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Study of the Role of Digital Literacy in Mitigating the Spread of Online Gambling as a Popular Cyber Crime in Indonesia

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Abstract: The spread of online gambling as a cyber crime has become a major problem in Indonesia. This type of cyber crime has a huge influence on various levels of society, both from a social and economic perspective. This research aims to examine the role of digital literacy in mitigating the spread of online gambling using a literature study approach. This study examines the definition and components of digital literacy and their impact in dealing with the risks associated with online gambling, which is now one of the most popular types of cyber crime in Indonesia. Through a literature review, this article explores existing theory and data on digital literacy and its effectiveness in increasing public awareness and protecting individuals from the risks associated with online gambling. The findings from this research indicate that digital literacy plays a key role in equipping society with the knowledge and skills necessary to recognize the dangers and impacts of online gambling, while also identifying several gaps in the literature that require further attention. The conclusion of this article emphasizes the importance of integrating digital literacy in mitigation strategies and offers recommendations for improving digital literacy programs to combat the spread of online gambling in Indonesia.

Keywords: Digital Literacy, Cyber Crime

INTRODUCTION

Online gambling has a huge negative impact from a social and economic perspective. Based on data from a national newspaper, in June 2024, millions of people were recorded as being involved in online gambling (1). Online gambling is a game that is played using money as a bet with game conditions and betting amounts determined by the gambler (2).

Cybercrime is an illegal activity carried out using the internet, supported by computer hardware and software or other electronic equipment. This includes technology that supports technological means such as cell phones, smartphones and others that can be done via global electronic networks. (3). Cybercrime is a form of crime that refers to criminal activity with a computer or computer network that is the tool or place where the crime occurs. Some examples of cybercrime include hacking, cracking, defacing, and others. In general, these are

in the form of identity theft, cyber espionage, cyber extortion, theft of company data, and carding (4).

The amount of online gambling news is becoming an increasingly worrying issue in Indonesia, because based on this news it is known that 80% of online gambling players are from the lower middle class. This shows that regulations and public awareness still really need to be improved. Online gambling as a cyber crime not only harms the individuals involved but also has a broad impact on society as a whole, such as financial losses to families such as abandonment of children and wives due to gambling, as well as disruption to social life in society.

Based on information presented in a press conference by the Coordinating Minister for Political, Legal and Security Affairs (Menko Polhukam) Hadi Tjahjanto which was covered by Kompas.com, there are quite a lot of online gambling players whose details are as follows:

Table 1. Age Category of Online Gambling Players

Age	Amount
< 10 years	± 80.000,-
10 - 20 years	± 440.000,-
21 - 30 years	± 520.000,-
30 - 50 years	± 1.640.000,-
> 50 years	± 1.350.000,-

Source : data processing results

Online gambling is apparently popular with various groups including children and teenagers, based on table (1) it can be seen that the number of children aged less than 10 years is around 80,000 people, while the category of teenagers in the age range of 10 to 20 years is around 440,000 people. . Based on the data above, people who work in the world of education must take responsibility for helping the government provide education in the form of digital literacy about the impacts and dangers of online gambling to students so that they are not tempted to try online gambling (5).

Digital literacy is a form of ability to obtain, understand and use information originating from various sources in digital form. Literacy itself in the educational context plays a role in developing a person's knowledge of certain subject matter as well as encouraging curiosity and developing their creativity. (6). Curiosity supported by developing knowledge through digital literacy will create a society that has a critical and creative mindset and outlook (7). Digital literacy refers to the assortment of cognitive-thinking strategies that consumers of digital information utilize, digital literacy is usually regarded as a measure of the ability of users to perform tasks in digital environments, but digital literacy is much more than just the physical use of software (8).

METHODOLOGY

Literature study is a method used to collect data or sources related to the topic raised in a research (9). Studi literatur adalah desain penelitian yang digunakan dalam mengumpulkan sumber data yang berkaitan dengan suatu topik (10). Literature study is a series of activities related to methods of collecting library data, reading and taking notes and processing research materials (11). Based on several considerations, especially in terms of time, the author chose the literature study methodology in this research.

The literature study in this research aims to collect, analyze and evaluate information from various literature sources that are relevant to the research topic. Based on this analysis and evaluation, the author then combines and processes data from this information to create something new and different from previous research. This method was chosen because of

time constraints so that it allows researchers to explore various existing views and findings without having to collect primary data directly.

The literature study that the author carried out consisted of several stages, namely:

a. Data Collection

The steps taken in data collection by the author were to identify literacy sources consisting of articles in journals and news from trusted media. Once identified, the author then carried out data selection by filtering the literacy sources based on topic and content. The literacy sources that have been selected are then collected as sources for writing and processing data in this research.

b. Data Analysis

Data analysis is carried out by conducting a review by reading articles and news from these sources carefully in order to obtain new findings that can be used as writing sources. The results of this analysis are then used as material to describe the role of digital literacy in efforts to mitigate the spread of online gambling.

c. Evaluation

Compare various research results and information obtained and criticize the views and findings produced.

The three stages consisting of collection, analysis and evaluation then produce conclusions about the role of digital literacy in mitigating the spread of online gambling, thereby producing recommendations for developing better digital literacy programs in the future.

RESULTS AND DISCUSSION

Based on Table 1 regarding the number of online gambling players based on age categories, Table 2 can be created as follows:

Table 2. Age Percentage of Online Gambling Players	
Age	Percentage
Kurang dari 10 tahun	2%
10 s.d 20 tahun	11%
21 s.d 30 tahun	13%
<u>30 s.d 50 tahun</u>	<u>40%</u>
Lebih dari 50 tahun	34%

Source: data processing results

Age 30 – 50 years is the largest age category found based on data submitted by the Coordinating Minister for Politics, Law and Human Rights, even though if people at that age are heads of households then it is certain that their household budget is reduced because at least a small portion is used for capital to play online gambling. Another problem that is quite worrying is that 2% of online gambling players are children under 10 years old. If we assume that they don't have a job and income then there is a possibility that they will look for other sources of funds outside of their pocket money in various ways if they do. Their pocket money is not enough, especially if they are addicted to online gambling.

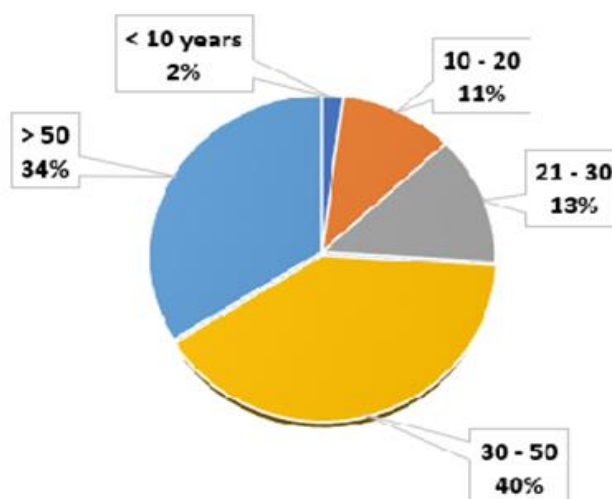


Figure 1: Percentage Online Gaming Player by Ages

To combat and eradicate online gambling, the government is taking firm steps, even through Presidential Decree Number 21 of 2024, an Online Gambling Eradication Task Force was formed. This Presidential Decree was signed by President Jokowi on Friday, June 14 (12). The aim of establishing the Online Gambling Eradication Task Force is as an effort to accelerate the eradication of gambling. This task force involves various ministries, agencies and high-ranking state officials. With the collaboration and coordination of various parties, it is hoped that the eradication of online gambling can proceed quickly, so that victims due to the impact of online gambling will no longer fall.

The impact of online gambling is so broad that it causes someone who is addicted to be triggered to commit criminal acts, this is because the person who is addicted uses various ways to get money as capital for online gambling. (13). One of the news stories in Tempo magazine discusses the impact of online gambling as follows:

a. Financial loss

It is very clear that financial losses will occur because online gambling tends to cost more and more money over time.

b. Damage to mental health

Damage to mental health can be seen when the person starts to become addicted to online gambling, he or she will not be able to concentrate and cannot control themselves. The focus of their thoughts is only on how they can continue playing online gambling.

c. Damage to physical health

Stress and anxiety due to large debt bills results in difficulty sleeping, fatigue and ultimately illness and even heart attacks.

d. Personal relationships with the social environment

When someone is addicted to online gambling, personal relationships with their social environment will definitely be disrupted, starting with family conflicts due to economic problems because online gambling will continue to expand to a wider environment.

e. Law Problem

If the online gambler is in debt and unable to pay, there will definitely be many demands from various parties demanding the return of the money borrowed and if this cannot be resolved it will result in a report to the authorities.

f. Criminality

If an addicted online gambler no longer has a source of funds that can be used for gambling because his goods and possessions have been sold out, he will use all means to get money by committing criminal acts.

g. Data security risks

Data security risks are also one of the risks that can occur because online gambling sites will usually ask for personal data such as name, account number and so on. This personal identity is vulnerable to misuse by various parties with malicious intent.

Based on the press release No.340/HM/KOMINFO/08/2022 which was posted on the official KOMINFO website from 2018 to 2022, access to 566,332 content containing elements of gambling has been cut off. Termination of access was carried out based on the findings of cyber patrols, public reports and reports from government agencies. Cyber patrols are carried out by KOMINFO supported by a team from the Directorate of Information Application (14).

Social, Economic and Psychological Impact

Based on research articles that have been conducted previously, online gambling has a social impact on families because of financial problems that arise as a result of one of the family members being addicted to online gambling. The psychological impact clearly occurs not only on online gamblers but all family members are also affected, the increased stress levels due to debt bills from various parties and various other problems definitely have quite a heavy psychological impact on online gamblers and their families (15).

Apart from the impact at the family level, online gambling also has a widespread social impact in society. Online gambling addiction can cause perpetrators to neglect their social and work responsibilities. As a result, there is a decrease in productivity and an increase in unemployment, which has a negative impact on the local and national economy. Affected communities also tend to experience social instability, with increased levels of crime and social conflict.

Mitigating Online Gambling through Information and Communication Technology

Information and Communication Technology plays an important role in mitigating online gambling. The use of software to block gambling sites, monitoring of online activities must continue to be carried out because every day there are definitely online gambling sites that appear. Apart from that, efforts to disseminate educational information through digital media can help reduce access and interest in online gambling. Collaboration between the government, internet service providers and social media platforms is needed to develop and implement effective technological solutions to eradicate online gambling.

The Importance of Digital Literacy

Digital literacy plays a very important role as the key to increasing public awareness about the risks and impacts of online gambling. Digital literacy programs that include knowledge about the social, economic and psychological impacts of online gambling must continue to be socialized, including the risks of personal data security and strategies to avoid the temptation of online gambling must continue to be socialized by various parties collaborating between the government, educational institutions and all elements of society. Apart from that, to overcome online gambling, close collaboration is needed between various parties, including the government, educational institutions, non-governmental organizations and the community. These joint efforts could include awareness campaigns, providing counseling services for those addicted to gambling, as well as strict law enforcement against online gambling operators. Digital literacy education starting from an early age until adulthood will help form a generation that is more aware and critical of digital threats, including online gambling.

CONCLUSION

Findings from literature studies show that online gambling is a serious problem with widespread negative impacts, especially in Indonesia. As highlighted, millions of people engage in online gambling, spanning various age groups, including children and teenagers. This prevalence indicates a significant social problem that requires immediate attention and action.

Demographic data shows an alarming trend where a large number of online gamblers are in the age group of 30-50 years. These individuals are often heads of households, meaning that their involvement in online gambling directly affects their family's finances, which can lead to neglect of family needs. More worrying is the involvement of children under 10 years of age and adolescents, indicating an urgent need for preventive and educational measures targeting these vulnerable groups.

The Indonesian government has realized the seriousness of the online gambling problem and has taken important steps, such as forming a task force to eradicate online gambling through Presidential Decree Number 21 of 2024. This task force aims to accelerate the eradication of online gambling by involving various ministries and high-ranking officials in efforts coordinated.

Digital literacy is emerging as an important tool in mitigating the spread of online gambling. By increasing digital literacy, individuals can better understand the risks and impacts of online gambling, and form a more aware and resilient society. Digital literacy not only helps individuals navigate the digital environment safely but also equips them with the critical thinking skills necessary to avoid the temptation of online gambling.

This research produces recommendations that educational and professional institutions must have an important role in promoting digital literacy. Educators can integrate digital literacy programs into their curriculum to raise awareness about the dangers of online gambling and other cybercrimes among students. This proactive approach can help prevent young people from falling into the trap of online gambling. In conclusion, addressing the problem of online gambling requires a multifaceted approach that includes strict regulation, strong law enforcement, and extensive digital literacy education. The combination of these various efforts, is to reduce the spread of online gambling and reduce its negative impacts, especially for individuals and communities who are vulnerable to being influenced by the temptation of online gambling. The findings from this research emphasize that continuous research must be carried out and there must be the development of effective strategies to combat online gambling to increase digital literacy in all age groups in Indonesia.

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