

A Study on Problems Faced by Teenagers Due to Internet Gambling

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Abstract:-One can trace back different forms of gambling in every age, civilization, religion and culture. It exists as a form of entertainment. Different gambling games have different backgrounds. In today's world, India stands ninth, by gross profits, in the list of the leading global betting and gaming nations. Gambling propensity of people is deeply entrenched in the tradition and culture of Indian society. But all forms of gambling including internet gambling are treated as illegal in India. It can be betting on sports, political outcomes or wars, films, weather or on celebrities. Lately many Indian states have realized the importance of the gambling industry.

I. INTRODUCTION

Gambling was once associated its gangster or shady poker games In a back room , but now it as a new image . Instead of outlawing or condemning gambling, the government and many religious organisations are often the ones running the games.one of the factors contributing to the growing number of gambling addicts is the ever increasing availability of gambling venues.where as in the past potentially out of control gamblers were only able to indulge their habits with an occasional vacation to a casino town, the convenience of nearby casinos has allowed many to develop a dangerous addition.however, as gambling has become more socially acceptable the rate of gambling addiction has soared.online gambling make it easy for addicts to gamble secretly. People can gamble twenty- four hours a day , and if no one see them doing it , no one is going to suggest that they take a break or recognise that they have a problem. Each month more than 1.8 million computer user play online poker and many of these gambler became addicted.

A. Objective

- To study about the growth of online wagering.
- To enumerate other factors relating to internet gambling.
- To study about the growing number of gambling addicts.

B. Limitation

- Lack of secondary sources of data
- Restricted accessibility to primary source of data.

C. Hypothesis

H0: There is no significant reference on the study of gambling.

H1: There is significant reference on the study of gambling.

II. RESEARCH METHODOLOGY

The methodology used in the present study includes both descriptive and exploratory data. One primary is collected through various print and electronic resources.

III. TO STUDY ABOUT THE GROWTH OF ONLINE WAGERING

Internet gambling has had a brief , explosive , though not entirely unprecedented history. Throughout recorded history one thing has remained constant-with technical and social innovations will come kinds of gambling , similarly ,it was not long before enterprising operators realized that the real-time communication offered by the internet created the possibility for a virtual casino. Today internet gambling is booming, despite its ostensible criminal status in the united states. Since the appearance of the first online wagering site, internet casinos have become an accepted dimension of cyberspace. The near future the online gambling industry will see a degree of consolidation and maturation similar to that of other new industries after an initial wide-open pioneering phase. This is, not coincidentally , a process that has been seen in the terrestrial casino industry for about the past fifty years as early as 1958 article declared that “the day of the small gambler is over,” as large combines could better balance profit and risk. Today large corporations dominate the commercial casino market, and it seem reasonable that the same process will happen in cyberspace.

IV. TO ENUMERATE OTHER FACTORS RELATING TO INTERNET GAMBLING

There are many other technological developments that are likely to increase internet gambling including “sophisticated gaming software” “integrated e-cash system” “increased realism” etc..... The internet is a complex web of computer network that allows a person in one part of the world to communicate by computer with another person located in another part of the world. To a gambling addict , the internet

could potentially be a very dangerous medium. Recent survey have begun to examine excessive internet use among student population. Now a days high tech superstars make more money through gambling on their own stock than selling product. In fact some of the leading high technology companies including Dell, yahoo ,intel and Microsoft-show profits that have less to do with their business than with stock market speculation and interest from bank account. It came as a shock to see how much of the profits of the tech industry biggest names came from what can only be described as gambling.

V. TO STUDY ABOUT THE GROWING NUMBER OF GAMBLING ADDICTS

As gambling has become more accessible the profile of the problem gambler has changed to include both teenagers and senior citizen. according to the national council on problem ten and seventeen years old have gambled in the past year up to 45 percent. There are several reasons for the increase. First people have more opportunities to gamble than they did in the past when gambling required sneaking into a casino or finding a secret poker game. Young people are gambling more they are starting at an earlier age, and they are playing for higher stakes. Gambling has also become a problem for many senior citizens , who are particularly vulnerable for several reasons.They may turn to gambling in order to fill to much free time to cope with other people seniors also a favourite target group for casinos, which advertise heavily to that age group , offering bargains such as free or low-cost transportation to casinos.

VI. REVIEW OF LITERATURE

- NAME:Griffiths , YEAR:1999

In other words where accessibility 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 susceptible to developing a gambling addiction, it does suggest that on a societal level the more gambling opportunities the greater the number of problems will likely exist.

- NAME: Langer ,YEAR: 1975

In terms of interactivity stimulation studies have shown that one's personal involvement in a gambling activity can increased gambling .with increased time spent interacting online , less time is spent interacting face to face in the social world. One of the consequences of technology has been reduce the fundamentally social nature of gambling to an activity that is essentially asocial.

- NAME: Ladd and petry, YEAR: 2002

Higher internet gambling rates were reported in the US among 389 patients. They found that 81% of participants reported internet gamblers, internet , internet gamblers were more likely to be younger non-caucasian and to have higher scores on a psychometric gambling measure. Only 22% of the participants without internet gambling experience were problematic or pathological gamblers, as compared 74% of those with internet gambling experience.

VII. SUGGESTION

- 1) Making rules and regulations strictly.
- 2) Providing replacement activity like other outdoor games etc.
- 3) Hand over the control of money to other person.

VIII. CONCLUSION

There is a huge potential for the gambling industry of India , though much of the market falls today's in illegal domain. It is clear that excessive involvement with gambling , video-game and the internet may result in an increase in adolescent problems. The technologies involved in gambling , video-game playing and internet use are growing, although the risk factors involved in youth problem gambling are becoming clearer, more research is needed to identify specific risk models for both excessive video-game playing and excessive internet use. At the moment , the law relating to internet gambling vary from country to country and are often difficult to apply.there are divergent views amongst policy makers on gambling. The development of brand names would work as a vehicle for people to identify sound providers of gambling as opposed to scamsters. However , this market deepening would not come about if gambling were simply banned or unethical or peripheral.

REFERENCE

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