

Socio-Legal Dynamics of Online Gambling among Middle-Aged Adults: Economic Drivers and Preventive–Repressive Responses in Aceh, Indonesia

Syarif Hidayatullah¹, Yuni Roslaili², Yusnaidi Kamaruzzaman³

^{1,2,3}Faculty of Sharia and Law, Universitas Islam Negeri Ar-Raniry, Banda Aceh, Indonesia

Email : 210104082@student.ar-raniry.ac.id; yuni.roslaili@ar-raniry.ac.id; yusnaidi@ar-raniry.ac.id

The rapid expansion of digital technology has reconfigured gambling from a place-based practice into an online activity that is accessible, anonymous, and difficult to regulate, producing distinctive socio-legal problems in Aceh, Indonesia, where Islamic law is formally enforced. This study analyses the involvement of middle-aged adults (40–60 years) in online gambling in Kemukiman Saree, Lembah Seulawah District, Aceh Besar, and examines the preventive and repressive responses that have emerged at the community level. A qualitative case study was combined with a socio-legal perspective. Primary data were gathered through semi-structured in-depth interviews with village officials, community leaders, religious leaders, and middle-aged residents selected purposively; secondary data were drawn from scholarly literature, the Indonesian Criminal Code, the Electronic Information and Transactions Law, and Qanun Aceh No. 6 of 2014 on Jinayat Law. The data were analysed descriptively through data reduction, data display, and verification, with source and method triangulation. The findings show that participation is driven by four mutually reinforcing conditions: economic vulnerability, the low cost of digital access, social influence within neighbourhood networks, and the need for entertainment and psychological escape. Low legal and digital literacy blurs the boundary between digital recreation and criminal conduct. Prevention operates through families, religious institutions, and village government, whereas repression relies on the parallel operation of national law and Qanun Jinayat, whose deterrent effect is amplified by social shame. The study concludes that controlling online gambling requires integrating formal legal enforcement with informal social control.

Keywords: Online gambling; middle-aged adults; socio-legal approach; law enforcement; social control; Aceh.

This is an open access article under the [CC BY-NC](#) license



Corresponding Author:

Syarif Hidayatullah

Faculty of Sharia and Law, Universitas Islam Negeri Ar-Raniry,
Jl. Syekh Abdur Rauf, Kopelma Darussalam, Banda Aceh 23111, Indonesia
210104082@student.ar-raniry.ac.id

1. Introduction

The rapid development of digital technology and the widening penetration of the internet have transformed the ways in which people work, transact, and seek entertainment, while simultaneously generating new forms of risk behaviour[1], [2]. One of the most visible of these transformations concerns gambling, which has shifted from a conventional activity tied to physical premises into an online activity accessible at any moment through a smartphone[3], [4]. Online gambling has expanded rapidly because of three defining characteristics—convenience, anonymity, and accessibility unconstrained by space or time—which together lower the social threshold for participation[5], [6]. These characteristics are reinforced by digital marketing strategies involving attractive visual interfaces, bonuses, and reward systems designed to sustain repeated user engagement[7], [8]. In Indonesia, the scale of the phenomenon is illustrated by data from the Financial Transaction Reports and Analysis Centre (PPATK), which recorded approximately 157 million online gambling transactions between 2017 and 2022, amounting to IDR 190 trillion [8], [9]. Although the government has strengthened its regulatory framework through the Electronic Information and Transactions Law, which criminalises the distribution and facilitation of gambling content[10], the

number of participants continues to grow. Online gambling is perceived as more private and more socially acceptable than its conventional counterpart because it takes place in a virtual space invisible to family members, community leaders, and law enforcement officers [11], [12], [13]. This situation is particularly pressing in the Province of Aceh. As a region holding special autonomy status and formally implementing Islamic law, Aceh possesses a normative order that unequivocally prohibits gambling; nevertheless, online gambling continues to spread, in forms that are more concealed and far harder to detect than conventional gambling. The Aceh Regional Police reported 136 online gambling cases involving 157 suspects up to mid-2024[14], [15], [16]. The discrepancy between the strength of religious norms and the rising rate of community involvement indicates that the issue is no longer merely a matter of law enforcement, but a social problem that affects household economic resilience and community cohesion.

The present study is delimited to middle-aged adults between 40 and 60 years of age in Kemukiman Saree, Lembang Seulawah District, Aceh Besar Regency. This delimitation is adopted because most previous studies have concentrated on adolescents and young adults, whereas middle-aged adults carry a distinctive set of economic and social responsibilities, including the obligation to provide for a household, employment insecurity, the financing of children's education, and the need to secure economic stability as old age approaches[17], [18], [19]. Such pressures may heighten vulnerability to gambling once the activity is construed as an economic shortcut and, at the same time, as a psychological escape from everyday strain. The scope of enquiry is confined to two matters: the factors driving involvement, and the preventive and repressive responses that have developed at the community level. The study does not seek to measure prevalence or to evaluate policy effectiveness in quantitative terms. Against this background, the study aims to analyse the economic, technological, social, and psychological factors that drive the involvement of middle-aged adults in online gambling in Kemukiman Saree, and to identify and evaluate the preventive and repressive measures undertaken by families, communities, religious institutions, village government, and law enforcement agencies. Both objectives are directed towards producing a socio-legal account that connects the socio-economic conditions of the community with the operation of national law and jinayat law at the local level.

2. Literature Review

Theoretical Perspectives and Research Gaps in Online Gambling Behaviour

Scholarship on gambling has largely been constructed upon three theoretical frameworks. First, social control theory holds that deviant behaviour emerges when an individual's bonds with family, community, and normative institutions weaken; this framework has been widely employed to explain the role of family supervision and religious institutions in restraining gambling behaviour among older adult populations[20], [21], [22]. Second, deterrence theory positions the certainty, celerity, and severity of sanctions as the decisive variables of legal compliance, and has been tested in the context of online gambling enforcement in Indonesia[23], [24], [25]. Third, the technological affordance approach explains how platform design— anonymity, round-the-clock availability, and variable reward schedules—shapes user behaviour and facilitates migration from ordinary digital gaming towards gambling. Empirical studies of middle-aged and older adults indicate that gambling motivation is closely associated with loneliness, diminished social interaction, and the pursuit of entertainment[26], [27], while a further body of work demonstrates that virtual communities and social media play a significant part in normalising gambling practices [28], [29]. In the Indonesian context, low financial literacy and the rising incidence of behavioural disorders associated with digital gaming [30] have been identified as conditions that magnify community vulnerability. A review of this literature nevertheless reveals three unresolved gaps. First, research on online gambling in Indonesia is predominantly juridical-normative in orientation and focuses on regulatory effectiveness or state

securitisation[6], [30], [31]. consequently, the lived experience of participants and the operation of norms at the community level remain comparatively unexplored. Second, studies addressing vulnerable groups are dominated by adolescent and young adult subjects, whereas middle-aged adults—who bear the burden of household provision and possess the most limited access to formal financing—are seldom treated as a distinct unit of analysis. Third, the literature on family intervention and digital literacy has generally been developed in secular societal contexts and therefore does not account for how mechanisms of social control operate within a society subject to two normative systems simultaneously[32], [33], [34]. This third gap is most acute in Aceh, since the combination of strong religious norms and jinayat sanctions should theoretically yield high levels of compliance, whereas the empirical record instead shows an upward trend in participation. It is precisely this inconsistency between theoretical prediction and empirical reality that constitutes the academic basis for the present study.

3. Method

This study employs a qualitative design using a case study approach integrated with a socio-legal perspective. This design was selected because the research questions concern neither the magnitude nor the statistical distribution of variables, but rather the meanings, motives, and social processes underlying individual involvement in online gambling and the manner in which legal norms operate at the community level. The socio-legal perspective treats law not merely as a body of written norms but as a social practice that interacts dynamically with economic structures, religious values, and social relations, thereby permitting an analysis that connects positive legal provisions with empirical realities in the field. The case study format was chosen because the phenomenon under investigation is contemporary, unfolds within a real-life setting, and cannot be cleanly separated from its context. This approach also yields stable and consistent results given the characteristics of the data analysed, namely context-rich narrative material that cannot be reduced to numerical form without a substantial loss of meaning. The application of this approach rests on three assumptions. First, informants are able to reflect upon and articulate their experiences candidly provided that the confidentiality of their identity is guaranteed, given that gambling constitutes a punishable offence. Second, the meanings constructed are contextual, so the findings are not intended for statistical generalisation but for analytical transfer to other settings sharing comparable social and normative characteristics. Third, national law and jinayat law operate concurrently, so community behaviour must be read as the outcome of an interaction between the two normative systems rather than as compliance with a single system. The research was conducted in Kemukiman Saree, Lembah Seulawah District, Aceh Besar Regency, Province of Aceh. The site was determined purposively because it exhibits indications of intensifying online gambling activity despite being situated within a community that strongly upholds the values of Islamic law, thereby presenting an analytically productive tension between norm and conduct. The unit of analysis is the individual aged between 40 and 60 years who has either direct involvement in or direct knowledge of online gambling practices. Informants were selected through purposive sampling against three criteria: (a) residence at the research site for no fewer than five years; (b) direct experience of online gambling, or a position as a village official, community leader, or religious leader with knowledge of such practices; and (c) willingness to be interviewed voluntarily. The number of informants was determined by data saturation, that is, the point at which additional interviews no longer generated new categories [number of informants: ... persons, comprising ... village officials, ... community leaders, ... religious leaders, and ... middle-aged residents]. Secondary data were collected through documentary study and a review of the literature encompassing reputable journal articles, research reports, national legislation, Qanun Aceh, and relevant customary law documents. The parameters guiding the documentary search comprised the formulation of the offence of gambling, the type and severity of the sanctions threatened, the distribution of institutional authority, and the enforcement mechanisms available.

The use of these two categories of data was intended to provide a firm juridical foundation while enriching the interpretation of the empirical findings. Data were collected through three techniques: semi-structured in-depth interviews, document analysis, and literature review. All data were analysed by means of descriptive qualitative analysis following the interactive model of Miles, Huberman, and Saldaña, which comprises data reduction, data display, and the drawing and verification of conclusions [40]. Data reduction proceeded through the transcription and open coding of all interview transcripts, followed by the grouping of codes into categories and the establishment of themes. Data display took the form of thematic matrices that juxtaposed the accounts of different informants, while conclusions were drawn iteratively by testing each emergent pattern against the raw data. The overall research procedure is summarised in Fig. 1.

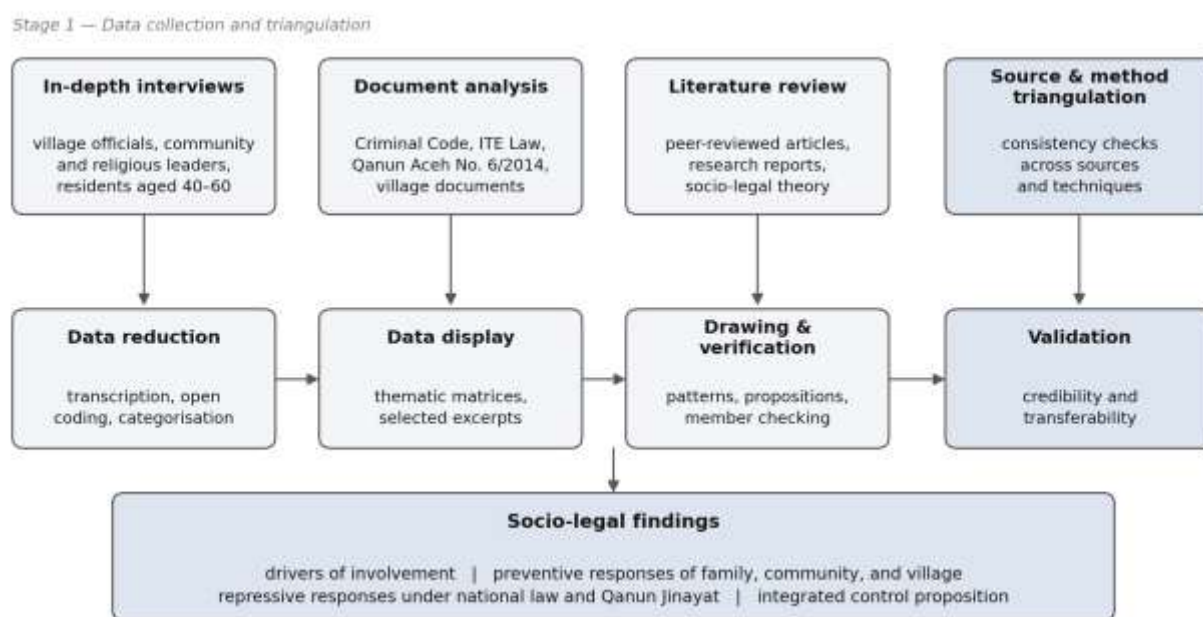


Fig. 1. The socio-legal research procedure, from data collection to the drawing of conclusions

The credibility and trustworthiness of the findings were safeguarded through source and method triangulation. Source triangulation was carried out by comparing the accounts of different informant groups—namely participants, village officials, community leaders, and religious leaders—while method triangulation was achieved by cross-checking interview data against legal documents and academic literature. Member checking was also undertaken, whereby summaries of interview findings were returned to informants for confirmation. With respect to research ethics, all informants received an explanation of the aims of the study and gave verbal consent before the interviews commenced; informant identities were masked using codes, and no information permitting individual identification is presented in this report.

4. Results and Discussion

The findings indicate that the involvement of middle-aged adults in online gambling in Kemukiman Saree cannot be attributed to any single factor; rather, it is the outcome of an interaction between economic conditions, the availability of technology, social pressures, and psychological needs. Analysis of the interview data yielded three principal themes relating to the first research question: economic hardship coupled with the pursuit of financial gain, ease of technological access, and social influence accompanied by a need for entertainment. A summary of these themes, their empirical indicators, and their theoretical interpretation is presented in Table 1.

Table 1. Themes, empirical indicators, and theoretical interpretation of the factors driving middle-aged adults' involvement in online gambling

Theme	Empirical indicators	Theoretical interpretation
Economic hardship and the pursuit of financial gain	Irregular income from agricultural and informal sectors; expenditure on food, health care, children's education, and debt; restricted access to formal financing; recurrent small wins	Structural pressure drives the search for alternative means; intermittent reinforcement sustains the behaviour despite repeated losses
Ease of technological access	Near-universal smartphone ownership; affordable data packages; easily downloaded applications; digital advertising and algorithmic recommendation; play during work breaks or at night	Platform affordances of anonymity and continuous availability lower both the social threshold and the cost of participation
Social influence and the need for entertainment	Initial exposure through friends, neighbours, relatives, and co-workers; success stories circulating locally; boredom and loneliness; limited recreational alternatives	Weakening conventional social bonds together with the normalisation of the behaviour within peer networks; gambling functions as psychological escape
Low legal and digital literacy	Gambling viewed as a legitimate supplement to income; unawareness of criminal liability; unawareness of addiction and financial exploitation risks	The blurred boundary between digital recreation and unlawful conduct weakens the operative force of both legal and social norms

Economic Hardship and the Pursuit of Financial Gain

Economic hardship emerged as the most dominant factor underlying informants' involvement in online gambling. The majority of informants work as smallholder farmers, agricultural labourers, construction workers, or informal traders whose earnings depend heavily upon the season, market fluctuations, and the availability of daily work. This instability generates difficulty in meeting basic household needs, ranging from food and health care to children's education and debt repayment. Under such circumstances, online gambling is perceived as a means of obtaining money within a short period without requiring substantial capital or specialised skills. The possibility of securing a large prize cultivates hope, particularly among individuals living under protracted economic uncertainty [30].

The findings further indicate that the decision to gamble is driven more by economic urgency than by recreational intent alone. Most informants have limited access to formal financial assistance, savings, or alternative business opportunities, so that gambling comes to be regarded as a viable option notwithstanding its high risk. Although almost all informants acknowledged having sustained repeated losses, the experience of occasional wins continued to reinforce the belief that the prospect of winning remained open. It is this cycle of loss and renewed hope that sustains gambling behaviour even after its adverse consequences have been recognised. In addition, low financial literacy and a limited understanding of risk amplify community vulnerability[35], [36], [37]. Several informants regarded online gambling as a reasonable means of supplementing household income rather than as high-risk speculative conduct.

Ease of Technological Access

The second significant factor is the increasing ease of access to digital technology. Widespread smartphone ownership, comparatively affordable internet services, and the expansion of digital infrastructure have rendered gambling platforms accessible even in rural areas such as Kemukiman Saree. Almost all informants own a smartphone that they use routinely for communication, entertainment, and information. Most informants first encountered online gambling through digital advertisements, social media, online video, or recommendations appearing within various applications. Gambling platforms are typically promoted as entertainment games or as games capable of generating income, so that they appear attractive and innocuous to prospective users[38], [39].

Informants explained that gambling applications are readily downloaded, simple to operate, and available at any time. Unlike conventional gambling, which requires physical presence at a particular location and carries the risk of public exposure, online gambling can be conducted privately at home or at the workplace using nothing more than a smartphone. This combination of accessibility and anonymity substantially lowers the barriers to gambling[40], [41]. Informants reported playing during work breaks, at night, or when alone, without the knowledge of family members or community leaders, so that gambling gradually became part of their daily routine. Increased technological competence, however, has not been matched by a corresponding improvement in digital literacy. Most informants do not comprehend the risks of addiction, financial exploitation, or psychological dependence, and continue to gamble because the applications periodically deliver small wins sufficient to sustain their optimism.

Social Influence and the Need for Entertainment

Social influence constitutes the third factor shaping community involvement in online gambling. The majority of informants stated that they first learned of online gambling through friends, neighbours, relatives, or co-workers who were already users. Social interaction within the neighbourhood serves as the medium through which information about platforms, playing strategies, and stories of financial success circulates. Although such success stories generally represent rare individual experiences, their circulation effectively cultivates the perception that gambling constitutes a genuine opportunity for economic improvement. Recommendations originating from trusted acquaintances carry considerable weight because they diminish perceived risk and strengthen the confidence required to make a first attempt[42], [43]. Beyond the influence of the social environment, online gambling also satisfies the recreational and psychological needs of middle-aged adults. A number of informants reported frequent experiences of boredom, loneliness, and restricted social interaction, particularly when work activity declined or when family members were occupied with their own affairs. Under these conditions, gambling is regarded as a form of entertainment that simultaneously combines competition, uncertainty, and the prospect of financial gain. The expectation of winning generates a sensation of excitement that fosters emotional engagement, so that the activity develops into a routine means of filling leisure time. Social influence and the need for entertainment therefore perform a dual role, functioning both as initial trigger and as sustaining mechanism: social networks provide the first exposure, while the psychological gratification obtained during play reinforces the desire to continue participating

Comparison with Previous Research

In order to strengthen the validity of the results, the findings of this study were compared with a number of relevant previous investigations. The predominance of economic factors as the principal trigger is consistent with earlier findings that identify financial pressure and low financial literacy as key variables in Indonesian communities' engagement with online gambling[44], [45]. Likewise, the role of social networks and virtual communities in normalising gambling accords with the results of studies conducted in other societal

contexts[45], [46], [47]. This convergence suggests that the underlying mechanisms operating in Kemukiman Saree do not differ fundamentally from those already identified in the international literature.

Two divergences nevertheless merit attention. First, the literature on gambling among older adults generally positions loneliness and the pursuit of entertainment as the dominant motives whereas among the middle-aged cohort at this research site economic motives were considerably more prominent, with the need for entertainment functioning as a sustaining rather than an initiating factor[48], [49], [50]. This divergence can be explained by the characteristics of the sample: the informants in this study remain of productive age and bear responsibility for household provision, in contrast to elderly subjects who have generally passed beyond that stage. Second, studies of law enforcement in Indonesia tend to treat criminal sanctions as the principal instrument of deterrence[44], [45], [51]. whereas the present findings indicate that shame before the community and anxiety over damage to the family's good name are frequently feared more than criminal punishment itself. This difference is attributable to the research context, namely a community with strong social cohesion and religious authority, conditions that were not necessarily present at the sites of earlier studies.

Preventive Measures: Strengthening Families, Communities, and Institutions

Unlike the repressive approach, which concentrates on the imposition of sanctions after an offence has occurred, the preventive approach seeks to address the social, economic, and psychological conditions that heighten individual vulnerability. In Kemukiman Saree, prevention is pursued through the strengthening of family roles, community participation, and village government intervention, which operate as mutually complementary mechanisms of social control. Family support emerged as the most influential preventive factor. Family members are typically the first to notice behavioural change, such as excessive smartphone use, reduced interaction, irregularity in the management of household finances, and emotional instability. In several cases, spouses and children intervened by restricting access to applications, monitoring internet use, and encouraging participation in social and religious activities as alternative pursuits.[38], [52]

The success of prevention at the family level is determined not only by supervision but also by the quality of communication. Effective intervention requires openness, mutual trust, and the capacity to resolve economic difficulties collectively. Several informants disclosed that emotional support from a spouse helped them to recognise the harmful consequences of gambling and thereby motivated them to reduce or discontinue the habit, whereas a lack of family attention increased the likelihood of continued involvement[41], [43]. These findings confirm that family resilience plays a decisive part in mitigating the risk of community involvement in online gambling. At the community level, community leaders, religious leaders, and local organisations play an active role in raising awareness of the dangers of gambling through Qur'anic study gatherings, village deliberations, community discussions, and outreach activities. In the Acehne context, religious institutions exert particularly strong influence, since religious discourse not only affirms the prohibition of gambling within Islamic teaching but also explains its consequences for family welfare and social harmony, thereby conferring moral legitimacy upon collective rejection of the practice. In addition, community-based programmes such as study groups, agricultural cooperatives, and family resilience activities provide productive spaces for interaction that serve as alternatives to gambling, while simultaneously alleviating loneliness and strengthening social solidarity[38], [40]. Village government complements these efforts through outreach concerning the legal consequences and social impact of gambling, conducted in village halls, mosques, and community centres, with the economically most vulnerable groups as its principal target. A summary of the actors involved, the forms of intervention, and their limitations is presented in Table 2.

Table 2. Mapping of preventive and repressive measures by actor, form of intervention, and identified limitations

Actor	Form of intervention	Identified limitations
Family	Supervision of device and financial use; emotional support; redirection towards social and religious activities	Dependent on the quality of communication; weakens in households marked by conflict or low attentiveness
Community and religious leaders	Study gatherings, sermons, outreach, and village deliberations; reinforcement of the moral legitimacy of rejecting gambling	Reaches only those present at such forums; difficult to reach participants who conceal their conduct
Village government	Outreach on legal consequences; empowerment and family resilience programmes; coordination with law enforcement	Limited budget and authority; programmes do not yet address the root economic pressures
Law enforcement agencies	Investigation and enforcement under the Criminal Code and the Electronic Information and Transactions Law; formal warnings; judicial proceedings	Difficulty tracing anonymous accounts, encrypted communication, and cross-border networks
Sharia judicial institutions	Application of Qanun Aceh No. 6 of 2014 on Jinayat Law; sanctions accompanied by moral and social consequences	Effectiveness contingent upon the sufficiency of evidence and consistency of application

Repressive Measures: Law Enforcement and the Deterrent Effect

Repressive measures constitute the second component in the control of online gambling at the research site. Most informants regard law enforcement as a necessary step, since outreach activities alone have proved insufficient to halt gambling behaviour, particularly among habitual participants. Many residents consider online gambling difficult to detect because it is conducted covertly by smartphone, and this perception fosters a sense of security that leads participants to underestimate their legal exposure. Under such conditions, formal legal action is regarded as essential in order to affirm that online gambling constitutes a serious violation of both legal and social norms[45], [46], [47]

One distinctive feature of law enforcement in Aceh is the parallel operation of two legal systems, namely national law and Islamic law [34]. Online gambling may be prosecuted under the Indonesian Criminal Code [37] and the Electronic Information and Transactions Law [38], while at the same time falling within the jurisdiction of Qanun Aceh No. 6 of 2014 on Jinayat Law[52], [53]. The availability of these instruments strengthens the capacity of the authorities to investigate, take enforcement action, and impose sanctions. Informants reported that the imposition of sanctions has heightened public awareness of the consequences of gambling: apprehension regarding arrest, legal proceedings, fines, and criminal punishment has induced a proportion of residents to avoid the activity[38], [39]. The deterrent effect that emerges is multidimensional in character. Informants explained that witnessing other community members undergo legal proceedings made them more cautious, while the moral authority of religious leaders adds spiritual and social consequences beyond formal sanctions[54], [55], [56]. Several informants acknowledged that anxiety over damage to the family's reputation and shame before the community outweighed their fear of criminal punishment. The study nevertheless identifies serious challenges in the application of the repressive approach. Gambling platforms continually adapt through the use of anonymous accounts,

encrypted communication, and cross-border networks that impede tracing, so that the authorities encounter difficulty in identifying participants and assembling evidence sufficient for prosecution [57], [58], [59].

5. Conclusion

This study demonstrates that online gambling among middle-aged adults in Kemukiman Saree constitutes a socio-legal phenomenon shaped by the interaction of economic, technological, social, and psychological factors. Economic vulnerability, marked by unstable income, limited employment opportunities, and considerable financial pressure, serves as the principal trigger, while widespread smartphone ownership and inexpensive internet access remove the constraints of space and time. The influence of social networks together with the need for entertainment and psychological escape subsequently sustains the behaviour until it becomes normalised within particular social settings. The first research objective is thus addressed: the involvement of middle-aged adults cannot be explained by any single factor, but only by a combination of mutually reinforcing conditions. With respect to the second objective, the study finds that the control of online gambling proceeds along two complementary paths. The preventive path operates through families, community leaders, religious institutions, and village government in raising legal awareness, reinforcing moral values, and building social resilience. The repressive path operates through the application of national law and Qanun Aceh No. 6 of 2014 on Jinayat Law, producing a layered deterrent effect in which formal sanctions are accompanied by social stigma and moral consequences. These findings corroborate social control theory while offering a qualification to the application of deterrence theory in societies with strong social cohesion: the certainty of formal sanctions is not the sole determinant of compliance, since shame and concern for the family's good name frequently operate more effectively. In practical terms, the findings imply that law enforcement must proceed alongside village economic empowerment, the strengthening of digital and legal literacy, and the formal incorporation of religious institutions as partners in prevention programmes. The study is subject to several limitations that should be borne in mind when interpreting its results. Its scope is confined to a single kemukiman, so the findings are not intended for generalisation across Aceh; data concerning gambling behaviour derive from informant self-report and may therefore carry social desirability bias; and the unlawful character of the activity under study constrained the candour of some informants. Future research is accordingly advised to adopt a mixed-methods design with a cross-regency sample in order to test the relative strength of each driving factor, to conduct longitudinal studies of the effectiveness of village economic empowerment programmes, and to examine specifically the institutional capacity of law enforcement to handle digital evidence across jurisdictions.

6. References

- [1] B. Schmeisser, T. Saebi, A. P. J. Schotter, and P. Gooderham, "The digital transformation of international business: A conceptualization, multidisciplinary review, and research agenda," *Journal of World Business*, vol. 61, no. 1, p. 101695, Jan. 2026, doi: 10.1016/J.JWB.2025.101695.
- [2] A. Abernethy *et al.*, "The Promise of Digital Health: Then, Now, and the Future," *NAM Perspectives*, vol. 2022, no. 22, p. 10.31478/202206e, Jun. 2022, doi: 10.31478/202206E.
- [3] S. M. Gainsbury, A. Russell, N. Hing, R. Wood, D. Lubman, and A. Blaszczynski, "How the Internet is Changing Gambling: Findings from an Australian Prevalence Survey," *J. Gambl. Stud.*, vol. 31, no. 1, p. 1, Jan. 2013, doi: 10.1007/S10899-013-9404-7.
- [4] S. Kairouz *et al.*, "A portrait of online gambling: a look at a transformation amid a pandemic," *Harm Reduct. J.*, vol. 22, no. 1, p. 136, Dec. 2025, doi: 10.1186/S12954-025-01265-1.

- [5] R. J. E. James, C. O'Malley, and R. J. Tunney, "Gambling on Smartphones: A Study of a Potentially Addictive Behaviour in a Naturalistic Setting," *Eur. Addict. Res.*, vol. 25, no. 1, p. 30, Jan. 2019, doi: 10.1159/000495663.
- [6] A. Fahrudin *et al.*, "Online gambling addiction: Problems and solutions for policymakers and stakeholders in Indonesia," *Journal of Infrastructure, Policy and Development*, vol. 8, no. 11, 2024, doi: 10.24294/JIPD.V8I11.9077.
- [7] H. Wardle *et al.*, "The Lancet Public Health Commission on gambling," *Lancet Public Health*, vol. 9, no. 11, pp. e950–e994, Nov. 2024, doi: 10.1016/S2468-2667(24)00167-1.
- [8] Y. K. Dwivedi *et al.*, "Setting the future of digital and social media marketing research: Perspectives and research propositions," *Int. J. Inf. Manage.*, vol. 59, p. 102168, Aug. 2021, doi: 10.1016/J.IJINFOMGT.2020.102168.
- [9] F. Mihai, O. E. Aleca, and D. M. Iordache, "AI Personalization and Its Influence on Online Gamblers' Behavior," *Behavioral Sciences*, vol. 15, no. 6, p. 779, Jun. 2025, doi: 10.3390/BS15060779.
- [10] I. Kamalludin, H. Suhendar, B. D. Pratami, 'Alamul Yaqin, and N. Afifah, "Criminal Law Treats for Online Gambling Performers: Investment Fraud Modes," *Dialogia Iuridica*, vol. 14, no. 1, pp. 026–051, Nov. 2022, doi: 10.28932/DI.V14I1.5252.
- [11] A. Muzacky and M. R. Purwanto, "Digital Families and the Threat of Online Gambling: Legal Challenges in Protecting Children in Indonesia," *International Journal of Science and Society*, vol. 7, no. 2, pp. 559–577, Jul. 2025, doi: 10.54783/IJSOC.V7I2.1470.
- [12] S. Barrault and I. Varescon, "Impulsive sensation seeking and gambling practice among a sample of online poker players: Comparison between non pathological, problem and pathological gamblers," *Pers. Individ. Dif.*, vol. 55, no. 5, pp. 502–507, Sep. 2013, doi: 10.1016/J.PAID.2013.04.022.
- [13] M. W. Abbott, "The changing epidemiology of gambling disorder and gambling-related harm: public health implications," *Public Health*, vol. 184, pp. 41–45, Jul. 2020, doi: 10.1016/J.PUHE.2020.04.003.
- [14] "InfoPublik - Polda Aceh Ungkap 136 Kasus Judi Online, 156 Tersangka Diamankan." Accessed: Aug. 29, 2026. [Online]. Available: <https://infopublik.id/kategori/nusantara/861626/bupati-toba-berharap-kpid-sumut-dorong-masifnya-konten-budaya>
- [15] "Polda Aceh Ungkap 136 Kasus Judi Online, Amankan 157 Tersangka - RMOLACEH.ID." Accessed: Aug. 29, 2026. [Online]. Available: <https://www.rmolaceh.id/polda-aceh-ungkap-136-kasus-judi-online-amankan-156-tersangka>
- [16] "Polda Aceh Ungkap 136 Kasus Judi Online - RRI.co.id." Accessed: Aug. 29, 2026. [Online]. Available: <https://rri.co.id/meulaboh/hukum/907758/privacy.html>
- [17] J. A. Martinez-Escudero, F. Garcia, O. F. Garcia, M. Alcaide, and I. Bochons, "Parental Socialization and Adjustment Components in Adolescents and Middle-Aged Adults: How are They Related?," *Psychol. Res. Behav. Manag.*, vol. 16, p. 1127, 2023, doi: 10.2147/PRBM.S394557.
- [18] G. Conte *et al.*, "Scrolling through adolescence: a systematic review of the impact of TikTok on adolescent mental health," *Eur. Child Adolesc. Psychiatry*, vol. 34, no. 5, p. 1511, May 2024, doi: 10.1007/S00787-024-02581-W.
- [19] D. Borges *et al.*, "On–Off Childhood? A Rapid Review of the Impact of Technology on Children's Health," *Healthcare (Switzerland)*, vol. 13, no. 14, p. 1769, Jul. 2025, doi: 10.3390/HEALTHCARE13141769/S1.
- [20] K. E. Moore, J. B. Stuewig, and J. P. Tangney, "The Effect of Stigma on Criminal Offenders' Functioning: A Longitudinal Mediational Model," *Deviant Behav.*, vol. 37, no. 2, pp. 196–218, Feb. 2016, doi: 10.1080/01639625.2014.1004035.
- [21] R. L. Akers and W. G. Jennings, "The Social Learning Theory of Crime and Deviance," *Handbooks of Sociology and Social Research*, pp. 113–129, 2019, doi: 10.1007/978-3-030-20779-3_6.

- [22] V. Saladino, O. Mosca, M. Lauriola, L. Hoelzlhammer, C. Cabras, and V. Verrastro, "Is Family Structure Associated with Deviance Propensity during Adolescence? The Role of Family Climate and Anger Dysregulation," *Int. J. Environ. Res. Public Health*, vol. 17, no. 24, p. 9257, Dec. 2020, doi: 10.3390/IJERPH17249257.
- [23] F. Wulandari, B. A. Sayidin, R. Rozlinda, F. Wulandari, B. A. Sayidin, and R. Rozlinda, "Criminal Sanctions Related to Online Gambling in The Perspective of Law Number 1 Of 2024 Concerning Electronic Information and Transactions," *International Conference on The State, Law, Politics & Democracy (ICon-SLPD)*, vol. 3, no. 1, pp. 282–294, Aug. 2024, Accessed: Aug. 29, 2026. [Online]. Available: <https://openjournal.unpam.ac.id/index.php/ICon/article/view/43655>
- [24] I. M. W. Darma and I. K. D. G. O. Yasa, "Legal Analysis of the Imposition of Criminal Sanctions Against Online Gambling Perpetrators From the Perspective of the Electronic Information and Transaction Law," *Jurnal Indonesia Sosial Sains*, vol. 7, no. 2, pp. 604–613, Feb. 2026, doi: 10.59141/IJSS.V7I2.2219.
- [25] P. Sari, M. A. Amrullah, E. Setyawan, and T. Yanuarto, "The Application of Criminal Sanctions to Law Enforcement Officers Involved in Online Gambling, from the Perspective of Legal Positivism.: Penerapan Sanksi Pidana Pelaku Judi Online yang Dilakukan oleh Oknum Kepolisian dalam Perspektif Positivisme Hukum," *Indonesian Journal of Innovation Studies*, vol. 24, pp. 10.21070/ijins.v25i.977-10.21070/ijins.v25i.977, Nov. 2023, doi: 10.21070/IJINS.V25I.977.
- [26] S. Tse, S. I. Hong, C. W. Wang, and R. M. Cunningham-Williams, "Gambling Behavior and Problems Among Older Adults: A Systematic Review of Empirical Studies," *The Journals of Gerontology: Series B*, vol. 67, no. 5, pp. 639–652, Sep. 2012, doi: 10.1093/GERONB/GBS068.
- [27] M. Abbott *et al.*, "Conceptual Framework of Harmful Gambling, Third Edition," Nov. 2018, doi: 10.33684/CFHG3.EN.
- [28] C. Venuleo, D. Cuzzola, and T. Marinaci, "Sex and Age Differences and Psychosocial Determinants of Regular Gambling: Insights from a Community-Based Study," *Eur. J. Investig. Health Psychol. Educ.*, vol. 15, no. 12, p. 261, Dec. 2025, doi: 10.3390/EJIHPE15120261.
- [29] M. W. Abbott, "The changing epidemiology of gambling disorder and gambling-related harm: public health implications," *Public Health*, vol. 184, pp. 41–45, Jul. 2020, doi: 10.1016/J.PUHE.2020.04.003.
- [30] Y. Jia, Y. Liang, Y. Xiong, and Y. Zhang, "Exploring Criminal Jurisdictional Conflicts in Cross-Border Online Gambling," pp. 2980–2992, 2022, doi: 10.2991/978-2-494069-31-2_351.
- [31] A. A. Azis and M. I. Azhari, "Illegal Online Gambling in Indonesia: Assessing State Securitization and Its Effectiveness," *Jurnal Hubungan Internasional*, vol. 14, no. 1, pp. 1–14, Sep. 2025, doi: 10.18196/JHI.V14I1.27827.
- [32] R. Yusuf, S. Budiawan, R. Fitrotul Mualafina, S. Ulfiyani, and M. Mukhlis, "Media Representation of the Online Gambling Phenomenon in Indonesia through a Corpus-Assisted Critical Discourse Study," *Indonesian Language Education and Literature*, vol. 10, no. 2, pp. 386–404, May 2025, doi: 10.24235/ILEAL.V10I2.19629.
- [33] S. Adaliya, C. Sundari, and Y. Armansyah, "Gambling Control by the Jambi City, Indonesia Government from a Good Governance Perspective," *Journal of Governance and Public Policy*, vol. 13, no. 1, pp. 94–108, Feb. 2026, doi: 10.18196/JGPP.V13I1.28704.
- [34] L. Lewiandy, A. Gunadi, E. T. Putra, L. Lewiandy, A. Gunadi, and E. T. Putra, "THE PROHIBITION OF ONLINE GAMBLING IN INDONESIA: A LAW AND ECONOMIC ANALYSIS," *Indonesia Law Review*, vol. 14, no. 2, p. 3, Aug. 2024, doi: 10.15742/ilrev.v14n2.1.
- [35] "Unraveling the Sociocultural Aspects of Online Gambling." Accessed: Aug. 29, 2026. [Online]. Available: <https://www.kompas.id/artikel/en-mengurai-aspek-sosio-kultural-judi-daring>

- [36] M. E. Düken, Ö. K. Suzan, and M. Günaydın, "Problem gambling among working youth in Southeast Türkiye: predictors and psychological consequences," *BMC Public Health* 2026 26:1, vol. 26, no. 1, pp. 1093–, Mar. 2026, doi: 10.1186/S12889-026-26878-4.
- [37] M. Lin, S. Liu, and F. Wang, "Research on the influence mechanism of social risk perception on addictive behavior among sports lottery gamblers: the moderating effect of social support," *Front. Psychol.*, vol. 16, p. 1704105, Dec. 2025, doi: 10.3389/FPSYG.2025.1704105/TEXT.
- [38] C. S. Andreassen *et al.*, "The relationship between addictive use of social media and video games and symptoms of psychiatric disorders: A large-scale cross-sectional study," *Psychology of Addictive Behaviors*, vol. 30, no. 2, pp. 252–262, 2016, doi: 10.1037/ADB0000160.
- [39] P. Delfabbro, D. King, C. Lambos, and S. Puglies, "Is video-game playing a risk factor for pathological gambling in Australian adolescents?," *J. Gambl. Stud.*, vol. 25, no. 3, pp. 391–405, Aug. 2009, doi: 10.1007/S10899-009-9138-8.
- [40] H. Molde *et al.*, "Are Video Games a Gateway to Gambling? A Longitudinal Study Based on a Representative Norwegian Sample," *J. Gambl. Stud.*, vol. 35, no. 2, p. 545, 2018, doi: 10.1007/S10899-018-9781-Z.
- [41] K. J. Back, C. K. Lee, and R. Stinchfield, "Gambling Motivation and Passion: A Comparison Study of Recreational and Pathological Gamblers," *J. Gambl. Stud.*, vol. 27, no. 3, pp. 355–370, Sep. 2011, doi: 10.1007/S10899-010-9212-2.
- [42] S. M. Gainsbury, D. L. King, A. M. T. Russell, and P. Delfabbro, "Who Pays to Play Freemium Games? The Profiles and Motivations of Players Who Make Purchases Within Social Casino Games," *J. Behav. Addict.*, vol. 5, no. 2, p. 221, Jun. 2016, doi: 10.1556/2006.5.2016.031.
- [43] K. Lind, V. Marionneau, J. Järvinen-Tassopoulos, and A. H. Salonen, "Socio-Demographics, Gambling Participation, Gambling Settings, and Addictive Behaviors Associated with Gambling Modes: A Population-Based Study," *J. Gambl. Stud.*, vol. 38, no. 4, p. 1111, Dec. 2021, doi: 10.1007/S10899-021-10074-7.
- [44] S. Rasanjani and I. Rahmi, "The threat of online gambling to low-income communities: Insights from a bibliometric analysis," *Masyarakat, Kebudayaan dan Politik*, vol. 38, no. 4, pp. 369–383, Nov. 2025, doi: 10.20473/MKP.V38I42025.369-383.
- [45] S. M. Gainsbury and A. Blaszczyński, "HOW BLOCKCHAIN AND CRYPTOCURRENCY TECHNOLOGY COULD REVOLUTIONIZE ONLINE GAMBLING," *Gaming Law Review*, vol. 21, no. 7, pp. 482–492, Sep. 2017, doi: 10.1089/GLR2.2017.2174.
- [46] M. M. Auer and M. D. Griffiths, "The use of personalized behavioral feedback for online gamblers: an empirical study," *Front. Psychol.*, vol. 6, Sep. 2015, doi: 10.3389/FPSYG.2015.01406.
- [47] S. Sudaryono, P. Nugroho, and T. Kuncara, "The Socioeconomic Impact of Online Gambling on Economic Stability in Indonesia: A Policy-Oriented Analysis," *International Journal Multidisciplinary Science*, vol. 4, no. 2, pp. 41–47, Jun. 2025, doi: 10.56127/IJML.V4I2.2152.
- [48] Y. Delice Bocaoglu and L. E. Aybay, "The associations between gambling disorder, object relations, loneliness and quality of life," *Addicta: The Turkish Journal on Addictions*, vol. 13, no. 2, pp. 216–224, Jun. 2026, doi: 10.15805/ADDICTA.2026.501.
- [49] F. Martin, P. A. Lichtenberg, and T. N. Templin, "A Longitudinal Study: Casino Gambling Attitudes, Motivations, and Gambling Patterns Among Urban Elders," *Journal of gambling studies / co-sponsored by the National Council on Problem Gambling and Institute for the Study of Gambling and Commercial Gaming*, vol. 27, no. 2, p. 287, Jun. 2011, doi: 10.1007/S10899-010-9202-4.
- [50] G. C. Prezzavento *et al.*, "Gambling disorder in late life: A systematic review of behavioral patterns, clinical correlates, and psychotherapeutic interventions," *American Journal on Addictions*, 2026, doi: 10.1111/AJAD.70188;WGROU:STRING:PUBLICATION.

- [51] M. Fontaine *et al.*, "Gambling and Aging: An Overview of a Risky Behavior," *Behavioral Sciences*, vol. 13, no. 6, p. 437, Jun. 2023, doi: 10.3390/BS13060437.
- [52] H. S. Wahyuni *et al.*, "Financial Literacy of Indonesian Society as an Effort to Face the Online Gambling Crisis," *Advances in Social Science, Education and Humanities Research*, vol. 894, pp. 100–108, Dec. 2024, doi: 10.2991/978-2-38476-340-5_9.
- [53] M. Andrade, D. Costa, L. Weiss-Cohen, J. Torrance, and P. Newall, "Trading is a losing game: an audit of deceptive choice architecture in demo-mode Contract for Difference (CFD) trading apps," *Behavioural Public Policy*, pp. 1–23, 2025, doi: 10.1017/BPP.2024.62.
- [54] Z. Ardian, D. Abdullah, Z. Yunizar, T. A. Tarigan, and H. Agil, "Designing a Community Reporting System for Online Gambling Activities in Aceh," *JINAV: Journal of Information and Visualization*, vol. 6, no. 2, Dec. 2025, doi: 10.35877/454RI.JINAV4336.
- [55] S. P. Khairuna and S. Nasution, "Mental Health Analysis of Online Gambling Addicts in Percut Village, Percut Sei Tuan District, Deli Serdang Regency," *Journal of General Education and Humanities*, vol. 4, no. 3, pp. 1289–1300, Aug. 2025, doi: 10.58421/GEHU.V4I3.655.
- [56] M. R. Nanda, T. Anggraini, N. Aslami, and M. Rhenz Nanda, "The Impact of Online Gambling on Students: Productivity and Financial Health," *Eduksos: Jurnal Pendidikan Sosial & Ekonomi*, vol. 14, no. 02, Oct. 2025, doi: 10.24235/EDUEKSOS.V14I2.22167.
- [57] F. Fazzan *et al.*, "Penyuluhan Bahaya Narkoba dan Judi Online di Dayah Miftahus Salam Aceh Besar," *BAKTIMAS: Jurnal Pengabdian pada Masyarakat*, vol. 6, no. 4, pp. 335–340, Dec. 2024, doi: 10.32672/BTM.V6I4.8552.
- [58] P. J. Online *et al.*, "Pengaruh Judi Online dan Gaya Hidup Hedonis Terhadap Perilaku Keuangan Generasi Z di Aceh Barat," *Ekopedia: Jurnal Ilmiah Ekonomi*, vol. 2, no. 1, pp. 335–348, Jan. 2026, doi: 10.63822/T693TH24.
- [59] H. Wardle, N. Critchlow, A. Brown, C. Donnachie, A. Kolesnikov, and K. Hunt, "The association between gambling marketing and unplanned gambling spend: Synthesised findings from two online cross-sectional surveys," *Addictive Behaviors*, vol. 135, p. 107440, Dec. 2022, doi: 10.1016/J.ADDBEH.2022.107440.