
**PHENOMENOLOGY OF TEENAGERS PLAYING ONLINE GAMBLING HIGGS
DOMINO ISLAND IN SUNGAI PADANG HAMLET, KOTO GASIB DISTRICT,
SIAK REGENCY**

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KEYWORDS

Phenomenology,
Adolescent, Online
gambling

ARTICLE INFO

Accepted:
November 25, 2022
Revised:
March 14, 2023
Approved:
March 28, 2023

ABSTRACT

This study aims to find out what exactly is the motive that arises from the phenomenology of adolescents who play online gambling Higgs Domino Island in Sungai Padang Hamlet, Koto Gasib District, Siak Regency where currently many teenagers in the hamlet play this online gambling game even though whose name gambling is clearly prohibited in Indonesia and prohibited in Islamic law because it will only have a negative impact, in this study to be able to find out the motives of researchers using Alfred Schutz's theory. And this study uses descriptive research with a qualitative approach aiming to make direct observations in the field to obtain the necessary data. And this study involved 6 informants who actively played online gambling Higgs Domino Island. And from the results of the study it can be seen that the motives that emerge from this phenomenology are past motives (Because motives) such as the experience of seeing friends play and seeing advertisements, then the second motive are future motives (in order to motive) such as entertainment, finance and friendship environment.

INTRODUCTION

Globally, technology and information today have changed the order of life and behavior of society and also human civilization (Vieta & Erdsiek, 2020). With the existence of the internet today, there have been many changes in the habits of many people because with the internet, there are many activities that can be done virtually using the internet, one of which is the ways and means of electronic transactions, (e-commerce), such as education, health, transportation, tourism and entertainment all of these things can be done in a virtual way using the internet (Aditi & Widana, 2020).

However, not all good things that arise with the current advances in technology and information but many negative things then arise along with the development of technology and information today, this is because the internet has a very wide range of information that we want to find and know will be very young we find this because the internet has a very wide range (Saputra, Eskasasnanda, & Sukamto, 2020).

One form of negativity that is currently caused by advances in technology and information is the emergence of types of online gambling which are currently widespread in the international and national world. Online gambling games first appeared in 1994 which initially originated from the passage of the fact of free trade in the Caribbean State of Antigua and Barbuda so that there was a granting of permission for other organizations to be able to access online gambling sites. And previously there was a company called micro gaming first

which developed a software type of online betting and then continued development by a company called cryptologic and became a company that first made an online gambling system security in 1996 (Hall & Studdert, 2021).

Online gambling is currently developing very rapidly, at first online gambling was only in the form of card games, currently from guessing gambling to connecting chickens mushrooming on local and foreign sites, and having users to make gambling transactions, online gambling games are quite very practical to be able to do as well as factors for the development of supporting facilities. the development of online gambling that is growing rapidly in the world turns out to be due to lack of attention and anticipation from the government. According to the manager of the Irwin day newsletter foundation, the rapid growth of online gambling is also one of them triggered by the neglect carried out by the internet aservice proveder considering that usually online gamblers are big customers of the ISP concerned, he stated that although the site is less compared to pornography, the access is 25 most, even entering the top 25 largest sites in Indonesia (Hasanudin & Budiharjo, 2021).

In Indonesia, it first entered gambling as a result of the Dutch colonial period. Traders from China, Eripa and other regions also bring gambling with various games such as dominoes, poker, dice, cards, and many other types. In the period after independence, the local community only started playing gambling freely karan in the period before independence the local community only became the bottom layer during the colonial period. In the period of independence under the leadership of Ali Sadikin, gambling activities were as high as in this period gambling activities were legalized (Rai & Dhyani, 2023).

Then during the new order period the government wanted to change the game of lottery gambling without any gambling culture. As a result, in 1974 the toto lottery was made illegal and banned by the government. Along with the development of the times from time to time technology has advanced advances, this is used by bookies as a medium for gambling. Online gambling began to emerge and Was Of Interest To Players Because It Was Considered Safer And Easier To Access. Currently, Online Gambling Is Growing Rapidly In Indonesia, There Are Many Online Gambling Games That Can Be Found On The Site Easily And Profitably. Among Them Are Online Slot Games, Online Casino, Online Lottery, Chicken Continuation, And Many Others. (Blog.ub.ac.id) From this online gambling game, there are many problems that will then be caused, therefore the government prohibits the community from playing gambling because it will only cause problems for the users themselves, even will also be angry with the people around them. Not only the government prohibits gambling but also religion also prohibits all types of gambling and considers gambling as a maksiat activity and is beci by god (Rai & Dhyani, 2023).

From the research of the journal of Educational Social Studies written by Achmad Zurohman, teenagers who do online gambling when they lose gambling, the attitude or action that teenagers do is to pawn the goods that teenagers have as has happened in the field is teenagers pawning their cellphones and motorcycles in order to meet their needs or fun playing online gambling (AT, Haris, & Heru, 2019).

Higgs Domino Island is a game that was first released in 2018 on November 12 by its rightful owner, Higgs Games. There are so many advanced and interesting features, one of which is unlimited chips / coins to money (RP) and many other types. Then to be able to play

players must have coins or commonly called chips. To get this players have to buy or top up first. After top up, players will be able to do the game inside Higgs domini Island. And for players who are lucky or commonly called jekpot will get a lot of coins and the coins or chips they get can then be traded against fellow players of the Higgs Domino Island online gambling game. Higgs domino island has various types of games that are biased in the following is a picture of the types that can be played in the Higgs domino island application (Judge, 2013).

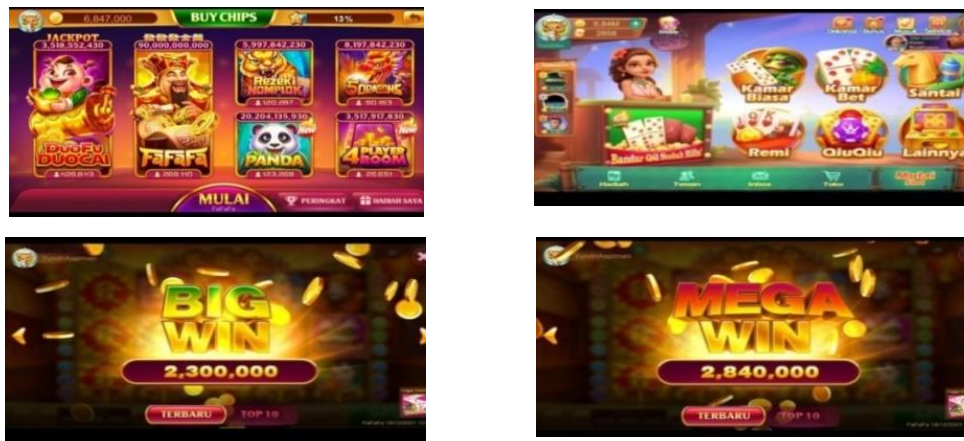


Figure 1
Higgs Domino Island online gambling

Currently, the Higgs Domino Island online gambling game is entering a gambling game that is much in demand among teenagers in riau province, even though the government has banned the community from playing this game, even though there is one example of the arrest of one of the male sellers selling chips in the Rokan Hulu area, Riau. The perpetrator was arrested while buying and selling chips or coins higgs domino island. The perpetrator sells chips at a price of 1B RP 70,000, the perpetrator is subject to article 12 letter e of law no.31 of 1999 as amended by law number 20 of 2001 with the criminal act of corruption jo article 55 of the Criminal Code threatens a short sentence of 4 years maximum of 20 years imprisonment. Although there have been examples of arrest, it does not necessarily have an effect on the users and sellers of gam higgs domino chips and sellers currently teenagers in the province are blatantly playing freely in the open without any worry at all (Faizin, Al Farisi, & Wafi, 2021).

Meanwhile, from the search results that have been carried out through looking at the play store for the number of higgs domino island players has currently reached more than 50 million users.

Researchers are trying to be able to reveal what exactly is the motive of teenagers in the river hamlet of the field many who play the game Higs Domino Island. Currently, the number of youths in the river hamlet is 35 men, of which 24 teenagers play the game higs domino island. From the description above, then to see the phenomenon of this gambling game, by conducting a study entitled "phenomenology of teenagers playing online gambling higgs domino island in the padang river, Koto Gasib District, Siak Regency".

METHOD RESEARCH

In this study, it focused on extracting the motives of teenagers in Sungai Padang Hamlet who played Higgs Domino Island online gambling. So in this study the method used is phenomenology. In this study using qualitative methods. The type of qualitative research is research that seeks meaning, understanding, understanding, verstehen about a phenomenon, event, or human life by being directly or indirectly involved in a researched, contextual and comprehensive setting (Aditi & Widana, 2020).

The word phenomenology comes from the word phenomenon which means the appearance of an object, event or condition in the perception of an individual. Phenomenology uses firsthand experiential knowledge as a way to understand the world. The phenomenological tradition places a very strong emphasis on the perception and interpretation of the experience of the human subject. Proponents of this theory view that individual stories or experiences are more important and have more authority than even research hypotheses (Kuswanto & Radiansah, 2018).

In phenomenological research, it must be able to try to explain the meaning and experience in the lives of a million people about concepts or symptoms. According to Natanson using the term phenomenology refers to all visions or social views that position human consciousness and subjective meaning as the focus to be able to understand social action. The phenomenological method, according to Creswell the study of phenomenology describes the meaning of a life experience for some people about a concept or phenomenon. Phenomenologists consider human behavior to be what people say and do as a product of the way the person interprets their world (Morissan, 2014). Some of the main features of phenomenology are described by phenomenological researchers (Moleong, 2007).

- a. Refers to reality in this case the awareness of an object clearly.
- b. Understanding the meaning of peristiwa and its relation to people being in a certain situation.
- c. Start with silence.

Phenomenology suggests Alfred Schutz he agrees with Weber's thoughts on human experience and behavior in the everyday social world as a socially meaningful reality. Schutz referred to the behaving manusia as "actors". When a person sees or hears what an actor makes he will understand the meaning of the action (Kuswarno, 2015).

Through a phenomenological approach, this research was designed using the theory developed by Alfred Schutz. According to Schutz in (Kuswarno, 2015) to describe the entirety of a person's actions, Schutz groups them in two phases namely:

- a. In-order-to-motive (Um-zu-motive) is a motive that refers to future actions, where the actions taken by someone must have a goal that has been determined first.
- b. Because motive (Weil motive), which is an action that refers to the past, where, the action that a person does must have a reason from the past when he did it. In the context of phenomenology, adolescents are actors who carry out social actions (the phenomenon of playing online gambling Higgs Domino Island) alone or with other actors who have similarities or togetherness in the bonds of intersubjective meaning. Or as a result of playing Higgs Domino Island online gambling from the past, it became a thing that was addicted to playing online gambling to the point of its deprivation.

RESULT AND DISCUSSION

Based on the results of analysis of the interview data, the researcher grouped the result data into two aspects of motives based on the theory proposed by Alfred Schutz, namely Because motive and in order to motive

Table 1
Phenomenological Category of Teenagers Playing Online Gambling Higgs Domino Island In Sungai Padang Hamlet, Koto Gasib District, Siak Regency

No	Name	age	Long time bermian	<i>Because motive</i>	<i>In order to motive</i>
1	Reddy	19	2 year	In the interview process that has been conducted with redy informants he said in his interview the beginning of his playing the online gambling game Higgs Domino Island was from the experience he saw his friends who had played first well from here the beginning of the thought emerged he played this game	Entertainment becomes in order tu motive this is based on an in-depth interview with redy informant because in his waancara redy said that this game can make a sense of purpose, and also playing this game can earn money which makes him even more fond of this online gambling game
2	Muhammad	19	2 year	It was the experience of his friends that became the initial motive for amad playing online gambling Higgs Domino Isald and there was also a push from the advertisements that appeared when amad saw youtube and facebook things according to what he said in the interview that he had done that he said early on he learned about this game from his friends and saw the curls that were on	The environment of friendship and as entertainment became in order to motive that made amad play gambling games until now, this is based on the in-depth interview that has been done to Muhammad, he said what makes me still play this game until now is the first because my friends are still on many who continue to play the game lumyan exciting also

				social media such as Youtube and facebook	
3	Eko	21	1 Year	It is still the same as because of the motive with what the informant redy said, that the informant eko that the experience of seeing a playmate is still a motive that arises from the past of the informant eko who said that he saw his friend hanging out there is another maen game Domino Isalnd keep people shouting so much so I keep curious right so I came and I came and I saw this person again maen this game well from there I wondered if this game was calm yaudah finally joined maen until now	Meanwhile, the environment of friendship, financial and entertainment needs is still in order to motive which comes from the results of interviews that have been conducted to informants named eko, this is conveyed that this online gambling game is one of the removes for and at the same time looking for profit, perhaps he can get a jakpot from this online gambling game.
4	Fery	22	8 bulan	Because of the motive arising from the informant fery adalag saw his theme of selling chips from playing Higgs Domino Island, now from this experience, mullah initially arose a sense of desire for him to start playing Higgs Domino Isalnd online gambling on himself.	Entertainment and money are still in order to motive that appeared in interviews that have been conducted with informant Fery he said that this game can be used and in addition, this game can make money.
5	Kris	19	5 Month	The experience of seeing playmates is still the dominant motive for informants in this	Entertainment and friendship environment became in oreer to the motive that

				study, this is also stated in kris in interviews that have been conducted that he was initially interested in seeing his friends play	happened to the informant Kris he said that he played this game to cross the sense of sobat and because friends in his neighborhood still played this game.
6	Bayu	22	1 Year	The experience of seeing from friends is also still dominating in the motive because the informant also said that the beginning of the motive to play the online gambling game Higgs Domino Island also began when he saw the theme was playing in the hamlet.	Entertainment and profit-seeking (money) are still a prominent in order to motive in this study because bayu informants also say that this game is exciting and is one of the vavorit games for bayu and the money earned from this game is one of the drivers of this game is still played by bayu today

Motives in the past (because motive)

that is, an action that refers to the past, where, the action that a person does must have a reason from the past when he did it. In the context of phenomenology, adolescents are actors who carry out social actions (the phenomenon of playing online gambling higg domino island) alone or with other actors who have similarities or togetherness in the bonds of intersubjective meaning. In research on the phenomenology of adolescents playing online gambling Higgs Domino Island in Sungai Padang Hamlet, Koto Gasib District, Siak Regency, there are two motifs that appear on Bicause Motifs (motifs in the past) namely as follows:

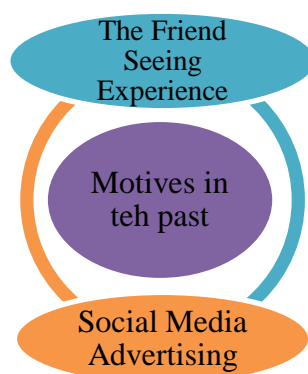
Friend Seeing Experience

The phenomenology of teenagers playing online gambling games Higgs Domino Island in the hamlet of singai padang has past motifs that were discovered through the results of interviews that the motive of the teenage traveler is the experience of seeing his friends and school friends who have played online gambling games Higgs Domino Island can produce something from the Higgs Domini Island game so that teenagers in the padang river hamlet feel like playing this game. So it can be said that teenagers in the padang river hamlet have a motive in their past, the average teenager sees that his friends have already played this game, both school friends and outside of school, so that teenagers in the padang river hamlet are encouraged to play the Higgs Domino Island game.

Advertisement

Advertising is any form of promotion that serves to attract the attention of the general

public to be interested in the goods or services offered. Quoted in the book integrated marketing communications by Morrisan advertising is any form of nonpersonal communication related to an organization, product, sevis or idea paid for by the sponsor. Advertising has a considerable influence in attracting the interest of many people to be able to determine something that we want, and currently we can see advertisements on various social media platforms such as youtube, fecebooks and so on. In this study, advertising became one of the drivers for teenagers in the hamlet of the padang river to play Higgs Domino Isalnd online gambling as stated by Muhammad's informant.



A. Future motives (in order to motive)

That is a motive that refers to future actions, where the actions carried out by someone must have a goal that has been determined first. In addition, the phenomenology of teenagers playing online gambling Higgs Domino Isalnd has future motives that have been found through the results of interviews that have been conducted that there are three motives of teenagers who play this game are;

1. Entertainment

Based on entertainment motives, it is known that teenage online gambling user Higgs Domino Isalnd uses this game as a way to entertain themselves when they are in their spare time so that they can fix mods and get tired.this is conveyed by several informants who say that this online gambling game is an effort to cross their feelings, because by playing this game and they can get jakpot will make them feel happier because of course they will get money.

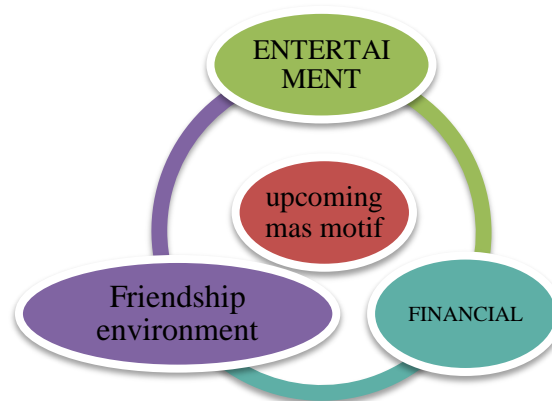
2. Economic/financial

Apart from being entertainment, this game is also a tool to be able to earn money briefly without working, this is what encourages teenagers in the river hamlet of Padang to play the Higgs Domino Island game. In the interviews, researchers also found from the results of interviews with teenagers who played that the money they got from this game was quite attractive for the size of teenagers, reaching 300 thousand rupiah until some reached 2 million rupiah, the average karana of them still just graduated from school and for those who just graduated from school they worked as palm oil harvest workers so that the nominal was quite large and made teenagers feel interested in play. Then the money from playing this game will usually be used to meet the needs of the teenager such as to buy cigarettes, buy pakian, buy internet quota and

so on. And from the results of research, the average teenager already feels addicted to playing this game because they feel uneasy if they don't play this game within one day.

3. Friendship Environment

In addition to entertainment and economic motives, another motive that encourages many teenagers to play this game is the motive because if there are teenagers who do not play games and do not know about the game Higgs Domino Island then the teenager will feel alienated in the place of the community because teenagers who are fellow players will definitely tend to tell stories and communicate with fellow players so that their speakers are connected. And one of the reasons teenagers in the river hamlet still survive playing this game is because their friends still play today.



CONCLUSION

Based on the results of this study conducted with interviews that have been conducted by researchers regarding the phenomenology of adolescents playing Higgs Domino Island online gambling in padang river hamlet, Koto Gasib District, Siak Regency, it can be concluded that the results of the research findings of the motives of playing Higgs Domino Island online gambling in teenagers Dusun sungai padang which is more dominant is in future motives (in order to motive) namely they consider that the game is a game What they play is one of the tools to entertain themselves when they are in a hurry that can also give them an advantage because this game if you can win (jakpot) can make a large enough money for teenagers from 300 thousand rupiah to reached 2 million rupiah. Meanwhile, the motives of the past (because motive) of teenagers in the hamlet of sungai padang are Because of the play environment of the teenagers in the river hamlet like their peers, they have already played this game before, the teenagers are also affected and encouraged to play. And also teenagers have a strong sense of curiosity so that their curiosity is also a motive for this phenomenological pendornng to appear for teenagers in the hamlet of the padang river In addition, playing the Higgs Domino Isalnd online gambling game will also have a negative impact on teenagers, namely causing addiction, so lazy to work, will often go into debt, lazy to study, and the worst thing to commit a crime is stealing.

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