

## Online Slot Games Addiction Phenomenon Case Study of Cultural Anthropology Students Batch 2020 Isi Padangpanjang

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### ABSTRACT

This research discusses the phenomenon of game online slot addiction, a case study of Cultural Anthropology students class of 2020 at ISI Padangpanjang. The aim of this research is to describe the factors behind and the consequences of the online slot game addiction phenomenon in Cultural Anthropology students class of 2020 at ISI Padangpanjang. The theories used are Alfred Schutz's Phenomenology theory and Dominic Strinanti's Popular Culture theory. The research method used is qualitative research. Data collection techniques are field observations, interviews and documentation. The findings from this research are that there are several factors that make Cultural Anthropology students class of 2020 addicted to playing online game slot online, such as: high curiosity, trying out luck, filling in gaps, and a friendly environment. Then the consequences caused by gameslotonline addiction include dependency, lack of sleep and disturbed activities, not focusing on studying and talking dirty and rude.

**Keywords:** *Phenomenon, Students, and Online Slot Games*

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### INTRODUCTION

In this modern era, science knowledge and technology develop rapidly. This is marked with creation of high-tech products, which can provide benefits to humans in various fields, including fields education, health and entertainment. One of high-tech products that deliver the benefit of entertainment is online games. Online game is a game or game where there are many people who can play at any time the same as through a communication network on line. The development of online games itself is not apart from developments in computer technology itself. The explosion of online gaming is a reflection of the rapid pace of computer networks Previously small scale (small local network) until it became the internet and continues to grow until now (Rahmi, 2021: 1).

The phenomenon of online game addiction above (especially online slot games), students ISI Class of 2020 Cultural Anthropology Padangpanjang. Many students make what is called a first deposit earn money easily. For example namely students playing online slot games with a deposit of 50 thousand from the profits obtained by playing the online slot

game in, a matter of hours or days they can earn hundreds of thousands even millions. As explained in Top online slot games make them easy to earn money or income, examples of online slot games that are often played in the class of Cultural Anthropology students 2020 Pramitic play, Higgs Domino, Sweet Bonanza, Gates Of Olympus. Online game addiction slot for Cultural Anthropology students Class of 2020 makes them willing spend a lot of time and money. Exists the phenomenon of student addiction to games online slots. Bad influence on lectures, lecture grades, lazy about studying Always focus on playing online slot games. Therefore, the author is interested in raised this theme with the title "Phenomenon Online Slot Game Addiction Case Study Cultural Anthropology Students Class of 2020 ISI Padangpanjang". In this research The author is interested in highlighting factors addicted to online slot games and how phenomena that occur in the field.

## **METHOD**

Research uses methods qualitative. This qualitative method is used due to several considerations. First, adapting qualitative methods is easier when faced with a double reality; Second, this method presents directly the nature of the relationship between research and third, This method is more sensitive and more reliable adapts to a lot of sharpening mutual influence and on value patterns faced (Moleong, 2011:6). Qualitative research is research which produces analytical procedures (Moleong, 2011:6). It is clear that this understanding emphasizes qualitative research. The conclusion is research that aims to understand phenomena about what is experienced by objects research for example behavior, perception, motivation, action. But with qualitative methods able to describe phenomena online slot game addiction case study Cultural Anthropology student class of 2020 CONTENTS Padangpanjang.

## **FINDING AND DISCUSSION**

### **A. Factors Causing the Phenomenon of Addiction Online Slot Games for Students ISI Class of 2020 Cultural Anthropology Padangpanjang**

According to Waluyo (2011:18) phenomenon is a series of events and conditions that can be observed and assessed through scientific lens or through scientific disciplines certain. The phenomenon here is one observable facts or events, Phenomenon also means things that can be witnessed with the five senses and can explained scientifically. This makes phenomenon is increasingly popular in society because makes people even more curious what is happening now is the same with what is often called now, namely yang is trending. There are types of online slot games played by Cultural Anthropology students class of 2020:

#### **1. Pragmatic Play**

Pragmatic Play is the device developer Malta-based software that builds online gambling sites where students can play for cash on their mobile phones. This company concentrates on creating online casino games. (Wahfidz, et al, 2023: 19).

#### **2. Higgs Domino**

Higgs Domino where is the application is an application that can and can be used for playing online gambling games (Resky Supratama, et al, 2022: 298).

### **3. Sweet Bonanza**

Sweet Bonanza is a slot game that already very popular in Indonesian society today and it cannot be denied that almost 99% of slot players in that country always play slot games this online. Because this game really is it's easy for us to play and the rules are in The game itself is relatively easy to play we master even though we are new players. Meanwhile, for those who are old Playing slots must be familiar to games this online slot. Even for sloters legend Sweet bonanza already has tricks and separate tips in this slot game for get a jackpot or win.

### **4. Gates Of Olympus**

Gates of Olympus, also known as grandfather slots Zeus in Indonesia is an online gambling platform whose working system will direct the ball on virtual reels, where players will asked to spin these virtual reels to create combinations of symbols generate multiple profits from the ball who appears or benefits from power bonuses boost. (Julianto, 2023: 297).

The factors that make students Cultural Anthropology class of 2020 is addicted To play online slot games, namely:

#### **1. Very high curiosity**

High curiosity is a strong desire or urge to understand, explore, and acquire new knowledge. Anthropology Student Class of 2020 culture with curiosity those who are high tend to want to find out more much about the world around them, seeing friends who play online slot games and tend to have a lot of insight tall.

#### **2. Try your luck**

Online slot games are games that compete with each other to gain profit, the competition is an addicted person In this online slot game, you both compete with each other for luck benefit. Even if one of them is there win and the profits are so big that other friends will definitely be tempted to try and compete on who can get the most income money from the online slot game, 2020 Cultural Anthropology student.

#### **3. Fill the void**

Cultural Anthropology student class of 2020 at ISI Padangpanjang In general, they live in rented or boarding houses, from the background It's living in a boarding house that students sometimes lack work or are busy with In the middle of lectures, sometimes they have free time so that students often feel bored in their rooms or rooms rented. Boredom is what makes Anthropology students The class of 2020 culture wants to try something new and have a taste curious about new worlds such as online slot games, from just trying to create a feeling of addiction or dependency.

#### **4. Friendship Circle**

Some of the factors above are certainly very easy to influence a person to play online slot games. One of them is from what a friend said influencing someone to play online slot games, usually friends The winner will tell his victory to his friends and The winning money

was used to treat his friends, so that's the thing like that will motivate someone to play online slot games, because tempted by stories of someone's victories.

Based on the description above, students are still easily influenced by current developments. In accordance with the theory of popular culture, students have always followed the current of the times until now. The popular culture that is currently being followed by Cultural Anthropology students class of 2020 is: high curiosity, fomo (following along), trying to try your luck, filling in the gaps, friendship environment. which makes Cultural Anthropology students follow the development of popular culture.

## **B. Consequences of Game Addiction Online Student Case Study Slot ISI Class of 2020 Cultural Anthropology Padangpanjang**

Habits of playing online slot games for Cultural Anthropology students class of 2020 make it difficult for them to divide their time, sometimes they also don't know where to play it there are also those who play slot games on during lecture hours, this can make them less focused lectures. This research found students from the Cultural Anthropology class 2020 who are addicted to online slot games with different backgrounds.

There are several consequences of the phenomenon addicted to student online slot games Cultural Anthropology class of 2020 plays online slot games so you become addicted:

### **1. Dependency**

Addiction from playing games online slot higs domino game shaped chip is a coin that after played can be exchanged for the informant's money if you buy 1 B (Billion) chips it costs IDR 75,000.00 but after getting 1 B (Billion) more then the informant sells it for \$10 Rp. 60,000.00 per 1 B (billion) that has occurred in the class of Cultural Anthropology students 2020 happened because they were interested in double your money instantly with little deposit but get money or There are huge benefits from playing the online slot game. This is what make students of Cultural Anthropology interested in playing this online slot game so it becomes addictive. Student Cultural Anthropology class of 2020 spend time playing online slot games 8 hours per day and per week you can spend 56 hours a week. This makes Anthropology students The culture of the class of 2020 is one of dependency in playing online slot games.

### **2. Lack of sleep and disturbed activities**

Cultural Anthropology Student the class of 2020 often experiences deficiencies sleep usually sleep which should be 8 hours per day but the Cultural Anthropology students class of 2020 only sleep 3-5 hours per day because thinking about online slot games goes up or down in betting money to slot apps. Matter This also disrupts student activities Cultural Anthropology, if online slot games This increases the level of their curiosity increasing because they think about profits the bigger ones and there are a lot of them imagine with their money play in the bets in the application the online slot game, if you experience it defeat then they think about things This leads to losing track of time and lack of sleep.

### **3. Not focused on studying**

Cultural Anthropology Student class of 2020 experienced this which made students become unfocused in studying because playing online slot games and makes him lazy to study and not focus on studying. In class, too playing online slot games and not listen to the lecturer's explanation and only think about playing online slot games so become unfocused in studying.

#### **4. Talking dirty and rude**

When they lose the game online slot games, they accidentally will speak in an impolite manner and rude, which without realizing it will be because they are not happy or not controlled in speaking.

Based on the description above, the explanation of online slot games influences students in carrying out their activities, in study activities, at meal times disturbed, reduced sleep hours and so on. This is related to theory Phenomenology put forward by Alfred Schutz says there are two things it is important to pay attention to aspects that act unconsciously and intelligently. Essence of knowledge in social life according to Alfred Schutz is reason for becoming a means of controlling human consciousness in life his daily life. Because reason is something purely sensory with always involving sight, hearing, touch and the like bridged and accompanied by conscious thought and activity. Elements of the knowledge contained in Alfred Schutz's phenomenology is the world daily. The everyday world is the most foundational thing in human life because it is the day that carves every human life (Haryanto, 2012: 148).

#### **CONCLUSION**

Online slot games have become quite an alarming phenomenon among students of Cultural Anthropology Class of 2020. Many of them are involved in this game you end up falling into a hole of addiction that is difficult to avoid. There are several factors that cause it they are addicted to playing online games slot namely: First, high curiosity, because online slot games offer sensation and a challenge that makes many people curious to try it. Second, fight luck, many hope it can get big profits from the game this, then they also take advantage of this to fill in spare time. Third, environment friends who play a lot of slot games online, this influences a person to play online slot games.

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