Abstract

**Purpose:** The purpose of this study is to understand the current status of illegal online gambling, which is rapidly spreading recently, and to suggest policy measures to prevent gambling addiction of illegal online gambling users. Illegal online gambling is easier to access than the legal gambling industry, so it tends to be converted very quickly. Therefore, there is a need for a way to actively cope with this.

**Method:** The seriousness of illegal gambling has been an important issue until recently. In Korean society, gambling culture is spread and has an acceptable sentiment for gambling. Many people buy lottery tickets hoping to win the lottery. However, gambling based on gambling leads to gambling addiction, which poses a risk of economic loss, family destruction, and crime. Therefore, this study aims to understand the status of the Korean gambling industry and point out the problems of gambling addiction caused by gambling. In addition, I would like to look at countermeasures from various countries against illegal online gambling, which is understood to play a key role in gambling addiction. Through this, we intend to provide suggestions for preventing the spread of illegal online gambling and solving gambling problems.

**Results:** As a result of reviewing the existing KNGCC reports and literature data on illegal gambling, it was found that gambling is increasing throughout Korean society. Koreans are expected to make a lot of money by buying lottery tickets and betting on sports every week. Unfortunately, however, many people are suffering from gambling addiction. Gambling addiction causes a number of social problems. It produces various side effects such as personal health, family dissolution, departure from work, suicide, and crime. However, policy measures focused on legal gambling do not prevent the spread of illegal gambling. Most illegal gambling serviced online has a very high addiction rate and is difficult to crack down on compared to legal gambling. Efforts such as granting KNGCC the right to investigate are required to prevent this, but it is difficult. There is also an expectation that the spread of illegal gambling can be controlled through efforts such as providing legal gambling online. However, such a decision has difficulty that social consensus should take precedence.

**Conclusion:** For modern people living in the Meta-bus era, the temptation of illegal online gambling is difficult to avoid. It is very difficult to eradicate illegal gambling, which is being serviced online with high accessibility in the gambling industry, which is divided into legal and illegal. In the case of Korea, it is impossible to crack down on illegal gambling sites in the absence of KNGCC’s investigative power. In addition, it is also a reality that it is difficult to crack down on illegal gambling sites due to frequent changes. As a result, it is difficult to cope with the rapidly increasing illegal online gambling with policy measures based simply on deterrence policies. Therefore, this study attempted to emphasize the importance of strengthening online services for legal gambling and preventive education and gambling addiction treatment for illegal gambling.

**Keywords** Illegal Gambling, Gambling, On-Line Gambling, KNGCC(Korean National Gambling Control Commission), Prevention
1. Introduction

Illegal gambling is deeply embedded in the lives of Korean people\cite{[1][2][3][4][5][6][7][8][9][10]}. The social damage caused by illegal gambling is increasing every year\cite{[4][9]}. Due to illegal gambling, economic losses, social losses, and family destruction are being committed\cite{[9]}. Korean National Gambling Control Commission (KNGCC) in Korea is struggling, but there seems to be no way to prevent the spread of illegal gambling\cite{[3][11]}. The spread of illegal gambling is due to the impossible environment of social control and structural control of illegal gambling\cite{[3]}. Many Koreans are exposed to gambling environments from the beginning of their lives\cite{[12][13][14]}. People who dream of turning their lives around through legal gambling such as lottery are naturally interested in illegal gambling\cite{[15][16][17]}. In addition, the easy-to-spread Internet environment of illegal gambling makes it difficult to control illegal gambling\cite{[18]}. In addition, KNGCC has no tools to control illegal gambling, and there is a limitation that illegal gambling is not a top priority in responding to cybercrime by the police\cite{[11]}. In particular, there is a lack of measures to curb illegal gambling operation and participation in the situation where it is not clear who can be in charge of illegal gambling.

KNGCC regularly identifies the status of Korean people’s participation in legal gambling, but no investigation is conducted on illegal gambling at the same time\cite{[4]}. Of course, the status of illegal gambling has been investigated four times in recent years, but in-depth research is insufficient\cite{[3]}. However, in reality, it is difficult to deny that KNGCC’s research is the most comprehensively grasping the status of illegal gambling in Korea. Since it is the result of collecting and analyzing research data at the national level, it is of high academic value. Despite the lack of understanding, it will provide an opportunity to accurately grasp the crisis situation of illegal gambling by illuminating the results of existing studies on illegal gambling.

Therefore, this study aims to review the crisis situation of the spread of illegal gambling by critically analyzing KNGCC’s research on illegal gambling and data from academic papers. Through this, it will help set policy countermeasures to eradicate illegal gambling and the direction of future illegal gambling research. In sum, it will help to enhance understanding of illegal gambling by analyzing research data on illegal gambling in existing KNGCCs. It will also help set the direction of illegal gambling research in the future by grasping the trends of existing illegal gambling-related studies. To this end, this paper attempts to understand the current status of illegal gambling by analyzing KNGCC’s research report on illegal gambling. It will also deal with discussions of existing academic studies on illegal gambling.

2. Korean Gambling Industry

2.1. Legal gambling industry

It was found that the gambling industry in Korea decreased significantly in 2020 due to the influence of COVID-19\cite{[19]}. Total sales of the seven gambling industries decreased by more than 43% compared to 2019. Sales of the gambling industry, which reached 22.65 trillion won, fell 43.2% to 12.8698 trillion won in 2020. Looking at the sales trend of individual gambling industries, the sales decline of racing gambling industries such as horse racing was the largest. Sales of bullfighting games fell 93.1%. Meanwhile, lottery sales increased by 13%, unlike other gambling industries. In addition, sports betting sales fell 4.2 percent year-on-year, showing a relatively low level of decline. This result is understood to be due to the fact that Kangwon Land and racetracks were suspended and only a minimum number of people were admitted to the guest room due to COVID-19.

As a result, the Korean gambling industry showed a significant decrease in the number of users due to COVID-19, resulting in a significant decrease in sales. However, it is the result of
showing the importance of accessibility in the gambling industry by showing an increase in lottery sales, which had good accessibility.

**Table 1.** Size of Korean Gambling Industry in 2019 and 2020(100million won).

<table>
<thead>
<tr>
<th></th>
<th>Total Sale</th>
<th>Variation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Casino</td>
<td>29,305</td>
<td>10,413</td>
</tr>
<tr>
<td>Racing</td>
<td>97,903</td>
<td>15,079</td>
</tr>
<tr>
<td>Lottery</td>
<td>47,933</td>
<td>54,152</td>
</tr>
<tr>
<td>Sport Toto</td>
<td>51,099</td>
<td>48,928</td>
</tr>
<tr>
<td>Bullfighting</td>
<td>267</td>
<td>26</td>
</tr>
<tr>
<td>Total</td>
<td>226,507</td>
<td>128,598</td>
</tr>
</tbody>
</table>

Note: KNGCC (2021), Statistics for Korean gambling industry (2020).

### 2.2. Illegal gambling industry

It is understood that Korea’s illegal gambling industry has expanded steadily until recently. In the first survey in 2008, the scale of illegal gambling was estimated to be 42 trillion won[6]. In the second survey in 2012, it increased again to 52 trillion won[7]. In the third survey in 2015, it was found that it increased to 83 trillion won[7]. Of course, the difference is that in the 1st and 2nd illegal gambling industry surveys, operator-centered scale estimates were made, while users were also added in the 3rd survey[8]. Nevertheless, illegal gambling in Korea was found to increase. KNGCC conducted a fourth survey in 2020 to estimate the size of illegal gambling[9]. While sales of the legal gambling industry fell markedly due to the influence of Corona, illegal gambling showed surprising results that there was no significant change in illegal gambling.

It is understood that the illegal gambling industry was hardly affected by COVID-19. As it was revealed in the 4th investigation into illegal gambling in Korea, it is understood that the size of illegal gambling did not decrease significantly compared to the 3rd investigation in 2015. In the third survey in 2015, the size of the illegal gambling industry was 83.78222 trillion won[8], but in the fourth survey in 2020, it was 81.5474 trillion won, down only 9.7%[9]. It can be seen that the 4th survey in 2020 hardly decreased in that it was conservatively measured compared to the 3rd survey[9]. In other words, if the legal gambling industry was significantly reduced in size due to the influence of COVID-19, illegal gambling based on online and others was not significantly affected. This will be direct evidence that the gambling industry is very affected by accessibility, as we have seen earlier. While the online-based illegal gambling industry as a whole showed an increasing trend, sales of offline-oriented private casinos and gambling houses decreased significantly. The size of illegal online gambling was 8.3452 trillion won, but in the fourth survey, sales of semi-public private casinos, which increased to 8.9854 trillion won, fell significantly from 3.4155 trillion won to 1.361 trillion won[9].

Illegal gambling in Korea is changing around online[3][9][11]. Most of the illegal gambling is done online, except for private casinos, illegal gambling houses, and illegal gambling games[9]. In particular, illegal online casinos and illegal sports Toto account for a significant portion of the entire illegal gambling industry. In addition, the proportion of online gambling has increased significantly in Gyeongju gambling, where offline-oriented illegal gambling accounted for a large portion. In the case of illegal horse racing, 90% of the total online sales account for 90%.

In other words, illegal gambling in Korea has been reorganized around online, which is a key reason why the scale of illegal gambling has not decreased even in the Corona environment.
According to a 2020 KNGCC survey, many illegal gambling participants answered that they participated because there were no restrictions on time and space due to the use of illegal online gambling.[9]

Table 2. Size of korean illegal gambling compared to online-based and off-line-based(100 million won).

<table>
<thead>
<tr>
<th></th>
<th>Total sale</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>On-line</td>
</tr>
<tr>
<td>On-line casino</td>
<td>106,250</td>
</tr>
<tr>
<td>On-line sport toto</td>
<td>205,106</td>
</tr>
<tr>
<td>On-line instant gambling</td>
<td>81,591</td>
</tr>
<tr>
<td>Racing gambling</td>
<td>97,869</td>
</tr>
</tbody>
</table>

Note: KNGCC (2021), 4th report for estimating current conditions of illegal gambling (2020).

3. Addiction of Gambling

3.1. Risk of gambling addiction in Korea

Gambling behavior increases the likelihood of falling into uncontrollable gambling addiction[4][11][20][21][22][23][24]. Many gambling studies explain that repetitive and habitual participation in gambling behavior not only causes gambling addiction, but also causes social problems[20][21][23]. Gambling addiction refers to a behavior that tries to control a particular action by causing physical, mental, social, financial, or legal problems or harm to a meaningful other person, family, friends, or organization, workplace, or community, but loses control and repeats it[14][24].

In order to understand the status of gambling addiction, KNGCC is grasping the status of gambling participation and gambling addiction rate every two years[12][13][14]. The gambling addiction rate refers to the percentage of people who are addicted to gambling among the total population. Using the Canadian problem gambling index (CPGI), the population estimates that those who are in the middle of gambling and those who are seriously into gambling as the ratio of the addicted people.

According to a 2020 survey[14], It was found that Koreans participate in gambling activities very often. When asked about their experience in participating in gambling over the past year, 56.3% said they had participated. More than half of the total population participates in gambling. As there are many gambling participants, the gambling addiction rate is also estimated to be high. As a result, the gambling addiction rate of Koreans was 5.3%. The figure is the same as 5.3% in 2018, and the proportion of problematic gambling addicts is almost the same at 1.1%. The proportion of people in the middle level of addiction was 4.3%, an increase of 0.1% compared to 2018. Gambling addiction is found to be more dangerous for men than for women. In the 2020 survey, men's gambling addiction rate was 7.9%, while women's gambling addiction rate was 2.8%. In particular, the rate of gambling addiction in question was 1.7% for men, while .4% for women, indicating that men are much more likely to fall into gambling than women. By age, the prevalence rate of those in their 40s was the highest at 6%, 5.6% in their 20s and 3.9% in their 30s. Depending on income, the higher the monthly income, the higher the prevalence rate. However, in the case of income earners under 1 million won, the prevalence rate was 7.5%, which did not show consistent results. Looking at the prevalence rate by type of gambling, the gambling addiction rate was the highest in race gambling (25.1% horse racing, 25.5% cycle gambling, and 23.5% boat gambling). The prevalence of Sports Toto was 20.7%, and the prevalence of casino users was 12.1%. Meanwhile, the gambling addiction rate of lottery buyers was 8.6%,
the lowest among legal gambling. In addition, in the 2020 study, the gambling addiction rate of illegal gambling was also investigated, with 26.6%, the highest gambling addiction rate[14].

Fortunately, Korea's gambling addiction rate was 9.5% in 2008, 6.1% in 2010, 7.2% in 2021, 5.4% in 2014, and 5.1% in 2016, which is maintained at a certain level rather than increasing. Based on the results of the survey, the number of gambling addicts in Korea in 2020 is estimated to be 2,257680. However, KNGCC's investigation is mainly on legal gambling use and gambling addiction. Since the gambling addiction rate was calculated by grasping the number of people who participated in legally allowed gambling among various types of gambling, it does not explain the risk of gambling addiction due to actual illegal gambling[11].

Although the 2020 study did not clearly investigate the prevalence of illegal gambling, the addiction rate of private gambling was 26.6%, suggesting that the addiction rate of illegal gambling was relatively higher than that of legal gambling. Several existing domestic studies have also shown that illegal gambling has a relatively higher addiction rate than legal gambling. Gambling addiction causes various harms, so gambling addiction caused by illegal gambling is estimated to have a greater harmful effect. According to a 2015 study by Keimyung University[11], the proportion of illegal online gambling participants accounted for 11% of the total population. Substituting this into the 2020 survey, 4,685,752 of the total population have illegal online gambling experience, and if about 26% of them are gambling addicts, 1,218295 will become illegal online gambling addicts. In the case of the 2020 illegal gambling use survey, the illegal gambling participation rate reached 14.5% of the total population, which is estimated to be higher than the number of gambling addicts caused by illegal gambling. In the third illegal gambling survey in 2015, the addiction rate of illegal gambling reached 48.7%, and in the fourth survey in 2020, 46.7 percent experienced gambling addiction, indicating that illegal gambling is a key cause of gambling addiction[9]. In other words, gambling addiction is a common phenomenon among illegal gambling participants compared to legal gambling, and it is difficult to prevent gambling addiction other than eradicating illegal gambling.

3.2. Harmful effects of gambling addiction in Korea

Gambling participation can harm the daily lives of gambling participants. In 2020 survey of KNGCC, the definition of social side effects of gambling means experiencing alcohol or drug abuse, divorce crisis, or divorce due to gambling, violence against family members, attempting unemployment or suicide due to gambling, and finally committing crimes[9]. In particular, gambling addicts experience various harms from gambling.

First of all, according to a 2020 KNGCC gambling survey, 0.3% of all investigators experienced side effects from gambling[14]. This means that 140,000 people of the population over the age of 20 experience side effects from gambling. It was found that men experienced five times more side effects from gambling than women. By age, the higher the age, the more side effects from gambling were experienced. As a result of identifying side effects according to the level of gambling addiction, 14.7% of them experienced side effects due to gambling at the highest stage of gambling addiction in the fourth stage. In addition, in the fourth illegal gambling survey in 2020, it was found that illegal gambling participants suffered particularly a lot of economic losses, health problems, and family problems due to illegal gambling. In other words, gambling addiction is a key influencing factor in the experience of social side effects gambling regardless of legal or illegal[9].

Gambling addiction causes social loss as well as personal harm[20][21][22]. The economic loss caused by gambling addiction is estimated to have an opportunity cost of KRW 30 trillion and social expenditure of more than KRW 300 billion[9]. In addition, the cost of crime caused by gambling is estimated to be enormous. In particular, it was found that participants in illegal gambling committed more property crimes, violent crimes, and domestic violence.
As a result, the resolution of social side effects caused by gambling depends on the reduction of gambling addiction. Although gambling itself is based on gambling, it is difficult to prevent some side effects, but in order to prevent gambling from harming everyday life, measures are needed to reduce gambling addiction rates.

4. Policies of Illegal Gambling

4.1 Current policies for controlling illegal gambling

There have been many policy discussions around the world to solve gambling problems and gambling addiction[1][3][4][5][24][25][26][27]. However, there are also many skeptical responses to ways to effectively regulate gambling and reduce addiction[3][4]. The general methods of gambling response employed by many existing countries are as follows. The policy direction for illegal online gambling worldwide is to provide illegal online gambling sanctions and legal gambling services online. This is a favorable response to the online provision of legal gambling in the United States, the United Kingdom, France, Germany, Japan, and Australia. Of course, services are provided under the control of regulators, not unlimited online services.

In other countries, illegal online gambling is also recognized as a social problem. With the rapid growth of online gambling, the size of the illegal online gambling market is rapidly increasing[28]. Accordingly, many countries are struggling to come up with measures to regulate illegal online gambling. Some countries are responding to illegal online gambling regulations centered on deterrence through legal regulations. Typically, the United States enacted the Unlawful Internet Gambling Enforcement Act (UIGEA). The law requires crackdowns on accounts betting on illegal online gambling sites. In order to block gambling funds paid to illegal online gambling sites, banks, credit card companies, and other financial institutions are collaborating to prevent payments. However, there is a limitation in that the definition of illegal online gambling stipulated in this law is not clear. In addition, there are no sanctions against illegal gambling users. In addition, most illegal online gambling sites have servers in foreign countries, raising questions about the effectiveness of the crackdown. In the UK, gambling laws have also been enacted to enable the Gambling Commission to investigate and prosecute illegal gambling operators. However, most of the penalties remain fines.

Another way to cope with illegal online gambling is to provide legal gambling online. This is because legal gambling is less accessible than illegal gambling, so it is not highly competitive. The basis for this approach is the balloon effect theory that tightening regulations on legal gambling rather mass-produces illegal gambling. If regulations on legal gambling are eased, there will be no reason to participate in illegal gambling. Typically, France offers a variety of online gambling. France is providing online services for sports betting, horse racing, and poker in 2010. Create an online gambling regulatory committee to maintain the soundness of these services. In France, when advertising online to prevent the indiscriminate spread of online gambling, warning messages about gambling addiction are provided and sites related to gambling addiction are connected. Secondly, Germany also served online casinos in 2002. Online poker and casinos have been allowed in Germany since July 2021. However, in order to prevent indiscriminate participation in gambling, the government is cracking down on payments only at designated banks. Next, Casinos, sports betting, lottery, and bingo are also legally provided online in the UK. As of 2019, 648 companies are providing gambling services online. Online gambling is allowed up to 1.33 million won per person per month, and credit card payments are prohibited. Fourth, Spain also provides online gambling services. A total of 79 companies were selected and obtained operating licenses for 10 years. Only Spanish residents can use online gambling services, and as of 2018, online gambling sales amounted to 22.5% of all gambling sales. Fifth, online gambling is also allowed in Japan. Horse racing, sports betting, and lottery tickets are
allowed online. As of 2019, the online share of horse racing sales reached 70.3%, and online services are successfully being provided. Korea also has limited online services for lottery and sports betting. Of course, indiscriminate use is restricted through an online ticketing system controlled by the government.

In Korea, efforts have been made to provide KNGCC with the right to supervise and investigate to regulate illegal online gambling. However, the police and prosecutors are not cooperative and are experiencing difficulties in legislation. The KNGCC Act, which is the basis for KNGCC, does not specify clear regulatory authority or crackdown authority on illegal gambling. For this reason, KNGCC emphasized the total amount system for legal gambling and policies centered on the prevention and treatment of gambling addiction.

Worldwide, gambling regulators do not often have the right to investigate and prosecute at the same time. The UK, France, Spain, Finland, and New Zealand have the right to investigate and prosecute regulators. Meanwhile, regulators have the right to investigate in the Netherlands, Denmark, the Philippines, Singapore, the United States, and Australia. In Japan, Macau, Hong Kong, Taiwan, and Germany, regulators do not have both the right to investigate and prosecute. In this reality, Korea's KNGCC is trying to have the right to investigate to effectively respond to illegal online gambling. This is because the surveillance reporting center currently in KNGCC simply performs the function of checking illegal online gambling sites and requesting site blocking. However, illegal gambling is avoiding regulations, such as having servers overseas and frequently changing sites. In addition, site changes are being made very quickly compared to the speed of site crackdowns, so illegal online gambling cannot be prevented by simple site crackdowns. As a result, there is no way to effectively respond to illegal online gambling, which is rapidly converting.

In this reality, it is urgent to come up with measures to effectively regulate illegal gambling while protecting the legal gambling industry. The only few scholars are concerned, but insist on expanding online services for legal gambling. Accordingly, some researchers emphasize the balloon effect of illegal online gambling and emphasize the need to provide online services for legal gambling. In particular, according to the results of a survey conducted by the Korean Racing Authority, a user survey found that if legal gambling is serviced online, they would participate in legal gambling rather than illegal gambling. In other words, it is used as a means to prevent the expansion of illegal gambling by strengthening the accessibility of legal gambling.

4.2 Cure for gambling addiction

Gambling addiction is a problem around the world. Many countries have opened and operated gambling addiction specialized institutions to prevent and treat gambling addiction among the people. Around the world, most countries operate gambling addiction prevention and counseling centers under state agencies. In the UK, Germany, and France, private organizations or hospitals operate centers to respond to gambling addiction. Most gambling addiction centers are provided with part of the sales of the legal gambling industry in the form of funds. Many countries cover a variety of gambling sales, ranging from 0.25% to 2%.

Korea also opened and operates the Korea Center on Gambling Provisions (KCGP). KCGP is a national gambling prevention education institution established in accordance with Article 14 of the KNGCC Act. KCGP operates 15 regional centers nationwide. The center conducts preventive education, prevention campaigns, and counseling for gambling addiction. KCGP's operating costs are operated with funds paid by individual gambling operating institutions.

Since its establishment in 2013, KCGP has been responding to gambling addiction through various programs. First of all, help-line telephone counseling is provided for those suffering from gambling addiction, and online counseling is also provided to protect anonymity. It also provides
education and counseling on gambling issues and various cultural activity programs for the healing of gambling addicts. It also provides gambling prevention education for more than hundreds of thousands of adults and adolescents nationwide every year. In addition, it is striving to establish a human infrastructure that can respond to gambling addiction by providing expert training programs for gambling addiction treatment and counseling.

Every year, KCGP has become a representative gambling addiction prevention center that provides services to hundreds of thousands of people through personal counseling, group counseling, preventive education, and gambling addiction prevention campaigns. However, KCGP has limitations in operating on gambling business funds. Gambling addiction funds can fluctuate every year, which has limitations in operational stability. In addition, local gambling addiction centers are undergoing business evaluation centered on objective indicators, so they have a limitation in that their performance is determined by quantitative analysis rather than qualitative analysis of gambling addiction treatment.

In addition, local gambling addiction centers have difficulties in stable operation as operating contracts are made every three years. Although professional manpower is a key factor in treating gambling addiction, most gambling addiction counselors and instructors have a problem that their jobs are unstable. As a result, although KCGP in Korea has a systematic organization compared to other countries, it is difficult to stably provide professional services due to unstable contractual relations and the possibility of fund fluctuations. Accordingly, it is required to prepare a plan to further stabilize KCGP.

5. Conclusion

The purpose of this study is to understand the current status of illegal online gambling, which is rapidly spreading recently, and to suggest policy measures to prevent gambling addiction of illegal online gambling users. Illegal online gambling is easier to access than the legal gambling industry, so it tends to be converted very quickly. Therefore, there is a need for a way to actively cope with this.

The seriousness of illegal gambling has been an important issue until recently. In Korean society, gambling culture is spread and has an acceptable sentiment for gambling. Many people buy lottery tickets hoping to win the lottery. However, gambling based on gambling leads to gambling addiction, which poses a risk of economic loss, family destruction, and crime. Therefore, this study aims to understand the status of the Korean gambling industry and point out the problems of gambling addiction caused by gambling. In addition, I would like to look at countermeasures from various countries against illegal online gambling, which is understood to play a key role in gambling addiction. Through this, we intend to provide suggestions for preventing the spread of illegal online gambling and solving gambling problems.

As a result of reviewing the existing KNGCC reports and literature data on illegal gambling, it was found that gambling is increasing throughout Korean society. Koreans are expected to make a lot of money by buying lottery tickets and betting on sports every week. Unfortunately, however, many people are suffering from gambling addiction. Gambling addiction causes a number of social problems. It produces various side effects such as personal health, family dissolution, departure from work, suicide, and crime. However, policy measures focused on legal gambling do not prevent the spread of illegal gambling. Most illegal gambling serviced online has a very high addiction rate and is difficult to crack down on compared to legal gambling. Efforts such as granting KNGCC the right to investigate are required to prevent this, but it is difficult. There is also an expectation that the spread of illegal gambling can be controlled through efforts such as providing legal gambling online. However, such a decision has a difficulty that social consensus should take precedence.
For modern people living in the Meta-bus era, many crises exist close to people’s lives[31][32][33][34]. Particularly, the temptation of illegal online gambling is difficult to avoid. It is very difficult to eradicate illegal gambling, which is being serviced online with high accessibility in the gambling industry, which is divided into legal and illegal. In the case of Korea, it is impossible to crack down on illegal gambling sites in the absence of KNGCC’s investigatory power. In addition, it is also a reality that it is difficult to crack down on illegal gambling sites due to frequent changes. As a result, it is difficult to cope with the rapidly increasing illegal online gambling with policy measures based simply on deterrence policies. Therefore, this study attempted to emphasize the importance of strengthening online services for legal gambling and preventive education and gambling addiction treatment for illegal gambling.

6. References

6.1. Journal articles


6.2. Books


7. Appendix

7.1. Authors contribution
<table>
<thead>
<tr>
<th>Author</th>
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<td>☑</td>
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<tr>
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<tr>
<td>Play a decisive role in modification</td>
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