

Deviant Behavior of Teenagers in Using Social Media at Ternate City

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ABSTRACT

Communication and information problems that occur in today's digital era, have a major influence on its users; There's no denying that technology can make someone unknown famous, and vice versa. Especially for teenagers, social media has a significant impact. According to research by Septian Wulan, in Indonesia, adolescents aged 15-19 years are the largest internet users, reaching 64%. Fenomene The deviant behavior that grabs the attention of the people of Ternate is the behavior of inhaling glue inside the Oranje fortress which is a historical location for this kieraha earth. This glue inhalation behavior for teenagers was reported by several online media, one of which was SuaraTernate.com with the headline "11 Teenagers in Ternate caught "Ngelem" inside the Oranje fort" on October 6, 2021. Based on the phenomenon that occurs in adolescents in the city of Ternate, researchers conducted research on the behavior of adolescents in the city of Ternate in using social media to find out the behavior of. According to Ahmadi (2009:49), social interaction is a relationship between two or more individuals in which the behavior of one individual influences, changes, or corrects the behavior of another individual, or vice versa. Walgito (2003: 65) explains that social interaction is a relationship among individuals in which one individual can influence another so that mutual influence occurs. The results of the study obtained that teenagers in the city of Ternate have positive and negative behaviors, but the most dominant is positive behavior as well as empathy behavior in interpersonal communication through social media. The average person still has a sense of empathy between friends and others who are still very good, rather than being an individualist teenager, rarely caring about others because of the influence of social media. Because teenagers in the city of Ternate use social media on average as a learning medium.

Keywords: Deviant Behaviour; Social Media

INTRODUCTION

Social media is a form of interaction today that can connect everyone through the internet. The various facilities offered by social media help us channel whatever we want to do and need. This progress should be used to shape social activities. However, problems such as immoral crimes in the form of free sex that occurred on September 16, 2021, brawls between students, and other deviant behaviors are serious challenges for the future of Indonesian adolescents, especially Ternate City

teenagers. Based on observations from mass media reports, social media, and other information, teenagers in Ternate City today tend to be hyperactive on social media and often share their daily activities to get social recognition that they are cool and keep up with the times. Unfortunately, many of the things they do are not in accordance with rules, ethics, and norms, especially, in adolescence which is the process of transitioning childhood to adulthood. information. In today's digital era, where information is highly accessible and abundant, communication skills on social media are becoming a necessary basic ability. These skills help in solving problems or tasks by utilizing information ethically and efficiently. Communication and information problems that occur in the current digital era with content ranging from positive content to negative content that affects the nation's next young generation, so this is the responsibility of the Government, academics, ngos and the surrounding community.

Social media is a digital platform where social interaction and reality take place, creating a space for users to interact in a specific time and place. The values contained in society or community can be reflected in similar or different forms in cyberspace. Some internet researchers consider social media as a reflection of real-world events, such as acts of plagiarism (Nasrullah, 2016). Although it has many advantages, social media also has a negative impact that can damage a person's behavior and character. The use of social media has become addictive for teenagers, causing gadgets to always be a top priority and interfering with their learning process. The speed of getting results through social media can also make teenagers lazy to think, so many of them are not serious when studying in school or college. Therefore, we as a research team feel a responsibility to conducting scientific research on adolescent behavior in the era of digital communication in Ternate City.

LITERATURE REVIEW

Definition of Social Media

According to Shirky (2008), social media and social software are tools to enhance users' ability to share, collaborate, and act collectively outside of institutional or Archives: Archives are an important feature for social media users, as posted information can be stored and accessed at any time and from any device organizational frameworks. This opinion is different from the view of Van Dijk (2013), who considers social media as a platform that focuses on the existence of users and facilitates their activities and collaboration. Therefore, social media can be considered as an online medium that strengthens relationships between users as well as social bonds (Fuchs, 2014 dalam Nasrullah, 2016).

Social Media Functions

Social media has some unique characteristics that set it apart from other types of media. Here are some characteristics of social media according to Nasrullah (2016):

1. **Networking:** Social media is based on the network structure formed on the internet. The main characteristic of social media is building networks between users, which allows them to connect through technology.
2. **Information:** Information has an important role in social media because activities on such platforms involve the production of content and interactions that are based on information.
3. **Archives:** Archives are an important feature for social media users, as posted information can be stored and accessed at any time and from any device.
4. **Interaction:** Interaction is the basic character of social media, where users can form networks and perform various activities such as commenting and interacting with other users.
5. **Social Simulation:** Social media serves as a place for people's lives to take place in cyberspace. As in a country, social media has rules and ethics that govern the interaction of its users. While interactions on social media can reflect reality, they are often different simulations of the actual state of affairs.
6. **Content by Users:** Social media users have full control over the content produced and consumed. This shows that on social media, users not only create their own content but also consume content produced by other users.
7. **Dissemination:** Dissemination is one of the important characteristics of social media, where users not only produce and consume content but are also active in disseminating and developing that content.

Social Interaction

As individuals, humans have an urge or motive to engage in relationships with themselves. However, as social creatures, humans also have an urge to establish relationships with others, known as a social drive. As explained by Murray (in Istiana, 2002: 35), humans have social motives or drives. This was also confirmed by the MC. Clelland (in Istiana, 2002: 35), which states that with social impulses, humans tend to seek interaction with others. According to Ahmadi (2009: 49), social interaction is a relationship between two or more individuals in which the behavior of one individual influences, changes, or corrects the behavior of another individual, or vice versa. Walgito (2003: 65) explained that social interaction is a relationship among individuals in which one individual can influence another so that mutual influence occurs.

Adolescent Behavior

The adolescent phase is an important stage in an individual's development, beginning with the maturity of the physical (sexual) organs that allow the individual

to reproduce. Konopka describes adolescence as (a) early adolescence: 12-15 years, (b) middle adolescence: 15-18 years, and (c) late adolescence: 19-22 years. Adolescence is a period of transition from childhood to adulthood, during which individuals undergo a variety of changes, both physically and psychologically. Striking physical changes include rapid body growth, achieving adult body shape and development of reproductive capacity. Cognitively, adolescents also experience development and are able to think abstractly like adults. During this time, adolescents also begin to detach emotionally from their parents to fulfill their new social roles as adults. Deviant behavior is a complex concept to define. The problem lies in what is considered an aberration. Deviation can refer to a violation of parental rules, such as coming home too late or smoking, which is often referred to as delinquency. In addition, violations of social norms, such as behavior that is considered disrespectful, can also be considered a deviation, referred to as indoctrinity. On the other hand, unlawful acts, such as bringing drugs to school or stealing parents' money, are also considered deviant behavior. However, actions that cause the death of another person, as in Case 2, may not be able to be called deviant behavior because at that time there are no norms violated by that individual in society. One of the attempts to define juvenile delinquency was made by M. Gold and J. Petronio, which are as follows:

Child delinquency is an act by an immature person who intentionally violates the law and who is known by the child himself that if his act was known by law officers he could be punished.

The Relationship Between Media Exposure and Behavior

In the context of this study, exposure refers to the process of hearing, seeing, or reading media messages, as well as the experience and attention to those messages, which can occur in individuals or groups. Environmental factors generally influence media exposure, but are further also influenced by individual motives and needs in meeting their needs. Media exposure relates to a person's behavior in cognitive, affective, and conative aspects (Effendy, 2003).

1. Cognitive effects: These effects are related to a person's thoughts or reasoning, which may initially be unknowledgeable, clueless, or confused, but after exposure to media messages, become clearer to them.
2. Affective effect: This effect relates to a person's feelings.
3. Conative effect: This effect is related to the intention, determination, effort, and effort that drives the individual to perform a particular action or activity. Conative effects do not arise directly as a result of mass media exposure, but usually begin with cognitive and affective effects first.

METHOD

Design and Sample

This research uses research with quantitative methods where quantitative research with a survey approach. Determination of data collection by prospective sampling.

Where in quantitative research methods the type prioritizes the breadth of a study so that it uses Population and Sample which are the unit of analysis as data that can be generalized. The population in this study is adolescent active social media users in 4 sub-districts of North Ternate, South Ternate, Central Ternate and Island Ternate, while the characteristics of the population and sample are as follows:

1. Teens active social media users
2. Teens passive social media users
3. Teenagers who use social media as literacy media
4. Teen social media users lead to negativity

The sample in this study was 252 from the number of juvenile children in four sub-districts of 28,130 people which we refer to as the population.

Instrument and Procedure

This study used primary and secondary data collection techniques. Primary data were used to obtain the necessary data in this study, by means of which the authors distributed the same questionnaire to each respondent. A questionnaire is a number of written questions used to get information from respondents about themselves or things they know.

1. Secondary data are obtained by reading references relevant to the research to complete the necessary data.
2. Secondary Data: Instruments used include tests, questionnaires, standard instruments, researchers themselves, notebooks, voice recorders, cameras, and others.

Data Analysis

The data analysis approach applied in this study is quantitative analysis. We use statistical methods as a data analysis technique because it is considered an effective scientific approach to collecting, organizing, presenting, and analyzing numerically based data, which allows for more objective results. All calculations in this study were performed using the Statistical Package for Social Science software (SPSS)

RESULT AND DISCUSSION

Teens' Negative Behavior on Social Media

The negative behavior of teenagers in the city of Ternate showed that: drinking data 87.3%, bullying behavior 80.2%, porno content loaded 73.8%, glue suction 1.2%, drugs 80.6% and brawls 77.4%. Negative behavior for adolescents in the city of Ternate is above 50%. The influence of social media on adolescent behavior can be caused because teenagers spend time on social media above one hour and some even up to more than 5 hours, spending time on social media can have a positive impact and can also be negative. Elvinaro (2004) explains that media exposure can be measured through three main factors: Frequency, Attention, and Duration. Frequency refers to how often the communicant sees, reads, or listens to the medium. The more frequent the interaction with the media, the message tends to be

more embedded in the minds of consumers and attract the attention of the audience. Attention includes a person's mental process in listening to media messages. It involves a complete focus on the medium without doing any other activities, and elements of audio, video, and the like play an important role in attracting the interest and focus of the audience. Duration measures how long the media is watched, listened to, or read by the audience. Media exposure reflects the intensity with which audiences are exposed or exposed to messages conveyed through the media.

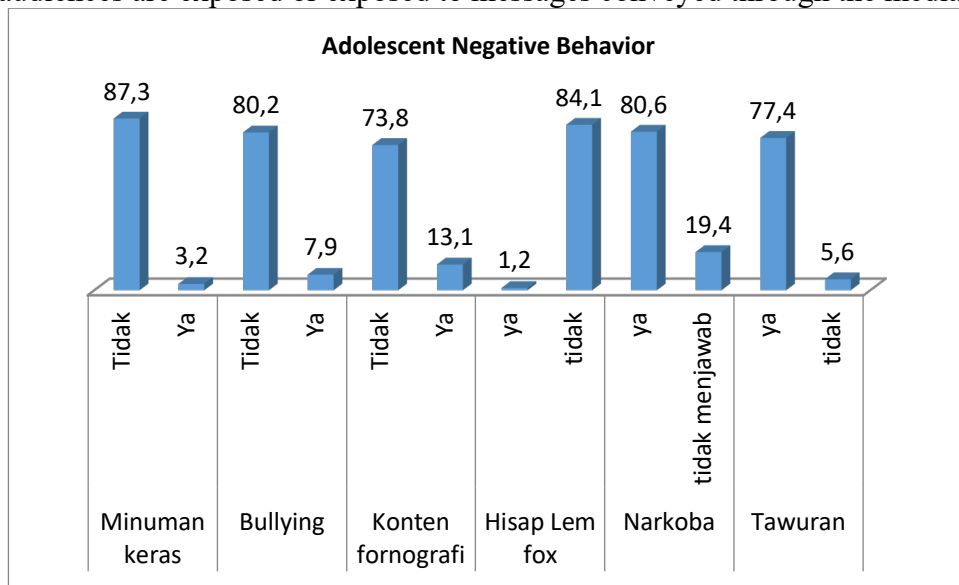


Figure 1. Adolescent Negative Behavior

The negative behaviors or deviant behaviors in adolescents with indicator that we observed in this study were drinking, bullying, pornographic content in social media, fox glue suction, drugs, brawls. The results showed that drugs in the city of Ternate were 84.1% and brawls 77.4%. This data shows that the indication of adolescents in the city of Ternate who experience negative behavior is quite concerning. In theory, deviant behavior or negative behavior occurs because of the inequality of roles in the social environment so that these adolescents tend to do negative things that for them are a comfort.

Deviant behavior itself is a repetitive behavior that violates social normalcy and is not in line with conventional behavior, can be said to be a failure to adapt that applies to the community environment and is considered negative.

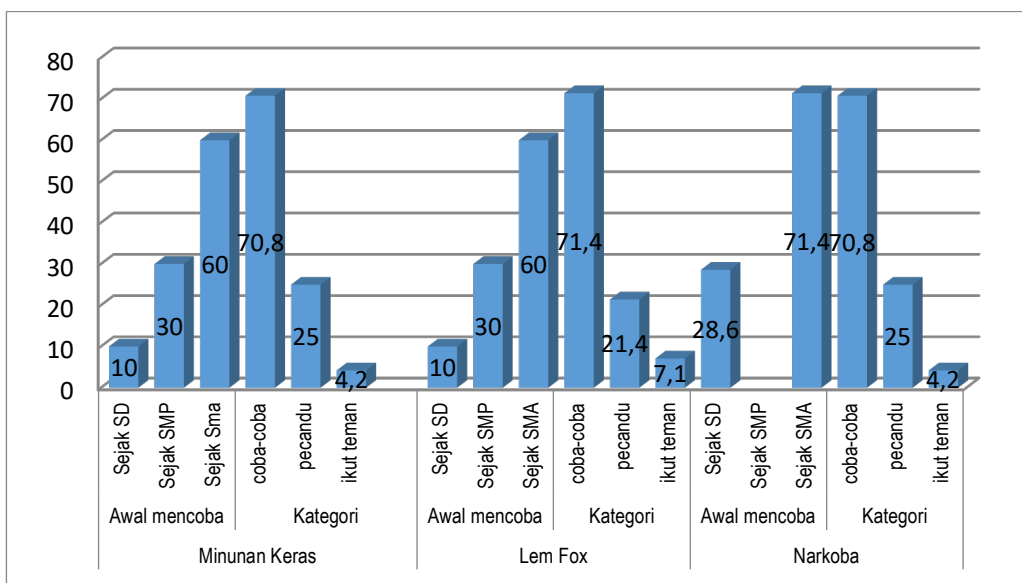


Figure 2. Motives and the beginning of negative behavior

The data above shows that, negative behaviors such as smoking, sucking glue, and drugs since elementary, middle and high school with trial and error categories on average above 70%. Negative behavior results in the formation of self-concept which ultimately shapes the mentality of adolescents towards a maturation process based on the influence of negative behavior higher than positive. Teenagers with elementary, middle and high school education age are familiar with drugs, alcohol, and glue sucking. This is an interesting fact that requires the attention of governments, parents, and teachers, in order to provide awareness for individuals and groups. Always provide unlimited educational touches.

Adolescents are people who have unstable emotional tension due to hormonal changes that occur in adolescents, they often perceive themselves and others as desired, unrealistic thinking skills, and the process of finding their identity in groups. Adolescence is the transition from childhood to adulthood, adolescent behavior often changes depending on the situation of environmental conditions in which adolescents exist. The association and social interaction of adolescents greatly determine what this teenager will look like in the future. This study shows that adolescents' knowledge of sex knowledge as deviant behavior, data shows that the knowledge and activities of extramarital sex that they have sex with are 49%, hugging 7% and kissing 21.1%, this data shows that it turns out that teenagers in the city of Ternate think that hugging and kissing is not always sex, this shows that teenagers in the city of Ternate think that hugging and kissing is a normal thing. The following graph shows the data mentioned above.

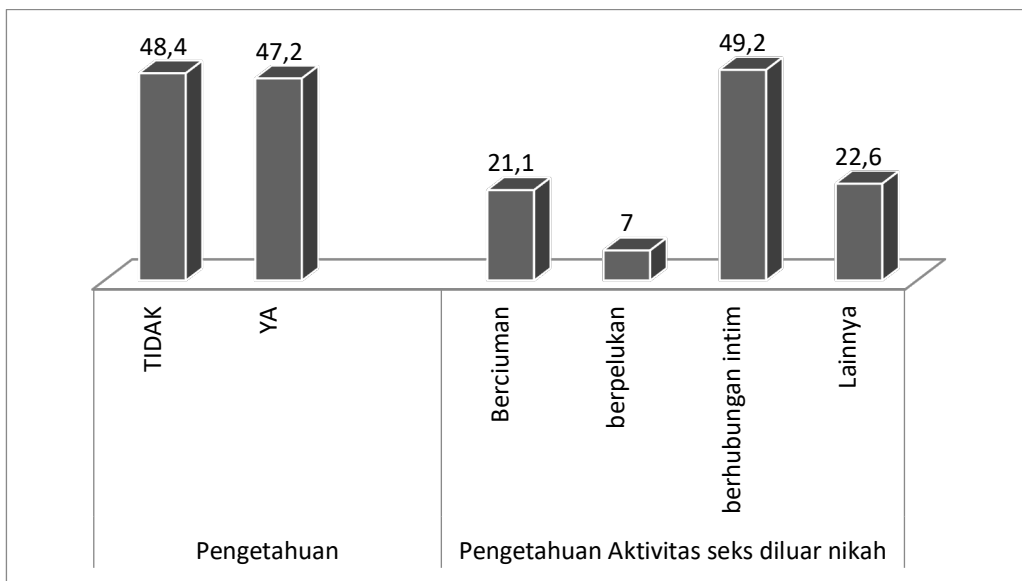


Figure 3. Knowledge and sexual activity out of marriage

Free sex behavior is the impact of the lack of knowledge about the dangers of sex itself, free sex also occurs due to the influence of association, lifestyle, western cultural influences and minimal religious knowledge. Knowledge of extramarital sex for teenagers in the city of Ternate such as in the categories of kissing, having intimacy, hugging is a normal behavior or not a taboo for anymore. This phenomenon triggers the impact of early marriage behavior and health threats for underage women, as well as the economic well-being of families that grow poorly in their families. This is also influenced by the use of social media which is based on knowledge or literacy in the use of social media so that the process of stimulating information for adolescents without being filtered which is good and bad. In the results of this study from the data obtained shows that adolescents in the city of Ternate need assistance and knowledge about sex at an early age and:

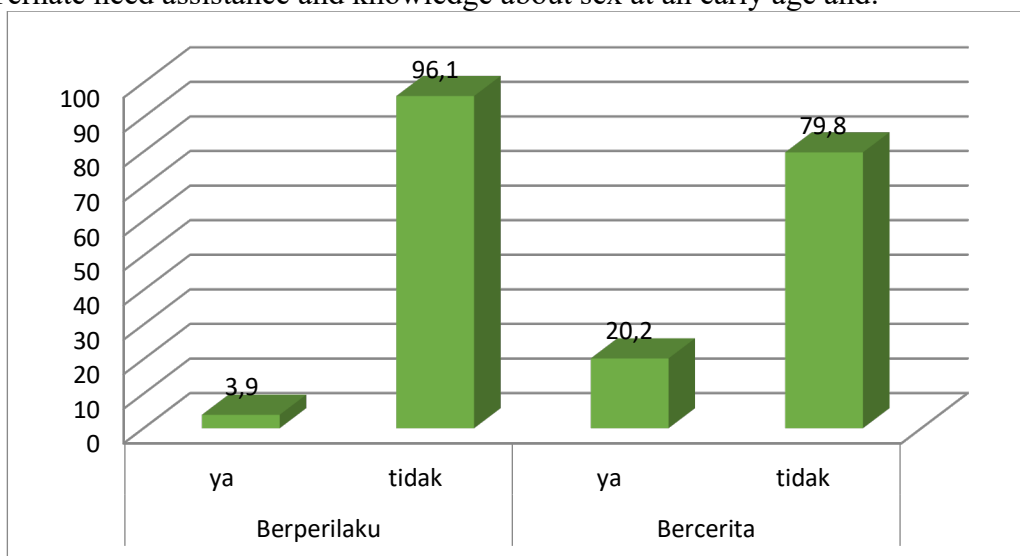


Figure 4. Experiences of extramarital sex behavior

Teenagers also often discuss their free sex experiences through social media to their peers, the media that is often used to vent about what they experience is the WhatsApp chat application media. This shows that teenagers no longer hide their free sex behavior from their friends, they tend to be open with their peers rather than their parents or relatives. By telling the story of teenagers perceiving that the burden felt is reduced, this kind of communication will influence other teenagers to strengthen each other and legalize things that are ethically culturally and religiously prohibited. The means of communication used by teenagers are as shown in the following graph:

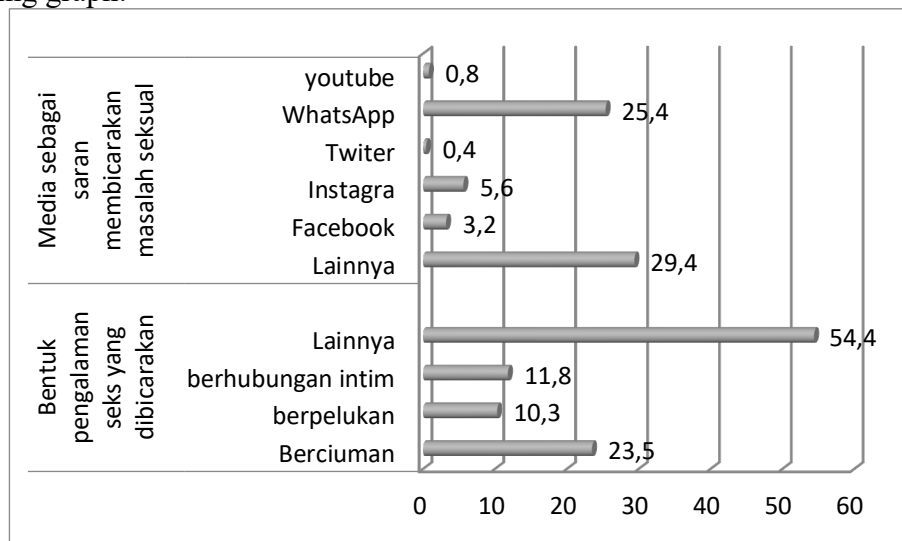


Figure 5. means and types of extramarital sex experiences discussed

Teenagers in the city of Ternate often behave negatively such as one of them is the behavior of going home late at night and leaving without saying goodbye, based on the data we obtained such as the behavior of going out of the house without saying goodbye 56% and the behavior of returning late at night 51%. The tendency of teenagers to come home late at night and leave without saying goodbye is higher compared to their positive behavior. With varying reasons and returning late at night for the reason of playing games, this fact shows that online game addiction in teenagers in the city of Ternate today is increasing. And what must be watched out for is acute dependence that causes teenagers not to want to do other activities instead of playing games.

Adolescents who are transitional from childhood to adulthood, so this transition requires adaptation to the family environment and their own friend environment, this requires parents to be more intense in carrying out effective interpersonal communication so that adolescents do not feel limited in their freedom, causing closed behavior and more activities outside the home than at home. The following chart data can be seen:

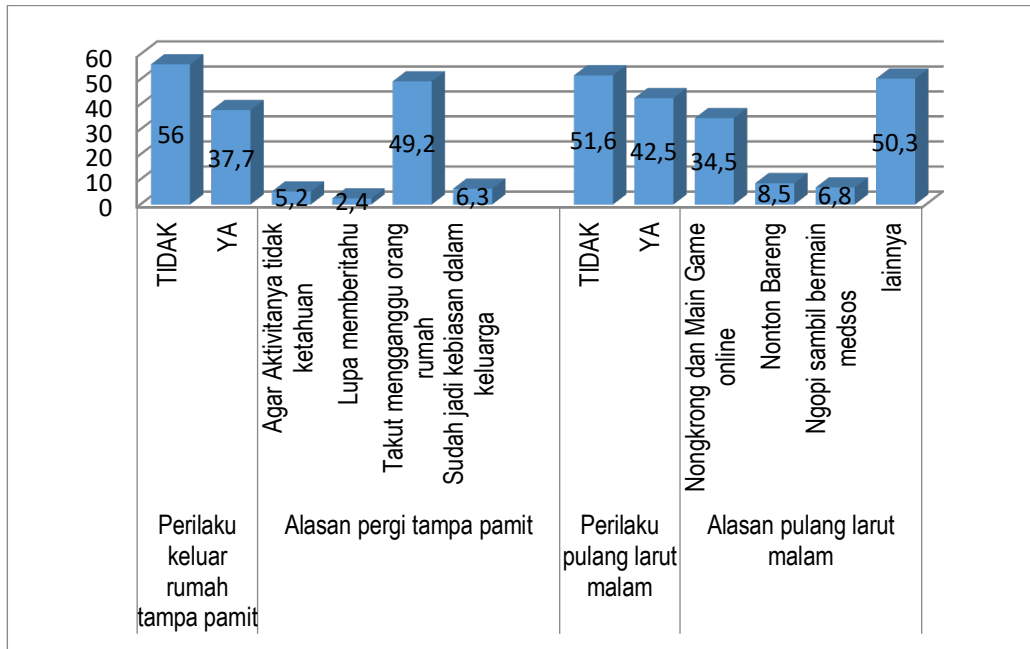


Figure 6. Behavior to go home late at night and leave without Permission

The next deviant behavior is smoking behavior in adolescents showing that the average teenager does not smoke but the teenagers depend on the social environment of their peers, if there are fellow teenagers smoking then easily the teenagers follow the behavior carried out by their friends.

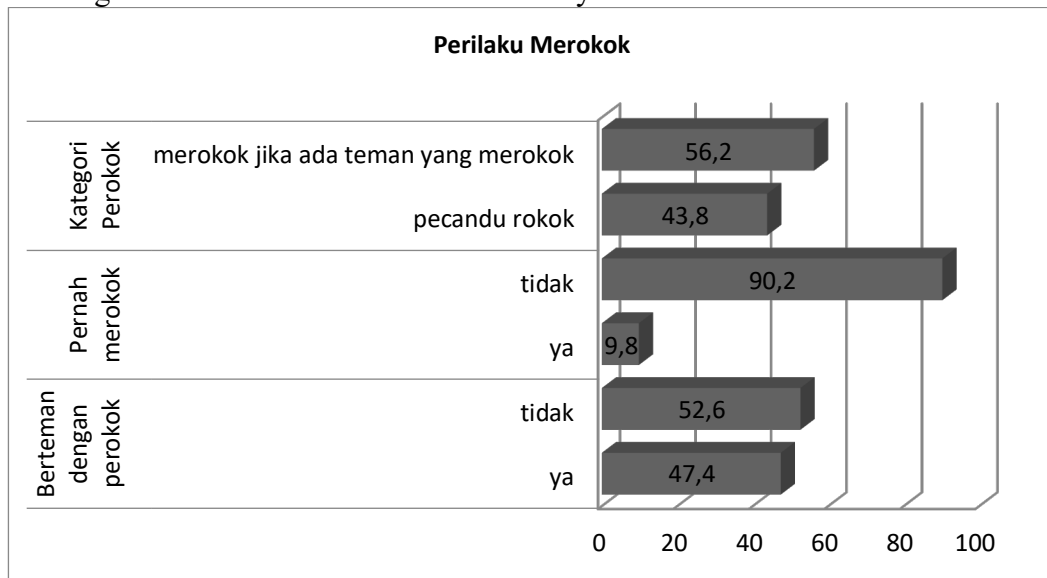


Figure 7. Smoking behavior in adolescents

Knowledge of the dangers of smoking for teenagers is known through social media 89.3% of this can be because the interest in using social media is very high, so all forms of information can be obtained through social media. Shows that teenagers

focus on social media which is actually cyberspace. Based on this data, it should be a serious concern for parents to provide knowledge to adolescents.

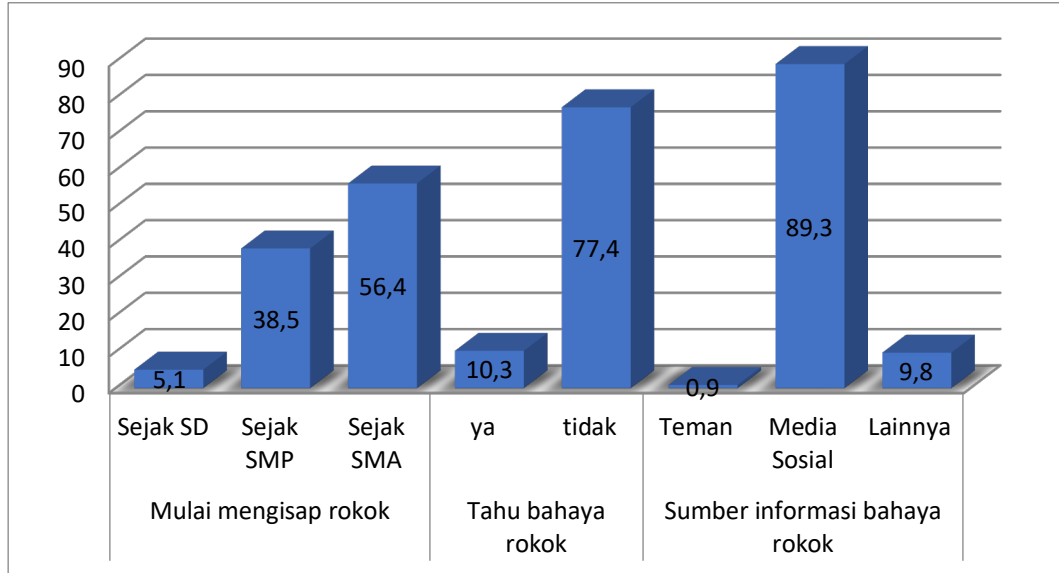
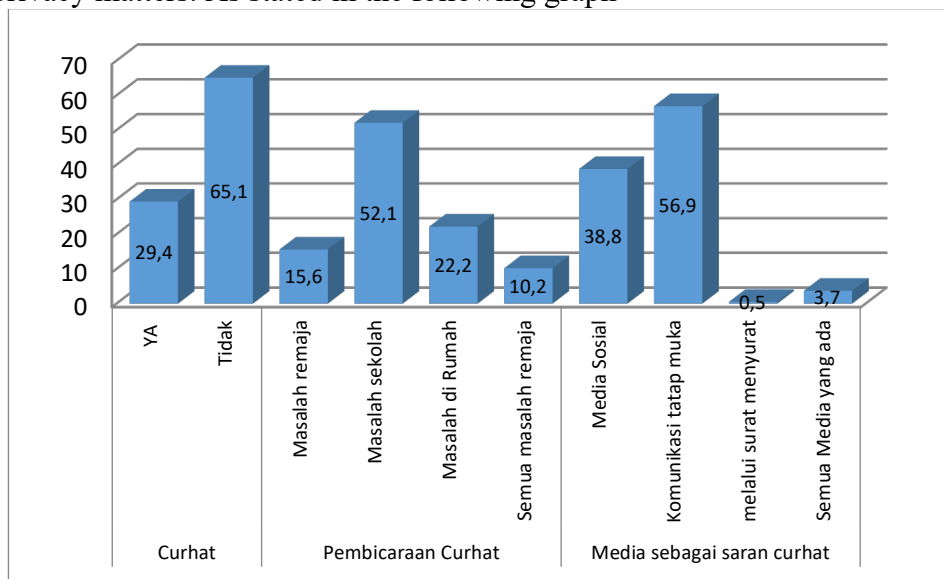


Figure. 8 Adolescent knowledge of the dangers of smoking

Adolescent Communication Interaction

Communication interaction of adolescents is a reciprocal process of giving and receiving messages exchanged in a social group, communication interaction is expected to have a good effect on the meaning of messages received after communication interaction has passed. Teenagers in the city of Terante in social interaction whether open or closed in today's digital era, because the average social media or chat application is a forum for today's interaction of teenagers. Teenagers in the city of Ternate in reality still have face-to-face interactions when talking about privacy matters. As stated in the following graph



Teenagers in the city of Ternate also on average still have a sense of empathy between fellow friends and others who are good. Rather than being an individualist teenager, it rarely cares about others because of the influence of social media. Because teenagers in the city of Ternate use social media on average as a learning medium. Using social media for teenagers can be interpreted as positive or negative, but this new habit should be equipped with the ability to filter the information obtained and need parental supervision as the main director in the lives of teenagers in the city of Ternate.

Adolescence is most often faced such as choosing a suitable friend as a playmate, venting and interacting so that they can understand each other, and empathy makes teenagers sometimes misinterpret friends who are truly empathetic towards themselves and who only take advantage of social needs want to be recognized, appreciated and understood so as to follow what is made by their group, such as doing negative things though. Teens in Generation Z are currently using social media as their primary source of information to promote empathy. This shows that social media is a reference for information so that knowledge about empathy is needed so as not to misunderstand or fail to understand.

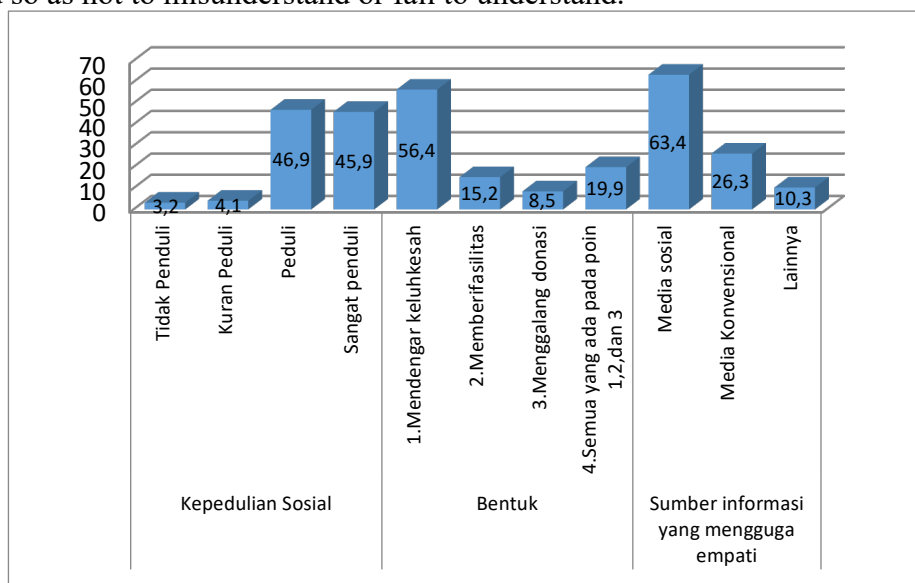


Figure 9. Teenagers' Sense of Empathy and Social Concern

Empathy for friends in adolescence should get the right and positive people good friends, to generate confidence in everyday life. Friends and self-confidence are positive things that should be done to cultivate the good things that teenagers will experience to reach adulthood.

CONCLUSION

Teenagers in Ternate City see social media as a useful source of information. First, they consider that social media is one of the main sources for gaining knowledge about sexual health. Second, they use social media to follow and read about cases

of bullying, brawls and other things related to the potential social dynamics that continue to occur in the city of Ternate and in general in Indonesia. The longer they engage in social media use, the more information they gain about both.

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