

Digital Policing of the Dittipidsiber Bareskrim Polri in Handling Online Gambling

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Abstract: This study aims to analyze the digital policing of the Dittipidsiber in handling online gambling. The focus of this study includes the development of rampant online gambling in Indonesia, the organizational resources of the Dittipidsiber in handling online gambling at this time, and the policing of the Dittipidsiber in handling online gambling. The paradigm of this study is the constructivism paradigm. The research approach used by the author is a qualitative research approach. The method used by the researcher is a descriptive analysis method. The results of the study show that 1) Online gambling is a form of legal violation that needs to be eradicated. Driving factors can come from the individual himself or from the environment; 2) The condition of the resources of the Dittipidsiber Unit is still limited, especially in terms of human resources, facilities and infrastructure and budget. Meanwhile, the ICT condition of the Directorate of Cyber Crimes of the National Police Criminal Investigation Unit in handling online gambling is "quite adequate" for now, although ongoing development and maintenance are still needed; 3) The policing of the Dittipidsiber in handling online gambling has basically been implemented through preemptive, preventive, and repressive strategies. Dittipidsiber in handling online gambling has also implemented communication, coordination and collaboration, both internally and externally, although the Dittipidsiber still tends to prioritize repressive strategies. The conclusion of the study show that digital policing of the Dittipidsiber in handling online gambling still need to be improved.

Keywords: policing, digital, handling, online gambling

I. Introduction

The development of the current strategic environment has changed rapidly and entered a new environment with increasing Volatility, Uncertainty, Complexity, and Ambiguity, known as the terminology VUCA. Volatility means changes in speed, number, and scope that cannot be predicted, Uncertainty means uncertainty, our inability to predict an issue can trap us in a world of uncertainty. Complexity means a complex situation or condition that ultimately gives rise to Ambiguity, where we have difficulty understanding the issue because there are many factors that enter into one issue. Difficulty in understanding the problem and the process of mitigating the factors that cause the problem creates a lot of information circulating, but its truth has not been proven.

Currently, the challenges faced by an organization including the Indonesian National Police will be increasingly difficult with the presence of the technological and digital revolution, changes in the world's economic power map, and various global geopolitical dynamics. Technology and innovation have grown extraordinarily rapidly in the last 10-20 years. The rapid development of science and technology, especially in the field of communication and technology in the era of the industrial revolution 4.0 towards society 5.0, has changed most of the order of people's lives, thus having a significant influence on the political, economic, socio-cultural and domestic security situation. In addition to having a positive impact, these changes can also have a negative impact in the form of increasing threats and disturbances to public order with a more complex spectrum, both in terms of type, quantity and quality. The development of science and technology in the era of the industrial revolution 4.0 towards society 5.0 is marked by the increasing number of internet users in Indonesia.

The survey by the Indonesian Internet Service Providers Association (APJII) shows that Indonesia's internet penetration rate reached 79.5% of the total population in early 2024. This number is equivalent to 221,563,479 people from Indonesia's total population of 278,696,200 people in 2023. The penetration rate in 2024 increased by 1.31% or 6 million users from the same period the previous year of 78.19% in 2023. Although it is a slight increase, Indonesia's internet penetration has actually consistently increased every year. Based on gender, the internet penetration rate is higher for men, at 87.6%. Contribution or use is 50.9%. Meanwhile, women's internet penetration is 85.5% and their contribution is 49.1%. Based on generation groups, millennials experience the highest internet penetration, at 93.17% in 2024. However, their contribution is 30.62%. The millennial contribution figure is still lower than that of Gen Z. In detail, Gen Z's internet penetration is 87.02% but its contribution is 34.40%. The rest are Gen X with a penetration of 83.69% and a contribution of 18.98%; baby boomers with a penetration of 60.52% and a contribution of 6.58%; post-gen Z with a penetration of 48.10% and a contribution of 9.17; and pre-boomers with a penetration of 32% and a contribution of 0.24% [1].

Rapid technological developments have both structural and cultural impacts on every aspect of life. Technology creates changes that force humans to adapt to the environment. The changes that exist can have good and bad impacts, one of the bad impacts with the existing convenience is the rise of online gambling. The digitalization that occurs makes it easy to access everything using a smartphone. This encourages an increase in online gambling players of all ages and regardless of gender.

Currently, the online gambling phenomenon is rampant. This is because the profits from the winnings are promised to be very large, and there is also the impact of the Covid-19 pandemic which affects people's habits of wanting to get money more easily by simply using gadgets. From data released by the Ministry of Communication and Information (Kominfo) Since 2020 to August 22, 2022, they have cut off access to 403,542 content in the digital space that has elements of gambling, including digital platform accounts and sites that share content related to gambling activities. From Kominfo data, calculated before the Covid-19 from 2010 to the beginning of the emergence of Covid-19, only 28% were recorded as accessing online gambling via web searches on Google. Meanwhile, after Covid-19 until now, it has been recorded that there has been an increase of 29%, from the previous 28% to 57%. Of course, this is a very significant increase far between before and after Covid-19 [2].

In a press release delivered by the Chief of Police, General Listyo Sigit Prabowo, the National Police said that the National Police had enforced the law against online gambling cases. A total of 1,918 people were charged in connection with online gambling cases throughout 2024. Throughout 2024, the National Police had enforced the law against 4,926 gambling cases. Of that number, 3,526 cases or 71.58% of them had been resolved. This number increased by 1,007 cases or 39.97% compared to 2023 which was 2,519 cases. The Chief of Police said that from online gambling cases, the National Police had confiscated evidence ranging from building assets to tens of billions of rupiah. In addition, hundreds of thousands of online gambling sites were submitted to the relevant ministries for blocking (news.detik.com, 2024). Data sourced from the Dittipidsiber shows that the recapitulation of data on blocking applications related to Online Gambling for the period 2023 to 2024. January 2025 as many as 9851 Links/Urls [3].

To address this increasing trend, the Indonesian National Police established the Dittipidsiber of the Indonesian National Police in 2017. However, Dittipidsiber currently focuses on prosecuting cybercrime and lacks preventive measures. Currently, Dittipidsiber only relies on cybercrime reports, which results in delayed responses and allows cybercriminals to act without hindrance. [4] To address this, proactive measures are needed, especially in the field of digital policing in preventing online gambling.

The problem in this article is that the increasing number of online gambling cases in Indonesia has not been responded to optimally by the Dittipidsiber to anticipate the rapid development of technology. The Dittipidsiber has basically been intensive in disclosing online gambling. From the data that has been released by the Dittipidsiber, 370 suspects were arrested in the period from June 15, 2024 to November 1, 2024. During the 4.5 month period, the total evidence confiscated was 357 cellphones, 572 laptops, 278 accounts, 34 online gambling accounts or online gambling, 2 4-wheeled vehicles, 1 2-wheeled vehicle, 740 ATM cards, and the total money that has been confiscated and accounts that have been blocked is 78 billion rupiah. However, online gambling sites can still be accessed because the disclosure does not reach the top / international network. Online gambling perpetrators continue to develop their modus operandi in committing crimes without maximum efforts from the Dittipidsiber to carry out preventive measures.

This article discusses the digital policing of the Dittipidsiber in handling online gambling. The main issues discussed are:

1. How online gambling is developing in Indonesia?
2. How are the organizational resources of the Dittipidsiber in handling online gambling at this time??
3. How does the Dittipidsiber handle online gambling??

II. Discussion

The Development of Online Gambling in Indonesia

Online gambling has become a growing phenomenon in Indonesia along with increasing access to the internet and advances in digital technology. In recent years, many online gambling sites have emerged and are easily accessible to various groups of people. gambling is often interpreted as a form of game that relies on luck, where participants rely on luck, and those who are unlucky must bear the loss by giving up the money they have bet [5]. Basically, online gambling is the same as other gambling because it contains elements of winning and losing and there is a value at stake, but if there is an internet network, they can play online gambling.[5] This phenomenon raises serious concerns because of its negative impacts on various aspects of social, economic, and psychological life of society.

Many of them are often forced to borrow money from friends, family, or online lending services with high interest rates to support their gambling habits. As a result, the family's economic situation becomes unstable, with some respondents admitting that they have difficulty meeting basic needs such as food and children's education. Both directly and indirectly, gambling will continue to have negative impacts that are detrimental to life.[6] This condition is exacerbated by the inability to save or plan long-term finances, which further threatens the welfare of the family.

Online gambling has become a serious problem in this digital era. Easy internet access and rapid technological developments have made online gambling increasingly rampant and difficult to eradicate. Currently, the role of the internet is increasingly important in social, economic and political life in the global world. Every year the internet increasingly influences human life. It is undeniable that this technology has changed world civilization rapidly. The tendency of the internet has moved to become a basic need for everyone. Almost all of a person's needs can be met via the internet so that spending to be able to continue accessing the internet tends to be greater. Internet users around the world, both mobile and fixed, have continued to increase. Based on the report of the International Telecommunication Union (ITU), which is a United Nations (UN) agency, the number of

internet users in the world in 2018 was 3.9 billion, exceeding half the world's population. Indonesia also experienced an increase in this number as shown in the following picture.



Figure 1: Internet Penetration Rate in Indonesia in 2024

Based on Figure 1 above, it shows that the number of people connected to the internet in 2024 is 221,563,479 people from a total population of 278,696,200 Indonesians in 2023. The internet penetration rate in Indonesia continues to increase to reach 79.50% in 2024. The development of online gambling cannot be separated from the increase in internet penetration in Indonesia, although there are several other factors, including the following:

1. Internal factors of online gambling actors :

a. Economic Factors

Economic factors are the main driving force in online gambling, with many economic problems, ranging from the difficulty of getting a job, rising food prices, inflation, and also below average salaries making it difficult for people to meet their needs.

b. Perception Factors of Gambling Games

This factor is driven by the thought of the possibility of winning this game with great confidence. Basically, online gambling games for beginners will be given victory to continue playing, this makes people who play online gambling believe in the probability of winning and their luck every time they play. With the confidence and benefits obtained, it affects the player's perception that if they don't win in this game, they will win in the next game. This is what makes the perpetrator addicted and difficult to get out of this game.

c. Legal Awareness Factor

The public is not yet aware of the law regarding online gambling games. Many people do not know about online gambling regulations and consider it not something that violates the law. Even if they know about the regulations, they do not seem to be afraid of the punishment given, because the sanctions against perpetrators who only play online gambling are not severe and it is difficult to find evidence.

2. External factors

a. Technological Development

The development of technology has indeed made it easier for perpetrators to access online gambling sites. Although many sites have been closed, bookies have not run out of ideas to open online gambling sites in various ways so as not to be detected by the authorities. In addition, the development of fintech ranging from e-wallets to m-banking makes it easier for online gambling players to transact online gambling. With the protection of transaction data in fintech, this has made it difficult for authorities to obtain evidence of online gambling transactions carried out by individuals.

b. Environmental Factors

The environment influences how individuals make decisions and behave. Friendships or environments that involve a lot of online gambling encourage individuals to try gambling. The rise of promotions through mass media, even openly promoted by influencers by offering tempting benefits, is one of the problems that drives more and more gambling transactions..

The results of the study show that online gambling in Indonesia has a very detrimental impact on society. The negative impact of online gambling is not only felt by individuals, but also by families, communities, and the state. Online gambling addiction can cause financial problems, damage relationships, and even encourage someone to commit crimes. From the data obtained, it was found that many individuals involved in online gambling experienced a decline in household economic conditions. This happens because most of their income is used for gambling, which results in mounting debt and even personal bankruptcy. Online gambling is increasingly widespread today where the perpetrators carry out virtual gambling activities which are carried out through certain websites or applications that are connected to the internet network.[7]

In addition to handling public complaints, the Directorate of Digital Space Control collaborates with other Ministries, Institutions, Regional Work Units/Institutions in eradicating online gambling. The following is data on submissions from the police from 2020 to 2024.

Table 1. Handling of Online Gambling at the Dittipidsiber, Regional Police, and Resort Police

STATISTIK ADUAN INSTANSI KONTEN PERJUDIAN
BARESKRIM, POLDA DAN POLRES
PERIODE 2020-2024

INSTANSI/TAHUN	2020	2021	2022	2023	2024	GRAND TOTAL
BARESKRIM	0	0	656	775	5751	7.182
POLDA	0	0	196	3	69.670	69.869
POLRES	0	0	0	6	11.414	11.420
GRAND TOTAL	0	0	852	784	86.835	88.471

Based on the table above, it is known that in the period from 2020 to 2024, online gambling cases have increased. However, this condition is not followed by optimal handling by the Dittipidsiber. In 2024 alone, there were 5,751 reports of online gambling from a total of 88,471 cases of online gambling crimes in Indonesia.



Figure 1. Data on Handling of Complaints from Online Gambling Content Agencies at the Dittipidsiber



Figure 2. Data on Handling of Complaints from Online Gambling Content Agencies at the Dittipidsiber

In addition, the number of reports of online gambling cases to the Dittipidsiber is not comparable to the number of requests to block links/URLs.

Table 2. Handling of Online Gambling at the Dittipidsiber

No.	Year	Number of Link/Url Block Submissions
1.	2023	1370 Link/Url
2.	2024	7719 Link/Url
3.	January 2025	762 Link/Url
	Amount	9851 Link/Url

Based on the table above, it is known that in the period from 2023 to January 2025, 9851 Links/Urls were proposed for blocking, with details in 2023 as many as 1370 Links/Urls, in 2024 as many as 7719 Links/Urls and in January 2025 as many as 762 Links/Urls.

Based on research findings, it is known that there are several types of online gambling games, including the following:

1. Online Slots

- Why it's popular: Easy to play, attractive appearance, and often offers big jackpots.
- How to play: Players only need to spin the reels and hope to get the right combination of symbols.
- Variants: There are many variants of online slots, from classic slots to video slots with interesting themes such as movies, music, or popular culture.

2. Online Poker

- Why it's popular: Combines elements of luck and strategy.
- How to play: Players bet on the cards they are dealt and try to have the best card combination.
- Variants: There are many variants of poker, such as Texas Hold'em, Omaha, and Stud Poker.

3. Online Lottery

- Why it's popular: Simple game with a chance of winning that is considered quite large.
- How to play: Players guess the numbers that will come out in a particular draw.
- Variants: There are various types of lottery, such as 2D, 3D, 4D, and free plug lottery.

4. Online Casino

- Why it's popular: Offers an authentic casino atmosphere online.
- How to play: Just like in a brick-and-mortar casino, players can play a variety of games such as roulette, blackjack, baccarat, and craps.
- Variants: Each casino game has different variants and rules.

The line between online gambling and online gaming can be blurred, especially with the introduction of in-app purchases. The line between online gambling and online gaming is indeed increasingly blurred with the development of technology and innovation in the gaming industry. Therefore, it is important for all of us, including players, developers, and regulators, to continue to monitor these developments and ensure that the games we play remain entertaining and not exploitative. Strict legal sanctions do not seem to be able to provide a deterrent effect for perpetrators of online gambling crimes. Criminal liability is based on errors, both intentional (Opzet) and negligence (culpa). Criminal liability is defined as a psychological state so that a criminal provision is applied from a general and personal perspective. A person who violates the law must be held criminally responsible. Gambling is a behavior that violates criminal law. The Criminal Code (KUHP) has regulated it regarding criminal liability for gambling in Article 303 and Article 303 bis. This article explains the criminal law regulations and the definition of gambling itself, which is an activity that has been regulated and prohibited by law and perpetrators who gamble will be subject to criminal sanctions.

Article 303 of the Criminal Code explains:

- a. Gambling is subject to a maximum prison sentence of ten years or a maximum fine of Rp. 25,000,000 in the law for anyone who is not entitled, translated as follows: Demanding a livelihood by intentionally organizing or providing an opportunity to gamble, or intentionally interfering in a company related to gambling.
- b. Intentionally organizing or providing an opportunity to gamble to the public, or intentionally interfering in a company to take advantage of that opportunity, whether there is an agreement or any way to take advantage of that opportunity.
- c. Gambling as a hobby 1) If a person is guilty of committing a crime in his position, he can be dismissed from his position. 2) The term "gambling" refers to any game, where the chances of winning depend largely on luck and if those chances increase due to the skills and habits of the player. In addition, betting on the results of a race or other game that is not carried out by those who participate in the race or play is also considered to be gambling.

Article 303 bis of the Criminal Code explains that the threat of a maximum prison sentence of four years or a fine of ten million rupiah is given to anyone involved in gambling activities that violate the provisions of Article 303. For those involved in gambling activities in public places, open roadsides, or places that are accessible to the general public without official permission, a maximum prison sentence of eight years or a maximum fine of fifteen million rupiah can be imposed if the violation is committed within a period of less than two years since the criminal penalty for the violation was announced. Criminal liability in Indonesia is divided into individual and participation liability, as well as corporate liability. Articles 303 and 303 bis of the Criminal Code explain two different types of criminal liability, namely individual and participation liability, as well as corporate liability. "Whoever" in the context of Articles 303 and 303 bis of the Criminal Code refers to legal subjects, both individuals and corporations, who have rights, wills, or act in unlawful acts.

Meanwhile, online gambling is regulated in Law No. 19 of 2016 concerning Electronic Information and Transactions (UU ITE) on the amendment to Law No. 11 of 2008 concerning the ITE Law. Online gambling is an illegal act because it violates applicable norms and regulations. The ITE Law stipulates several legal provisions related to online gambling crimes, including:

- 1) Article 27 paragraph (2) of the ITE Law explains the prohibition rules for individuals to carry out actions that contain elements of gambling, including activities related to online gambling that can result in losses for other parties.
- 2) Article 45 paragraph (1) of the Electronic Information and Transactions Law (ITE Law) emphasizes that any individual who carries out actions that violate the provisions contained in the ITE Law may be subject to criminal sanctions in the form of

imprisonment and/or fines.

This sanction also applies to perpetrators of crimes in the context of online gambling that violate the provisions of the ITE Law. In addition, the ITE Law also regulates the obligations of electronic system organizers to prevent illegal access and activities in electronic transactions, including online gambling. Article 18 paragraph (2) of the ITE Law stipulates that the organizers of the system must take technical and/or non-technical steps to prevent and delete information that is prohibited by law. The criminal threat to perpetrators of online gambling crimes is regulated in several articles of the ITE Law, such as Article 27 paragraph (2), which states that distributing, transmitting, or creating electronic information or documents containing elements of gambling can be subject to a maximum prison sentence of 6 years and/or a maximum fine of IDR 1 billion. In practice, these criminal sanctions can vary depending on the case and the level of violation that occurs. However, these sanctions are expected to provide a preventive and deterrent effect for perpetrators and prevent illegal activities in electronic transactions, including online gambling.

Resources of the Dittipidsiber in Handling Online Gambling Currently

The implementation of the main tasks and functions of the police is currently a part that often gets attention from the public. One of the instruments in measuring the quality of Polri performance is public trust. The professionalism of Polri members in providing services to the public is the foundation for building public trust. There are several survey institutions in Indonesia that periodically continue to conduct research on the level of public trust in government institutions or agencies including the Polri, one of which is the Indonesian Political Indicator which states that the level of public trust in the Polri tends to fluctuate. Where based on the results of a survey conducted by the Indonesian Political Indicator in 2021 nationally, it stated that the Polri experienced an increase in public trust to 80.2 percent, where this figure is the highest in the past eight years. According to the Executive Director of the Indonesian Political Indicator, the new leadership in the Polri institution has had a good impact on the image of the Polri in the eyes of the public, where there have been several performance breakthroughs initiated by the Chief of Police which contributed to the increase in public trust. However, the level of public trust in the Polri has decreased and is at 54.2 percent, occupying the last position when compared to other law enforcement agencies such as the Attorney General's Office and the Corruption Eradication Committee. When compared to the results of the previous year's survey, there was a fairly sharp decline due to various factors, including violations committed by certain members and attracting public attention so that the performance of the police was again highlighted by the public. However, in 2023, the results of a survey by Indikator Politik Indonesia showed that the level of public trust in the Police had increased again to 70.8 percent in the last few months. This condition was certainly influenced by the assertiveness of the Polri leadership in making improvements to the internal institution. However, this figure is still behind when compared to other institutions such as the TNI as the institution most trusted by the public. Trust will not come suddenly but needs to be built together by every element in a community, as well as in the Polri institution, where trust needs to be built through a shared vision and commitment, especially in carrying out the main tasks and functions of the police. Furthermore, Indikator Politik Indonesia conducted a survey of public expectations for the Polri so that the Polri can become an institution trusted by the public. The five hopes of the community that were successfully collected by Indikator Politik Indonesia are first for the police to improve their performance and professionalism, second is to protect and provide a sense of security to the community, third is to be fair in enforcing the law, fourth is to be a trustworthy, honest and firm institution and fifth can protect the community. With the high hopes of the community for the implementation of police duties, it is hoped that it can maintain public trust in the Police who are more professional and have integrity in carrying out their duties.

The high demands and expectations of the community for police performance are also accompanied by developments in the era of the industrial revolution 4.0, where digital technology is developing rapidly and has the potential to transform the way the police work from what was originally done conventionally to automation. To manage and utilize this digital technology, a process and learning are needed so that the resources owned by the Police are ready to face various challenges in the era of the industrial revolution 4.0. The collaboration process is one of the efforts that can be made by the Police to accelerate the transformation in the police. There are four main policies in the transformation of the Precision Police, one of which is the transformation of public services. The policy in the transformation of public services aims to change the culture in the Police environment, especially in building a culture of hard work, productivity, strengthening an anti-corruption culture, and increasing innovation in public services based on information technology.

Technological advances are rapidly growing into tools that can help complete human work automatically, quickly, intelligently and precisely. This is also utilized in accelerating and supporting the law enforcement process, police public services and security in society, one of which is in handling online gambling crimes in Indonesia. Polri personnel in digital policing are those who are experts and have special knowledge in various fields of information technology as stated by Wibowo [9], such as data analysis, digital forensics to cybersecurity. Digital policing is a development of the existing polmas concept, its development is focused on the media used in conveying public order messages to the community which were originally carried out conventionally and then changed to online. With the rapid development of technology, the field of digital policing will also develop to become more complex and challenging. For this reason, it is important for law enforcement agencies including the Polri, especially the Dittipidsiber Bareskrim Polri to continue to follow new developments and become more flexible and adaptive in optimizing policing in handling online gambling in Indonesia..

To overcome the development of online gambling crimes, the Dittipidsiber as a function that is prioritized in combating online gambling crimes has implemented a number of law enforcement measures. The general description of the organizational resources of the Dittipidsiber, will be described as follows:

Knowledge:

The knowledge aspect is closely related to coaching efforts in the form of socialization and education, especially dikbangspes in the fields of banking, fiscal, monetary and foreign exchange (fismonde), capital markets, and mutual funds. The Dittipidsiber Bareskrim Polri has made efforts to improve investigative capabilities through training and vocational education programs. The data on dikbangspes of the Dittipidsiber Bareskrim Polri can be seen in the following graph:

- a) Investigators who have attended special education and training are still minimal, thus affecting the less than optimal knowledge and understanding of personnel regarding substantive law enforcement, including in handling online gambling, where personnel generally only have an understanding of procedural law enforcement.
- b) With the development of science and technology, coupled with the sophisticated modus operandi of fintech crimes, it is still not optimal, thus requiring an increase in the capacity of Polri investigators to be more optimal in carrying out online gambling investigation and investigation activities which are expected to increase, so it needs to be supported by specialized education in the field of Criminal Investigation, especially banking and banking dispute resolution obtained from education and training both at home and abroad.
- c) Personnel do not fully understand the vision, mission, main tasks, working methods and direction of stakeholders who handle online gambling, so that the coordination pattern, exchange of information and possible cooperation that can be established within the framework of handling online gambling have not been fully implemented synergistically

Skill:

Regarding the skill aspect, that current skill training is still focused on fulfilling training standards that must follow administrative procedures and training implementation, not on training needs and what competencies will be realized. The skills of the personnel have also not been certified so that their competency standards have not yet emerged. With the absence of investigator competency standards, the performance of personnel in handling various forms of online gambling crimes has also decreased. In general, personnel skills in overcoming online gambling through cross-sectoral cooperation can be identified as follows:

- a) There is no policy and implementation of SOP for the application of a multi-door approach to online gambling crimes that covers aspects from upstream to downstream in a holistic and integrated manner, and involves several investigators who are specialized.
- b) Team Work and Team Building are still not optimal both internally and externally so that there are still many investigators, especially in regional units, who do not receive technical guidance on handling online gambling.
- c) The analytical ability of the legal, sociological, mode, cash flow tracing and profiling aspects of online gambling perpetrators is not yet optimal.
- d) The ineffectiveness of online gambling investigation, investigation and resolution techniques, including the lack of online gambling asset tracing skills.
- e) Police investigators are not yet fully capable of becoming a leading sector in the field of law enforcement. Police investigators have not been able to meet the expectations of all elements in overcoming online gambling.
- f) The lack of personnel's ability to educate the public regarding online gambling activities from the aspects of legality and logic because they are less able to explain the profile of the perpetrators, the mode and the dangers of online gambling crimes from both economic and social aspects.

Attitude

- a) Polri's core values are still based on memorization and integrity pacts, but in their implementation, many violations and complaints from the public are still found regarding the performance of detectives.
- b) The slow response of investigators to reports submitted by the public, both for immediate action and for further action. This can be seen from the Bareskrim e-MP database which shows that there are still backlogs of online gambling cases.
- c) Scientific crime investigation has not become the basis for carrying out tasks in the field of law enforcement based on evidence, facts and truth.
- d) The work process and decision-making regarding police actions do not yet reflect equality of law and equality of community rights.
- e) The behavior of investigators in carrying out their duties is still less than optimal, making the detective function the function that is most complained about by the public. In addition, investigators' compliance and discipline with the code of ethics also still need to be improved considering the ethical violations that have been committed.

Budget Elements

The 2024 Fiscal Year Budget Plan based on DIPA is Rp. 2,540,124,000. The budget details are as follows:

Table 4. Budget Realization Table of the Dittipidsiber Bareskrim Polri

No	Giat	Jumlah Giat	Anggaran
1	PENYELIDIKAN	47 giat	1.723.177.000,-
2	TUKJAR	12 giat	77.376.000
3	BINJAR	24 giat	163.008.000,-
4	PAM	16 giat	64.368.000,-
5	GAL INDIVIDU	6 giat	92.592.000,-
6	GAL KELOMPOK	3 giat	69.603.000,-
7	DUK OPS DIT	20 giat	350.000.000,-

Based on these data, it can be seen that there are no budget items for activities outside the law enforcement aspect in the function of handling online gambling crimes such as prevention functions, public complaint management functions, financial search and rescue functions, and other support functions carried out through surveillance activities, computer forensics, monitoring centers, collection and support for the collection and processing of data that is important in determining the success of overcoming online gambling.

Elements of Facilities and Infrastructure

Currently, the Dittipidsiber Bareskrim Polri is supported by IT facilities such as personal laptops and internet networks that can be used by personnel of the Dittipidsiber Bareskrim Polri and are connected to the National Education Center and Cyber Laboratory. It is unfortunate that these facilities are only owned by the Dittipidsiber Bareskrim Polri, while for the online gambling crime investigation unit located in the regional unit, most of these facilities are still inadequate. Supporting facilities and infrastructure for the investigation and investigation process are generally quite good, but specifically for the work space for investigators in each sub-directorate, it is not fully adequate, because the number of personnel and the area of the room are not comparable, thus affecting comfort in working. Likewise, transportation facilities also still need to be added for the speed and timeliness of the mobilization of investigators in responding to reports from the public as a form of prime Polri service to the public.

Regarding the condition of information and communication technology (ICT) owned by the Dittipidsiber Bareskrim Polri in handling online gambling, with the general condition "sufficiently adequate for current conditions". Here is a more detailed position.

1) Network Infrastructure

a. Adequate internet bandwidth

High-speed internet access and large bandwidth are crucial for data transfer, online analysis, and communication with external parties.

a. Secure internal network

Encrypted internet network protected from unauthorized access to maintain data and information confidentiality.

b. Data redundancy and backup

Reliable data backup system and redundant infrastructure to prevent data loss and ensure operational continuity.

2) Hardware

a. High-spec computers and servers

High-performance devices for forensic data analysis, big data analytics, and running special applications.

b. Digital forensic devices

Specialized equipment such as write blockers, imaging devices, data recovery tools, and mobile forensic devices for accurate digital evidence collection and analysis.

c. Network and security equipment

Firewalls, intrusion detection/prevention systems (IDS/IPS), VPNs, and other network security devices to protect infrastructure from cyber attacks.

3) Software

a. Digital forensics software

b. Data analysis software (Big Data Analytics)

c. Cyber Intelligence Software

d. Database Management System

e. Cyber Security Software

4) Supporting Systems and Applications

- a. Online reporting system
- b. Collaboration platform
- c. Case management system

Although quite adequate, some areas still need to be considered and developed so that the Dittipidsiber Bareskrim Polri can face increasingly complex challenges. According to the author's analysis, there are several developments that are needed, including:

1) Technology updates

Cybercrime technology is evolving very rapidly. Dittipidsiber needs to regularly update hardware, software, and infrastructure to stay up-to-date.

2) Human resource development in the ICT field

Continuous training and certification for ICT personnel is essential to ensure they have the required expertise.

3) System integration

Integration of the systems and applications used can improve work efficiency and effectiveness.

4) Stronger cybersecurity

Improving cybersecurity is essential to protect sensitive data and information from cyberattacks.

5) Utilization of new technologies

Learning and utilizing new technologies such as artificial intelligence (AI), machine learning, and blockchain analysis to improve detection and investigation capabilities.

Dittipidsiber Bareskrim Polri on Handling Online Gambling

Online gambling in Indonesia is a complex phenomenon that involves various aspects of people's lives. From a political perspective, online gambling is often a heated debate between those who are pro and those who are against legalization. Those who are pro argue that legalization can increase state revenue through taxes and create new jobs. However, those who are against argue that legalization will damage the moral and social values of society. Economically, online gambling can have both positive and negative impacts. On the one hand, this industry can be a source of significant state revenue. However, on the other hand, online gambling can also cause financial problems for individuals and families, as well as increase crimes such as money laundering. From a social perspective, online gambling can damage family relationships, trigger social conflict, and increase crime rates. Online gambling addiction can cause someone to neglect their family and social responsibilities. In addition, online gambling can also be a means for criminal groups to carry out illegal acts such as fraud and extortion.

The culture of Indonesian society that upholds religious and moral values is also an important consideration in discussing the issue of online gambling. Many parties argue that online gambling is contrary to religious values and can damage the morals of the younger generation. Finally, from a security perspective, online gambling can be a threat to national security. Online gambling sites are often used as a means to commit fraud, money laundering, and other illegal activities. In addition, online gambling can also be a means for foreign countries to intervene and sabotage Indonesia. Thus, online gambling in Indonesia is a multidimensional problem that requires comprehensive handling. The government needs to conduct an in-depth study and involve various related parties to formulate appropriate policies to address this problem. The policy must consider political, economic, social, cultural, and security aspects in a balanced manner.

There needs to be a solution so that the level of accessibility of online gambling and its transactions decreases because the impact is not only on the individual himself but also on the environment. One preventive effort is the need for socialization regarding the dangers of online gambling. Based on data from PPATK that 2.1 million people out of 2.7 million Indonesians involved in online gambling are housewives and students, this shows that online gambling no longer looks at age. The role of socialization is important especially for students so that they know the dangers of online gambling and also build awareness of the laws governing online gambling. Socialization can form a mindset that something instant and easy does not give good results, one of which is online gambling.

Based on the results of research on the policing of the Dittipidsiber Bareskrim Polri regarding handling online gambling, it can be explained through George R. Terry's management theory, as follows:

1. Planning

In the context of police activities carried out by Dittipidsiber Bareskrim Polri in handling online gambling in Indonesia, the planning that has been carried out includes several important aspects that are interrelated. This planning is designed to tackle the problem of online gambling comprehensively and effectively, as follows:

a. Situational analysis

The Cyber Crime Directorate conducts an in-depth analysis of online gambling trends and modes of operation, including identifying the platforms used, the perpetrators' networks, and payment methods. This analysis involves collecting intelligence data, public reports, and cyber patrols. Situational analysis is an important foundation in planning to handle online gambling. Dittipidsiber Bareskrim Polri not only collects data passively, but also actively carries out various analytical efforts, including:

1) Network mapping

Identifying the organizational structure of the online gambling network, from operators, bookies, agents to players. This includes identifying relationships between individuals, cash flows, and operational locations.

2) Analysis of modus operandi

Understand how online gambling actors work, including the platforms used (websites, applications, social media), types of games offered, financial transaction methods (bank transfers, w-wallets, cryptocurrencies) and promotional methods used.

3) Trend analysis

Monitor the development of online gambling trends, such as the emergence of new games, changes in payment methods and the use of new technologies to avoid detection.

4) Vulnerability analysis

Identify areas or regions that are vulnerable to online gambling practices, both geographically and based on certain community groups.

5) Use of technology

Utilize data analysis technology (big data analytics) and artificial intelligence to process the data collected and identify relevant patterns.

b. Target determination

Based on the situation analysis, the Dittipidsiber Bareskrim Polri sets operational targets, both individual targets (main perpetrators, bookies) and network targets (websites, bank accounts). Target priority determination is based on several factors, such as the level of losses incurred, operational scale and potential impact on the wider network.

c. Preparation of operational plan

The operational plan is prepared in detail, including objectives, targets, personnel involved, budget, implementation schedule, and enforcement methods. This plan also includes anticipation of potential obstacles and risks.

d. Cross-agency coordination

Planning also involves coordination with related agencies, such as PPATK, Komdigi, AGO, financial service providers, other agencies, and international cooperation through police-to-police mechanisms and mutual legal assistance (MLA) for cases involving international networks. Coordination between the Criminal Investigation Unit of the Indonesian National Police with related ministries/agencies, both domestically and abroad, is a crucial aspect in handling online gambling which often involves cross-border networks. This coordination aims to maximize the effectiveness of enforcement, break the chain of crime, and recover state losses. The following are details of the coordination carried out:

1) Domestic Coordination

a) Coordinating Ministry for Political and Security Affairs (Kemenkopolkam), including:

- (1) Formulation of national policies related to the eradication of online gambling.
- (2) Coordination between KA/LA in implementing policies
- (3) Monitoring and evaluation of policy implementation
- (4) Handling strategic issues related to online gambling that require cross-sectoral coordination

b) Ministry of Communication and Digital (Komdigi), including:

- (1) Blocking sites and applications.
- (2) Enforcement of the ITE Law.
- (3) Provision of data and information.
- (4) Socialization and education.

c) National Cyber and Crypto Agency (BSSN), including:

- (1) Detection and prevention of cyber attacks.
- (2) Digital Forensic Analysis.
- (3) Increasing HR capacity.

d) Attorney General's Office, including:

- (1) Transfer of case files.
- (2) Coordination of prosecution.
- (3) Confiscation of assets.

e) Ministry of Immigration, including preventing online gambling perpetrators from fleeing abroad and supervision of foreign nationals involved in online gambling networks in Indonesia.

f) PPATK, includes:

- (1) Exchange of Suspicious Financial Transaction information.
- (2) Joint analysis.
- (3) Freezing of accounts.

g) BI, includes:

- (1) Supervision of payment systems.
- (2) Prevention of money laundering.

h) OJK, includes:

- (1) Supervision of financial institutions.
- (2) Implementation of the principle of knowing the user (KYC).

2) Coordination Abroad (International Cooperation)

Considering that online gambling often involves international networks, coordination with law enforcement in other countries is very important. This coordination is carried out through several mechanisms, including MLA, Interpol, Police-to-Police-Cooperation, and so on.

With careful planning and effective coordination, the Dittipidsiber Bareskrim Polri can increase the effectiveness of law enforcement and eradication of online gambling in Indonesia.

2. Organization

Coordination between the Dittipidsiber Bareskrim Polri and the KA/LA, both domestically and abroad, is a crucial aspect in handling online gambling involving cross-border networks.

3. Implementation

The implementation stage is the core of online gambling action, where the plans that have been prepared are realized in real action.

a. Evidence Collection

Including digital and non-digital evidence through confiscation and evidence handling chains.

b. Action and arrest

Including direct arrests, raids, and cyber operations. Arrests are carried out by following applicable procedures while paying attention to human rights and ensuring the safety of perpetrators and officers.

c. Asset Seizure

Including movable and immovable assets. Asset confiscation is carried out with a confiscation order from the court and in coordination with related agencies, such as the PPATK and the Attorney General's Office.

d. Website blocking

Blocking of websites and social media accounts is done to prevent the spread and access to online gambling platforms. Dittipidsiber Bareskrim Polri collaborates with Komdigi to carry out the blocking.

e. Investigation and dossier preparation

After the arrest, the team conducts an in-depth investigation to uncover the network and modus operandi of online gambling. The investigation process includes examining suspects, examining witnesses, and collecting evidence.

f. International cooperation

In cases involving international networks, Dittipidsiber collaborates with police forces in other countries through the MLA mechanism and coordination with Interpol.

g. Socialization and education

In addition to taking action, Dittipidsiber also conducts socialization and education to the public about the dangers of online gambling and how to avoid it. This activity can be carried out through social media campaigns, seminars and workshops, and cooperation with the mass media. With these comprehensive and coordinated steps, the Dittipidsiber Bareskrim Polri is trying to eradicate online gambling effectively and provide protection to the community.

Dittipidsiber Bareskrim Polri is aware of the importance of the role of the community, especially netizens, in efforts to prevent and eradicate online gambling. Eradicating netizens is an integral part of the communication and education strategy carried out. Empowering netizens to educate the public about the dangers of online gambling carried out by the Dittipidsiber Bareskrim Polri includes campaigns and socialization through social media, partnership programs with online communities, providing information on online resources, empowerment in preventing hoaxes and disinformation, and award and appreciation programs.

4. Supervision

The control carried out by the leadership of the Directorate of Cyber Crime is not only reactive (after the operation is complete), but also proactive (during the operation) to ensure the smoothness and effectiveness of the action, including supervision and monitoring, evaluation, reporting, internal supervision. With strong control and effective leadership, the Dittipidsiber Bareskrim Polri can increase success in eradicating online gambling and protecting the public from its negative impacts.

The main element of Polmas is prioritizing prevention efforts. In implementing the Dittipidsiber Bareskrim Polri policing of online gambling, Dittipidsiber Bareskrim Polri has basically implemented tertiary prevention. Online gambling crimes have occurred, not never before or will occur. Therefore, the prevention theory that must be used is the tertiary prevention theory. Tertiary prevention is related to real lawbreakers and focuses on preventing the crime from spreading to other victims. Therefore, most of the tertiary prevention relies on the work of the criminal justice system. The activities of arrest, detention, imprisonment, treatment and rehabilitation are all included in the field of tertiary prevention.[10] Dittipidsiber Bareskrim Polri carries out law enforcement efforts by taking action against perpetrators of online gambling crimes. Law enforcement efforts carried out by investigators of Dittipidsiber Bareskrim Polri must of course coordinate with the CJS (criminal justice system) so that the legal efforts implemented can be maximized. Legal efforts can be initiated by arresting the main perpetrators, then developing arrests of other perpetrators who have supporting roles. All evidence of the means used must be confiscated for destruction, this is done to reduce the possibility that the means will be used again by the perpetrator after the perpetrator has finished serving his sentence. After all the perpetrators and evidence of the means can be confiscated by investigators, the next step is to detain the perpetrators. After the administrative files are complete, the perpetrators and evidence of the means are handed over to the public prosecutor to carry out the next legal process. After the Dittipidsiber Bareskrim Polri can sterilize the crime from potential victims, it takes turns with the Subdit Bin Polmas to carry out prevention efforts for the community. Prevention efforts are carried out by carrying out an intensive communication process between officers and the community. However, with the development of information technology today, it is necessary to realize that the presence of the police does not have to be physically next to the community, considering the limited personnel. However, the police can accompany the community, supervise the community, provide awareness to the community when the community is in cyberspace through social media.

III. Conclusion

Online gambling is a form of legal violation that needs to be eradicated. Technological developments are indeed the main factor in the proliferation of online gambling, but there are many factors that encourage someone to gamble online. Driving factors can come from the individual themselves or from the environment. Perception of the game, economic factors, and legal awareness are internal factors that encourage perpetrators to gamble online. Meanwhile, environmental factors and technological developments are external factors that encourage online gambling. Legal sanctions that are expected to provide a preventive and deterrent effect for perpetrators and prevent illegal activities in electronic transactions, but have not been able to provide the expected results. In fact, online gambling is increasingly rampant in Indonesia. The condition of the resources of the Dittipidsiber Bareskrim Polri is still limited, especially in terms of human resources, facilities and infrastructure and budget. Meanwhile, the condition of the ICT of the Dittipidsiber Bareskrim Polri in handling online gambling is "quite adequate" for now. This means that the ICT foundation is available, but continuous development and maintenance are very important to face the challenges of cybercrime that continue to grow. Investment in new technology, human resource development, and improving cybersecurity are important areas that need to be considered to ensure that the Cyber Crime Directorate of the National Police Criminal Investigation Unit remains effective in eradicating online gambling in Indonesia.

Ditipidsiber Bareskrim Polri in handling online gambling has basically been implemented through preemptive, preventive, and repressive strategies. Dittipidsiber Bareskrim Polri in handling online gambling has also implemented communication, coordination, and collaboration, both internally and externally, although the Dittipidsiber Bareskrim Polri still tends to prioritize repressive strategies. Dittipidsiber Bareskrim Polri as the executor of the repressive function is also required to conduct an analysis of online gambling in Indonesia. The results of this analysis are input to the Subdit Bin Polmas to be processed again into information that is easily understood by the community and of course useful for the community so that the community is more vigilant and does not get caught up in online gambling.

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Conflict of Interest

The authors declare no conflict of interest.

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