



Industrial Online Gambling as Dangerous Cyber Crime in Indonesia

Budi Susanto^{1*}, Suhana², Azis Husain³

^{1*}Industry Engineering, University of Muhammadiyah Cirebon. Email budi.susanto@umc.ac.id

²Informatics Engineering, University of Muhammadiyah Cirebon

³ Informatics Engineering, University of Muhammadiyah Cirebon. Email

azishusain251099@gmail.com

*Corresponding Author: budi.susanto@umc.ac.id

Abstract. Currently, the reality of a lifestyle that tends to be consumptive, especially combined with the increase in daily necessities due to the speedy rate of economic inflation, makes everyone want to achieve everything practically and instantly, or they think it is easy. One of the things done is gambling. Gambling is a criminal act, i.e., risking a certain amount of money where the winning party will get the entire bet. Gambling can also be referred to as a matter of luck, as it can harm society and the nation's moral values. This crime also disturbs public order, peace, and security. In addition, the influence of gambling does not only affect adults but the impact of gambling also affects children. The Online Gambling Task Force (Satgas), formed by President Joko Widodo and the Financial Transaction Reporting and Analysis Center (PPATK), found several findings related to online gambling in Indonesia. Among them, the turnover of online gambling money reached Rp 600 trillion, and the flow of funds flowed to several countries abroad, including several ASEAN countries such as Cambodia, Vietnam, Thailand, and the Philippines. Online gambling turnover will reach 600 T, and the January-March 2024 period will reach 100 T. A total of 2,370,000 residents are addicted to online gambling, 2% (800,000) of children under the age of 10 years.

Keywords: Gambling, Online, Society, criminal, cybercrime

INTRODUCTION

Social deviation from a group of people or individuals will result in social problems; these events occur because of social interaction between individuals, individuals with groups, and between groups. Social problems are a symptom or phenomenon that appears in the reality of people's lives. Social problems arise because individuals fail in the socialization process or because of some defects they have, such as in attitudes and behaviors that are not guided by social values and trust values that exist in society. Gambling is one of the social actions caused by the loss of agricultural production activities because farmland is used for industrial land. Gambling, In terms of deliberate

betting, is betting on a value or that is considered valuable by being aware of certain risks and expectations in-game events, matches, races, and events whose outcome is not or is uncertain. Gambling in Indonesia has existed since the time of the Dutch colonizers. In general, gambling used to be always related to the nightlife and entertainment. Gambling in Indonesia has developed very rapidly, with many types of gambling that have developed among Indonesian people, both openly and in a covert way. Gambling is very difficult to eliminate or eradicate.

The development of information technology contributes to the growing gambling business. Gambling always has bad consequences for society. Therefore, the attitude of the community is very much in favor of the eradication of gambling continuously, firmly, and indiscriminately towards the perpetrators so that they appear to be deterred and aware that gambling is a disease of society. Gambling can be said to be no longer known by the term; even in the village today, we have found a lot of gambling carried out by the community. It is not only adults who are currently gambling. However, teenagers have also gambled. Teenagers, who should be the hope of the nation's generation to be able to advance the nation, are currently trapped in the disease of society (Gambling).

The rapid development of science and technology (IPTEK) has changed people's lives. Human creativity is increasing and encouraging inventions in the field of technology. One of the products of human creativity is the internet. The advancement of Information and Communication Technology has resulted in a revolution in social interaction. Social interaction is the main condition for social activities. According to Soekanto, there are two main social interaction conditions: social contact and communication. The development of technology today has caused a person to make social contact not only through physical relationships but also through long-distance relationships bridged by communication media such as the Internet.

In Indonesia, changes in the order of people's lives have also been felt due to the entry of the influence of the internet. Various groups of people can access this technology. Adolescents, as users of internet facilities, have not been able to sort out useful internet activities. They also tend to be easily influenced by the social environment without first considering the positive or negative effects that will be received when using the internet. The growing use of the internet also makes it more accessible for people to abuse online gambling games. Risnawati, stated that the influence of the current development of information technology and communication has an impact on the gambling game model to

the payment method. Gambling games in the past required players to meet face-to-face or it can be said that they used real means and payments using cash directly. Currently, gambling games can use cyber means, namely utilizing the internet network so that gambling games are carried out online, which does not require the players to meet in person. In online gambling games, you must not only think about profits but must be proficient in utilizing the internet network and proficient in running online gambling game strategies. In terms of transaction payments, they have also used online means. The person who becomes the winner in the online gambling game receives money in the form of electronic transactions.

LITERATURE REVIEW

Definition of Online Gambling

Gambling is a game based on luck or cleverness and luck for money bets or money change and includes all the games under the room. Meanwhile, Gambling, According to Article 303, paragraph 3 of the Criminal Code in Indonesia, is every game based on the hope of winning, generally depends on luck alone and hope. Also included in gambling is betting on the decision of a race or other game, which is not held by those who participate in the race or play, as well as all other games.

Gambling is a game in which players bet to choose one option among several choices where only one option is correct and becomes the winner. The player who loses the bet will give his bet to the winner. The rules and bet amount are determined before the match starts. Online gambling is betting on games or events over the internet. It includes different types of games such as poker, casino, sports betting, lotteries, and more. Online gambling has become increasingly popular due to the ease of access and variety of games.

Types of online gambling

In Indonesia, there are a lot of online games. Starting from our circles, PUBG Mobile and Mobile Legends, to games that are banned by the government and religion, namely online gambling. There are several types of online gambling, including:

1. Casino online. This online casino game is almost similar to the usual casino game. It's just that in this online casino, you want to play online, so you don't need to bother anymore to arrive at a casino just to play gambling games.
2. Baccarat. It is a game that uses playing cards and where you are required to match the number of cards owned by the dealer and the player. So here you are only obliged to

- gamble on one of the cards found in the dealer or player who has an overall score that is close to 9 until it is claimed as a champion.
3. Roulette. This game uses a machine that goes around where the next day there is a small ball that wants to end in one of the values on the machine. So you must be able to guess what value the small ball wants to end at with a total value of 36.
 4. Sic Bo. This game uses [3 dice](#), where these dice are about to be shuffled somewhere that has been served. So you must be able to estimate what the overall value of the dice will have and the next betting table has been presented with a variety of betting options that can be betted.
 5. Dragon Tiger. This game only shares 2 options: Dragon and Tiger. So you are asked to make a bet by guessing the bigger card between the two options.
 6. Poker Online. This game has been around since ancient times, so some people have understood very well how to play this one game. The goal in this game is to try to get the highest mix consisting of 5 cards.
 7. Domino QQ. This is a game that uses 28 money domino cards with different numbers of rounds. This game can be played by 2–6 people in each round. At the beginning, each player wants to get 3 cards, until the next is the player totals the rounds on 2 cards and only quotes the back value. After that, players can also take turns gambling and increase their bets to get the 4th card. The winner is to be determined by the total number of cards that reach the value of 9 (Kiu).
 8. Sportbook. This game is a game of placing bets on the type of sports agents that have been presented by the bookmaker, such as: Football, Basketball, Tennis, Golf and many others. The types of bets that can be felt are also diverse, so there are so many opportunities to win that can be experienced.
 9. Capsa Susun. A game of arranging cards in 3 levels. The first and second levels each have 5 cards and the third level has 3 cards. The playing method is very easy, you just need to immediately arrange the cards at 3 different levels. The winner is to be ascertained through the number of competitions at each level. Each card level must have a different count.
 10. Blackjack. A game that uses playing cards with a total of 52 cards without a joker card and players are required to reach the latest 21 total score to be claimed as the champion. If you exceed the value of 21 until it can be determined, you will be considered conquered.

METHOD

This type of research uses descriptive qualitative methods and literature studies. Descriptive qualitative research is a research method that involves various important efforts, such as finding and collecting references and analyzing data results to examine problems. The literature study method is one of the research methods used to collect, analyze, and interpret information in literature or other written sources. This method is often used in research in various fields of science, especially in humanities, social and applied sciences. The data collection technique used is to read sources through several journal articles that discuss the rise of online gambling in the community.

Qualitative data analysis research methods can be used to gain a deep understanding of the experiences, perceptions, and views related to the impact of online gambling on society. Here are the steps that can be followed in qualitative data analysis: Qualitative Data Collection: Qualitative data can be collected through in-depth interviews with individuals involved in online gambling, their families, and related experts or through group focus. Interviews and discussions can be conducted with guidance on related topics such as gambling behavior, social and economic impacts, mental health issues, and views on regulation. In addition, qualitative data can also be obtained through public-generated content related to online gambling, such as online forum discussions or relevant social media posts.

DISCUSSION

Advantages and Disadvantages

Advantages :

Saving transaction fees: By using credit slots without deductions, you can save on transaction fees that are usually charged by other providers or platforms. The deduction that is usually charged can reach a few percent of the total transaction, so by using a credit slot without a deduction, you don't have to pay the additional fee.

Speed up the transaction process: Credit slots without deductions can also speed up your transaction process. Without any deductions that need to be processed, transactions can be carried out faster and more efficiently. You don't have to wait long for your transaction to be processed and can use the service you want right away.

Ease of access and convenience: The uncut credit slot also provides ease of access and convenience for users. You can make transactions anytime and anywhere without the hassle of finding a place or machine to top up your credit. Simply by using an application

or platform that provides credit slots without deductions, you can make transactions easily and practically.

Disadvantages:

Financial Losses: People who are addicted to online gambling often spend large amounts of money gambling. They dare to continue spending money, even if they suffer consecutive losses, in the hope that they will get a big win. As a result, online gambling players will experience financial losses that end up in debt, loss of savings, and property.

Legal Problems: It is undeniable, playing online gambling is also at risk of legal problems. As is known, online gambling is an illegal game in Indonesia. A person who is involved in online gambling could be in legal trouble and have to face fines, legal prosecution or other serious legal consequences that could damage his reputation and future.

Criminality: Addiction to online gambling also has a negative social impact. A person who is addicted to online gambling will be caught in gambling. They will constantly look for ways to earn extra money in order to be able to gamble. This can lead to criminal acts, such as theft, robbery or fraud that undermine public safety.

Examples of Online Gambling Cases in Indonesia

Here are some cases of hoaxes that have occurred in Indonesia:

1. Online Gambling Mushrooming, Police Arrest 130 Suspects in 2023

So far, there have been 176 accounts and 938,106 content related to online gambling activities have been blocked. Meanwhile, the National Police has just arrested 11 suspects of online gambling in Denpasar, Bali. The perpetrator was charged with the ITE Law, the Criminal Code, and the TPPU Law. First, article 45 paragraph 2 juncto Article 27 paragraph 2 of the ITE Law with the threat of a sentence of 6 years in prison. Then, Article 303 paragraph 1 1 and 2 of the Criminal Code, with a threat of 10 years in prison. Then, Article 3 and Article 10 of the TPPU Law with a maximum prison sentence of 20 years.

2. Online Gambling Case, 5 Cirebon Youth Become Suspects

Five Cirebon youths were involved in a case of alleged online gambling. They have all been designated as suspects by the police. The suspects were raided by the police while at their headquarters, Jalan H Juanda Kedawung, Kedawung District, Cirebon Regency, West Java. Head of Criminal Investigation of the Cirebon Police, AKP Galih Wardani, explained that the pattern of recruiting gamblers carried out by bookmakers is only by

registering the gambler's account with the dealer. The proceeds of the gambling, according to him, are shared with the bookmaker.

3. Aceh Jaya Police uncover Pragmatic Olympuse online gambling case

Aceh Jaya Police Chief, AKBP Andy Sumarta, through the Head of Criminal Investigation AKP Zulfriadi, said that this incident occurred on Tuesday, April 30, 2024, at around 22.30 WIB in Gampong Baro Village. The Aceh Jaya Police Satreskrim Opsnal Team acted immediately after receiving information about online gambling activities in the region.

The two perpetrators, RS (25) and AS (23), both residents of Gampong Baro Village and still have the status of students. They were caught playing pragmatic online gambling (Olympuse) using the DANA application. This action violates the law and harms the community.

4. Metro Police Designate 23 Suspects for Online Gambling Managers with a Turnover of 80 Billion

The modus operandi of the perpetrators in operationalizing online gambling is that the suspects create accounts in four game applications that are indicated to be a place to play online gambling. Online gambling activities that have been carried out since 2022 have earned a profit of IDR 80 billion. Now, the suspects are charged with Article 303 of the Criminal Code and/or Article 45 paragraph 3 Jo Article 27 paragraph 2 of Law 1/2024 concerning the second amendment to Law 11/2008 concerning information and electronic transactions and or article 3 article 4 article 5 jo article 2 paragraph 1 letters t and Z of Law 8/2010 concerning money laundering.

How to Avoid Online Gambling Behavior

1. Seek to learn more about the harmful effects of gambling on yourself, your family, and society. With that one can why he should avoid gambling.
2. Carry out the commands of Allah SWT and stay away from his prohibitions.
3. Be devout where you are.
4. Read the Qur'an by understanding its content and meaning.
5. Fill your free time with useful activities.
6. Don't ever visit a gambling place once in a while and feel like trying it

How to Deal with Gambling

1. Carry out comprehensive economic restoration/improvement. Establish laws or regulations that guarantee the minimum wage of workers, workers and employees that

are commensurate with the cost of meeting daily living needs. Expanding employment opportunities and others.

2. There is a balance between the budget at the center and in the peripheral areas. Because, due to discrimination and inequality in budgeting, dissatisfaction arises.
3. Providing or providing healthy places of entertainment and recreation.
4. Especially to reduce the number of tail gambling, by lowering the value of the highest prizes from various official lotteries, then adding a greater number of other entertainment prizes.
5. Localization of gambling specifically for foreign tourists, high economic groups and citizens of foreign descent, by sanctioning the opening of gambling places.

CONCLUSION

Online gambling games carried out by the community are the result of social interaction, supported by an online gambling system that is very easily accessible through the internet, making people interested in playing online gambling. As a result, Indonesia has become the number 1 country with slot and gacor gambling players in the world. 2. Due to the weak supervision of law enforcement in Indonesia on the laws governing information technology, online gambling perpetrators still feel comfortable and safe in doing online gambling. 3. The community does not comply with the laws and regulations of the ITE Law so that online gambling players develop in Indonesia. 4. The habits of people who consider gambling as a general act support the occurrence of online gambling

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