

CHAPTER I

INTRODUCTION

1.1 Background of the Problem

In today's era of technological development, technology plays a huge role in various parts of human life. Information technology has become quite common among the public because of the ease of access provided. There are many reasons why many individuals feel that their lives have become simpler thanks to internet services. The internet provides convenience in various aspects of human life, such as in education, economy, social interaction, access to information, and of course, communication (Tobing, 2019). The internet has indeed provided many conveniences in human life. However, with the development of the times, more and more internet use has the potential to be abused by certain parties for personal gain (Zurohman, 2016). It is hoped that the internet can help make it easier to carry out activities and work in a positive way, but it can still be found that is abused by its users, especially children and teenagers (Satriyono & Ula, 2023).

However, the convenience presented by the internet also brings other bad things such as online gambling. One of the impacts of today's technological and communication advances is seen in the form of online gambling, which is also known as *online gambling* (Guntari, 2022). Online gambling has become a very worrying phenomenon in Indonesia. According to data taken from the Financial Transaction Reporting and Analysis Center (PPATK), it is recorded that online gambling players in Indonesia have reached 4,000,000 people with 23% of them or approximately 960,000 people aged 10 to 30 years, PPATK also noted that the turnover of funds accumulated from 2017 to 2023 has reached IDR 517 trillion. The rise of *online gambling* in Indonesia has a direct impact on the collapse of the economy and the morale of the nation's children due to online gambling having a direct impact on people's daily lives (Lova, 2020). Gambling is the act of betting intentionally, in which a person risks a value or something that is considered valuable, with an awareness of the existence of certain risks and expectations related to the outcome of a game, race, or events whose outcome is uncertain or uncertain (Rian Hari Ramadhan, 2023).



Figure 1.1 News on the Number of Children Playing Online Gambling

Source : <https://www.ppatk.go.id/news/read/1373/gawat-jumlah-fantastis-usia-anak-main-judi-online.html/>

Based on the results of interviews with online gambling victims with the initials A, gambling starts from the surrounding environment who already have a habit of gambling. The interviewee started gambling out of curiosity. The interviewee explained that he played *online* gambling at least three times a week with a length of time in one game ranging from 1 hour to 6 hours so that the interviewee felt addicted. The interviewee mentioned that apart from the money made, the sensation of money betting itself is what keeps the interviewees playing gambling. It can be concluded that brother A knew gambling from an early age and began to play gambling for a long period of time, causing addiction to this day.

Based on the results of interviews with online gambling victims with the initials AR, *online gambling* also starts from the surrounding environment such as the village environment and the scope of friends who play online gambling. The resource person stated that he first knew and started online gambling games when he was 19 years old. The resource person mentioned various types of online gambling games such as *dominoes*, *pragmatics*, *poker*, *parley* and so on. The resource person explained that *online* gambling has a system to provide easy winnings for players who are detected as new players. The interviewee explained that he plays *online* gambling almost every day when he has free time. The interviewee felt that he often felt dark in his eyes

and fell into the circle of gambling games. In fact, he also got into debt because all the money he had had had been spent only on online gambling. This makes the interviewees feel difficult to get out of the habit of gambling. The resource person mentioned that he still occasionally plays gambling in his spare time until now. It can be concluded that A R's brother knew gambling at a young age and played gambling on the basis of curiosity until he decided to quit because of debt, which caused a deterrent effect on the interviewees.

Based on the results of interviews with online gambling victims with the initials D W, *online* gambling is widely introduced to the public through advertisements on various *platforms*. The interviewees only got to know gambling at the age of 18 and had a curiosity to try new things. The resource person has been playing *online* gambling for 1 year. The resource person stated that the money used for gambling is unused money and the money generated from gambling is not used for anything else. The resource person decided to end the gambling game because he got advice from his parents and close people. It can be concluded that brother D W gambled with curiosity and only to satisfy his curiosity.

Based on the results of an interview conducted with a psychologist with the initials A R M.Psi., it was found that the behavior of online gambling victims who continue to play *online* gambling even though they have felt the bad impact given, including in the category of addiction or addiction. According to psychologists, addiction can occur due to a lack of the hormone epinephrine which can trigger adrenaline and the presence of factors from the surrounding environment that encourage to continue gambling. The characteristics of addiction are when the victim feels anxious when not gambling until he keeps repeating to gamble even though it can harm himself and others.

Based on data obtained through interviews with victims of online gambling , it can be concluded that *online gambling* is played by young people since the age of high school. The results of interviews with the three victims also showed that they did not have enough understanding related to online gambling. Based on the results of interviews conducted with the Head of the Police Criminal Investigation Division, they often encounter online gambling perpetrators when conducting cyber patrols. According to the Head of the Criminal Investigation Division of the Police, education has been provided directly to schools in the form of "Friday Venting Together

Police Chief". However, this form of education does not have a significant impact on young people. Therefore, other media are needed to be able to convey information that can be well received by young people in Indonesia. A medium is said to be efficient if its use is appropriate and easy to use, besides that it does not take up a lot of time and space (Rokhayani et al, 2019). Video is one of the forms of media that is preferred by today's young people. The message conveyed through video will be easier to understand clearly, because it is audible and visually visible to help learn to understand the learning process (Nashrullah, 2019). Videos can provide information, explain complex concepts, teach skills, save time, and influence attitudes (Habib, 2019). Videos are considered more attractive for teenagers who like advanced technology, especially in videos with characters such as animated videos which are considered more effective and do not make you bored in learning to increase knowledge (Aisah et al, 2021). Based on interviews conducted with psychologists, the delivery of information and education to today's young people can be done by approaching through visuals and audio related to them.

Therefore, the author chose animated videos as an educational medium about online gambling. Young people who grow up in the era of technological development today are more familiar with information in digital form. The design of this animation will be made with attractive visuals with a relaxed delivery style and following trends so that it can be more connected to the style of today's young people. It is hoped that this design will provide a sufficient understanding of *online* gambling so that it can help to reduce the likelihood of cases of *new victims of online* gambling.

1.2 Problem Identification

Based on this background, the identification of problems in the object of this research is:

1. Based on data from interviews conducted with victims of online gambling, there are still many young people who are victims of *online gambling* due to their lack of understanding of online gambling.
2. Based on data taken from PPATK, the high percentage of *online gambling cases* affect the economy and morale of young people.

1.3 Problem Formulation

3. How to design an animated video on the dangers of online gambling and provide education in the form of understanding the adverse effects of *online* gambling to young people aged 18-25 years?

1.4 Problem Limitations

The limitations of this design problem are:

4. The design of this animation contains a story about the adverse effects of online gambling.
5. The design focuses on the mental health impacts received from online gambling
6. This plan is aimed at young people aged 18-25 years who are still unfamiliar with online gambling.

1.5 Purpose of Planning

The purpose of making this animation video design is:

7. Designing animated videos to deliver Education to the younger generation, especially 18-25 years old, about the dangers of online gambling.
8. Provide an understanding of online gambling and the impact it provides.
9. Contribute to the development of more innovative and effective educational media with the topic of online gambling.
10. Convey information related to online gambling in visual form so that it becomes easier to understand

1.6 Benefits of Planning Results

The benefits of this design are:

11. Benefits for Readers

This design is expected to introduce online gambling and its impact to the general public and also provide an overview of the adverse impact that will be experienced by active players from online gambling.

12. Benefits for Researchers

This design is expected to add insight and also provide scientific evidence that the application of visual communication design science in the form of video can be used to educate about the dangers of online gambling.

13. Benefits for the University

With the creation of this design, it is hoped that it can be part of the work that provides solutions and can be useful literacy for readers.

1.7 Planning Framework

