and RN are more interested in trying new things in online gambling games because it will have a bad effect later. BP is always obsessed with repeating online gambling games when he remembers winning these games in the past, this is like what BP said in the interview, he revealed:

“Yes, because at first when I first played, I won, not much, but I became more curious about what it would be like to win big”

This is the basis for BP in returning to playing online gambling, even though the chance to win is smaller than the defeat experienced. In contrast to PP, apart from wanting to win back, PP is always provoked by his peers who also play online gambling both in class and outside class. This continues to be repeated because when PP plays online gambling, he feels a feeling that continues to be triggered whether it is a pleasure or a disappointment because PP feels defeat, this was also conveyed by PP during the interview, he revealed:

“Because the prizes offered are also large, I became more curious and ended up playing myself”.

This was also experienced by RN, she also played online gambling because she wanted to feel the victory she had felt before, it was felt that it would really help her if she got a lot of money later, even though actually playing online gambling would only spend their money in an instant. The obsession possessed by BP, PP and RN can be categorized as quite high, this can be seen from their activities that always want to play online gambling, where they admit that when they get a win, they will feel the desired satisfaction, and vice versa, when they get a defeat it will spur a desire to avenge their defeat by playing again for just a betting game or to get a profit.

### **Perception of Financial Opportunity**

Peers who engage in online gambling or talk about it positively can provide additional encouragement for adolescents to try or continue gambling. As what PP revealed in the interview revealed that:

“Actually, it was because I saw my friends playing online gambling, and because I was curious, I opened online gambling on my own cellphone, then often opened info about online gambling too, many told stories on social media when they won a lot too”

In this study, one of the factors for adolescents in playing online gambling is the factor of peer pressure and their easy access to and access to online gambling sites, this is like what RN said, she revealed:

“I played online gambling first because I saw my friends playing like that, some played slots, qiu-qiu too, then they introduced me to the game”

The impact of online gambling addiction among teenagers in Pabelan Village, Kartasura District, Sukoharjo Regency, namely:

### **Social Impact**

People who cannot control their gambling habits may spend the money they need for basic needs such as food, shelter, and education to gamble online. This is like what BP revealed in the interview stating that:

“Yes, if you think about it, it's still bad mas, if you lose, you know the money will disappear, if you win, it also runs out quickly, whether you make another depot or lose, if not, you make useless things, so it doesn't make you rich either”

This can lead to the possibility of heavy debt, poverty, or even loss of home and other assets. People who are addicted to gambling may spend less time with their families, neglect parental or spousal responsibilities, and even cause conflicts and rifts in interpersonal relationships. As what PP said in the interview, he revealed that:

“It seems like there is, brother, sometimes I'm rarely at home because if I'm at home I'm sometimes afraid of being caught by my parents if I play this, so I often go out, brother”

This makes it clear that, online gambling addiction among adolescents in Pabelan Village, Kartasura Subdistrict, Sukoharjo Regency results in changes in their relationships, especially with their families, because of the fear of exposing their children's new habits by their parents, causing adolescents to rarely be at home, especially when they want to play online gambling games.

This can contribute to an increase in the crime rate in society. As what PP said in the interview, he revealed that:

“If you steal, no, but there was a story from my friend that he took my other friend's money to deposit online gambling, but I've never been a brother”

The existence of a sense of wanting to return to playing online gambling games with one's financial incapacity can also trigger criminal acts among adolescents, although from when the interviewees there were only a few possibilities and statements that they had committed misuse and criminal acts, but from the story of the experience of one of their colleagues, there were criminal acts committed due to the effects of addiction to playing online gambling, namely stealing other people's money to be played again in online gambling games in the hope of getting a win back.

Students who are addicted to gambling may neglect their schoolwork, experience a decline in academic performance, and even leave school altogether. As what PP reiterated in the interview, he revealed that:

“Of course, if you look at it, people must think that I'm wasting my time, right brother, but yes, it's true, it's a waste of time, whereas as a student, if you have free hours, you can do assignments or something more productive”

With the addiction to playing online gambling among teenagers in Pabelan Village, Kartasura District, Sukoharjo Regency, it has an impact on their education, namely the decrease

in the productivity level of a student at school, because of the easy access of teenagers to play online gambling at school and their ease of access because students are allowed to bring hand phones when in the school environment.

### **Education Impact**

Online gambling addiction can interfere with students' focus and concentration on lessons and school assignments. This was also revealed by RN in the interview, she revealed that:

“If the impact is more on school, it seems like brother, already at school playing mobile legend, plus playing slots, yes, so you don't focus on school”

Individuals who are addicted to online gambling may tend to be absent or late to school or class because they prefer to keep playing rather than fulfill their educational obligations. This was also revealed by BP in the interview, he revealed:

“Yes, sometimes if you want to win and play around the school so you don't realize that the entrance bell has sounded, so you're late for class too, brother”

Online gambling addiction can interfere with the development of cognitive skills and individual creativity. This was conveyed directly by PP in the interview, he revealed:

“Yes, of course, if you look at it, people must think that I'm wasting my time, but it's true that it's a waste of time, whereas as a student, you can do assignments or something more productive during free hours”

### **Economic Impact**

Individuals who are addicted to online gambling often experience significant financial losses. This was revealed by BP in the interview, BP said:

“If I play using my own money, whether it's school pocket money or money given from other families, if I use it to play online gambling and lose, I automatically don't hold money anymore”

Online gambling addiction can interfere with an individual's productivity at work or in other income-generating activities. Addicted individuals may spend a lot of time and energy gambling online rather than focusing on their work or endeavors. This may result in decreased performance, frequent absenteeism, or even job loss.

### **Health Impact**

Lack of adequate sleep can result in fatigue, decreased energy, and other physical and mental health problems. As what BP said in the interview, BP revealed that:

“If from health, the most is that sleeping patterns become nuts, sometimes the next day at school I still stay up late to play online gambling in the room, so the next day I feel tired because I'm sleepy”



From this, it can be concluded that there are still teenagers who are still unable to regulate productive sleep patterns for their growing bodies, especially for things that are less useful and detrimental to themselves. This should also be the main concern of parents in overseeing the development of children, especially teaching and regulating their sleep patterns so as not to have an impact on the child's teaching and learning process while at school caused by drowsiness after staying up late to play online gambling or other things at night.

Some people who are addicted to online gambling may experience weight changes because they may forget or ignore their food needs while playing. This was also revealed by BP in the interview, BP said that:

“I rarely eat because sometimes I run out of money to play, and sometimes because I play too much and look at my cell phone my head gets dizzy, maybe because I don't move enough”

Online gambling addiction can cause physical health problems such as headaches, indigestion, back pain, or eye problems due to excessive time in front of a computer screen or mobile device. As what PP said in the interview, he revealed:

“I rarely eat because sometimes I run out of money to play, and sometimes because I play for too long and look at my cell phone my head gets dizzy, maybe because I don't move enough”.

## **DISCUSSION**

### **Factors causing teenagers in Pabelan Village, Kartasura Subdistrict, Sukoharjo Regency to do online gambling**

Adolescents in Pabelan Village, Kartasura District, Sukoharjo Regency who are involved in online gambling are influenced by a number of diverse and complex factors. First of all, social and economic factors play an important role in influencing the tendency of teenagers to engage in online gambling activities.

These factors include family socio-economic background, where adolescents from low economic backgrounds may be more susceptible to the temptation to seek additional income through online gambling. The results of this study are in line with Sahputra et al., (2022), stated that situational factors, such as peer pressure to engage in gambling, may also influence adolescents' decision to try online gambling. Research Nabila (2024), that the driving factors of online gambling actors are due to environmental social factors and curiosity and economic factors.

Furthermore, the desire to try factor plays an important role in triggering adolescents' interest in online gambling. The natural curiosity and exploration in adolescence can encourage them to try new activities, including online gambling. The results of this study are in line with Lubis et al., (2023), Stating that factors are easy access to the internet and aggressive promotion of online gambling platforms. Research Wirareja et al., (2024), stated that one of the factors that influence online gambling players is the lack of parental supervision and easy internet access and the hope of making big profits from playing online gambling.

The perception of the chance of winning can also influence adolescent gambling behavior. Teenagers who believe they have a good chance of winning may be more likely to engage in online gambling, which is in line with research AT et al., (2019), although this factor can be influenced by a variety of factors, including personal experience, information received from peers, and perceptions of their expertise in a particular gambling game.

Perceived skill factors can also play a role in influencing teenagers' tendencies to gamble online. Teenagers who believe they have certain skills or strategies in online gambling may feel more confident and be less likely to engage in the activity. Perceptions of the ability to control the outcome of the game may also influence the level of youth involvement in online gambling. In addition, family environment and culture can also play a role in shaping teenagers' perceptions and attitudes towards online gambling. Family behavioral patterns related to gambling, as well as the norms and values held within the family and society, can influence how adolescents view and respond to online gambling. Therefore, an in-depth understanding of these factors is important for developing effective prevention and intervention strategies in overcoming the problem of online gambling addiction in adolescents.

### **The impact of online gambling addiction among teenagers in Pabelan Village, Kartasura District, Sukoharjo Regency**

Online gambling addiction in teenagers has a significant impact, especially in various aspects of their lives. Socially, teenagers who are addicted to online gambling may experience social isolation because they prefer to spend time in front of a screen rather than interacting with friends and family (Addiyansyah et al., 2023). Research Ginting et al., (2023), that there are changes in the patterns and lifestyles of online gambling players. They are also vulnerable to social stigma and exclusion from the surrounding environment, which can lead to a decline in the quality of interpersonal relationships.

The impact of education is also a serious consequence of online gambling addiction in teenagers. Excessive gambling activities can interfere with their focus and concentration in studying, resulting in decreased academic performance. Teenagers who are addicted to online

gambling may also miss school or school assignments because they are too fixated on their games, which can have a negative impact on their future (Rafiqah et al., 2023).

Rafiqah et al., (2023), that economically, online gambling addiction in teenagers can have a detrimental impact. They may use money that should be for daily needs or future savings to finance their gambling activities. This can lead to financial problems, debt, or even loss of source of income if they engage in illegal or uncontrolled gambling. Apart from the social, educational and economic impacts, online gambling addiction can also have a negative impact on adolescent health (Latvala et al., 2019). The stress caused by losing in online gambling can lead to sleep disorders, anxiety, and depression. In addition, unhealthy gambling behavior can also lead to unhealthy lifestyles, such as lack of physical activity and poor diet, which can increase the risk of physical and mental health problems in the future (Setyawati et al., 2023).

## **CONCLUSION**

Online gambling addiction among teenagers in Pablana Village has a broad impact on their lives. These include social isolation, financial problems, and decreased academic achievement. Misperceptions about winning and skill make things worse. Health impacts such as stress and depression also need to be watched out for. Social, economic and environmental factors play a role. For this reason, effective prevention and public awareness are needed to protect teenagers from the dangers of online gambling.

The need to strengthen policies and regulations. Effective policies could include limiting youth access to online gambling sites, banning gambling advertising aimed at teenagers, stricter law enforcement against illegal gambling operators, and providing help and support services for teenagers who are already addicted. By implementing appropriate policies and regulations, the government and related institutions can play a role in protecting teenagers from the negative impacts of online gambling addiction and creating a safer and healthier environment for them.

For teenagers, education is needed about the dangers of online gambling which will have an impact on their lives. And parents should pay more attention to their children's development when they are still at school, this is so that children also feel the warmth of love from the family and they will always feel looked after and will not do negative things outside of their parents' knowledge, because children will also be open to the family.

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