



## A Study on Impact of Internet Gambling Among College Students in Coimbatore City

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### 1.INTRODUCTION

Gambling via the internet is referred to as online gambling. Casinos online, poker, and sports betting are all included in this. In October 1994, tickets for the Liechtenstein International Lottery became the first online gaming site open to the entire public. The Free Trade & Processing Act was passed by Antigua and Barbuda in 1994, enabling organizations seeking to launch internet casinos to apply for licenses. Micro gaming, an Isle of Man-based software business, created the first fully functional gambling software prior to the advent of online casinos. Online gambling became more and more popular in the late 1990s; in 1996, there were only fifteen gambling websites; by 1997, there were 200. The Internet Gambling Prohibition Act 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 online casinos and sports books are becoming more and more well-liked in the nation today. Indians enjoy playing card games like poker and blackjack, but now that online casinos are aware of the size of the Indian market, they have also adapted their services to suit the needs of the locals. The Public Gaming Act of 1867 serves as the framework for regulating gambling in India. There is no mention of online gambling because it was not legal when the law was passed because there was 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. With more than 1.8 billion mobile subscribers, India is a mobile nation then, more than 744 million of them use their mobile devices to access the internet. Once 5G connections are more widely available throughout the nation, we can also anticipate that more people will start participating in online gaming and gambling, including live casino gaming. This year, it's anticipated that 5G connections would be offered in more locations across India. 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. 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, problem drinking, and problem spending. This study analyzes the impacts of internet gambling among the college students. Internet gambling is a growing issue, especially among College students. With the rapid development of technology, easy access to the internet, and the availability of online gaming sites, young people have increasingly participated in different forms of gambling. Traditional forms of gambling involve physically visiting casinos or betting centers, but with Internet gambling, users can place bets, play casino games, and engage in other forms of wagering from the comfort of their homes. Internet gambling has therefore led to a worrying increase in student gambling, with many unaware of the risks and consequences. Online gambling sites and mobile apps have made gambling accessible to young people in unprecedented ways. Websites often offer free-to-play casino games, sports betting, and poker, often as gateways to real-money gambling. Online advertisements, social media promotions, and influencer recommendations have played key roles in driving students to these platforms. Gambling sites offer free spins, bonus credits, and referral rewards to encourage young users to engage and continue gambling. As a result, students may view gambling as harmless entertainment at first but can develop addictive behaviors over time. One of the biggest contributors to online gambling among school students is peer influence. Many students learn about gambling from friends at school or through gaming communities online. Multiplayer games with gambling features, like loot boxes and virtual betting, normalize gambling at an early age. Some students gamble to get away from school stress, personal problems, or social pressures. The excitement of winning money and the hope for quick financial rewards drive them, but they often ignore the long-term consequences. Internet gambling has a negative impact on school students: -academically - poor grades - absenteeism - lack of interest in school activities - financially - borrowing money from friends and family - theft to finance their habit - psychological effects of excessive gambling - stress, anxiety, depression - social isolation - in severe cases - family conflict - loss of trust - long-term financial problems for students and families. Another problem is the lack of awareness and regulation around underage gambling. Although it is illegal for minors to gamble, many websites do not

have strict age verification processes, and students can easily access gambling sites online. Some students even use their parents' credit cards or online wallets without permission, and can lose large amounts of money. Schools, parents, and policymakers can prevent this problem by enforcing stricter regulations, improving parental supervision, and educating students about the risks of Internet gambling. This particular study is designed to explore the prevalence of Internet gambling among school students, examine its causes and consequences, and identify effective interventions to counter its adverse effects. By better understanding the factors that influence students' participation in Internet gambling, stakeholders can work together to build a safer online environment that effectively protects youth from the risks associated with gambling. Addressing this emerging issue is critical to ensure that students remain focused on their education, development, and well-being in a rapidly changing world that is increasingly driven by technology.

### **1.1 BACKGROUND OF THE STUDY**

Gambling may be viewed 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 think 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 shows that internet gambling is no fun after facing the impacts of that in their lives.

### **1.2 STATEMENT OF THE PROBLEM**

Gambling addiction among college students is a growing concern due to easy access to online platforms, aggressive advertising, and peer influence. This addiction leads to academic decline, financial distress, mental health issues like anxiety and depression, social isolation, and relationship strain. Students often neglect studies, incur significant debt, and face legal trouble as a result of their gambling habits. Factors contributing to this issue include the thrill of instant rewards, lack of regulation, and the normalization of gambling through social media.

To address the problem, stricter regulations on online gambling platforms are needed, alongside educational campaigns to raise awareness about the risks. Colleges should provide mental health support and counselling services to affected students, and promote responsible gambling practices. Early intervention and support systems are key to mitigating the long-term consequences of internet gambling addiction.

### **1.3 OBJECTIVES OF THE STUDY**

Teenagers and young adults already utilize internet gambling websites. According to the Annenberg Public Policy Center, a company that has monitored young people's use of gambling websites for more than ten years, a startling 20% of college students play online poker at least once 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 study aims,

- To study the socioeconomic profile of the respondents.
- To analyze the impacts of gambling among college students in Coimbatore city.
- To explore the influence factors of internet gambling.

### **1.4 RESEARCH METHODOLOGY**

Research is a process of steps used to collect and analyze information to increase to find out solution for the research problem understanding of a topic or issues. It consists of three steps: pose a question, collect data to answer the question and present an answer to the question.

#### **1.5.1 DATA COLLECTION**

##### **PRIMARY DATA**

Primary data refers to information that is collected firsthand by a researcher for a specific purpose. It is original data that has not been previously published or analyzed by others. This type of data is gathered directly from sources such as surveys, interviews, experiments, observations, or focus groups.

##### **QUESTIONNAIRES**

The Primary data have been collected from the respondents using through the questionnaires.

##### **SECONDARY DATA**

The Secondary data have been collected from journals, magazines and websites.

##### **SAMPLE SIZE**

A Sample of 132 respondents was taken to this research in the Coimbatore city.

The primary data was collected from 132 respondents.

## SAMPLE DESIGN

In this study **convenient sampling technique** was used.

## SAMPLING PROCEDURE

Convenience sampling is the sampling procedure used in this survey. This refers to selecting a sample study based on convenience. The researcher may make use of any convenient base to select the required number of samples. The procedure is one type of non-probability sampling technique.

## TOOLS AND TECHNIQUES

### Simple percentage Analysis

Percentage analysis is one of the basic statistical tools which is widely used in analysis and interpretation of primary data. It deals with the number of respondent's response to a particular question is percentage arrived from the total population selected for the study.

$$\text{Percentage} = (\text{Value/Total value}) \times 100$$

## LIMITATION OF THE STUDY

- This study is based on primary data and it has its own limitations.
- This study only covered Coimbatore district; hence the results will not be generalized.

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## II. REVIEW OF LITREATURE

### 2.1.INTRODUCTION

Internet Gambling plays a vital role in the internet nowadays. The impact of the internet gambling also increasing day by day. It is a wide area to study. Numerous studies have found greater levels of problem gambling severity amongst samples of internet as compared to non-internet gamblers, including up to three times higher rates of those classified as problem gamblers.

**A study published in the Pakistan Journal of Criminology in 2024** explored the exponential growth of online gambling among college students in Kerala, India. The study found that online gambling can lead to addiction, social isolation, financial hardships, and scholastic challenges. Another study analyzed the impact of online gambling on college students, highlighting the role of virtual gambling communities in gaming behavior and monetary gaming behavior.

**A study published in 2023 explored** how advancements in technology influence internet gambling behaviours among college students. The research highlighted that increased accessibility to online gambling platforms through smartphones and apps has contributed to higher gambling participation rates. However, the study also found that effective adolescent gambling prevention strategies, such as educational programs, parental guidance, and self-exclusion tools, can significantly reduce problematic gambling behaviour. A negative correlation was observed between the implementation of these strategies and the prevalence of gambling-related issues among students. Institutions that actively promoted awareness campaigns and responsible gambling measures reported lower instances of compulsive gambling. The study emphasized the role of digital interventions, such as AI-driven alerts and self-monitoring applications, in mitigating excessive gambling tendencies. Regulatory frameworks restricting underage access to online gambling were also found to be effective. Additionally, peer support groups and counselling services contributed to reducing gambling addiction among students.

The findings suggest that a multi-faceted approach combining technology-based interventions and traditional preventive measures is crucial in addressing gambling-related concerns in college populations.

**Axmedov Anvar (2022)**, It discusses online internet gaming and its psychological dependence. In today's society with the development of Information Technology 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 Avan constitutional Study of parents and children.

**Anu scrola, Nina savela, Lina Savolainen, Atte Oksanen (2020)**, gambling opportunities are facilitated by the growth of the internet and social media platforms. This paper summarizes research of online gambling and monetary gaming communities based on a systematic literature review. The result of this review indicates that social interactions in These two activities have different functions and also motives for and outcomes of the interaction differ in terms of monetary behavior.

**Goran Livazovic and Karlo Bojic (2019)**, This paper examines the roles of socio demographic traits family quality and risk behavior in order sense problem gambling with focus on the psychological socio and financial consequences. The research was done using the Canadian adolescents gambling inventory using ANOVA, hierarchical analysis. Result indicates an important relation between adolescent gambling behavior and very serious psychological social and financial consequence.

**M. Khundadze (2017)**, the name of the study was to Assist the impact of internet gaming on children's mental and physical health and fine correlation between the age duration of the internet use and type of commodity associated with internet gambling. Internet overuse affects physical and psychological aspects of child development which has to be managed by parental and psychologist joint effort.

**S. Saranya Devi, Jayasheel. G (2017)** one can trace back different forms of gambling in every aid's civilization religion and culture. It exists as a form of entertainment all forms of gambling treated as illegal in India. This research is true study the growth of online wagering and to study about the growing number of gambling addicts

**Hyoun S. Kim, Muchael J. A. Wohl, Rina Gupta & Jeffrey L. Derevensky (2017)**, this present research examined the mechanisms of initiating online gambling among young adults. Participants also noted a link between social casino games and online gambling. Specifically, several young adults reported migrating to online gambling within a relatively short period after engaging with social casino games. Potential mechanisms that may lead to the migration from social casino games to online gambling included the role of advertisements and the inflated pay out rates on these free to play gambling like games. The results suggest initiatives to prevent the development of disordered gambling should understand the potential of social casino gaming to act as a gateway to online gambling, especially amongst this vulnerable population.

**Jonsson, GK, Milkman. H, Gray. H. M, Paplante, D. A and Shaffer, HJ (2015)** As rates of internet gambling participation increases worldwide so two does the need to understand how people engage in this form of gambling in this study they examine patterns of gambling behavior among a cohort of island residents.

**Sally M. Gainsbury, Alex Russell, Alex Blaszczynski, Nerilee Hing (2015)**, Gambling opportunities have expanded worldwide particularly with the availability of Internet gambling. This is the study to examine the difference between Internet gamblers who hold multiple as compared with the single online gambling account. the results suggest that Harm minimization strategies should be implemented that are effective across multiple operators rather than restricted to use of a single GAMBLING SITE.

**Nancy M. Petry and Angels Gonzalez-Ibanez (2015)**, internet gambling is popular in college students and associated with the problem gambling behavior. This study evaluator internet gambling in 117 students participating to reduce gambling this study show that internet gambling can be a significant problem for some students and brief interventions or useful for in decreasing gambling, regardless of how gambling is accessed.

**ally M. Gainsbury (2015)**, One of the most significant changes to the gambling environment in the past 15 years has been the increased availability of Internet gambling, including mobile; Internet gambling is the fastest growing mode of gambling and is changing the way that gamblers engage with this activity. The current paper aimed to provide an overview of the research to date as well as highlight new and interesting findings relevant to Internet gambling addiction. A comprehensive review of the existing literature was conducted to provide an overview of significant trends and developments in research that relates to disordered Internet gambling. This paper presents research to inform a greater understanding of adult participation in Internet gambling, features of this interface that may impact problem severity, the relationship between Internet gambling and related problems, as well as considering the role of the wider spectrum of gambling behavior and relevant individual factors that moderate this relationship.

**Gainsbury. S., Russell. A, Hing N, Wood.R&Blaszczynski.A. (2013)**. the impact of Internet gambling on gambling problems, participation in Internet gambling is increasing. This study aims to advance understanding of how individuals who gamble online differ from non-Internet gamblers, To determine the impact of Internet gambling and its contribution to the development of gambling problems.

**Jessica MC Bride and Jeffrey Derevensky (2012)**, internet gambling is undergoing a massive worldwide expansion this study explored general gambling behavior including internet gambling problem gambling and risk approach motivation in a sample of university students. The result of the study suggests that students who have gambled on the internet how greater risk taking motivation than non-gamblers.

**C Bonnaire, (2012)**. Actually, there are many different and very new ways to take part in gaming activities, the rice in internet gaming activity has been very rapid. How minimization strategies are fundamental to facilitate gambling in a responsible manner that is to promote gambling within a place means so they do not spend excessive time or money gaming which cost the individual problems.

**Mark Griffiths, Adrain Parke (2007)**, Technology has always played a role in development of gambling practices and continues to provide new market opportunities. One of the fastest growing areas is that of internet gambling.

This study point out that the most effective way to control the effects of feature of internet gambling development of problematic gambling, gambling behavior is to provide individuals with the scrutinized regulate internet gambling industry.

**Mark Griffiths, Adrian Parke, Richard wood, Jonathan parke (2005)**. Innovation in the technology has always played a role in the development of gambling behavior, primarily through providing new market opportunities. Hence, this seems likely to change as more people to start to use the internet for leisure. This research overviews some of the main social impacts surrounding internet gambling.

**Langer (2005)**, In terms of interactive stimulation studies have shown that once personal involvement in a gambling activity can increase gambling with the increase times been interacting online less time is pain interacting face to face in the social world. One of the consequences of technology has been reduced the fundamentally social.

**Mark D Griffiths (2002)** has argued that technology has always played a role in the development of gambling practices. the primary intention of this article was to draw together what little we know about the recent and perhaps more important the potential future effects that the Internet will have on gambling behavior.

**Ladd and Petry (2002)**, higher internet gambling rates was reported in the USA among 389 patients. The phone that 81% age of participants reported internet gamblers, internet Gamblers were more likely to be anger non caution and two have higher scores on psychometric gambling measure. Only 22 % of the participants without internet gambling experience for problematic or pathological Gamblers, as compared 74 percentage of those with Internet gambling experience.

**Griffiths (2002)**. In other words where accessibilities of gambling is increased not only Is there an increase in the number of regular gamblers but also in the number of problem gamblers while not everyone is acceptable to developing a gaming addiction it does suggest that andsocial level the more gambling opportunities the greater the number of problems will likely Exit.

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### III OVERVIEW OF THE STUDY

#### 3.1 INTRODUCTION

It is sometimes depicted in films that actors are 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.

#### 3.2 HISTORY OF GAMBLING

Gambling also has a beginning, just like everything else. There are some hints of betting, a type of gambling, in the Mahabharata chapters where the Kauravas used dishonest tactics and cheating to cause the Pandavas to lose their kingdom and their wife Draupadi's dignity, which laid the groundwork for the beginning of the greatest war known as the Mahabharata. Gambling has been a part of human existence for thousands of years, dating back to ancient Mesopotamia when ancient dice were found around 3000 BCE. In Ancient China, there were rudimentary gambling games, such as early forms of keno, played, with the Greeks and Romans betting on gladiator fights. In the Middle Ages, gambling expanded throughout Europe, in spite of resistance from church authorities, and by the 1300s, playing cards had been introduced, most probably from China. The Ridotto, the earliest known casino, was opened in Venice in 1638. In the 19th century, gambling reached its height in the United States, with casinos on the riverboats on the Mississippi River, and games such as poker gaining popularity. The 20th century was one of transformation, with Nevada legalizing gambling in 1931, which brought about Las Vegas, and then Atlantic City in 1976. State lotteries and Native American casinos further boosted the industry. Online gambling, mobile betting, and cryptocurrency-based games arrived in the late 20th and early 21st centuries, making gambling more accessible and pervasive than ever. Now, gambling is still ever-evolving with advancing technology and law reforms determining its future.

#### 3.3 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 a 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 19<sup>th</sup> century, according to numerous researchers. The recommendations for playing the game, along with all of its rules, were lost to time.

#### 3.4 INTERNET GAMBLING

Online gambling is the act of placing bets on sporting events or online casinos. It is often referred to as e-gambling or Internet gambling. Typically, bets are placed using credit cards, and any wins or losses are then celebrated as a result. Internet gambling, or online gambling, has transformed the world of gaming by making casino games, sports betting, and poker accessible to millions of individuals worldwide. Online gambling has its roots in 1994 when Antigua and Barbuda passed the Free Trade & Processing Act, allowing companies to operate online gaming websites. The first books and gambling sites then emerged soon after, capitalizing on the growing popularity of the internet. The early 2000s had witnessed online gaming expand hugely in popularity, with a plethora of virtual games on the range of slot machines, blackjack, to poker rooms, and even live dealer tables. The creation of secure ways to pay using such things as credit cards, e-wallets, and even, later on, cryptocurrencies, added further to this popularity. Mobile technology revolutionized the industry, enabling gamblers to wager anywhere and at any time through smartphones and applications. Online gambling, however, also opened regulation challenges, with governments worldwide struggling to pass laws to manage and control the industry. While some countries fully embraced online gambling through licensing and taxation programs, others prohibited it or imposed stringent restrictions for fear of fraud, underage wagering, and addiction.

In spite of these issues, the sector remains prosperous, with the development of artificial intelligence, blockchain technology, and virtual reality redefining the future of online gambling. Today, it is one of the most rapidly growing industries in entertainment, raking in billions of dollars in revenue and constantly adapting to the needs of a more digital world.

The concept of online gambling emerged when gambling started to become deeply ingrained in society and the government outlawed gambling in physical locations. After the Internet had been fully commercialized in 1994, it starts. After the Free Trade and Processing Act was passed, it also began with the Caribbean nation of Barbuda and Antigua, which gave licenses to businesses willing to offer online gaming services.

### **3.5 HISTORY OF INTERNET GAMBLING**

Online gambling has grown extremely rapidly since its inception in the mid-1990s and revolutionized the gambling business to offer casino games, book sports betting, and poker to the global audience. Online gambling began in 1994 when Antigua and Barbuda made history by being the first nation to enact the Free Trade & Processing Act, which allowed issuing licenses to online gaming operators. Later, the first online casino became operational in 1996 with a modest collection of digital casino games. The industry had already amassed over \$800 million in revenues by 1998, confirming its fast pace of development and popularity. The late 1990s also saw the evolution of poker rooms online, which proved to be highly popular and propagated the industry even more. With increased accessibility of the internet in the early 2000s, came more sophisticated gambling websites, improved graphics, and secure payment systems such as credit cards and e-wallets to provide safer, simpler transactions. Fraud, money laundering, and gambling addiction, however, concerned governments and many of them implemented rules and thus various frameworks of law across the world. The United States, for example, passed the Unlawful Internet Gambling Enforcement Act (UIGEA) in 2006, which prohibited most online gambling websites, while countries like the United Kingdom opened up to online gambling under tight licensing and taxing regimes. The 2010s saw a major revolution with the introduction of mobile gambling whereby customers could view online casinos and sportsbooks directly from their smartphones and tablets. This period also saw the emergence of innovations such as live dealer games, cryptocurrency betting, and virtual reality casinos, which have enhanced the online gambling experience to be more immersive and engaging.

Online gambling is today a multi-billion-dollar industry globally, constantly in motion with new breakthroughs in artificial intelligence, blockchain technology, and regulation. Despite legal concerns in some regions, the accessibility and convenience of internet gambling continue to power its growth, shaping the future of the gaming industry in an increasingly virtual age.

### **3.6 THE GROWTH OF ONLINE GAMBLING**

About the date and founder of the first Internet casino, there is no general agreement. On the other hand, it is generally acknowledged that the first online casinos opened their doors in 1995 or 1996. One of the earliest was the Antigua-based Intercasino, which has established itself as a pioneer in online gambling. Online gambling sites were legalized and granted licenses in the nation in 1996. These websites are run by trade-zone corporations, which are foreign-owned businesses that conduct business in certain regions of the nation as though they were outside. Trade-zone businesses are not permitted to manufacture goods for domestic use in Antigua, hence residents of that country are not permitted to engage in online gambling with any trade-zone businesses based there.

The National Gambling Impact Study Commission (NGISC), the U.S. Department of Justice, and industry analysts like Christiansen Capital Advisors and Bear Stearns & Co. have all tried to estimate the size of the online gambling industry. These specialists concur that the expansion of internet gambling has been tremendous despite the fact that their estimations vary. There were between 50 and 60 active Internet casinos in 1997, the majority of which were headquartered in the Caribbean, and they generated between \$300 million and \$350 million in revenue. By 2000, there were close to 700 locations running, generating close to \$2 billion in revenue.

The American Gaming Association (AGA) estimates in the fact sheet that there were approximately 2000 internet casinos in operation by 2007.

### **3.7 SAFETY OF GAMBLING SITES**

As long as you play at secure gambling sites, online gambling is secure. However, it can be challenging to determine which websites are secure and which ones should not be relied upon.

You can just rely on our suggestions for the most secure gambling sites if you want to take the simple path. Alternately, you can continue reading to learn crucial advice for responsible online gambling. While identifying the safest gambling websites, there are a number of things to consider. The website must first have a license. Sites are held to their standards by gambling regulatory bodies like the Curacao e-Gaming Authority and the UK Gambling Commission. They can compel sites to protect players in a variety of ways because they have power over them that individual players do not. Each licensing body, however, has its own set of requirements. Less protection for players results from lower licensing standards. Therefore, the first step is just to confirm that the website has a license. Also, search for websites that prioritize security. The industry standard for protecting your financial and personal information is SSL encryption. The website must to include a strong privacy statement. Some websites go above and beyond by providing details on dispute resolution procedures or game auditing. If you have a problem with a site, dispute systems can serve as a mediator. You may see from game auditing certificates that the site's random number generators and game software have undergone consistent testing to ensure fairness. You also have possibilities at the most secure gaming websites. You should be able to, for instance, opt out of receiving emails from the website and select from a variety of options for verification documents. Websites that limit those selections are likely concealing something. Finding the safest gaming websites is just as crucial as avoiding the bad ones.

### 3.8 LEGALITY OF ONLINE GAMBLING

According to where you reside. Laws governing online gambling vary greatly from one country to the next and are often updated. For instance, state-by-state governance is the norm in the US. Players must adhere to the local rules in their area because each state has different online gaming regulations. On the other hand, the UK has national legislation, which means that all of the nations that make up the UK adhere to the same rules. Several nations don't even have any laws that specifically address online gaming. The legality of online gambling varies significantly between different countries and jurisdictions, with the degree of regulation ranging from full legalization and governmental regulation to prohibition and criminalization. Some nations, such as the United Kingdom, have embraced online gambling by establishing regulatory bodies like the UK Gambling Commission, which provides operator licenses, ensures fair play, and enforces responsible gambling. Similarly,

countries like Canada, Australia, and several European nations have legalized online gambling with strict regulations to protect consumers and generate tax revenue. On the other hand, countries like China and most Middle Eastern nations have implemented total bans on online gambling, with severe penalties for both operators and players. In the United States, online gambling is complex in terms of legality because federal and state laws address the industry differently. The Unlawful Internet Gambling Enforcement Act (UIGEA) of 2006 banned financial transactions to illegal online gambling, which led some offshore operators to exit the U.S. market. However, individual states have permitted and regulated online gambling, with New Jersey, Pennsylvania, Michigan, and Nevada leading the way in the legalization of online casinos and poker rooms. Cryptocurrency gambling has introduced an additional layer of legal complexity, with decentralized websites operating outside traditional financial legislation. Despite existing legal ambiguity, online gambling continues, with government's worldwide grappling with how to regulate the industry while balancing economic benefit, consumer safeguarding, and addiction and fraud issues. As technology evolves, the legal landscape of online gambling will likely continue to change, with more countries examining regulation to create a safe and fair gaming environment for citizens.

It is important to note that most gambling regulations target operators rather than players, so you don't need to be concerned about getting caught. Although authorized sites abide by the regulations set forth by their licensing body, it is the player's responsibility to confirm the applicable local gambling regulations.

### 3.9 TYPES OF ONLINE GAMBLING

Due to its accessibility, internet gambling has grown in popularity among gamers in recent years. Internet gambling has many types, players can choose according to their wish.

#### ➤ GAMING AT ONLINE CASINOS

Internet casino gaming has become a prevalent form of entertainment, allowing fans to engage in various casino games from the comfort of their own homes. Online casinos offer virtual access to traditional games such as slots, poker, blackjack, roulette, and baccarat with quality graphics, interactivity, and live dealers for a more interactive experience. Players access such games via websites or mobile applications, utilizing real money or virtual currencies, such as crypto currencies.

##### 1. Fairness and Security

Online casinos are licensed by regulatory bodies, and they ensure fairness with RNGs that provide random game outcomes. There are also payment systems that are secure, including credit cards, e-wallets, and blockchain, which protect the financial transactions of the players. Encryption and fraud protection are also available in serious casinos to ensure a safe gaming environment

##### 2. Bonuses and Promotions

The majority of online casinos market and keep players by providing them with various types of incentives such as welcome bonuses, free spins, cashback, and loyalty programs. These are promotions that enhance the gaming experience in the form of extra playing opportunities and rewards, though one should always check the terms and conditions for wagering requirements.

##### 3. Responsible Gaming

Although internet casinos are a form of entertainment, responsible gambling is required to prevent addiction and loss of money. The majority of reputable websites have measures, including self-exclusion, deposit limits, and links to problem gambling services, to promote responsible gambling habits. Players are encouraged to budget and bet responsibly to facilitate a sustainable gaming session.

#### ➤ SPORTS WAGERING

Sports wagering, also known as sports betting, is the practice of placing bets on the outcomes of sporting events, ranging from football and basketball to horse racing and esports. With the rise of online sportsbooks, betting has become more accessible, allowing users to place wagers from their computers or mobile devices. Sports wagering can take various forms, including money line bets, point spreads, parlays, and proposition bets, each offering different levels of risk and reward.

##### 1. Legality and Regulation

The legality of sports wagering varies by country and jurisdiction. Some nations, like the United Kingdom and Australia, have well-regulated betting markets, while others impose restrictions or outright bans.

In the United States, sports betting were largely prohibited until the Supreme Court's decision in 2018, which allowed individual states to legalize and regulate it.

## **2. Online and Mobile Betting**

The growth of digital technology has revolutionized sports wagering, with online sportsbooks and mobile betting apps providing real-time odds, live betting options, and secure payment methods. Mobile platforms allow bettors to place wagers instantly and access features such as cash-out options and game statistics to make informed bets.

## **3. Responsible Betting**

As with other forms of gambling, responsible betting is essential in sports wagering. Many sportsbooks promote responsible gambling by offering deposit limits, self-exclusion tools, and resources for problem gambling. Bettors are encouraged to manage their bankrolls, avoid chasing losses, and gamble responsibly to enjoy a safer betting experience.

### **➤ LOTTERY**

A lottery is a form of gambling in which players purchase tickets with the possibility of winning money rewards or prizes of some other kind based on the situation, which can be random. Lotteries are utilized by governments and institutions to raise funds to support all sorts of causes and projects to appeal to the masses along with for the individuals the chance of massive amount of cash money. From traditional paper lotteries to modern online platforms, lotteries have evolved over time to come to the international forefront, offering a range of types including scratch-off tickets, number drawings, and instant games.

### **1. Evolution and History**

Lottery history is traced back to ancient civilizations, with some of the earliest examples of lottery-type games dating back to China, Rome, and Greece. The first recorded European lottery was in the 15th century in the Netherlands and was used to fund public works. Lotteries proliferated throughout the United States in the 19th century as a means of funding government projects, schools, and public works. State lotteries now collect billions of dollars annually in most nations, with massive global games like Powerball and EuroMillions drawing millions of players.

### **2. Legal and Regulatory Framework**

Lotteries are tightly regulated by governments to guard against fraud and money laundering as well as fairness. Only authorized parties approved by the government are allowed to operate approved lotteries in most countries, and money raised is usually spent on the public good, including education, healthcare, and infrastructure construction. Online lotteries are increasingly common in some jurisdictions, prompting authorities to adapt and establish regulations on electronic ticket purchases, safeguarding customers and excluding minors from participation.

### **3. Responsible Participation**

Similar to other games of chance, there must be responsible playing of lotteries in order to prevent such problems as problem gambling. Although there are extremely remote possibilities of winning larger jackpots, the majority of individuals prefer playing the lottery merely for fun. To provide for responsible conduct, lotteries offer the odds, encourage moderation in playing, and impose age requirements to exclude minors from playing. They also have self-exclusion programs and other tools on hand to help individuals manage their spending on lottery tickets.

### **➤ ONLINE SPORTS**

Online sport is the collective name for the wide range of services and activities related to sport that are consumed over the internet. It includes online sport betting, live sports event streaming, fantasy sports leagues, and virtual sports, all of which have seen phenomenal growth in recent years. The proliferation of web platforms has provided the fans with the ability to easily follow their sports and teams of interest, whether betting on them, watching the games, or even taking part in interactive leagues. Such internet technologies have taken the global reach of sports beyond national boundaries, where the fans could follow and place bets from almost any location.

### **1. Online Sports Betting**

Online sports betting allow gamblers to wager on the outcome of various sporting events using online sportsbooks. Players can bet on traditional sports like football, basketball, baseball, and soccer, as well as niche sports like esports and tennis.

Technological advancements have fuelled online sports betting using real-time odds, live betting, and safe payment. In the majority of regions, online sports betting are regulated for fairness, and it has become a significant part of the global gambling industry. With sports betting now legal in the majority of U.S. states following the 2018 Supreme Court decision, the online sports betting market continues to expand.

### **2. Live Streaming and Digital Media**

Live streaming has revolutionized the world of sports, allowing sports enthusiasts to view games live from anywhere in the world. Sites like ESPN+, DAZN, and others offer subscription services for watching live sporting events, highlights, and on-demand programming. Furthermore, most social media



platforms such as YouTube, Facebook, and Twitter broadcast live sports events, and it has never been easier for sports fans to keep track of the latest games and scores. This has significantly enhanced fan engagement, providing a more interactive and individualized experience.

### **3. Fantasy Sports and Virtual Sports**

Fantasy sports have become a gigantic global phenomenon, enabling customers to construct their own teams out of actual-world athletes and compete based on how their selected players have performed in actual games. Web-based fantasy leagues for football, baseball, and basketball allow users to select players to draft, create lineups, and track their team's performance in real time. Besides, virtual sports are an internet entertainment model offering computer-simulated sporting events utilizing algorithms, and players can place bets on them or participate. Virtual games mimic real sporting events but are produced by computers and offer a smooth, interactive experience to players.

#### **3.10 PROS OF ONLINE GAMBLING**

Nowadays, gambling is legal in the majority of nations. It wasn't always as commonly accepted, though, as it is now. Gambling has frequently been outlawed at various times in history. Generally speaking, this did not deter people from gambling, whether it was permitted or not.

Additionally, gambling has a number of advantages that are sometimes disregarded because the focus is on the drawbacks.

##### **➤ MAKING MONEY**

Gambling's primary goal is to make money. It's the aspect of gambling that people most want. The issue is that there is no assurance of financial success. Even so, gambling always has winners. Players that regularly engage in gambling with the intention of making money must overcome the odds (and the house edge). To achieve this, athletes must train constantly in order to develop the abilities required for the specific games and guarantee that they have a mathematical advantage. For many professionals, it's a demanding lifestyle and a case of feast or famine. This does not imply that novices cannot succeed. One of the benefits of gambling as enjoyable entertainment is this. Particularly in games dependent on chance, anyone can win. They simply require a little luck.

##### **➤ SIMPLE TO START**

Different types of gambling exist. It doesn't always occur at a casino or a place where people may wager on sports. Even young toddlers can learn how to play cards, and many people like watching sporting events and making predictions about the outcome of games.

Anyone can play a gambling game, and anyone can win at it. Yes, there are games that are better suited for more experienced players, but there are also games that are simple to pick up and fantastic for novices. You can get a lot of advice on the internet today about how to get into gambling and get acquainted with the games.

One advantage of online gambling is that you may study the games you're interested in at home. You can choose to learn the rules and how to play using the free trials offered by many online casinos and actual gambling applications.

##### **➤ ENJOYABLE AND DIVERTING**

Gambling may be primarily motivated by the desire to win money, but this is not the primary motivation for participation. Many people engage in gambling because it's entertaining. Gambling is a fantastic mood enhancer that can cause the release of dopamine, according to studies on the advantages and disadvantages of the activity. They've found that the exercise can have impacts that are comparable to those of any other form of entertainment, such as watching TV. Gambling is moreover frequently accompanied by excitement. Like any other form of recreation, such as sports, the entire process results in emotional highs and lows as well as an adrenaline rush.

##### **➤ AVAILABILITY AND COMFORT**

One of the most practical ways to indulge in gambling is online. Gambling websites are open 24/7, so you don't even need to leave your home. You can enjoy betting and gaming whenever you like, in the convenience of your own home. Even getting dressed is optional if you don't want to. Use any of a number of gadgets to gamble online. All you need is a gaming website account and access to the internet. Options for betting and gaming. You can engage in a wide variety of gaming activities online.

#### **3.10 CONS OF INTERNET GAMBLING**

The fact that players can't win every game without losing a few is one of the most significant drawbacks of gambling, whether it be traditional gambling or internet gambling. At a gambling establishment, it's possible to lose money as well as win big. As was already established, the gambling establishment has the advantage over the players. Despite the fact that it is a huge disadvantage for the players, people continue to gamble mostly because they recognize that it is frequently a game of chance. Losing money can develop into a major problem. Since those who are addicted to gambling would do whatever to obtain money to continue playing, gambling addiction can result in significant financial losses. They frequently take out big loans that they are unable to repay, which occasionally leads them to turn to crime.

#### 4. ADDICTIVE

The possibility of developing a gambling addiction is one of the main drawbacks of online gaming. Gambling addiction can result in significant alterations in brain function and is a very genuine impulse control issue. Those who battle this kind of addiction frequently are unable to restrain the need to gamble, regardless of how it affects their lives. Of fact, a gambling issue might exist without being completely out of control. Problem gambling refers to any gambling behavior that negatively affects your life. Compulsive gambling is the biggest red flag on the list of the most significant benefits and drawbacks of online gambling, or of any form of gaming. It may have an effect on the individual's mental health and result in anxiety, mood changes, and unusual behavior. Gambling becomes a stressful hobby that can result in migraines, stomach ulcers, insomnia, and muscle pain in these circumstances rather than a fun past time.

Gambling addicts frequently experience depression as well. It's important to remember that certain people are more likely than others to become gambling addicts. It has been hypothesized that these people are more likely to develop addictions in other areas as well, whether it be to food, drink, or even gambling.

##### ➤ YOU'RE UP AGAINST THE ODDS

Gambling makes no financial sense. Why? Because you're up against it. Every gambling location has a benefit. This is well known. On the list of advantages and disadvantages of both land-based and online gambling, it is a crucial factor. Eventually, the gambling establishment always prevails. The mathematical advantage that the gambling establishment has over players is known as the "house edge" in casinos. In the end, regardless of how much you win, the house always ends up with more money than you do. It guarantees that over time, a portion of your wagers will be returned to the venue. You can still win money playing games and make money, but over a longer time frame, the gambling establishment wins out.

##### ➤ MENTAL HEALTH

Gambling addiction causes a person to feel more and more alone, which can lead to clinical depression over time. OCD and ADHD disorders are particularly prevalent in these patients. As a result, they have also been discovered to have an excessive number of suicidal thoughts and to have even attempted suicide

#### **PROBLEM GAMBLING**

Your health, relationships, and financial situation can all be impacted by problem gambling. Gambling addiction or compulsive gambling are other names for it.

Gambling addiction may be present if you:

- Gambling with more money than you can afford.
- When you should be working or spending time with your family, you gamble.
- Worry may be under stress about your gambling.
- Utilize gambling as a coping mechanism for issues or challenging emotions.
- ell lies to your loved ones about your gambling.
- To pay for your gambling, borrow or steal.

#### INFLUENCE TO INVOLVING IN GAMBLING

An addiction like problem gambling might arise for a variety of reasons. Your chance of developing a gambling issue can be influenced by a wide range of circumstances, including:

- Having a parent or other family member who struggles with gambling.
- Being exposed to gambling from a young age.
- Friends pressuring you to gamble.
- Your personality - having a gambling issue can be more likely if you're competitive, impetuous, restless, or quickly bored.
- This may lead to obsessive behavior, such as compulsive gambling.

AGE	RESPONSE	PERCENTAGE
Below 18 years	36	27.3%
18years – 22 years	26	19.7%
23 years –30 years	40	30.3%
30 above	30	22.7%
TOTAL	132	100%

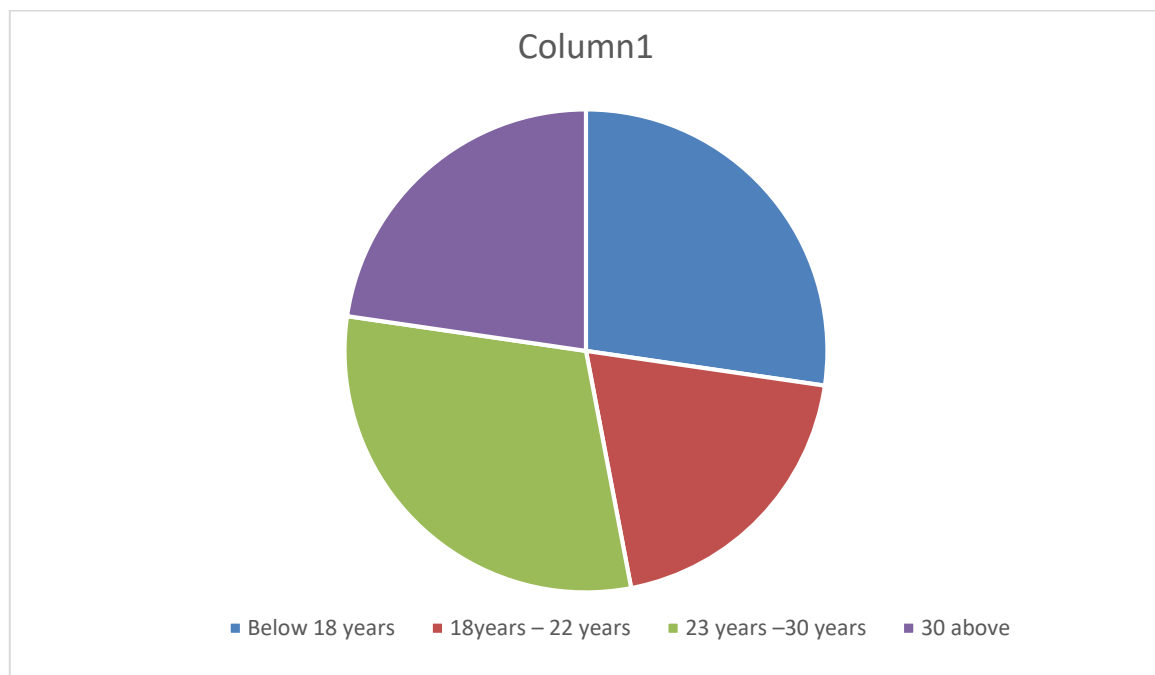
#### INTERPRETATION

The above exhibits show that 27.3% of respondents belongs to Below 18, 19.7% of respondents belongs to 18years-22years, 30.3% of respondents belongs to 23-30,22.7% of respondents belongs tom 30 above

**Majority 30.3% of respondents belongs to 23-30 years**

#### CHART4.1.1

**CHART SHOWING AGE OF THE RESPONDING**



**TABLE 4.1.2**

**TABLE SHOWING GENDER OF THE RESPONSE**

GENDER	RESPONSE	PERCENTAGE
Male	44	33.3%
Female	44	33.3%
Prefer not to Say	44	33.3%
TOTAL	132	

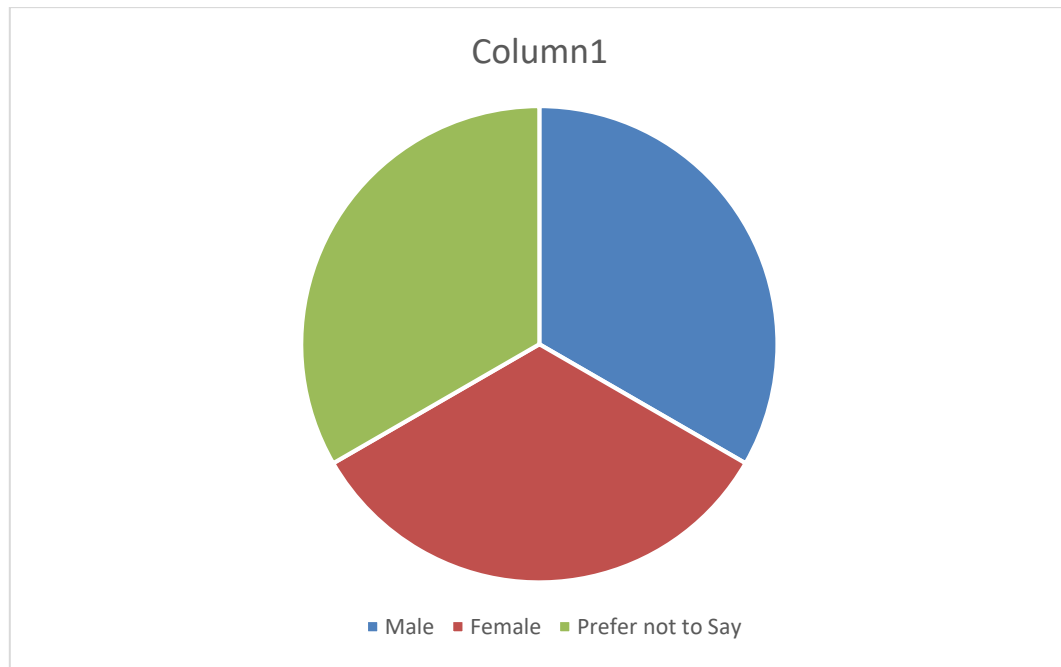
#### INTERPRETATION

The above exhibits show that 33.3% of respondents belongs to male,33.3% of respondents belongs to female and 33.3% belongs to prefer not to say.

**Majority 33.3% of respondents belongs to Male, Female and Prefer not say**

#### CHART4.1.2

**CHART SHOWING GENDER OF THE RESPONDING**



**TABLE 4.1.3**

**TABLE SHOWING MARTIAL STATUS OF THE RESPONSE**

MARTIAL STATUS	RESPONSE	PERCENTAGE
MARRIED	56	42.4%
UNMARRIED	76	57.6%
TOTAL	132	100%

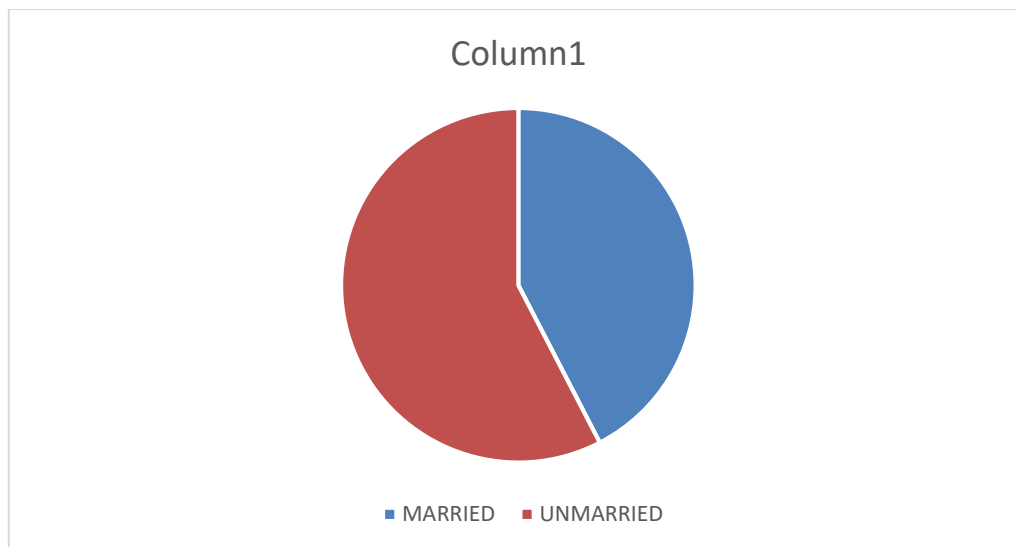
#### INTERPRETATION

The above exhibits show that 42.4% of respondents belongs to married,56.6% of respondents belongs to unmarried

**Majority 56.6% of respondents belongs to unmarried-----**

#### CHART4.1.3

**CHART SHOWING MARTIAL STATUS OF THE RESPONDING**

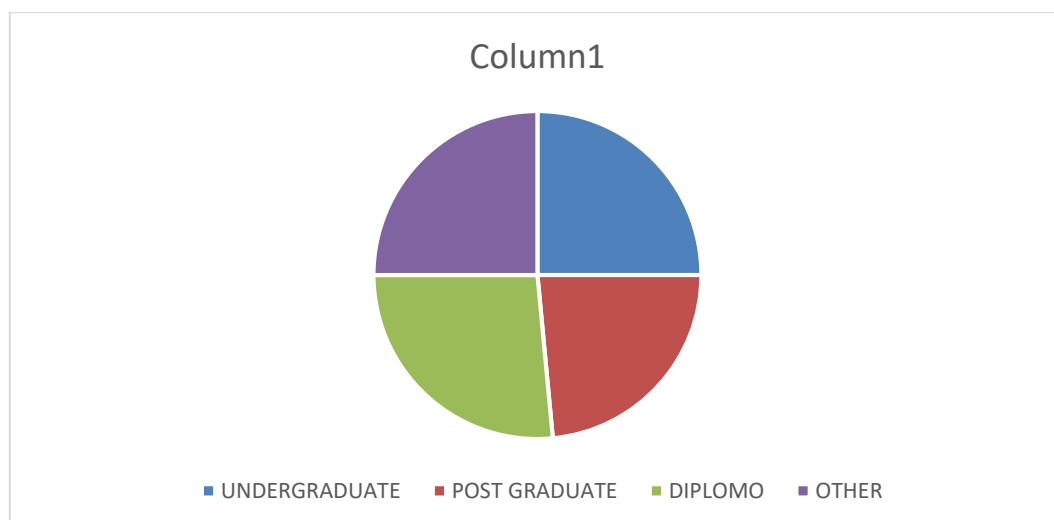
**TABLE 4.1.4****TABLE SHOWING EDUCATION OF THE RESPONSE**

EDUCATION	RESPONSE	PERCENTAGE
UNDERGRADUATE	33	25%
POST GRADUATE	31	23.5%
DIPLOMO	35	26.5%
OTHER	33	25%
TOTAL	132	100%

**INTERPRETATION**

The above exhibits show that 25% of respondents belongs to undergraduate, 23.5% of respondents belongs to postgraduate, 26.5% of respondents belongs to diploma, 25% of respondents belongs to other

**Majority 26.5% of respondents belongs to Diploma**

**CHART4.1.4****CHART SHOWING EDUCATION OF THE RESPONDING**

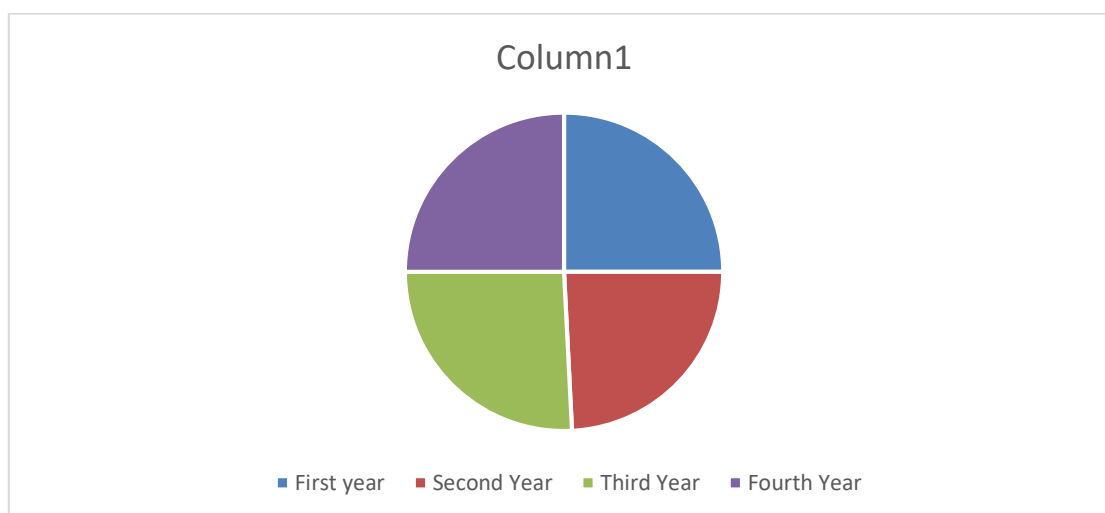
**TABLE 4.1.5****TABLE SHOWING CURRENT ACADEMIC YEAR OF THE RESPONSE**

CURRENT ACADEMIC YEAR	RESPONSE	PERCENTAGE
First year	33	25%
Second Year	32	24.2%
Third Year	34	25.8%
Fourth Year	25	25%
TOTAL	132	100%

**INTERPRETATION**

The above exhibits show that 25% of respondents belongs to First year, 24.2% of respondents belongs to Second year, 25.8% of respondents belongs to Third year, 25% of respondents belongs to fourth year.

**Majority 25.8% of respondents belongs to Third year**

**4.1.5 CHART SHOWING CURRENT ACADEMIC YEAR****OF THE RESPONDING****TABLE 4.1.6****TABLE SHOWING MONTHLY INCOME OF THE FAMILY OF THE RESPONSE**

MONTHLY INCOME OF FAMILY	RESPONSE	PERCENTAGE
Below Rs.15,000	29	22%
15,000-20,000	40	30.3%
20,000-30,000	37	28%
Above 30,000	26	19%
TOTAL	132	100%

**INTERPRETATION**

The above exhibits show that 22% of respondents belongs to Below Rs.15,000, 30.3% of respondents belongs to 15,000-20,000, 28% of respondents belongs to 20,000-30,000, 19% of respondents belongs to Above 30,000.

Majority 30.3% of respondents belongs to 20,000-30,000

CHART4.1.6

CHART SHOWING REASON OF MONTHLY INCOME OF THE FAMILY OF THE RESPONDING

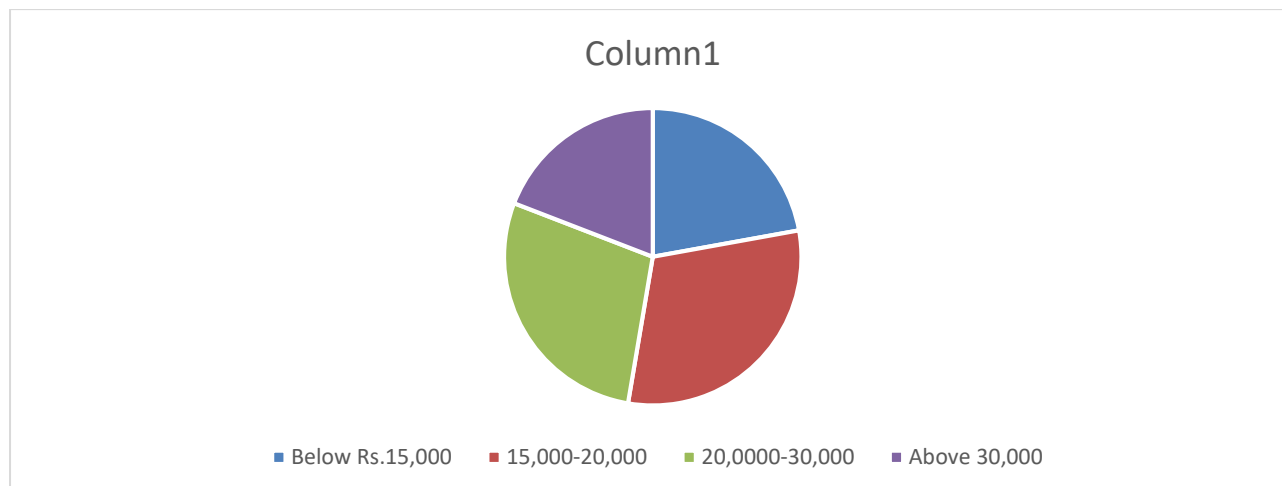


TABLE 4.1.7

TABLE SHOWING HOW LONG USING GAMBLING SITES OF THE RESPONSE

HOW LONG USING GAMBLING SITES	RESPONSE	PERCENTAGE
Below 6 months	33	25%
6months-1year	43	32.6%
2years-3years	28	21.2%
Above 2 years	28	21.2%
TOTAL	132	100%

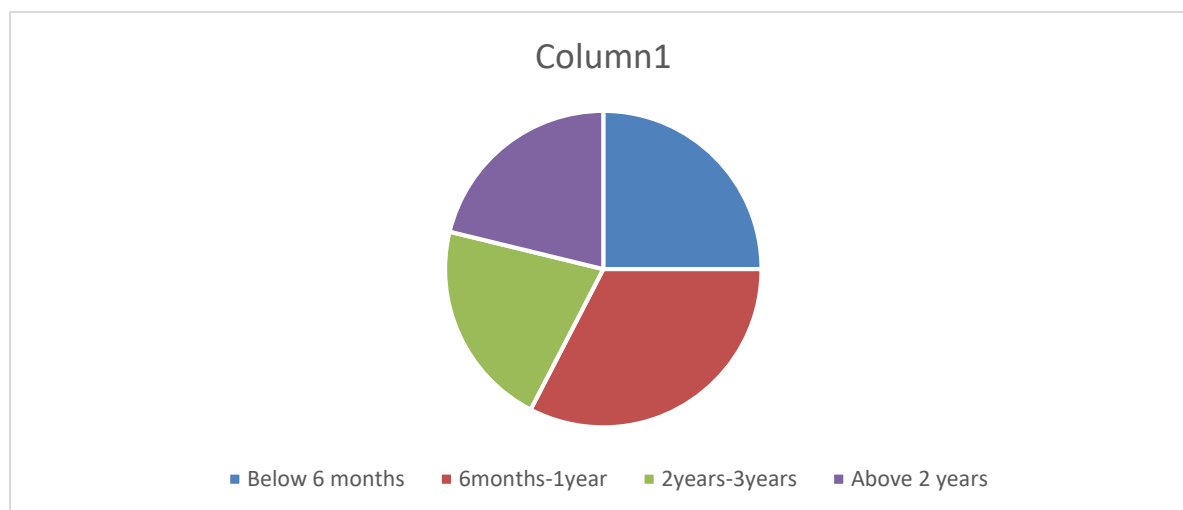
#### INTERPRETATION

The above exhibits show that 25% of respondents belongs to Below 6 months, 32.6% of respondents belongs to 6months-1year, 21.2% of respondents belongs 2years-3years, 21.2% of respondents belongs Above 2 years.

Majority 32.6% of respondents belongs to 6months -1 year

CHART4.1.7

CHART SHOWING REASON OF HOW LONG USING GAMBLING SITES OF THE RESPONDING



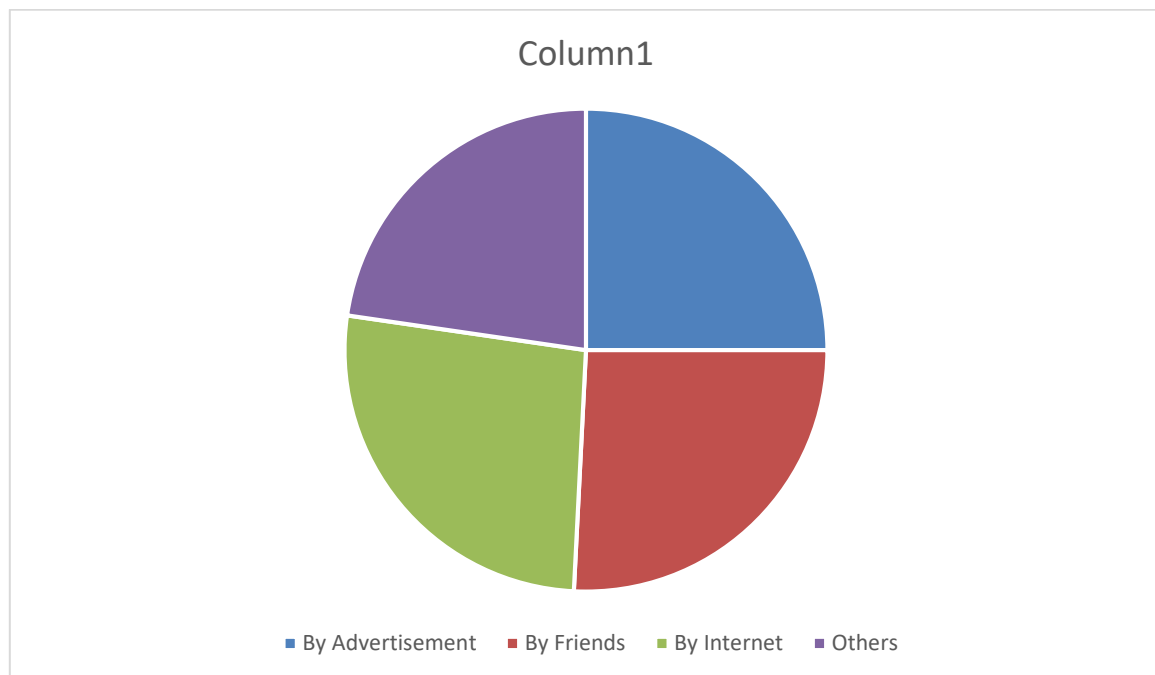
**TABLE 4.1.8****TABLE SHOWING HOW DO YOU KNOW ABOUT INTERNET GAMBLING OF THE RESPONSE**

HOW DO YOU KNOW ABOUT INTERNET GAMBLING?	RESPONSE	PERCENTAGE
By Advertisement	33	25%
By Friends	34	25.8%
By Internet	35	26.5%
Others	30	22.7%
TOTAL	132	100%

**INTERPRETATION**

The above exhibits show that 25% of respondents belongs to By Advertisement, 25.8% of respondents belongs to By Friends, 26.5% of respondents belongs By Internet, 22.7% of respondents belongs Others

**Majority 26.5% of respondents belongs to Internet**

**CHART4.1.8****CHART SHOWING REASON OF HOW DO YOU KNOW ABOUT INTERNET GAMBLING OF THE RESPONDING****TABLE 4.1.9****TABLE SHOWING THE MOST PREFERABLE WAY TO GAMBLE OF THE RESPONSE**

THE MOST PREFERABLE WAY TO GAMBLE	RESPONSE	PERCENTAGE
Online	73	55.3%
Offline	59	44.7%
TOTAL	132	100%

**INTERPRETATION**

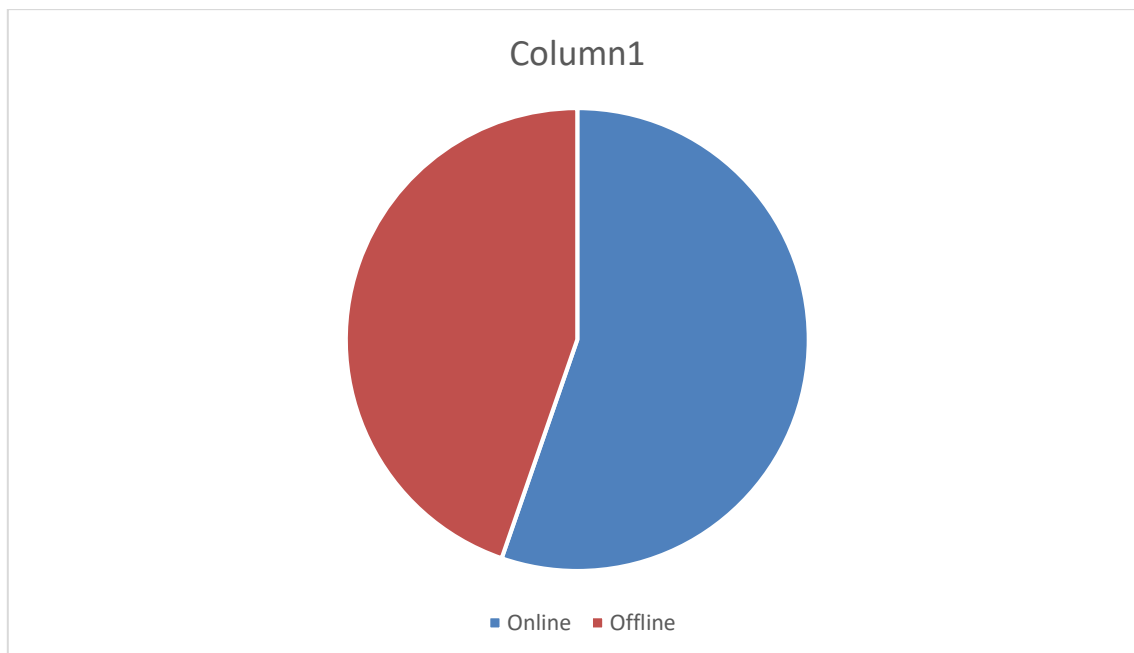


The above exhibits show that 53.3% of respondents belongs to Online, 44.7% of respondents belongs to offline.

**Majority 53.3% of respondents belongs to Online**

**CHART4.1.9**

**CHART SHOWING REASON OF THE MOST PREFERABLE WAY TO GAMBLE OF THE RESPONDING**



**TABLE 4.1.10**

**TABLE SHOWING THE FACTORS THAT INFLUENCE PEOPLE TO GAMBLE ON THE INTERNET OF THE RESPONSE**

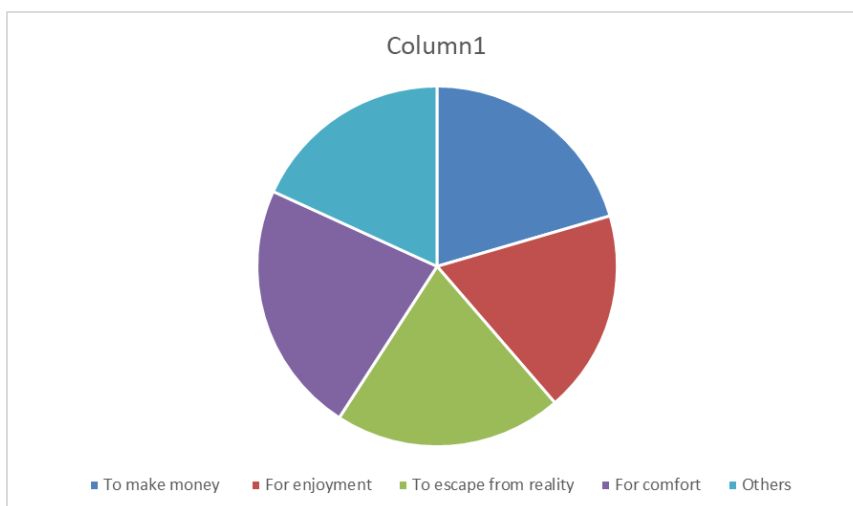
FACTORS THAT INFLUENCE PEOPLE TO GAMBLE ON THE INTERNET	RESPONSE	PERCENTAGE
To make money	27	20.5%
For enjoyment	24	18.2%
To escape from reality	27	20.5%
For comfort	30	22.7%
Others	24	18.2%
TOTAL	132	100%

#### **INTERPRETATION**

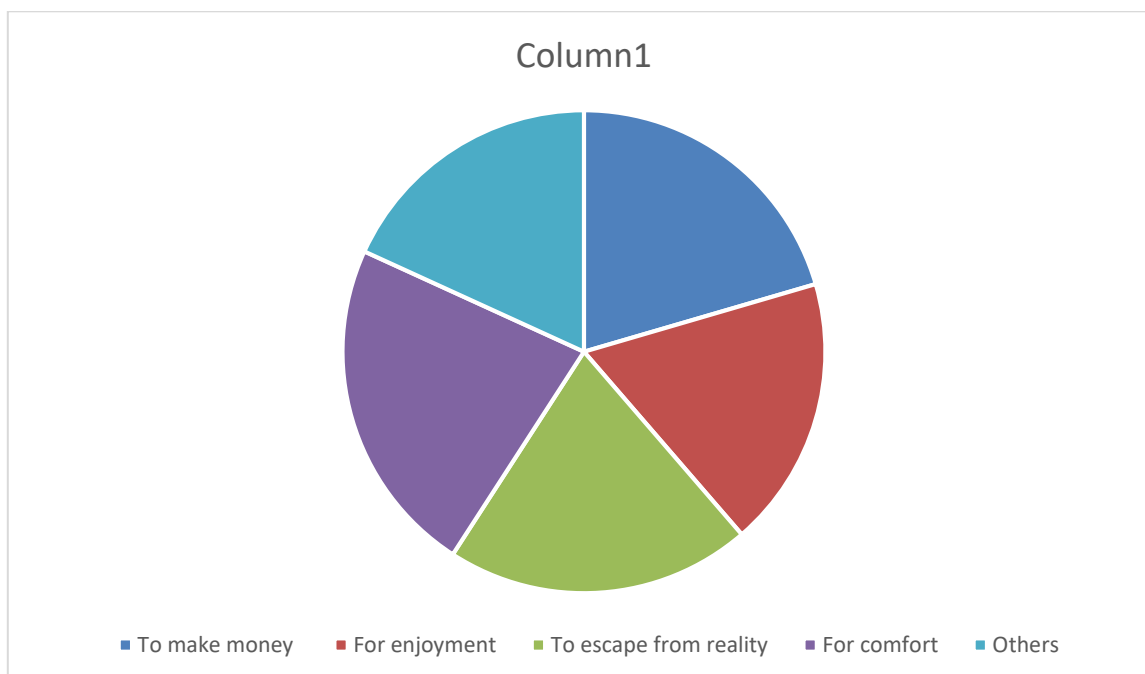
The above exhibits show that 20.5% of respondents belongs to make money, 18.2% of respondents belongs to For enjoyment, 20.5% of respondents belongs To escape from reality, 22.7% of respondents belongs to For comfort and 18.2% of respondents belongs to Others.

**Majority 22.7% of respondents belongs to Escape from Reality**

**CHART4.1.10**



**CHART SHOWING REASON OF THE FACTORS THAT INFLUENCE PEOPLE TO GAMBLE ON THE INTERNET OF THE RESPONDING**



**TABLE 4.1.11**

**TABLE SHOWING WHICH INTERNET GAMBLING SITES YOU'RE PLAYING OF THE RESPONSE**

WHICH INTERNET GAMBLING SITES YOU'RE PLAYING	RESPONSE	PERCENTAGE
Casino games	26	19.7%
Poker Sports	32	23.5%
Betting Online	36	27.3%
Rummy	39	29.5%
TOTAL	132	100%

#### **INTERPRETATION**

The above exhibits show that 19.7% of respondents belongs to Casino games, 23.5% of respondents belongs to Poker Sports, 27.3% of respondents belongs To Betting Online and 29.5% of respondents belongs to Rummy.

Majority 29.5% of respondents belongs to Rummy

CHART4.1.11

CHART SHOWING REASON OF THE WHICH INTERNET GAMBLING SITES YOU'RE PLAYING OF THE RESPONDING

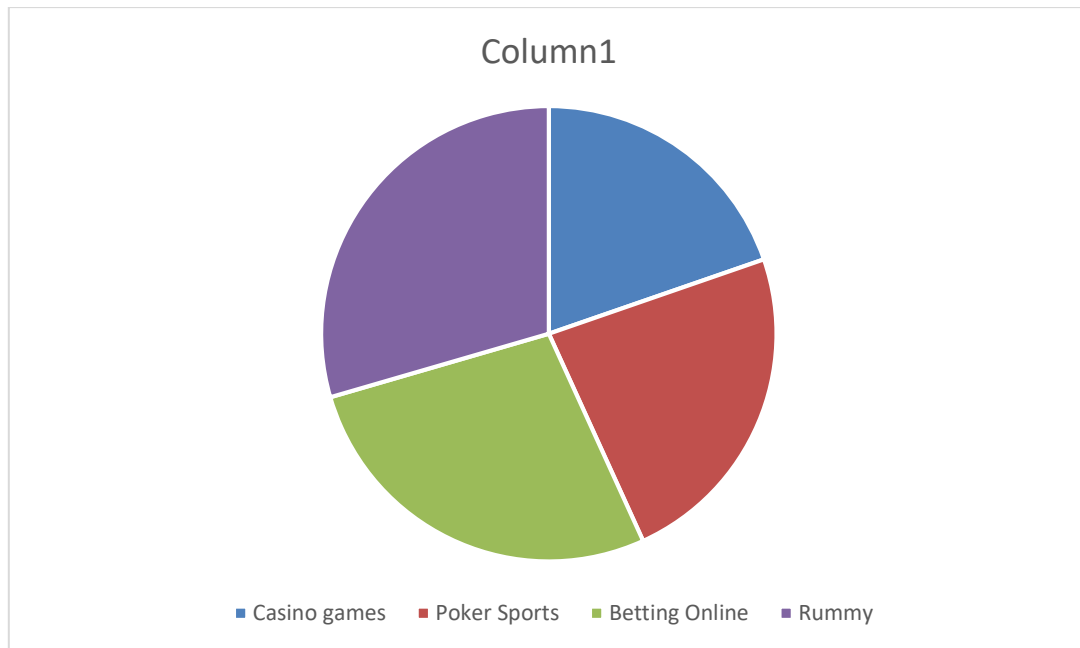


TABLE 4.1.12

TABLE SHOWING THE EMOTION YOU HAVE WHEN GAMBLE IN INTERNET OF THE RESPONSE

THE EMOTION YOU HAVE WHEN GAMBLE IN INTERNET	RESPONSE	PERCENTAGE
Excitement	49	37.1%
Happy	24	18.2%
Frustrated	27	20.5%
Irritation	32	24.2%
TOTAL	132	100%

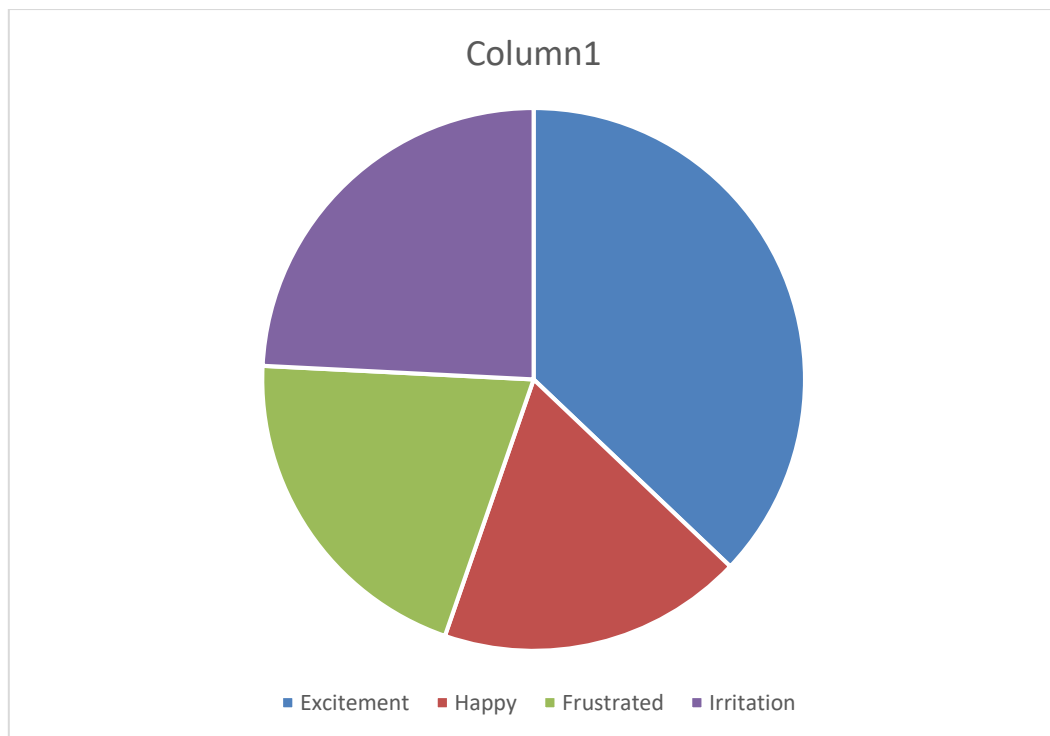
#### INTERPRETATION

The above exhibits show that 37.1% of respondents belongs to Excitement, 18.2% of respondents belongs to Happy, 20.5% of respondents belongs To Frustrated and 24.2% of respondents belongs to Irritation.

Majority 37.1% of respondents belongs to Excitement

CHART4.1.12

CHART SHOWING REASON OF THE EMOTION YOU HAVE WHEN GAMBLE IN INTERNET OF THE RESPONDING

**TABLE 4.1.13**

**TABLE SHOWING HOW MUCH TIME (PER WEEK) DO YOU SPEND ON INTERNET GAMBLING SITES**

HOW MUCH TIME (PER WEEK) DO YOU SPEND ON INTERNET GAMBLING SITES	RESPONSE	PERCENTAGE
0-5hours	36	27.3%
6-10hours	32	24.2%
11-20 hours	3	23.5%
Above	33	25%
TOTAL	132	100%

**INTERPRETATION**

The above exhibits show that 23.5% of respondents belongs to 0-5hours, 24.2% of respondents belongs to 6-10hours, 27.3% of respondents belongs to 11-20 hours and 25% of respondents belongs to Above

**Majority 27.3% of respondents belongs to 0-5 Hours**

**CHART4.1.13**

**CHART SHOWING REASON OF HOW MUCH TIME (PER WEEK) DO YOU SPEND ON INTERNET GAMBLING SITES OF THE RESPONDING**

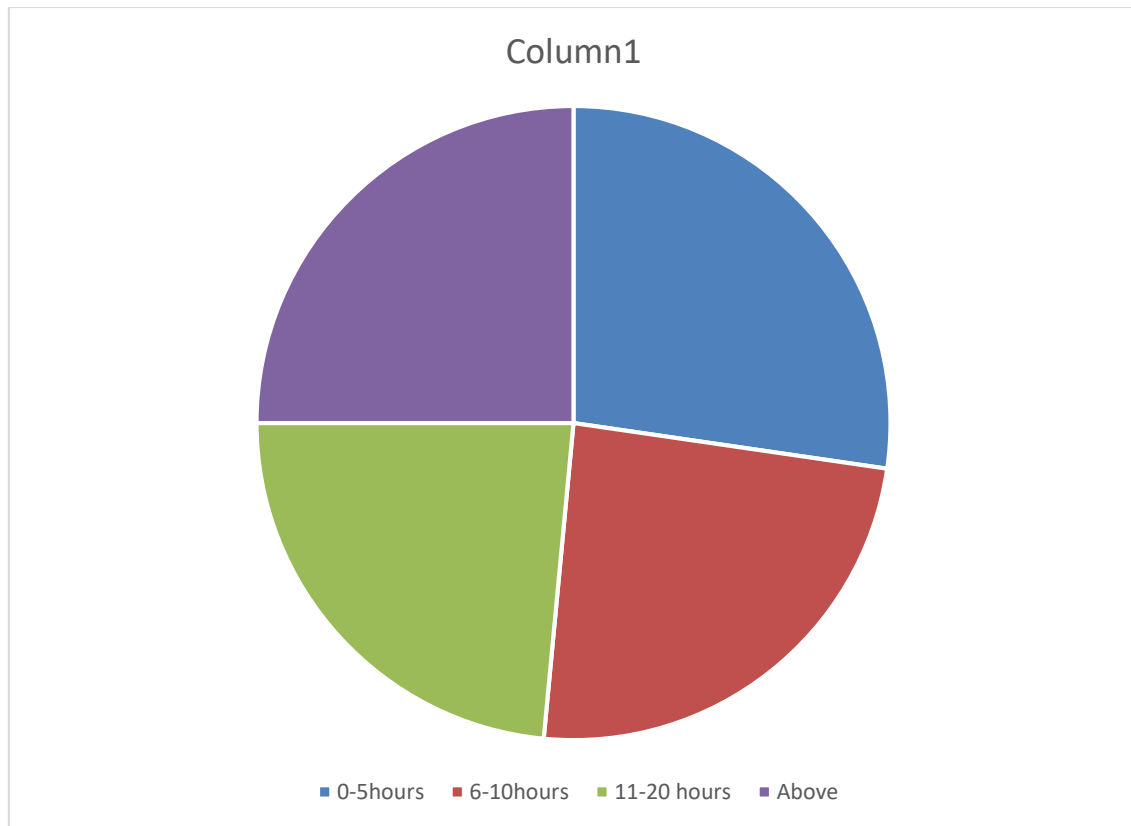


TABLE 4.1.14

TABLE SHOWING THE IMPACTS YOU FACED AFTER BEING INVOLVED IN INTERNET GAMBLING OF THE RESPONSE

THE IMPACTS YOU FACED AFTER BEING INVOLVED IN INTERNET GAMBLING	RESPONSE	PERCENTAGE
Stress	33	25%
Borrowing Money	27	20.5%
Anxiety	36	27.3%
Mood swings	36	27.3%
TOTAL	132	100%

**INTERPRETATION**

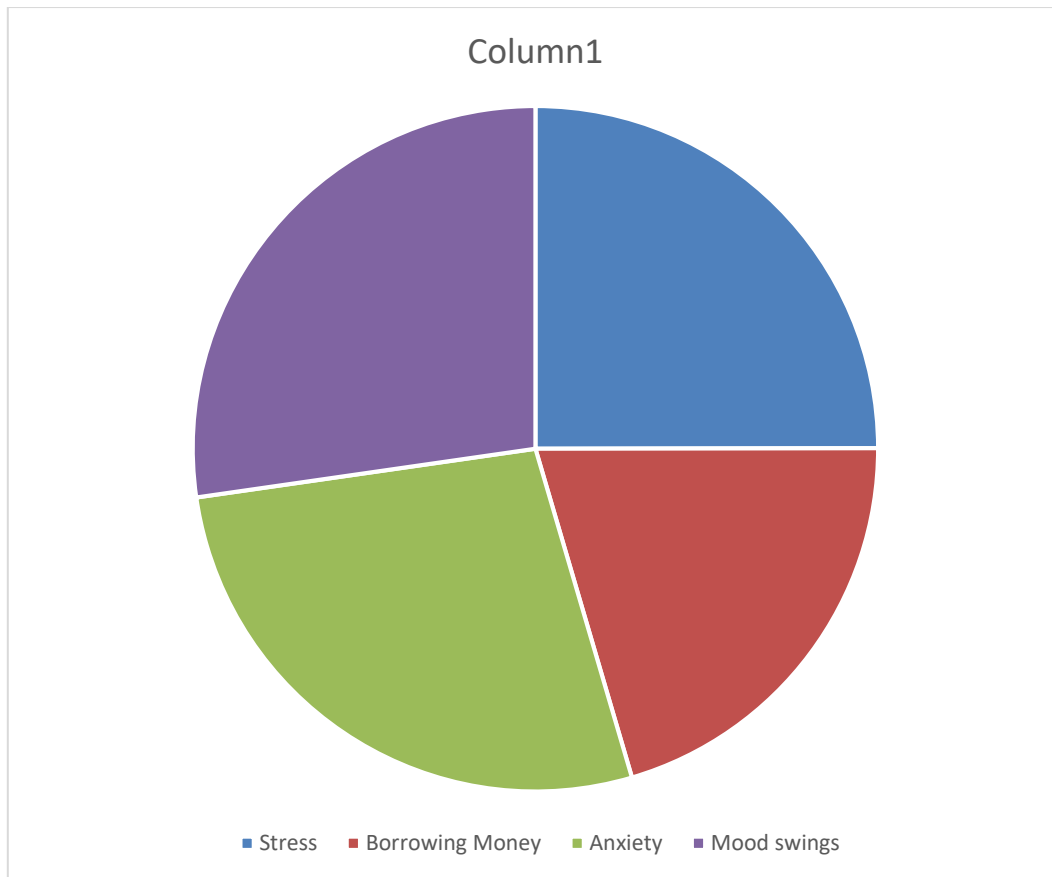
The above exhibits show that 25% of respondents belongs to Stress, 20.5% of respondents belongs to

Borrowing Money, 27.3% of respondents belongs to Anxiety and 27.3% of respondents belongs to Mood swings.

Majority 27.3% of respondents belongs to Anxiety & Mood swings

**CHART4.1.14**

CHART SHOWING REASON OF THE IMPACTS YOU FACED AFTER BEING INVOLVED IN INTERNET GAMBLING OF THE RESPONDING

**TABLE 4.1.15**

**TABLE SHOWING DID GAMBLING CAUSE ANY HEALTH PROBLEMS OF THE RESPONSE**

DID GAMBLING CAUSE ANY HEALTH PROBLEMS	RESPONSE	PERCENTAGE
Yes	74	56.1%
No	58	43.9%
TOTAL	132	100%

**INTERPRETATION**

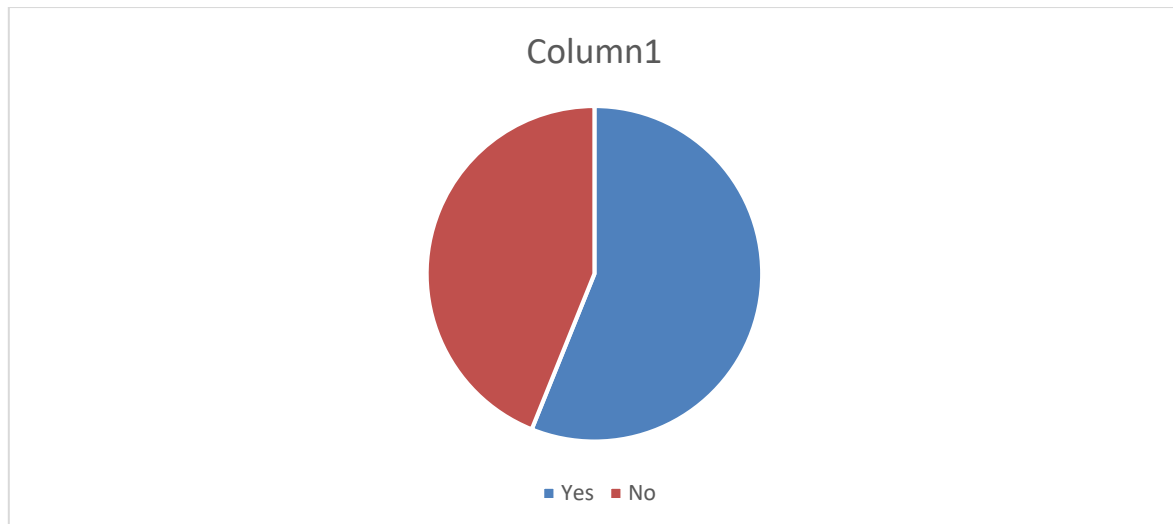
The above exhibits show that 56.1% of respondents belongs to yes and 43.9% of respondents belongs to

No.

**Majority 56.1% of respondents belongs to Yes**

**CHART4.1.15**

**CHART SHOWING REASON DID GAMBLING CAUSE ANY HEALTH PROBLEMS OF THE RESPONDING**

**TABLE 4.1.16**

**TABLE SHOWING DO YOU THINK ONLINE GAMBLING IS SAFE OF THE RESPONSE**

DO YOU THINK ONLINE GAMBLING IS SAFE	RESPONSE	PERCENTAGE
Yes	69	52.3%
No	63	47.7%
TOTAL	132	100%

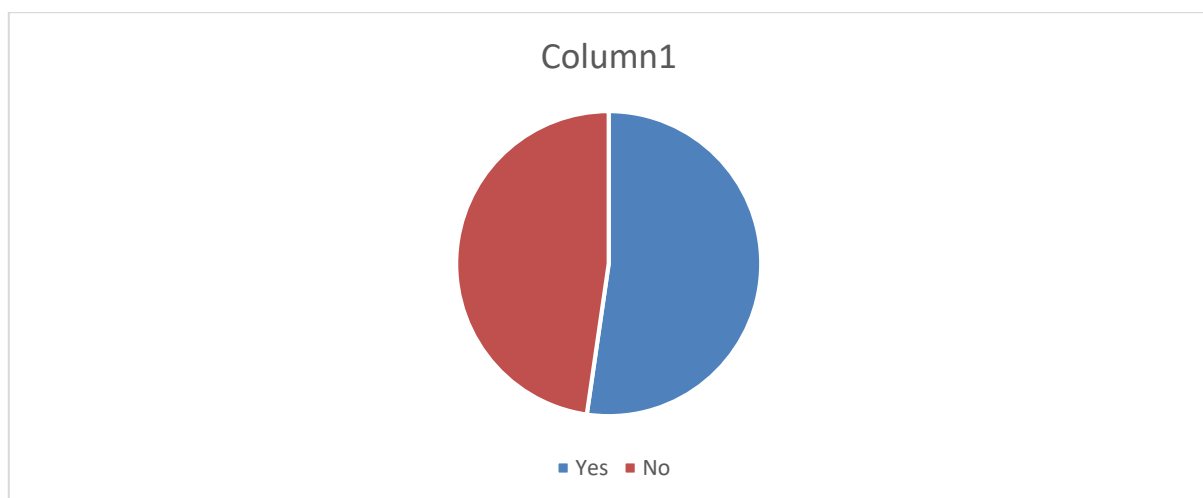
#### INTERPRETATION

The above exhibits show that 52.3% of respondents belongs to yes and 47.7% of respondents belongs to No.

**Majority 52.3% of respondents belongs to Yes**

**CHART4.1.16**

**CHART SHOWING REASON DO YOU THINK ONLINE GAMBLING IS SAFE OF THE RESPONDING**

**TABLE 4.1.17**

**TABLE SHOWING HAS GAMBLING CAUSED ANY FINANCIAL FRAUDS OF THE RESPONSE**

HAS GAMBLING CAUSED ANY FINANCIAL FRAUDS	RESPONSE	PERCENTAGE
Yes	69	52.3%
No	63	47.7%
TOTAL	132	100%

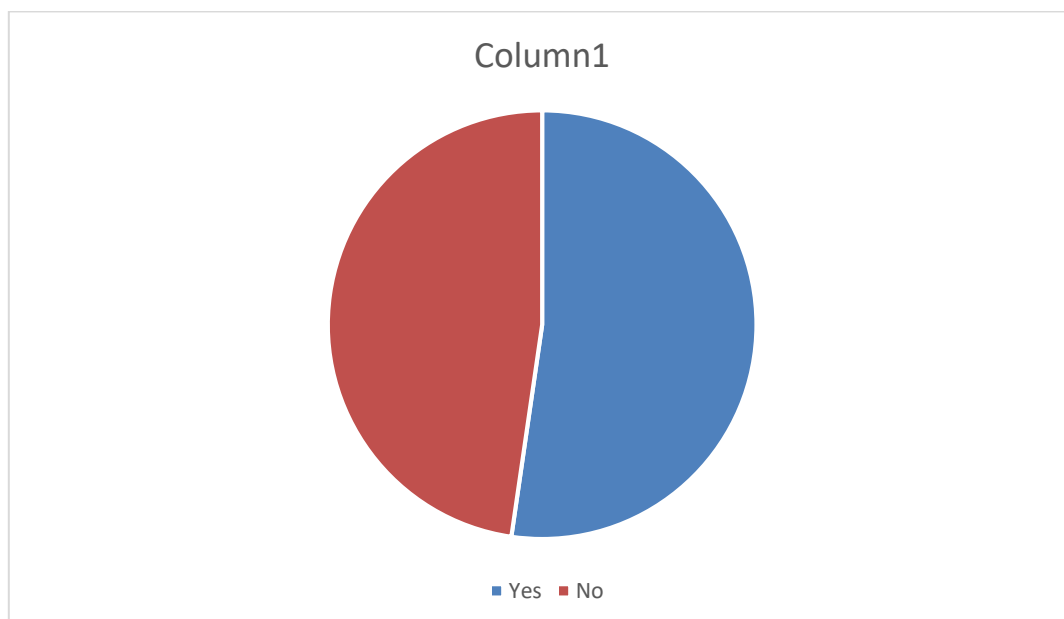
**INTERPRETATION**

The above exhibits show that 52.3% of respondents belongs to yes and 47.7% of respondents belongs to No.

**Majority 52.3% of respondents belongs to Yes**

**CHART4.1.17**

**CHART SHOWING REASON HAS GAMBLING CAUSED ANY FINANCIAL FRAUDS OF THE RESPONDING**

**TABLE 4.1.18**

**TABLE SHOWING DO YOU FEEL THAT INTERNET GAMBLING HAS AFFECTED YOUR ACADEMIC PERFORMANCE OF THE RESPONSE**

DO YOU FEEL THAT INTERNET GAMBLING HAS AFFECTED YOUR ACADEMIC PERFORMANCE	RESPONSE	PERCENTAGE
Yes, significantly	31	23.5%
Yes, but only slightly No	32	24.2%
It has not affected me	32	24.2%
I don't know	37	28%
TOTAL	132	100%

**INTERPRETATION**

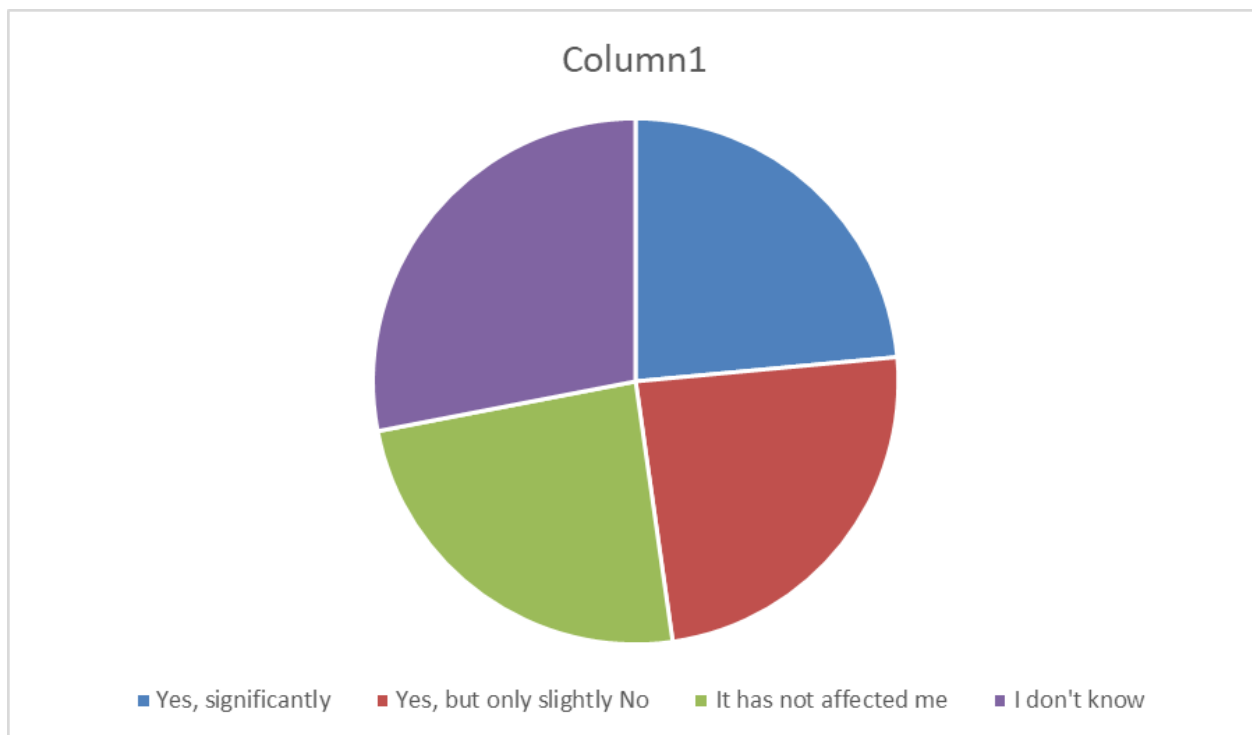
The above exhibits show that 23.5% of respondents belongs to Yes, significantly, 24.2% of respondents belongs to Yes, but only slightly No, 24.2% of respondents belongs to It has not affected me and 28% of respondents belongs to I don't know.

**Majority 28% of respondents belongs to I don't Know**



**CHART4.1.18**

**CHART SHOWING REASON DO YOU FEEL THAT INTERNET GAMBLING HAS AFFECTED YOUR ACADEMIC PERFORMANCE OF THE RESPONDING**

**TABLE 4.1.19**

**TABLE SHOWING DO YOU FEEL THAT INTERNET GAMBLING CAN LEAD TO ADDICTION AMONG COLLEGE STUDENTS OF THE RESPONSE**

DO YOU FEEL THAT INTERNET GAMBLING CAN LEAD TO ADDICTION AMONG COLLEGE STUDENTS	RESPONSE	PERCENTAGE
Yes, it can lead to severe addiction	37	28%
Yes, but only for a few students	41	31.1%
No, addiction is not a major concern	27	20.5%
I am not sure	27	20.5%
TOTAL	132	100%

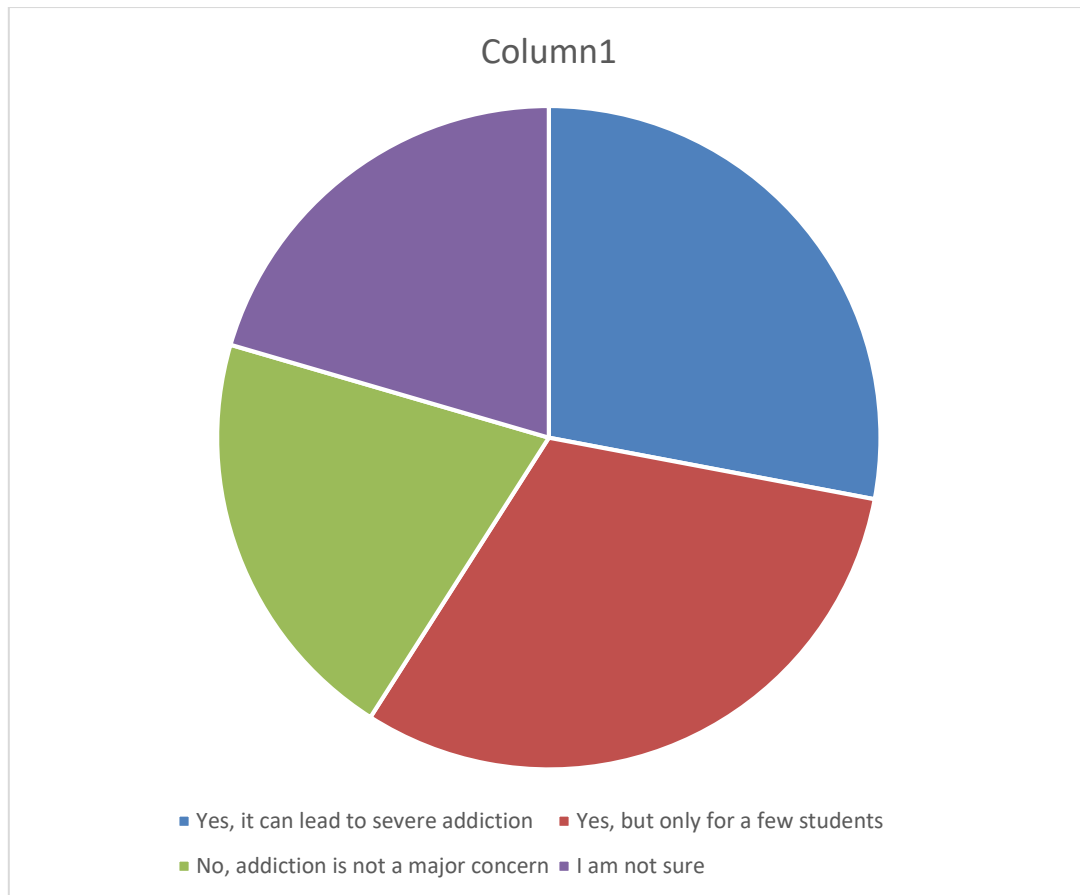
#### INTERPRETATION

The above exhibits show that 28% of respondents belongs to Yes, it can lead to severe addiction, 31.1% of respondents belongs to Yes, but only for a few students, 20.5% of respondents belongs to No, addiction is not a major concern and 20.5% of respondents belongs to I am not sure.

**Majority 31.1% of respondents belongs to Yes, But only for a few students**

**CHART4.1.19**

**CHART SHOWING DO YOU FEEL THAT INTERNET GAMBLING CAN LEAD TO ADDICTION AMONG COLLEGE STUDENTS OF THE RESPONDING**

**TABLE 4.1.20**

**TABLE SHOWING HOW DO YOU TRUST ON ANY GAMBLING SITES OF THE RESPONSE**

HOW DO YOU TRUST ON ANY GAMBLING SITES	RESPONSE	PERCENTAGE
By licensed	31	23.5%
By guidelines	33	25%
By reviews	39	29.5%
Others	29	22%
TOTAL	132	100%

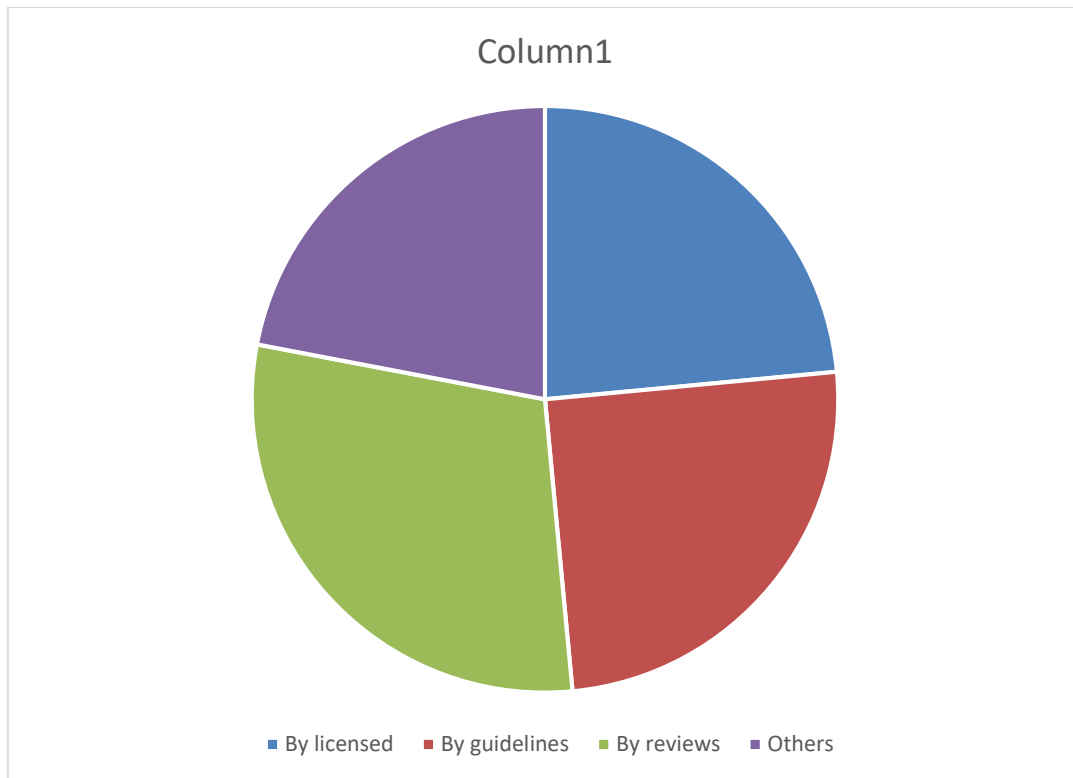
#### INTERPRETATION

The above exhibits show that 23.5% of respondents belongs to By licensed, 25% of respondents belongs to By guidelines, 29.5% of respondents belongs to By reviews and 22% of respondents belongs to Others.

**Majority 29.5% of respondents belongs to Reviews**

**CHART4.1.20**

**CHART SHOWING REASON HOW DO YOU TRUST ON ANY GAMBLING SITES OF THE RESPONDING**

**TABLE 4.1.21**

**TABLE SHOWING DO YOU CHECK THE GAMBLING SITES' TERMS AND CONDITIONS BEFORE YOU START OF THE RESPONSE**

DO YOU CHECK THE GAMBLING SITES' TERMS AND CONDITIONS BEFORE YOU START	RESPONSE	PERCENTAGE
Yes	61	46.2%
No	71	53.8%
TOTAL	132	100%

#### INTERPRETATION

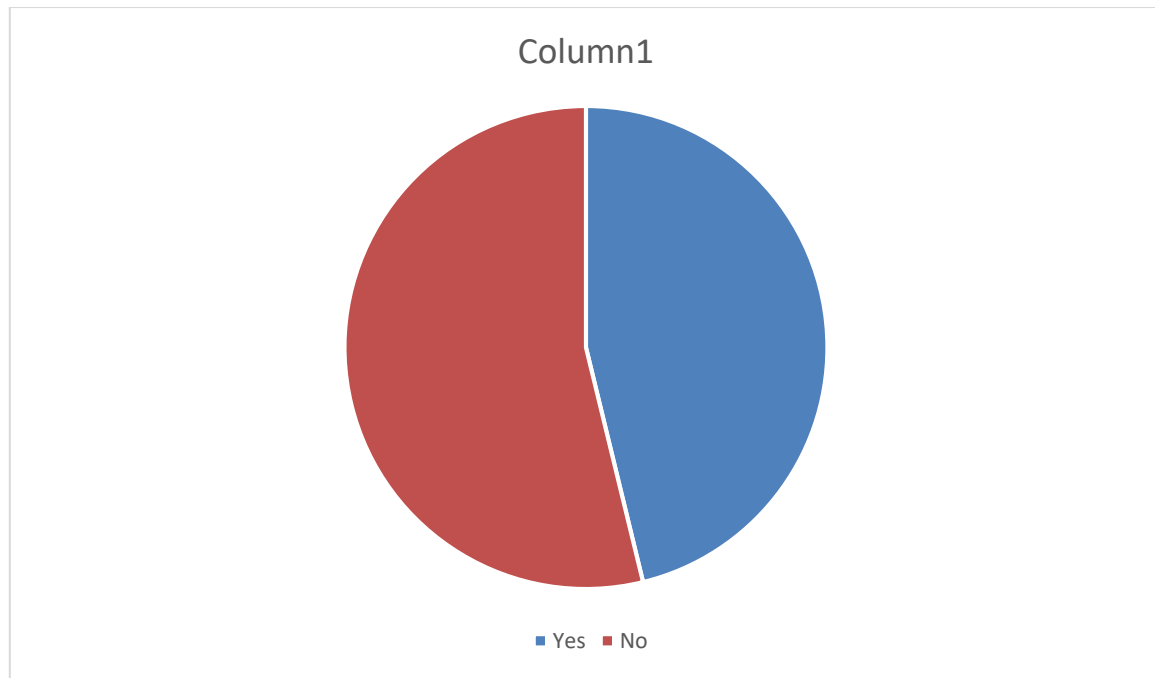
The above exhibits show that 46.2% of respondents belongs to yes and 53.8% of respondents belongs to

No.

**Majority 53.8% of respondents belongs to No**

**CHART4.1.21**

**CHART SHOWING REASON DO YOU CHECK THE GAMBLING SITES' TERMS AND CONDITIONS BEFORE YOU START OF THE RESPONDING**



## V. FINDINGS & CONCLUSION

### 5.1. FINDINGS

- The majority of the respondents (30.3%) are from age group 23-30 years
- The majority of the respondents (33.3%) are male, female and not prefer to say
- The majority of the respondents (97.9%) are unmarried.
- The majority of the respondents (26.5%) are diploma.
- The majority of the respondents (25.8%) are Third Year
- The Most of the respondents (30.3%) are their family income is 20,000-30,000.
- The majority of the respondents gamble (32.6%) using the gambling sites 6months-1year.
- The Most of the respondents (26.5%) know about gambling by Internet.
- The majority of the respondents (53.3%) prefer online gambling.
- The Most of the respondents (22.7%). gamble on internet to Escape from reality.
- The Most of the respondents (29.5%). gamble on Rummy.
- The most of the respondent's (37.1%) feels Excited when they gamble on internet.
- The majority of the respondents (27.3%) spend 0-5hours in the gambling sites per week.
- The most of the respondents (27.3%) faced Anxiety & Mood swings as the impact of the internet gambling.
- The majority of the respondents (56.1%) faced a health problem after gamble on internet.
- The majority of the respondents (69%) think that it is safe to gamble on internet.
- The majority of the respondents (52.3%) faced a financial fraud on the gamble sites.
- The Majority of the Respondent (28%) says that they don't know about it.
- The Majority of the Respondent (31.1%) says that the gambling can lead addiction only for few college students.
- The most of the respondents (29.5%) trust the gambling sites by the Reviews.
- The most of the respondents (53.8%) doesn't checks the terms and conditions of the gambling sites before they start gambling

## 5.2. SUGGESTIONS

Anyone from any walk of life can develop gambling addictions. Your gambling transitions from an enjoyable, risk-free distraction to an obsessive fixation with negative effects. A gambling problem can damage your relationships, interfere with your job, and cause financial ruin whether you wager on sports, scratch cards, roulette, poker, or slots in a casino, at a racetrack, or online. You might even take on massive debts 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 → If gambling provide excitement, get a rush of adrenaline then do Sport or a challenging hobby, such as mountain biking, rock climbing, or Go Kart racing. → Find something you're passionate about such as art, music, sports, or books and then find others with the same interests. → If gambling gives relax after a stressful day then you can do as little as 15 minutes of daily exercise can relieve stress. Or deep breathing, meditation, or massage.

## 5.3. CONCLUSION:

India's gambling sector has a lot of potential, despite the fact that a large portion of the market is now illegal. It is obvious that too much time spent online, 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. Increasingly research is required to pinpoint particular risk models for both excessive video game playing and problem gambling in kids, even though the risk factors are becoming more obvious using the internet too much. The findings of our study suggest that there is a particular role for socio demographic factors, which are mostly connected to gender, age, education in the aetiology 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. It should be noted that our data unequivocally point to a significant relationship between adolescent gambling behaviour and very substantial psychological, social, and financial effects, as well as risk behaviour.