



THE BEHAVIOR OF ONLINE GAMBLING IN THE VUCA ERA IN FACING THE 2045 DEMOGRAPHIC BONUS: A LEGAL SOCIOLOGY APPROACH

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Article Information

Received : 13/03/2025

Accepted : 29/04/2025

Keywords :

Online Gambling, Era VUCA,
Demography Bonus

Abstract

The problem of online gambling is part of the problem of getting a demographic bonus (the condition and ability/quality of the population) as part of the natural aspect or Trigatra. This is closely related to the phenomenon of Indonesia's opportunity to get a demographic bonus. This research aims to discuss online gambling behavior in the VUCA era and whether Indonesia can maximize the demographic bonus that will occur in 2045 if its people have the habit of online gambling. The approach used in this research is sociological juridical or legal sociology, namely legal research that applies social sciences as a tool (interdisciplinary). To be able to maximize the demographic bonus in this VUCA era, the government in this case must be able to eradicate online gambling behavior which is currently rampant in our society. The police as law enforcers should not only process the bookies but also the players.

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I. INTRODUCTION

Over the past few years, the digital era has grown rapidly around the world, one of which is in Indonesia, but there are still many people who do not understand the digital era and do not use it as needed, the digital era becomes an opportunity and also a disaster when people are not ready for change. Every change will give birth to new findings that are able to provide convenience and will cause problems as well, one of the problems in the digital era is online gambling which is currently rife in Indonesia regardless of old or young age.

Gambling is a deliberate bet, namely risking something of value or something that is considered valuable by realizing certain risks and expectations in the events of games, matches, competitions and events whose results are unknown or uncertain. Gambling can generally be referred to as a community disease and gambling cases with turnover of up to billions of rupiah occur in major cities in Indonesia. (Teguh Sulistia, Aria Zumetti, 2011). In Indonesia, gambling itself is regulated in Article 303 Paragraph (3) of the Criminal Code, which is referred to as gambling, which is "a game in which in general the possibility of profit depends on mere luck, also because the game is more trained or

more skilled. It includes all bets on the decision of a race or other game that is not held between those who participate in the race or play, as well as all other bets”.

In its development, gambling has also developed into the digital world where gambling can now also be referred to as online gambling which has been widely practiced by our society. The phenomenon of online gambling has grown significantly in recent years. With technological advances and adequate internet access, online gambling has become a popular form of entertainment and activity enjoyed by many people around the world. However, behind its popularity, there are a number of concerns regarding the impact of online gambling on one's social, economic and even personal life. (Tondi Amos Situmeang, Revi Ariska, Tengku Mabrar Ali, 2023). Indonesian people's awareness of the negative effects of online gambling is still minimal, if you look further, the habit of doing online gambling can harm many parties, those who do online gambling will experience losses in terms of economy, which in essence people who do online gambling will never get a profit / loss and if they have become addicted then anything will be done, and will lead to new deviations that will be carried out by people who have experienced addiction such as committing theft, fraud or making online loans as has happened in the circle of phenomena at this time.

Online gambling is a form of gambling conducted over the Internet using electronic devices such as computers, laptops, tablets or smartphones. In online gambling, players can bet on various types of games including poker, blackjack, roulette, slots, and others. Why many people do online gambling, because players can play anytime, anywhere without having to go to a physical casino. But it is important to remember that online gambling also has the risk of losing money and can be addictive. (Tondi Amos Situmeang, Revi Ariska, Tengku Mabrar Ali, 2023).

In the past, precisely in 1990, the term VUCA was a term used by United States military forces to explain the extreme conditions in Afghanistan and Iraq which at that time were volatile, uncertain, complex, and ambiguous. Subsequently, this acronym became widespread and was also used in the business world to describe unstable business situations. These changes are influenced by several factors such as political, social, technological, cultural, and environmental.

Get to know more about VUCA, which is a term at this time that raises several questions. The following is a complete explanation of VUCA (Andi Sukri Syamsuri and Eka Yulianti Bur, 2023):

1. Volatility

Volatility or anomaly is a situation when someone will face uncertain conditions. Volatility can also be described as a situation that is changing, fast, and competitive.

2. Uncertainty

Uncertainty is when someone already knows the cause-and-effect relationship but does not know the action to take.

3. Complexity

A situation when someone will encounter difficulties in carrying out an activity / business.

This situation has known the cause-and-effect relationship and has also obtained a lot of information so that it is difficult and does not have qualified resources.

4. Ambiguity

At this time someone will be faced with ignorance of the cause and effect relationship, no one has done and implemented. How to deal with this situation requires courage to make new things.

The problem of online gambling is part of the problem of getting a demographic bonus (the condition and ability/quality of the population) as part of the natural aspects or Trigatra. In addition, the digital era is also a variable of economic activity as part of the five gatra. The impact of online gambling on the demographic gatra and the economic gatra brings quite serious problems. This is closely related to the phenomenon of Indonesia's opportunity to get a demographic bonus. Based on the research of Indonesia's population 2015-2045, that in 2021-2022 Indonesia will be in the peak position of demographic bonus, where Indonesia has an average dependency at the lowest point of 45.4 where 100 people of productive age aged 15-64 years only bear less than half (45.4 people of non-productive age, namely children (<15 years) and the elderly (>65 years). Nationally, Indonesia has entered the demographic bonus era since 2012 and is predicted to end in 2037. Demographic bonus is a period when the dependency of 100 productive population on non-productive population in a country is below 50 (Titik Handayani Pantjoro, 2022).

The demographic bonus will certainly have a socio-economic impact, this is certainly in line with the UN report which says that compared to other Asian countries, Indonesia's population dependency rate will continue to shrink until 2020. With these conditions, it will certainly bring prosperity and prosperity to Indonesia, if people who have productive age have the quality of human resources that can support and contribute to the country. If a country cannot utilize the demographic bonus, it will be a loss for the country. (Achmad Nur Sutikno, 2020). Some of the fatal consequences of online gambling have occurred in Indonesian society today, this study aims to discuss online gambling behavior in the VUCA era and can Indonesia maximize the demographic bonus that will occur in 2045 if its people have a habit of doing online gambling.

Online Gambling Behavior

Behavioral theory: This theory explains that individual behavior is influenced by several aspects, namely the environment, learning, and experience. In the context of online gambling, the environment can include easy internet access, bonus and reward offers, and online gambling promotions. Learning and experience also influence individual behavior in choosing to gamble online or not. (Andri Sahata Sitanggang, Ridho Sabta, Fani Yuli Hasiolan, 2023).

Utilitarianism ethical theory shows that online gambling is the moral value of an action, which is determined by whether the consequences of the action maximize or minimize something good and

useful (utility). According to utilitarianism, if you want to increase pleasure and self-satisfaction, it is better to choose a more noble activity than gambling, which has no meaning for the development of yourself or others. Utilitarianism is relative. The utilitarianism argument is also insufficient because it still offers the opportunity for online gambling as an activity that has the potential to produce positive consequences. Jeremy Bentham then describes six quantitative variables to perform the calculation process, six of which determine the level of pleasure obtained from an activity, namely (Selvi Marsela, Awalia Syifa, Febrian Duta Pratama, Riddick Al Muqfi, 2023):

1. Intensity of pleasure;
2. Duration of pleasure provided;
3. How certain or uncertain the realization of pleasure is;
4. The timeliness of the realization of the pleasure;
5. If pleasures similar to the pleasure produced are followed consistently (pleasure should be followed by pleasure and pain should be followed by pain);
6. It is impossible for a certain pleasure to be followed by the opposite sensation (pleasure followed by pain);

The VUCA Era

According to Kennedy, the VUCA Era is a time where change is happening rapidly, and it can even create chaos within a system if the people in charge do not innovate more creatively. The current era is known as the VUCA era, which is an environment of volatility, uncertainty, complexity, and ambiguity. This era of uncertainty began to be felt when the COVID-19 outbreak arrived, which has put us in this VUCA situation according to Poernomo. (Syamsul Bahri, 2022). According to Asep Saefuddin, the Rector of Al Azhar University Indonesia explained the concept of industry 4.0, claiming that vocational education graduates can be a solution to the challenges of the industrial era 4.0. Asep Saefuddin also explained that in industry 4.0 there is a situation that is currently a challenge for the Indonesian state, namely volatility, uncertainty and risk (VUCA). To address the industrial era 4.0 and various VUCA issues. (Syamsul Bahri, 2022).

The problem now is that we must find the cause of the slump in legal development in Indonesia and what solutions must be made to overcome this? How can AI or artificial intelligence contribute to law enforcement in Indonesia? How is the application of AI in law enforcement in Indonesia, these questions will be discussed in this paper.

Demographic Bonus

Demographic bonus or can be called a population explosion, the phenomenon of excess population is characterized by the number of people of productive age exceeding the number of people of non-productive age. According to Wongboonsin, the Demographic Bonus (demographic dividend) is an economic benefit caused by a decrease in the population dependency ratio, as a result of long-term fertility. Meanwhile, according to Jimmy Ginting, states that the demographic bonus is a

population explosion of productive age that will occur in Indonesia in 2020-2035 and according to Ray, said in his book entitled Economic Devolvement that the demographic bonus is a population explosion that has an impact on economic development on the population, but population changes have implications for economic development. (Achmad Nur Sutikno, 2020).

II. RESEARCH METHOD

The approach used in this research is juridical sociological or legal sociology, which is legal research that applies social sciences as a tool (interdisciplinary), social reality in a community construction will be more purely understood and explained using social sciences, so that the focus of juridical sociological research studies is to place law as a pattern in human behavior (law as a behavioral system). In Yusriyadi's opinion, law is actually a reality that can be studied with various methods, Yusriyadi further explained that legal science has an inter-disciplinary nature. That some aspects of the law that want to be known cannot be explained properly without utilizing scientific disciplines such as sociology, politics, anthropology, history, economics and others. (Muhammad Chairul Huda, 2021). By using a juridical sociological approach or the sociology of law, namely a research approach that actually studies the influence of society on law, the extent to which the symptoms that exist in society can affect the law.

III. RESEARCH RESULTS AND DISCUSSION

In an era full of Volatility, Uncertainty, Complexity and Ambiguity (VUCA), the situation that occurs is very difficult to predict so that there are many changes from any side that occur in Indonesia and in maximizing the demographic bonus that will occur in Indonesia there are many problems that must be resolved, one of which is online gambling.

In the Indonesian state, the practice of online gambling is expressly prohibited by Law Number 7 of 1974 concerning the Control of Gambling. However, in practice, there are still many Indonesians who conduct online gambling, which shows that the state is still not effective in reducing this behavior and the community has not been sensitive to the negative effects of online gambling, which actually causes harm to themselves.

1. Online Gambling Behavior in the VUCA Era

In the VUCA era, online gambling is very popular with the public because people can easily get profit or money in a fast way, but in essence this situation is unpredictable and full of uncertainties in accordance with the VUCA era, which should be in dealing with this VUCA era, people must be more selective about what to do so as not to fall into deviant behavior,

Head of the Financial Transaction Reports and Analysis Center (PPATK), Ivan Yustiavandana explained that online gambling activities have also become widespread due to the large demand for online gambling players in the community so that online gambling providers continue to grow and

easily change form if their operations are detected by law enforcement, Overall, PPATK detected 2,761,828 people participating in online gambling games. A total of 2,190,447 of them are those who conduct betting activities with a small nominal value of under Rp. 100,000.00-, PPATK calls these parties detected as low-income citizens with profiles as students, students, laborers, farmers, housewives and private employees. The total online gambling transactions in Indonesia are estimated to reach IDR 200 trillion, while the loss of society per year is estimated at IDR 27 trillion. (CNN Indonesia, 2023).

In addressing this problem, effective policies and measures are needed. In addition to the implementation of stricter laws against online gambling, a holistic approach is also needed. approach is also needed. Public education and awareness about the negative impact of on the sustainability of society. Psychological support and rehabilitation are also important for individuals involved in online gambling addiction. online gambling addiction. (Tondi Amos Situmeang, et al, 2023).

In order to to overcome online gambling, the rule of law in Indonesia has regulated in the Law on Electronic Information and Transactions (ITE) to reduce the practice of gambling in the community. gambling practices in the community. This law serves as an effort to catch and punish online gambling and punish the perpetrators of online gambling as well as people who disseminate gambling content with criminal penalties. gambling content with criminal threats. In Article 27 paragraph (2) of the ITE Law Number 19 of 2016, it is explained that every person who intentionally deliberately 2016, it is explained that every person who intentionally and without rights distributing, transmitting, or making accessible information or electronic documents containing electronic documents containing gambling, will be subject to legal sanctions. (Tondi Amos Situmeang, et al, 2023).

2. Maximizing the Demographic Bonus

Demographic Bonus is a golden opportunity for a country if it is able to maximize it as well as possible. But the question is, is Indonesia ready to maximize this window of opportunity to advance the nation, with many deviant behaviors such as online gambling? Of course it is not an easy thing to maximize the demographic bonus so that the opportunity does not become useless or even a disaster for the Indonesian state. AsADIOETOMO said in Cicih (2007: 11) that the opening of the window of opportunity that accommodates ideal conditions for increasing productivity, (Achmad Nur Sutikno, 2020) must be maximized as well as possible for the government of a country if it wants to improve the welfare of its population. Therefore, efforts are needed to maximize this opportunity. One of the most basic things is to be able to improve the quality of the country's human resources so that they have quality skills and are able to be applied in the world of work.

To welcome the demographic bonus, there needs to be careful preparations so that it is optimal and the results are also maximum. According to Bloom, Canning, & Sevilla (2003) in Cicih (2007:11) said that in order to realize the Demographic Bonus there are three (3) important mechanisms, namely: labor supply, savings, and human capital. The Demographic Bonus will be maximized well if

the growth of the working-age population which is the supply of labor gets productive work, and can also save to invest in the nation so as to trigger economic growth and improve welfare. Meanwhile, according to a statement delivered in the population news (2013) that, the conditions for the demographic bonus to be maximized properly are by preparing it from planning to implementation at the field level. This preparation includes:

1. Improving public health services;
2. Improving the quality and quantity of education;
3. Population control;
4. Economic policies that support labor and market flexibility, trade openness and national saving.

Thus, the demographic bonus can be a great opportunity for the Indonesian state which has a productive age population balanced with the availability of jobs so that the productive age population is required to be more potential and actual. So that this is a big task for the Indonesian people to prepare and maximize the demographic bonus which is not in vain for the progress of the Indonesian nation. (Achmad Nur Sutikno, 2020)

But apart from maximizing the demographic bonus that will occur in Indonesia, the government must be able to overcome the online gambling behavior that is currently rife, what if the three important mechanisms, in realizing the demographic bonus are tarnished or hampered by the online gambling behavior, such as the existence of online gambling behavior savings (savings) cannot be realized because productive people cannot save their wages and prefer to play online gambling which, if you think logically, will not benefit, with the online gambling behavior human resources (human capital) will no longer be productive, because people prefer to find instant / easy money by gambling online. So before realizing these three mechanisms, the government must immediately make improvements in tackling deviant behaviors that are happening in Indonesia in order to realize a golden Indonesia in 2045 and be able to maximize the demographic bonus in the future.

IV. CONCLUSION

To be able to maximize the demographic bonus in this VUCA era, the government in this case must be able to eradicate online gambling behavior that is currently rampant in our society, online gambling has an influence on utilizing the demographic bonus, this is because online gambling addiction allows gamblers to justify any means to obtain funds/capital for gambling, such as selling property, stealing, cheating, and even killing. In addition, this addiction affects the psychology of the perpetrator, causing an increase in emotional levels and temperamental attitudes. All of these can lead to poverty, laziness, disharmony. The police as law enforcers should not only process the dealers but also the players, the Financial Transaction Reports and Analysis Center (PPATK) detected 2,761,828 people participating in online gambling games. Therefore, the players must also be processed in order

to provide a deterrent effect for them and to know that gambling is a crime that will be the forerunner of other crimes. Thus, the demographic bonus can be a great opportunity for the Indonesian state which has a large population of productive age balanced with adequate human resources with the absence of people of productive to non-productive age doing deviant behavior such as online gambling.

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