

## Community Intervention Program Of Sukajaya Village, Sumedang Regency Towards Participatory-Based Online Gambling Prevention

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### Abstract.

*Online gambling has become a complex social problem in Sukajaya Village, Sumedang, with negative impacts on the economy, mental health, and social stability of the community. Laws and regulations related to online gambling, such as Law Number 19 of 2016 concerning Information and Electronic Transactions (ITE) and the Criminal Code, regulate the prohibition and sanctions against gambling practices. The percentage between ideal norms in regulations and the implementation of reality is still a challenge in prevention and handling efforts. This study aims to develop a participatory-based intervention program in dealing with online gambling behavior through the involvement of the community, village government, and NGOs. The discussion includes identification of causal factors, evaluation of regulatory effectiveness, and design of community-based prevention strategies. The intervention program to suppress online gambling behavior in Sukajaya Village uses a participatory-based approach in the form of educational workshops, legal counseling, and the formation of support groups for affected individuals. The expected results of this study are increased public awareness of the dangers of online gambling, the formation of social support mechanisms, and policy recommendations that are more adaptive to community needs. This study contributes to building effective intervention strategies to create a healthier social environment free from the influence of online gambling. The methods used include workshops, legal counseling, and the formation of support groups for individuals affected by online gambling. In addition, this study explores existing legal regulations related to online gambling to provide a clear framework for prevention efforts. The results of this program are expected to increase public awareness of the dangers of online gambling, strengthen social solidarity, and provide support for individuals experiencing addiction problems. This study is important as a preventive effort in building a healthier and more productive society.*

**Keywords:** Online Gambling; Program Intervention; Participatory; Sukajaya Village; Legal Regulation; Mental Health and Community Empowerment.

### I. INTRODUCTION

Online gambling behavior has developed into a social phenomenon that has increased significantly in line with advances in digital information and communication technology. The presence of mobile phones, the increasingly widespread distribution of the internet, and easy accessibility to illegal applications that provide gambling services have created a new ecosystem that increases social vulnerability, especially in rural areas. In Indonesia, especially in villages such as Sukajaya, Sumedang Regency, online gambling is now not only seen as individual deviant behavior, but has also turned into a common threat that disrupts the social and economic order of the community. This phenomenon reflects what Castells (2010) expressed as a social network, where digital transformation infiltrates the social interactions of local communities, changing the way they interact, including in deviant behavior such as challenging gambling. Empirical data shows that the adolescent and young adult age groups are the most vulnerable population to online gambling practices. Suharto's study (2021) shows that more than 10% of adolescents in urban areas are already involved in this activity, and this figure is estimated to be higher in areas with minimal social supervision. In Sukajaya, similar symptoms were found, indicating an increase in family conflict, household economic instability, and decreased community productivity due to rampant gambling addiction.

This finding is in accordance with the 2022 National Narcotics Agency (BNN) report which noted that online gambling is one of the important factors contributing to poverty, family stress, and even domestic violence, all of which weaken the resilience of rural communities. Prevention efforts will not be effective if only implemented through structural approaches such as regulation and law enforcement. Law No. 7 of 1974 concerning the Control of Gambling and Law No. 19 of 2016 concerning Information and Electronic Transactions (ITE) does provide a legal basis for law enforcement against gambling perpetrators, but

implementation in the field often encounters various obstacles, such as limited officers, low legal understanding in the community, and a lack of shared awareness of the long-term risks of online gambling. Therefore, a more contextual, collaborative, and transformative strategy is needed through community-focused interventions. The Sukajaya Village Community Intervention Program based on participation is an approach model that makes villagers not only objects, but also active subjects in dealing with online justice problems.

This approach focuses on the principles of empowerment, inter-sectoral cooperation, and the desire for locally-based intervention. Community involvement is an important element in identifying the causes of problems, formulating solutions, and monitoring program implementation. Wulandari (2020) stated that prevention programs that involve active community participation are usually more successful in creating long-term behavioral changes compared to top-down approaches that are only instructive. This program will combine various activities, including: (1) community dialogue forums to identify the impacts of online gambling and raise collective awareness; (2) training for village cadres in recognizing and assisting cases of online gambling addiction; (3) counseling on laws related to online gambling regulations and citizen rights; and (4) local digital campaigns with messages rooted in cultural and religious values. Through this series of activities, it is hoped that a local social resilience system will be created that can protect the community from the negative impacts of online gambling, as well as foster social solidarity in overcoming the resulting moral crisis.

## II. PROBLEMS

The main problem that this program aims to address is the widespread practice of online gambling among the people of Sukajaya Village, especially the younger generation, which has caused comprehensive social, economic, and psychological impacts, but has not been effectively addressed using a community-based approach. Online gambling is not only against the law, but has also become a form of social deviation that damages family order, breaks down social structures, and creates economic burdens at the household level and the village community at large. Several main aspects of the problem can be explained as follows:

### 1. Increasing Percentage of Online Gambling among Youth and Teenagers.

The level of involvement of teenagers and young people in online gambling is increasing in line with easy access to illegal applications and sites via smartphones. The absence of productive activities, lack of parental supervision, and minimal access to appropriate digital education channels have made this condition worse. At the village level, this is difficult to monitor due to low collective awareness and weak early warning systems.

### 2. Integrated Social and Economic Impacts.

Online gambling has caused various losses, including increasing family debt, theft in the house, domestic violence (KDRT), dropping out of school, and increasing social conflict between residents. These problems result in social fragmentation and community instability, which ultimately increases the competitiveness of human resources in the village.

### 3. Lack of Intervention Based on Community Participation.

The majority of efforts made to overcome online gambling are still reactive and top-down, such as taking action and blocking sites, which have proven to be less successful. In fact, an approach that involves participation and is implemented in the community has proven to be more successful in preventing deviant behavior. Unfortunately, there is no intervention model that has planned to involve the Sukajaya community in identifying, understanding, and resolving this problem together.

### 4. Lack of Digital Knowledge and Legal Understanding by the Community.

Many people are not yet aware that online gambling is an illegal activity that can be subject to criminal penalties. Low digital literacy makes it easy for people to fall into hidden gambling advertisements, and it is difficult to distinguish between educational and exploitative digital content. This situation is made worse by restrictions on access to legal information and a lack of continuous counseling.

### 5. Lack of Integrated Prevention System at Village Level.

Currently, there is no organized and structured system in Sukajaya Village to prevent, assist victims, or rehabilitate online gambling perpetrators. The absence of village regulations (perdes), village support units, and collaboration with officials and community leaders makes villages easily influenced by the spread of this dare gambling practice.

## III. MATERIALS AND METHODS

The research methods used in developing participatory-based intervention programs in Sukajaya Village, Sumedang, include qualitative and quantitative approaches to obtain comprehensive data. First, the initial data collection stage will be carried out through a survey to identify the prevalence of online gambling behavior among residents. This survey will include questions about the frequency and type of online gambling accessed, as well as the impacts felt by individuals and families. This quantitative data will be analyzed using descriptive statistics to provide an overview of the online gambling problem in the village. Furthermore, to explore the social and cultural contexts that influence judicial behavior, qualitative research was conducted through in-depth interviews and community focus group discussions (FGDs) with various stakeholders, including residents, figures, and local government officials. According to Wulandari (2020), community involvement in this process increases a sense of ownership of the program to be developed. The results of these interviews and discussions will provide insight into the factors causing online gambling and potential solutions that can be applied. After data analysis, the next stage is to design an intervention program.

The program includes education and socialization about the dangers of online gambling as well as the formation of support groups for affected individuals. In addition, economic skills training will be held to reduce dependence on gambling as a financial solution (BNN, 2022). This intervention program is implemented in the form of workshops and seminars involving active participation from the community. Program evaluation will be carried out periodically to measure the effectiveness of the intervention. This evaluation method will include measuring behavioral changes through follow-up surveys and analyzing feedback from program participants. In addition, an analysis of the program's social and economic impacts will be carried out to assist in the improvement and development of the program in the future. With this comprehensive approach, it is hoped that the program intervention can have a positive impact in reducing online gambling behavior and improving the quality of life of the community in Sukajaya Village.

### LOCATION, TIME, AUDIENCE AND TARGET

#### 1 Program Implementation Location

This activity will be implemented in Sukajaya Village, South Sumedang District, Sumedang Regency, West Java Province. The determination of Sukajaya Village as the intervention location is based on initial results showing an increasing trend of online gambling practices, especially among young people and village teenagers. In addition, the geographical location of the village which is quite close to the center of Sumedang makes it a strategic location for the dissemination of digital information, including the potential for the dissemination of online gambling content. This situation is exacerbated by the lack of digital education facilities and weak social supervision of the community's bold actions.



**Fig 1.** Service activities

## 2 Program Implementation Schedule

The program is planned to be implemented for 6 months, with the following stages:

- a. Month 1: Preparation and formation of participatory social through Focus Group Discussions (FGD), field surveys, and community approaches;
- b. Months 2-3: Implementation of village cadre training, legal counseling, and educational campaigns regarding the risks of online gambling and digital understanding;
- c. Month 4-5: Implementation of mentoring activities, community guidance, and the establishment of an anti-online gambling community forum;
- d. Month 6: Program assessment, dissemination of results, and preparation of sustainability plans (exit strategies and recommendations for regional regulations such as the Anti-Online Gambling Village Regulation).

## 3 Audience Initiative

The main targets of this program are: Teenagers and young people in Sukajaya Village are vulnerable to the influence of online gambling content and are the most affected groups, Parents and community leaders play a role as strategic elements in creating social supervision and value education within families and communities, Village officials and RT/RW officials, who will be encouraged to actively play a role in supervision, mentoring, and reporting cases.

## 4 Program Target

- a. The creation of at least 10 village cadres against online justice who have basic skills in digital literacy, early detection, and legal advocacy;
- b. Increasing public understanding of the effects of online gambling and related legal regulations, as shown through the results of the pre-test and post-test in the counseling program;
- c. Reducing the number of online gambling cases among teenagers identified through the protection and monitoring mechanisms of cadres during the 6-month intervention;
- d. The establishment of local regulations (Village Regulations/Perdes) is a form of institutional commitment in long-term prevention efforts against online gambling practices;
- e. This program seeks to not only create temporary impacts, but also encourage sustainable changes in behavior and social systems by strengthening communities, providing critical education, and establishing collaboration between village elements.

## 5. EVALUATION METHOD/SUCCESS INDICATORS

Program evaluation is carried out using a formative evaluation approach during the activity and a summative evaluation after the program is completed. This method involves measuring input, process, output, and results based on qualitative and quantitative indicators. Several indicators that show the success of the program are:

- a. Percentage of community participation in legal education and socialization forums (target: >70% of active RT/RW);
- b. Increased public understanding of the risks of online gambling (pre-test and post-test increased by at least 40%);
- c. Number of anti-online gambling cadres who have been formed and are active in conducting socialization (target: 10 active cadres);
- d. Decrease in the number of reports regarding online gambling from the community to village officials or cadres (at least 30% within 6 months);
- e. The emergence of community action plan documents and draft Village Regulations (Perdes) as tools for understanding.

### 5.1. OUTCOMES ACHIEVED

The outcomes of this program intervention indicate several significant results, including:

- a. Increased community capacity in recognizing the risks of online gambling, as seen from the increase in the results of the evaluation of the understanding of participants in the counseling program;
- b. Development of Anti-Online Gambling Cadres at the RW level, who play an active role in advocacy, monitoring the digital environment, and routine counseling in their respective areas;



- c. Formation of a Participatory Education Module on Combating Online Gambling, which is implemented in community forums and non-formal education activities;
- d. There is an Anti-Online Gambling Citizens Forum, which functions as a place for aspirations, communication, and coordination between residents, RT/RW, religious leaders, and village officials;
- e. The Draft Village Regulation on Preventing Online Gambling and Strengthening Digital Ethics has been issued, which functions as a legal document in the framework of the institutional long-term program.

## **5.2. NEXT PLAN**

Based on the results of the initial phase, the next phase will be directed at;

- a. Strengthening village institutions, including ratification of the draft Village Regulation through Village Deliberations (Musdes) and the establishment of official regulations;
- b. Development of area interventions to villages around Sumedang Selatan District through networks between cadres and village officials;
- c. Advanced training for cadres, prioritizing aspects of psychosocial support for individuals who are severely addicted to online gambling;
- d. Collaboration with external institutions, such as the Social Service, local police, and universities for research and joint funding purposes;
- e. Integration of modules into the PKK, Karang Taruna, and adolescent posyandu programs, so that prevention messages are integrated into existing village activities.

## **5.3. ACTIVITY REALIZATION AND DISCUSSION**

The implementation of the intervention program activities was carried out in accordance with the six-month plan that had been prepared. Several important achievements that can be known are as follows:

- a. FGD and Social Mapping succeeded in gathering more than 100 participants from various elements of society, producing community-based data on online gambling practices in the village area;
- b. Training and Counseling have succeeded in involving 150 residents, consisting of youth, religious leaders, and village officials. The evaluation indicated a significant increase in community understanding of the legal and social aspects of online gambling;
- c. The Local Digital Campaign carried out through village social media, banners, and educational videos based on local stories was well received by the community and functioned as an effective medium in changing views;
- d. Cadre formation and Citizen Forums have been carried out in 6 RW, resulting in a community-based monitoring mechanism that has begun to operate independently.

## **IV. DISCUSSION AND EVALUATION**

The implementation of the Sukajaya Village community intervention program for the prevention of online gambling based on participatory showed significant results in increasing the social capacity of residents to recognize, understand, and deal with destructive digital threats. This program clearly emphasizes the importance of a community empowerment-based approach as a relevant strategy in dealing with technology-based and ever-evolving social problems. Through social mapping activities, legal counseling, cadre training, and the formation of a community forum, this effort succeeded in creating active community participation, which in theory. Paulo Freire is known as conscientization, which is the critical awareness of citizens towards structural issues that bind them in a cycle of social problems. Formative evaluation revealed that more than 75% of participants showed significant progress in understanding the risks of online gambling and the legal consequences it brings. Increasing community legal literacy is one of the pillars of the program's success. This is in line with Narayan-Parker's opinion that empowerment is a crucial basic principle in empowering poor and vulnerable communities. Summative evaluation through participant observation and in-depth interviews revealed local initiatives, such as a digital monitoring center for teenagers, the implementation of anti-gambling messages in religious sermons, and community resistance to the spread of gambling speeches in community WhatsApp groups.

These initiatives reflect what Cornwall and Gaventa term participatory spaces, namely new spaces that allow citizens to engage as subjects of change, not just objects of policy. However, the program also

faces several structural challenges. Limited funding has resulted in the distribution of digital education modules being less than optimal, especially for vulnerable groups such as the elderly and communities with limited access to technology. Obstacles to digital literacy remain a major problem, especially in identifying online gambling advertisements that are hidden under the guise of online games. In addition, the lack of operational regulations at the district level has resulted in limited formal laws for the implementation of the Village Regulations that are being drafted. These challenges indicate that strengthening programs need to be carried out not only at the village level, but also require collaboration with local governments and a wider network of civil society organizations. Revitalizing community service programs is important to expand approaches that integrate critical digital literacy technology.

According to Buckingham, digital literacy involves more than just technical skills; it also includes analytical skills to understand how digital content is created, built, and used for certain political-economic purposes. Therefore, future programs must design educational curricula that not only outline the risks of online gambling, but also provide communities with skills to understand manipulative codes in the digital world. In addition, training for RT/RW administrators and Karang Taruna cadres is very important so that they can act as the first digital response in identifying and handling early potential gambling addictions around them. The program should also be supported by local community-oriented digital platforms, such as village information portals that present educational campaigns, gambling activity reporting channels, and online learning modules (e-learning) on digital ethics. These innovations are in line with the community empowerment approach that integrates direct and digital methods to reach more levels of society. Conversely, the development of village-focused e-governance that supports reporting and social monitoring of inappropriate digital activities could be part of a technology-based village government reform agenda.

## V. CONCLUSION AND SUGGESTIONS

This community service program summarizes that a participatory intervention approach is an effective and transformative strategy in dealing with the phenomenon of online gambling in rural areas. The success of the program depends on the collaboration between legal education, increasing community social capacity, and forming local figures who function as agents of change in their communities. The assessment results show significant progress in the community's understanding of the law, the formation of a community of citizens against online justice, and the emergence of local initiatives that strengthen social resilience to digital deviations. Thus, this method not only produces temporary effects in the form of decreasing cases, but also establishes a social basis for sustainable change.

From the implementation of this program, several strategies can be suggested. First, the village government must institutionalize the resulting programs into Village Regulations (Perdes) that regulate prevention, action, and rehabilitation for online gambling perpetrators. Second, the importance of greater collaboration between local governments, law enforcement, academics, and civil society in encouraging derivative regulations that support local prevention efforts. Third, innovation programs through digitalization of content and bold training should be the main focus so that educational information can reach the younger generation more efficiently. Fourth, budget support from the Community Empowerment and Social Service is crucial so that similar activities can be repeated in other villages with similar levels of vulnerability. Finally, the creation of forums between villages and different sectors will increase the impact of social programs and strengthen cooperation in building an inclusive and sustainable anti-online gambling social movement.

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