

## **ABSTRACT**

*Name* : Sheva Semara Simatupang

*Study Program* : *Islamic Psychology*

*Title* : *Psychological Impact of Playing Online Gambling on Adolescents in Patikal Baru Village, Kikim Timur District, Lahat Regency*

*The aim of this research is to provide an overview of the psychological impact of online gambling on teenagers in Patikal Baru Village, East Kikim Dstrict, Lahat Regency. The subjects of this research were three teenagers, all three of whom were online gambling players. This research method uses a qualitative approach. Data collection methods were carried out through observation, interviews and documentation. The data analysis technique uses the Miles & Huberman interactive model. The result of this research show that there are psychological impacts from playing online gambling, namely family estrangement, changes in feelings, changes in actions, changes in thought patterns, changes in character, changes in behavior, reduced intelligence, and violations of norms and costumes that apply in the village. The psychological factors that make the subject play online gambling are from people closest to the subject such as friends who can increase the subject's motivation because they get stories about having won big from their friends, the perception of playing online gambling is that it is fun, you can earn money easily, learning will playing online gambling is easy, there is confidence that you will be given a big win, and how to react when playing online gambling.*

***Keywords: Psychological Impact, Online Gambling, Teenager***

## **INTISARI**

Nama : Sheva Semara Simatupang  
Program Studi : Psikologi Islam  
Judul : Dinamika Psikologis Bermain Judi *Online* Pada Remaja di desa Patikal Baru, Kecamatan Kikim Timur, Kabupaten Lahat

Tujuan penelitian ini adalah untuk memberikan gambaran mengenai Dinamika Psikologis Bermain Judi Online Pada Remaja di Desa Patikal Baru, Kecamatan Kikim Timur, Kabupaten Lahat. Subjek penelitian ini berjumlah tiga orang remaja yang mana ketiganya merupakan pemain judi online. Metode penelitian ini menggunakan pendekatan deskriptif kualitatif. Metode pengumpulan data yang dilakukan melalui observasi, wawancara dan dokumentasi. Teknik analisis data menggunakan model interaktif Miles & Huberman. Hasil penelitian ini menunjukkan terdapat dinamika psikologis dari bermain judi online yaitu kerengangan keluarga, perubahan perasaan, perubahan tindakan, perubahan pola pikir, perubahan sifat, perubahan perilaku, kecerdasan berkurang, dan pelanggaran norma serta adat istiadat yang berlaku di desa. Adapun faktor faktor psikologis yang membuat subjek bermain judi online yaitu dari orang orang terdekat subjek seperti teman yang bisa membuat motivasi subjek menjadi naik karena mendapat cerita sudah menang besar dari teman temannya, persepsi terhadap bermain judi online itu menyenangkan bisa mendapatkan uang dengan mudah, pembelajaran akan bermain judi online itu mudah, keyakinan akan diberikan kemenangan yang besar, serta bagaimana cara menyikapi jika bermain judi online.

**Kata Kunci : Dinamika Psikologis, Judi *Online*, Remaja**