

FACTORS INFLUENCING TEENAGERS UNDERSTANDING ON ELECTRONIC INFORMATION AND TRANSACTION LAW IMPLEMENTATION IN THE CYBERSPACE: A PSYCHOANALYSIS PERSPECTIVE

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Abstract

The development of science and technology impacts changes in the order of human life, especially teenagers. Teenagers today tend to prefer using technology in interacting with one another. This activity is known as cyberspace. Cyberspace is a place for technology users, especially teenagers, to express pleasure, displeasure, and other activities. These activities can be analyzed using Freud's psychoanalytic theory, which includes three structures, namely: id, ego, and superego. The id possessed by a person has the principle of pleasure, while the ego is described through individual activities aimed at gaining recognition, while the superego is the controller of the id and ego so that a person has moral behavior. Concerning cyberspace, a teenager is expected to understand the laws and regulations as stated in the Information and Electronic Transactions Law (UU ITE or ITE Law). The purpose of this study aims to determine the factors that influence the level of understanding of adolescents about the UU ITE from a psychoanalytic perspective. This study uses a mix-method approach by combining FGD and scale in obtaining data. The data were analyzed using an exploratory factor analysis approach. This study shows that six valid factors with an eigenvalue of 60.36% influence adolescents in understanding the ITE Law. The six factors include socialization, media used, content quality, socialization agents, personal character, and conditional.

Keywords: Influential Factors, Teenagers, Psychoanalysis, UU ITE, Cyberspace.

I. INTRODUCTION

The rapid development of Information Technology impacts the occurrence of various changes in several aspects of life. In the 1970s, telephone facilities began to be integrated with the internet, which focused on communication media. In the 1980s, e-mail as a new medium was introduced as a medium of communication. In 1991, the world of technology succeeded in making a breakthrough by bringing up the World Wide Web, search engines, portals, and various e-commerce sites. It did not stop there; in the 2000s, many blogs and social networks emerged [1]. A survey conducted by the Association of Indonesian Internet Service Providers (APJII) [2] shows an increase in internet users from year to year. In 2016 internet users were 132.7 million people, increased to 143.26 in 2017, and 171.17 million people in 2018, then increased again in 2019 to 181.29 million people.

Technological developments have had a tremendous impact on the order of life, including its psychological impact. Teenagers interact more often using computer media than interacting directly, meeting in one particular place. People will feel more comfortable using technology to communicate. This activity is often referred to as communication in cyberspace or cyberspace. However, in reality, not all teenagers can accept this change wisely, even though the development of information technology cannot be dammed. The changes brought about by technology are not all used positively by users but vice versa. Evidence of the emergence of this negative impact is

disseminating information containing content that violates moral ethics in society.

An example of a violation of moral ethics in cyberspace is the existence of an online prostitution network. As reported by detik.com in August 2017, South Jakarta found online prostitution activities at a rate of 10 million [3]. Transactions are carried out through the WhatsApp chat application. A more recent case occurred in July 2019 where fraud was found on behalf of a state institution, namely the KPKNL (State Property and Auction Service Office) [4]. This fraudulent action also uses chat through the WhatsApp application. The two cases prove that the development of information technology and having a positive impact also has a negative impact. The cases described above are classified as significant cases. Examples of other cases that are considered trivial and often occur in cyberspace are writing insults, swearing, spreading fake news, and using inappropriate photos. Is the government silent about this phenomenon? The answer is no. It is proved by the seriousness of the government to prevent negative things from happening in cyberspace. One of them is by bringing up laws that regulate ethics and rules for behaving in cyberspace.

The description above illustrates how close technology is to humans so that this technology can be said to have a significant role in changing human behavior and personality into more modern, technological, and contemporary humans. Psychology tries to understand this phenomenon and tries to see the potential psychiatric problems that may arise. Using Sigmund Freud's psychoanalytic theory, changes in

human personality can be studied from three structures, namely the id, ego, and superego. The three personality structures expressed by Freud can be applied in social networking settings [5]. The id is a teenagers' instinctive drive, while the ego acts as the executor of the id. According to Freud, the superego is a controller that understands rules, ethics, and norms. The legal position, in this case, occupies the realm of the superego.

Research on the implementation of psychoanalytic theory in cyberspace has not been done much. Scientific writings that are mostly done and related to cyberspace are about violations that occur in cyberspace. An example is a scientific paper by Laksono & Magfiraini [6] entitled "Cyber Prostitution: Shifting Social Problems into Virtual Spaces." The article describes the development of internet technology that raises social problems without control, where prostitution activities shift towards virtual transactions that are difficult to control. When social control is so tight in the real world has been successfully carried out, prostitution finds a place to grow without control in cyberspace.

Another scientific work regarding the study of cyberspace is entitled "Examining the Crowd of Community Culture in the Virtual World," written by Rachman [7]. This work is a digital ethnographic study that uses the object of the study of cyberspace. In the era of advances in communication and information technology, it is challenging to avoid assimilation between the natural and virtual worlds. The internet is a medium of communication and dissemination of all forms of information in everyday life.

II. METHOD

This study uses a mixed method, which combines qualitative data with quantitative data. Tashakkori & Tedlie [8] argue that the mixed method has the advantage of answering research questions that cannot be answered by other methods to produce better conclusions and present a greater variety of different views. This method has three types of research designs, namely triangulation, explanation, and exploratory. Triangulation provides an equal proportion of qualitative and quantitative designs carried out in research. The explanation gives a more significant portion to the quantitative design so that quantitative data is collected first, then strengthened by qualitative data. Exploratory is a method that emphasizes qualitative data followed by quantitative data, used to explain qualitative findings [9]. Thus, this study is a mix-method study with an exploratory approach. The data was first obtained through a Focus Group Discussion (FGD) as qualitative data, then continued with quantitative data using a scale compiled based on the qualitative data obtained.

This study involved ten people in the FGD process. The characteristics of the FGD participants were aged 20 to 24 years, actively using the internet, had

committed minor violations in cyberspace, and were willing to be research subjects. Quantitative data were obtained from 403 samples through a scale distributed online. This study has the primary data source, namely data obtained through a scale that is distributed online. The items on the scale are arranged in several stages. The initial stage is to hold FGD with subjects according to the research criteria that have been set. This study uses two key questions that underlie the FGD. The first key question is "Are you aware of the ITE Law that regulates teenagers' behavior in cyberspace?" and the second key question is "How is the most appropriate socialization done so that internet users understand the existence of laws that regulate behavior in cyberspace?".

The next stage is to formulate words based on the results of the FGDs that have been carried out. Keywords are formulated related to the factors that influence the understanding of the ITE Law. Keywords are then developed into scale items. This scale is the main instrument in collecting data in this study. Based on the FGD data analysis results, it was found that six factors affect the level of personal understanding of the law that regulates behavior in cyberspace. The six factors are socialization, media used, quality of content, agent of socialization, personal character, and conditional.

The questionnaire was compiled based on six factors consisting of 2 parts. The first part consists of 30 items with five alternative answers: strongly agree, agree, neutral, disagree, and strongly disagree. In comparison, the second part consists of seven open-ended questions. The open-ended questions will be carried out with thematic analysis to find essential points that support the results of quantitative calculations.

TABLE I. BLUEPRINT SCALE: FACTORS INFLUENCING TEENAGERS UNDERSTANDING OF THE ITE LAW

| Factors | Item | | |
|----------------------|-----------|----------|-----------|
| | Closed | Opened | Σ |
| Socialization | 5 | 1 | 6 |
| Media Used | 7 | 2 | 9 |
| Content Quality | 5 | 1 | 6 |
| Socialization Agency | 5 | 1 | 6 |
| Personal character | 4 | 1 | 5 |
| Conditional | 4 | 1 | 5 |
| Total | 30 | 7 | 37 |

The primary research data obtained based on distributing questionnaires were then analyzed using exploratory factor analysis (exploratory factor analysis) using the SPSS program. This analysis was conducted to answer research questions as well as test the validity of the scale. Exploratory factor analysis is used to answer research questions: what factors affect teenagers understanding of the ITE Law.

III. RESULTS

This study used a sample of 403 consisting of 198 female participants and 205 male participants. Based on age, the sample's data is dominated by 21 years as many as 108 people. The second largest was 24 years old, 99 people; followed by 23 years old, 90 people; 22 years old, 73 people, and 20 years old, 33 people. Regarding violations that respondents have committed in cyberspace, namely hate speech, spreading hoax news, giving sensitive comments, and uploading pornographic images.

Research data based on questionnaires produce two types of data. The data in the first part in the form of quantitative data were analyzed using exploratory factor analysis, and in the second part, it was analyzed using thematic analysis. Exploratory factor analysis shows that the KMO (Kaiser Mayer Olkin Measure of Sampling Adequacy) value is 0.818, so the data is feasible for factor analysis. The KMO value is considered sufficient if the value obtained is more than 0.5 [10]. The exploratory factor analysis carried out resulted in six valid factors with an eigenvalue of 60.36%.

TABLE II. RESULTED FACTORS BASED ON VARIMAX ROTATION

| Factors | Total Item | Eigenvalue |
|----------------------|------------|------------|
| Socialization | 5 | 6,113 |
| Media Used | 7 | 5,190 |
| Content Quality | 5 | 3,424 |
| Socialization Agency | 5 | 1,452 |
| Personal character | 4 | 3,001 |
| Conditional | 4 | 2,344 |

The scale reliability test based on these six factors shows the total item correlation value > 0.300 with an alpha reliability coefficient value of 0.801 so that all items are declared valid.

Thematic analysis conducted on seven open-ended questions resulted in several important points. The vital point was that socializing a rule and the media used in introducing the ITE Law to millennials, especially those aged 19 to 25, are two factors that significantly influence understanding and willingness to obey the rules written in the ITE Law. Another thematic analysis shows that cyberspace is the most exciting place to look for any information. It is also supported by quantitative data, which shows that 91% of 403 respondents support this statement. Information through videos uploaded on social media has its charm, exceptionally if the content is packaged in an attractive display.

The qualitative and quantitative data obtained also show that one of the reasonable efforts that can be made to develop a teenagers' superego is socialization in cyberspace related to the ITE Law by using visual media. Socialization carried out conventionally is considered unattractive, dull, and old. It is corroborated by 93% of respondents stating that they disagree if socialization is done conventionally. Regarding the understanding of the ITE Law, 91% of respondents answered that they knew of the ITE Law, which

regulates behavior in cyberspace, but only 17% answered that they had read the contents of the ITE Law.

IV. DISCUSSION

The results of this study indicate that several factors influence the willingness of teenagers to understand a governing law. In terms of socializing in cyberspace, Indonesia has a law regulating behavior, namely the ITE Law. Behavior in cyberspace needs to be regulated because currently, the internet is vulnerable to violating norms as a manifestation of new public space [11]. For example, for the millennial generation, it is common to make hate speech or ridicule in content or when responding to comments. Violations of norms in cyberspace can be overcome by several approaches, one of which is legal [12]. The legal position, in this case, is as a stimulus for the superego in humans. The development of the superego is essential because, in the superego, there is a teenager regulator to understand the rules, prohibitions, norms, and moral values [13].

Six factors influence a person's willingness to understand the laws that govern our socialization, the socialization media used, exciting content, socializing, personal character, and the conditions experienced. Conventional socialization such as counseling, lectures, and television is no longer adequate. The current millennial generation prefers socialization through social media that is packaged attractively and creatively. This condition is supported by the character of the millennial generation, whose growth is accompanied by technological developments, familiarity with the internet, high interest in social media, and impatience with a process [14].

One of the essential factors that influence a person's willingness to obey the law is the agent of socialization. The primary socialization agents are family, peers, school, and mass media [15]. Through this research, it was found that the family is no longer the primary socialization agent. The essential socialization agent is the mass media which in this case is represented by online social media.

Social media provides the broadest possible freedom for the younger generation to obtain information [16]. Information presented with up-to-date content is more attractive and easily accessible, which is the main attraction. The element of technology is very thick in this case. Technology is considered a way of life and always goes hand in hand.

V. CONCLUSION

Technology currently occupies an essential role in human life. The continuous development of technology certainly affects the order of life. Through this technology, a new public space has also been created, known as cyberspace. The millennial generation is the generation that uses the most facilities in cyberspace. Cyberspace provides as much space as possible for

expression, creativity, and expressing ideas so that this results in many violations of norms.

Based on the personality structure expressed by Freud, namely the id, ego, and superego, cyberspace provides a vast space to be able to express these three things. In order to achieve harmonious social conditions in cyberspace, it is necessary to have something that regulates as a stimulus to the superego. One of the things that can increase the superego is to increase teenagers understanding of the ITE Law. Increasing understanding and willingness to obey the rules is not easy, so it is necessary to know in advance what factors can support a person's willingness to understand the rules.

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