THE PHENOMENON OF ONLINE GAMBLING UNDER THE GUISE OF ONLINE GAMES AMONG COLLEGE STUDENT

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Abstract. This study aims to find out: The Phenomenon of Online Gambling Clucking Online Games Among Students in Pasar V Tembung Village. The research method used in this thesis is a type of qualitative research using the phenomenology method. The data collection technique used was various data obtained from observations, interviews, and documentation at market V in Tembung Village. The results of this study indicate that the phenomenon of online gambling under the guise of online games among students is that many students are familiar with online gambling in their free time and because there is no activity either on campus, at boarding houses or at home. Online gamblers utilize information and communication technology as a means of modern gambling, making it more profitable for online gamblers because it does not require them to meet in person. The forms are: Slots, Togel, Links, Websites, Poker, Rummy, Football Gambling and Higgs Domino. Where teenagers do online gambling as a form of activity in the process of fulfilling their needs, both psychological and material. The resulting impact affects themselves personally and others, both having a negative impact on academic achievement, the economy, psychology, time and resulting in criminal acts.

Keywords: phenomena; online gambling; online games

I. INTRODUCTION

The rapid development of science and technology has brought changes in all aspects of social life. Technological progress is something that cannot be avoided in this life, because technological advances will go hand in hand with advances in science. Every innovation is created to provide positive benefits for human life (Ngafifi [1]). Technological developments occur because someone uses his mind to solve every problem he faces. Technology also provides many conveniences, as a new way of carrying out human activities in the form of the internet. The internet has an important role in human life today. The internet is a computer network that collects information resources that are very broad so that they can reach the whole world. The existence of the Internet is used by the community as a medium of communication to facilitate the delivery of information from one community place to another (Sumolang [2]). But unfortunately, the use of the internet sometimes shifts to negative things, this must be the concern of all components of society, especially for the younger generation, because after all the internet is still needed as a positive means of information and communication globally. Apart from being a communication medium, the internet is also used as an entertainment medium such as online-based games which are much loved by various groups of people. The rise of online-based games has made a shift to traditional games at this time.

The internet shifts traditional games into online games or online games. Traditional games are an illustration of playing activities or also in the form of sports that develop and grow from a certain community's habits. In the implementation of traditional games, elements of folk games and children's games can be incorporated into it. Almost every region in Indonesia has various traditional games, such as hide and seek, marbles, catfish stakes, engreng, rubber jump rope and many others. Along with advances in technology, traditional games are gradually becoming extinct and are rarely played anymore, due to the emergence of very sophisticated technologies that make traditional games rarely played by today's teenagers. Online-based games are created with sophisticated tools such as computers, cellphones, internet networks and now many children like online-based games, according to coil.com the online game applications that are most popular with Indonesian people are Mobile Legend, PUBG Mobile, Among Us , Free Fire and many others (Yuli Apriati [3]).

Description of student life that is close to Online Games. Today's student life cannot be separated from the name of Online Games, so that it makes students addicted to playing online games. Online game addiction is a form of addiction caused by internet technology or better known as internet addictive disorder or internet addiction. Playing games with great frequency and intensity can have side effects of heavy dependence on games. Such dependence can trigger negative behavior such as lying, not going to college because you are sleepy, lazy to study and do college assignments or feeling uneasy when you cannot play games (Ondang [4]). Games or games become very influential, when only used unilaterally. This means that it is not matched by valuable activities, so it only has a negative impact on students. Students have high competence in education, but if the game defeats the main activity, then this of course has an adverse effect on their learning motivation. The actions of students

who are addicted to online games are very unnatural and now there are many online game applications that indicate online gambling. Online games that indicate online gambling have penetrated student circles. Online games are a new trend that is in great demand because a person no longer plays alone (single) but allows playing with several people at the same time from various locations at the same time (multiplayer). One of the online games that are currently in demand by students is the Higgs Domino Island Game, to fill their free time or free time from student lectures. Higgs Domino Island is a kind of generic card game. This Higgs Domino game is played online which relies on luck / luck, this is the game that leads to online gambling. From the Higgs domino game, we can get credit by exchanging RP (coupon) for winning results playing the Higgs Domino Island game. Coins in the game can get two different kinds of coins, the first coin to play, if it runs out, you can buy it with a top up or you can get every day if we log in to the Highs Domino application or they usually say alms chips (Prathama **[5]**).

Student Roles and Functions. As intellectuals and members of society who have added value, students must be able to play a professional and proportional role in society or in the world of education **[6]**. The role of students is not just learning activities on the lecture bench, in the library and internet access that have something to do with the disciplines they are currently pursuing. However, there are 4 (four) important roles for students which are the expectations of the community, namely the role of agent of change, social control, iron stock and moral force. Students are not just agents of change but students should become agents of physical and non-physical development of a nation which are then supported by further student functions, namely social control, cultural control, community control, and individual control so as to close the gaps of tyranny, students must become the next generation. tough or iron stock, namely having the ability and noble character that can later replace previous generations and become role models because students act as role models in the midst of society.

Online Gambling

Gambling is the activity of risking a certain amount of money or valuables for an uncertain outcome with the aim of winning money or other valuables. Some religions have prohibited gambling activities. Some countries impose sanctions for those involved in gambling, but there are several countries that provide special places for gambling such as casinos. This prohibition was implemented because gambling activities are very harmful but have addictive effects (Sulaiman **[7]**). According to Sulaiman gambling is a gamble deliberately, namely risking a value or something that is considered valuable by realizing that there are risks and certain expectations in game events, matches, competitions and events with uncertain/uncertain results (Ninla Elmawati Falabiba **[8]**). Online gambling is gambling that utilizes the internet network, so actors in gambling can play this game anywhere, anytime, as long as there is an internet network, they can play online gambling. Football betting, for example, is carried out directly between two or more people by secretly

risking their valuables. Basically online gambling is the same as other gambling, because in it there is an element of winning and losing and there is a value at stake, but with an internet network, they can play online gambling. Apart from using the internet network, online gambling games also utilize gambling sites or websites that have been provided by online gambling service providers that are spread in cyberspace.

Forms of Online Gambling

Online gambling games carried out by students are the result of a social interaction that occurs between them. Online gamblers utilize information and communication technology as a means of modern gambling, making it more profitable for online gamblers because it does not require them to meet in person (Putra **[9]**). Online gambling games in Indonesia are increasing along with the increasing ease of supporting factors for accessing the internet, both notebooks and via gadgets. One of the sites to access (online) gambling games is Higgs Domino, Online Poker, and Online Football Gambling. The opinion of Arif Sutikno, et al said that online games are games that are played via the Internet or other available computer networks. Online games are ubiquitous on modern gaming platforms, including PC, consoles, and mobile devices, and span many genres, including first-person shooters, strategy games, and massively multiplayer online role-playing games (MMORPGs) (Sutikno **[10]**). Meanwhile, the opinion of Sagara and Ahmad stated that the game is a game that must use the internet network and be played in multiplayer or more than one player. Online games themselves are not as well known as online businesses (Sagara & Masykur **[11]**).

Based on some of the opinions above, the writer can conclude that online games are online games that are played by more than one person using internet features by downloading the application first before playing it. The games that are often played range from types of wars such as Mobile Legend, PUBG, Free Fire, Domino to online gambling games such as those carried out by players using money as a bet. This of course has a huge impact on students and adolescents who play these online games so that it will cause addiction and can even experience dependence on game activities (Nadia Rahmi, **[12]**).

II. RESEARCH METHODS

The method is part of the methodology in the form of methods, techniques, procedures, and various kinds of tools. According to (Mulyasa **[13]**) Design/research method is a strategy to achieve predetermined research objectives and acts as a guide/guidance for researchers throughout the research process. In qualitative research, the object of research is a phenomenon or situation in the field, then the researcher describes an incident by summarizing and then making conclusions (Sugiyono **[14]**). The research was carried out in the Pasar V Tembung Village environment, the subjects of the research were students who lived in the Pasar V Tembung Village area which were related to online games and online gambling. In this study, the type of research conducted was qualitative research using the phenomenological method

which is a method that is defined as examining one's life experience or a method for studying how subjective individuals experience and give meaning to the phenomenon. Data collection techniques in the form of observation / direct observation of the conditions of the problems studied and interviews with related parties about the research.

The observation stage is defined as the process of seeing, observing, and "recording" behavior systematically for a specific purpose. Observation is an activity to find phenomena in order to provide a conclusion or diagnosis (Dr. Umar Sidiq, M.Ag Dr. Moh. Miftachul Choiri **[15]**) and the second type is a structured interview guide, namely an interview guide that is arranged in detail so that it resembles a list check (Sandu Siyoto & M. Ali Sodik. **[16]**). The third data collection technique is commentation, which is data that is used when documentation is carried out, be it in relation to photos, audio, etc., with the aim of being able to support research in a better direction and as reinforcement because it has done what is called research (Dr. Umar Sidiq, M.Ag Dr. Moh. Miftachul Choiri **[15]**).

III. RESULTS AND DISCUSSION

Student Perceptions About Online Gambling

Researchers can say that students' perceptions of online gambling are that currently students are using online gambling applications. Many students are familiar with online gambling in their free time and because there is no activity either on campus, at boarding houses or at home. This is evidenced by the results of interviews explained by MII Panca Budi University students, namely:

"Online gambling is the same as gambling in the environment around us, but the difference between online gambling is out door gambling that almost not all people understand about gambling because the requirements are to have an identity, namely a KTP, a cash deposit device in the form of an ATM. This is different from indor gambling, which can be said to be gambling in the surrounding environment that can be practiced by all groups, both children and adults, for example, such as cards, dice, and other things that smell like gambling" (Interview on 2022 at 09:29 in Market V Tembung Village)

Likewise, according to MFS, UMSU students said that:

"Basically gambling is a game whose nature is to seek profit as this is explained in article 303 of the Criminal Code: Then with the development of today's gambling can be done online where the game is through a network or signal, so many gambling games are under the guise of online games to manipulate from actions that are not justified by law" (Interview on 2022 at 14:21 at Pasar V Tembung Village)

And similarly according to the UINSU Student MF said that:

"In my opinion, the meaning of online games that resemble online gambling is just to harm those who are playing, so that it's easier for gamblers to play. Previously, playing gambling had to need people, and after online gambling, we don't need a lot of people, but we can play alone. anywhere that used to have to be hidden and when there is online gambling anywhere one can play gambling either at home, in the bedroom and even in the bathroom one can play gambling" (Interview on 2022 at 10:00 at Pasar V Tembung Village)

AF of STIEB-IBMI students also said the same thing as MF as follows:

"In my opinion, online gambling is gambling that is accessed through the internet network without a network or a strong signal for a game. It is difficult to play while gambling under the guise of online games is a game that is carried out to cover up an action that violates the rules because it violates the rules by covering up the game play which we know that the game has a transaction of a gambling game being carried out" (Interview on 2022 at 15.45 at Market V Tembung Village)

Forms of Online Gambling Under the guise of Online Games

Based on the findings in the Market Environment V (Lima) of Tembung Village. It is known that students who use online game applications under the guise of online gambling are dominated by application use. Highs Domino, Slots and Poker as well as lottery and fish shooting gambling. The gambling games range from types of wars such as Mobile Legend, PUBG and Free Fire to online gambling games such as those carried out by players using money as bets, the following are student statements regarding the use of online game applications under the guise of online gambling:

According to the MD, a student at the Potential Main University said:

"The gambling games that I often use or play are slots, lottery and rummy. If you win, you make money (money) and if you lose, I feel annoyed and suffer losses both in time, energy and material" (Interview on 2022 at 08.21 at Pasar V Tembung Village)

Furthermore, according to MH, a UINSU student said:
"The form of online gambling that I often use is in the form of social media which is loaded in the form of applications, links, websites and others. I have been using this game for the 2nd year. With the aim of filling in the blanks of time, to get rid of fatigue in mind and to be able to get income (if you win the jackpot)" (Interview on 2022 at 10:00 at Pasar V Tembung Village)

MS UISU students also added other forms of online gambling, namely:
"gambling under the guise of online games for now is slot sites because the site has several games even though the game is still a gambling game. I have been familiar with online gambling or online games for about 3 months,

because yesterday this site went viral, so I tried it and the benefits of online gambling are to entertain myself."

MAL, Panca Budi University students also added other forms of online gambling, namely:
"The gambling that I often use under the guise of online gambling is Higgs Domino, Football and Poker. It's been 2 years since seeing my friend win (the jackpot) on the app. The benefit is being able to make money without having to break a sweat." (Interview on 2022 at 13.00 in Tembung village).

Factors Causing Students to Become Users of Online Gambling

There are many factors that cause students to gamble online, including the causes that come from peers, family and even from themselves. Initially, teenagers took part in online gambling because they received invitations from friends or simply imitated what was trending around their environment. As expressed by:

DS student from UNIMED said that:
"The causal factor could be that a gambler tells his victory to other parties so that he is tempted by the gambler's victory" (Interview on 2022 at 15:00 at Pasar V Tembung Village)

MA UINSU students also said the same thing regarding the factors that cause students to use online gambling, namely:
"The reason was that friends invited me to use an online gambling application" (Interview on 2022 at 10:00 at Pasar V Tembung Village)

AH students from UMA added that:
"The motivating factor is to get rid of feeling uptight and to get rid of stress then other factors if you win you will get a lot of money so that it can be used for additional money for student needs" (Interview on 2022 at 16:20 at Pasar V Tembung Village)

UISU Student AF added that:
"The factor that causes students to get involved in online gambling is because the game is easier to play under any circumstances, both while learning is taking place and during breaks, another factor is because they are addicted to this gambling game because they have ever won a jackpot that generates money" (Interview on 2022 at 13:00 10 at Pasar V Tembung Village)

Negative Impact of Students as Online Gambling Users

The involvement of students in online gambling games, as a form of action that violates the norms of the code of ethics in terms of social life and this cannot be used as a reflection or example to become a better society. Moreover, some of them are not concerned with lectures, so they often do not follow the class schedule and are forced to repeat the material in the next semester. In the end, these students need a long period of time to complete their lectures on campus. As stated by AA UMN students as follows:
"The negative impact experienced was material losses due to embezzling parents' money which was originally used to pay tuition fees but was used to play online gambling, resulting in taking leave and repeating lectures in the following semester" (Interview on 2022 at 13:00 in Market V Tembung Village)

In line with what was expressed by MW UNHAR students, namely:
"The negative impact is that a gambler can play magic, for example, BPKB books can be turned into money, cellphones can be money and STNK can also be money because these items are pawned by the gambler" (Interview on 2022, 14:00 at Market V Tembung Village)

MG also added the negative impact of online gambling games, namely:
"The negative impact that is felt is that if a gambler loses playing online gambling then someone dares to commit crimes such as stealing, robbing and committing robbery in order to fulfill their desire to pay for chips from the gambling game" (Interview on 2022 at 11:00 a.m. Market V Tembung Village)

Online gambling is gambling that utilizes the internet network, so actors in gambling can play this game anywhere, anytime, as long as there is an internet network, they can play online gambling. At this time online gambling is very widespread, both among students, students and the general public. Many students are familiar with online gambling in their free time and because there is no activity either on campus, at boarding houses or at home. Based on the findings in the field conducted by the author, it can be said that many students are addicted to playing online gambling. Because their perception of online gambling is profitable for them, without thinking about the negative impact, according to what Umar Sulaiman said in his book, namely: Gambling is the activity of risking a certain amount of money or valuables for an uncertain outcome with the aim of winning money or other valuables. Some religions have prohibited gambling activities. Some countries impose sanctions for those involved in gambling, but there are several countries that provide special places for gambling such as casinos. This prohibition was implemented because gambling activities are very harmful but have addictive effects (Sulaiman [7]).

Online gamblers utilize information and communication technology as a means of modern gambling, making it more profitable for these online gamblers because it does not require them to meet in person. Meanwhile, based on the research findings, the authors state that several forms of online gambling under the guise of online games are carried out by students at Pasar V Tembung Village, including slots, lottery, applications, links, websites, Higgs Domino, football and poker.

Teenagers do online gambling as a form of activity in the process of fulfilling their needs, both psychological and

material. Based on the results of the research findings, the authors state that students at Pasar V Tembung Village were initially teenagers participating in online gambling because they received invitations from friends or simply imitated what was becoming a trend in their environment.

The involvement of students, especially students in Pasar V Tembung village in online gambling games, basically they have felt various impacts that will affect them personally and others, both having a negative impact on academic achievement, the economy, psychology, time and resulting in criminal acts.

IV. CONCLUSION

Based on the results of research that has been conducted by the author about the phenomenon of online gambling under the guise of online games among students, it can be concluded as follows At this time online gambling is very widespread, both among students, students and the general public. Many students are familiar with online gambling in their free time and because there is no activity either on campus, at boarding houses or at home. Based on the findings in the field conducted by the author, it can be said that many students are addicted to playing online gambling. Because their perception of online gambling is profitable for them. Online gamblers utilize information and communication technology as a means of modern gambling, making it more profitable for these online gamblers because it does not require them to meet in person. Meanwhile, based on the research findings, the authors state that several forms of online gambling under the guise of online games are carried out by students at Pasar V Tembung Village, including slots, lottery, applications, links, websites, Higgs Domino, football and poker. Teenagers do online gambling as a form of activity in the process of fulfilling their needs, both psychological and material. Based on the results of the research findings, the authors state that students at Pasar V Tembung Village were initially teenagers participating in online gambling because they received invitations from friends or simply imitated what was becoming a trend in their environment. The involvement of students, especially students in Pasar V Tembung village in online gambling games, basically they have felt various impacts that will affect them personally and others, both having a negative impact on academic achievement, the economy, psychology, time and resulting in criminal acts.

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