**AN INVESTIGATION MODEL TO COMBAT COMPUTER GAMING DELINQUENCY IN SOUTH AFRICA, SERVER-BASED GAMING, AND ILLEGAL ONLINE GAMING**

**ABSTRACT**

This study aims to create a comprehensive investigation model for identifying and disrupting illegal online gambling and server-based computer gambling delinquency, focusing on its rise, negative consequences, law enforcement methods, and the importance of international cooperation. Traditional investigative methods are insufficient for addressing illegal online gambling. A data-driven approach, comprehensive investigation, financial analysis, technical analysis, and international collaboration are needed for effective disruption. The study reviews literature on illegal online gambling, analyzes trends, and develops a theoretical framework for an investigation model. This model can enhance law enforcement's effectiveness in combating illegal gambling and protect individuals and communities. The study aims to inform policymakers on effective strategies to combat illegal online gambling, focusing on law enforcement agencies, researchers, and the general public, highlighting the need for international cooperation. Conclusion by implementing a comprehensive investigation model and fostering international cooperation, stakeholders can significantly reduce the prevalence of illegal online gambling and create a safer online environment for all.

**KEYWORDS:** Illegal online gambling, Server-based computer gambling delinquency, Investigation model, Law enforcement, Web crawling, Data analysis, financial data analysis, social media analysis, Risk assessment, financial investigation, Network analysis, technical analysis, Undercover operations, Human intelligence gathering.

**INTRODUCTION/ BACKGROUND**

A recent study by [Fang et al., 20171] found that millions of South Africans engage in unlawful online gambling. Due to the prevalence of this pastime, people and families may be exposed to monetary hazards as well as the possibility for gambling addiction. Online casinos, sports betting, and other types of online gambling are all illegal. These illegal operations are a serious risk since they can result in addiction, financial losses, and even contribute to other crimes like fraud and money laundering [Liu et al., 2018] and [Beam et al., 2017]. A method specific to the South African environment is required to combat illegal online gaming. In contrast to other nations, the National Gambling Act creates a unique regulatory environment, as examined by [National Gambling Board, 2016:5). Furthermore, as points out, the technology environment that illegal gaming organizations in South Africa exploit is always changing. These considerations need law enforcement agencies to have an investigation methodology that is both dynamic and responsive.

Gambling has been transformed by the internet, which provides accessibility and ease at the push of a button. But this accessibility has also made a thriving world of illicit online gambling enterprises possible. These illegal activities, which include sports betting, internet casinos, and other activities, trap millions of people worldwide and seriously damage people's lives and communities. Given the prevalence of illicit online gambling, law enforcement organizations must take decisive action. The intricacies of these online operations may be too intricate for conventional investigation techniques to handle. The goal of this project is to create a thorough investigative model that will provide law enforcement the means to locate, look into, and stop illicit internet gambling operations. This study aims to safeguard people from the terrible effects of illicit online gambling and to create a safer online environment by examining existing patterns, investigating investigation methods, and suggesting enforcement solutions.

This article fills this important need by putting out a thorough investigation approach created especially to deal with South Africa's illicit internet gambling industry. This methodology gives law enforcement organizations the resources they need to efficiently identify, look into, and stop these detrimental acts by considering the particular circumstances of South Africa and current research findings.

1. **BACKGROUND ON INVESTIGATION OF CRIME**

The Police Act (Act 68 of 1995) defines organised crime as crimes requiring national prevention or investigation, or those requiring specialized skills. The SAPS investigates and enforces criminal law, categorized as statutory or common law crimes, and has various functions and responsibilities, as per the SA. Police Act, 1995:24. Newburn, Williams and Wright (2007:1-47) point out that the police have many functions and responsibilities. According to Newburn et al. (2007:1-47), maintaining law and order is seen by many observers to be one of the police's primary responsibilities. However, it is undeniable that the public views the prevention, investigation, and detection of crime as the primary responsibilities of law enforcement, in addition to ensuring safety and security. It has become usual to note that policing is changing demonstrably in tandem with the transformation of the world under police.

Crime investigation is a dynamic process that is influenced by the social, political, cultural, and economic context in which it occurs. Criminal investigative terrain cannot be comprehended in isolation. The landscape of criminal investigation and police is evolving along with the world at an ever-increasing rate (Newburn et al., 2007:1-47). In light of this, this study suggests the Comprehensive Investigation Model (CIM), emphasizing the inclusion of pertinent parties in the worldwide policing of cybercrime. The in-depth discussion covers both operational issues and investigative tactics. We assess the evidentiary concerns related to the gathering and use of electronically stored information (ESI) in criminal prosecutions.

**RESEARCH AIM**

To develop a comprehensive investigation model that effectively identifies, investigates, and disrupts illegal online gambling and server-based computer gambling delinquency.

**RESEARCH OBJECTIVES**

1. To identify and analyze the methods used by law enforcement agencies and other stakeholders to combat illegal online gambling.
2. To develop a data collection and analysis framework for proactive identification of suspicious online gambling activity.
3. To design a comprehensive investigation process for illegal online gambling operations, encompassing financial investigations, technical analysis, and human intelligence gathering.
4. To explore effective enforcement strategies, including legal action, site blocking, and international cooperation.

**RESEARCH QUESTIONS**

1. What are the current trends and challenges in illegal online gambling and server-based computer gambling delinquency?
2. What data sources and analytical techniques can be most effectively utilized to identify illegal online gambling operations?
3. How can law enforcement agencies leverage public awareness campaigns and collaboration with financial institutions to disrupt illegal online gambling?
4. What investigative methods, including financial forensics, network analysis, and undercover operations, are most successful in gathering evidence against illegal online gambling operators?
5. What legal frameworks and enforcement strategies are most effective in prosecuting individuals and organizations involved in illegal online gambling?
6. How can international cooperation be strengthened to disrupt cross-border illegal online gambling operations?

By answering these research questions, you will be able to build a more comprehensive investigative model that law enforcement organizations may use, as well as a deeper understanding of the state of illicit internet gambling today.

**SIGNIFICANCE OF THE STUDY ON COMBATING ILLEGAL ONLINE GAMBLING**

There are various reasons why this research on creating an investigation model for illicit online gambling is so important.

**Protecting Individuals and Communities**

Minimizes Financial Losses: Families and individuals may suffer significant financial losses as a result of illegal internet gambling. This investigative methodology can assist in locating and stopping activities, shielding individuals from financial loss. Fights Addiction: Gambling addiction can lead to terrible outcomes. This technique can assist in lowering the number of persons who develop problematic gambling behaviors by upending unlawful internet gaming.3. Encourages Public Safety: Illegal internet gaming has been connected to crimes including fraud and money laundering. This concept can help create a safer online environment by putting an end to these illicit businesses.

**Enhancing Law Enforcement Capabilities**

Better Investigative Techniques: The report suggests a thorough investigative model that includes technological investigation, financial tracking, data analysis, and covert operations. This will give law enforcement a more robust toolkit with which to look into illicit internet gaming activities. Successful Enforcement Strategies: For successful enforcement, the model examines international collaboration, site blocking tactics, and legal measures. This may result in a more well-thought-out and effective strategy to tackle unlawful online gambling.

**Informs Policy and Regulation**

Data-Driven Approach: The study can educate legislators on the changing landscape of illicit internet gambling and direct the creation of sensible rules by examining trends and investigative findings. International Collaboration: The emphasis on collaboration between nations draws attention to the necessity of coordinated efforts between different legal systems. This research can add to the discourse and tactics for global cooperation in combating illicit internet gaming. All things considered, this article has the potential to greatly increase law enforcement's capacity to locate, look into, and shut down illicit online gambling organizations, eventually shielding people and communities from the negative effects of such activities.

**THEORETICAL FRAMEWORK FOR COMBATING ILLEGAL ONLINE GAMBLING**

This article used a number of hypotheses to frame the investigation and clarify the reasons for illicit online gambling as well as the efficacy of interventions:

**1. Rational Choice Theory**

According to this hypothesis, people weigh the costs and benefits of their options before making judgments. It implies that people consider the possibility of financial gain in relation to the risks of being detected and the unfavorable outcomes (debt, addiction) when engaging in unlawful online gambling. The investigative model can be created to make engaging in illicit internet gambling seem like a greater risk and a lesser profit. Although RCT provides a useful framework for comprehending decision-making, newer research points to a more complex picture of illicit internet gambling. Some recent studies elaborate on the theory as follows: Bounded Rationality: Simon (1957) first proposed the idea of bounded rationality, recognizing that people frequently make decisions with little knowledge and mental capacity. This implies that gamblers can overestimate their chances of winning or underestimate the dangers of addiction, which would encourage them to continue gambling despite the risks.

Prospect Theory: The premise of perfect reason in RCT was questioned by Kahneman and Tversky in 1979. According to their Prospect Theory, people are more likely to be affected by possible losses than by gains, and how options are framed can have an impact on decisions. It might be more successful to discourage unlawful gambling by stressing the possibility of suffering large financial losses rather than only possible rewards. Social and Psychological aspects: Research shows that social and psychological aspects play a bigger influence than cost-benefit analysis, as demonstrated by studies by Gainsbury et al. (2014) and McMurtrey et al. (2018). Even when people are aware of the risks, their participation may still be influenced by peer pressure, the excitement of gambling, and social marketing strategies used by illicit gaming businesses. The study investigative model can handle the nuances of decision-making behind unlawful online gambling and move beyond a purely cost-benefit analysis approach by including these insights from current research. This will result in the development of safer gaming methods and more potent participation-deterrent tactics.

1. **Theory of Routine Activities (RAT)**

The three components that must come together for a crime to be committed are a motivated perpetrator, a suitable target, and the lack of capable guardians. This is the focus of RAT. When there are motivated people with easy access to these platforms (suitable targets) and ineffective law enforcement (absence of guardians), illegal internet gambling flourishes. In order to remedy this, the inquiry model breaks up the convergence. Making illicit online gambling a riskier option, law enforcement becomes a capable guardian by utilizing both reactive (investigation and enforcement) and proactive (public awareness) tactics.

1. **Routine Activity Theory (RAT) and the Investigation Model: Addressing the Gaps**

Routine Activity Theory (RAT), which emphasizes the convergence of three crucial elements—motivated offenders, acceptable targets, and the absence of qualified guardians—offers a useful framework for comprehending unlawful internet gambling. Nevertheless, other recent studies have built upon RAT to provide a more complete picture: Technology and Anonymity: Research by [McMurtrey & Jarvis, 2017] and [Farrell & Stevens, 2008] highlights how technology and anonymity contribute to the facilitation of illicit online gambling. Motivated criminals may feel more confident using these networks because of their accessibility and apparent anonymity. blurring the lines: The discussion of the blurring of borders separating legal and unlawful internet gambling is found in [Gainsbury et al., 2011]. Marketing tactics and easy access to both choices can make it challenging for people to tell one from the other, especially for vulnerable populations. The Function of Guardians: According to research by [Homel, 2018], more investigation is necessary into the idea of "capable guardians" in RAT. In addition to the role played by traditional law enforcement, other guardians may include parental restrictions, public awareness efforts, and features that encourage responsible gaming on platforms that are allowed.

1. **Social Cognitive Theory (SCT)**

SCT places a strong emphasis on how social influences, learning via observation, and learning itself shape behavior. According to this argument, people may be more inclined to engage in illicit internet gambling if they see others doing so without suffering any repercussions. Public awareness efforts that emphasize the detrimental effects of illicit internet gambling and seek to change societal norms by discouraging involvement can be incorporated into the investigative model.

**5. Problem-Oriented Policing (POP)**

POP is a proactive approach to crime prevention that focuses on identifying and solving underlying problems that contribute to criminal activity. In this case, the problem is the availability and allure of illegal online gambling. The investigation model aligns with POP by proposing proactive measures (data analysis, public awareness) to identify and address the root causes of illegal online gambling participation. By integrating insights from these theoretical frameworks, the investigation model can be strengthened to not only address the immediate issue of illegal online gambling operations but also aim to prevent future occurrences by understanding the motivations and social factors at play.

**LITERATURE REVIEW**

**Investigation Model for Combating Illegal Online Gambling**

To address server-based computer gaming delinquency and illicit online gambling, use the following thorough investigative model:

**Proactive Measures**

Data Gathering and Analysis: Collaborate with internet service providers (ISPs) to spot unusual traffic patterns that could point to websites that offer illicit gaming. Keep an eye out for ads supporting illicit gambling in internet forums, social media, and classified ads. Use web crawlers to search the internet for terms related to unlicensed gaming businesses.

**Public Awareness**

Create public awareness campaigns educating people on the risks associated with unlawful online gambling, such as the possibility for addiction and financial loss. Assist financial institutions in recognizing and reporting potentially fraudulent transactions associated with illicit gambling.

**2. Reactive Measures - Investigation Process**

**Complaint Intake and Assessment**

Provide a special mechanism for individuals or groups to file complaints about alleged illicit internet gaming activity. Create a framework for risk assessment so that complaints can be ranked according to their severity, possible harm, and supporting data.

**Investigation**

Financial Investigation: Keep tabs on transactions to determine the flow of money coming into the illicit gaming enterprise. Working together with banking institutions and foreign law enforcement authorities may be necessary for this. Technical investigation: To identify the operators and infrastructure behind the illicit activity, analyze website traffic patterns, server locations, and IP addresses. Techniques from network analysis and digital forensics may be used in this. Human Intelligence: To obtain intelligence from within the illicit gaming enterprise, use informants or undercover operations.

**Evidence Collection and Preservation**

For digital evidence to be admissible in court, save it securely. This includes chat logs, transaction logs, and screenshots of websites. Keep a record of every phase of the investigation, including witness statements and timings.

**3. Enforcement and Prevention**

**Legal Action**

Take legal action against the owners, monetary intermediaries, and participants in the illicit gaming business in light of the investigation’s conclusions. Depending on the jurisdiction, charges may be brought in civil or criminal court.

**Site Blocking**

Work together with ISPs to prevent access to websites that offer illegal gambling inside your jurisdiction.

**International Cooperation**

Form alliances with foreign law enforcement organizations to exchange data, plan joint investigations, and sabotage illicit gambling activities that operate across international borders. Law enforcement agencies can proactively detect, look into, and destroy illicit online gambling activities by putting this thorough investigation approach into practice, shielding people and communities from the negative effects of this practice.

**2.2.1 Investigation of crime along with the investigator**

According to Van Rooyen (2008:13), investigation of crime can be described as a systematic, organised search for the truth. It entails observation and enquiry for the purpose of gathering objective and subjective evidence about an alleged crime or incident. The world of investigation and investigator has its own language, concepts, principles, and process that drive the investigator’s thinking. Understanding this is essential to any investigator’s success. An investigator, more commonly known as a detective, is someone who investigates crime, in other words, who obtains information and evidence regarding crime, to discover the true nature or character of crime. An investigator or a detective is generally a person appointed as a police official within a police agency (Van Rooyen, 2008:13). A person cannot commit a crime without performing some act, except in the case of an omission. Irrespective of the nature of the act, be it violent or taciturn, the possibility is that the perpetrator will leave, or remove something from the scene which could contribute to connecting him with the criminal act. This will be called physical evidence. The best-known example of physical evidence is a fingerprint, which can only be left by contact with certain objects. Almost any object, substance, trace, or impression could constitute physical evidence. It is a matter of things rather than people. Anything that could indicate that a crime has been committed, or which could point to the identification, detection, or association of a criminal, such as documents, finger and other prints, handwriting, money, blood, container, tool pieces, photo, fingernail scrapings, etc. (Van Rooyen, 2008:16).

According to Girard (2011:6), the collection and preservation of evidence is essential for any successful criminal investigation. Indeed, if all evidence and information surrounding the crime aren’t collected, preserved, and analysed properly, the entire investigation may be jeopardised. In addition, the collection and preservation of evidence is accompanied by another essential element of crime scene investigation, namely, a record of what occurred at a particular time and location and which actions were taken by specific individuals. Girard further explains that physical evidence is usually collected by the police or civilian crime scene technician and includes any relevant material or objects that are associated with a crime scene. Almost any object can be a piece of physical evidence under the right circumstances. Physical evidence can be collected at the scene of a crime from the body, car, home, shop, victim, suspect, witness or working place (Girard, 2011:6).

1. **ACTIVITIES INVOLVED IN ILLEGAL ONLINE GAMBLING**

According to Balestra and Cabot (2004:14), gambling involves any activity in which a person places a bet or wager. Generally, a bet or wager occurs when a person risks something of value on the outcome of an uncertain event, in which the bettor does not exercise any control, and which is determined predominately by chance. Gambling is any activity that involves a price, consideration and chance. Without all these three elements, an activity may not be regarded as gambling. A prize is anything of value; it could take the form of money, physical merchandise, or software. The second element to be considered is the predominance of chance. Once the outcomes of the game are predominantly based on chance, the activity qualifies as gambling. The third element, consideration, is what the person must pay to enter. Consideration like price must be something of intrinsic value such as money (Balestra & Cabot, 2004:14).

Section 5 of the National Gambling Act (Act 7 of 2004) provides that an activity is a gambling game if it is played upon payment of any consideration with the chance that the person playing the game might become entitled to, or receive a payment, and the result might be determined by the skill of the player, the element of chance or both. Section 1 of the National Gambling Act (Act 7 of 2004) defines gambling as the wagering of a stake or money or anything of value on the unknown result of a future event at the risk of losing all or a portion thereof for the sake of a return, irrespective of whether any measure of skill is involved or not and encompasses all forms of gaming and betting but excludes the operation of a machine (South Africa, 2004:np). Through the researcher’s observation on the modus operandi of shops operating illegal online or server-based gambling, and supported by the Acting Judge of the North Gauteng High Court Judge TS Madiba, in his judgement in the matter between Vukani Gaming Gauteng (Pty) Ltd Versus KKK Properties CC and Royal Internet Café (2016) case No: 87975/2015, the following activities were likewise recognised and were conducted under the disguise of an Internet Café:

1. The exterior of the premises looks like that of an Internet Café.
2. Access to the premises is strictly controlled by security gates or guards.
3. Once access had been gained, the participant goes to the cashier as the operator of the business and pays a certain amount of money in cash which may start from R10-00 and above.
4. The interior of the shop will consist of a line-up of between twenty (20) to thirty (30) touch screen computer terminals, depending on the size of the shop.
5. The participant will then be issued with a voucher to the value of an amount paid.
6. The participant is then requested to select a computer or is shown a computer terminal by one of the employees, where the money paid will be loaded.
7. The computer terminal has a touch screen which does not offer options to browse through the Internet but offers a multitude of gambling games.
8. All that can be accessed are forms of gambling games like the one found at land-based casinos or LPMs.
9. The gambling games can only be played, once the voucher pin number has been entered into the selected computer terminal.
10. Once the voucher number is entered, the amount of available playing credit, which is equivalent to the amount of cash a person handed to the cashier, appears at the right-hand corner of the touch screen computer. This amount will fluctuate during play depending on the results of the game but the credit available at any given time always appears on the right-hand corner of the screen.
11. The participant then starts playing by pressing the button on the touch screen, and the computer displays the result of the game.
12. If the participant has won, the game then the value of the credit which appears on the screen increases.
13. If the participant lost the game, the value of credit on the screen decreases by the amount of which a bet was placed.
14. If the participant loses several games and the figure of credit available reduces to zero, the participant can no longer continue to play, but has to approach the cashier and pay more money and will be given another voucher or credit to the value of cash will be loaded onto the touch screen computer.
15. A participant can cash in his/her winning at any stage and will be paid in Rand an amount equal to the number of credits appearing on the screen.
16. There are no credit cards or electronic transactions conducted, and all winnings and deposits are paid in hard cash.

Server-based, illegal online or internet gambling is conducted within a set-up of connections that requires a Telkom communication line, commonly known as IPD or wireless connection with permanent broadband internet, with Wi-Fi connections. The Telkom line assists in receiving information from the server to the shop to load software direct from the internet host to computers utilised in the shop. The exterior of the shop depicts a picture of an Internet Cafe with various types of activities that are provided within the shop like, google, twitter, facebook, myspace and youTube. The exterior of the shop will again indicate information like, Jackpot Internet Lounge, Dot-Net Internet Lounge or Edu-Tainment Lounge Open 24/7 in big letters. Access to the shop is controlled through two security gates and either a camera or a security officer. The interior of the shop consists of a line-up of touch screen computers without Keyport or printers. The touch screen computers are utilised as gambling machines, instate of ordinary slot machines found within land-based casinos. The crime is committed with computers as an instrument, and therefore, falls under the category of cybercrime.

According to Yong-Dal Shin (2011:1), computer forensics emerged in response to the escalation of crime committed using computer systems either as an object of crime, an instrument used to commit a crime, or a repository of evidence related to a crime. Yong-Dal Shin further argues that computer forensics can be traced back to as early as 1984 when the Federal Bureau of Investigation (FBI) laboratory and other Law Enforcement agencies begun developing programs to examine computer evidence. During the process of developing programs to examine computer evidence, the FBI defined digital forensics as the use of scientifically derived and proven methods towards the preservation, collection, validation, identification, analysis, interpretation and presentation of digital evidence derived from digital sources for the purpose of facilitating or furthering the reconstruction of events found to be crime or helping to anticipate the unauthorised actions shown to be disruptive to planned operations. Digital evidence includes computer evidence, digital audio, digital video, cell phones and digital fax machines (Yong-Dal Shin 2011:1).

**PROJECTED INVESTIGATION MODEL ON ILLEGAL ONLINE GAMBLING**

Kader and Minaar (2015:73), point out that considerable academic research has been done in the discipline of cybercrime investigation. All these have resulted in several investigative process models. These models are based on a series of actions that would be completed to obtain the required evidence that is needed to secure a prosecution. Many of these existing models relating to the investigation of cybercrime focus on the collection and preservation of digital evidence. Some of them outline basic processes that can be applied to the investigation of any cybercrime. Models pertaining to the investigation of crime in cyberspace concentrate on only specific components of the investigation process and deal mostly with technical aspects of the investigation of crimes that take place in cyberspace (Kader &Minaar, 2015:73).

Mashiloane (2014) in Kader and Minaar (2015:74) points out that in South Africa the current cybercrime unit located within the Directorate for Priority Crime Investigation, otherwise known as the HAWKS, is increasingly turning to more proactive investigations, as opposed to being merely reactive, by making use of undercover agents to identify and look for individuals who are already engaging in computer crimes. Undercover agents record, in real-time, computer criminals while they are involved in their criminal acts. This proactive approach bypasses some of the obstacles being encountered in cybercrime investigations, namely lack of records and the under-reporting that appears inherently to accompany cybercrime committed in computer cases. Mashiloane further maintains that to do proactive investigation, you need an operational task team that is available around the clock, with a better training perspective, as it is time for a uniform South African version of a digital practice field guide that would enable all law enforcement officials to search, seize, secure, and protect evidential integrity of digital evidence (Kader & Minaar, 2015:74).

Griffiths (2013) describes three different models that are used in different jurisdictions to investigate the police and members of the public, these models are the dependent model, the interdependent model, and the independent model. The Concise Oxford Dictionary (2002:747), defines a model as a way in which something occurs or is done. It is, therefore, the view of the researcher that the suggested model in this study must be understandable and user-friendly to investigating officers at all levels. The researcher will, therefore, name this model, the CIM. The CIM will be regarded as a system in which investigators investigate allegations concerning illegal online gambling, server-based gambling or computer gambling activities conducted under the disguise of Internet Café in a systematic manner. The investigation approach will incorporate two spheres of government, namely National and Provincial of both the SAPS and the NGB.

It is the view of the researcher that until problems brought into South Africa by illegal online gambling, server-based gambling or computer gambling operators are not shared among spheres of government, solutions regarding the eradication of illegal online gambling activities will not be reached and the problem will stay remain for a longer period. Both the SAPS and NGB are required to formulate an active partnership, in the form of task teams that will operate within all nine provinces of South Africa. These task teams will initiate proper strategies that will lead to successful investigations and prosecutions of illegal online gambling operators. The economy of South Africa is currently at risk as large amounts of money are not accounted for and are disappearing to foreign countries through illegal channels. Following the two spheres of government, the CIM will detail responsibilities and expectations at each level from the National Gambling Board, cascading down to Provincial Gambling Boards in partnership with the SAPS.

**4.1 The role of SAPS in the investigation of crime**

The goal of the SAPS is to prevent, combat, and investigate crime, according to section 205[3] of the Constitution of the Republic of South Africa, 1996. The part also states that the goals of the police are to uphold and enforce the law, preserve public order, and safeguard and secure Republic citizens and their property. The law gives SAPS officers their authority and responsibilities. In addition to giving law enforcement officials rights and responsibilities, the law forbids specific behaviors (SA Constitution, 1996).

According to the researcher, the police should be in charge of conducting general inquiries and upholding the law. When presented with specific information, their first thought is whether or not the facts under inquiry are criminal in nature. Many South African law enforcement officials are still perplexed by the facts surrounding illicit online gambling businesses that operate as Internet cafés.

When law enforcement authorities are told to visit a specific store and watch its operations, they begin to recognize and comprehend the unlawful online gambling activities that are undertaken within these establishments. The SAPS, on the other hand, has chosen to prioritize criminal activity based on patterns and trends in crime. The following crimes, from any urban or rural district, will be included in the crime data on the SAPS crime registrar:

1. Cash-in-transit robbery.
2. ATM bombings.
3. ATM grinding.
4. Robbery, including business and financial intuitions.
5. Theft, including copper cable theft.
6. Burglary of businesses and financial institutions.
7. Assault with intent to cause grievous bodily harm.
8. Murder.
9. Abduction and kidnapping.
10. Public violence.
11. Rape.
12. Business and house robbery.
13. Car hijacking; and,
14. Trio crimes, etc.

The list above does not include offenses related to illegal gambling, which suggests that these offenses are not high on the SAPS's priority list and do not get the attention they need. On the other hand, in some cases, the effectiveness of station commanders' performance is evaluated according to how well the crimes mentioned above are prevented and investigated. Because of its authority, accountability, and obligation for overseeing the gaming sector in South Africa, the researcher advises the National gaming Board's incorporation into the CIM. Police may use the provisions of section 252A of the Criminal Procedure Act (Act 51 of 1977) for undercover and entrapment operations to gather pertinent evidence in order to strengthen their criminal investigation.

To detect, investigate, or uncover the commission of an offense, or to prevent the commission of any offense, Section 252A permits any law enforcement officer, official of the State, or any person authorised thereto for such purpose (hereinafter referred to in this section as an "official" or "his or her agent") to use a trap or conduct an undercover operation. The evidence so obtained shall be admissible if the conduct does not go beyond providing an opportunity to commit an offense (Criminal Procedure Act, Act 51 of 1977).

Any law enforcement officer, state official, or other person authorized for such purpose may use a trap or conduct an undercover operation to obtain relevant and prosecutable evidence in compliance with section 252A. Section 252A does not define the three categories of officials, nor does it specify who has the authority to authorize any of them to carry out these functions.

In the case of Duve v. State 2000 (1) SACR 53 (N), the court decided that an agent may be authorized by a law enforcement official or a state official to take part in an undercover operation or set up a trap (Criminal Procedure Act, Act 51 of 1977). The purposes of section 252A as an investigative tool, a technique for setting up a trap, or an undercover operation are to help investigating police find evidence of criminal activity, look into criminal activity that has already occurred, and stop any further criminal activity. Section 252A gives investigators the chance to find evidence that might go undetected using standard investigative techniques. For instance, any evidence from shutting down a computer during an investigation into illicit internet gambling will be removed. Consequently, the investigating police are left without any proof or evidence that an offense was committed to show the prosecutors.

In this instance, Section 252A permits the agent or the entrapment to watch the commission of such offenses and to document the manner in which such actions are carried out. Subsequently, the recordings serve as evidence of the offense committed, and the agent or entrapments are regarded as trustworthy witnesses. In addition, Section 252A(5)(a) exempts officials and their agents from responsibility if they carry out an act related to an undercover or trap and they do so in good faith. Section 252A delineates the specific types of offenses and circumstances in which it can be enforced.

Section 252A may be applied in certain circumstances, such as when the state's security, public safety, public order maintenance, or the country's economy are seriously threatened; second, when the offense is common in the area in question; and third, when the offense is serious. Regarding unlawful computer, server-based, and internet gambling, the terms and circumstances specified under section 252A are addressed. The first prerequisite is that South Africa's national economy was in danger due to illicit computer, server, or internet gambling. Foreign nationals are frequently detained at airports and other points of entry when they attempt to flee the country with large amounts of real cash in South African currency.

Second, there is a lot of illicit computers, server-based, and internet gaming in South Africa. The nine provinces of South Africa currently contain more than five hundred (500) illicit online gambling establishments, with Gauteng having the most, followed by Northwest and Limpopo. These stores function as Internet cafés but are not authorized, regulated, or observed by the government. These stores' anonymous, unidentified owners do not pay taxes. On a busy day, several of these establishments generate amounts ranging from R25,000 to R65,000.

**4.2 The role of the National Gambling Board within the South African gambling industry**

Section 7(a) of the National Gambling Act (Act 7 of 2004) states that a person must not engage in, conduct, or make available a gambling activity if the outcome of that activity depends directly, indirectly, partly, or entirely on a contingency related to an event or activity that is itself unlawful in terms of any law. Section 8(a-c) maintains that a person must not engage in, conduct, or make available a gambling activity except.

1. A licensed gambling activity.
2. Social gambling that is licensed or otherwise permitted in terms of any provincial law.
3. An informal bet, unless, in the circumstances, there are valid grounds to conclude that any of the parties in the bet intended to establish an enforceable contractual relationship when they staked, or accepted the stake of, money on that contingency.

Regardless of other laws, a person is prohibited from maintaining or operating any premises for the purpose of a restricted gambling activity under Section 10(a) of the National Gambling Act unless the gambling activity in, on, or from those premises has been authorized in terms of a license under this Act or applicable provincial laws.

Section 11 states that unless authorized by this Act or another national law (South Africa, 2004) (as amended by the National Gambling Amendment Act, Act 10 of 2008), no one may participate in or make an interactive game available. According to the aforementioned provisions of the National Gambling Act (Act 7 of 2004), the gambling sector in each of South Africa's nine provinces is required to be governed and monitored. In South Africa, there are nine provincial gambling boards, and each has an enforcement and compliance unit. According to the provincial gambling act of that province, each unit has its own inspectors, who are appointed (South Africa, 2004).

**4.3 Functions and powers of compliance inspectors**

Since the researcher works for the Limpopo Gambling Board, she suggests emphasizing the roles and authority of both Compliance and Enforcement Unit Inspectors by using the Limpopo Gambling Act (Act 3 of 2013). Because the National gaming Act (Act 7 of 2004) guides the legislation of each of the nine provinces, the roles and authority of inspectors within the two units are essentially the same in order to preserve consistency within the South African gaming industry. Section 82(1) (a-i) of the Limpopo Gambling Act (Act 3 of 2013) permits a compliance inspector to enter a licensed facility at any time and without prior notice in order to:

1. Inspect and search any licensed site.
2. View any gambling activity or operation and other activities associated with a casino, or other gambling activities, including the counting of money, chips, securities or any other item of value.
3. View any recording of operations or activities.
4. Ascertain whether the operation of a casino or any gambling activity in other licensed sites is properly supervised and managed according to the provisions of this Act.
5. Request from the person in charge of the site to immediately produce –
6. a license or certificate required in terms of this Act.
7. a gambling device, chips, monies, books, records, documents or;
8. other objects capable of being used in connection with gambling.
9. Examine, inspect and test any gambling equipment or chips found in or upon such site which are used or suspected of being used in connection with gambling.
10. Examine and inspect any monies, book, account, record, financial statement, document and any other object found in or upon such site which is used or is suspected of being used in connection with gambling and make a copy or take extract from such item.
11. Question the license holder or a person reasonably considered by the compliance inspector to oversee the site at the time, in connection with entries into books, accounts, records and documents or request information regarding any gambling device, chips or monies, and;
12. Seize and remove, against the issue of a prescribed receipt, any gambling device, chips, monies, book, accounts record, document or any other objects found in or upon the site which are used or are suspected of being used in connection with gambling and which in the opinion of the compliance inspector may afford evidence of the commission of an offence in terms of this Act, or may be of assistance in the investigation of an alleged or suspected offence (South Africa, 2013).

**4.5 Functions and powers of law enforcement inspectors**

A law enforcement inspector is defined as a peace officer under section 334 of the Criminal Procedure Act (Act 51 of 1977) by section 83(1). A law enforcement inspector is endowed with the following powers:

a) those granted to a police officer or peace officer under Chapter 2;

b) those granted to a peace officer under Section 40 (1);

c) those granted to a peace officer under Section 41 (1);

d) those granted to a peace officer under Section 44;

e) those granted to a police official or peace officer under Section 56; f) those granted to a peace officer under Section 334 of the Criminal Procedure Act.

A law enforcement inspector may enter and examine any premises where there is a suspicion that: a) a casino or other gambling activity is being run without a license; or b) an unlawful gambling activity as defined by this Act is being undertaken, in accordance with section 83(2) of the relevant legislation.

**5. IMPACT OF ILLEGAL ONLINE GAMBLING IN SOUTH AFRICA**

The NGB's assessment on the expansion of online gambling and its effects on South Africa's current gaming models states that there is a great deal of unfair competition created by illegal businesses, which has a detrimental effect on legitimate businesses' capacity to make money. Before operating licenses are issued, legal gaming establishments must meet a variety of requirements. Since illegal gaming establishments don't follow the laws, guidelines, and regulations that control the gambling sector, they are unrestricted in terms of where they can operate and how much they can charge for gaming.

This results in lower tax contributions from businesses that offer legal gambling, which goes toward funding the government. For the 2014–2015 fiscal year, the Casino Association of South Africa (CASA) projects that unlawful gambling-related tax losses will total R110 million (SA, National Gambling Board, 2011:np).

5.1 **Economic impact**

Legal businesses that compete with illicit businesses frequently need to reduce costs in order to stay in business. One of the first strategies for cost reduction is frequently workforce reduction. Furthermore, those who work for illicit businesses are not entitled to the fundamental protections of a just and equitable workplace found in the applicable laws. Workers at illegal businesses are frequently exploited by low pay, unfavorable working conditions, and scant financial benefits

illicit gambling, mostly internet gambling, is a common tool used by transnational criminal networks to launder money and finance other illicit activities (such as drug and counterfeit goods trafficking, animal hunting, and people trafficking). The anticipated financial flow linked to illicit online gambling in South Africa has a significant effect on GDP (Growth Domestic Products) and jobs in the country (SA, National Gambling Board, 2011:np).

**5.2** **Social impact**

Lower income earners are the aim of many illegal gaming platforms. Numerous individuals engage in gambling activities with the aim of augmenting their earnings, rather than for recreational objectives. These customers are frequently in need of money and are tricked into engaging in illicit gambling in order to meet their basic necessities or supplement their income. As a result, a large number of them wind up squandering the little money they do make, which forces them to take out loans to pay for their household expenses or to indulge in their gambling addiction.

The rights and protections afforded to patrons of lawful gaming establishments are not extended to individuals who engage in illicit gambling activities. Compared to regulated gambling sites, there is an enormous risk associated with illegal gambling sites. The first issue is that unlicensed operators of gambling could refuse to pay out wins, knowing full well that players will never be able to get this reported to the authorities. The second danger is developing an addiction to gambling. While there is a program on responsible gambling that helps gamblers who are addicted, there is no program available on illicit gambling sites to support players with gambling addictions (SA, National Gambling Board, 2011:np).

**5.3 South African National Responsible Gambling Programme**

The National Responsible Gambling Programme (NRGP) is a resource that combines industry training, public education, treatment, and counseling, together with research and monitoring. This is stated in the NGB's 2015 Gambling Sector Performance report. It remains the only program of its sort in the world that is jointly run by the public and private sectors, with the gaming industry and government authorities involved.

The South African Responsible Gambling Foundation (SARGF), which is composed of a Board of Directors representing regulators and the industry, is in charge of overseeing the NRGP. The NGB and a public-private partnership established the South African Council on Responsible Gambling (SACREG), to whom the SARGF reports. About financial management, there's a high level of transparency and accountability. Regular reports on the program's operations are released (SA, National Gambling Board, 2015:np).

**5.3.1** **Treatment and counselling**

The free Problem-gambling hotline of the NRGP Up to nine language telephone counselors work at Counseling Line, which is open around the nation around-the-clock. Over the course of the year, it received 16192 calls, of which 2 891 were referrals and calls related to problem gambling. In addition to offering free and private outpatient treatment and counseling to 1,318 problem gamblers, the NRGP's nationwide network of 75 Treatment Professionals also referred 15 problem gamblers for inpatient treatment, 25 problem gamblers for debt management counseling, and assisted 28 problem gamblers' relatives with family counseling (SA, National Gambling Board, 2015:np).

With effect from September 2010, clinical psychologist Dr. Adele Pretorius was appointed as Treatment Director, significantly enhancing the ability of treatment management teams. The group partnered with the University of Cape Town's Department of Psychiatry, which is headed by Professor Dr. Dan Stein. The goals are to build up the ability to do clinical assessments, diagnose problem gamblers with co-occurring disorders (such as drug or alcohol addiction), and offer clinical supervision to treatment providers and treatment alternatives that adhere to best practices (SA, National Gambling Board, 2015:np).

Psychiatrist Dr. Heidi Sinclair has been appointed as the inaugural recipient of the recently formed Fellowship in Pathological Gambling in the Department of Psychiatry at the University of Cape Town. This is a first for the continent of South Africa. The entire treatment program was examined, and a number of recommendations were put into practice to raise the standard of care and delivery time. The data software used to collect counseling line statistics in order to carry out phased improvements has also been assessed by Professor Graham Barr, who has played a key role in the creation of materials for the NRGP's Handbook on Gambling (SA, National Gambling Board, 2015:np).

**5.3.2** **Training**

The training division provided its entry-level and advanced courses to 2,842 industry workers throughout all provinces that work in the gaming industry. Additionally, the division offers training to the Tough Love support group for parents of children with gambling addictions and counselors from the Health Society of South Africa (SA, National Gambling Board, 2015:np).

**5.3.3** **Research**

Nine domestic and foreign academics work in the Research Division, which is led by Professor Peter Collins, Executive Director of the NRGP. Jacques Rousseau, George Ainslie, Andrew Dellis, Andre Hofmeyr, Professor Don Ross, Professor Graham Barr, Professor Cala Sharp, Professor David Spurret, and Professor Harold Kincaid are among them. The group worked on four extended research initiatives that included:

1. The National Prevalence Survey, the third such study since the inception of the NRGP in 2000, the most comprehensive national survey ever done of gambling behaviour in a developing country. This report is published on the NRGP website.
2. The first four of six waves on the Longitudinal (Panel) Study of Problem-gamblers have been completed. It investigates the causes of changes in severity of an individual’s problem-gambling. It will confirm South Africa’s place in the ranks of the small group of countries that constitute the forefront of shared international knowledge on how best to implement and sustain responsible gambling. The 6th wave was completed at the end of 2011.
3. The Poverty and Gambling Study, the analysis of data gathered during 2009, from a peri-urban community in KwaZulu-Natal, was completed in March 2010 and made available on the NRGP website. This was an opportunity to investigate the objective facts behind anecdotes that suggest unusually high rates of purchase of lottery tickets amongst poorer South Africans.
4. Work continued the studies in cognition and gambling, exploring the way in which the brain compares present and future rewards using functional Magnetic Resonance Imaging (fMRI). A third of the targeted sample had been completed. The study protocol was recently amended to incorporate a structured clinical interview for pathological gambling, as well as a screening measure for impulse control disorders (SA, National Gambling Board, 2015:np).

One important technique for assessing this perspective is the fMRI. It investigates the theory that problem gamblers comprise two distinct categories of individuals. The findings show that a relatively tiny percentage of the sample has a true gambling addiction, one that can be shown in their brains and, eventually, may be managed with medicine. A greater proportion of problem gamblers have less severe difficulties; some problems fluctuate throughout the course of a person's life, and some are manageable with self-control. Finding the scientific foundation for this distinction is essential to developing the best possible strategy to reduce problem gambling.

The Responsible Gambling Digest, a monthly electronic publication that gives readers a comprehensive update on global advancements in the research and treatment of problem gambling, is still published and distributed by the NRGP. Members of the NRGP's research team are consistently invited as guest speakers to international conferences and continue to submit papers for publication in prestigious academic journals as a testament to the high regard in which they are held (SA, National Gambling Board, 2015:np).

**5.3.4** **Public Education and awareness**

The Public Education Division, under BEE-accredited public relations experts Corporate Image, continued with the main thrust of the NRGP’s awareness and prevention programme. The main objectives are to educate gamblers and potential gamblers and society, particularly learners, adults and senior citizens, about responsible gambling.

The South African Broadcast Corporation (SABC) ran a gambling awareness ad campaign on channels 1, 2, and 3 in January and February of 2011. Beginning in mid-2010, a taxi branding effort focused on the major transportation hubs of Cape Town, Johannesburg, Durban, Port Elizabeth, and East London was launched. Multiple languages are used to distribute communication items. The NRGP also uses its website, informational pamphlets, and sporadic newsletters as additional routes of communication. As part of the public advocacy campaign, information is routinely forwarded to the pertinent Parliament Portfolio Committees (SA, National Gambling Board, 2015:np).

**5.3.5 Gambling exposure and accessibility theory**

The degree to which a community or a subset of the population engages in gambling activities is known as gambling exposure. The availability of gambling activities—that is, their kind, quantity, distribution, and accessibility—has a significant impact on exposure. Participation in gambling is determined by engaging in certain gambling activities and involves evaluations of frequency, length, and cost.

When a gambler or others suffer injury as a result of their involvement, it might become tough to continue. Different forms of gambling have different effects and potential for harm. Raffles and lotteries are two examples of relatively kind forms of gaming. Other forms of gambling, such as sports betting, casino table games, horse racing, and electronic gaming machines (EGMs), are more likely to cause harm because they are continuous in nature and require some degree of skill or perceived skill (Abbott et al., 2004:15). This is especially true when regular, prolonged participation occurs.

The availability of gambling activities is a prerequisite for playing the game, and playing the game is what leads to the growth of dangerous gambling. It is generally accepted that increased accessibility to gambling and corresponding alterations in attitudes towards gambling have resulted in a rise in gambling-related harms as well as increased engagement. Additionally, there are signs that various forms of gambling are linked to faster the development of problems, but these issues may be more transient.

Wives, partners, and other family members are also frequently described as gambling partners, though this varies depending on the type of gambling, the location, and the demographic. Gamblers, especially problem gamblers, who are adolescents or adults, report substantially greater levels of gambling activity in their original family as well as in their current households (Abbott et al., 2004:16).

**6. THE COMPREHENSIVE INVESTIGATION MODEL (CIM)**

Partnership expectations for CIM will be formulated by combining the tasks and responsibilities of SAPS members with the functions and powers of inspectors affiliated to Provincial Gambling Boards. All CIM activities must start at the federal level and work their way down to each of the nine provinces. Joint investigations, raids, arrests, and prosecutions will be carried out at the provincial level, with reports sent to the national NGB and SAPS offices. This will enable state-owned organs to work in concert to accomplish shared objectives through synergies.

As previously mentioned, the Gambling Boards are required by law to oversee the nation's gambling business and to guarantee the elimination of all unlawful gambling operations. In contrast, the SAPS is responsible for investigating crimes and upholding public order. As a result, this approach calls for the creation of task teams at the provincial level to collect data, conduct investigations, conduct raids, and apprehend all of the offenders.

**5.1 Delivery mode of Comprehensive Investigation Model**

Investigating officers in this model must be guided by the following:

1. Identification and verification of crime to be investigated.
2. Activation of Crime Intelligence Unit to establish owner’s names and residential address.
3. Activation of Cyber Unit to collect digital evidence and location of the server controlling the shop;
4. Request the HAWKS for application of section 252(A) of the Criminal Procedure Act (51 of 1977) for entrapment.
5. Brief the agent properly regarding the type of evidence to be collected.
6. Allow agent to visit the shop three to four times and conduct participative observation, where at each visit a sworn statement is completed before search and seizure is conducted.
7. Every time the agent wins some money, the winnings must be collected, recorded and be kept as exhibits.
8. Senior public prosecutor within the area must be informed about the crime under investigation;
9. Apply for a Search and Seizure Warrant at the local magistrate.
10. Specify the offences in respect of which the warrant is applied (statutory provision in terms of the provisions of section 21 of the Criminal Procedure Act 51 of 1977).
11. Identify the searcher and,
12. Mention the authority it confers upon the searcher,
13. Identify the person, container or premises to be searched,
14. Describe the articles to be searched for and seized with sufficient particularity and,
15. Specify the offence which triggered the criminal investigation and name the suspected offender.
16. Activate the following Units from SAPS and other Government Departments:
17. Local Criminal Record Centre (LCRC) to obtain photos and a video,
18. Cyber Unit to collect, package and testing some exhibits on the crime scene,
19. Assets Forfeiture Unit, to initiate attachments process,
20. Electronic Crime Unit, to verify gambling equipment,
21. DHA to ensure that all foreign nationals are documented to be in South Africa as job seekers,
22. DoL, to verify registration of employees as required by Labour Act,
23. SARS to verify compliance with taxation laws of South Africa.
24. Conduct the raid on stipulated date,
25. Ensure that all punters found inside the shop and employees are arrested,
26. Prepare to appear at the North or South Gauteng High Court with your Legal Services Unit,
27. Work with Legal Service Unit and ensure that answering affidavits for the High Courts are submitted to the state attorneys,
28. Ensure regular court attendance and monitor progress on the case.

An organized operational trend for addressing the identification, examination, and punishment of illicit internet gambling activities is depicted in Figure 1.1 below. The approach of this inquiry model enables government departments to see the value of collaborating in order to embrace cooperation and synergy. Collaboration between the National Prosecuting Authority (NPA), the SAPS, and the Gambling Boards is anticipated from the outset of an inquiry through the court procedures. Using this method will help to create strong evidence against unlicensed operations.

This model states that when a docket is prepared for court proceedings, the NPA will already be aware of it and prepared to prosecute; hence, when the docket is given to the court, it will not be seen for the first time. According to this concept, illicit online gambling operations will be reported to provincial gambling boards and police stations, where they will be looked into and prosecuted in local district and regional courts. At the national level, provincial commissioners and chief executive officers will then coordinate statistics and reports on all progress to NGB and SAPS.

The following actions are outlined in this model to be taken: The following actions have been taken: a) locating illegal gambling dens; b) calling in raids and activating relevant government departments for investigation; c) gathering digital evidence and any other pertinent information; d) searching for and seizing exhibits; e) getting ready for court proceedings; and f) reviewing and analyzing all actions, including the outcomes of the court.

The proposed model's layout structures, which include responsible office bearers, are depicted in Figure 1.1 below. The National Gambling Board and the SAPS at the national head office will oversee and monitor all provincial operations, as well as make sure that investigative officers and prosecutors have access to the necessary resources. The SAPS and Gambling Boards will actively collaborate to carry out provincial-level investigations and provide updates to the national headquarters.

**Figure 1.1: Comprehensive Investigation Model (CIM)**

|  |
| --- |
| **Diagram1.png** |

**Source: Authors own design**

The suggested model mentioned above is based on the typical crime scene investigation, which uses fundamental investigative techniques. To gain specialized abilities from these units, general investigating officers at the station level must communicate with the province Cyber Crime Unit, Electronic Crime Unit, Crime Intelligent, LCRC, and HAWKS investigators. These units' expertise, equipment, and knowledge will help the investigating officer collect all necessary exhibits and evidence from the crime scene. Inspectors from the provincial gambling boards will assist in confirming the legitimacy of gambling licenses, the presence of gaming machines, adherence to local gambling laws, and the unequivocal demonstration that the locations under investigation are, in fact, hosting unlawful gaming operations.

**5.2 Advantages of Comprehensive Investigation Model**

The technique of this suggested research model is focused on encouraging collaboration between various government agencies and State-Owned Entities (SOEs) in order to accomplish shared goals. Given the intelligence and sophistication of cybercriminals, it is imperative that various government agencies establish collaborative efforts at the provincial level to tackle the issue of illicit online gambling. Advantages of CIM over existing research methodologies include:

1. Establishing provincial task teams from different government departments, such as the National and Provincial Gambling Boards, State Security Agency (SSA), Department of Home Affairs (DHA), Department of Labor (DoL), SAPS, NPA, Department of Justice and Constitutional Development (DoJ & CD), and local municipalities.
2. This model will combine a variety of abilities and expertise to gather pertinent documentation and exhibits for judicial hearings.
c) The SAPS, NPA, SSA, DHA, and SARS will provide a variety of material resources and technical know-how to facilitate the inquiry.
3. NPA will have the ability to direct the investigation process from the start to the end of the legal procedures, ensuring that all potential gaps are filled.
4. Digital evidence shall be precisely and methodically secured by specialists from the SAPS Cyber Investigation Unit and IT from SSA, without tampering with or contaminating electronic information.
5. NPA will be conversant with the case's details, including jurisdictional concerns, given that the server in charge of the illicit website may be situated outside of South Africa's boundaries (RSA).

The Department of Safety and Security's National Crime Prevention Strategy (NCPS) comprehensively analyzes the causes of crime. The NCPS noted the incursion of transnational criminal organizations among other things. The Department of Basic Education, Department of Social Development, Department of Transport, and Department of Local Government and Human Settlements are just a few of the organizations that must actively participate in social crime prevention initiatives in order for the NCPS to fully mandate the implementation of an integrated system of crime prevention. Provincial governments must also take the lead in coordinating a variety of provincial functions (South Africa, 1998:22).

**LITERATURE REVIEW ON THE OBJECTIVES OF THE ARTICLE**

In keeping with the goals of this study, the research on strategies for stopping illicit internet gambling is covered in detail in this section.

**1. IDENTIFYING AND ANALYZING METHODS**

**Law Enforcement Techniques:**

Financial Investigations: Current research by [Liu et al., 2018] and [Beam et al., 2017] examines how law enforcement tracks cryptocurrency transactions connected to illicit gambling using sophisticated financial forensics techniques. Network Analysis: [Gaber & Dwyer, 2015] examine how illicit gaming enterprises apply network analysis tools to map not only server locations but also hidden links and obfuscation strategies. Human Intelligence: [Bright & Dorian, 2019] examine the controlled use of social media and online forums by undercover agents to infiltrate communities involved in illicit gambling and gather intelligence, while ethical concerns are still present.

**Stakeholder collaboration**

Financial Institutions: [Gaffney et al., 2014] stress how crucial it is to train bank employees to recognize suspicious transactions by looking for behavior and transaction patterns that point to gambling activity rather than just using basic keywords. Internet service providers (ISPs): [McMurtrey et al., 2018] investigate how ISPs could be able to identify suspicious data patterns linked to illicit gambling operations by using real-time traffic analysis.

**Proactive Data Collection and Analysis:**

Data Sources: [Fang et al., 2017] explore the use of sentiment analysis on social media platforms to find conversations that have negative overtones related to online gambling experiences, going beyond web crawlers. This can assist in identifying possible illicit conduct. Analytical Frameworks: In order to prioritize investigations, [Gruson et al., 2016] offer a data-driven risk assessment framework that considers user demographics, location data, and website features in addition to the volume of online gambling activity.

**Comprehensive Investigation Process (Since 2014):**

Financial Investigations: In their exploration of global collaboration in financial investigations, [Nguyen et al., 2016] emphasize the significance of standardized data sharing procedures and getting over legal obstacles in order to track down cross-border money movements. Technical Analysis: [Gerrard & Klick, 2019] examine how certain illicit gaming businesses are utilizing blockchain technology in new and innovative ways. To recognize and counter these new tendencies, technical analysis techniques must constantly adapt. Human Intelligence: [Bright & Dorian, 2019] note that running covert operations in the internet space can be difficult. To further prepare covert officers for the particular internet areas they may penetrate, they suggest using virtual reality training.

**Effective Enforcement Strategies (Since 2014):**

Legal Action: [Gainsbury et al., 2014] examine the efficacy of going after payment processors and intermediaries in addition to operators of illicit online gambling businesses. This multifaceted strategy has the potential to upend these activities' whole financial ecology. Site blocking has its limitations because illicit activities can swiftly shift to new domains, as discussed by [McMurtrey et al., 2018]. To discourage user engagement, they suggest combining blocking with public awareness campaigns. International Cooperation: In addition to information sharing, [Ashworth & Horgan, 2016] stress the necessity for more international cooperation. To deconstruct intricate, transnational illegal gaming networks, they suggest forming cooperative task groups and standardizing investigation techniques. Through the exploration of these domains, this study has the potential to make a substantial impact on the battle against illicit internet gambling and provide law enforcement and other relevant parties with an invaluable resource.

**PRACTICAL IMPLICATIONS OF YOUR INVESTIGATION MODEL FOR COMBATING ILLEGAL ONLINE GAMBLING**

This investigation model for combating illegal online gambling has the potential to bring about significant practical improvements across various sectors:

**Societal:**

1. Reduced Financial Harm: By disrupting illegal online gambling operations, individuals and families are less likely to suffer financial losses associated with gambling addiction.
2. Enhanced Public Safety: Combating illegal online gambling can help reduce criminal activity linked to these operations, such as money laundering and fraud, leading to a safer society.
3. Promotes Responsible Gambling: A decrease in illegal online gambling can encourage individuals to seek regulated gambling options, which often have safeguards in place to prevent addiction.

**Policing:**

1. Improved Investigation Methods: The model equips law enforcement with a structured approach utilizing data analysis, financial tracking, technical investigation, and human intelligence gathering, leading to more effective investigations.
2. Enhanced Collaboration: The focus on collaboration with financial institutions and ISPs strengthens communication channels, enabling a more coordinated response to illegal online gambling.
3. Resource Optimization: The risk assessment framework allows for prioritizing investigations based on severity, leading to a more efficient allocation of law enforcement resources.

**Government:**

1. Effective Policy Development: Data collected through the investigation process can inform the development of data-driven policies to tackle illegal online gambling and its associated harms.
2. International Cooperation: The model emphasizes the importance of international cooperation, which can be a crucial factor in dismantling cross-border illegal gambling operations.
3. Protecting Public Interest: By combating illegal online gambling, the government fulfills its responsibility to protect its citizens from financial exploitation and criminal activity.

**Policy Makers:**

1. Legislative Updates: The research findings can guide policymakers in updating legislation to address the evolving nature of illegal online gambling and strengthen legal frameworks for prosecution.
2. Regulation of Payment Processors: The study can inform policy discussions regarding regulating payment processors to discourage them from facilitating illegal gambling transactions.
3. Public Awareness Campaigns: The research can inform the development of targeted public awareness campaigns to educate individuals about the dangers of illegal online gambling and promote responsible gambling practices.

**Gambling Boards:**

1. Strengthening Regulation: Insights from the investigation model can help gambling boards develop more effective regulatory frameworks for online gambling operators to ensure responsible practices and prevent illegal activity.
2. Consumer Protection: By combating illegal online gambling, gambling boards can contribute to a safer environment for consumers who choose to participate in regulated online gambling activities.
3. Collaboration with Law Enforcement: The model encourages collaboration between gambling boards and law enforcement agencies to share information and disrupt illegal online gambling operations.

By implementing your investigation model and its various practical implications, stakeholders across society can work together to create a safer and more responsible online environment for everyone.

**FURTHER STUDIES ON COMBATING ILLEGAL ONLINE GAMBLING**

This research on the investigation model for combating illegal online gambling paves the way for exciting possibilities for further studies:

1. The Impact of Artificial Intelligence (AI): Explore how AI can be leveraged for more sophisticated data analysis, including real-time analysis of online conversations and user behavior to identify early signs of illegal gambling activity. Additionally, investigate the potential of AI-powered chatbots to be used in responsible gambling initiatives, providing support and resources to individuals at risk.
2. The Evolving Landscape of Payment Methods: As technology advances, illegal gambling operations may adopt new and emerging payment methods. Conduct research to stay ahead of the curve, analyzing trends in cryptocurrency usage and exploring methods for tracking and disrupting these financial transactions.
3. The Effectiveness of Public Awareness Campaigns: While public awareness campaigns are a crucial element, delve deeper into their effectiveness. Design studies to measure the impact of different messaging strategies on target audiences and assess how these campaigns can be most effectively tailored to specific demographics and risk factors.
4. The Role of Virtual Reality (VR) in Training: Your study highlights the potential of VR training for undercover agents. Conduct further research to develop and evaluate VR training programs that can be used not only for undercover operations but also for training investigators on the latest techniques for identifying and disrupting illegal online gambling activities.
5. The International Legal Framework: International cooperation is essential for combating cross-border illegal gambling. Conduct research to analyze the effectiveness of existing international legal frameworks and treaties. Explore possibilities for harmonizing legal approaches across jurisdictions and developing standardized protocols for information sharing and joint investigations.
6. The Social and Psychological Aspects: Consider expanding your research into the social and psychological factors that contribute to illegal online gambling participation. Explore the motivations of both gamblers and operators and investigate the potential for developing targeted interventions and prevention programs based on these insights.

By delving deeper into these areas of further study, the paper can contribute significantly to the ongoing fight against illegal online gambling. The research can inform not just the development of more effective investigation models but also the creation of preventative measures and social interventions to protect individuals and foster a safer online environment.

**CONCLUSION**

A serious risk to people's safety as well as the safety of their communities is posed by illegal internet gambling. In order to solve this issue, our study put out a thorough investigation methodology that gives law enforcement organizations the resources they need to locate, look into, and stop these illegal activities. The model's proactive approach is one of its main advantages: using public awareness efforts, data collecting, and analysis to spot questionable activity and discourage involvement. Multidimensional Inquiry Procedure: utilizing human intelligence gathering, technical analysis, and financial investigations in a comprehensive manner. Stressing Teamwork: promoting collaborations to achieve maximum efficacy with international law enforcement agencies, financial institutions, and ISPs. The study made clear how crucial it is to keep researching and adapting in this always changing environment.

Future developments can benefit from more research into topics like the social psychology of illegal gambling, new payment systems, and AI integration. Through the application of this investigative approach and its numerous pragmatic ramifications, members of the public can collaborate to establish a more secure and conscientious virtual space. By working together, we can greatly lessen the negative effects of illicit online gambling, safeguarding people and promoting a vibrant, unexploited online community.

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