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## **IMPACT OF INTERNET GAMBLING AMONG STUDENTS IN AND AROUND COIMBATORE CITY**

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### **Abstract**

*Online gambling is the gambling via internet. As the result of internet addiction, internet gambling also increased now a days. Online gambling became more and more popular in the 1990s. Gambling can be enjoyed as a pastime. Different gambling games have various histories. However, gambling in India is considered illegal in all forms, including online gambling. Gambling may be viewed as a fun social activity by teenagers but gambling transitions from an enjoyable, risk-free distraction to an obsessive fixation with negative effects. According to certain research, young adults between the ages of 18 and 24 who gamble online are more likely to exhibit risky gambling behaviors such compulsive gambling. Hence, this study analysed the effects of internet gambling among the college students around Coimbatore city using Percentage, Frequency and Regression Analysis by collecting 96 respondents in and around Coimbatore City.*

**Keywords:** *Gambling, Addiction, Impacts, College students.*

### **Introduction**

Online gambling is the term for gambling done through the internet. This includes online casinos, poker, and sports betting. Tickets for the Liechtenstein International Lottery were the first publicly accessible online gambling service, debuting in October 1994. In 1994, Antigua and Barbuda established the Free Trade & Processing Act, making it possible for businesses looking to open online casinos to apply for licenses. Prior to the development of internet casinos, Micro gaming, an Isle of Man-based software company, produced the first gambling software that was completely functional. In the late 1990s, online gambling grew in popularity; in 1996, there were only fifteen gambling websites; by 1997, there were 200. The Prohibition Act for Internet Gambling was swiftly filed as a measure in the US Senate in 1999.

A few websites in particular have had a significant influence on the online gambling business throughout its history. In Indian

history and culture, gambling has a long history. Indians enjoy playing card games and placing sports wagers, which is why casino and sports books are becoming more and more well-liked in the nation today.

Indians enjoy playing gambling like poker and blackjack, but now that online casinos are aware of the size of the Indian market, they have adapted their services to suit the needs of locals. The Public Gaming Act 1867 serves as the framework for regulating gambling in India. There is no mention for online gambling because it was not legal when the law was passed because there is no internet. The Information Technology Act of 2000 is another law that controls all online activities in India.

However, this as well makes no mention of internet gambling. It is, in a nutshell, an unregulated activity that is still illegal in India. Early in 2021, the state of Tamil Nadu prohibited online gaming as well. However, the Madras High Court invalidated the Tamil Nadu Gaming and Police Laws Act

of 2021 before the year was out because they found it to be unconstitutional. There are a few reasons why an increasing number of Indians are choosing to gamble online. Both the country's enhanced internet infrastructure and the nation's growing mobile user base are significant factors. People will feel more at ease using their mobile devices to play games as a result. Due to this, many online gaming businesses are beginning to put more of a mobile market. At the individual, intrapersonal, and societal levels, gambling is predicted to have both beneficial and detrimental health effects

### Background of the Research Work

Gambling may be ascertained as a fun social activity by teenagers. This is due to the fact that online gambling encourages social betting and the sharing of winning streaks by using SMS and chat. When playing in "practice mode," online casinos frequently give players big wins. Teenagers may determine that when they play with real money, this winning streak will continue.

The results of an addiction to gambling are frequently extremely obvious. Credit cards and debit cards are frequently used by compulsive gamblers to make payments to casinos or online gambling companies. Problem gambling will almost certainly lead to debt accumulation, relationship problems, and a loss of focus on your personal objectives. So that this study explores that internet gambling is no fun after facing the impacts of that in their lives.

### Statement of Problems

Internet addiction has become a problem for certain users as the result of Internet's explosive annual growth in usage. As a recognized disorder, this illness can have comparable causes and effects to alcohol, drug usage, compulsive gambling, persistent overreaction, sexual compulsions, and excessive television watching. People who are addicted might come from all walks of life, and as a result, they are struggling in the most important area of day-to-day life, including relationships, work, family, and school. It might lead to decline in interest in activities including calling home, visiting friends, or studying etc. Spending an excessive sum of money. If these problems are undetected from the beginning, it can make extreme impact on the students gamblers future.

This research work analyses what are the problems undergone by the college students after addicted to the internet gambling and how can the issues be solved, and to find what the factors are influencing the students to gamble on internet.

### Objectives

Teenagers and young adults already utilize internet gambling websites. According to Annenberg Public Policy Center, a company that has monitored young people's use of gambling websites nearly 10 years, startling 20% college students play online poker at least once in a month. College students and young adults think that internet gambling is fun. But it is no fun when you get addicted to it. So, this research aims,

- To examine the impact of gambling on college students in the city of Coimbatore.
- To explore the influence factors of internet gambling.

### Sampling Design

Convenient sampling was used in this research. A design is considered as the framework or plan for a study that guides and helps for data collection and analysis.

Present research is analytical and descriptive in nature.

### Nature of Data

The data for this research work is collected from both primary & secondary sources. The primary sources of data were collected by using a predefined questionnaire.

- Primary data collected through questionnaires administered to 96 sample from college students were selected from Coimbatore cities.
- Secondary sources include various books, articles, periodicals, newspapers, various reports, website etc. which related to Internet Gambling.

### Review of Literature

*Axmedov Anvar 2022*, It discusses online internet gaming and its psychological dependence. In today's society with the development of IT various computer games and their addictions or become more commonly among youth. Gambling can have a profound effect on person psychological wellbeing leading to stress and depression.

*Alan M. Emond and mark D Griffiths 2020*, "Children are susceptible Two

problems with gambling because of developmental and cognitive and maturities. This paper reviews the current evidence concerning gambling among children, this review uses recent UK data from the Gambling Commission and from the Avancongtitudeinal Study of parents and children”.

*S. Saranya Devi, Jayasheel. G 2017*  
 Many types of gambling have a long history that can be traced to every civilization, religion, and society. While it does exist as a source of entertainment, gambling is prohibited in India. This report takes an accurate look at the expansion of internet gambling and the rise in gambling addiction.

*Paramasivan. C(2011)* Information technology plays a key role in the modern world which meets the day-to-day activities of the human beings directly or indirectly associated. Commercial activities particularly banking and financial sectors may not function without proper information technology.

**Early Evidence of Gambling**

According to historical texts, gambling has been practiced by humans for all of recorded history. In the first ever kind of gaming that originated in Ancient China, the earliest time of when and how humans began gambling was mentioned. Based on the Chinese book “Book of Songs,” which makes reference to a wood carving, it is possible that the tiles were once a part of lottery.

Another instance of a Chinese person utilizing objects as money to fund government initiatives dates back to 200 B.C. The item was

known as Keno Slips. The earliest card game is thought to have originated in China in the 19th century, according to numerous researchers.

**Background of Internet Gambling**

Liechtenstein International Lottery tickets were the first publicly accessible internet gambling platform when they introduced in October 1994. In 1994, Antigua and Barbuda established the Free Trade & Processing Act, make it possible for businesses looking to open online casinos to apply for licenses. Proceeding to the development of internet casinos, Micro Gaming, a software company with headquarters on the Isle of Man, produced the first completely functional gambling software. Internet gambling got more and more popular in 1990s; in 1996, there were nearly15 gambling websites; by 1997, there were 200. In 1999, a bill known as the Internet Gambling Prohibition Act was quickly submitted in the US Senate. Over its existence, a select few websites have had a huge effect on the online gambling industry.

**Analysis and Interpretations**

In total, 96 respondents were participated in data collection through the questionnaires. The survey was done through the Google forms. The survey consisted of demographic data questions like gender, age, education. The Participants were also asked to answer questions around statements pertaining to gambling and their attitude around gambling.

**Age classification of Internet Gamblers**

Age Categories of Internet Gamblers					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	18 - 20	57	59.4	59.4	59.4
	21 - 22	26	27.1	27.1	86.5
	23 - 25	9	9.4	9.4	95.8
	Above 25	4	4.2	4.2	100.0
	<b>Total</b>	96	100.0	100.0	

(Source: Primary data)

The above table explores the age classification of the respondents.59 per cent gamblers are belong to 18-20 years’ age

category, and 26 percent of the respondents are belongs to 21-22 years’ category.It clearly reveals that, majority of the Gambling users are belongs 18 – 20 Age Category.

**Monthly income classification of the respondents**

MONTHLY INCOME					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	<b>Below 15000</b>	30	31.2	31.2	31.2

	<b>15001 - 20000</b>	41	42.7	42.7	74.0
	<b>20001 - 30000</b>	19	19.8	19.8	93.8
	<b>Above 30000</b>	6	6.2	6.2	100.0
	<b>Total</b>	96	100.0	100.0	

The above table reveals the monthly income category of the gambling users of this study. 41 percent of them are belongs to 15001-20000 category they are gaining 15000 – 20000 only through gambling, 30Percent of them are gaining below 15000.19.8 percent of

them are Gaining Rs. 20001-30000 and rest of them are above 30000 categories. Which clearly shows that, many gambling users are gaining nearly Rs. 10000 – Rs. 20000 as their monthly income through Internet gambling.

**Gambler’s Knowledge on Internet Gambling**

<b>HOW DO YOU KNOW ABOUT INTERNET GAMBLING</b>					
		<b>Frequency</b>	<b>Percent</b>	<b>Valid Percent</b>	<b>Cumulative Percent</b>
Valid	<b>By advertisement</b>	33	34.4	34.4	34.4
	<b>By friends</b>	38	39.6	39.6	74.0
	<b>By internet</b>	22	22.9	22.9	96.9
	<b>Others</b>	3	3.1	3.1	100.0
	<b>Total</b>	96	100.0	100.0	

Table 3 explores that, how the respondents know about the gambling.39 percent of the respondents know about gambling by their friends, 34 percent knows by advertisement and 22 percent knows

through internet.

Therefore, it clearly reveals that Most of the respondents (39.6) knows about gambling by friends. So, friends recommend to gamble others the most.

**Internet gambling sites used by the respondents**

<b>Internet Gambling Sites</b>					
		<b>Frequency</b>	<b>Percent</b>	<b>Valid Percent</b>	<b>Cumulative Percent</b>
Valid	<b>Casino</b>	30	31.2	31.2	31.2
	<b>Online Rummy</b>	26	27.1	27.1	58.3
	<b>Poker</b>	16	16.7	16.7	75.0
	<b>Sports Betting</b>	24	25.0	25.0	100.0
	<b>Total</b>	96	100.0	100.0	

Table 4 clearly picturize that the gambling sites which the respondents used to play on internet. 31 percent of the respondents are using Casino followed by 27 percent of the respondents are playing through Online

Rummy and 25 percent of the gambling players gamble on Sports betting sites and 16 percent uses poker sites to gamble. Thus, it clearly reveals that most of the gamble users are playing in Casino Gambling website.

**Duration of the respondents using gambling sites**

<b>Experience of Gambling Players</b>					
		<b>Frequency</b>	<b>Percent</b>	<b>Valid Percent</b>	<b>Cumulative Percent</b>
Valid	<b>Below 6 months</b>	50	52.1	52.1	52.1
	<b>6 - 1 year</b>	23	24.0	24.0	76.0
	<b>1 - 2 years</b>	15	15.6	15.6	91.7
	<b>Above 2 years</b>	8	8.3	8.3	100.0
	<b>Total</b>	96	100.0	100.0	

The table five portrays the time period which the respondents since using the gambling sites. 52 percent of the gambling players are playing below 6 months followed by 24 percent of the gambling players are playing since Six to one year and 15 gambling players are having one – two-year experience

in gambling and finally Eight percent of the gambling players are having 2 years of experience in Internet Gambling. Which means most of the respondents (Gambling Players) are recently started playing internet gambling.

**Emotion that the respondents have when gamble in internet**

Emotional State of Internet Gambling Players					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Excitement	27	28.1	28.1	28.1
	Frustrated	22	22.9	22.9	51.0
	Happy	34	35.4	35.4	86.5
	Irritation	13	13.5	13.5	100.0
	Total	96	100.0	100.0	

The above table explains the emotional state of the Internet Gamblers they hold when gamble on internet. 35 percent of the gambling players are feels happy when they playing.28 percent of the players are

gambling with excitement.23 percent of the players are frustrated when they gambling on Internet. Therefore, it clearly exposes that the most of gambling players are happy while they are playing.

**Impacts of internet gambling faced by the gamblers**

Impacts of Gambling for the Players					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Stress	42	43.8	43.8	43.8
	Anxiety	12	12.5	12.5	56.2
	Borrowing money	20	20.8	20.8	77.1
	Mood swings	22	22.9	22.9	100.0
	Total	96	100.0	100.0	

The above table acknowledge the impacts of the internet gambling to the gambling players. 43 percent of the gambling players are feels stressed after playing internet gambling, 23 percent of the gambling players are faced mood swings after playing and 20

percent of the gambling players started borrowed money. Which clearly declares thatevery gambling users are facing negative impact after playing internet gambling. Particularly they are very stressed after playing internet gambling.

**Table: 8**

Coefficients						
	Model	Unstandardized Coefficients		Standardized Coefficients	t	Sig
		B	Std error	Beta		
1	Constant	1.525	.128		11.900	.000
	What is the Emotion you have when Gamble in Internet	-.002	.050	-.004	-.037	.971

a. Predictors: GENDER

b. Dependent Variable: EMOTIONAL OF THE GAMBLING PLAYER

ANOVA <sup>b</sup>					
Model	Sum of Squares	df	Mean Square	F	Sig

1	Regression	.000	1	.000	.001	.971 <sup>a</sup>
	Residual	23.958	94	.255		
	Total	23.958	95			

The above table picturize the relationshipamong Gender and Emotion State that the Internet Gambling Player has while playing. Here, Gender of the respondents (Gambling player) is take as Constant i.e Independent Variable. And emotional State of the gambling players has taken as dependent

variable. It shows that, the significance level is .971 for the Emotional state of the gambling players and Gender. Which means Gender Category is 97 percent influencing the Emotional state of the Internet Gambling Player. It clearly depicts the good fit of the variables.

Coefficients						
Model		Unstandardized Coefficients		Standardized Coefficients	t	Sig
		B	Std Error	Beta		
1	Constant	1.631	.200		8.168	.000
	<b>on the average, how much time (per week) do you spend in internet gambling sites</b>	.264	.125	.213	2.114	.037

a. Predictors: (Constant), Average Time Spending on Internet Gambling

b. Dependent Variable: Monthly Income from Gambling

ANOVA <sup>b</sup>						
Model	Sum of Squares	df	Mean Square	F	Sig	
1	<b>Regression</b>	3.314	1	3.314	4.471	.037 <sup>a</sup>
	<b>Residual</b>	69.676	94	.741		
	<b>Total</b>	72.990	95			

The above table reveals the relationship between Monthly income from the gambling game and Average time spending on Internet gambling. Here, The average time spending on internet gambling is taken as constant i.e Independent variable and Monthly Income from the Gambling is taken as Depended Variable. In this table the significance level of the variables is .037 on Average time spending and income from gambling. Which means, the time spending on the internet gambling not influencing much in monthly income generated from the gambling? It clearly depicts there is there is no relationship between the monthly income by gambling and time spending on gambling.

**Findings of the Study**

As the result of survey, 96 respondents were participated and answered the questions related to gambling. These are findings by using the survey

- 74 % respondents prefer online gambling.
- 22% players know about gambling by their friends.
- 32%gambling players playing only for the enjoyment.
- 31%players were gamble on Casino.

- 52%gambling players using the gambling sites below 6 months.
- 66% gamblers werespending 0-5hours in the gambling sites per week.
- 35%gambling playersfeels happy when they gamble on internet.
- 43%gambling players faced stress as the impact of the internet gambling.
- 70%gambling players thinks that it is not safe to gamble on internet as they lose money in gambling.
- 32% respondentstrust the gambling sites by license of the sites.
- 42% respondents check the policies and conditions of the gambling sites before they start gambling.

**Suggestion**

Gambling transitions from an enjoyable, risk-free distraction to an obsessive fixation with negative effects. A gambling issues can damage relations, conflict with job, and cause financial ruin whether you wager on sports, cards, roulette, poker, or slots in a casino, at a racetrack, or online. You might even take on massive loans or even steal money to gamble—things you never dreamed you'd do. *Some suggestions to resolve negative impacts of the gambling addiction*

- As the internet gamblers are so accustomed to the highs and lows of active addiction, Gamblers frequently battle with times of boredom. So that, they can plan their days to minimize the temptation to use gaming to pass the time. This seems to be supported by research, which found that the problem is gamblers have a low tolerance for boredom. When given an unappealing job, people will always avoid

it or fail to finish it. They can find healthier activities to replace gambling in life.

- It is crucial to constantly remind yourself that, regardless of your betting strategy, you will almost definitely lose your money if you lack discipline. The core element of compulsive gambling is this. When experiencing financial concerns, your gambling urges may come across as seductive temptations, particularly since the majority of gambling activities have the potential to pay off handsomely right away. Gamblers can resist any urges to wager by saying that once you start, you can't stop. It may helpful to make yourself to not use the gambling or it make your that, you are risk taker.
- Avoid putting yourself in high- threat circumstances, similar as using credit cards, taking out loans, carrying a lot of cash, going to gaming establishments to fraternize, or laying out of emotion. This conduct will make it easier for the gambler to check or halt the gambling
- Pick anything you're passionate about, like books, music, sports, or the arts, and then connect with people who share those interests.

### Conclusion

India's gambling sector has many potentials, even though a sizable chunk of the market is currently illegal. It is clear that spending too much time online gaming, playing video games, or gambling can lead to more adolescent difficulties. It is sometimes depicted in films that actors also wager on a cricket team or a player in order to make money, even though doing so puts their possessions or money at risk. Additionally, a shot might decide whether you win or lose. People now use a variety of online gambling options to evade the penalties associated with gambling offline. We observe the same thing in our daily lives. Internet use, videogame activity, and gambling all entail advancing

technologies. Even though the risks of using the internet excessively are becoming more obvious, more study is needed to identify specific risk models for both excessive video game playing and problems of gambling among students.

The results of research work indicate there is a particular role for socio demographic factors, which are mostly connected to gender, age, educational level, in the etiology of teenage problem gambling. For a certain subset of young people, what starts out as an exciting, harmless kind of entertainment could turn into a severe issue.

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