








## LEX JOURNAL: STUDIES OF LAW AND JUSTICE

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Journal Identity	Description
Submission ID: 10194	Published: 2025-05-07
Indexing	
 	  

**Tersedia di online:** <http://ejournal.unitomo.ac.id/index.php/hukum>

**E-ISSN: 2580-9113**

**P-ISSN: 2581-2033**

**LEX JOURNAL: KAJIAN HUKUM & KEADILAN**

**A Criminological Review of Minors Involved in Online Gambling (Slots)**

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**ABSTRACT**

This research investigates the factors that cause minors to engage in online gambling, specifically online slot games, and examines legal and regulatory efforts to address this issue in West Nusa Tenggara, Indonesia. This research uses an empirical legal approach combined with sociological methods to analyze the causes of this phenomenon, including environmental, psychological, situational, technological, and socioeconomic factors. It also explores the role of local regulations, specifically West Nusa Tenggara Provincial Regulation No. 5 of 2021, in preventing child marriage, as well as linking it to broader child protection efforts. The findings highlight the significant influence of peer pressure, curiosity, and easy access to gambling platforms as the main triggers for minors' involvement in online gambling. In addition, the study discusses preventive and remedial measures by law enforcement and child protection agencies, focusing on community education, legal interventions, and family support to reduce the risks associated with online gambling among minors. The research emphasizes the need for a comprehensive legal framework and community engagement to protect children from the dangers of online gambling and promote a safer digital environment.

**Keywords:** Online Gambling, Minors, Child Protection, Legal Framework, Preventive Measures

**Tersedia di online: <http://ejournal.unitomo.ac.id/index.php/hukum>**

**E-ISSN: 2580-9113**

**P-ISSN: 2581-2033**

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## **1. INTRODUCTION**

Children are part of the nation's young generation who are one of the sources of potential and successors to the ideals of the nation's struggle in the future who have a strategic role and have special characteristics and characteristics, requiring guidance and protection in order to ensure balanced physical, mental and social growth and development. So that one day children can be responsible for the sustainability of the nation and state, children need to get the widest possible opportunity to grow and develop optimally, both physically, mentally and socially (Sibarani, 2019).

The age limit of children is very important to know the criminal cases that children have committed, because it is used to determine whether someone who is suspected of having committed a crime is a child or not (Sibarani, 2019) . In the juvenile criminal justice system, children are children in conflict with the law, children who are victims and children who are witnesses to criminal acts. Children in conflict with the law are children who are 12 (twelve) years old but not yet 18 (eighteen) years old who are suspected of committing a criminal offense. A child victim is a child who is not yet 18 (eighteen) years old who has suffered physical, mental, and or economic losses caused by a criminal offense. A child witness is a child who is not yet 18 (eighteen) years old who can provide information for the benefit of the legal process starting from the level of investigation, prosecution, and court hearing about a criminal case that he/she heard, saw, and or experienced himself/herself.

However, it should be realized that children who commit such crimes are not entirely of their own volition but because of the encouragement of various factors, such as family factors and environmental factors. However, in accordance with the provisions of the law in Indonesia, if someone has committed a criminal offense, that person must be held responsible in accordance with the applicable law, Likewise, if the perpetrator is a child, then the child must be responsible for what he has done, no exception for children who commit criminal acts of online gambling (slots).

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Indonesia is a country that aspires to realize peace fairly for all its people (Farhan et al., 2022) . In this case, it can be seen in the sentence in the Preamble of the 1945 Constitution of the Republic of Indonesia that the state aims to protect the entire Indonesian nation and all Indonesian blood spills, promote general welfare, educate the nation's life, and participate in the efforts of world order based on independence, lasting peace and social justice . (Fauzia & Hamdani, 2021 ) Hamdani, 2021) . The Indonesian state in order to realize this in Article 1 Paragraph (3) of the fourth amendment to the 1945 Constitution of the Republic of Indonesia has declared itself a state based on law (*rechtstaat*), and not based on mere power.

Based on the 1945 Constitution in force, of course, the supremacy of the law has legal certainty. The legal certainty in question must have indicators in every act that qualifies as a criminal offense. Criminal offenses that have been regulated in the Criminal Code (KUHP) have their own limitations to distinguish between one criminal offense and another (Chazawi, 2002).

The crisis of moral values resulting from the development of globalization can be seen with the development of crimes reported in various media, both from print and electronic media (Hura et al., 2024) . Furthermore, with the advancement in the field of science and technology (IPTEK) has also increased the existing modes of crime. Currently, the mode of crime can not only be carried out in the real world, but also through the internet or often referred to as *cyber* crime (Winardi & Sirajuddin, 2019).

The rapid development of digital technology provides many conveniences for its users, but can also increase the risk of children falling into online gambling (slots). With high internet penetration among Indonesia's young generation, strict supervision and the active role of parents are very important to protect the future golden generation from this danger. Reflecting on the Indonesian Internet Service Providers Association (APJII) survey in 2024, it is known that the internet penetration rate in Indonesia reached 79.5 percent of the total Indonesian population of 279.3 million based on data from the

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Central Statistics Agency (BPS). The internet penetration is quite large contributed by the generation Z group or those born between 1997 and 2012, which amounted to 87.02 percent (Digital Society, 2024).

A fairly high figure was also contributed by the post-Z generation or those born after 2013, with a penetration of 48.10 percent. They generally spend 97 percent of their time surfing the internet using devices such as *smartphones*. Unfortunately, not a few of them stop at online gambling sites. Previously, the government noted that online gambling players in Indonesia reached 2%, as many as 80 thousand were under the age of 10 years and reached 11%, approximately 440 thousand from the age between 10-20 years. As for the age of adulthood, as many as 13% or 520 thousand from the age between 21-30 years, reaching 40% or around 1.61 million from the age between 30-50 years, and 34% with a total of 1.35 million players are over 50 years old. (Wijaya, 2024).

In relation to unlawful acts, one of the forms of criminal acts is gambling. According to Kartini Kartono, gambling is a deliberate bet that risks a value or something that is considered valuable by realizing certain risks and expectations on events games, competitions and events that are not or have uncertain results (Sudarto, 2010). Gambling is one of the oldest games in the world because almost every country recognizes it as a game of chance. The phenomenon of gambling has existed for a long time. Even in certain indigenous communities, gambling is considered a tradition of ancestral heritage that must be preserved, but gambling is actually a social pathology because it contradicts the values and norms that exist in society.

In essence, gambling and online gambling are clearly contrary to religion, decency, and Pancasila morals, and can endanger the life of the community, nation and State. Along with the development of technology, gambling activities have also experienced a transition from conventional gambling to online gambling which is more practical to do. With the increasing number of online gambling sites circulating on the internet and the ease of access and transactions, namely through electronic banking transactions, making

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it difficult for law enforcement officials to investigate. The various kinds of convenience offered through these gambling sites make many people interested in trying their luck with the intention of obtaining large profits (Isnaini, 2023).

Children who become perpetrators of criminal acts, basically there are so many forms of criminal acts that can be committed by children, one of which is the crime of gambling. Online gambling games are very vulnerable to being carried out by minors considering that many children today have *cellphones* because parents do not limit children in using them. One of the tools used to access online gambling games can use *cellphones*, computers, and tablets.

To enter a link or site is very easy to access using a VPN, by registering an account in a very easy fund application using only a telephone number, of course this makes it very easy for people to play gambling online, minors for example. If minors do online gambling is generally seen as a crime, therefore efforts need to be made so that minors do not commit crimes by playing online gambling.

Based on the explanation that the author has described above, it can be concluded that the purpose of this research is to find out the motives or causes of a child who plays online gambling games (slots) and also to find out what are the legal policies and efforts of the legislation in handling cases of online gambling games (slots) involving minors.

## **2. RESEARCH METHODS**

The type of research used in this research is empirical legal research. Empirical legal research is a legal research method that functions to see the law in a real sense and examine how the law works in society. In this study, the law is conceptualized in real social institutions associated with social variables, this study is a sociological legal study (Amiruddin & Asikin, 2006).

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### 3. DISCUSSION

#### Factors Causing Minors to Engage in Online Gambling

Before analyzing the factors that cause minors to engage in online gambling, consider the following table:

**Table 1:** Number of ABH in 2022-2023

No.	Case Classification	Total
1.	Delinquency	2
2.	Theft	2
3.	Online Gambling	2
	Total	6

**Source:** Case Handling Data of the Child Protection Agency (LPA) of Mataram City in 2022-2023

**Table 2:** Number of ABH in 2024

No.	Case Classification	Total
1.	Theft	1
	Total	1

**Source:** Case Handling Data of Child Protection Agency (LPA) Mataram City in 2024

Based on tables 3.1 and 3.2 above, it can be seen that during the last 3 years between 2022-2024 there were 3 cases of minors who committed online gambling in the city of Mataram. In 2023 there was 1 minor reported for online gambling and in 2024 there were again 3 children reported for online gambling. Meanwhile, cases of theft committed by children are the result of children playing online gambling.

Based on table 3.3 above, it can be seen that during the last 3 years between 2022-2024 there were 2 cases of minors reported for online gambling in Mataram City. In 2023 there were 2 minors reported for online gambling and in 2024 again there was 1 child reported for theft which was the result of children playing online gambling.

Based on the table above, the author assumes that there is still a lack of public concern to report minors who conduct online gambling to institutions such as the NTB Child Protection Agency (LPA) and the Mataram City LPA. Where there are some

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people who often see or listen to news about minors doing online gambling on *cellphones* where the child plays it in public places regardless of the people around him.

Based on the results of an interview with Mr. Joko Jumadi regarding children who do online gambling, it is as follows (Jumadi, 2025) : "Actually around us there are many, you can ask at alfamart or indomaret the little ones who do *top-ups* and they also sometimes don't know that it is online gambling, for example, *top-up* an FF account and then move to slots because that's what happens a lot."

From the results of these interviews, it can be interpreted that there are still many children around us who play online gambling with various types of games, even they sometimes do not know that what they do is included in gambling due to lack of knowledge and attention from their surrounding environment. This is very unfortunate for the author, because where things like this should have been followed up by the authorities such as law enforcement officials and institutions such as the Child Protection Agency (LPA).

The phenomenon of online gambling among minors, that online gambling is now able to make children happy with the game because in online gambling games it promises great benefits if they win in the game. Minors like online gambling because first, that online gambling is rarely known by people so that people including family members will not know that they are playing online gambling, second, according to the child, online gambling is cool because it can be played anytime and anywhere as long as the network is connected to the internet network, and third, even though the capital spent is small, the results obtained can be more than the initial capital.

There are several factors that cause children to engage in online gambling, as follows:

**a. Environmental Influence Factors**

The environment is a very influential factor in the emergence of community diseases. It is the events or environmental conditions that result in the initial trigger

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for the behavior of online gambling among minors. This is because there are some children who have a good relationship among schoolmates, peers, peers, groups and others who are involved first in online gambling games based on invitation after invitation, pressure seduction, offers, curiosity or everything that leads to gambling, so that they can also participate in the online gambling game. In the environment where children live, there may be several friends who play online gambling, so that every time they meet there is a high probability that they will play online gambling together. As is the case with informants who recognize online gambling from their social friends or are tempted by the results obtained. If it leads to the conditions and situations they feel at that time, they should be able to determine attitudes and decisions based on careful consideration, whether they have to play too or not and can also stay away or get out of the zone they are currently in.

Based on the results of interviews with Mr. Joko Jumadi regarding the factors that cause children to engage in online gambling are as follows (Jumadi, 2025):

"The beginning of their acquaintance with the game called online gambling is due to the influence of the surrounding environment, the results of learning from friends to friends or from their respective social media, even some are familiar with this online gambling from a game on the child's smartphone which they initially tried but were addicted to continue playing. Children also have a very high curiosity that also encourages them to continue playing online gambling because of their curiosity, so that online gambling is now popular among minors and of course this is a deviation."

From the results of these interviews, it can be interpreted that deviation or deviation is a behavior that deviates from the general trend and average characteristics of most of society. From what is obtained in the field, children who recognize online gambling are due to the influence of the surrounding environment.

In relation to the socio-cultural environment, this behavioral deviation or deviance is a situational deviation, where this type of deviation or deviance is caused by the influence of various situational or social forces outside the individual, as well

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as the influence of the situation of which the person concerned is an integral part. The situation exerts a compelling influence so that the individual is forced to violate general rules and norms or formal law. As said by informant 1, as follows (Informant 1, 2025) :

"I got to know online gambling because most of my friends have become college students, and they play online gambling every time they gather. Finally, I tried to find a link that could be accessed that my friends usually used to play and from then on depo to try playing slots too. Besides that, we usually compete when playing online gambling together."

This interview and observation with informant 1 revealed that minors are easily influenced by peer pressure in imitating playing online gambling. Various information from friends in order to share with each other about online gambling sites that are easily accessible, how to register, or even certain tricks that are not necessarily true. Although online gambling is often played alone, discussions and competition between friends create a sense of community and support in this negative activity. In addition, as said by informant 2, as follows (Informant 2, 2025)

"I know how to play online gambling because of my next-door neighbor, he is an adult and at that time I happened to find him playing and out of curiosity I tried to access the link that was shared. However, I soon realized that I did not want to play for too long which would make me addicted, so I no longer accessed the link."

Based on the results of interviews and observations with informant 2, it is revealed that apart from the influence of peers or friends of the child, there is also the influence of the surrounding environment such as neighbors and the community around the child which causes the child to fall into playing online gambling and causes curiosity about the child.

#### **b. Psychological Factors**

Psychological factors have a great effect on gambling behavior and make a lot of sense, especially when it comes to the desire to continue gambling. Children are

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often curious and seek new sensations, and playing online gambling allows them to experience new sensations. In addition, the emotional distress of children experiencing stress, anxiety, or depression allows children to seek escape through online gambling.

Lack of understanding of the addiction risks and financial problems that online gambling can cause. What the child has learned and the result is something pleasant will continue to be stored in the child's mind and at any time wants to be repeated again. In learning theory, it is called *Reinforcement Theory* which says that certain behaviors will tend to be reinforced or repeated when followed by a reward or something pleasant (Ratnawati, 2015).

Based on the results of interviews with Mr. Genta regarding the factors that cause minors to engage in online gambling are as follows (Genta, 2025):

"In addition, there are also various reasons why children want to do or be involved in online gambling activities, this is based on a sense of interest, curiosity, just wanting to try, and moreover there is a view of online gambling both from the practical procedures or rules of the game and the benefits that might be obtained, without thinking about the future whether this has a positive or negative impact and is included in deviant acts or not."

Based on the results of the interview above, it can be interpreted that children who are involved in playing online gambling are based on a sense of interest, curiosity, and an excessive view of online gambling that can get money instantly without knowing the causes that will be obtained in the future.

### **c. Situational Factors**

The life of people who tend to be consumptive and want to get money instantly is the main driver in playing online gambling. In addition, promotions and news that *over claim* in promoting and news that highlights the success of gambling often attracts the attention of many people to try their luck, especially children who have high curiosity.

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Gambling among minors or students often starts from a variety of factors that influence their decision to engage in the activity. Knowing the causes of a child's initial exposure to online gambling is critical to identifying the underlying causes and pursuing effective prevention strategies. One of the key factors is peer influence where school children are often influenced by their friends and the urge to try new things including gambling. If some of them play online gambling and seem to enjoy it or get benefits, then they are encouraged to join in. As said by informant 3, namely as follows (Informant 3, 2025) :

"Initially I never thought of playing online gambling games. However, when I saw some of my friends often talking about online gambling during school breaks and from there I started to get interested. They often told me about how to earn extra money from playing online gambling, how exciting and thrilling the game was. They often played small online gambling games such as slots or casino games and offered me to try it. At first I was hesitant, but because I often saw them looking happy and sometimes winning a lot, I finally tried to play the online gambling game too."

This interview and observation with informant 3 revealed that peer influence plays a significant role in a minor's decision to try online gambling. Friends who often talk about the benefits and excitement of online gambling have a strong impact on generating curiosity and interest in other children who were previously not interested in doing so.

Social pressure and the desire to be accepted in the group is also one of the reasons that encourage them to try new things. In this case, experiences told by their friends about online gambling such as earning extra money and the excitement of the game were the main factors that influenced the child to start gambling. This shows the importance of the influence of children's social environment and how daily interactions with their friends can shape their behavior and decisions, including in terms of risky activities such as online gambling (Lestari, 2024).

**d. Technology Advancement Factor**

Apart from bringing positive impacts, technological advances also bring many negative impacts, especially for children who are still immature and unable to use technology meaningfully. *Mobile phones* are one of the technological advances that can be used for communication without spending time to meet in person. *Mobile phones* today are widely used for online gambling as carried out by minors and students who are involved with online gambling. online gambling is growing rapidly because the way to play it is very simple with large profits precisely. The high frequency of children accessing online gambling is also due to the freedom in using *cellphones* both at school and outside school and the lack of family control in supervising children.

In addition, exposure from the media such as advertisements on online games and several applications that often appear glamorous advertisements and gambling promotions on social media as an exciting and profitable activity without risk that can lure children. As said by informant 4, as follows (Informant 4, 2025) :

"I became aware of online gambling because I often saw lucrative advertisements for online gambling on social media. Every time I opened my social platforms, gambling ads with big bonus offers and promises of fun kept appearing on my *feeds*. Then I tried playing it and I was hooked."

This interview and observation with informant 4 illustrates how the influence of social media in attracting children's attention, especially through advertisements and promotions, can influence children to engage in online gambling. The informant stated that advertisements containing online gambling elements continue to appear on social media and online gaming. This suggests that overexposure to gambling advertisements in the media can influence children's perceptions of gambling, making it appear lucrative and attractive to try. The implication is the need for stricter measures in regulating gambling advertisements on social media as well as raising children's awareness about the risks of gambling and its negative impacts.

**e. Socioeconomic Factors**

Socio-economics relates to the position that a person has in carrying out their daily roles in society. There are socioeconomic statuses that group individuals based on similar occupational, educational and economic characteristics. Children in low socioeconomic status are known to be more at risk for social problems such as family and peer conflict, juvenile delinquency, and low achievement in adulthood (Mayradevi & Tobing, 2024).

Not only do children who have low economic status engage in online gambling, but children who have high family economic status are more likely to become online gamblers. It is possible that children who live in families with sufficient economic resources have easy access to online devices that provide opportunities for adolescents to engage in gambling activities, In addition, children are also more able to spend a lot of money in winning and get the thrill of playing online gambling (Mayradevi & Tobing, 2024). As said by informant 5, which is as follows (Informant 5, 2025):

"I play online gambling because I want to get instant money, because I am still a student and have not worked so I feel tempted to play online gambling. Lack of money to fulfill my unfulfilled desires due to economic limitations so I thought that by playing online gambling I could get money as a shortcut to be able to buy things and enjoy the things I wanted."

Interviews and observations that have been conducted with informant 5 illustrate that one of the factors that cause children to play online gambling is because of economic problems that make children with a low economy unable to fulfill their needs and desires in buying goods or enjoying the things they want because of economic limitations. things they want because of economic limitations. Social pressure from consumptive surroundings can also trigger children's desire to have more money. Therefore, they assume that online gambling can be seen as a quick way to catch up or meet certain standards.

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In addition, family factors play an important role in shaping children's gambling-related behavior. Behavioral models shown by parents or other family members can influence children's perceptions of gambling. In addition, due to the lack of supervision and attention of parents who provide free space for their children to try new things without thinking about the risks that will occur. Problems in family relationships can also be one of the triggering factors because conflict or tension at home can encourage children to seek escape or entertainment outside the home, including through online gambling games.

Based on the results of interviews with Mr. Genta regarding the factors that cause children to engage in online gambling are as follows (Genta, 2025):

"Who formed him to play online gambling, the first could be family factors, children who are identified as online gambling usually come from families that are not okay or have problems. But the problem is not only because the parents are divorced (*broken home*) but the child's closeness to the parents is problematic, because in almost all cases the child is the main cause. So the family is the problem."

From the results of these interviews, children who engage in gambling are due to their proximity to troubled parents. There are even children who do online gambling because they follow their parents who have already played gambling, which is why the role of parents is very important in the family because children can imitate what their parents do, both good and bad behavior.

On the other hand, financial factors also play a role in influencing a child's propensity to gamble. A child living in an environment where economic pressure is high, such as a family experiencing financial hardship, may look for ways to earn money quickly through gambling. Lack of education and economic security can also lead to a lack of understanding of the risks of gambling and its financial consequences. Easy access to funds without supervision, such as unmonitored pocket money or personal savings can also make children more vulnerable to the temptation to spend money on gambling.

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**f. Inability to Absorb Prevailing Values and Norms**

Values and norms are the main capital that is indispensable for a person to live his life well. With this, a person will know what is good and bad, know what to do and what not to do so that they will not fall into the problem of societal diseases. Children who are involved with online gambling, usually children who lack attention from parents, are influenced by a bad environment and the lack of education they have.

As revealed by informants in the previous factor, that the involvement of children is due to the morals of the child. Whether the parents of children who do online gambling are economically well-off or economically disadvantaged, if the morals of the child are good then he will not participate in accessing the online gambling, and of course the child will focus on his future to study at school. Therefore, children's morals are of course a reference to the extent of the good and bad of a community disease, so that they can anticipate online gambling.

Based on the results of interviews with Mr. Joko Jumadi regarding the factors that cause minors to engage in online gambling are as follows (Jumadi, 2025):

"There is also a case where a child was reported to have committed theft, then after we explored what caused the child to commit theft and it turned out that the cause was online gambling, which is the average case like that. For example, there are fights and also drugs which turn out to be the cause of online gambling."

From the results of the interviews above, cases of theft committed by children are often motivated by addiction to playing online gambling. Because children who are entangled in online gambling need money to continue playing, so they commit criminal acts such as theft. Not only theft, the impact that occurs on children after recognizing online gambling is fighting and drugs.

Therefore, there is a need for comprehensive handling in overcoming the problem of minors who are addicted to playing online gambling. Not only law

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**E-ISSN: 2580-9113**

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enforcement, but also prevention through education about the dangers of online gambling and the role of parents and the environment are also very important in protecting children from the negative influence of online gambling.

### **Efforts of Law Enforcement Officials in Preventing Online Gambling Cases (Slots)**

Based on interviews with law enforcement officials, there are several law enforcement efforts in preventing and handling cases related to online gambling, namely as follows:

#### **a. Preventive Efforts (Prevention)**

Preventive efforts are preventive efforts used to overcome crime by using methods outside of criminal law. Law enforcement efforts carried out preventively are providing appeals to the public about the dangers of gambling and providing supervision in cyberspace through internet media.

This effort can be implemented through the following activities:

##### **1) Provide socialization on the dangers of online gambling**

Socialization can be done by going directly to the community or school, where counseling can be provided by agencies such as the police and the Child Protection Agency (LPA) to explain the dangers of online gambling and provide an understanding of the risks and losses that can be caused by these activities. The LPA also emphasized that both conventional gambling and online gambling are criminal acts that will be subject to legal sanctions, in accordance with Article 45 paragraph (1) of Law Number 19 of 2016 concerning Electronic Information and Transactions.

##### **2) Parental Supervision and Assistance**

Effective supervision provided by parents can be done by open communication with children about the risks of online gambling, by explaining why online gambling is dangerous and how it can damage their lives. Because

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children are different in nature from adults, creating a comfortable atmosphere so that children feel free to talk about anything, including the problems they face related to online gambling.

In addition, parents can provide clear boundaries on the use of the internet and other digital devices. By supervising children's activities using *mobile phones* to limit access to inappropriate websites such as accessing gambling websites. Furthermore, parents can set a good example for their children by showing them how to use the internet positively and responsibly.

### 3) Positive Alternative Development

The development of positive alternatives means encouraging children to engage in positive extracurricular activities, such as sports, art or music, which can help distract them from gambling. Help children to develop positive hobbies and interests, this can provide them with fun and rewarding activities to occupy their free time. Strong social support from friends and family, as this can also help them feel connected and less lonely, which is a risk factor for online gambling. As well as, engaging children in fun family activities and strengthening relationships.

### 4) Active Role of Community and Government

By blocking websites the government can work with internet service providers to block gambling websites, especially those that target children through online gaming and social media advertising. Governments and community organizations can also develop effective gambling prevention programs. These programs can include education, counseling, and support for at-risk individuals and families. Also, strict law enforcement against online gambling is also important to be able to protect and prevent children from approaching online gambling games.

Preventive countermeasures implemented without the use of criminal law or criminal means are mainly concerned with stopping crime before it starts. Using

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social methods to improve certain social conditions is the only aspect of non-penal or preventive legal prevention policy that has an indirect impact on crime prevention initiatives.

In handling cases of children involved in online gambling, the Child Protection Agency (LPA) NTB uses the philosophy of restorative justice and if agreed, it will not be continued for investigation, then the Child Protection Agency (LPA) NTB will provide understanding to the child and return to parents. The role of the NTB Child Protection Agency (LPA) in handling online gambling crimes involving minors focuses more on preventive methods or prevention. In prevention efforts, the Child Protection Agency (LPA) NTB does so by instilling good norms to the community through communities or organizational bodies in the Mataram area, as well as informing about the dangers that arise when children are involved in online gambling.

#### **b. Repressive Efforts (Enforcement)**

Law enforcement actions taken to handle, stop, and sanction the parties involved in online gambling activities involving minors, whether as perpetrators, victims, or intermediaries. This repressive effort aims to protect children from exploitation, provide a deterrent effect to adult perpetrators, and cut off gambling networks that target minors. Supervision and monitoring are carried out on the children involved, if there are minors involved in online gambling then they will be directed to rehabilitation or coaching institutions in accordance with the Child Protection Law.

#### **c. Intervention**

Intervention is an action taken to change or influence a condition or situation. In the context of child handling, intervention refers to various efforts made to help children overcome the problems or difficulties they face, both developmental, emotional, behavioral and social problems. Here are some forms of intervention provided by the Child Protection Agency, as follows:

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- 1) Psychological counseling and support, children involved in online gambling often experience psychological problems such as anxiety, depression or addiction. Child protection agencies also provide psychological counseling and support to help children overcome these problems.
- 2) Education and digital literacy, law enforcement officials such as the police and the NTB Child Protection Agency (LPA) provide education on the dangers of online gambling and the importance of digital literacy. This aims to equip children with the knowledge and skills needed to avoid online gambling.
- 3) Mediation and Restoration, law enforcement officials can mediate between the child and the family to repair relationships that may have been affected by online gambling. The goal is to create a supportive environment for the child's recovery.
- 4) Parent Assistance, law enforcement officials also provide assistance to parents on how to supervise their children's online activities and how to communicate about the risks of online gambling.

#### **d. Advocacy and Policy Efforts**

Pushing for stricter regulations, the Child Protection Agency (LPA) of NTB plays an active advocacy role in encouraging the government to make stricter regulations regarding online gambling. This includes restrictions on online gambling advertisements, and blocking online gambling websites that target minors. Furthermore, by encouraging the implementation of strict age verification systems on online gambling *platforms* to prevent minors from accessing such sites or applications. strict law enforcement applies to children who commit criminal acts of theft, drugs, fights caused by online gambling. The NTB Child Protection Agency (LPA) also advocates for stricter law enforcement against online gambling perpetrators, including organizers, players, and parties that facilitate child gambling.

Why does the Child Protection Agency (LPA) NTB not focus on deterrent effects, because children involved in online gambling are often victims of unsupportive

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surroundings or lack of information. Providing punishment or deterrent effects can actually worsen their condition. The Child Protection Agency (LPA) NTB puts more emphasis on education and behavior change. The aim is to help children understand the risks of online gambling and develop skills to avoid it. The main focus is on child protection, protecting children from harm and helping them recover from the negative impacts of online gambling. However, the child will be given a deterrent effect if the child repeats the offense and commits theft, drugs and fighting.

#### **4. CONCLUSION**

There are 6 (six) factors that cause minors to engage in online gambling, namely: Environmental influence factors caused by peers and through direct invitation, seduction, pressure, or curiosity of children. Psychological factors that encourage great curiosity and seek new sensations in minors. Situational factors that influence children to have a sense of wanting to get money instantly and get excessive news about the success of playing online gambling. Technological advances that facilitate access to the internet and digital devices and make it easier for children to access online gambling websites. Low socio-economic factors are at risk of social problems and high economic status has more ease in accessing online devices. The factor of inability to absorb prevailing values and norms is caused by lack of parental attention and lack of education and poor child morals.

The efforts of the Child Protection Agency (LPA) NTB and Mataram City in preventing and handling children involved in online gambling are as follows: Preventive efforts (prevention) carried out by conducting socialization about the dangers of online gambling through counseling in schools and communities. Repressive efforts are carried out by supervising and monitoring children involved in online gambling and directing them to rehabilitation or coaching institutions in accordance with the Child Protection Law. Intervention efforts are carried out with education and digital literacy as well as counseling and psychological support for children involved in online gambling.

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Advocacy and policy efforts are carried out to encourage strict law enforcement for online gambling offenders and encourage stricter regulations related to online gambling.

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**E-ISSN: 2580-9113**

**P-ISSN: 2581-2033**

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