

ABSTRACT

Based on the Big Indonesian Dictionary, gambling is a betting game that uses money or items such as dice and cards as bets (Department of National Education, 2011: 591). Online gambling can also be said to be a game of chance that is played online via the internet or a website. This research aims to determine the social behavior of teenagers who play online gambling in the Rancaekek Kencana housing complex, Bandung Regency, to find out the obstacles & handling of problems for teenagers who play online gambling, to find out the practical and theoretical implications of teenage social behavior. Gambling can have a significant impact on teenagers' social behavior. This research uses a qualitative method with a case study approach. Purposive sampling was used as an informant selection technique. The number of informants obtained in this research were three teenagers. In this research, in-depth interviews, non-participatory observation, and documentation studies were used as data collection techniques. The results of this research on the social behavior of teenagers who play online gambling in the Rancaekek Kencana housing complex include Role Disposition, Sociometric Disposition, and Expression Disposition. Role Trends include Duties, Responsibilities, and Positions. Sociometric Tendencies include Likes and Beliefs. Expression itself includes facial expressions. To handle these cases, there are treatments that can be done, including an educational approach, namely providing an in-depth understanding of the dangers and consequences of online gambling in the long term, open communication between families, developing trusted skills to divert attention to online gambling, and regulations and punishments from the parties. the authorities can impose sanctions on those who violate the rules.

Keywords: Social Behavior, Online Gambling, Teenagers.