Volume 6 Number 1 (2023) January-June 2023 Page: 39 - 52

# The Social Impact of Online Games on the Lives of Rural Communities in Deli Serdang Regency

## Hosea Sitepu<sup>1</sup>, Fatmariza<sup>2</sup>, Isnarmi Moeis<sup>3</sup>, Erianjoni<sup>4</sup>

- <sup>1</sup> Universitas Negeri Padang, Indonesia; e-mail: hoseasitepu1996@gmail.com
- <sup>2</sup> Universitas Negeri Padang, Indonesia; e-mail: fatmariza@fis.unp.ac.id
- <sup>3</sup> Universitas Negeri Padang, Indonesia; e-mail: aanisarmi213@gmail.com
- <sup>4</sup> Universitas Negeri Padang, Indonesia; e-mail: erianjoni46@gmail.com

Received: 15/02/2023		Revised: 22/05/2023	Accepted: 23/05/2023
Abstract	community, students in rr game Higgs I rise of Higgs of the village of research is qu with a case s purposive sa interviews, an January 2023 Jurung Villag gambling, the concern from majority of pe factors, situa perception fa gambling inc increased crir	playing games has become a especially the younger generation and urban areas. Especially Domino Island is rife. The study domino island online gambling ar Kuta, Jurung, STM Hilir district, I talitative research. This research is tudy method. In determining the mpling technique. The data was not documentation for 3 months, The results showed that the face e, STM Hilir District, Deli Serda e Higgs domino island game, wa the community about the impa- cople also have low education and tional, learning factors, percep- ctors. The moral impact of Hig ludes unstable emotional levels, ninal acts as evidenced by the inco- ng Village community.	on and even elementary school in rural communities, the online aims to explore the factors of the nd its impact on the community in Deli Serdang regency. This type of is qualitative descriptive research he informants researchers used a s obtained through observation starting from October 2022 unti- ctors causing the people of Kuta ang Regency to carry out online s due to a lack of awareness and act of gambling, besides that the d a background of socio-economi- tions of probability, and skill- ggs domino island online game , reduced social interaction, and

Keywords	Phenomena; Online Game; Rural Community
Corresponding	Author
Hosea Sitepu	
Universitas Nege	ri Padang, Indonesia
Email: hoseasiter	ou1996@gmail.com

## 1. INTRODUCTION

The development of information and communication technology cannot be avoided because it occurs along with shifts in interests and needs. However, increasingly advanced and developing technology brings various impacts on society (Mahmudah & Madja, 2021);(Purnomo, 2021). The increasingly easy use of the internet has been misused by people for gambling games (Griffiths, 2018). Initially, people accessed online games, then out of curiosity and curiosity, people took part in online



© 2023 by the authors. Submitted for possible open access publication under the terms and conditions of the Creative Commons Attribution 4.0 International License (CC BY) license (https://creativecommons.org/licenses/by/4.0/).

gambling games. According to Kartono (as cited in Yudhawarman, 2017), Gambling is betting deliberately, namely risking a value or something that is considered valuable by realizing that there are certain risks and expectations in-game events, matches, competitions, and events that have no or uncertain results. The uncertainty of the results gives rise to many dreams that sometimes miss expectations and raises different tensions in each gambler.

The presence of this online gambling game has also reached rural communities, especially the lower class people. Initially, people only occasionally took part in online gambling games, but over time, people would get addicted to them. According to Amanda, (2016), most online games almost always have a negative impact both socially, psychologically, and physically, causing addiction to playing online games. The negative effects received by online gambling players in society, social and family relationships become tenuous because the time together becomes much less. Psychologically, the mind becomes constantly thinking about the game being played, besides that work becomes neglected. This can happen because by playing online games, individuals become indifferent and less concerned about the things that happen around them.

Observation results based on observation guidelines illustrate that there is a problem of gambling in the Higgs Domino Island game among the people of Kuta Jurung Village. Based on the results of interviews with the community and village officials, it was stated that more than half of the community was already addicted to the online gambling game, Higgs Domino Island. From the results of interviews with Mr. Patuk Ginting a community member who is only at home and in a shop, it was stated that more than half of the people in Kuta Jurung Village already play and buy chib dominoes so they can play. Mr. Patuk Giting also added that because of the Higgs domino island game, many people have left their jobs and chosen to play this game because they are so addicted. Likewise, the results of the interview with Mr. Jos Sitepu a village official in Kuta Jurung said that he saw lots of people sitting around and playing the higgs domino island game in the shop, he said that almost everything he saw using the cellphone they opened was a Higgs domino game. islands.

The phenomenon of the Higgs domino island game gambling carried out by the community in Kuuta Jurung Village can already be seen as a serious problem because the effects are becoming poor, easily stressed, lazy to work, and can even lead to crime or crime. An example of the emergence of crime is from the results of an interview with Mr. Noviandi Tarigan a resident of Kuta Jurung who revealed the increasing theft of palm fruit, salak fruit, and other garden products belonging to farmers in Kuta Jurung Village. To dig up information on the truth of Mr. Noviandi Tarigan's statement, the researcher also interviewed Mr. Abadi Sitepu the Head of Kuta Jurung Village, he revealed that many social changes had occurred in society. One of these changes is that the crime rate of theft of community garden produce has increased since the emergence of online gambling in the community of Kuta Jurung

Hosea Sitepu, Fatmariza, Isnarmi Moeis, Erianjoni/ The Social Phenomena of Online Games in the Life of Rural Communities in Deli Serdang Regency

Village.

Based on the results of previous research starting from 2012 until now 2022, it can be seen that some researchers have conducted research related to the phenomenon of online gambling. For instance, in the study conducted by Iswanto, (2021) In his research, he explained that online gambling that was carried out by children in the Kota Yambi internet cafe had become a serious problem because it affected the attitude of children who would commit crimes.

The same research was also conducted by Rahayu, (2021) In the research conducted, it was explained that the Higgs Domino Island game application is an illegal game because in practice it makes bets and can be exchanged in the form of credit and Islamically this game is a *haram* (forbidden) game. The next one is a study conducted by Lucky, (2013) explained the habit of playing gambling carried out by people in the Kedaton. Nearly 50% of the people play online gambling and have committed social deviations.

Of all the research that has been conducted regarding online gambling in general, it only looks at the general impact and the perpetrators of online gambling are only people who are already literate in technology, such as urban communities, but in the current situation, rural communities have also been involved in online gambling, which was previously only gambling. traditional. From this, the researcher wants to see how the socio-economic impacts arise as a result of this Higgs Dominoyisland online gambling game. Because of this, researchers want to conduct research on "The Higgs Domino Island Online Game Phenomenon in the Life of Rural Communities: a case study of Kuta Jurung Village, STM Hilir District" with the hope that people will be smarter in their actions and wiser in choosing games or activities to support a better life.

#### 2. METHODS

The study applied a case study as a part of qualitative research. According to Sugiyono, (2017), it is selected because The author wants to understand how the Higgs Domino Island online game phenomenon affects the socio-economic environment in society. In this case, the writer needs to use qualitative methods to ensure the quality of the research process, because the researcher will interpret the data that has been collected.

This research was out in Kuta Jurung Village which is one of the villages in the Sinembah Tanjung Muda Hilir District, Deli Serdang Regency, North Sumatra Province, Indonesia. The village of Kuta Jurung has 4 Dusun and the most densely populated are Dusun 1 and 2. Data analysis in this study used on-site data analysis techniques developed by Miles Huberman. The data collected is made in a matrix. In the matrix, fragments of descriptive data were presented about certain events or experiences that separate the data before and after. After the data was entered into the matrix, a checklist was then created (Rahim, 2020).

#### 3. FINDINGS AND DISCUSSION

The findings are an analysis of the results of observations, interviews, and documentation studies conducted by the author. Based on the formulation of the problem, the researcher divides the specific findings into three parts which include: 1. What are the factors that influence the community to play Higgs domino island online gambling in the village of Kuta, Jurung, STM Hilir sub-district, Deli Serdang Regency? 2. What are the Higgs domino island online gambling activities in Kuta Jurung Village, STM Hilir District, Deli Serdang Regency? 3. What is the moral impact of the Higgs domino island online gambling on the social life of the people in Kuta Jurung Village, STM Hilir District, Deli Serdang Regency?

#### Factors that influence people to play online gambling

#### Social and Economic Factors

The economic factor is where players hope to play, they will be lucky so they can get money to reduce the burden of needs. In this regard, the researchers interviewed the people of Kuta Jurung Village, Mr. Hendra Ginting on 10 November 2022, he revealed that:

"I did Hiigs domino island gambling because of the squeezed economy and I hope that by playing this game I can get money easily and quickly. Where have I won 1.2 million with a capital of only 60 thousand or 1 B cip Domino. If you think about it, you can get rich quickly."

This was also conveyed by Mr. Jeskel Ginting on November 10, 2022, he said:

"I took part in the online gambling game Higgs Domino Island because I needed fast money without having to work in the fields. If I do gardening, maybe I can only get 100 thousand at most, but by betting on this game, I get more than enough."

Related to this, the researcher also interviewed Mr. Noviandi Tariga on November 10, 2022, he said

that:

"It was this difficult life that made me interested in participating in the online gambling game Higgs Domino Island. In addition to the difficult economy, finding a job that makes money for life is also difficult. Because this is what made me want to do this online gambling, apart from being easy to bend anywhere the results are quite big if I hit the jackpot."

The gambling behavior of gamblers is mainly triggered by economic factors, especially the lower and middle-class economy. People with middle to lower economic levels are more interested in gambling behavior because they cannot meet their daily needs, so they are looking for solutions that can immediately meet their needs. Suhendra (as cited in Yudha, 2021) explains that economic factors also influence the occurrence of the desire to gamble, it also creates a stimulus for gamblers secretly by imagining bigger profits

#### **Situational Factors**

Hosea Sitepu, Fatmariza, Isnarmi Moeis, Erianjoni/ The Social Phenomena of Online Games in the Life of Rural Communities in Deli Serdang Regency

Situations that can be categorized as triggers for gambling behavior include pressure from friends, groups, or the environment to participate in gambling. Where is the pressure from the group as someone who initially did not commit a crime of gambling if they did not comply with what the group wanted, they would feel alienated so they would not have widespread association. The following is an excerpt from an interview with a resident of Kuta Jurung Village who conducted the online gambling game Higgs domino island Mr. Jombo Sitepu on November 14, 2022, he said:

"I know Higgs Domino Island online gambling because I see friends sitting in coffee shops busy playing on their cellphones and talking about chips like that. The next day I sat in another shop and I saw the view like that. Because I was curious, I asked about this game and started to study it because other gentlemen's friends said that if I didn't play gambling, there would be no friends to talk to in the coffee shop as usual. So, I tried to learn this game and, in the end, I also got addicted to this game."

The same thing was also conveyed by Mr. Pendi Sembring on November 11, 2022: "I have never actually been involved in online gambling other than lottery gambling because I'm not good at gambling. But since the online gambling game Higgs domino game appeared, that's where I started to like to play gambling, besides being easy to do, it can also make money. When I first got to know him, I saw my son busy playing this game, even in the shop many people were playing this game. So, I don't want to want to play too because the environment is like that."

In this case, it can be seen that the people involved in online gambling, Higgs Domino Island, are due to a social environment that has been contaminated with addiction to online gambling games. It can be seen from the results of the interviews that were found by the people involved in online gambling, Higgs domino island, that they did it because of encouragement from the environment, which mostly does this online gambling. The study of (Tirtana et al., 2008) also revealed that pressure from the group can make the would-be gambler feel bad if they don't go along with what the group wants. According to Balubun et al., (2019), situational factors are factors that influence people's behavior to play gambling. This is shown that if the situation is supportive in the sense of having money and the situation is safe, that is, there are no police raids, gambling behavior will emerge. Apart from that, there is persuasion from related parties so that it gives the impression to potential gamblers that winning in gambling is something that is normal and easy. It can happen to anyone, even though in reality the chances of winning are very small.

## **Experiences and Practices Factor**

The experience factor has a strong influence on gambling behavior, especially about the desire to continue gambling. At first, they just wanted to try it, but because they were curious and believed that victory could happen to anyone, including themselves, they believed that they would win or succeed one day, so they repeatedly placed bets. Involved in Higgs domino island gambling, Mr. Alim Tarigan on November 14, 2022, he said that:

"I get involved in the Higgs domino game at first because in this game there is a cassava card game. At first, I only played the traditional game first and didn't know the skeeter game or the slot, let's say. There was about 1 month I just played cassava until finally I was taught by other gentlemen about the game. After a long time, I was addicted and even I neglected a lot of my work."

This was confirmed by Mr. Muliadi as the person facilitating the Higgs domino island online gambling game on November 19, 2022, he said that:

"The rise of the Higgs domino online gambling game makes it quite overwhelming for me to deal with these gambling players. This happens because many players are still learning how to use cell phones. I sometimes have to teach people who want to play in the game because they are bored just playing traditional games. Apart from that, the demand for buying domino chips has also increased because of the large number of players who can already play the slots."

Mr. Nias Sembiring also conveyed the same thing on November 14, 2022, he said:

"What I see now is that many players are learning to use and pick and choose the games available in this Higgs domino online gambling. Most of them are old users who are new to holding or owning cell phones. They don't understand how to play, but they want to learn. For example, they don't know how to see the ID, but maybe because they want to get results from this gambling game, they want to learn."

Based on the results of the interview above, it can be concluded that the training factor is also one of the factors that made the people of Kuta Jurung Village fall into online gambling, the Higgs domino Island game. Many people want to learn about how to play and use online gambling games and there are also those who ask those who facilitate the Higgs domino island game. Among the people who practice playing this game are parents who don't understand technology at all but want to learn because they are addicted.

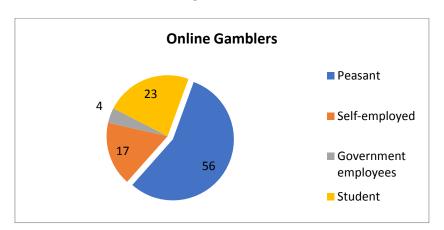


Diagram 1 The Occupation of Gamblers

Sources: Data of observation being processed

Based on the data above, it can be seen that the most dominant jobs for online gambling actors are those with the status of farmers as many as 56 people. Meanwhile, 23 students were involved in online gambling. Next, followed by gamblers who have private entrepreneur jobs as many as 17 people and 4 people work as civil servants.

#### **Perception Factors About Probability**

The probability factor is a trigger for people who do gambling, where the perception here is felt by the author about evaluating the chances of winning that they will get if they gamble. Players who find it difficult to get out of the game generally have a bad perception of the possibility of winning. In general, they feel very confident about the win they will get, at the time of a very small estimate because of the belief that exists in the illusion that is obtained in the evaluation that they will win, "if you haven't won now, you will definitely win next time, and so on. Based on interviews with Mr Edo Barus a resident of Kuta Jurung Village who was involved in the online gambling game Higgs domino island on November 14, 2022, he said:

"I did this online gambling game based on a feeling of the benefits that would be obtained in the game. I see that the chance of winning from playing is very large, with a domino chip capital of only around 60 thousand per one B if you win you can double it. So, I am very confident that I can win the jackpot in playing the Higgs Domiono Island game."

This was also conveyed by Mr. Sonan Tarigan on November 14, 2022, he said:

"My involvement in online gambling was due to the desire in my heart that I would win, to the extent that I was carried away by the dream that tomorrow would be a jackpot. Sometimes my wife gets angry because I am delirious about winning the jackpot, maybe this is because I am too passionate to win this online gambling game."

The excessive desire to win or the perception that it is very likely to win in the Higgs domino island online gambling game and keeps people continuously involved and seriously addicted. This can be seen from the results of interviews with people involved in online game gambling. In the study (Zainal, 2018), it is explained that gamblers who find it difficult to leave gambling usually tend to have a wrong perception of the possibility of winning. The belief that in every 100 spins of the slot in an online game, Higgs domino island, they believe they will get a jackpot makes them feel very confident about the victory they will get, even though in reality sometimes the chance is very small because the belief that exists is only an illusion obtained from the evaluation. opportunity based on a situation or event that is uncertain and very subjective. In their minds, the thought is always embedded "If you don't win now, you will win next time".

#### **Skill Perception Factor**

Players who feel very proficient in one or more types of gambling will tend to assume that success/victory in gambling is due to the skills they have. Often, they were unable to distinguish where the victory was due to skill and which was pure chance. For them, losing while playing is never

considered a defeat but considered "almost won", so they keep looking for the victory they thought would be achieved. The following is the researcher's interview with Mr. Maju Barus an online gambling game player on November 17, 2022, he said:

"I have been involved in various types of gambling for a long time, both lottery gambling, long card gambling, dice gambling, and many other types of gambling. Because of this, I am quite interested in playing this online gambling game because what I am fighting against is not a human but a tool. I think that there must be a special trick so I can win this online gambling game. For now, my losses and wins in playing online gambling can be said to be still in the balance, so the possibility that I can win is still quite large."

## Higgs Domino Island Online Gambling Activities in the Village of Kuta Jurun

Higgs domino island online gambling activities among the people of Kuta Jurung Village have been carried out by the community, both young people and old people. In almost every place, stalls and place where people often do their activities, you can find those who are gambling online games Higgs domino island. In this regard, the researchers interviewed the Head of Kuta Jurung Village, Mr. Abadi Sitepu on November 10, 2022, he said:

"The current situation is that this game gambling activity has been carried out by our society. People are currently wasting more of their time on Higgs domino island gambling which they consider and hope to fulfill their needs. Most of these activities they do, I see in the stalls in this village. I saw that in almost every shop in Kuta Jurung Village, many players of this game gather."

Related to this, the researcher also interviewed Ms. Marni Br Sitepu on November 13, 2022, she said:

"I see that now many stalls are full during the day whereas in the past during the day it was rare for many stalls to sit. But now that this game has appeared and there are many users, these people are mostly in the shop instead of working in the fields.

This was also conveyed by Mr. Sabar Tarigan a Religious Leader on November 25, 2022, he said:

"I'm sorry about the current condition of society, I see a lot of young and old people spending more of their time in coffee shops playing the higgs domino island game than building a better future by working. What's more, in existing religious activities there has been a decrease in participation. Where they expect more and get addicted to this game."

From these interviews, it can be seen that the activities of the community in Kuta Jurung Village as a result of the rampant gambling of the Higgs domino island game have been carried out more in coffee shops than in other activities such as doing their jobs. Even though they have work activities that they can do, because of this gambling game they prefer to go to the shop to play higgs domino island gambling.

## Moral Impact Due to Online Game Higss Domino Island

The behavior of the online game gambling Higgs domino island is one of the deviant activities in society. In this case, many people think that gambling is something that is considered inappropriate and contrary to the norms that apply in society. For online gambling players, the Higgs domino island game

Hosea Sitepu, Fatmariza, Isnarmi Moeis, Erianjoni/ The Social Phenomena of Online Games in the Life of Rural Communities in Deli Serdang Regency

will feel the effects of the gambling activities that they carry out. One of the effects of the rise of Higgs domino island online gambling on society is the moral impact. To find out the moral impact, the researcher interviewed Mr. Evander Ginting a Higgs domino island online gambling player on November 11, 2022, he said:

"What I've felt since I've been taking medicine. I've become addicted. If I eat, I feel satisfied. since I play this gambling game it also makes me lazy, because by playing this game I can make money."

Mr. Edo Barus conveyed the same thing on November 14, 2022, he said:

"The habit of playing the skeeter game makes me forget to work, for me playing the skeeter can make me happy. What's more, when he got the red grandpa jackpot, all these problems immediately disappeared from his mind. But if you lose, you can't even say that this cell phone is destroyed."

Mr. Alim Tarigan said the same thing on November 14, 2022, he said that:

"After playing this game for a long time, it is very difficult for me to get away from gambling in the game of skeeters. Besides being able to make money, this game can be played anywhere. That is what makes it difficult for me to separate from gambling game skeeters

From the results of the interview above, it can be seen that higgs domino island online game gamblers find it difficult to escape from Higgs domino island online game gambling. Some of the players also feel more enthusiastic and happier when they play gambling, and vice versa if they don't have the money to buy Higgs domino online game chips then these players usually pawn their valuables.

#### DISCUSSION

## Factors Affecting People Playing Online Gambling Higgs Domino Island in Kuta Jurung Village, STM Hilir District, Deli Serdang Regency

The factor that causes a person to gamble the most is low social and economic status, where they think that gambling is seen as the fastest means to improve their standard of living. In addition, the social conditions of people who accept gambling behavior also play a major role in this behavior in society. According to Suharya, (2019), social environmental situations can trigger gambling behavior. Moreover, gambling is considered a habit by the surrounding environment, and takes advantage of people around them to carry out gambling activities even though at first it was only an entertainment activity and the people around them were used as a complement so that gambling games could be carried out or add to the excitement of the gambling activity itself. Whereas, Riawan, (2022) argues that, the social conditions of people who accept gambling behavior also play a major role in this behavior in the community.

It is also inherent in the study conducted by Machsun S, (2015), and Wasino & Semarang, (2015)

that one of the factors that make community involvement in gambling is the situation and conditions of the social environment that support gambling. There are examples of pressure from friends or groups or circumstances to participate in gambling and the marketing methods used by gambling managers. Group pressure can make people who want to gamble feel bad if they don't do what the group asks them to do. While the marketing method is carried out by gambling managers by always exposing (Yudarwin, 2022);(Pamaran, 2018). Gamblers are successful, thus giving potential gamblers the impression that winning at gambling is something that is common and easy. It happens to anyone, even though in reality the chances of winning are very small.

#### Higgs Domino Island Online Gambling Activities in the Village of Kuta, Jurung

According to Ngafifi (2014) the development of science and technology which is developing very rapidly at this time makes all matters and access easy, all forms of activity are easily carried out with only a cellphone and an internet network, one of which is by playing online gambling Higgs domino island with an internet network you can get money. It is also relevant to the study conducted by Azima, (2021) where gambling previously could only be done by village people manually by betting money in front of the game table, now this has been done online where opponents can play anywhere and also betting money can be made by topping up chips or bank transfers.

Based on the specific findings above, it can be seen how the online game Higgs domino island gambling activities are carried out by the people of Kuta Jurung Village, the players usually gamble in the stalls in the village. The cause of the rise of online gambling is also in line with the results of research conducted by Rifqa, (2022), Where the availability of existing Higgs Domino Island chip dealers makes it easier for gambling players to make transactions without having to transfer banks or make other online purchases.

Based on fieldwork, documentation, observations, and interviews with informants, it was found that the Higgs Domino Island online gambling players don't just come from the general public, but also many young people and teenagers who are already involved in online game gambling. These players can gamble in unspecified places. We can meet these players in public places or on the terraces of their homes, sometimes even at work and in the fields, and these gambling players can be found.

#### The moral impact of Higgs domino island online game gambling on people's social life

Online gambling games are one of the deviant behaviors that exist in society because most people think that gambling games are something that is seen as bad and not by the norm. Even though gambling is seen as not the norms that apply in society, online gambling is very popular in the village of Kuta, Jurung. This is because gambling activities that occur have been going on for a long time in Hosea Sitepu, Fatmariza, Isnarmi Moeis, Erianjoni/ The Social Phenomena of Online Games in the Life of Rural Communities in Deli Serdang Regency

society, so they are considered normal and have even become a tradition. In the view of Kombong, (2023) states that an understanding of gambling behavior from the community has been going on for a long time and has been considered a tradition in some cultures such as betting on buffalo fighting which has become a cultural heritage. It is reinforced by Aryanata, (2017) where gambling activities in cultural traditions have been carried out by the community for a long time and gambling has developed to this day.

People who carry out online gambling activities, they will feel the various impacts that will arise, one of which is the moral impact on their lives. The moral impact that people get from playing the online gambling game Higgs domino island is in line with the results of research conducted by Meswari & Ritonga, (2023) namely emotionally unstable, rarely joining social activities held in the community environment, and increasingly difficult economy due to using existing money to participate in gambling. It is also explained by Arsidin, (2015), and Tama, (2023) that gambling also has an impact on the psychology of the perpetrator that if he often loses playing gambling then the perpetrator will experience stress or severe depression, for example often daydreaming and talking to himself, easily sensitive to other people.

The phenomenon of the Higgs domino island online game gambling that is happening nowadays is changing all social systems of society. Society is socially those who interact with each other in their lives (Banks, 2019). But everything is changing now because of the presence of online gambling which makes people decide to interact with other people so that there is no more social interaction among people. Someone when taking action is not based on something that is the root of the problem but also has aspirations to be taken into consideration. Schutz (as cited in Hafifa, 2017) reveals that in social action there is something called motive, namely the goal to be achieved by individuals in carrying out an action. Through in order to motive, motives will be obtained from research subjects who carry out online gambling activities, including: out of curiosity to see friends and interest in winning.

## CONCLUSION

Based on the results of research and discussion of the phenomenon of the Higgs domino island online game on people's lives in Kuta Jurung Village, it can be deemed as follows: Factors causing the people of Kuta Jurung Village, STM Hilir Sub-District, Deli Serdang Regency to carry out online gambling, the Higgs domino island game, are due to a lack of awareness and concern from the community about the impact of gambling, besides the majority of the people have low education and a background of socio-economic factors. situational, learning factors, perceptions of probability, and skills perception factors. The Higgs domino island online game gambling activity within the community of Kuta Jurung Village turns out to be a continuation of traditional gambling with technology. Where the gambling process makes it easier and people get used to it. My online game gambling game Higgs domino island in Kuta Jurung village is dominated by young people, the elderly, and some teenagers or students. They spend hours playing to win. Even though the village government has advised them not to play online gambling games, the Higgs domino island game, the community has not followed through because the people are addicted and find it difficult to take good advice.

The moral impact of the rise of Higgs domino island online game gambling in Kuta Jurung Village, STM Hilir District, Deli Serdang Regency. The consequences include unstable emotional levels, reduced social interaction, and people feeling insecure due to increased theft of garden produce within the community of Kuta Jurung Village. Apart from that, it also has an impact on the family economy, laziness, and even household rifts, as well as the psychological impact on the gamblers themselves as if they become a necessity and a habit to do.

## REFERENCES

Amanda, R. A. (2016). Pengaruh game online terhadap perubahan perilaku agresif remaja di samarinda. *EJournal Ilmu Komunikasi*, 4(3), 290–304.

- Arsidin, A. (2015). Dampak Sosial Judi Togel (Toto Gelap) terhadap Kesejahteraan Masyarakat Desa Jipang Kecamatan Bontonompo Selatan Kabupaten Gowa. Universitas Islam Negeri Alauddin Makassar.
- Aryanata, N. T. (2017). Budaya dan perilaku berjudi: Kasus Tajen di Bali. *Jurnal Ilmu Perilaku*, 1(1), 11–21.
- AZMIA, N. I. M. (2021). FENOMENA JUDI ONLINE DI KALANGAN MASYARAKAT TANJUNG HARAPAN KECAMATAN MEUKEK KABUPATEN ACEH SELATAN. Universitas Teuku Umar.
- Balubun, D. D., Rahawarin, Y. F., Orun, Y., & Notanubun, F. O. (2019). Tindak pidana judi sabung ayam dalam perspektif budaya dan hukum. *PATRIOT*, 23–46.
- Banks. (2019). The lives and values of researchers: Implications for educating citizens in a multicultural society. *Educational Researcher*, 27(2).
- Griffiths. (2018). Internet gambling: An online empirical study among student gamblers. *International Journal of Mental Health and Addiction*, 6(2).
- Hafifa, N. (2017). Studi fenomenologi motif melakukan judi togel di Surabaya. Paradigma, 5(1).
- Iswanto, B. (2021). Kajian Kriminologis Perjudian Online Yang Dilakukan Oleh Anak Pada Warnet Di Kota Jambi. In *Universitas Batanghari*.
- Kombong, Y. N. B. (2023). PERBANDINGAN SANKSI PIDANA DALAM KUHP DENGAN SANKSI PIDANA ADAT TORAJA TENTANG DELIK PERZINAAN. Universitas Hasanuddin.
- Lucky. (2013). SIKAP REMAJA TERHADAP DAMPAK NEGATIF KEBIASAAN BERMAIN JUDI ONLINE DI RT 05 LINGKUNGAN 003 KEDATON. Paper Knowledge . Toward a Media History of

Hosea Sitepu, Fatmariza, Isnarmi Moeis, Erianjoni/ The Social Phenomena of Online Games in the Life of Rural Communities in Deli Serdang Regency

Documents, 12–26.

- MACHSUN S, L. M. (2015). FENOMENA JUDI ONLINE PADA KALANGAN MAHASISWA DI KOTA MATARAM. Universitas Mataram.
- Mahmudah, N., & Madja, E. (2021). New Media and Social Construction of Technology (SCOT) on Cak Ed Online Delivery Service in Lamongan Regency. 4(01), 79–95. https://doi.org/10.37680/muharrik.v3i02.819
- Meswari, A. S., & Ritonga, M. (2023). Dampak Dari Judi Online Terhadap Masa Depan Pemuda, Desa Air Buluh Kec. Ipuh Kab. Mukomuko Provinsi Bengkulu. *Jurnal Cakrawala Ilmiah*, 2(5), 2097–2102.
- Ngafifi, M. (2014). Kemajuan Teknologi Dan Pola Hidup Manusia Dalam Perspektif Sosial Budaya. *Jurnal Pembangunan Pendidikan: Fondasi Dan Aplikasi,* 2(1), 33–47. https://doi.org/10.21831/jppfa.v2i1.2616
- Pamaran, E. (2018). PERILAKU KOMUNIKASI DALAM PERJUDIAN SEPAK BOLA. Jurnal Sosial, 2(1).
- Purnomo. (2021). Managing YouTube Channel as a Virtual Da' wah Movement for Islamic Moderatism. *Muharrik: Jurnal Dakwah Dan Sosial*, 4(01), 97–109.
- Rahayu. (2021). Permainan Game Online Aplikasi Higgs Domino Island Ditinjau Dari Pendapat Hukum Mahzab Syafi'i. *Repository UIN Sumatera Utara*, 4(September), 1–74.
- Rahim, H. C. K. (2020). Analisis minat belajar siswa terhadap mata pelajaran fisika di sma negeri 1 sakti. *Jurnal Sains Riset*, 9(3), 68–79.
- Riawan, F. C. (2022). Peran Polda Jawa Timur dalam Upaya Penegakan Hukum Tindak Pidana Togel Online. UPN Veteran Jawa Timur.
- Rifqa, Z. (2022). Pemahaman Pemain Game Online Higgs Domino Kecamatan Bebesen Kabupaten Aceh Tengah terhadap Ayat-Ayat tentang Judi. UIN Ar-Raniry.
- Sugiyono. (2017). Metode Penelitian Kuantitatif, Kualitatif, dan R&D. In Bandung : Alfabeta, CV.
- Suharya, R. (2019). Fenomena Perjudian Dikalangan Remaja Kecamatan Samarinda Seberang. Jurnal Sosiastri-Sosiologi, 7(3).
- Tama, Y. (2023). Phenomenology Of Teenagers Playing Online Gambling Higgs Domino Island In Sungai Padang Hamlet, Koto Gasib District, Siak Regency. *JoSS: Journal of Social Science*, 2(2), 282– 291.
- TIRTANA, E., Mulyanto, M., & Yusnaini, Y. (2008). FAKTOR-FAKTOR YANG MEMPENGARUHI PERILAKU BERJUDI GAPLEK DI KELURAHAN DEMANG LEBAR DAUN PALEMBANG. Sriwijaya University.
- Wasino, W., & Semarang, U. N. (2015). Keberadaan Penyakit Masyarakat (Judi/Togel, Miras dan Seks Bebas) di Kota Padang. *Creating ASEAN Futures 2015: Towards Connected Cross-Border Communities*, 2(1).
- Yudarwin. (2022). Penegakan hukum terhadap pelaku tindak pidana perjudian jackpot di wilayah kota medan. *Unes Law Review*, 4(4), 449–458.

- Yudha, I. G. N. A. E. (2021). Analisis Kriminologi Terhadap Kejahatan Perjudian Online Di Wilayah Hukum Kepolisian Daerah Bali. *Kerta Dyatmika*, *18*(2), 20–32.
- Yudhawarman, A. (1992). Penegakan Hukum Terhadap Pelaku Judi Sabung Ayam Di Polresta Palu. *Japanese Society of Biofeedback Research*, 19, 709–715. https://doi.org/10.20595/jjbf.19.0\_3
- Zainal, N. (2018). Judi Bola Online (Studi Kasus Pada Mahasiswa Universitas Negeri Makassar). Jurnal Commercium: Kajian Masyarakat Kontemporer, 1(1).