

## ABSTRACT

**Overview on Cognitive Dissonance of Early Adult Gambler; (Widya, M.Si, Psi & Ninawati, MM, Dra); Undergraduate Program In Psychology, Tarumanagara University, (96 pages; R1-R5; Appdx 1-8).**

This study aims to investigate an illustration of cognitive dissonance of early adult gambler. Gambling is a game using money as a bet. While in Indonesia, gambling is illegal, also prohibited by religion, and damage the nation's morality and mental attitude. In early adult, a man also have a responsibility to his family. Consequently, this can create dissonance on a gambler. Cognitive dissonance is defined as an aversive arousal that results when a person simultaneously holds two beliefs that conflict with each other. There are two dimensions of dissonance; the source of dissonance and dissonance reduction. There are four different subjects in this study whose ages are 31, 32, 33, 40 years old. Based on the data analysis, it shows the same source of dissonance that experienced by four subjects that is logical inconsistency. All of the subjects consider gambling as an entertainment which will continue by them although it is inconsistent with the cognition with religion's rule, law, and cognition about gambling can cause a problem. The common dissonance reduction which used by the subjects is adding consonant cognitions that reduce the overall level of inconsistency and includes active attempts to seek out new information.

Keywords: gambling, dissonance, and early adult man