

LEGAL AWARENESS OF GENERATION Z REGARDING THE BAN ON ONLINE GAMBLING IN INDONESIA (CASE STUDY OF GENERATION Z IN THE CILANDAK AREA OF SOUTH JAKARTA)

KESADARAN HUKUM GENERASI Z TENTANG LARANGAN PERJUDIAN ONLINE DI INDONESIA (STUDI KASUS GENERASI Z DI KAWASAN CILANDAK JAKARTA SELATAN)

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Abstract

This study aims to examine the level of legal awareness of Generation Z towards the prohibition of online gambling in Indonesia, with a focus on the Cilandak area, South Jakarta. The method used in this research is a qualitative study with empirical methods involving interviews with community leaders, school and village officials, and the distribution of questionnaires to Generation Z respondents. Data analysis was conducted to identify the level of legal understanding, forms of involvement, as well as perceptions of law enforcement and the effectiveness of the reporting system. The results show that the majority of respondents have good legal awareness and understand the risks and legal basis for prohibiting online gambling. However, vulnerability was also found in a small number of respondents who did not have a deep understanding and began to be exposed to gambling practices. The weakness of the monitoring system, the lack of continuous legal education, and the lack of optimal synergy between stakeholders are the main challenges in prevention. Therefore, a comprehensive strategy based on education, technology, and collaborative law enforcement is needed to build comprehensive protection for young people in the digital era.

Keywords: Generation Z, Legal Awareness, Online Gambling

INTRODUCTION

Gambling remains a social problem that harms society, including in Indonesia. Technological developments in the era of globalization have both positive and negative impacts. One negative impact is the emergence and proliferation of online gambling, which now involves not only adults but also the younger generation. Online gambling is a form of betting conducted over the internet using digital devices such as computers or smartphones. Available games include: roulette, blackjack, virtual slot machines, poker, and even online lotteries (Kanda & Aziz, 2024). In Indonesia, online gambling is considered illegal and is regulated by Article 27 Paragraph (2) and Article 45 Paragraph (2) of the Electronic Information and Transactions Law (UU ITE), with the threat of sanctions for both organizers and players.¹

¹ R. Agustriana and D. Sugiarti, "The Phenomenon of Online Gambling Among Generation Z: The Influence of Mentality and Macroeconomic Implications from an Islamic Perspective.," in *The 1st International Student Conference on Economics and Business Excellence (ISCEBE)*, (Jakarta: Universitas Terbuka, 2024), 31–39, https://conference.ut.ac.id/index.php/proceeding_iscebe/article/view/3886#pkp_content_foote.

The Ministry of Communication and Informatics (Kominfo) has blocked approximately 3.3 million pieces of online gambling content since July 17, 2023. However, the number of online gambling users in Indonesia continues to increase, reaching approximately 4 million. Demographic data shows that online gambling involves not only adults but also children under the age of 10. This phenomenon poses a serious threat to various aspects of life, such as decreased individual productivity, psychological problems, family economic stability, and national economic growth.²

Online gambling addiction can lead to stress, depression, and negative behaviors such as theft, debt, or selling valuables to gamble. The economic impact is also significant, as spending that should be spent on productive needs is instead spent on gambling, hampering economic growth. Finance Minister Sri Mulyani highlighted that the circulation of money in online gambling does not add value to the economy and has the potential to weaken people's purchasing power.³

The online gambling phenomenon continues to grow in line with the rapid development of digital technology and increasingly easy internet access across all levels of society. According to data from the Indonesian Association of Indonesian Games (APJII) (2024), 79.5% of Indonesia's population has internet access, of which 87.02% are members of Generation Z, known as a generation that is very familiar with the digital world. Widespread internet access, coupled with advances in communication technology, makes it increasingly easy for individuals, especially young people, to access various online platforms, including gambling sites.⁴ Furthermore, ease of access driven by social media penetration and massive promotion through digital advertising is further accelerating the popularity of online gambling among the younger generation. With its attractive appearance, the lure of instant profits, and the ease of transactions through digital wallets and bank transfers, online gambling is increasingly reaching various groups, even those who previously had no interest in the activity.

Generation Z, born between 1997 and 2012, is the group most vulnerable to the negative impacts of online gambling due to their high dependence on the internet and social media. As a generation that grew up in the digital era, they are accustomed to fast access to information and various forms of online entertainment, including the increasingly widespread online gambling. This generation is also known for its impulsive nature and tendency to seek instant gratification, which makes them more easily tempted to try online gambling without considering the long-term risks.⁵

Lack of awareness of the negative impacts of online gambling and a lack of self-control in managing finances make them vulnerable to gambling addiction, which leads to uncontrolled spending habits. Furthermore, the abundance of online gambling advertisements offering instant profits with little capital further exacerbates the situation, as people are swayed by seemingly enticing promotions and ignore the risk of greater losses.⁶ With aggressive marketing strategies through social media platforms like Instagram, TikTok, and YouTube, online gambling is increasingly accessible and perceived as a quick way to make money, when in reality, it actually leads them into

² PPATK __, "Pusat Pelaporan Dan Analisis Transaksi Keuangan," July 26, 2024.

³ PPATK __.

⁴ Muhammad Reza Saputra, "Faktor Pendorong Judi Online Dikalangan Mahasiswa Ekonomi Syariah Angkatan 2021: Sebuah Analisis Sosial Dan Ekonomi" (IAIN Metro, 2025).

⁵ Marjianto Marjianto, Ilda Hayati, and Hajjah Dina Ristianti, "Analisis Dampak Judi Online Terhadap Keutuhan Rumah Tangga Masyarakat Islam (Studi Kasus Di Kecamatan Lubuklinggau Timur I)" (Institut Agama Islam Curup, 2024).

⁶ Riskiwati, "Judi Online Sebagai Faktor Kriminogen Terhadap Terjadinya Tindakan Kriminalitas" (Universitas Muhammadiyah Malang, 2025).

serious financial problems. Therefore, it is important to understand the mind-set of Generation Z in order to design appropriate solutions through education and the application of moral values to help them control impulsive behavior and stay away from online gambling.⁷

This study aims to analyze the level of legal awareness of Generation Z regarding the prohibition of online gambling in Indonesia. Through this case study, it is hoped that a deeper understanding of the factors that encourage teenagers to engage in online gambling can be gained, as well as identifying the legal awareness of Generation Z and the applicable legal regulations regarding online gambling in Indonesia. Thus, this study not only provides an overview of the existing conditions but also offers solutions to increase legal awareness to prevent further involvement in online gambling. Therefore, the author seeks to describe and address the issue of Generation Z's understanding of their legal awareness regarding the prohibition of online gambling in Indonesia.

METHOD

This study uses a qualitative approach with empirical methods to gain an understanding of the factors influencing Generation Z's legal awareness in the context of online gambling. This study was conducted in the Cilandak area, specifically on Jl. Cipete Selatan, South Jakarta. Cipete Selatan is a sub-district in Cilandak District, South Jakarta, Jakarta, Indonesia. This area has a total of household heads in RT 01 and RT 13. RT 13 has 168 household heads consisting of 43 elderly people, 95 Generation Z, and 30 toddlers. Meanwhile, RT 01 has a total of 126 household heads consisting of 19 elderly people, 83 Generation Z, and 24 toddlers. This area was chosen because of its high internet penetration and the widespread use of digital platforms among young people. The research subjects were individuals belonging to Generation Z (aged between 12 and 27 years) who had experience or exposure to online gambling.

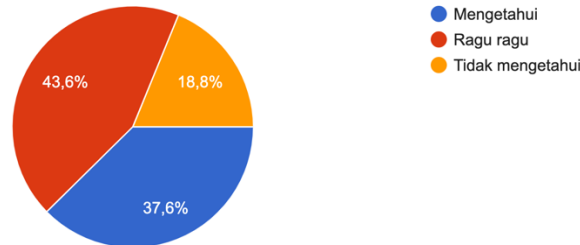
To obtain accurate and in-depth data, this study uses several data collection techniques such as (1) Distributing questionnaires to respondents to understand their level of legal awareness regarding online gambling; (3) Interviews with sub-district heads and neighbor-hood association heads regarding internet and social media usage patterns by Generation Z in South Cipete; and (4) Document studies using legal sources such as the Electronic Information and Transactions Law (UU ITE) and related literature as a basis for analyzing public legal awareness regarding online gambling.

From a total population of 294, this study focused on using 100 respondents with the criteria of individuals aged 12 to 27 years as a research sample. The data obtained were then analyzed to identify patterns and relationships in the phenomena studied and linked to relevant theories and literature. The data analysis technique used was qualitative descriptive data analysis, which was carried out by organizing and interpreting data to gain an in-depth understanding. The final stage of this research is a discussion of the research results, which are analyzed in depth by connecting them to existing theories, their implications for the mentality of Generation Z. This study aims to provide comprehensive insights into how Generation Z in South Cipete understands the law regarding online gambling and the factors that influence their level of awareness.

⁷ Riski Kamila Juliani et al., "Fenomena Judi Online Di Kalangan Generasi Muda," *Khatulistiwa : Jurnal Pendidikan Dan Sosial Humaniora* Volume. 4, no. 2 (2024): 113–22, <https://doi.org/10.55606/khatulistiwa.v4i2.3221>.

DISCUSSION or RESULTS/FINDINGS

Generation Z's Level of Knowledge Regarding the Rise of Online Gambling in the Cilandak Area

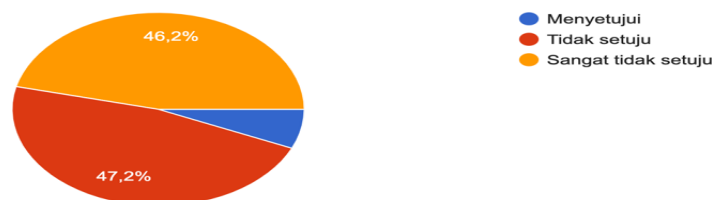


Source: Questionnaire Results January-July 2025

Answer	Sum of Respondent	Prosentage
Know	37	37,6%
Doubtfu	44	43,6%
Do not know	19	18,8%
Total	100	100%

A survey of 100 respondents in the Cilandak area of South Jakarta revealed that Generation Z's level of knowledge regarding the prevalence of online gambling varied considerably. Thirty-seven respondents, or 37.6%, stated they were aware of online gambling activities in their community, while 44 respondents, or 43.6%, were uncertain or not yet fully convinced of the phenomenon. Only 19 respondents, or 18.8%, explicitly stated they were unaware of the phenomenon. The results of this questionnaire reflect that the issue of online gambling has become a common topic of conversation among the younger generation, although not everyone has complete certainty or information about its reality. The high level of uncertainty also indicates that access to legal and social information related to online gambling still needs to be strengthened, so that legal awareness among Generation Z can grow more comprehensively and responsively to the dangers posed by this illegal practice.

Generation Z's Attitudes towards Online Gambling in the Neighbor-hood



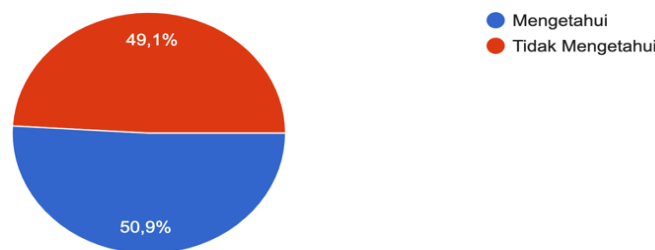
Source: Questionnaire Results January-July 2025

Answer	Sum of Respondent	Prosentage
Agree	7	6,6%
Disagree	47	47,2%
Strongly Disagree	46	46,2%
Total	100	100%

Source: Questionnaire Results January-July 2025

A survey of Generation Z in the Cilandak area revealed a strong stance against online gambling in their community. Forty-seven respondents, or 47%, disagreed, while 46 respondents, or 46.2%, strongly disagreed. Only about seven respondents, or 6.6%, agreed with the practice. The results of this questionnaire indicate that the majority of Generation Z in the Cilandak area have negative attitudes and strong rejection of online gambling practices, reflecting a high level of moral values and social awareness. However, the small number of respondents who approved of the practice indicates that environmental influences or a lack of legal understanding can still create opportunities for permissive attitudes. Therefore, it is important for relevant parties to continue intensive legal education so that rejection of this illegal practice becomes more widespread and based on a strong understanding of its legal consequences.

Generation Z's Level of Exposure to Social Circles Involved in Online Gambling



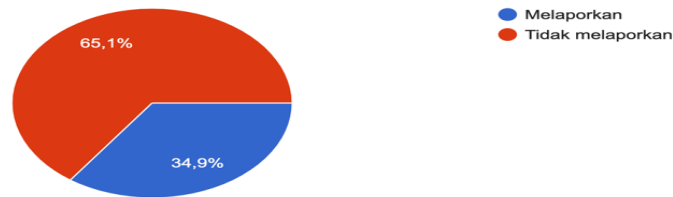
Source: Questionnaire Results January-July 2025

Answer	Sum of Respondent	Prosentage
Know	51	50,9%
Do Not Know	49	49,1%
Total	100	100%

Source: Questionnaire Results January-July 2025

The questionnaire results showed that approximately 51 respondents, or 50.9%, stated they knew of friends or relatives involved in online gambling, while 49 respondents, or 49.1%, were unaware of this. This data indicates that more than half of the region's youth have direct or indirect exposure to online gambling practices within their social circles. This fact is quite alarming, considering that individuals' involvement in illegal activities like online gambling often begins with close social influences. This high level of exposure indicates that prevention efforts and legal education need to target not only individuals but also surrounding communities that have the potential to spread negative influences.

Generation Z's Response to Online Gambling Practices in Their neighborhood



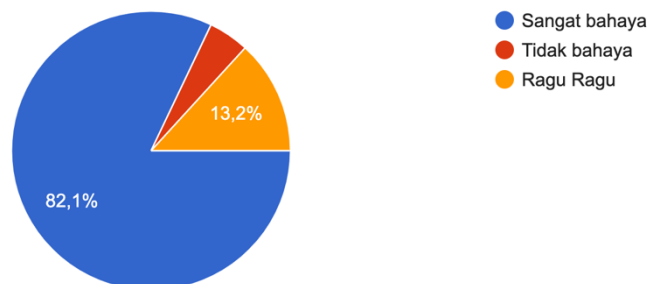
Source: Questionnaire Results January-July 2025

Answer	Sum of Respondent	Prosentage
Reported	35	34,9%
Unreported	65	65,1%
Total	100	100%

Source: Questionnaire Results January-July 2025

Based on the survey results, it was found that the majority of respondents, 65 respondents (65.1%), chose not to report online gambling activities in their neighborhood. Meanwhile, only 35 respondents (34.9%) stated they were willing to report such activities to the authorities. These results indicate social or psychological barriers to actively upholding legal awareness, even though most young people already know that online gambling is illegal. This passive attitude can be caused by several factors, such as fear of social consequences, unfamiliarity with reporting procedures, or lack of trust in the legal process. Therefore, an educational approach is needed that not only emphasizes legal understanding but also encourages active participation in maintaining environmental order through safe, clear, and easily accessible reporting channels for the community, especially the younger generation.

Generation Z's Perception of the Dangers of Online Gambling



Source: Questionnaire Results January-July 2025

Answer	Sum of Respondent	Prosentage
Very Dangerous	82	82,1%
Undangerous	5	4,7%
Doubfill	13	13,2%
Total	100	100%

Source: Questionnaire Results January-July 2025

The survey results showed that a large majority, 82 respondents (82.1%), considered online gambling very dangerous for their generation. Meanwhile, 13 respondents (approximately 13.2%) expressed doubt, and only 5 respondents (4.7%) believed online gambling was harmless. These findings reflect a high level of awareness among Generation Z regarding the negative impacts of online gambling, including psychological, financial, and social aspects. This high level of awareness indicates that the younger generation actually has great potential as agents to prevent the spread of this illegal practice, if provided with appropriate and continuous education. However, the small number who remain uncertain or even do not consider it dangerous indicates the need for a more comprehensive approach to ensure that awareness is widespread and based on a strong understanding of the legal and social consequences of online gambling.

Online gambling is becoming an increasingly prevalent phenomenon, including among children and adolescents. In the Jl. In the Cipete neighbour-hood, children's perceptions of online gambling vary, ranging from awareness of its dangers to direct involvement. A questionnaire was distributed to 100 Generation Z respondents in the Jl. The Cipete neighbour-hood, South Jakarta, revealed that their legal awareness of online gambling issues is quite significant, but they still face challenges in terms of the courage to act. The majority of respondents acknowledged that online gambling is very dangerous for their generation, demonstrating an understanding of the social and legal risks inherent in this illegal practice. Furthermore, the majority of respondents also expressed a firm rejection of online gambling activities, reinforcing the indication that legal norms and values are beginning to be ingrained in the minds of the younger generation.

However, despite high awareness of the dangers, only 34.9% of respondents were willing to report online gambling if they knew of online gambling in their community, while 65.1% chose not to. This reflects a gap between cognitive legal awareness and practical legal action. Social barriers, fear, or a lack of information about reporting mechanisms can be factors that hinder their active participation in law enforcement. Interestingly, 50.9% of respondents stated they knew friends or relatives involved in online gambling, indicating that this activity is quite close to their social circle. Meanwhile, 37.6% of respondents stated they were aware of the prevalence of online gambling in the Cilandak area, but 43.6% were still unsure, indicating that the distribution of information regarding this issue is still not entirely clear or verified among the younger generation.

In short, the results of this questionnaire indicate that Generation Z in the Jl. The Cipete neighbour-hood has a strong legal awareness base when it comes to assessing the dangers and legality of online gambling. However, a more intensive approach to action-based legal education is needed, such as safe reporting training, legal literacy campaigns, and the formation of a legal awareness community. This awareness will not remain merely passive knowledge but can be translated into concrete actions to reject

and combat online gambling practices in their neighbour-hood. Characteristics of Generation Z and Potential Vulnerabilities in the Cilandak Area

The young generation in the Cilandak area has diverse and heterogeneous characteristics. Their behavior and activities are highly dependent on their personal background and social environment. Most young people tend to engage in recreational activities such as playing games or hanging out. As demonstrated in interviews with local neighbour-hood association (RT) heads, "Their characteristics vary, yes, some depend on the child themselves, like to play, so their characters are different."

This diverse character indicates that Generation Z in Cilandak is inextricably linked to the social and cultural influences that shape their behavior. However, behind this diversity lie potential vulnerabilities that warrant attention, particularly regarding risky digital activities such as online gambling. This generation tends to be familiar with technology and social media, but is not yet fully equipped with adequate legal literacy and digital ethics. The lack of a formal monitoring system at the village level also creates a gap that can increase the risk of youth involvement in illegal digital-based practices. The village authorities acknowledge that to date, there have been no official reports or structured data regarding youth involvement in online gambling, which may reflect a lack of reporting mechanisms or public awareness to recognize and report such cases.

Prevention of the risk of deviant behavior, such as online gambling, among young people remains responsive and based on informal coordination. Coordination with neighbour-hood units (RT/RW) and security forces such as BIMASPOL and BABINSA is more of a general oversight approach, rather than literacy strengthening or data-driven interventions. As demonstrated in interviews, "Our strategy is usually to coordinate with the RTRW to prevent this, and we usually provide assistance with BIMASPOL. "This situation indicates that Generation Z in Cilandak is relatively vulnerable if they are not supported by adequate protection systems from their social environment and formal institutions. When access to technology outpaces the development of legal values and digital ethics, the risk of involvement in online gambling increases. Therefore, it is crucial for various stakeholders to understand the characteristics of this generation more deeply and design adaptive protection strategies based on cross-sector collaboration.

Online gambling is prohibited in Indonesia due to its numerous negative impacts on both individuals and society. Interviews with several respondents revealed that the majority understand that online gambling involves wagering money in the hope of making a profit. However, while seemingly enticing, this practice has led many people into financial and social problems.⁸ Respondents highlighted that online gambling can lead to poverty, addiction, and even criminal activity, such as borrowing money from online lenders or selling valuables to continue gambling. Furthermore, several respondents expressed concern about children becoming involved in online gambling, either directly or through the influence of their environment.

The Indonesian government has developed various regulations and legal measures to address the rise of online gambling. Law enforcement efforts are carried out preventively (prevention) and repressively (enforcement). Preventively, the government formulates, applies, and implements laws. Meanwhile, repressively, the process includes investigations, inquiries, arrests, detentions, prosecutions, and the implementation of

⁸ Dika Sahputra et al., "Dampak Judi Online Terhadap Kalangan Remaja (Studi Kasus Tebing Tinggi)," *Islamic Counseling: Jurnal Bimbingan Dan Konseling Islam* 6, no. 2 (2022): 139–56, <https://doi.org/http://dx.doi.org/ 10.29240/jbk.v6i2.3866>.

sentences.⁹ In terms of positive law, gambling is regulated in Articles 303 and 303 Bis of the Criminal Code, which provide criminal sanctions of up to 10 years' imprisonment and a fine of up to IDR 25 million. For online gambling, Article 27(2) of the ITE Law and Article 45(2) of Law No. 19 of 2016 stipulate a prison sentence of up to 6 years and a fine of up to IDR 1 billion. Based on Indonesia's status as a country based on law (Article 1(3) of the 1945 Constitution), all citizens are obliged to comply with applicable regulations.¹⁰

The government has made various efforts to eradicate online gambling, such as blocking gambling sites, arresting bookies and players, and conducting awareness campaigns through social media. However, these measures remain ineffective because online gambling sites continue to emerge with new domains, and a lack of education and supervision from schools and families contributes to the prevalence of this practice among adolescents.¹¹ Furthermore, factors contributing to the ineffectiveness of government measures include factors within law enforcement itself, such as weak regulations, law enforcement officers, facilities, social factors, and community culture.¹² Therefore, the government needs to be more assertive in prosecuting online gambling perpetrators, including by increasing digital surveillance and providing more extensive public education.

Public awareness of the dangers of online gambling has begun to grow, but environmental factors and a lack of oversight remain major challenges in preventing this practice. Therefore, synergy between the government, law enforcement, schools, and families is needed to educate and protect the public, especially the younger generation, from the dangers of online gambling. Furthermore, the importance of building individual awareness so that they are not easily tempted by the instant profits offered by online gambling also needs to be emphasized. Only with firm and comprehensive measures can online gambling practices be suppressed and their negative impacts minimized in Indonesia.¹³

Based on the questionnaire results, many suggested that rehabilitation be the primary step, especially for those already addicted or gambling out of ignorance of the risks. Digital rehabilitation, psychological counselling service and coaching by local governments or communities are considered more humane and have a long-term impact than punishment alone. However, legal sanctions such as imprisonment or fines are still considered necessary as a deterrent, especially for perpetrators who have repeatedly gambled or even acted as agents, promoters, or distributors of gambling chips. Some respondents proposed prison sentences with varying terms (up to 5 years), maximum fines (for example, IDR 10 million), and community service as a form of productive

⁹ Miska Yusri Sulthanah and Rehnalemken Ginting, "Analisis Problematika Penegakan Hukum Terhadap Tindak Pidana Perjudian Online Di Indonesia," *Jembatan Hukum: Kajian Ilmu Hukum, Sosial Dan Administrasi Negara* 2, no. 2 (2025): 1–15, <https://doi.org/https://doi.org/10.62383/jembatan.v2i1.1438>.

¹⁰ Pricillia Angellina and Boedi Prasetyo, "Pertanggungjawaban Pidana Terhadap Pelaku Yang Mempromosikan Judi Online" 7, no. 2 (2025): 946–52, <https://doi.org/https://doi.org/10.38035/rrj.v7i2.1395>.

¹¹ Ferdian Atma Wijaya, "Upaya Penegakan Hukum Terhadap Pelaku Tindak Pidana Perjudian Online," *Jurnal Hukum, Politik Dan Ilmu Sosial* 4, no. September (2025): 63–73, <https://doi.org/https://doi.org/10.55606/jhps.v3i4.4474>.

¹² Arviandre Maliki, "Effectiveness of Law Enforcement with Tickets to Reduce Traffic Offenders in Kudus District Police Department," *Indonesian Journal of Police Studies* (2017), 1, no. 1 (2017): 295–352.

¹³ Aswatun Hasanah, "Analisis Perilaku Menyimpang Pada Remaja Yang Terlibat Judi Online Di Desa Talang Tinggi Kecamatan Siulak Mukai Kabupaten Kerinci" (Universitas Jambi, 2025).

punishment, such as cleaning streets or participating in social assistance programs. On the other hand, there were critics who argued that bookies and individuals behind gambling sites should be more deserving of sanctions, not just the players. In this view, restricting access to gambling sites and blocking content is considered more effective than punishing individuals. Unique alternative sanctions were also suggested, such as cutting internet quotas, reducing digital rights, or social sanctions in the form of shame and responsibility in the surrounding community. Social sanctions are considered to raise awareness without having to resort to direct legal action, especially for novice players. Several respondents suggested that young people not be immediately subjected to severe punishment, but rather be given warnings or guidance first. However, if their involvement deepens or they contribute to the spread of online gambling practices, then firm legal action is necessary.

Online gambling has become a serious problem in Indonesia due to its wide-ranging impacts, ranging from economic to psychological to social. Several interview respondents indicated that despite increasing awareness of the dangers of online gambling, many individuals continue to engage in this activity. The government has made various efforts to address and raise public legal awareness regarding online gambling, but challenges remain. One of the main steps taken by the government is blocking online gambling sites. Many respondents are aware that the government is actively blocking access to gambling sites, but they also note that these sites continue to emerge with new domains. This indicates that despite blocking efforts, a more effective system is needed to truly hinder access to online gambling.¹⁴ Furthermore, the government is working with internet service providers and banks to restrict transactions related to online gambling, but this method still has limitations in its implementation. In addition to blocking, law enforcement efforts have also been carried out by arresting online bookies and players. Penalties for online gambling perpetrators vary, ranging from several years in prison to fines, depending on their role and involvement in the gambling. However, in some cases, the punishment is considered to be insufficient to provide a deterrent effect, especially for those who are addicted and continue to look for ways to play.¹⁵

In addition to repressive measures, the government is also attempting to raise public legal awareness through social media campaigns and public education. Several respondents mentioned seeing campaigns about the dangers of online gambling, both on Instagram and other media. However, the effectiveness of these campaigns remains questionable, as many people still view online gambling as a quick way to make money. Therefore, a more widespread approach is needed, such as outreach in schools and communities, to better convey the dangers and legal consequences of online gambling.¹⁶

In this regard, the Cilandak Village government plays a crucial role in preventing illegal digital-based activities among the younger generation, including online gambling. However, interviews revealed that this role is still limited to a coordinating approach and lacks a structured preventive program system that directly targets youth behavior. Currently, the village's primary strategy is to coordinate with stakeholders at the micro-

¹⁴ S. Wahyuni, "Efektivitas Sanksi Pidana Terhadap Kasus Perjudian Di Indonesia Dan Penegakan Hukum.," *Jurnal Mahasiswa Hukum* 2, no. 2 (2025): 54–65, <https://tematik.unisi.ac.id/index.php/jhm/article/view/332>.

¹⁵ Ciek Julyanti Hisyam et al., "Dinamika Perilaku Menyimpang : Analisis Narkoba Sebagai Pelarian Dari Masalah , Studi Kasus Lapas Cibinong Dan Lapas Cipinang," *RISOMA : Jurnal Riset Sosial Humaniora Dan Pendidikan* 4, no. 1 (2026): 43–59, <https://doi.org/https://doi.org/10.62383/risoma.v4i1.1419>.

¹⁶ Tedi Sudrajat and Endra Wijaya, *Perlindungan Hukum Terhadap Tindakan Pemerintahan*. (Jakarta: Sinar Grafika., 2020).

level, particularly neighbor-hood units (RT) and neighbor-hood units (RW). Furthermore, assistance is provided by involving security forces such as BIMASPOL (Police and Security Agency) and BABINSA (Special Police Officers), who act as field officers to maintain security and order within the community. As one source stated, "Our strategy is usually to coordinate with the RTRW (Regional Spatial Planning Agency) to prevent this, and we usually provide support through the BIMASPOL (Police and Community Empowerment Agency). The BABINSA (Village Police), the police officers in the sub-districts, monitor each RT/RW, and coordinate with the RT and RW heads to prevent anyone from engaging in online gambling or other activities."

While these efforts demonstrate an awareness of the importance of environmental oversight, this approach is not yet supported by a formal and ongoing monitoring and evaluation system. The sub-district government acknowledged the lack of a dedicated system to monitor and evaluate the effectiveness of prevention programs addressing the phenomenon of online gambling. This lack of an evaluation system demonstrates the continued weakness of data-driven policy development at the sub-district level. Therefore, cross-sector collaboration is crucial to fill this gap. The sub-district government recognizes the importance of collaboration between educational institutions, local governments, and community organizations in providing education and building legal awareness among the younger generation. Schools, in particular, are considered key actors that can directly reach teenagers. As noted in an interview, "It requires collaboration between schools and sub-districts, so we can monitor the children."

The majority of respondents admitted they didn't know exactly how to report online gambling sites. This lack of awareness reflects the government's lack of public awareness regarding available reporting mechanisms. Some even stated they had never inquired or felt that everyone was "turning a deaf ear" to the issue. However, a number of respondents did mention several official channels for reporting, such as:

Aduankonten.id site

Lapor.go.id website

Hotline or official government channel

Email to *Kominfo* or through other *Kominfo* complaint systems.

Police or even the prosecutor's office.

Some respondents familiar with this reporting channel stated that the current reporting process is not user-friendly enough. They believe the reporting system should be made more accessible, responsive, and quickly followed up on, so that the public is encouraged to report without feeling wasted or experiencing technical difficulties. Another concern raised was the effectiveness of follow-up on submitted reports. The public felt that reporting is often merely a formality, with no tangible results. Some respondents also suggested that the public should gather evidence before reporting so that reports can be processed effectively and accurately. However, the lack of clear information about what needs to be done or collected was a major obstacle.

In addition to reporting to the sites mentioned above, it is also important to gather initial evidence, such as screenshots or active links, to facilitate the processing of reports. Unfortunately, information about what type of evidence is needed and how to collect it is still largely unknown to the public. This suggests the need for increased public education, not only regarding reporting channels but also regarding procedures, reporters' rights, and protection of their identities.¹⁷ Overall, these findings reflect the need for improved government communication strategies in addressing online gambling

¹⁷ Nadila Sri Dewi, "Peran Humas Desa Penanggulangan Dalam Meningkatkan Kesadaran Masyarakat Pada Bahaya Judi Online," *PESHUM : Jurnal Pendidikan, Sosial Dan Humaniora* 4, no. 3 (2025): 4456–60.

issues, including through public campaigns, digital education, and improvements to the reporting system to make it more transparent, easy, and reliable.

Based on interviews with officials from the Cipete Selatan sub-district, current prevention efforts are still limited and rely more on coordination-based approaches and informal community supervision. One prevention strategy mentioned is establishing coordination between the sub-district, the neighbor-hood association (RT/RW) heads, and local security forces, namely the BIMASPOL (Police and Security Forces) and the BABINSA (Village and Community Empowerment Agency). The primary function of this coordination is to detect potential security disturbances in the community, including illegal digital activities such as online gambling.

However, there are no prevention programs specifically focused on online gambling. The lack of reports or concrete data regarding online gambling cases in the South Cipete area also poses a barrier to designing effective interventions. As stated in an interview, "As for reports, until now there haven't been any for online gambling... There haven't been any reports received by the sub-district, especially regarding online gambling issues. "This reflects low reporting, lack of public awareness, and the suboptimal detection function of the existing system.

To combat online gambling addiction, the approach required is not only repressive or supervisory, but also educational and preventative. The questionnaire results showed that the majority of respondents emphasized that addressing online gambling addiction in Generation Z must be carried out through a holistic and collaborative approach between individuals, families, communities, and the government. One of the most frequently mentioned steps was improving education, both through digital literacy and counselling on the dangers and legal consequences of online gambling. This education is considered necessary to be instilled from an early age, including involving parents and the surrounding community in providing guidance and support. Several respondents suggested that the government collaborate with social media platforms and digital payment services to break the chain of online gambling transactions, such as by collaborating with YouTube, *TikTok*, Instagram, and e-wallets to detect and block accounts and transactions suspected of gambling activity. There were also suggestions that the government expand employment opportunities and improve access to decent work as a solution to the root cause. Several respondents believed that poverty and unemployment were the main factors driving people into online gambling, so economic solutions needed to be implemented alongside legal action.¹⁸

Individual prevention efforts are also a key focus, such as avoiding temptation or curiosity, increasing self-awareness, and maintaining mental health. Respondents also emphasized the importance of positive alternative activities, such as exercise, work, gardening, religious services, and exploring new hobbies, to distract from gambling. Others highlighted the importance of emotional support and personalized approaches, such as therapy, counseling, support groups, and digital detox programs. They recognized that online gambling is not just a financial issue, but can also be a form of escape from stress and pressures, especially for the younger generation. Some respondents also believed that awareness cannot be forced and only arises when someone experiences the negative impacts directly, such as bankruptcy, stress, or loss of social relationships.

Therefore, respondents suggested presenting real-life stories of online gambling victims as a more emotional and touching warning. Finally, they suggested creating more

¹⁸ Reza Ditya Kesuma, "View of Penegakan Hukum Perjudian Online Di Indonesia_ Tantangan Dan Solusi," *Jurnal Exact : Jurnal of Excellent Academic Community* 1, no. 1 (2023): 34–52.

exciting and productive activities and engaging in legal games as a healthier and more constructive diversion. This aims to reduce gambling habits, which often arise from boredom or the desire to make quick money.

Furthermore, the most urgent measure is the total and permanent blocking of online gambling sites, including apps containing gambling elements and platforms involved in their promotion or distribution. Some suggested that the government increase oversight of new domains and take immediate action if new sites emerge under different guises. Furthermore, strict legal action against perpetrators, bookies, and even influencers who promote online gambling is also a major concern. Respondents assessed that many actors play a role in the rise of online gambling, including the alleged involvement of government officials who protect or accept bribes from perpetrators. Therefore, a thorough investigation into the perpetrators' networks is essential.

CONCLUSION

This study shows that Generation Z in the Cilandak area, on Jl. Cipete Selatan has a generally good level of legal awareness regarding the prohibition of online gambling. Most Generation Z respondents are aware that the activity is prohibited and are aware of its dangers. The majority of respondents are aware that the activity is prohibited by law in Indonesia and understand the serious risks it poses, such as financial loss, addiction, and psychological impacts. However, vulnerabilities remain, particularly among respondents who do not yet have a thorough understanding of digital law and ethics, and those who are beginning to be exposed to or try to engage in online gambling practices. The lack of systematic legal and digital literacy, weak reporting and monitoring systems, and suboptimal synergy between stakeholders are key challenges in preventing online gambling. Although the government has made various efforts, both preventive and repressive, their effectiveness remains limited due to limited digital infrastructure, low socialization, and permissive socio-cultural factors.

Suggestion

Online gambling prevention strategies must be more adaptive, data-driven, and comprehensively address educational, rehabilitative, and preventive aspects. Cross-sector collaboration involving families, schools, local governments, communities, and digital platforms is needed to strengthen digital literacy, simplify reporting systems, and establish effective early detection and intervention mechanisms. Therefore, the authors recommend: Improving legal and digital literacy among Generation Z through education in schools, social media, and communities. Strengthening the reporting and blocking system for online gambling sites in an integrated manner. Providing rehabilitation services for those affected by online gambling addiction. Establish a local monitoring team ready to report suspicious activity.

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