

## Digital Literacy Education and Cyber Crime Mitigation Related to Online Gambling for Teenagers in Tanak Awu Village, Pujut District, Central Lombok Regency

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### Abstract

*The acceleration of information technology brings ambivalent impacts on rural youth, one of which is the high risk of exposure to negative content such as online gambling. youth groups in Tanak Awu Village, Central Lombok Regency, located in the buffer zone of Lombok International Airport, are vulnerable to digital culture shock and the criminogenic impacts of online gambling. This community service activity aims to strengthen youth's digital literacy through a preventive-educative approach based on cyber law. The methods applied were socialization and interactive lectures on the four pillars of digital literacy (digital skills, digital culture, digital ethics, and digital safety), followed by a regulatory review (the ITE Law and Law No. 1/2023 on the New Criminal Code), and evaluated through casual interviews. The result indicates a paradigm shift among the youths, from previously perceiving slot gambling as a lawless "grey area" to gaining a rational legal awareness regarding cyber-criminal sanctions. Furthermore, this activity successfully crystallized collective commitments, including the establishment of a defensive legal shield, a peer support system, and shifting focus toward productive digital activities.*

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## 1. INTRODUCTION

The development of information technology and the internet in Indonesia has experienced massive acceleration in the last decade. The internet is no longer just an alternative communication tool, but has transformed into a new public space that dictates almost all aspects of human life, from the economy and education to cross-cultural social interactions.[1] This phenomenon demands new skills known as the concept of digital literacy. The ideal digital literacy trend should not only focus on the technical ability to operate devices (*digital skills*), but rather include a more crucial pillar, namely digital culture (*digital culture*), digital ethics (*digital ethics*), and digital security (*digital safety*).[2] When internet penetration grows without being balanced by strengthening the pillars of digital literacy, cyberspace becomes very vulnerable to being polluted by various destructive and illegal actions.

Academic studies have long shown that internet use has always had an ambivalent impact on society's social space. On the one hand, the digitalization flow has had positive impacts in the form of easier access to information, expanding the creative economy market network, and

streamlining learning for the younger generation. However, on the other hand, the internet contains an ecosystem of negative impacts that are criminogenic (facilitating and streamlining criminal acts)[3, p. 265], one form of which is facilitating the transition and landscape of conventional crime into cybercrime (cybercrime).[4], [5], [6] The United Nations (UN) agency that initiated global efforts against contemporary forms of crime, namely United Nations Office on Drugs Crime (UNODC) provides an overview of Cybercrime as "...an act that violates the law, which is perpetrated using information and communication technology (ICT) to either target networks, systems, data, websites and/or technology or facilitate a crime".[7]

This definition also shows that the term Cybercrime not only refers to the transition of instruments for committing crimes from traditional tools and techniques to more sophisticated ones, but also shows a new model of crime that is no longer bound by national territorial boundaries, becoming easier and more effective than conventional forms of crime. One of the most worrying manifestations of cyber escalation today is the rise of online gambling (online gambling or judol). By utilizing addictive algorithms and the convenience of electronic payment systems, online gambling sites have succeeded in penetrating various demographic boundaries of Indonesian society, creating an extraordinary urgency for enforcing cybercrime laws.[8]

Facts show that gambling is widespread throughout the world, a large proportion of the population engages in problem gambling activities, and that the negative impacts of gambling are highest among those who gamble online.[9] The negative impacts of online gambling are not only limited to the financial aspect, but the WHO also states that gambling can cause serious harm to health. These include financial stress, relationship breakdown, domestic violence, mental illness, and suicide. The negative impacts of gambling can last a lifetime and be passed down through generations.[10]

The threat of online gambling is clearly targeting teenagers as the most vulnerable group. Psychologically, teenagers are in a phase of searching for identity, characterized by high curiosity, unstable emotional control, and a tendency to be easily influenced by peer pressure. [11] The Indonesian Internet Service Providers Association (APJII) noted that the highest internet penetration is actually among Generation Z and teenagers, amounting to 34.40% of the total number of users [12], where a recent survey showed that online gambling content is the type of negative content that internet users encounter the most on social media. [13] The limited understanding of teenagers regarding criminal law aspects, coupled with the illusion of instant financial gain offered by online gambling advertisements, traps many teenagers trapped in a vicious cycle of slot gambling addiction that leads to derivative criminal acts such as theft, fraud, and mental depression. [14]

Research and community service related to digital literacy have been carried out frequently. One of them was conducted at SMAN 34 in South Jakarta. [15] This community service stems from the same concerns and factual problems where signs of deviation and misuse, as well as the negative impacts of the internet, are starting to take a dominant portion in the social sphere of students. Based on the inventory of problems obtained in the initial pre-research observations, these phenomena and problems are also developing among adolescents in rural areas. This also proves one thing, that the mainstream of problems and negative impacts of the internet and social media move in tandem with the negative impacts on society. Internet reach and access are no longer limited by the rural and urban dichotomy, leaving only the availability of the network as an essential factor.

This condition of vulnerability empirically also overshadows rural areas, including Tanak Awu Village, located in Central Lombok Regency. As a village located close to a strategic area (Lombok International Airport) and a super priority tourism destination, youth and teenagers in Tanak Awu Village are experiencing a very rapid digital culture shift due to the availability of adequate gadgets and internet networks. Unfortunately, this technological adaptation has not been fully accompanied by strong legal value filtering. The phenomenon of online gambling addiction in the Central Lombok region has been proven to have triggered various social and legal problems, ranging from increasing crime rates at the village level, internal family conflicts, and a surge in

divorce rates. [16], [17] If left without intervention from legal academics, the youth group in Tanak Awu Village has a high potential to become victims or even perpetrators of cybercrime with heavy sanctions.

Based on these problems, the implementation of the Tri Dharma of Higher Education in the form of community service is a very important instrument to be implemented. Digital literacy education programs should no longer simply teach how to use the internet healthily in a normative manner, but must be integrated with concrete cybercrime mitigation materials. Youth in Tanak Awu Village need to be given a legal understanding that online gambling activities, whether as players, promoters, or facilitating access, are criminal offenses that are strictly regulated in the Electronic Information and Transactions Law (UU ITE) and the Criminal Code (KUHP). [18] Article 426 Through this preventive-educational approach, it is hoped that youth in Tanak Awu Village will have a defensive legal fortress to recognize, avoid, and mitigate the dangers of online gambling, in order to create a productive and legally aware young generation in Central Lombok Regency.

## 2. IMPLEMENTATION METHOD

This community service activity was carried out in Tanak Awu Village, Pujut District, Central Lombok Regency, targeting 20 productive-age youth (Generation Z). The location was selected based on the socio-cultural cyber vulnerability of local youth due to the rapid digital penetration in the buffer zone of Lombok International Airport. The activity began with a preparatory stage that included coordinating permits with the Tanak Awu Village Government, designing educational media in the form of PowerPoint and leaflets, and compiling a list of interactive question guides (interview guide) that is fluid and casual for post-activity evaluation purposes. The composition of the community service team, which includes lecturers from Lombok Island, also serves as a strategy, particularly in terms of communication. As initial observations show, the teenagers are better able to express situations and conditions more comprehensively using the local language (Sasak).

The primary methods employed in this community service program were interactive outreach and lectures combined with contextual group discussion sessions. The community service team from the Faculty of Law, University of Mataram, presented material on the four pillars of digital literacy and cybercrime mitigation. They emphasized that online gambling—whether as a player, promoter, or facilitator—is a serious criminal offense punishable by sanctions under the Criminal Code (specifically Article 426) and is linked to several provisions of the Electronic Information and Transactions (ITE) Law. As a final evaluation instrument, the community service team conducted random, informal interviews with several young participants after the lectures. This casual interview approach was chosen to allow the young people to provide honest testimonies without feeling tested, to confirm the extent of their legal understanding, and to explore their personal commitment to eliminating the negative influence of their peer pressure) related to slot gambling in their village environment.

## 3. RESULTS AND DISCUSSION

### 1. Community Characteristics and the Urgency of Digital Literacy in Tanak Awu Village

Tanak Awu Village is geographically strategically located as the main gateway to West Nusa Tenggara Province, directly adjacent to the nationally vital infrastructure, Lombok International Airport (BIL). The accelerated development and modernization surrounding the airport have simultaneously driven exponential social change for the local community, particularly the youth (Generation Z) in Tanak Awu Village. This geographical location, at the center of urbanization and high-priority tourism, has triggered a shift in digital culture (*digital culture shift*), which is very instant. In contrast to rural areas in the interior, teenagers in Tanak Awu Village are experiencing a "digital leap" due to easy access to internet network infrastructure, the availability of adequate devices, and exposure to the flow of global information that comes without a mature cultural transition phase. Productive-age teenagers

in this village are the group that is the fastest to adopt digital technology, but on the other hand, they are also the group most vulnerable to cultural shock (*culture shock*) based on cyberspace.

Based on initial findings and empirical observations conducted by the community service team during fieldwork, the portrait of gadget use by adolescents in Tanak Awu Village shows a very high level of intensity, but not accompanied by productive use. Most devices are used to access social media platforms like TikTok, Instagram, and Facebook for hours each day. This situation is exacerbated by social media algorithms that aggressively infiltrate negative content, with the adolescents reporting frequent exposure to online gambling advertisements (online gambling), which is packaged in a manipulative manner through video games (game slot) that are attractive or promote instant financial gain.

If we look at the concept of the previous digital literacy pillars, empirical facts in the field show a significant decline in this aspect digital safety (digital media safety) and digital ethics (digital media ethics). Teenagers do not have a filtering mechanism, and they are strongly opposed to legal trappings. They tend to view digital activities as a private space free of value and free from legal entanglements, thus failing to realize that every interaction in cyberspace—including clicking on or sharing online gambling links—has real criminal legal implications.

This digital literacy vulnerability ultimately became a real socio-legal problem at the community level in Tanak Awu Village. The illusion of instant wins offered by slot gambling has trapped some local youth in a vicious cycle of addiction. Psychologically, adolescents' emotional instability and peer pressure (peer pressure) accelerates the escalation of these negative impacts. In the domestic (family) sphere, the phenomenon of online gambling addiction has triggered acute disharmony, ranging from internal conflicts between children and parents due to the depletion of financial assets to purchase slots/gambling deposits, to contributing to the vulnerability of household relations at a macro level in Central Lombok Regency.

Furthermore, the criminogenic impact of online gambling has given rise to derivative crimes at the village level, such as the rise in petty thefts (stealing friends' devices, poultry, or household items) and the rise in fraud cases among teenagers seeking gambling capital. Unless immediate intervention through preventative legal education is implemented, this shift in digital culture will continue to create new legal vulnerabilities that threaten the future of the younger generation in Tanak Awu Village.

In this section, the community service team focuses on presenting statistical data on the actual conditions of society, including trends in online gambling usage and vulnerability. The statistical data presented is structured, starting with the national landscape, followed by statistics and conditions in West Nusa Tenggara Province, and narrowing down to Central Lombok Regency and Tanak Awu Village. The data is presented using attractive graphs and tables that are easily understood by the target audience, namely, adolescents. The intervention, which involves presenting data, is intended as a starting point for constructing and providing a comprehensive overview to the audience regarding internet usage and the negative consequences of online gambling.

Nationally, we present statistical data from the Financial Transaction Reports and Analysis Center (PPATK), which shows that Indonesia is the country with the highest number of online gambling users. In Indonesia, the number of online gambling users has reached around 4,000,000 people, with the distribution no longer dominated by adults but has spread to children. Based on demographic data, the manifestation of this phenomenon in the age group under 10 years has reached 2% of the total perpetrators, or equivalent to 80,000 people. Meanwhile, the age group of 10 to 20 years contributed 11% (around 440,000 people), followed by the age group of 21 to 30 years at 13% or 520,000 people. The largest portion is

in the age range of 30 to 50 years, which reached 40% (1,640,000 people), as well as the age group over 50 years, which includes 34% with a total of 1,350,000 people.[19]

Specifically in West Nusa Tenggara Province, data on the arrest of 41 online gambling perpetrators by the Police is one of the statistical data shown.[20] In addition, one thing that is emphasized is the threat of punishment for perpetrators in the form of 10 years' imprisonment. This is not only intended to foster a deterrent effect on teenagers, but also shows that this action is an unlawful act. This emphasis is important because, based on the results of observations and initial discussions at the location, there is a strong understanding and perception that gambling is not a criminal act.

A report from the Central Lombok Regency Communications and Informatics Office (Diskominfo) reinforces the previously mentioned situation of online gambling in NTB. As found by Diskominfo, online gambling in Central Lombok is at a worrying level. This is indicated by the increasing prevalence of online gambling sites among the public, which are not only accessed by adults but have also targeted all groups, including teenagers. Specifically, in the villages of Central Lombok, particularly Pujut District, this outreach also presented a previous empirical study showing that Teruwai Village, adjacent to Tanak Awu Village, is also experiencing a worrying situation related to online gambling. These findings even indicate that online gambling not only impacts the economy but also hurts health.[21]

### Activity Documentation



## 2. Implementation of Socialization: Digital Literacy Education and Cyber Criminal Law Construction

### a. Interactive Talk Process and Introduction to the Digital Literacy Pillars

The core stage of this community service was realized through interactive outreach and lecture methods dynamically designed to suit the characteristics of the Generation Z audience in Tanak Awu Village. The Community Service team from the Faculty of Law, University of Mataram, presented the material using digital presentation media visualizations (*PowerPoint*) and a concise *leaflet* as a practical guide. The initial focus of the lecture was directed at reconstructing adolescents' understanding of the four pillars of digital literacy. The community service team emphasized that digital skills are not limited to *digital skills* (technical ability to operate the device), but must be integrated with *digital*

*culture, digital ethics, and digital safety.* In this section, the team elaborates on the four pillars of digital literacy:[22]

**1. *Digital Skills***

Social media is essentially constructed with various benefits, including: Building relationships, branding, increasing visibility, learning media, and entertainment. The digital skills aspect emphasizes individual competence in identifying, operating, and optimizing digital-based devices and platforms. These skills components range from fundamental abilities—such as the use of hardware and software—to advanced specific skills such as programming, graphic design, and data processing. The main goal is to accelerate the capabilities of society to be able to adapt and utilize technological transformation productively in the contemporary era.

**2. *Digital Safety***

This pillar focuses on self-protection and data privacy from various cyber risk mitigation and threats, including hacking, digital fraud, cyberbullying, and personal data compromise. Therefore, this pillar emphasizes the urgency of a tactical understanding of digital security, implemented through the use of strong passwords, the activation of two-factor authentication (2FA), and systemic vigilance against all forms of cybercrime.

**3. *Digital Culture***

This pillar's orientation rests on the internalization of norms, values, and etiquette that apply within the digital ecosystem. This cultural dimension integrates social interaction skills in cyberspace, the articulation of technology's impact on societal structures, and active and constructive contributions within digital communities. Users with strong digital cultural literacy will be agile enough to adapt to fluctuating trends and sensitive enough to analyze the social context in cyberspace.

**4. *Digital Ethics***

The primary focus of this pillar is on the moral and behavioral aspects of using technology. Digital ethics encompasses awareness of the importance of maintaining privacy, data security, respecting copyright, and embracing social responsibility when engaging in online activities. This is crucial for ensuring people use technology wisely, respecting the rights of other users, and maintaining good manners when communicating online.

As part of the outreach strategy, this material was designed and tailored to be easily understood by the target audience, teenagers. The team integrated these insights into engaging visuals, using both eye-catching colors and examples familiar to the youth of Tanak Awuk Village. Furthermore, this session provided the youth with tactical insights on how to identify and filter negative content, recognize the pitfalls of manipulative online gambling advertising algorithms, and protect their personal data from being hacked or misused by the gambling ecosystem.

**b. Analysis of Cybercrime Regulation and Legal Construction**

The crucial substance of this outreach program is debunking myths and providing rigorous legal education regarding the implications of cybercrime law related to online gambling activities. The community service team constructs participants' legal understanding through two primary positive legal instruments applicable in Indonesia:

- 1. Electronic Information and Transactions Law (ITE Law):** Participants were informed that cyberspace has very strict legal boundaries. Under the ITE Law, any activity that distributes, transmits, and/or makes accessible information or electronic documents containing gambling content is a criminal offense. The community service team emphasized that this legal trap not only targets major bookies but also imperatively threatens those acting as promoters (for example, those involved in

distributing gambling), who *link* or *banner* gambling on social media, as well as the players/users themselves.

2. **Article 426 of the New Criminal Code (Law Number 1 of 2023):** As part of the national criminal law reform, the community service team analyzed the latest legal codification in Article 426 of the New Criminal Code. In this article, the state expressly threatens anyone who exploits the opportunity to gamble, participates in gambling, intentionally offers, or provides the public with the opportunity to gamble. This emphasis aims to address the misperception among teenagers that gambling is illegal, with small nominal bets (small change), it is commonplace, and escapes state sanctions.

The lecture session then transitioned into a highly interactive group discussion and contextual Q&A session. This discussion uncovered facts about the strength of *peer pressure* (peer pressure) in Tanak Awu Village, where most teenagers admitted to starting online gambling due to invitations or teasing from their friends. Through this two-way dialogue, the community service team, along with the youth, formulated a collective-defensive legal framework. Teenagers were taught to dare to refuse invitations to gamble, to warn each other within their community, and to be provided with an official reporting channel if they found any indication of the spread of disturbing online gambling links in their village. Through this preventative-educational approach, the substance of the law was no longer seen as a series of rigid and frightening articles, but rather as a protective instrument for the future productivity of teenagers in Tanak Awu Village.

### Activity Documentation





### 3. Evaluation Analysis: Juridical Understanding and Commitment of Youth Based on Informal Interviews

The success of a legal outreach activity is measured not only by the number of participants in attendance, but also by the depth of internalization of the legal messages conveyed. To gauge the extent to which the legal education material has penetrated the collective consciousness of the target audience, a post-activity evaluation method is conducted through an **informal interview** (*casual interview*). A random interview was conducted with several youth representatives from Tanak Awu Village. This informal, dialogic approach was deliberately chosen to allow the youth to speak freely, honestly, and without pressure, thus creating a truly organic portrait of paradigm shift.

Based on random interviews conducted immediately after the interactive discussion session concluded, significant improvements in legal understanding were discovered. Teenagers who had previously tended to be passive began to show critical interest in criminal gambling laws. A sample of five youth representatives (three boys and two girls) generally acknowledged that the dynamics of gambling have moved *online* (especially slot gambling and skill games with betting modes), which were considered a "grey area" untouched by the law because they were conducted privately through individual devices. However, after socialization, they realized that the digital space is not a lawless zone (*lawless zone*).

Shift in perspective (*paradigm shift*) The youth of Tanak Awu Village are clearly depicted through the narratives and firsthand testimonies collected. The results of these interviews demonstrate changes in the youth's understanding before and after the socialization:

#### a. Ronal (17 years old):

*"Jelo arak sosialisasi niki, tiang dait batur-batur teke-toke lamun cume main judi slotik-lotik, top-up sepulu nde idik ribu nane deq bende kriminal. Pikir tiang, dengan saq thepet kance polisi nane cume bandar saq beaq ie je dengan saq main judi kartu leq pos ronda. Ndaq maraq nane, sekat tedinge penjelasan saq entan, tiang kaget ternyata main leq HP dait bayangan dende pidanane baret gati (UU ITE), bahkan deq peduli piriqne teaq idik arakne. Niki bener-bener beaqang mate tiang."*

Translation into English

"Before this outreach, my friends and I thought that playing small-time slot machines, topping up ten or twenty thousand rupiah, wasn't a crime. We thought the police only arrested big-time dealers or people playing cards at security posts. But after hearing the explanation, I was shocked to find that even playing on a cell phone carries very severe criminal penalties (under the ITE Law), regardless of the amount. This was truly eye-opening."

#### b. Siti (16 years old):

"Jaman laeq ite pikir judi online ne cume rugik bedek sen je, paling-paling tebediang isiq toaq laiq lamun tepaos. Ite ndek taoq lamun lēman dait hukuman formal saq bau ngerusak maten dait bedowē catatan kriminal. Siki pemahaman te sampun médah, rasēq jrih te sampun rasional merékē hukuman ne nyata."

"We used to think online gambling was just a matter of losing money, and at most, our parents would scold us if we got caught. We didn't know there were formal legal consequences that could ruin our future and lead to a criminal record. Now, our understanding is different; our fear is rationalized because the law is real."

The above testimony confirms that legal education has succeeded in changing ignorance (*ignorance of the law*) into preventative legal awareness. The boundaries between "just a gaming trend" and "pure crime" are now clearly mapped in their minds. The most crucial output of this qualitative evaluation is the emergence of personal and collective commitment from the youth of Tanak Awu Village. The interviews crystallized three main points of commitment that will become the village's social capital going forward:

- a. **Building a "Defensive Legal Fortress"**: Teenagers expressed their determination to build their own internal protection. Knowledge of Article 27 paragraph (2) of the ITE Law and its criminal sanctions is now used as a "psychological shield" to reject invitations or temptations from gambling advertisements. *Online* which are scattered on social media.
- b. **Peer Reminding System (Peer Support System)**: Aware of the significant influence of their social circle, they agreed not to let each other get away with it. They committed to reprimanding, reminding, or even pulling out friends who began to show signs of being trapped in the gambling ecosystem *online*.
- c. **Staying Away from Negative Digital Ecosystems**: The youth of Tanak Awu Village are committed to shifting their focus to more productive digital activities (such as *ase-commerce*, digital literacy, or village youth communities) and staying away from social environments that normalize gambling.

#### Activity Documentation



#### 4. CONCLUSIONS

Based on the implementation of community service activities that have been carried out in Tanak Awu Village, Central Lombok Regency, one can draw the following main conclusions:

Tanak Awu Village's geographical proximity to vital infrastructure (Lombok International Airport) triggers an instant "digital leap" among the youth group. However, the high penetration of gadgets is not balanced by aspects of *digital safety* and *digital ethics*, making teenagers easy targets for manipulative online gambling advertising algorithms that trigger derivative crimes at the village level. Preventive-educational interventions through statistical data presentation, introduction of the four pillars of digital literacy, and regulatory analysis (the ITE Law and Article 426 of the New Criminal Code) have successfully debunked the myth of *ignorantia legis* (legal ignorance). Teenagers now understand that online gambling activities—including small-scale slot betting—have real formal criminal implications. The evaluation method uses a *casual interview*. The Sasak-based regional language program demonstrates an organic paradigm shift. This activity produces concrete outcomes in the form of personal commitments from youth to build a "defensive legal fortress," activating a *peer support system* to reprimand each other, and stay away from negative digital ecosystems for a more productive future.

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