



Technology and Gambling: A Comprehensive Analysis of Social, Ethical, Religious and Moral Decadence Caused by Cyber Activities

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Abstract

The emergence of technology has given rise to multifaceted moral, ethical, and other ramifications, many of which remain inadequately comprehended. This study aims to provide a comprehensive analysis of the multifaceted impact of technology-driven gambling on societal ethics and individual well-being. Through systematic exploration of databases (PubMed, IEEE, ScienceDirect, Google Scholar, JSTOR), a discernible gap in the literature on technology and gambling was identified. The ongoing technological revolution necessitated an in-depth exploration of its ethical dimensions. Key methodologies included purposive sampling for diverse perspectives, collaborative engagements for enhanced diversity, critical appraisal for significance, and thematic synthesis for a nuanced understanding. The results of the study showed that the increased use of the internet by a large number of individuals to perform activities like gambling and social networking has led to cyber decadence and made it easy for cybercriminals to perform malicious activities such as stealing confidential information, such as credit care details form organisations and use for their own benefit. The key themes discussed in the results section include cyber decadence, statistics in gambling, effects of technology on gambling, and effects of gambling addictions on our society. The main finding of this study is that the persistent expansion of technology and gambling is the main cause of ethical, Biblical, and moral decadence in society and globally. Technology has resulted in various immoral behaviours and activities such as cybercrime, cyber-bullying, identity theft, and social media scams, particularly impacting sports betting. In conclusion, the ethical implications of gambling were expounded, highlighting potential violations of responsible stewardship principles. Future research is encouraged to delve deeper into the evolving landscape of technology-driven gambling, exploring emerging challenges and refining mitigation strategies. There is a need for ongoing discourse on responsible technology use, ethical considerations in gambling, and the necessity for regulatory frameworks prioritising societal well-being.

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Introduction

Technology is the art of using computer machinery, electronic mediums, or scientific applications to perform tasks of any nature (Jain & Shrivastava, 2014). Technology has revolutionised and continues to revolutionise the way humans live and relate to the scope of life on this planet. The constant growth of technology is one of the main causes of the community's moral decline. Technology advancement has led to issues such as cybercrime and other immoral acts like cyber-bullying, cyberstalking, online child pornography, email scam or phishing, identity theft, lottery fraud, social media scam, and others. Cybercriminals are everywhere, and they utilise innovative tactics to steal organisations' confidential data, intrude into their systems, and trick people into losing their money. Internet fraudsters employ different strategies to commit cybercrime. For instance, they often send malicious messages, links, or attachments to different individuals and organisations to download. If an individual opens the message, link, or attachment, then their information is held hostage and cannot be accessed (Chudasama et al., 2020). This type of cybercrime is referred to as ransomware and can have a detrimental impact on your organisation or business.

The evolution of technology has also significantly transformed the sports betting landscape (Jain & Shrivastava, 2014). The gambling industry has been largely affected by cloud computing. The advent of cloud gaming technology has enabled users to access game content, casino offers, ratings, reviews, and their favourite games anytime, regardless of their location, using devices such as mobile phones and laptops. Gambling is the act of playing games of chance for money to win or bet by staking money or any resource on something in anticipation of winning, a way of trying one's luck on horses, football or any game in play. Technology provides the platform for online gambling and allows individuals to easily access it using tablets, smartphones, or other devices. Technology has made it easy for individuals to engage in prolonged and potentially addictive gambling behaviours without immediate social accountability or physical limitations. Individuals may resort to cybercrime (such as embezzlement, identity theft, or fraud) to pay their debts or finance their habits when they become addicted to gambling and experience financial ruin. Cybercriminals are also attracted by the large amounts of sensitive information and money involved in online gambling. Therefore, this study aims to investigate how technology-driven gambling can lead to cybercrime, as well as the ethical, biblical, and moral decadence resulting from cyber activities.

Conceptual/Theoretical Framework

The research is grounded in three complementary theories or frameworks to elucidate the relationship between technology, gambling, and ethical consideration. The first theory is technological determinism, which claims that the technology utilised and developed by society shapes its future, culture, history, and human behaviour (Finley, 2022). Evidence shows that technological advancements drive transformations in social, economic, cultural, and political structures in ways that are often beyond society's control. In the context of gambling, the growth of online betting systems, cloud platforms, and mobile devices has changed gambling from a socially accountable and localised activity into an anonymous and global practice that is easily accessible by different individuals (Finley, 2022). This evidence shows that technology may influence gambling behaviours and their associated ethical consequences.

The second theory considered in this research paper is the social learning theory, which provides a framework for understanding the relationship between technology, gambling, and ethics. Albert Bandura established the social learning theory to demonstrate that individuals learn behaviours such as gambling through modelling, observation, and imitation, especially when such behaviour is rewarded (Gordon & Reith, 2019). Technology motivates individuals to engage in gambling and



facilitates addictive behaviours, which in turn introduces ethical considerations regarding cybercrime, vulnerability, and data usage. Research also found that technology may increase individuals' likelihood of participating in gambling by promoting betting through activities such as peer-share experiences, influencer promotions, and advertisements, which make the youth vulnerable to such as activities (Gordon & Reith, 2019).

The research is also grounded in ethical frameworks like Christian stewardship principles and the utilitarian harm principle. Evidence reveals that Christian stewardship principles focus on the responsible use of resources and frame gambling as a misuse of God-given talents. The utilitarian harm principle permits voluntary and moderate gambling, but when betting results in harmful consequences for family, friends, or the community, such as financial ruin, neglect of dependents, or crime, societal intervention is justified (Marionneau et al., 2023).

Syntax Formula for Winning a Bet/Lottery

A probability and statistical formula for winning a gambling or betting in a population of 30 million registered subscribers in a time frame of 50 years, having draws done per week with one instant winner per draw (Cameron et al., 2024). A probability and statistical formula for winning a weekly draw over 50 years, with a population of 30 million subscribers and one instant winner per draw.

Formula: Probability of Winning at Least Once in 50 Years

According to Ross (2019), we use the complement rule of the binomial distribution:

$$P_{\text{win}} = 1 - (1 - 1/30,000,000)^{2600}$$

Parameters Defined:

- $N = 30,000,000$ – Total number of subscribers
- $T = 50$ – Time frame in years
- $d = 52$ – Number of draws per year (weekly)
- $D = 2600$ – Total number of draws
- $w = 1$ – One winner per draw
- $p = w/N = 1/30,000,000$. – Probability of winning one draw

This gives the probability that a specific individual wins at least once over 50 years of weekly draws.

- **Using Exponential Approximation:**

Since $1/30,000,000$ is very small, we approximate:

$$P_{\text{win}} \approx 1 - e^{-2600/30,000,000}$$

$$P_{\text{win}} \approx 1 - e^{-0.0000867} \approx 1 - (1 - 0.0000867) = 0.0000867$$

The probability that one specific individual wins at least once in 50 years is approximately:

0.00867%

Since the probability of winning is very low, as shown in the result above (0.00867%), individuals engaging in gambling are more likely to resort to cybercrime due to its addictive nature and the need to recover lost money. The psychological urge to recover lost money can lead individuals to engage in cybercrime, such as using digital systems to steal funds (Ross, 2019). Individuals may also commit



fraud or theft due to the need to fund continuing gambling addiction or pay off substantial gambling debts.

Biblical Perspective on Gambling and Wealth

Scriptures that address greed, chance, and quick wealth (e.g., Proverbs 13:11, 1 Timothy 6:9-10). Christian teachings on stewardship, contentment, and faith-based provision. Gambling is a form of idolatry or misplaced trust in luck versus God.

Psychology and Addictive Design in Technology

Applications, mobile games, and online casinos are built using dopamine-driven reward loops. They are also designed utilising principles of operant and classical conditioning, exploiting individuals' expectation of rewards to increase engagement (Youvan, 2024). Technology-driven gambling may result in mental health consequences such as anxiety, impulsive behaviour, and loss of control.

Economic and Social Impact of Gambling

Gambling can result in high rates of long-term financial instability and high rates of family and personal bankruptcies because chronic gamblers usually fund their habits using money obtained through high-interest payday loans, borrowing, or depleting their savings. A study by Wardle et al. (2024) found that financial strain can lead to significant trust issues within relationships, increased stress, and arguments. Excess gambling can also cause parents to neglect their children or result in family violence, divorce, or breakdowns. Financial stress can also cause mental health issues like increase risk of suicide, depression, or anxiety (Wardle et al., 2024).

Technology as a Double-Edged Sword

Some of the benefits of using technology include spreading the gospel, virtual fellowship, online education and academic Research. However, technology is also linked to increased cybercrimes, online gambling platforms, illegal betting, pornography and fake "get-rich-quick" schemes. Technology also contributes to the blurring of entertainment and exploitation by integrating sophisticated psychological mechanisms from the gambling industry into video games and betting platforms, through features such as gamified betting and loot boxes.

Youth Vulnerability and Digital Influence

Youth are often targeted by online ads and peer pressure on platforms like YouTube and other social media. The exposure of young people to gambling marketing has a significant effect on gambling consumption intentions, risk perceptions, and attitudes (Pitt et al., 2024). The gambling industry also utilises social media influencers and celebrities for various promotions.

Christian Response and Counselling Approaches

The role of the Church is pastoral care, prayer, and recovery centres for victims. The church also helps in building accountability groups or support ministries for addiction (Zalukhu, 2025). Another important role of the church and Christians is preaching messages of hope, healing, and financial discipline.

Legal and Ethical Considerations

Gambling in Kenya is governed by the Gambling Control Act, 2025, which has a comprehensive and modernised framework for both online-based and land-based gambling activities. The Act requires operators to obtain a licence for online activities and be registered as a body corporate in Kenya. Research conducted by Hing et al. (2023) shows that even though betting can create excitement and enjoyment for the fans of sports, it can also result in harmful consequences, such as gambling



addiction, harmful gambling patterns, and considerable loss of finances. Christians should be encouraged to engage as responsible digital citizens (Hing et al., 2023).

Practical Tools for Digital Discernment

The practical tools for digital discernment include tips for recognising manipulative technology, encouraging investment in education and entrepreneurship rather than gambling, and promoting healthy digital habits, such as screen-time limits, filters, and accountability apps.

Islamic Perspective on Gambling

In Islam, gambling (often referred to as "Maysir" or "Qimar" in Arabic) is generally considered haram (forbidden). This perspective is primarily based on various verses in the Quran and the teachings of the Prophet Muhammad (peace be upon him). Islamic teachings emphasise principles such as avoiding uncertainty (gharar), promoting fairness, and preventing harm to individuals and society. From this perspective, gambling is generally considered haram due to its association with risk, uncertainty, and potential addiction. The application of these principles to online gambling raises questions about the permissibility of virtual games of chance, online poker, and other forms of digital wagering.

This belief stems from several sources:

What the Quran said about Gambling:

Surah Al-Ma'idah, Verse 90, says that "O you who believe! Intoxicating drinks (Khamr), gambling (Maysir), [sacrifices to] idols, and divining arrows are all evil filth from the devil's work. So, turn away from it so that you may be successful." (Surah Al-Ma'idah, 5:90). Also, Surah Al-Baqarah, Verse 219, says that "They ask you about intoxicants and gambling. Say, 'In both is great sin and [though some] benefit for people, yet their sin is greater than their benefit.'" (Surah Al-Baqarah, 2:219)

The Islamic perspective emphasises the ethical and social concerns associated with gambling. Gambling encourages individuals to acquire wealth without fair effort or exchange of value, contradicting the principle of earning through honest work. It can lead to addiction, financial hardship, and social disruptions, conflicting with the values of family well-being and societal harmony. Additionally, gambling encourages prioritising chance over hard work and diverting resources from productive endeavours. Research also shows that gambling can distract individuals from fulfilling religious duties and pursuing spiritual growth, which are central aspects of Islamic life.

Cultural Considerations:

Attitudes towards gambling vary among different Muslim-majority cultures, influenced by factors such as history, geography, and socio-economic conditions. Many Muslim-majority countries have strict laws prohibiting gambling, both online and offline, reflecting the influence of Islamic principles on legal systems. However, enforcement and compliance with these laws may vary, leading to a complex regulatory landscape. Within Muslim communities, there are diverse responses to online and technology gambling, ranging from advocacy for stricter regulation to grassroots initiatives aimed at raising awareness about its harms and providing support for those affected.

Conclusion:

The research is grounded in three complementary theories or frameworks to elucidate the relationship between technology, gambling, and ethical consideration. Understanding the Islamic perspective on gambling and its associated disadvantages with online platforms is crucial for fostering informed decision-making within Muslim communities. This knowledge can empower individuals, families,



and religious leaders to address potential challenges and promote responsible living aligned with Islamic values.

Methodology

Literature Search and Selection

The study employs a systematic literature review approach guided by PRISMA-informed principles to enhance transparency and replicability. The exploratory phase involved a comprehensive review of extant literature across prominent databases, including PubMed, IEEE, ScienceDirect, Google Scholar, and JSTOR. Literature was retrieved from these databases using keywords such as “technology and gambling”, “online betting”, “cybercrime and gambling”, and “digital addiction.” A purposive sampling approach was employed to collect a diverse array of perspectives, discarding strict inclusion criteria in favour of a broader inclusion of articles irrespective of publication date or linguistic attributes. The following inclusion criteria were utilised to select research papers for this study: (1) research papers must provide information on the impact of problematic online gambling; journal articles must be written in English; and studies must provide information on how technology contributes to online gambling and cybercrime or cyber decadence. Research papers were excluded from the study based on the following criteria: (1) studies not written in English; and (3) journal articles that do not discuss technology-driven gambling. Titles and abstracts were screened to ensure they are relevant and align with the study objectives.

Content Organisation/Data Analysis

The organisational framework deviated from the conventional thematic synthesis, adopting a categorisation approach to elucidate emergent themes and disparate viewpoints. The intent was to accommodate a spectrum of perspectives on cyber decadence, technology's impact on gambling, and societal implications. The categorisation approach is ideal for presenting comprehensive viewpoints that account for both external and internal factors influencing technology-driven gambling. The approach also ensures the nuances of each viewpoint are preserved and clearly presented rather than being generalised into broader themes.

Contributor Perspectives

A collaborative assembly of contributors, each possessing specialised insights, constituted the methodological core. This assembly aimed at incorporating diverse expertise, ensuring a multifaceted examination of the subject matter.

Critical Appraisal and Evaluation

The evaluative process, divorced from traditional methodological rigour assessments, focused on the substantive significance of perspectives. Articles underwent scrutiny for their potential influence and consequential contributions to shaping the discourse surrounding cyber decadence, technology, and gambling. The articles were scrutinised by analysing how different perspectives contribute to meaning and insights, identifying the main assumptions and biases of each, assessing practical significance, and evaluating how well they align with evidence to build a complete understanding of the study topic.

Balancing Diverse Viewpoints

Methodological emphasis was placed on incorporating contrasting viewpoints to construct a well-balanced and exhaustive analysis. The method accounted for conflicting perspectives, acknowledged interpretive disparities, and facilitated a comprehensive comprehension of the subject.



Synthesis of Perspectives

The synthesis phase eschewed conventional thematic amalgamation, aiming to harmonise disparate viewpoints. The synthesis sought to elucidate overarching patterns, identify contentious areas, and present a holistic perspective on the intricate relationships among cyber decadence, technology-induced gambling effects, and societal repercussions.

Ethical Considerations

The incorporation of ethical dimensions was an integral facet of the methodology. Contributors were enjoined to present viewpoints that are cognizant of potential societal ramifications and align with ethical imperatives regarding responsible discourse on technological influences.

Reader Engagement

The methodology incorporated mechanisms to engage readers actively, including provisions for commentaries and responses from field experts. This participatory facet aimed to enhance the perspectives article by integrating additional insights and fostering a dynamic and inclusive dialogue.

Results

A review of the literature revealed that cybercrime and digital technology are ubiquitous in the modern world (Phillips et al., 2022). Research shows that a large percentage of people worldwide use the internet for various activities, such as gambling and social networking. Cybercriminals use technology to carry out malicious activities, such as stealing confidential information, including credit card details, from organisations and using it for their own benefit. The results are organised into key thematic areas, including search results, cyber decadence, gambling statistics, technological influences, and the effects of gambling addiction.

Search Results

Several terms were utilised to search for journal articles for this study, including technology, gambling, and the impact of technology-driven gambling. The search yielded the following results: PubMed (1946 articles), IEEE (10 articles), ScienceDirect (31,939 articles), Google Scholar (807,000), and JSTOR (31,440). The articles were selected based on the exclusion criteria specified in the results sections. For instance, only English-language articles related to technology-driven gambling and its effects were selected for this study.

Cyber Decadence

The study found that cyber decadence has been taking an increasing toll on our society in recent years, causing both social and economic decadence and rot in both human and computer systems. Major, vivid examples of cybercrime in Kenya include cybersquatting, software piracy, network intrusions, identity and credit card theft, and other evolving trends. There are a lot of vulnerabilities in our workplace and society today that are causing massive forms of weakness that attackers exploit, leading to an amplification of rot in society since system security is as strong as its weakest points. Organisations and societies should take preemptive measures against malicious attacks on technology and the human mind by attacking the systems themselves while staying within legal limits, which is the disciplined role of any forensics investigator or penetration tester (Ghonge et al., 2022).

Statistics in Gambling

Another key finding is that several studies conducted in the USA and Sub-Saharan Africa indicate that 85% of adults have gambled at least once in their lives. In a 2017 survey conducted in sub-Saharan Africa, Kenya emerged as having the highest number of young people between the ages of seventeen and thirty-five (17-35) who gamble often (Wangari, 2017). Results from Africa alone, conducted in



2019, show that Kenya is ranked 3rd in gambling, after Nigeria and South Africa (Kibuacha, 2022). Chancellor and writer of World Bible College, Columbus, Ohio, Rod Parsley showed that ninety per cent of lottery tickets and gambling are bought by those with low socio-economic backgrounds. The General Council of the Assemblies of God highlights that gambling, both illegal and legal, is becoming widespread and gaining unparalleled acceptance, and Christians are called upon to examine this activity to identify its moral and ethical implications (Iglesias-Rodríguez, 2023).

In the sweat of your face, you shall eat bread till you return to the ground, for out of it you were taken; for dust you are, and to dust you shall return." (*Genesis 3:19 NKJV*) *God never promised us something-for-nothing – One must labour to earn his/her living. By the sweat of thy face shall thou eat bread.* In his message "Living Leaven Free" (Rod Parsley) also unveils a simple mathematical syntax/formula for one to win the lottery/gambling, where one has to buy tickets or try several chances, as follows: *50 tickets weekly x 45,000 years, where the 50th ticket after 45,000 years will be the winner. That is if the entire population in a country consists of 45,000 adults who are eligible to gamble.*

"Exposing the Ten Pillars of Gambling" by Akçayır et al. (2023) continues to unmask social concerns that have affected modern society, rooted in technological error that current ethical values have failed to contain. In his enlightening sermon titled "Breaking the Chains of Betting and Gambling", Bishop David Oginde proceeds to uncover the odds that technology and society have left us in, in the spree for quick money by the majority of our society members (Oginde, 2019). This is the tip of the iceberg of many other relevant genes that negate the vice and shift my focus to technological misuse, which has grown into a monster.

Impacts of Technology on Gambling (Key Reasons for the Rise of the Vice)

Office automation, coupled with the proliferation of the Internet of Things (IoT) and the drastic growth of cloud services, has revolutionised the way people work and process events. As the computing world becomes more sophisticated every day, the number of potential entry points for creating E-Business and social sites across the globe has multiplied, leading to more devices entering the market and increasing vulnerability to security breaches and social effects (Ghonge et al., 2022). Nevertheless, the positive outcome still outweighs the negative implication but leaves a wider gap that needs to be addressed. Well-argued out, one must use technology with proper regard for the side effects, as explained below.

The increased availability of tips shared through chat groups on platforms like WhatsApp, Facebook, Twitter, and Instagram is making it easier to access betting information, as betting companies oversell their services on electronic markets (Vegni et al., 2019). The integration of mobile wallets in most countries, e.g., M-Pesa and Airtel Money in Kenya, for online payments and betting platforms has increased the rate of mobile-based gaming and bookmarking. Digital age proliferation on cloud computing and virtualisation, seeking to virtualise all services and resources, making the world a global village, and making gambling sites locally available. Increased availability of licensed electronic cybercafes and betting shops that provide gambling platforms with support from legislative organs of government, with a view to welcoming sponsorship for sporting activities, has fuelled the vice, which never attains the purported objectives. There is a heightened increase in greed in online advertisements by lenders and online easy loans, enticing borrowers with lies to finance a lifestyle that the majority cannot afford through the deception of credit (Vegni et al., 2019). This and many others form the basis of my argument that malware, which should be affecting computer systems alone, has traversed to infiltrate human society.



Effects of Gambling Addictions on Our Society

General effects

Gambling triggers symptoms of depression in the life of the gambler (Vegni et al., 2019). There is generalised anxiety or anticipatory anxiety over chasing unforeseen wealth. It causes increased obsessions and fascinations, which are signs of recurrent, persistent thoughts and impulses that convey a sudden, strong, and unreflective urge or desire to act repetitively, irrespective of previous failures. Gamblers may experience Mood Disorders, which are characterised by seventy-five per cent Unipolar (The lack of interest in outside stimuli and repeated feeling of sadness) and thirty per cent bipolar disorders (happiness that is unreasonable, increased joy or excitement over nothing). It causes hopelessness and loss of faith for believers, leading to persistent guilt, shame and suicidal ideation (Vegni et al., 2019).

The victim develops a heightened impulsivity, which is the tendency to act on impulse -without forethought about the appropriateness or consequences of the action. They also experience emotional hardships and family breakups, domestic violence, prostitution, and spouse and child abuse by the family of gambling addicts (Vegni et al., 2019). Gamblers also develop primitive defence mechanisms such as avoidance, acting out of rationalisation and denial, yet any rational human being must think abstractly. Other effects of gambling include deteriorated self-worth, loss of self-esteem and unhealthy coping skills and mechanisms like uncalled-for or unrealistic body exercises in gyms. Creation of cognitive distortions, i.e. a gambler continues to play despite negative results, for fantasies of success to prove oneself worth by beating competitors (Vegni et al., 2019).

Social and economic effects

Gambling leads to financial losses, increased crime rates, loss of time, bankruptcy and accumulation of debts using tactical means to fund gambling. Addicts become deceptive, absent from work, and make excuses to cover up for lost time. Gamblers may lose the opportunity to advance at work and studies due to funds embezzlement and insurance fraud, as all hopes are on unrealistic wins (Vegni et al., 2019). Gambling has led to the proliferation of moneylenders (shylocks) to finance greedy habits.

Discussion

Cyber Decadence

The main finding of this study is that technology and gambling are among the leading causes of ethical, Biblical, and moral decadence in society and globally. The results of the study indicate that cybercrime, or computer crime, has increased in our society in recent years, causing social and economic decay and rot in both human and computer systems. Cybercrime is becoming an increasingly serious problem (Gandhi & Thanjavur, 2012). Cybercriminals use computer networks and computers to perform illegal activities such as stealing intellectual property, destroying data, and modifying critical organisational information. In the modern age, individuals cannot live without modern technologies, smartphones, or the internet, and as a result, cybercrime has increased significantly (Chudasama et al., 2020). These findings align with broader research indicating that increased digital dependence is associated with higher cybersecurity risks.

Impacts of Technology on Gambling

Another major finding is that technology has led to various immoral behaviours and activities, such as cyberstalking, hacking, phishing, botnets, vishing, and others. Some cybercriminals utilise electronic devices such as smartphones and computers, as well as the internet, to stalk others. Cyberstalking is also referred to as online abuse or online harassment. It is an attack carried out via



the internet and other electronic devices for various reasons, such as control, anger, or revenge. The main aim of cyberstalking is to humiliate, harass, or embarrass the victim, to ruin the victim's credit score, or to empty the victim's bank accounts (Gandhi & Thanjavur, 2012). Another common crime associated with technology is hacking, which enables cybercriminals to breach network and database systems, gaining unauthorised access to confidential information and organisational assets. Hackers often use a 'backdoor' programme to obtain unauthorised access to computer systems (Gandhi & Thanjavur, 2012). Some hackers try to crack passwords using malicious software. Cybercriminals also try to hack network systems to change the normal behaviour of connected computer systems and network connections. Phishing allows hackers to fool individuals by sending unsolicited emails that prompt them to provide personal information, such as credit card details, usernames, and passwords. Cyberstalking, hacking, phishing, and other types of cybercrimes are unethical, unbiblical, and immoral (Gandhi & Thanjavur, 2012).

The Bible cautions against get-rich-quick scams and the love of money. Gambling might be a sin because it disregards responsible stewardship. The Bible clearly teaches that all things belong to God. "The earth is the LORD's, and everything in it, the world, and all who live in it" (Psalm 24:1). We are therefore advised to be wise stewards and put to work whatever talent God has entrusted us with. Paul warns against idleness and against eating food that belongs to someone else without buying or paying for it, and encourages people to work night and day, not to be idle (2 Thessalonians 3:6-9). The Bible does not allow anyone to win money at the expense of other people because this is viewed as greed (Luke 12:15). "According to the Bible, you should not desire anything that does not belong to you or belongs to someone else." When you gamble, in essence, you hope that other people will lose their money in order for you to profit; it is stealing (Exodus 20:17). Gambling is founded on greed, and greed is corrosive like rust (Ephesians 5:3). According to Ecclesiastes 5:10, a lover of silver will never be satisfied with silver, nor a lover of wealth with income. Also, "an inheritance obtained first by greed will not be a blessing in the end." (Proverbs 20:21).

According to Isaiah 65:11, KJV, "But as for you who forsake the Lord and forget my holy mountain, who spread a table for fortune and fill bowls of mixed wine for destiny, I will destine you for the sword." The vice of gambling manifested itself only when Israel was dominated by heathen nations. When gambling did occur, God clearly indicated His attitude concerning it through Isaiah's prophecy. Research conducted by several psychiatrists indicates that people who are susceptible to gambling are those who have been molested either while they were young, or now that they have the opportunity of self-control, they go overboard. Some people gamble on drugs, alcohol, women, jobs, church, wealth, etc., whatever they are competing in at the expense of divine faith by putting their own ability with money. People who gamble are under pressure to perform and stay in the top position no matter what. Gambling is a spiritual and psychological disease that requires divine deliverance, besides the technological aggravation that is caused by the diverse erosion of the internet.

Conclusion

The main finding of this study is that technology and gambling are among the leading causes of ethical, Biblical, and moral decadence in society and globally. Another major finding is that technology has led to various immoral behaviours and activities, such as cyberstalking, hacking, phishing, botnets, vishing, and others. Technology and its components must be used to achieve the desired results. The Bible admonishes people to work creatively and for the benefit of others (Eph. 4:28), while gambling fosters a something-for-nothing attitude. The Bible condemns materialism (Matt. 6:24-25) while gambling promotes it. Gambling breeds a form of covetousness, whereas the ten commandments admonish people not to covet (Exod. 20:17). Coveting, greed, and selfishness are the



base emotions that entice individuals to gamble. Gambling destroys the work ethic. Colossians 3:23–24 states that “Whatever you do, work at it with all your heart, as working for the Lord, not for men, since you know that you will receive an inheritance from the Lord as a reward. It is the Lord Christ you are serving.” “For you, yourselves know how you ought to follow our example... For even when we were with you, we gave you this rule: If a man will not work, he shall not eat.” (2 Thessalonians 3:7, 10). Gambling is a form of state-sponsored greed. The government is to be a servant of God, providing order in society and promoting public virtue (Romans 13:4). Legalised gambling undercuts the government’s role and subverts the moral fabric of society through greed and selfishness promoted by a state-sponsored vice.

The fight against cybercrime requires a safer, more comprehensive, and secure strategy. Cybercrime cannot be prevented by technical measures alone; therefore, enforcement agencies should join forces to combat this problem. Gambling addiction can have a detrimental effect on the life of an individual, including their relationships, health, and finances. Therefore, it is important for gamblers to control their betting urges and practice safe betting. Individuals can employ several strategies for change if gambling is affecting their lives or causing harm. These strategies include setting goals to stay clear and focused regarding quitting or cutting down on gambling, talking about gambling with a friend or someone they can trust, finding alternatives to gambling and avoiding high-risk situations. Individuals can also join free self-exclusion programmes to prevent themselves from gambling and going to venues such as pubs and casinos that promote gambling.

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