

Research Article

Village Program Strategy in Minimizing the Negative Impact of Online Gambling Influenced by Influencers on Mental Health and Finances in Simpang Empat Village

Said Ihsan Fauzi*, Rahmi Syahriza, Suhairi

Department of Management, Universitas Islam Negeri Sumatera Utara, Medan, Indonesia, 20225

*Corresponding Author: saidihsan54@gmail.com | Phone: +62 895-2971-6019

ABSTRACT

Online gambling, influenced by social media influencers, has become a serious problem in many rural communities such as Simpang Empat Village. The impact of this gambling activity is not only limited to the economic aspect but is also significant in affecting the mental health of village residents. This research aims to identify program strategies that can be used by village governments to minimize the negative impacts of online gambling. The research method used was in-depth interviews with community leaders, village residents who were directly affected, and also social observers. Data was analyzed using a qualitative approach to describe different views and experiences regarding online gambling and the influence of influencers. The results highlight the importance of collaboration between village governments, and communities in developing sustainable solutions to combat online gambling and raise awareness of the risks associated with this activity. Online gambling has become a significant problem in many communities, including villages, with widespread economic and psychological impacts. It is hoped that this research can contribute to developing sustainable policies and intervention strategies to reduce the prevalence of online gambling and mitigate its impact on the mental health and finances of rural communities. By implementing appropriate program strategies, it is hoped that we will be able to create a safer and more supportive environment for economic development and mental well-being in Simpang Empat Village.

Keywords: HR Management; Online Gambling; Village Program Strategy

1. INTRODUCTION

In Indonesia, online gambling has caused a number of negative social impacts. One of the main impacts is increased family conflict, often caused by financial problems and compulsive online gambling habits. (Susanti, 2021). Another big problem is the breakdown of interpersonal relationships, which can occur within families as well as between friends and coworkers. People addicted to internet gambling often distance themselves from others, which causes them to become socially isolated and lose support from those closest to them. (Lo et al., 2005). Online gambling also has a significant impact on the economy; Many people experience a deterioration in their household financial situation as a result of spending money that could be used for daily needs on gambling, which reduces their quality of life and sense of well-being and worsens their mental health. (Farrell & Fry, 2021). Personal bankruptcy and mounting debt are frequent outcomes. Additionally, time and effort spent gambling reduces work productivity, impacting one's performance and financial security. (Barron et al., 2002).

The prohibition on gambling is stated in Surah Al Maidah verse 90 which reads as follows

إِنَّمَا الْخَمْرُ وَالْمَيْسِرُ وَالْأَنْصَابُ وَالْأَزْلَامُ رَجْسٌ مِنْ عَمَلِ الشَّيْطَانِ فَاجْتَنِبُوهُ لَعَلَّكُمْ تُفْلِحُونَ إِنَّمَا يُرِيدُ الشَّيْطَانُ أَنْ يُوقِعَ بَيْنَكُمُ الْعَدَاوَةَ وَالْبَغْضَاءَ فِي الْخَمْرِ وَالْمَيْسِرِ وَيَصُدَّكُمْ عَنْ ذِكْرِ اللَّهِ وَعَنِ الصَّلَاةِ فَهَلْ أَنْتُمْ مُنْتَهُونَ

Meaning: "O you who believe, indeed (drinking) wine, gambling, (sacrificing to) idols, drawing lots of fortunes with arrows, are among the actions of the devil. So stay away from these actions so that you will gain good luck" (QS. Al Maidah: 90).

One of the village residents said that online gambling had become a disturbing phenomenon in many rural communities, including in Simpang Empat Village. This phenomenon not only threatens economic stability but also has the potential to

damage the mental health of rural residents. In the midst of the current digital era, the influence of social media influencers is increasingly exacerbating the situation by promoting irresponsible gambling practices to a wide audience, including in rural environments which are generally less protected from the negative impacts of modern technology (Gainsbury et al., 2016). There are many negative effects from online gambling in Simpang Empat Village, such as those who used to live well and are now poor and even have a lot of debt, as well as the many criminal acts in Simpang Empat Village such as theft and robbery.

Several previous studies, including a study by Rina Susanti entitled "Online Gambling and Social Control in Rural Communities" found that financial difficulties are one of the things that motivate people to gamble. The main cause of gambling behavior may be widespread financial stress and the inability to generate income. Furthermore, a person's decision to gamble can also be influenced by elements such as the surrounding environment and opinions about the chances of winning. The study's findings suggest that playing online gambling games, especially Live Ding Dong, can lead to family disputes, neighborhood disputes, theft, and parental anxiety about their children engaging in similar gambling behavior. (Susanti, 2021).

The study "The Impact of Online Gambling on Adolescents in Tebing Tinggi: A Case Study" by Dika Sahputra and his colleagues examined the phenomenon of online gambling and identified factors associated with gambling in adolescence, which is often referred to as the transition period from childhood to adulthood. Adolescents at this age have a tendency to express themselves and are often persuaded to accept invitations from peers without thinking about the consequences. According to exploratory research, there are a number of serious negative impacts of online gambling, such as decreased social contact, financial losses due to losing, lack of devotion in worship, and decreased academic achievement as a result of the lack of encouragement to learn caused by online gambling. (Sahputra et al., 2022).

What previous research has in common with this research is that both use quantitative methods and the difference is interpersonal communication theory and what differentiates this research from previous research is that this research tends more towards village program strategies to minimize the negative impact of online gambling on village communities, whereas Previous research only explained the factors of online gambling and social control in village communities. Village community development is a process that aims to improve the quality of life and welfare of people in rural areas. It involves various aspects, including economic, social, and environmental (Casini et al., 2021)

Modernization Theory

This theory argues that development occurs through a process similar to that experienced by developed countries. In the village context, this theory often focuses on the adoption of modern technology, improving infrastructure, and integrating the village economy into national or global markets. The development of small and medium industries, as well as education, is an important part of this theory (Stockemer & Sundström, 2016).

Participatory Development Theory

This approach emphasizes the importance of active involvement of village communities in the development process. Community participation is considered key to ensuring that development projects meet local needs and priorities. This also helps create a sense of ownership and responsibility among community members, as well as increasing project success (Asante, 2022)

Sustainable Development Theory

This theory emphasizes the importance of considering environmental and social impacts in the development process. The main goal is to achieve a balance between economic growth, environmental sustainability and social welfare. In a village context, this can involve sustainable agricultural techniques, wise management of natural resources, and efforts to improve the quality of life without damaging the environment (Mensah, 2019)

Community Development Theory

This approach focuses on strengthening the capacity of communities to identify and overcome their own challenges. This often involves skills training, local leadership development, and capacity building of community organizations. The aim is to build community resilience and independence (Vangrieken et al., 2017).

Local Economic Theory

This approach highlights the importance of local economic development as a foundation for development. This could include developing micro, small and medium enterprises (MSMEs), promoting local products, as well as creating jobs at the local level. The focus is to create a dynamic and sustainable economy at the village level (Kacar et al., 2016)

Social Justice Theory

This theory argues that development must include efforts to reduce inequality and ensure social justice. In a village context, this could mean improving access to basic services such as education and health, as well as addressing gender and economic inequalities (Killen et al., 2021). Increased technological accessibility and internet penetration in rural areas have significantly expanded the reach of online gambling. This increases the risk of gambling addiction, which often not only harms individuals financially but also places additional stress on their mental health (Khalil & Syah, 2024). Additionally, the role of influencers in promoting online gambling behavior has accelerated the normalization of this practice among rural communities who may be less aware of its dangers (Muharam et al., 2024). In this context, this research not only aims to identify factors that worsen the situation, but also to propose concrete program strategies that can be implemented by village governments to mitigate and minimize the negative impacts of online gambling.

With the Grand Theory: "Debt stress has statistically significant mediating effects between problem gambling and psychological distress, depression, wellbeing, and gambling-related family impacts" which means "Debt stress has a statistically significant mediating effect between gambling problems and psychological stress, depression, well-being, and family impacts related to gambling" (Swanton & Gainsbury, 2020) is corroborated by the statement "Gambling is associated with higher financial hardship, lower financial inclusion, and poor lifestyle, health, well-being, and leisure outcomes. negative" (Muggleton et al., 2021) followed by "Financial losses due to gambling contribute to the stigmatization of people who experience losses and can cause wider and long-term problems" (Marko et al., 2023), then the context will be discussed a more in-depth look at how online gambling influenced by influencers affects the mental and financial health of Simpang Empat Village residents. Apart from that, the urgency and relevance of this research will also be presented in identifying effective program strategies to reduce these negative impacts. It is hoped that this research will provide valuable guidance for the development of public policy as well as the implementation of sustainable and adaptive programs in protecting the interests of rural communities from the increasingly negative impacts of online gambling. Thus, it is hoped that this effort can make a significant contribution in improving the quality of life and welfare of the Simpang Empat Village community as a whole.

2. RESEARCH METHOD

The research objects will be online gambling and village programs, and the research location this time is Simpang Empat Village, Simpang Empat District, Asahan Regency. In this research, analysis was carried out, this research used qualitative methods. This research will involve direct observation and interviews with village officials and residents of Simpang Empat Village to see how the village program strategy in minimizing the negative impact of online gambling influenced by influencers has had an impact on their mental health and finances. This research will involve collecting data through interviews which will be distributed to online gambling players, village officials & residents in Simpang Empat Village.

Qualitative research methodology was used in this research. (Creswell, 2007) states that qualitative research seeks to analyze problems in all their complexity and concentrates on understanding events from the perspective of the service user community, which serves as a reference with a focus on processes. Problem formulation is often referred to as a research topic in qualitative research (Fatchan, 2009:58). This qualitative research design uses a transparency approach. Qualitative researchers are also expected to be aware of and disclose personal biases, assumptions, or perspectives that may influence their research process. This reflection helps the reader or audience understand how the researcher's views can influence the research results. With transparency, qualitative research becomes more accountable, and readers or other fellow researchers can more easily understand how the research process was carried out, how the data was analyzed, and how conclusions were drawn. It also allows research to be retested or replicated in an open manner.

Questions will relate to their perceptions of online gambling, the influence of influencers, village program strategies, and its impact on mental health and finances. Data analysis was carried out by documenting village programs that had been carried out to minimize the negative impact of online gambling influenced by influencers. This will help in evaluating the effectiveness of the program strategy. This research will also involve FGDs with stakeholders such as residents of Simpang Empat Village, village officials and community leaders. This discussion will discuss in more depth the negative impacts of online gambling and the role of influencers in this, as well as village program strategies that can be implemented to overcome this problem. Data collected from the above research methods will be analyzed using qualitative methods. Researchers will identify Through thematic coding to identify patterns and themes that emerge from interviews that are the focus of the research, so that they can provide a clear picture of village program strategies in minimizing the negative impact of online gambling influenced by influencers on mental and financial health in Simpang Empat Village.

3. RESULTS AND DISCUSSION

Based on a survey conducted, around 40% of the village population has taken part in this online gambling activity. They engage in various types of online gambling such as sports betting, online poker and slot gambling. This online gambling has a significant social and economic impact on Simpang Empat village. Socially, online gambling has changed social dynamics and relationships between village residents. Some villagers who engage in online gambling often spend their time in front of computers or smartphones, thereby reducing social interactions with family and friends. Apart from that, online gambling can also increase the risk of conflict in society, especially if there are disputes related to debt or fraud in gambling. From an economic perspective, online gambling also has a significant impact. Villagers who engage in online gambling often spend large amounts of money on gambling.

There are several Simpang Empat Village residents who are involved in online gambling, such as teenagers, married people and minors. There were several respondents involved in online gambling who were successfully interviewed. "I first got involved in online gambling when my friend introduced me to one of the online gambling sites. At first I just tried it out and thought I could earn a little extra money," said the respondent. Initially the respondent tried the POLASLOT138 site and the influencer's name was with the initials E, after that the perpetrator tried many online gambling sites. Respondents played online gambling because of the money factor, but over time respondents felt addicted. The sensation and adrenaline that respondents feel when gambling makes the perpetrator keep coming back to try to win.

Respondents who are married said "After playing online gambling too often, I experienced quite a big loss. Lost a lot of money and also relationships with family and friends because of focusing too much on online gambling." Several online gambling responders reminded that online gambling is not a good way to make money or have fun. Always play wisely and don't get too caught up in emotions when gambling. And if you are already addicted, immediately seek help to overcome this problem. After interviewing several people involved in online gambling, researchers also interviewed several people in the

community such as housewives, local youth, workers, religious leaders and students in Simpang Empat Village. They said that many people were trapped and lost a lot of money. "If there is a seminar or outreach, I will go. It's important to tell friends," said a local youth. Meanwhile, several residents said that there were several people who used to sell, but now they gamble more. Their income decreases. A community leader in the village said "We often hear stories about families being destroyed because one member was involved in online gambling."

After interviewing several people involved in online gambling and several village residents in Simpang Empat Village, the researcher also interviewed village officials such as the Village Head, Village Secretary and Head of the BPD. The Village Head said "We see online gambling as a serious problem. It can damage the social order and morals of society, we also get reports about the increasing number of money loans related to gambling". The real impact of online gambling on society, the head of the BPD said he often heard about families experiencing problems due to gambling. Some residents have even lost their jobs due to addiction and also received reports of increasing numbers of money loans related to gambling. The steps that have been taken by the village government to deal with the problem of online gambling include conducting several outreach campaigns about the dangers of online gambling. However, limited access to information makes our challenges greater. Village officials also collaborate with the authorities to monitor and supervise activities in the village.

Village officials hope that there will be support from the local government for a wider education program and want to increase public awareness about the dangers of online gambling and encourage them to get involved in positive activities. With online gambling, there are some people who used to sell, now they gamble more and their income has decreased. Many community leaders and village officials have heard of the destruction of families due to online gambling. Some residents even lost their jobs due to addiction. The real impact of online gambling on society, the head of the BPD said he often heard about families experiencing problems due to gambling. Some residents have even lost their jobs due to addiction and also received reports of increasing numbers of money loans related to gambling. The steps that have been taken by the village government to deal with the problem of online gambling include conducting several outreach campaigns about the dangers of online gambling. However, limited access to information makes our challenges greater. Village officials also collaborate with the authorities to monitor and supervise activities in the village. The negative impact of online gambling is not only on the perpetrator, but also on the family and surrounding community. This negative impact can be classified into 2:

Mental Health

- Mental health from the perpetrator's side, namely causing stress, anxiety and depression, seeking escape through drug and alcohol abuse.
- Mental health from the family side can cause the family to experience serious financial difficulties, even causing debt problems and bankruptcy. Will trigger arguments and disharmony among family members.
- Mental health from the community side, namely village communities, there can be divisions and quarrels between fellow villagers. Many people are afraid of fraud and other criminal acts related to gambling activities. This can endanger the security and order of village communities and increase the risk of crime.

Financial Health

- Financial health from the perpetrator's side, namely experiencing quite large losses. Losing a lot of money and also relationships with family and friends because of focusing too much on online gambling.
- Financial health from the family side, namely experiencing bankruptcy and having debt.
- Financial Health from the Community's perspective, namely from the Government's perspective which sees its people becoming unemployed due to addiction to online gambling.

To find out strategies for minimizing the impact of online gambling, a Focus Group Discussion (FGD) was carried out with village officials, community leaders, local youth and representatives of hamlet heads. There are several strategies determined from the FGD, namely planning:

Education and Socialization:

- The importance of holding seminars and outreach about the dangers of online gambling for all groups, especially teenagers.
- Counseling is carried out regularly involving community leaders and youth.

Strengthening Local Regulations:

- Proposal to formulate village regulations that prohibit online gambling and provide sanctions for violators.
- Encourage the public to report online gambling practices to village officials.

Collaboration with Authorities:

- Collaborating with the police and related agencies to monitor and take action against online gambling practices.
- Hold regular meetings with the authorities to discuss further steps. Collaboration with the Authorities has been carried out properly.

Improved Healthy Internet Access:

- Propose the provision of safer and healthier internet access in public facilities, such as village halls, without access to gambling sites.
- Educate the public about wise internet use.

Economic Empowerment:

- Develop economic empowerment programs to reduce dependence on gambling as a source of income.
- Encourage productive activities and small businesses in the village.

Family Involvement:

- Invite families to be more active in supervising and supporting their family members to avoid online gambling.
- Provide a family discussion forum to discuss issues related to gambling.

Based on the results of the FGD, there are several things that have been carried out/carried out, such as Collaboration with the Authorities, and the positive impact of the Collaboration with the authorities is the implementation of routine police patrols in various places to minimize the practice of online gambling. Several other strategies will also be planned to be implemented in Simpang Empat Village.

4. CONCLUSION

Public awareness about the importance of maintaining mental and financial well-being must be increased. Village programs must involve community leaders and youth to disseminate correct information and replace the negative influence of influencers with positive messages. Apart from the psychological impact, online gambling also causes major financial losses for individuals. Many people who initially got involved because of the encouragement of influencers ended up in debt and economic difficulties. Village programs that involve educating the public about the risks of online gambling and how to protect themselves from the bad influence of influencers are very important. This outreach can be carried out through various channels, such as group activities, village meetings, and village social media. Villages can form special teams tasked with dealing with gambling problems and providing assistance to affected communities, both mentally and financially. Village governments also need to collaborate with related institutions, such as the Health Service and Police, to monitor and provide sanctions against illegal and detrimental online gambling activities. This research emphasizes the important role of villages in designing strategies that not only provide protection against the negative impacts of online gambling but also overcome the negative impacts caused by influencers. This is important to maintain the mental and financial well-being of village communities

RECOMMENDATIONS

The Simpang Empat government has implemented various strategies to minimize online gambling in Simpang Empat village by means of FGD. This program is carried out to minimize the impact of online gambling on the mental health and financial health of the community. This strategy of course requires participation and firm action from the Village government and community leaders/religious leaders in the Village to educate them that making money is not only by online gambling, there are many ways to make money with digital marketing. With this strategy, the FGD produced several recommendations to overcome online gambling in Simpang Empat Village. Emphasis on education, regulation, collaboration with authorities, and economic empowerment is considered very important. By involving all levels of society, it is hoped that this strategy can be effective in reducing the practice of online gambling and its impact on villages.

REFERENCES

- S. K. Sen, -, P. K., & -, S. A. (2023). Empowerment and Women's Empowerment – A Theoretical Basis. *International Journal for Multidisciplinary Research*, 5(3), 1–6. <https://doi.org/10.36948/ijfmr.2023.v05i03.4111>
- Asante, E. (2022). From Theory to Practice: The Process of Participatory Theatre in Community Development. *Journal of Social Science Studies*, 9(1), 14. <https://doi.org/10.5296/jsss.v9i1.19467>
- Badaruddin, P., & Ermansyah, M. (2018). Village Community Development and Social Capital. 141(6), 284–287. <https://doi.org/10.2991/icoposdev-17.2018.58>
- Barron, J. M., Staten, M. E., & Wilshusen, S. M. (2002). The Impact of Casino Gambling on Personal Bankruptcy Filing Rates. *Contemporary Economic Policy*, 20(4), 440–455. <https://doi.org/10.1093/cep/20.4.440>
- Budiman, R., Romadini, N. A., Herwandi Aziz, M. A., & Pratama, A. G. (2022). The Impact of Online Gambling Among Indonesian Teens and Technology. *IAIC Transactions on Sustainable Digital Innovation (ITSDI)*, 3(2), 162–167. <https://doi.org/10.34306/itsdi.v3i2.559>
- Cao, H., Wang, J., Baranova, A., & Zhang, F. (2022). Classifying major mental disorders genetically. *Progress in Neuro-Psychopharmacology and Biological Psychiatry*, 112(July 2021), 110410. <https://doi.org/10.1016/j.pnpbp.2021.110410>
- Casini, L., Boncinelli, F., Gerini, F., Romano, C., Scozzafava, G., & Contini, C. (2021). Evaluating rural viability and well-being: Evidence from marginal areas in Tuscany. *Journal of Rural Studies*, 82(December 2020), 64–75. <https://doi.org/10.1016/j.jrurstud.2021.01.002>
- Creswell, J.W. 2007. *Qualitative Inquiry and Research Design: Choosing Among Five Traditions* 2nd Ed. Thousand Oaks, CA: Sage Publications
- Fatchan, A., 2009. *Metode Penelitian Kualitatif: Beserta Contoh Proposal Skripsi, Thesis dan Disertasi*. Cetakan Pertama, Penerbit Jengjala Pustaka Utama Bekerjasama dengan Lemlit Universitas Negeri Malang
- Farrell, L., & Fry, J. M. (2021). Australia's gambling epidemic and energy poverty. *Energy Economics*, 97, 105218. <https://doi.org/10.1016/j.eneco.2021.105218>
- Gainsbury, S. M., King, D. L., Russell, A. M. T., Delfabbro, P., Derevensky, J., & Hing, N. (2016). Exposure to and engagement with gambling marketing in social media: Reported impacts on moderate-risk and problem gamblers. *Psychology of Addictive Behaviors*, 30(2), 270–276. <https://doi.org/10.1037/adb0000156>

- Guillou-Landreat, M., Gallopel-Morvan, K., Lever, D., Le Goff, D., & Le Reste, J. Y. (2021). Gambling Marketing Strategies and the Internet: What Do We Know? A Systematic Review. *Frontiers in Psychiatry*, 12(February). <https://doi.org/10.3389/fpsyt.2021.583817>
- Håkansson, A., & Widinghoff, C. (2020). Over-Indebtedness and Problem Gambling in a General Population Sample of Online Gamblers. *Frontiers in Psychiatry*, 11(February), 1–13. <https://doi.org/10.3389/fpsyt.2020.00007>
- Irsyad, F. A., & Soemitra, A. (2024). Innovative Marketing Strategies in Increasing Islamic Banking Market Share in The Digital Era.
- Kacar, B., Curic, J., & Ikic, S. (2016). Local economic development in theories of regional economies and rural studies. *Ekonomika Poljoprivrede*, 63(1), 231–246. <https://doi.org/10.5937/ekoPolj1601231K>
- Khalil, K., & Syah, R. (2024). Peran Pemerintah dalam Meningkatkan Aksesibilitas Teknologi Informasi di Daerah Terpencil. *Syntax Literate: Jurnal Ilmiah Indonesia*, 9(6), 3448–3457. <https://doi.org/10.36418/syntax-literate.v9i6.15410>
- Killen, M., Yee, K. M., & Ruck, M. D. (2021). Social and Racial Justice as Fundamental Goals for the Field of Human Development. *Human Development*, 65(5–6), 257–269. <https://doi.org/10.1159/000519698>
- Lo, S.-K., Wang, C.-C., & Fang, W. (2005). Physical Interpersonal Relationships and Social Anxiety among Online Game Players. *CyberPsychology & Behavior*, 8(1), 15–20. <https://doi.org/10.1089/cpb.2005.8.15>
- Marina Srichasanah Siagian, & Kurnia. (2023). Pengaruh Influencer terhadap Brand Awareness melalui Media Sosial. *Bandung Conference Series: Communication Management*, 3(3), 972–983. <https://doi.org/10.29313/bcscm.v3i3.9612>
- Marko, S., Thomas, S. L., Pitt, H., & Daube, M. (2023). The lived experience of financial harm from gambling in Australia. *Health Promotion International*, 38(3). <https://doi.org/10.1093/heapro/daad062>
- Marliyah, M., Harahap, M. A., Elanda, Y., A. Majid, M. S., & Handayani, R. (2022). Bagaimana Utang Mendorong Terjadinya Krisis? Solusi dari Sistem Keuangan Islam. *Reslaj : Religion Education Social Laa Roiba Journal*, 4(3), 724–737. <https://doi.org/10.47467/reslaj.v4i3.905>
- Marpaung, I. rahmayani, Nawawi, Z. M., & Aslami, N. (2022). Analysis of the Application of Business Ethics in Online Buying and Selling Transactions on the Shopee Marketplace. *Journal of Social Research*, 1(12), 499–507. <https://doi.org/10.55324/josr.v1i12.347>
- Martínez-López, F. J., Anaya-Sánchez, R., Esteban-Millat, I., Torrez-Meruvia, H., D'Alessandro, S., & Miles, M. (2020). Influencer marketing: brand control, commercial orientation and post credibility. *Journal of Marketing Management*, 36(17–18), 1805–1831. <https://doi.org/10.1080/0267257X.2020.1806906>
- Mensah, J. (2019). Sustainable development: Meaning, history, principles, pillars, and implications for human action: Literature review. *Cogent Social Sciences*, 5(1), 1–21. <https://doi.org/10.1080/23311886.2019.1653531>
- Muggleton, N., Parpart, P., Newall, P., Leake, D., Gathergood, J., & Stewart, N. (2021). The association between gambling and financial, social and health outcomes in big financial data. *Nature Human Behaviour*, 5(3), 319–326. <https://doi.org/10.1038/s41562-020-01045-w>
- Muharam, Z. K., Astuti, S. W., Prasida, R., & Syahputra, F. D. (2024). Judi Online dan Sentimen Publik The Use Of Influencers In Promotion. 3(1), 54–63.
- Mykhailov, S., & Savina, N. (2023). Development of Online Gambling in the Gambling Business System. *Market Economy: Modern Management Theory and Practice*, 21(3(52)), 197–205. [https://doi.org/10.18524/2413-9998.2022.3\(52\).275804](https://doi.org/10.18524/2413-9998.2022.3(52).275804)
- Nehwal, S. (2022). Role of Internet and its impact on democratic change: A Study. *Techno Review Journal of Technology and Management*, 1(2), 26–29. <https://doi.org/10.31305/trjtm2021.v01.n02.005>
- Orochovska, L., & Koshetar, U. (2021). Globalization processes in the sphere of socioeconomic and environmental relations. *E3S Web of Conferences*, 244, 1–7. <https://doi.org/10.1051/e3sconf/202124410036>
- Peitz, D., Kersjes, C., Thom, J., Hoelling, H., & Mauz, E. (2021). Indicators for Public Mental Health: A Scoping Review. *Frontiers in Public Health*, 9(September), 1–11. <https://doi.org/10.3389/fpubh.2021.714497>
- Roulston, K., & Halpin, S. N. (2022). Designing Qualitative Research Using Interview Data. In *The SAGE Handbook of Qualitative Research Design*. <https://doi.org/10.4135/9781529770278.n41>
- Rozi, A. (2020). The Influence of Promotion and Distribution Accuracy on Consumer Purchase Interest in PT. Enzym Bioteknologi Internusa. *PINISI Discretion Review*, 1(1), 119. <https://doi.org/10.26858/pdr.v1i1.13384>
- Sabau-Popa, C. D., Simut, R., Droj, L., & Bențe, C. C. (2020). Analyzing financial health of the smes listed in the aero market of bucharest stock exchange using principal component analysis. *Sustainability (Switzerland)*, 12(9), 1–15. <https://doi.org/10.3390/su12093726>

- Sahputra, D., Afifa, A., Salwa, A. M., Yudhistira, N., & Lingga, L. A. (2022). Dampak Judi Online Terhadap Kalangan Remaja (Studi Kasus Tebing Tinggi). *Islamic Counseling: Jurnal Bimbingan Konseling Islam*, 6(2), 139. <https://doi.org/10.29240/jbk.v6i2.3866>
- Stockemer, D., & Sundström, A. (2016). Modernization Theory: How to Measure and Operationalize it When Gauging Variation in Women's Representation? *Social Indicators Research*, 125(2), 695–712. <https://doi.org/10.1007/s11205-014-0844-y>
- Sulaeman, S. (2018). The application of criminal sanctions against violations of cybercrime. *Indonesia Prime*, 2(1), 56–67. <https://doi.org/10.29209/id.v2i1.15>
- Susanti, R. (2021). Judi Online Dan Kontrol Sosial Masyarakat Pedesaan (Online Gambling and Social Control of Rural Communities). *Etnoreflika: Jurnal Sosial dan Budaya*, 10(1), 86–95. <https://doi.org/10.33772/etnoreflika.v10i1.1094>
- Swanton, T. B., & Gainsbury, S. M. (2020). Debt stress partly explains the relationship between problem gambling and comorbid mental health problems. *Social Science & Medicine*, 265, 113476. <https://doi.org/10.1016/j.socscimed.2020.113476>
- Syafina, L. (2016). Akuntansi Syariah di Indonesia.
- Vangrieken, K., Meredith, C., Packer, T., & Kyndt, E. (2017). Teacher communities as a context for professional development: A systematic review. *Teaching and Teacher Education*, 61, 47–59. <https://doi.org/10.1016/j.tate.2016.10.001>
- Weida, E. B., Phojanakong, P., Patel, F., & Chilton, M. (2020). Financial health as a measurable social determinant of health. *PLoS ONE*, 15(5), 1–14. <https://doi.org/10.1371/journal.pone.0233359>
- Wren-Lewis, S., & Alexandrova, A. (2021). Mental Health without Well-being. *Journal of Medicine and Philosophy (United Kingdom)*, 46(6), 684–703. <https://doi.org/10.1093/jmp/jhab032>
- Yusrizal. (2022). Strategi Pemasaran Agen Dalam Mempertahankan Loyalitas Nasabah di PT Prudential Life Assurance Cabang Binjai. *El-Mal: Jurnal Kajian Ekonomi & Bisnis Islam*, 4(1), 190–203. <https://doi.org/10.47467/elmal.v4i1.1359>