Actualization of the Role of Digital Citizenship: Solution to the Threat of Cyber Gambling Chaos for Sustainable Development Goals (SDG's) in Indonesia

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ABSTRACT

The rise of cyber gambling in Indonesia has posed a serious threat to various aspects of people's lives, especially affecting the country's sustainable development goals or commonly referred to as SDG's. The proliferation of online gambling platforms has led to a significant increase in financial transactions, with a sharp increase in the total value of online gambling transactions. The negative impacts of cyber gambling not only cause financial losses, but also affect productivity, social costs, health problems, and even the risk of money laundering. In addition, the prevalence of gambling among adolescents and vulnerable populations highlights the urgent need for comprehensive solutions to combat this growing threat. Digital citizenship plays a vital role in preventing cyber gambling by encouraging ethical behavior and responsible use of technology. Increasing digital literacy through formal education and public awareness campaigns is essential in raising awareness of the risks associated with online gambling. By integrating digital citizenship principles into curriculum development and media regulation, individuals can better protect themselves from exposure to online gambling activities. Leveraging advanced technologies such as artificial intelligence can help early detection and blocking of gambling-related content, while coordination with government agencies and international cooperation can strengthen law enforcement efforts against online gambling syndicates. By taking a proactive stance towards digital citizenship and implementing comprehensive policy measures, Indonesia can effectively address the challenges posed by cyber gambling and contribute to achieving sustainable development goals.

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Introduction

The development of digital technology in the last few decades has brought pathological viruses that attack various lines of human life. One form of pathology that is increasingly prominent on the surface of Indonesia is the presence of the phenomenon of " cyber gambling " as another term for online gambling. If online gambling is related to gambling actions that utilize internet sites digitally, then cyber gambling has reached a level where online gambling is no longer a habit of society that is mushrooming and has an addictive effect, but has brought bad influences that lead to harm and the threat of crime.

This has emerged and has grown rapidly along with internet penetration and the use of digital devices. Cyber gambling is not only a legal issue, but also a socio-economic problem that is widespread among people of various ages and economic statuses. Based on data from the Financial Transaction Reports and Analysis Center (PPATK), online gambling transactions in Indonesia reached IDR 327 trillion in 2023, a drastic increase of 213% compared to 2022 (Zurohman, 2016) . This spike shows how serious the phenomenon is and the high level of community involvement in this illegal activity, which has a direct impact on various sectors of life, including the economy, social, and morals.

The problems faced are increasingly complex when online gambling players not only come from adults, but also include children under the age of 10, which are detected to reach 2% of the total players. In addition, as many as 80% of players come from the lower middle class, including students, laborers, farmers, and housewives (Rafiqah & Rasyid, 2023) . This fact shows that cyber gambling has become a serious threat to vulnerable and marginalized communities, where digital education and understanding of cyber risks are still very limited. This has the potential to hinder Indonesia's efforts to achieve several Sustainable Development Goals (SDGs) targets, especially development indicators number 1, 4, 8 and 10 related to poverty eradication, quality education, decent work, and reducing social inequality.

Previous research studies related to the problem of online gambling have shown that the government, through the Ministry of Communication and Information (Kemenkominfo) and the Financial Services Authority (OJK), has made various efforts to combat this phenomenon. Some of the steps that have been taken include blocking online gambling websites and accounts suspected of being used for gambling activities. However, although more than 5,000 accounts have been blocked, this effort has proven to be ineffective in stopping the spread of online gambling (Firmansyah et al., 2022) . Previous research highlights that the success of blocking is often only temporary, because online gamblers always find new ways to avoid monitoring, either through technology or undetectable transaction methods.

Therefore, a more comprehensive and sustainable solution idea is needed to be able to overcome this problem. One solution that researchers try to propose is to actualize the role of digital citizenship not only through learning in formal and non-formal schools but also in the life of society as a whole (Habibah, 2023). The actualization process that researchers conceptualize is through a series of soft and hard education, internalization and reconciliation, and strengthening the curriculum related to digital citizenship. In strengthening the curriculum referred to here, it emphasizes more on equalizing the concept of digital citizenship in aspects of life values contained in community habituation activities and all subjects at all levels of

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education. So that the actualization process in educational institutions is not only burdened through Pancasila and Citizenship Education subjects(Habibah, 2021).

Talking about digital citizenship means emphasizing the importance of each individual to understand their rights and obligations as users of digital technology, as well as the responsibility to maintain ethics and security in cyberspace (Safiudin & Damayanti, 2024) . By increasing digital literacy in society, especially among young people and vulnerable or marginalized groups, it is hoped that a higher awareness of the risks and dangers posed by online gambling can be created.

The problem-solving plan in this research includes several strategic steps. First, increasing digital literacy which is part of the concept of digital citizenship itself. Efforts made to realize this by encouraging hard and soft education to the public that focuses on increasing awareness of the dangers of online gambling and how to avoid it. Second, cross-sectoral cooperation between the government, non-governmental organizations (NGOs), this aims to make it easier in the process of equalizing the digital citizenship curriculum for all levels of educational institutions. As well as optimizing social media platforms to limit access to online gambling sites and advertisements.

According to a Populix survey, 82% of internet respondents in Indonesia admitted to being exposed to online gambling ads in the last six months, with 63% of them seeing these ads almost every time they access the internet. The use of technology such as artificial intelligence (AI) and machine learning can also help detect and block online gambling activities more effectively and preventively. Social media restrictions also need to be fully supported by various authorities such as the Ministry of Communication and Information, the Coordinating Ministry for Politics, Law and Human Rights, the Ministry of Religion and the State Intelligence Agency.

The theoretical study that underlies this research refers to the theory of digital citizenship, which was first developed by Ribble (Jannah, 2018) . This theory highlights that digital literacy does not only include the ability to use technology, but also includes an understanding of ethics, social responsibility, and the obligation to behave positively in cyberspace (Safiudin, 2024) . By integrating the digital citizenship approach, this study will examine how the process of internalizing and reconciling digital literacy through various education and curriculum strengthening can function as a bulwark against cyber gambling , especially for vulnerable groups. The hope of this research is that it can provide concrete and sustainable solutions for the government, non-governmental organizations, and the wider community in dealing with the threat of cyber gambling. The benefits of this research are not only for policy makers, but can also be a reference for various parties involved in the development of digital literacy in Indonesia. Ultimately, this research aims to create a society that is more digitally literate, more responsible, and able to protect itself from the threats that arise along with the rapid development of digital technology.

Thus, it is hoped that this digital citizenship-based approach can help address the problem of cyber gambling and at the same time , contribute to the achievement of the SDGs, especially those related to aspects of poverty alleviation, improving the quality of education, reducing social inequality, and creating an inclusive and sustainable society.

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Method

This study uses a literature study method or literature review with the aim of analyzing the role of actualizing digital citizenship in overcoming the threat of cyber gambling in Indonesia which has an impact on the country's sustainable development plan or known by another term as sustainable development goals .

This research design is qualitative with a focus on literature review covering various scientific sources, such as scientific publication journal articles, government reports, books, and official documents (Damayanti et al., 2024) . The research population includes all literature related to the topics of cyber gambling , digital citizenship, and digital literacy, while literature samples are selected purposively based on relevance to this study.

Data collection techniques are carried out through searching for academic sources and official institutions, such as journal databases (Google Scholar, ProQuest), as well as reports from government agencies such as PPATK, OJK, and Kemenkominfo. The data collected is then analyzed qualitatively with a descriptive approach, which involves data reduction, presentation, and drawing conclusions to find trends and solutions in overcoming cyber gambling .

The specifications of the tools used are digital platforms to access literature, while the materials used are scientific literature and relevant and credible official documents. This study aims to develop strategies based on the concept of digital citizenship to reduce the risk of cyber gambling , with an emphasis on digital literacy through the process of internalization, reconciliation, curriculum strengthening and cross-sectoral collaboration.

Results and Discussion

Online Gambling Brings Disaster to the Welfare of the People

According to the Big Indonesian Dictionary, gambling is a game that involves money as a bet. This activity is defined as gambling, which is betting a certain amount of money or property in a guessing game that relies on luck, with the aim of winning a larger amount than the amount wagered. In gambling, players usually have to choose one option from several choices, and only one is correct, thus determining the winner. The losing player must surrender his bet to the winner, and the amount of the bet is determined before the game begins.

Gambling itself has mushroomed and become a habit that has been passed down from generation to generation in various regions. Whether they are rural or urban communities. In the context of online gambling, society is often negatively impacted by the presence of this tempting game, which can damage a person's social life and trigger a series of other problems, including destroying the economy and mental health (Mujiwati et al., 2023) .

In addition, gambling has a detrimental impact on society as a whole. This activity can damage family resilience, disrupt economic stability, and endanger the mental and physical health of the perpetrators. In addition, gambling often triggers criminal acts such as theft and robbery, and gives rise to dishonest behavior. Family economic losses can also be worse when someone continues to gamble and spends valuable assets (Khamdan Safiudin, 2022).

From a religious and moral point of view, gambling is very contrary to applicable norms. Most religions forbid this act because it can damage a person's mental well-being. Gamblers often find it difficult to control their emotions, whether they win or lose. Winning usually triggers the desire for more profits, while repeated losses cause prolonged stress and anxiety.

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This prohibition on gambling is regulated by law, including in Indonesia through the Criminal Code (KUHP) Article 303. In this article, it is explained that gambling is any form of game where the outcome depends on luck. Even if a player has certain skills or expertise, the game is still considered gambling because the main elements are betting and luck. Included in this is any form of betting on a race or game that does not involve those taking part in the race.

The government, through the Ministry of Communication and Information, supports efforts to control online gambling by working with law enforcement. These steps are taken to eradicate negative applications that are spread in cyberspace. Article 303 of the Criminal Code can also provide criminal threats for online gambling perpetrators, with sanctions in the form of imprisonment of up to four years or a fine of 10 million rupiah. For perpetrators who spread gambling or make it a livelihood, the threat of punishment can reach ten years in prison or a fine of up to 25 million rupiah. Even so, online gambling cases are still rampant and can even be said to have spread to all levels of our society.

In addition, the development of information technology has made it easier to access online gambling sites, which can now be done without face-to-face meetings and across national borders. So the phenomenon of *cyber gambling* becomes a new challenge in eradicating gambling behavior itself. On the other hand, because *the accessibility of* online gambling sites offers a more practical and interesting way to play, it is tempting for anyone exposed to the online gambling platform.

In the perspective of the welfare of the people, the presence of online gambling brings many bad impacts that if left unchecked will erode the peace and utilitarianism of people's lives. Here are some other impacts of the presence of the online gambling phenomenon that bring disaster to the welfare of the people.

a. Financial Impact on Individuals and Families

One of the biggest threats of online gambling is its impact on personal finances. Many individuals are trapped in gambling habits, experiencing significant financial losses. In Indonesia, this number jumped from 1.3 million people in 2019 to 2.5 million in 2020 (Juwandi, 2020) . Losing money due to gambling not only harms individuals, but also adds to the economic burden of families. Accumulating debt often triggers domestic conflicts and even results in the loss of valuable assets such as homes. This economic burden on families worsens the quality of life and stability of households, bringing wider social impacts.

b. Decline in Productivity and Local Economy

Online gambling also has a negative impact on productivity in the workplace. Many employees who are addicted to online gambling experience decreased concentration and motivation, spending time gambling during work hours. (Agir & Mohd Matore, 2022) . This has a negative impact on individual and corporate productivity, as well as the national economy as a whole. Furthermore, since most online gambling platforms operate from overseas, the revenue generated does not go back into the local economy. This eliminates potential contributions to national income that could be used for infrastructure development, education and other public services.

c. Social Costs, Health, and Money Laundering Risks

In addition to the financial impacts, online gambling also incurs significant social

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and health costs. Cases of mental health problems due to online gambling addiction doubled between 2019 and 2020 (Rahmawati et al., 2022) . The government must bear the costs of rehabilitation and health services to deal with this addiction. In addition, online gambling is often used as a means of money laundering by criminal groups, with the value of illegal transactions soaring to $1 billion in 2020 in Indonesia (Santoso et al., 2023) . This money laundering undermines the integrity of the financial system and increases the cost of law enforcement, which ultimately burdens the state budget.

d. Impact on Teenagers and Future Generations

Online gambling also threatens the younger generation, including students. Research in the UK shows that 14% of teenagers aged 11-16 years have been involved in online gambling (Safiudin & Damayanti, 2024). If not mitigated, gambling addiction among teenagers can cause long-term financial problems and hinder future economic growth. In Indonesia, this threat needs to be watched out for, considering the potential loss of a productive generation that will be difficult to rely on in realizing the vision of Golden Indonesia 2045.

e. Financial Instability and Dependence on Gambling Income

Online gambling has the potential to cause financial instability among individuals and families, with impacts spilling over into wider economic fluctuations. In addition, some countries that are overly dependent on revenue from the gambling industry face significant risks if there are regulatory changes or a decline in gambling activity. This dependency can divert focus from more stable and sustainable sources of income, resulting in long-term economic uncertainty.

Overall, online gambling brings many dangers that threaten the welfare of the people, both in economic, social and health aspects. So this phenomenon cannot be allowed to exist to damage the spectrum order of our society. Therefore, there needs to be awareness and shared responsibility to synergize to reduce the virus of actions that have the potential to lead to gambling so that it does not spread further into a pest in society.

Cyber Gambling as a Threat to Sustainable Development *Goals*

Online gambling in Indonesia has reached a critical point, threatening the stability of the national economy and causing serious negative impacts on efforts to achieve *the Sustainable Development Goals* (SDGs). In the first quarter of 2024, the Financial Transaction Reports and Analysis Center (PPATK) noted that the value of online gambling transactions had reached IDR 600 trillion, reflecting the massive circulation of money flowing out of the productive economy. Based on macroeconomic theory, money that is not circulated in real economic activities such as productive investment or domestic consumption causes economic growth stagnation. When money flows out of the formal economic system, the impact is not only the loss of potential state revenue, but also the obstruction of economic activities that are vital for social welfare.

leakage theory in economics, the flow of resources to unproductive sectors, such as gambling, reduces the effectiveness of the economic cycle. Online gambling is a direct threat to various sectors that support domestic growth, because funds that should be used for consumption or investment are instead sucked out for gambling. This negative impact is very much felt amidst the government's efforts to accelerate post-pandemic economic recovery,

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where every financial resource is crucial to strengthening the foundation of a more sustainable economy.

The phenomenon of online gambling also exacerbates economic inequality. Based on the theory of economic inequality explained by Thomas Piketty, the flow of funds concentrated in a certain group of people or industry without equal distribution deepens the gap between the rich and the poor (Tio Manalu & Najicha, 2022) . In this case, the profits from online gambling are mostly enjoyed by a handful of bookies, while the wider community, especially those involved in gambling, are trapped in a cycle of financial defeat. This widens existing economic disparities, with poorer communities falling further behind as they fall into debt traps.

In the context of achieving the SDGs, the impact of online gambling is most felt on SDG 1, namely poverty alleviation. Based on the theory *Poor* people who engage in gambling are often trapped in a cycle of poverty that is difficult to break. They use their remaining resources to gamble, hoping to make a quick profit, but in reality often end up with losses that worsen their financial condition. Existing structural poverty is exacerbated by online gambling, which drains the financial resources of poor families, making it even more difficult for them to escape the poverty trap.

Research shows that low-income and unemployed people are the most vulnerable groups to gambling. Behavioral economics theory explains that these groups are more likely to gamble because they see gambling as one of the few ways to quickly improve their economic situation. However, their expectations are unrealistic, as gambling often results in losses rather than gains, which ultimately worsens their financial situation and pushes them deeper into poverty.

In addition to SDG 1, the impact of online gambling is also felt on SDG 8, namely the creation of decent jobs and economic growth. Online gambling diverts funds that could otherwise be used for sectors that spur economic growth, such as investment in education, health, or micro, small, and medium enterprises (MSMEs). Based on the *crowding out* theory, gambling shifts the priority of fund allocation from more productive sectors to activities that do not produce real added value. The money lost in online gambling not only eliminates potential revenue for the country, but also reduces the productivity of individuals involved in gambling.

From the workforce side, online gambling also affects people's productivity, especially those who spend time and energy gambling. Based on the economic theory of productivity, the more time spent on unproductive activities, the lower the individual's contribution to the economy. In this case, online gambling causes a reduction in time that could be used for work or developing skills needed in the world of work. This risks reducing the competitiveness of the Indonesian workforce, especially in sectors that require high skills.

The unemployment rate in Indonesia, although it has decreased to 4.82% in February 2024, still shows that a large number of people, around 19.31 million people, are unemployed or underemployed. For those who are unemployed or work in the informal sector, online gambling is often an option for survival, even though the risk of loss is very high. This phenomenon shows the weakness of the formal sector in creating decent jobs, which ultimately forces people to seek shortcuts through gambling.

The impact of online gambling is also seen in the increase in economic inequality in

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Indonesia, which is reflected in the Gini Ratio of 0.388 in March 2023. Based on the theory of wealth distribution, online gambling worsens the distribution of income because gambling profits are only enjoyed by a small number of people, while the majority of people involved in gambling suffer losses. This inequality creates a widening gap between the rich and the poor, hampering opportunities for low-income people to improve their standard of living.

In addition, the impact of online gambling does not stop at the economic aspect. SDG 3, which focuses on good health and well-being, is also significantly affected. According to behavioral psychology theory, online gambling addiction can trigger mental health problems such as stress, anxiety, and depression. Addicted gamblers often experience psychological stress due to constant losses and mounting debts. This addiction not only damages the individual's mental health, but also the well-being of the family and the surrounding community.

In some cases, individuals who get caught up in online gambling turn to online loans to cover their losses. This phenomenon creates a vicious circle where gamblers are not only entangled in gambling debt, but are also involved in high-interest debt from online loans. According to the toxic debt theory, these types of loans often worsen a person's financial situation, ultimately affecting the family's overall financial stability. Online loans as a temporary solution actually prolong financial difficulties, creating dependency that damages the household economic structure.

The impact of online gambling on the SDGs shows how serious this threat is to Indonesia's economic and social stability. Without fundamental improvements in the economic and social system, this threat will continue to haunt the government's efforts to achieve sustainable development goals that should bring prosperity to all levels of society.

The Presence of Digital Citizenship as a Preventative Measure Against *Cyber Gambling*

Digital citizenship is a concept that refers to the responsibility and ethical behavior of individuals in the use of digital technology (Saputra, 2022) . It includes aspects of digital literacy, digital security, digital ethics, and active involvement in online communities. In the context of *cyber gambling* prevention , digital citizenship can equip individuals with the ability to recognize, avoid, and combat illegal activities such as online gambling. In addition, this concept also focuses on the use of technology for positive and productive purposes.

One of the most fundamental aspects of digital citizenship is digital literacy (Shakira & Najicha, nd) . Digital literacy is not only about the ability to use technological devices, but also a deep understanding of the risks in cyberspace, including *cyber gambling* . A digitally literate society is able to detect potential threats from online gambling sites, understand how to protect themselves from gambling advertisements, and have the knowledge to take preventive action. Improving digital literacy is an important first step in a cyber gambling prevention strategy.

In order to improve digital literacy, a comprehensive educational approach is needed. Hard education involves the development of formal curricula in schools and colleges that teach basic digital skills and awareness of the risks of online gambling. Meanwhile, soft education focuses on public campaigns and community training on the dangers of *cyber gambling* . These two approaches complement each other and are important in building collective awareness to face the threat of *cyber gambling*.

Education plays a key role in building digital citizenship, especially in preventing *cyber*

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gambling . The curriculum implemented at every level of education must include materials on digital ethics, online security, and how to recognize threats from online gambling. By equipping the younger generation with this knowledge, they will be better prepared to face the challenges of the digital world and be able to use technology responsibly and wisely.

The successful implementation of digital citizenship in preventing *cyber gambling* requires cross-sectoral collaboration between the government, non-governmental organizations (NGOs), and the private sector (Wulandari et al., 2023) . The government plays a role in regulation and supervision, while NGOs can help in socializing the dangers of online gambling to the wider community. Through this collaboration, prevention efforts can be carried out in a more structured and effective manner, by involving all relevant stakeholders.

Equalizing digital citizenship curriculum at all levels of education is a strategic step to ensure that all students gain adequate knowledge about digital literacy and ethics in using technology. The curriculum should be designed to cover important aspects such as the introduction of cyber gambling risks and effective ways to protect oneself from exposure to online gambling. That way, every individual will have a strong foundation for safe behavior in cyberspace, especially social media platforms.

Social media is a very influential platform in the lives of modern society. However, social media is also often used as a means of promoting online gambling sites. To prevent cyber gambling, social media needs to be optimized as a means of public education. In addition, there needs to be restrictions on access to advertisements or sites related to online gambling. With strict filters and regulations, social media can be an effective tool in prevention efforts.

According to a Populix survey, 82% of internet users in Indonesia admitted to being exposed to online gambling ads in the last six months, and 63% of them saw these ads almost every time they accessed the internet (Susanto & Budimansyah, 2022) . This figure shows that online gambling ads have become a serious problem that threatens society, especially the younger generation. This high exposure demands more serious and rapid action to prevent further spread.

The use of advanced technologies such as *artificial intelligence* (AI) and *machine learning* (ML) can be an effective solution in combating *cyber gambling*. AI can be used to detect patterns of online gambling activity and automatically block sites or accounts involved in such activity. By utilizing this technology, governments and digital platforms can prevent cyber gambling activities more effectively and proactively. Apart from regulation, restricting access to online gambling sites can also be done through collaboration with social media platforms. Social media should be equipped with algorithms that can automatically detect and block content related to online gambling. This will help reduce exposure to online gambling ads and provide a safer digital environment for users, especially young people.

As part of the government's efforts, the Ministry of Religion issued a circular so that State Civil Apparatus (ASN) play an active role in socializing the dangers of online gambling. This step is in line with Presidential Decree Number 21 of 2024 concerning the establishment of an online gambling eradication task force, which emphasizes the need for mitigation and literacy in academic environments, including campuses. In addition, the Ministry of Religion can also implement similar things through educational activities for the community regarding

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the moral impact of *cyber gambling* . These activities can be integrated in the form of lectures, seminars, and religion-based campaigns (Safiuddin & Jannah, 2024) . This can better reach the community with strong moral and ethical messages, which are relevant in efforts to prevent online gambling. This message will also be more effective in shaping community behavior, especially in areas that are very thick and uphold religious values.

In other agencies, the Ministry of Communication and Information (Kominfo) also needs to take part in having an important role in supervising and regulating internet content in Indonesia. Kominfo must ensure that online gambling sites can be blocked effectively and quickly. In addition, Kominfo also needs to coordinate with various digital platforms to ensure that potentially detrimental content, such as online gambling advertisements, can be removed from these platforms. The role of the Coordinating Ministry for Political, Legal, and Human Rights is also needed in formulating comprehensive policies and regulations for the prevention of *cyber gambling*. Through its coordinating role, this ministry can ensure that every policy issued can be implemented properly by the relevant ministries and law enforcement agencies, so that efforts to eradicate online gambling can run more effectively.

The State Intelligence Agency (BIN) also has a strategic role in tracking and monitoring online gambling networks that are often international in nature. Through international cooperation, BIN can identify and uncover cyber gambling syndicates operating in Indonesia, thereby assisting law enforcement in eradicating this crime from its roots. One important element in preventing *cyber gambling* is strict law enforcement. Regulations related to online gambling must be strengthened, and perpetrators must be punished with strict sanctions to create a deterrent effect. Strengthening the legal framework will provide a stronger foundation for authorities to take firm action against cyber gambling perpetrators.

To ensure the success of the digital citizenship program, regular monitoring and evaluation are needed. The government and NGOs must continue to monitor the development of online gambling trends and assess the effectiveness of the policies that have been implemented. By conducting periodic evaluations, the strategies used can be updated and adjusted to the dynamics occurring in the field.

Conclusion

The phenomenon of cyber gambling brings a number of serious threats to individuals and society at large. This phenomenon is not only detrimental to personal or family finances, but also has an impact on economic and social productivity. Individuals who are trapped in online gambling addiction will experience a decrease in quality of life, loss of assets, and increase the economic burden of the family which will ultimately lead to social inequality on a national scale. In addition to financial impacts, online gambling also carries high social costs, such as mental health disorders, increased economic inequality, and increased crime rates. This phenomenon is further exacerbated by the ease of access to technology that facilitates online gambling practices. The impact is felt to the point of worsening social and economic inequality, hindering the achievement of the country's Sustainable Development Goals (SDGs), especially in terms of poverty alleviation, improving the quality of education, reducing social inequality, and creating a decent and sustainable society.

In facing this threat, the role of digital literacy, which is part of digital citizenship, is very

important to equip the public in recognizing and avoiding the risks of online gambling. Cross-sector synergy, including government, religious institutions, and digital platforms, is also needed to carry out prevention efforts through regulation, education, and technology. If not handled immediately, online gambling will continue to erode public peace and damage the nation's social, economic, and moral order.

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