

ABSTRAK

William Juan Varel Mervi Ginting: Dampak Judi Online Terhadap Perilaku Mahasiswa Program Studi Sosiologi Angkatan 2018 Fakultas Ilmu Sosial Dan Ilmu Politik Universitas Tanjungpura. **Skripsi. Program Studi Sosiologi Fakultas Ilmu Sosial Dan Ilmu Politik Universitas Tanjungpura Pontianak.**

Penelitian skripsi ini dilatarbelakangi tentang perubahan perilaku mahasiswa program studi sosiologi Fakultas Ilmu Sosial dan Ilmu Politik Universitas Tanjungpura akibat judi *online*. Dengan metode penelitian deskriptif kualitatif. Penelitian deskriptif kualitatif bertujuan untuk mengungkapkan faktor pendorong mahasiswa program studi sosiologi ikut serta dalam bermain judi *online*, mengungkapkan dampak positif dan negatif, dan perubahan perilaku mahasiswa akibat bermain judi *online*. Metode pengumpulan data dilakukan melalui wawancara, observasi, dan dokumentasi. Hasil dari penelitian menunjukkan bahwa faktor pendorong mahasiswa yang bermain judi *online* yaitu faktor internal dan eksternal, dari bermain judi online tersebut juga memberikan dampak positif seperti memberikan keuntungan sehingga bisa membeli barang-barang yang diinginkan dan sebagai sarana hiburan tetapi juga memberikan dampak negatif seperti penyalahgunaan uang, hingga pengeluaran yang bertambah. Dampak akibat judi *online* tersebut berdampak pada beberapa bentuk perubahan perilaku terhadap mahasiswa yaitu gangguan emosional mudah marah, stress, kesal, dan sedih. bahkan kecanduan yang mengakibatkan mahasiswa tersebut mengutang dan menggadaikan barang-barang yang dimiliki.

Kata Kunci: Mahasiswa, Judi, *Online*, Perilaku

ABSTRACT

William Juan Varel Mervi Ginting: The Impact Of Online Gambling On The Behavior Of Students Of The Sociology Study Program Class Of 2018 Faculty Of Social And Political Sciences, Tanjungpura University. **Thesis. Sociology Study Program Faculty Of Social And Political Sciences University Of Tanjungpura Pontianak.**

This thesis research is motivated by changes in the behavior of students of the Sociology study program, Faculty of social and Political Sciences, Tanjungpura University due to online gambling. With qualitative descriptive research methods. Qualitative descriptive research aims to reveal the driving factors for students of Sociology study program participate sera in playing online gambling, revealing the positive and negative impacts, and changes in student behavior due to playing online gambling. The method of data collection is done through interviews, observation, and documentation. The results of the study showed that the driving factors for students who play online gambling are internal and external factors, from playing online gambling also has a positive impact such as providing benefits so that they can buy the desired goods and as a means of entertainment but also has a negative impact such as misuse of money, to increased spending. The impact of online gambling has an impact on several forms of behavior changes to students, namely emotional disorders, irritability, stress, irritation, and sadness. even the addiction that resulted in the student owed and mortgaged the goods owned.

Keywords: Student, Gambling, Online, Behavior

