THE CAUSES OF GAMBLING ADDICTION AMONG MUSLIM YOUTH AND THE USE OF GACHA-BASED VIDEO GAMES NEED TO BE ANTICIPATED.

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Abstract

This study employs gacha-based video games to investigate the reasons behind gambling addiction in Muslim teenagers. Gacha systems, which entail paying for random prizes, imitate gambling habits and encourage addiction, which can have negative effects on one's finances, emotions, and spirituality. Surveys were carried out using a quantitative research methodology to examine gaming behaviors, spending patterns, and opinions about gacha features. Results show that gacha mechanisms frequently promote excessive expenditure, mental anguish, and spiritual disengagement, which is consistent with gambling (maysir), which is forbidden in Islam. This study highlights the significance of parental monitoring, education on Islamic beliefs, and stronger rules regarding gacha systems in games as ways to reduce these hazards.

Keywords: Islamic Perspective, Maysir, Muslim Adolescents, Gambling Addiction, Gacha Video Games, Financial Impact, Spiritual Detachment, Quantitative Research, and Gaming Regulations.

BACKGROUND

Video games are a popular form of entertainment for teenagers, including

Muslim teenagers. Game developers add a plethora of features and items to games

to boost user interest. Needless to say, some of these features and items are

available to users free of charge if they meet certain requirements. However, some

video game developers also give users the option to spend money on in-game

items, allowing users to enhance their gaming experience. Not all games

guarantee users immediate access to their desired items, even if they have spent

money. Users may receive items with limited value or may be required to spend

more money to obtain the item they want. This system is called the gacha system

in video games.

THEORITICAL STUDY

It is our contention that expenditure on video games has a deleterious effect

on users. It is possible that users are unaware that the longer they engage with

video games, the more likely they are to become addicted to spending money on

them. Such addiction can have a detrimental impact on both emotional and

financial well-being. It is a fundamental tenet of Islamic law that the pursuit of

profit or the testing of fortune is prohibited. In this context, the gacha system

could be perceived as a form of testing one's luck. The phenomenon of gacha

addiction in gambling games can be regarded as a form of disguised gambling that

is in violation of Islamic law. All forms of gambling are proscribed in Islamic law

on the grounds that it is an unclean act that causes harm to the individual and to

society at large. In-game gacha systems frequently compel players to expend

financial resources to procure rare items, which gives rise to addictive behavioral

patterns analogous to those observed in gambling. This phenomenon gives rise to

significant moral and social concerns, including uncontrolled spending, addiction,

and the potential for detrimental effects on familial and communal relationships.

In light of Islamic law, it is imperative to enhance awareness of the perils

associated with gacha and gambling in games and to identify strategies for

safeguarding individuals from their adverse consequences.

RESEARCH METHOD

In Islamic teachings, gambling is considered a sinful practice that can

negatively impact an individual's moral character and the well-being of society.

Accordingly, this study employs a quantitative research methodology to examine

the correlation between gacha-based games and gambling addiction among

Muslim adolescents. The quantitative approach is employed to obtain numerical

data that can be processed and analyzed statistically. In this case, the researcher

will utilize a survey as the primary data collection instrument. The survey

comprises a questionnaire designed to assess the level of engagement of

adolescents in gacha games, as well as gambling addiction behaviors that may

emerge from interaction with the game. This method is conducted with the

assistance of several respondents who possess firsthand knowledge and

experience in addressing this I ssue.

This research employs a representative sampling technique from the

Muslim teenage population, with specific criteria regarding gacha-based games,

including the frequency of gameplay, financial expenditure on the game, and

opinions about the features of the game. The results of this questionnaire will be

analyzed to identify patterns and relationships between addictive behavior and

Islamic values related to gambling and its impact on individuals.

The results of this study are anticipated to offer deeper insight into the

psychological and social impact of gacha-based games on Muslim adolescents,

particularly in regard to the potential for gambling addiction. By employing a

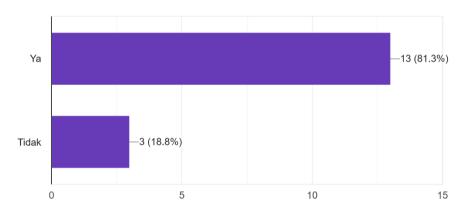
quantitative approach, this study is also expected to provide evidence-based

recommendations for more effective interventions to prevent gambling addiction among adolescents.

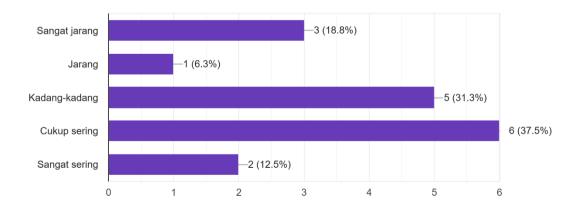
A. Research Results and Discussion

The results of the survey are presented below, with selected responses from multiple respondents.

Do most of the video games you play have a gacha feature? 16 responses

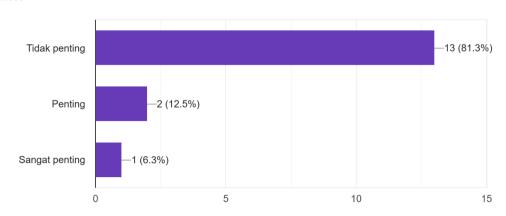


How frequently do you play video games? 16 responses



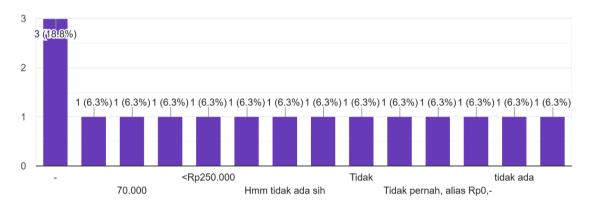
How important do you think it is to buy items in gacha-based video games?

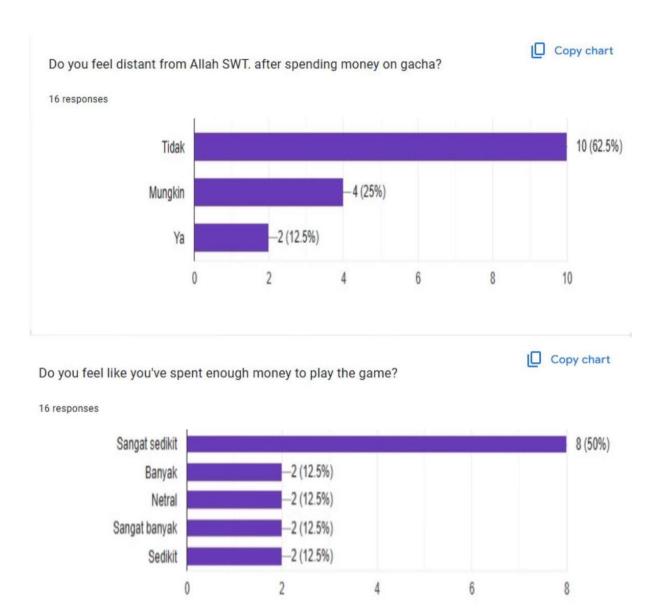
16 responses



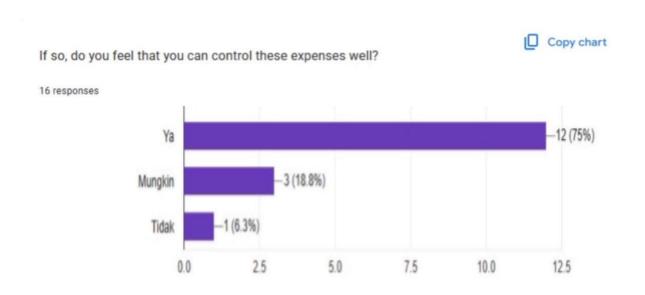
If so, how much do you usually spend on the game?

16 responses

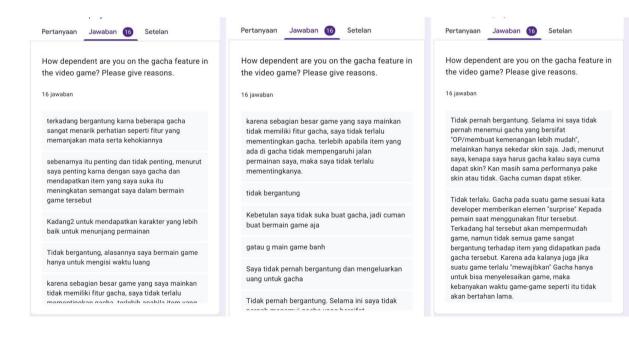




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We also collected their opinions in the form of fill-in-the-blank answers to the following two questions:



Pertanyaan

Jawaban 16



Setelan

If you find yourself quite dependent on gacha features in video games, what steps would you take to reduce or stop them?

16 jawaban

berhenti memainkan beberapa game agar mengurangi anggaran yang di keluarkan

mungkin saya akan mengurangi nya agar bisa menghemat uang saya

Dengan megurangi bermain game tersebut

Hapus aplikasi game tersebut

menanamkan bahwa gacha sebagai sesuatu yang tidak pasti seperti judi.

ini tergantung msg", untuk game aku ga trllu hobi bgt, main sbg hiburan/seru-seruan aja, aku ga peduli mau ada/ga ada fitur itu, bagi gamers itu features in video games, what steps would you take to reduce or stop them?

16 jawaban

ini tergantung msg", untuk game aku ga trllu hobi bgt, main sbg hiburan/seru-seruan aja, aku ga peduli mau ada/ga ada fitur itu, bagi gamers itu mmg berharga buat mereka, bisa ga bisanya mereka sadar itu tergantung mereka sendiri, sbg lingkungannya kita hanya bs mengingatkan sj ke mereka, dan mmg perlu teguran keras klo sdh berlebihan

Tidak bergantung

g main game bang, tapi kalau kalian merasa cukup bergantung pada fitur gacha dalam video game, Alihkan Fokus pada Aspek Game Lainnya dan Tetapkan Batas Anggaran, Ini membantu mengendalikan pengeluaran, sehingga kalian agar tidak menghabiskan lebih dari yang direncanakan.

Karena saya memiliki banyak teman yang

If you find yourself quite dependent on gacha features in video games, what steps would you take to reduce or stop them?

16 jawaban

Karena saya memiliki banyak teman yang kecanduan gacha atau topup dalam game mungkin saran dari saya lebih baik menggunakan uangnya ke hal lain yang lebih bermanfaat

Saya tidak pernah meng-gacha, tetapi saya pernah melihat teman saya kecanduan gacha yang membuatnya bersifat seperti penjudi sejati. Saya hanya bisa menegurnya, karena pada akhirnya dialah yang menyadarkan dirinya sendiri.

Sebijaknya dalam bermain. Jika ingin mengeluarkan uang untuk melakukan gacha pada suatu game berpikir dahulu.

Jika saya merasa cukup bergantung pada fitur tersebut, saya akan mencoba untuk rehat dari game gacha tadi dan mencari hobi/kegiatan lain untuk dilakukan.

If you find yourself quite dependent on gacha features in video games, what steps would you take to reduce or stop them?

16 jawaban

mengenarkan dang untuk melakukan gacha pada suatu game berpikir dahulu.

Jika saya merasa cukup bergantung pada fitur tersebut, saya akan mencoba untuk rehat dari game gacha tadi dan mencari hobi/kegiatan lain untuk dilakukan.

Memberikan porsi tersendiri berapa banyak uang yang boleh disisihkan untuk memenuhi keinginan gacha (kebutuhan tersier) tanpa mengabaikan kebutuhan primer maupun sekunder

saya tidak bergantung, karena menurut saya gatcha tidak memiliki keuntungan

Bermain secukupnya saja

uninstall aplikasi

Islamologi : Jurnal Ilmiah Keagamaan

Vol. 1 No. 2 (2024) Edisi Juli-Desember Based on the results and the variety of answers from several

respondents above, we can conclude that although not all gacha-based

game players will be tempted to spend money for the game, the gacha

system in the game still has a negative impact on the player's future. Not

only in social and financial terms but also in religious terms.

Some respondents claimed that the gacha system was not too important

because they only wanted to experience the game. However, some

respondents also argue that the gacha system will undeniably support their

smoothness and comfort during the gaming experience as well. The amount

of money that has been spent for those who have spent money on the game

is not small. They claimed to have enough difficulty in managing their

finances since they dared to spend money on gacha-based games. This has

also had a negative impact on their faith in their daily lives. Some

respondents also feel far from Allah SWT. after doing this. Even so, they

still understand the bad impact that will occur and try to overcome it with

several steps such as reducing the time of playing the game or even

uninstalling the game and trying to be wise in managing finances inside and

outside the game. Some other respondents claimed to have found one of

their friends or just people they know who have been affected by gacha

gambling addiction. And that certainly makes them concerned and

immediately reprimand so that their friend will not be further harmed later.

Most respondents answered that the gacha feature is not important and

does not really affect their lives. Nonetheless, there are still some

respondents who answered that they still don't want to uninstall the game

and still want to use the gacha feature in the future. This certainly

contradicts the majority of the answers. We can also conclude that spending

money on gacha-based games has a lot of negative impacts on them starting

from the form of addiction to this gacha (gambling) feature. The lack of

awareness of the negative impact of this gacha feature is the worst impact

as well.

B. The Concept of Gambling in Islam

As stated in one of the journals belonging to students at the Islamic

University of Indonesia, the Islamic tradition forbids transactions involving

elements of uncertainty, as they are deemed to benefit only one party. This

example can be observed in the context of item purchase transactions or

top-ups in video games that employ the gacha system. According to

research findings, one of the user objectives is to obtain rare items that can

be resold to other users at a higher price. This practice is in violation of the

established rules governing buying and selling practices in Islam.

The gacha system is considered impermissible (haram) due to its direct

association with gambling, which is strictly prohibited in Islam. Al Majma'

al-Figh al-Islami states, "Any participant who is faced with two choices—

either profiting by obtaining a prize or losing the money that has been

submitted—this is the measure of haram." (Taudhih, al-Ahkam: 4/351).

Islamic law has a very clear and firm view on gambling, considering it one

of the prohibited acts due to its negative impact on the individual and

society. In a Hadith from Abu Hurairah, the Messenger of Allah (SAW)

states, "Whoever swears by saying 'By Latta and 'Uzza,' let him say 'Lâ

ilâha illallah.' And whoever says to his companion, 'Let me invite you to

gamble,' let him give charity." (Al-Bukhari, no. 4860; Muslim, no. 1647).

A hadith about dice states that playing with the two eyes of the dice in

order to gamble is akin to consuming pork. Furthermore, the individual

who plays with the two eyes of the dice but does not bet is comparable to

one who has dipped his hand in pig's blood. This information is sourced

from the hadith collection of Bukhari.

In the context of Islamic teachings, the consumption of alcohol, gambling, the worship of idols, and the practice of divination are considered to be acts that are aligned with the principles of the devil. Therefore, it is advised that these practices be avoided in order to ensure good fortune.

C. Potential Disadvantages of Gacha Game Gambling

Gacha games are becoming an increasingly popular phenomenon, yet this activity is not free from various impacts that warrant consideration. Based on the results of our questionnaire, the majority of respondents did not report any negative impacts. However, there are concerns that if this activity persists, some negative impacts may emerge, both from a religious and social perspective.

- 1. From an Islamic Religious Perspective
 - Potential Addiction and Neglect of Worship Obligations
 In Islam, it is strongly encouraged to maintain a relationship with Allah SWT through worship and good deeds. The engagement in addictive activities, particularly those of a random nature, has the potential to divert one's attention from the performance of worship-related actions, such as prayer, recitation of the Qur'an, and dhikr. Such behavior may result in a neglect of religious obligations, with an increased focus on the game.
 - Extravagance or Israf (excessive spending)
 In accordance with the Islamic belief that all assets will be held accountable in the Hereafter, the Qur'ān prohibits israf. This indicates that expenditure on gacha may be regarded as israf, or excessive and unproductive spending. Those who spend a significant portion of their income on entertainment or unproductive activities may

find themselves with limited resources to allocate towards charitable giving or other worthwhile causes. One of the most significant tenets of Islamic teachings is the importance of prudent financial management. In the absence of a discernible advantage derived from gacha, allocating resources to this pursuit could be regarded as an inefficient use of time and resources. It is conceivable that the financial resources allocated to this pursuit may result in a reduction of the sustenance that could otherwise be utilized for more beneficial endeavors, such as charitable giving or other activities that facilitate closer proximity to Allah SWT.

• Tendency Toward Gambling (Maysir)

In Islamic doctrine, the practice of gacha employs random elements that bear resemblance to gambling, or maysir. Maysir is proscribed because it encourages reliance on chance rather than exertion of effort. Furthermore, the game may foster expectations of a "big lucky break," which can ultimately discourage players from investing effort and pursuing more sustainable outcomes.

Gacha frequently results in players experiencing feelings of discontent and a desire to obtain superior characters or items. This ultimately leads to a cycle of unhappiness. If gacha contributes to feelings of discontent, it is contrary to the Islamic principle of qana'ah, which instructs

The Promotion of Covetousness and Insecurity

followers to be content and grateful for their

circumstances.

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- 2. From a social perspective, the economic and financial consequences of gacha addiction can extend beyond the individual to affect the family unit. For those who lack the ability to regulate their spending, the allure of these games can lead to significant financial losses, particularly in terms of personal and family finances. In some instances, gacha addiction may result in individuals foregoing the purchase of essentials or accruing debt, which can ultimately compromise financial stability.
 - Decreased Quality of Social Relationships
 An individual may become more isolated as a result of
 an addiction to gaming or gacha activities, particularly if
 the time spent gaming reduces interactions with friends,
 family, or neighbors. A lack of emotional support and
 feelings of loneliness may result from an overreliance on
 digital entertainment, which often precludes
 opportunities for communication and the formation of
 social relationships.
 - Alterations in Social Attitudes and Values
 Gacha addiction can gradually influence an individual's character, potentially leading to increased restlessness, self-centeredness, or materialism as they prioritize acquiring digital items. This can impact their thought processes and actions in the real world. For instance, they may prioritize inconsequential or superficial concerns over the principles of helping and togetherness within their social circles.

CONCLUSION

The findings of the aforementioned research indicate that gacha-based games have the potential to precipitate gambling addiction in Muslim adolescents.

The features inherent to gacha games, such as lottery mechanisms or other systems that rely on chance, bear a striking resemblance to forms of gambling. This can foster the expectation of random rewards, which in turn encourages gambling behavior.

In Islamic teachings, gambling is explicitly forbidden due to its potential to corrupt moral standards and exert a detrimental influence on both the individual and the broader social fabric. This phenomenon is particularly pertinent in the context of gacha games, where adolescents frequently fail to recognize that their activities bear resemblance to gambling. It is therefore important to foster a deeper understanding of Islamic law regarding gambling and to provide education on the negative impacts of gacha-based games.

It is recommended that parents, educators, and the Muslim community proactively educate adolescents about the risks associated with gambling addiction, including those posed by gacha-based games. Furthermore, more rigorous monitoring of adolescents' engagement with gaming is imperative, encompassing both domestic and academic settings. It is also incumbent upon the government and game developers to consider the introduction of regulations that would restrict features in games that could lead to gambling practices, with the aim of protecting the younger generation from the negative impacts of such practices. It is anticipated that the implementation of educational initiatives and the establishment of appropriate policies will serve to mitigate the potential for gambling addiction among Muslim adolescents.

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