

Addictive Behavior of Online Slot Game Players Psychoanalytic Perspective

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ABSTRACT

One of the deviant acts that often occur and disturb the community is gambling. The act of gambling arises because of unstable conditions both in terms of religion, economy and morals. This study aims to determine the form or form of personality of online slot game players, especially among the community. In this study, the authors used a research method conducted with a qualitative. Based on the results of interviews with informants who play online slot games, it shows that they started playing online slot games through the scope of friendship or association. As a result, online slot games have become popular among the surrounding community. Even the players themselves realize that what they are doing is wrong and deviates from the norms of society. By using Freud's Psychoanalysis theory, there are 3 elements that influence human personality, namely Id, Ego and Superego. The element that has the most influence on the personality of online slot game players is Id. It can be concluded that the internet has an important role in the development of online gambling which affects individual personalities as well as the lives of society as a whole.

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Introduction

Technology and communication are currently developing along with the times, this is able to bring changes to social life. Technology *internet* Nowadays it is getting easier to access by various groups. However, it is not uncommon to find irregularities in the use of *internet* One example is gambling *Online*. Gambling as defined in the Great Indonesian Dictionary is a game that uses money or valuables as a bet. In another definition, gambling is a type of deliberate betting, which is betting on a value or something that is considered valuable by being aware of certain risks and expectations in a game activity, match, race and events whose results are not or are not known (Kartono, 2001).

Gambling-based *internet* is an activity that uses *internet* to bet on the game and there are several *website* that offers online gambling services or *Online*. The perpetrator or player makes more money from this gambling activity, because while accessing and playing gambling *Online* No special permission is required (Good, 2023). Players *Online*

Games be aware that they have to maintain good relationships with other players while playing *Online Games*, this is necessary so that they do not have trouble asking for help from others if they have a task or mission with a high level of difficulty in the *Online Games* (Imawan, 2017). This certainly happens in the real world when a player *Online Slot Games* are playing with other players to support each other for greater victory or results.

At first *Online Slot Games* created just for entertainment. If we are looking for gambling games *Online* at *Internet*, then it will be easy to find various types of gambling games *Online*, and the most commonly found are *Online Slot Games*. In one of the definitions it mentions *Online Slot Games* is a game that is connected through the network *internet*, which can be played through a wide variety of *Gadgets*, as well as other devices. Someone who is crazy about playing *Online Games* with more than 4 hours per day and 4 hours per week (Khaifa, 2023). Misuse of technology *internet* It is very widely found and often played by various circles until it does not know the time and place. This can certainly affect the psyche or mentality of the players, thus causing dependence. The more often a person plays *Online Slot Games* So more often it also causes greed or greed in the player. When they win, it is difficult for them to stop because they are influenced by curiosity and greed to get more and bigger profits. This curiosity affects the player *Online Slot Games* thus ruling out the losses they get. Intensity of play *Online Slot Games* Seen in the magnitude of the sense of dependence, which develops into addiction by looking at the existing symptoms, as well as other things that are sacrificed to play so that it affects the player's psyche.

Sigmund Freud's view states that psychology and communication have a broad meaning that includes all the transmission of energy, sound waves, signs between places, systems and organisms. Psychoanalysis itself is actually a treatment or psychotherapy, which uses communication as the main medium including messages or influences (Rakhmat, 2007). According to the psychological perspective, the symptoms of addiction *Online Slot Games* includes Freud's thoughts that are inherent in our everyday language, similar to the concept of the unconscious. Freud emphasized that our desires are a form of inner process that we are not aware of. Desires beyond consciousness are the highest point and their essence is closely related to our childhood experiences.

Furthermore, Freud emphasized that all human behavior can be known as something meaningful or meaningful, where the meaning is often not realized by the individual because it is muffled. Desires and wills that are often muffled are certain desires that are forbidden in the rules of daily life caused by various reasons that are basically not understood by everyone. Thus (Millner, 1992) states that the "unconscious" consists of ideas, thoughts, assumptions, anxieties, hopes, desires and shadows that are constantly set aside by consciousness so that they can no longer be remembered directly. Finally, the aspect of consciousness by Freud is determined by the unconscious parts. It is a conflict that the most important part of the inner self is the invisible part, as in the intrapersonal communication system that refers to perceptions, reactions, engagements, memories and assumptions as the invisible parts of humans.

Unconscious (*Unconsciousness*) It is divided into two parts, namely personal unconsciousness (*personal unconsciousness*) and collective unconsciousness (*collective unconsciousness*). Personal unconsciousness is obtained from the things that individual human beings go through during their lives, while the content of collective unconsciousness is obtained during the growth of the soul of the whole individual, namely the growth and development of the soul of all humans, since the previous generation. This

collective unconscious is a psychological legacy that grows from the development of humanity that is reborn in the structure of each individual (Kusuma, 2012).

Sigmund Freud in his theory of psychoanalysis said that the Id is an element of personality that contains *aggressive impulses* and *Libinal*, whose working system is the pursuit of the principle of pleasure. Then the Ego is an element of personality that serves as an implementer, its work pattern in the outside world is to see reality and relate to life to regulate the desires of the Id so as not to go beyond the values of the Superego. While the Superego is an ethical element of the human personality, because the Superego is a dissolution of good and bad, wrong, do's and can't, something that the ego's desires do (Syam, 2011).

The development of communication and information technology by, *internet*, has produced another new form of crime in the form of gambling, namely gambling through *internet (internet gambling)*. Gambling acts through *internet* This can cause eradication in this gambling act to be more difficult to eradicate, because these actions can be done at any time, without fear of being seen by anyone and can be done anywhere. In addition, ways to get it are also able to change a person's life, one of which is due to economic factors, besides that a person can easily deviate from the norms or rules that live in society, such as stealing, gambling, as these deviations are a sign of a person's failure to adapt to the situation in society, therefore it is not difficult if players who have economic urgency will commit the crime. Not a few people are also very disturbed by the existence of *Online Slot Games* Ini.

Currently, the development of information and communication technology has a great influence on the types of gambling games and various payment systems. In the past, this game required players to meet face-to-face or it could be said that they used real playing tools and paid for using physical money. But now, the game can be made through cyberspace by utilizing *internet* and wallets *digital* so that gambling games are carried out in a *Online* And no, the players are not required to meet in person. In this game not only chase huge profits but also must be proficient by using *internet* and able to carry out the strategy of the game. In making payments, they have also used *Online* like a wallet *digital* which is currently widely used by the community. Someone who becomes a winner in a gambling game *Online* receive money in the form of electronic transactions (Asriadi, 2020). *E-wallet* It is described as a digital currency, so that it is easier to make transactions without the need to carry money in physical form (non-cash) and can be channeled when carrying out these activities. A digital wallet is a payment service that is operated under financial supervision and is carried out through a device *Mobile*. *E-wallet* It is said to be the latest type of *m-commerce* so that it allows users to make transactions, shop *Online*, booking and to share available services (Faridhal, 2018). Based on the above background, this study seeks to find out the personality structure of players *Online Slot Games* includes Id, Ego, Superego.

Literature Review

The research conducted by the researcher refers to the results of previous research, namely, "Interpersonal Communication Behavior of Gambling User Students *Online*" explained the influence of interpersonal communication on daily life, including within the scope of higher education. Their research aims to understand the social and individual factors of players in the problem *Online Slot Games* Among students using the descriptive qualitative research method of the constructivism paradigm. Rian and Qoniah's research is related to the author because it discusses the interpersonal communication behavior of adolescents in higher education about *Online Slot Games* (Hari & Wijayani, 2023).

Similar to the research of Vanesya and Zulian in their article entitled "The relationship between play intensity *Online Slot Games* with academic procrastination in adolescents in Padang Panjang City" explained about the intensity or frequency of playing *Online Slot Games* among teenagers in Padang Panjang City. This study aims to find out the number or presentation of adolescents who play *gamble* online slots in Padang Panjang City and the research methods used are correlational quantitative research methods and using sampling techniques. This research is related to the author because it discusses the duration of frequent or not playing *Online Slot Games* which can affect academic procrastination in adolescents in Padang Panjang City (Sabilla & Fikry, 2023).

Jukka and Eva in their article entitled "*Online Gambling Venues as a relational actors in addiction*" Explaining the form of addiction *Online Slot Games*. The purpose of their study was to find out the form and data of a person's level of addiction to *Online Slot Games* and how individual solutions are in overcoming the addiction. By using a correlational quantitative research method. This research is related to the author because it discusses the explanation of a person's addiction (Törrönen & Samuelsson, 2020).

Meanwhile, in Ayna and Helland's research entitled "*Exploring online problem gamblers motivation to change*" (Johansen, 2019) Explaining the motivation to change playing behavior *Online Slot Games*. The purpose of their research was to have concerns about gambling or *Online Slot Games* Currently using quantitative research methods general inductive approaches. This research is related to the author because it discusses player motivation *Online Slot Games* to change for the better to play less *Online Slot Games*.

The same is true for Meria and Tri's research entitled "*Compulsive Gambling Addiction and its influence on the lives of characters in The Gambler Fyodor Dostoyevsky's work*" which explains the character of the existing characters and knows more about the life lived by the character as a picture of what happens in the real world. This research aims to dig deeper into the character of the character because it is seen from the point of view of Psychoanalysis so that it invites and informs about what is the reason why a person cannot stop playing gambling *Online*. By using descriptive qualitative research methods by reading and understanding the content of the novel. This research is very relevant to the author because of a very interesting discussion about *Compulsive Gambling Addiction* that happened to the character of the novel so that the author can describe it in the real world (Alfisuma & Pujiati, 2022).

Research Methods

Research method is a scientific technique carried out by researchers to obtain valid data or results and can solve problems. Currently, researchers are using qualitative research methods. The qualitative method is commonly called the naturalistic research method because the research is carried out under natural conditions (*natural setting*). Qualitative research in conducting data collection involves direct interaction with data sources. In qualitative research, researchers engage directly with their research subjects to gain in-depth insights into various aspects of human, social, or cultural life. Qualitative research pays attention to the object as a dynamic, because every aspect of the object has a unity that cannot be separated. (Sugiyono, 2017). In this study, the researcher used several steps to collect data and obtain the results of the research process, namely narration, research focus, analysis and final results.

Results and Discussions

Based on the results of interviews with informants whose identities were disguised, the players *Online Slot Games* shows that the beginning of their play *Online Slot Games* namely through the scope of friendship and daily association as well as the influence of social media. Consequently *Online Slot Games* become popular in the circle of the surrounding society even though they themselves have realized that what they are doing is wrong and also deviates from the norms of society.

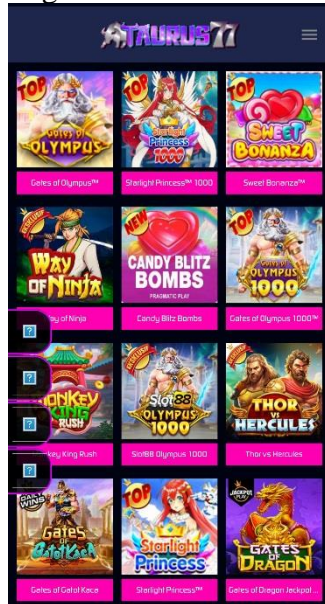


Figure 1 Online Slot Game Website



Figure 2 Online Slot Game "Sweet Bonanza"

In the context of society, players *Online Slot Games* This can be classified as a perpetrator of an act of deviation, namely an act that is not in accordance with the social rules of society or a group or rules that have been institutionalized, namely rules that have been mutually agreed upon in the social system. Legitimized identity is an identity that is built in society because there are tools that build that identity for other social actors. Based on the results of observation, the author concludes that self-identity requires self-recognition by a group. Identity legitimacy consists of the recognition of one's own identity, identity as a source of meaning and achievement recognized by a group (Nurfalah, 2023). Because this is what has triggered the increase in players *Online Slot Games* among the community.

Component of Awareness of *Online Slot Game Players*

In this subsection, the player's awareness component *Online Slot Games* judging from Freud's psychoanalytic theory, it is called Id (Das Es). It can be said that consciousness is the main element of the mentality of the human individual. Awareness can give rise to impulses when the individual undergoes a change or transformation that is quite influential. Id is also called the psychic or mental of the human individual. The id does not have a direct relationship with the reality that occurs, but the id is the part that seeks to reduce tension or anxiety by seeking satisfaction in a desire or action *specific (aggressive and libinal impulses)*. Id is very important for human individuals to find a solution through a way of having fun (*pleasure principle*) (Fatwikiningsih, 2020).

Action *aggressive impulses* and *Libinal* on the Id related to *Online Slot Games* is when the individual performs more frequent play intensity in play *Online Slot Games* as well as the passion or desire and hope that is passionate about the curiosity about the

chances of winning when playing *Online Slot Games* for seeing for themselves the defeat or seeing other individuals playing *Online Slot Games* got a big enough victory and he said it was unreasonable so that Id in the individual was moved to take actions that could satisfy himself. An informant with the initials A stated that at first when playing he felt happy, because he had a thought of great profits. However, when playing, curiosity arose. From a sense of excitement to being more curious about the possibility of winning so that he finally tried to play again and again.

The curiosity that arises is caused by several factors, such as seeing other people playing *Online Slot Games* Then he can win it or when he tries it but he can't win it yet. This can certainly be sustainable and become an addictive behavior. Addictive behavior is a person's involvement in behaving in search of pleasure or venting (Fitri, 2016). For example, as conveyed by an informant with the initials S where he said that when he got an advantage, he would definitely feel happy, but when he got a loss in playing, he was curious. Why can he get a defeat instead of getting a big advantage from his performance. Finally, he was even more curious to play so that he could set strategies and get victory.

Things that players feel *Online Slot Games* when accepting defeat when playing is an increasing sense of curiosity, in the psyche (Id) individual slot game players tend to feel this because they have not reached satisfaction (*Pleasure Principle*) from what they are trying to do.

Encouragement and Motivation of Online Slot Game Players

The impulse and motivation in the human personality including the Ego or I is the realm of thought which is related to this reality growing since childhood making it the only source with the outside world. The difference between Id and Ego is in the real and the unreal, because in Id only knows the reality of the soul (the inner world) according to the will, on the other hand, the Ego chooses between things that exist in the outer world (the objective world) (Hamali, 2018). It is governed by the principle of reality. As the main region of contact with the external world, the ego becomes the deciding part or executive function of the individual.

In terms of economics, when a person sees an activity, whether it falls into the ordinary or unusual category can produce victory. Therefore, the person is more inclined to participate in the activity. One of the main aspects that makes a person get carried away with playing *Online Slot Games*, without requiring hard and tiring effort. This game provides a huge variety of wins mainly because the profit yield can be multiplied by the amount of balance they have previously placed. For example, an informant with the initials L stated that he often experiences advantages while playing *Online Slot Games*, the money obtained from winning the game is used to buy the items he wants or even treat his friends. But in this context, the players who play the game are attracted to uncertain profits, in fact, it is not uncommon for them to suffer losses rather than expected profits. This kind of loss can be detrimental to the player's financial situation and also have a negative impact on the family's economic situation.

But in this condition, the players *Online Slot Games* driven by uncertain success. In fact, it is not uncommon for them to suffer losses rather than expected profits. Losses like this can disrupt the financial condition of players and also have a bad impact on the family's economic situation.

In addition to the influence of the economic aspect which is one of the reasons for the individual to play *Online Slot Games*, the influence of the friendship environment is also so important with the appearance of the player's actions *Online Slot Games*. This is due to the player's closeness with fellow peers, factions and other people who play *Online*

Slot Games. They tend to be easily influenced by invitations, offers or because they are attracted by seeing a winning friend *Online Slot Games*. The informant knows *Online Slot Games* through relationships with their fellow friends or being entangled by the benefits obtained by their fellow friends *online slot games*. This certainly has an impact on behavior and communication within themselves, such as laziness in activities or socializing, and even at the stage of criminal acts. One of the other informants with the initials F in this study said that when they played *Online Slot Games* There is a sense of regret, because it results in addiction, to borrowing money from a friend when you don't have a balance, there is also a sense of compulsion when borrowing money from a friend, because you have a great desire to get more results than before

Not only the economic aspect and the friendship environment are the reasons for someone to play *Online Slot Games*, but it is also one of the solutions of the player to vent emotions when the player feels disappointed can form behavior that is beyond the player's control. Players seem to forget the social norms and rules that apply in society.

Moral Aspects and Personality of Online Slot Game Players

Next, it enters a phase called the Superego representing aspects of moral and idealistic personalities, and is guided by moralistic and idealistic principles. The Superego like the Ego does not have its own energy, but it is different from the Ego in that in a matter of importance the Superego has nothing to do with the outside world and therefore, is irrational in its insistence on the perfection of the Ego's subsystem, conscience and ideals. The superego can be considered as part of the morality of a person's personality which has the main task of ensuring good and bad, so that a person upholds morality in society (Suryabrata, 2019).

After conducting interviews with informants, the results obtained were that all informants who had been interviewed had the same views in their views. They admit and realize that in the religious teachings they follow, gambling in any case is still considered wrong because from gambling there are more losses than profits obtained, which harms individuals and others. They realized that what they were doing was wrong and violated social rules and religious rules related to religious views, one of the informants I gave an opinion, he argued that if from a religious point of view it is indeed not allowed, gambling is prohibited. But because he saw his friends playing, he became interested in trying. Although he already knew that it was not good, he saw that it seemed fun to see his other friends playing, so he finally followed.

Meanwhile, in the norms of society, it is also considered the same thing that gambling is considered wrong, because it violates the values and habits that live in society. During the interview session, when the informant was asked to give his opinion regarding their religious views regarding gambling *Online* The informants felt a little anxious in them.

After conducting interviews with several informants, the results obtained were about the driving factors of the individuals playing *Online Slot Games*. At first, the individual was just curious because he saw a friend who won a big money in an easy and fast way, and did not need to make a hard effort. Simply through gadgets, and can make a profit. Then they become interested in trying to play and hope to get big results from the game *Online Slot Games* aforementioned. So that their curiosity was paid off. This is in accordance with the structure of human personality proposed by Sigmund Freud, namely psychic (Id).

Then after they try and start to increase the intensity of play *Online Slot Games*, they began to target and have entered the addictive phase (opium) which is used as

motivation for individuals who play *Online Slot Games*. But there are also those who are just trying to try or just for experience. Judging from the passionate desires and hopes that further motivate the individual on the basis of curiosity, so that they also get losses. This is mentioned in the structure of the human personality, namely (Ego).

In the interview session, it was found that the players *Online Slot Games* ignoring social norms and religious norms that have been inherent in their lives. Even though they realize and admit that what they are doing is wrong, they put it aside under the pretext of only looking for surprise and being tempted by following friends. Their statements are in accordance with the personality structure, namely (Superego) concerning morals in a person's personality, which are the filter of what is right and what is not, and what is and is not allowed, which is done by the impulse of the Ego.

From the research that has been carried out, judging from Freud's psychoanalytic theory and previous research, it is seen that players *Online Slot Games*, his most prominent personality structure is Id. *Online Slot Games* only thinking of temporary gratification or temporary pleasure. The curiosity that makes them greedy to try to win or get big results from *Online Slot Games*.

Conclusion

After conducting research, the results found were related to the structure of human personality in players Online Slot Games among the community, Online Slot Games This affects the psychology of the player, one of the driving factors is due to economic factors, which were initially just a prank because they were influenced to see friends benefit from playing Online Slot Games aforementioned. After participating in the game and getting good results in the game, finally there was a great desire to return to play and wanted to get bigger results than before.

This triggers an addiction to continue playing, the players even put aside social norms and religious norms that are inherent in them. They blatantly play Online Slot Games even in the campus environment and it has become an open secret. But they kept it a secret from their parents, because the players were aware that what they were doing was not right and contrary to religious and social norms.

The psychoanalytic theory of human personality structure, initiated by Sigmund Freud, shows that the Online Slot Games dominated by the element of Id which is an element of satisfaction that is temporary so that they continue to play without seeing the impact afterwards which can have quite fatal consequences on the personality and also the surrounding environment.

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