Analysis of Social Media Users among Adolescents and its Impact on the Moral Order and Social Ethics in Society

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The development of information technology has a significant impact on social life, one of which is social media. There are three popular social media, including Facebook, Twitter, and Instagram. At present, teenagers aged 13 to 16 have a lot of access to social media. Many teenagers imitate what they see on social media, which would affect their mindset and lifestyle. In this era of social media, we often find various social media accounts owned by teenagers, while in general, they cannot use social media properly. It will undoubtedly affect growth and thinking patterns in society, especially in aspects of moral development, social-emotional development, motor development, language development, and ultimately behaviour (Parton, Thorpe, & Wattam, 1995). This article aims to analyse the influence of social media on teenagers. According to the literature review, there are several benefits of social media on children's development and, on the other hand, shows many negative effects of social media on adolescents. In-Law Number 20 the Year 2003 concerning the National Education System Chapter 1, article 1, number 14 states that Early Childhood Education is a coaching effort aimed at children from birth to the age of six carried out through the provision of educational stimuli to help physical and spiritual growth and development. Because, teens have the

opportunity to receive a better education. For example: the habit of playing social media without forgetting time, lazy in learning, addicted to playing online games, deception, lying, and most horrifying for teenagers is that they have not been able to utilize technological sophistication through cyberspace through social media and the real world. Special assistance is needed, and from relevant stakeholders is needed to anticipate the habit of using excessive social media, so that the negative impact will be even greater.

Keywords: Teenagers, Information Technology, Social media

Introduction

According to Al-Bahra Bin Ladjamudin (2013, p. 13), "information system is a system made by humans consisting of components in the organisation to achieve a goal that is to present information." Social media is a part of information system technology, which is developing very rapidly nowadays, and Social media is familiar to the people in Indonesia. Of course, the public may still remember that previously social media was only to send electronic messages via email and chat. The development of the world of Science and Technology has a significant impact on social life, one of which is social media such as Facebook, Twitter, Youtube, and Instagram. At this time, teenagers aged 13 to 16 years have a lot of access to social media. Nowadays, to be able to communicate remotely, the public no longer needs to bother with the many advanced technologies that can access applications to make it easier to communicate. One way that can be used is through social media. The sophistication of social media has changed the social fabric of society. Before the information system technology did not exist if I wanted to contact a distant family member, I could only use the telephone. It was also very rare as considering the costs. I finally decided to send a letter, which, of course, took a long time. Adolescence is a very vulnerable period because puberty begins to be harmonised; curiosity is greater. The complexity of adolescent life, especially in Indonesian teenagers, becomes the main foundation for human development at a more mature age. Complexity in adolescents requires a lot of stimulation until the development of optimal points. Humans begin to think rationally, starting in their teens to learn what is around them. Interaction people with humans it has happened to be replaced by interactions through digital technology, and it is often not realised that this can reduce one's direct interaction with the closest people around. For example, between parents and children in Indonesia, their homes are busy with their gadgets. Gadgets are not at all the primary needs of children (Tesa & Irwansyah, 2018, p. 65).

Information is a part of a term that is often used in daily activities by everyone, as stated in the Oxford English Dictionary, information has understanding, 1) The action of informing, 2) That which one is apprised or told (Case, 2007, pp. 40-42). Social media is currently very rapidly growing, not only among adults, even, for now, teenagers and children have often used social media as a means of entertainment and information. The time spent is mostly only for playing social media like Facebook, Twitter, TikTok, Instagram, and others. The impact is there, positive and negative for the users of social media itself in everyday life. Parents play a significant role in responsibility towards the family. Every parent wants his child to be someone who has the kind of personality. The family is the first social environment that children meet to see and enjoy the world (Fadilah, 2018, p. 251). Human development is a life-long process of growth and physical, behavioural, cognitive, and emotional change. Throughout this process, each individual develops attitudes and values that direct choices, relationships, and understanding. According to Sarwono (2015, p. 174), "Adolescent sexual behaviour is all behaviour that is driven by sexual desires, both with the opposite sex and with the same-sex". These passionate emotions sometimes make it difficult, both for the teenager and for the parents/adults around him. But this passionate emotion is also beneficial for adolescents in their efforts to find their identity. The reaction of the people around him will be a learning experience for the teenager to determine what actions he will do next. Based on the results of Hootsuite Social Wear research released in January 2019, social media users in Indonesia reached 150 million or 56% of the total population. The number is up 20% from the previous survey. While mobile social media users (gadgets), reaching 130 million or around 48% of the population. The large population, the rapid growth of internet and telephone users, is a potential for the national digital economy (Databoks, 2019).

Adolescent Child Development

Hurlock (in Desmita, 2013) explained that childhood begins after passing the baby's dependents, that is, about two years until the child is sexually mature, which is about 13 years for women and 14 years for men. During this period, there were several significant changes, both physically and psychologically. Some experts divide children's time into two, namely the beginning of childhood and the end of childhood (adolescents and adults).

Growth is a life-long process of growth and physical, behavioural, cognitive. Emotional changes throughout the process of each developing attitudes and values that direct choices, relationships, and understandings, one period of development is a spelling period, which means growing towards physical maturity and towards social psychology conceptual definition of remedy includes biological and socioeconomic criteria. Adolescence is a period in which individuals develop from the first time showing their

sexual signs secondary to maturity, psychological development patterns of identification from childhood to adulthood occur social transition and dependent the economy to a relatively independent state.

Characteristics in adolescence is an essential period of life span, a transitional period of change, a troubled age when an individual seeks identity and characteristics, and a threshold to his maturity. Adolescence is a time full of emotion, and the unstable person will make a decision (Durkee et al., 2012). If there arises conflicting emotional values and make it difficult for older adults when the reminder desires are not fulfilled. But sometimes this passionate emotion is beneficial for adolescents because they find the self-identity of the reaction of people around them will be a learning experience for the teenager to determine the actions that will be taken later. Problem-solving is a process that requires reasoning, creative thinking, and formal knowledge of a person to solve the problem. Factors which are influence someone in solving intermediate problems Another is the level of student development, knowledge basic, psychological factors, types of problems, as well as problem analysis in-depth and comprehensively (Sudarmaji & Pranoto, 2018, p. 60).

Social media has long been an important factor. The problem is that social media can be positive or negative. At the moment, each individual is not too selective in seeing that information so much of the negative is absorbed more by children now, "said public health expert, Prof. Siswanto Agus Wilopo, Wednesday (9/5) at the UGM Faculty of Psychology. He said this in the Pre-Convention on Depression and Culture: "The Untold Story," which was the opening of the 2018 Public Mental Health Weeks (PMHW) agenda. He explained that through social media, teenagers gain access to various kinds of information. Without the ability to filter that information, the existence of this information can have a negative impact on the psychological condition of adolescents.

Social media

In the use of social media, the most often used by people is social networking because this site allows people to create a personal web page, which can connect with friends to share information and communicate. Some notions of social media have been formulated by various parties, both in communication studies and other studies (Gil de Zúñiga, Molyneux, & Zheng, 2014). The emergence of social media in 1995-1999 launched several new internet platforms such as SixDegree.com and instant messaging systems, such as ICQ. The development of social media is accelerated by the presence of Facebook in 2004, (Pranoto, 2017). The development and evolution of social media are accelerated even more through the emergence of Youtube in 2005, (Pranoto, 2018) . Twitter was starting in 2006, (Pranoto, 2017), then the latest social media by using

pictures or photos as a means of information that is Instagram that appeared in the era of the exact year of October 6, 2010, (Pranoto, 2017). Widespread technological innovation especially this development was carried out by third parties through mobile phone technology and application developers in the use of massive social media through a smartphone.

According to Carr and Hayes, definitions or understandings that have been formulated often refer to social media in three main areas (McCrae & Grealish, A, 2020, p. 80) namely:

1. Digital technology that emphasises user-generated content or interaction;
2. Media characteristics; and,
3. Social networks such as Facebook, Twitter, Instagram, and others as examples of interaction models.

The term 'social media' refers to various internet-based networks that allow users to interact with others, verbally, and visually (Carr & Hayes, 2015; Kapoor et al., 2018). Based on the results of Hootsuite Wearesocial research released in January 2019, social media users in Indonesia reached 150 million or 56% of the total population. The number is up 20% from the previous survey. While mobile social media (gadget) users reach 130 million or around 48% of the population. More than half of the population in Indonesia has been "literate" on social media. It is the research findings of We Are Social, a British social media company, together with Hootsuite. In the report "Digital Around The World 2019", it was revealed that out of a total of 268.2 million people in Indonesia, 150 million of them had used social media. Indonesian Internet Service Providers Association (APJII) annually releases the latest number of internet users in the country. The number of Indonesian Internet Users throughout 2018 "From the age segment, it turns out that from the age of 15-19 years have the highest penetration (reaching 91%), "said APJII Secretary General Henri Kasyfi Soemartono in Jakarta, Wednesday (05/15/2019).

Social media users dominate the survey results seen from the table above.

The impact on mentally

Understanding the impact of the use of social media on adolescent welfare has become a priority because of the simultaneous increase in mental health problems (Kim, 2017). Problematic behaviour related to internet use is often explained in psychiatric terminologies, such as 'addiction.' However, some activities in younger people can be misinterpreted as abnormal. For example, young people who often post pictures of themselves ('selfies') might look narcissistic, but such behaviour has emerged as a social

norm on younger social networks (McCrae, 2018). Despite this, warnings have been issued by psychologists and other experts about how young people are involved with social media and disorders related to personal and social development (Greenfield, 2014; Twenge, 2006). Social media can be considered a 'double-edged sword.' Studies show the benefits of enabling people to express their thoughts and feelings, and to receive social support (Deters & Mehl, 2013; Lenhart et al., 2015; Lilley, Ball, & Vernon, 2014; O'Keeffe & Clarke-Pearson, 2011; Rosen, 2011). Social media is growing so rapidly, not only among adults and teenagers, nowadays children are already using social media a lot. The time spent is already taken up by using social media such as Facebook, Twitter, TikTok, Instagram, and others. Some of the negative effects of social media on teenagers' daily lives. To anticipate the spread of Cybercrime, which is less profitable for computer users, Cybercrime is an activity in spreading viruses through the internet. For every computer user who is connected to the internet can apply for security programs on the computer that is used, namely anti-virus, antispyware, and firewall. The function of the three applications can maintain anti-virus properly, although there are still several other anti-virus applications. Indonesian people's perception of internet security by installing anti-virus is 58.52% (APJII, 2017).

Cyber Bullying

Bullying means intimidation, harassment, threats that are carried out both verbally and physically (Vandebosch & Van Cleemput, 2008). Cyberbullying is defined as harassment and humiliation committed by the perpetrators (bully) to victims in cyberspace (internet) following their replacement. "Bullying" refers to abusive relationships, where there are repeated, intentionally hurtful actions directed against a victim (or victims) who is in a less powerful situation and thus not able to defend themselves effectively (Smith, 2015). Cyberbullying is the act of intimidating using electronics, such as instant messaging, e-mail, chat rooms, websites, online games, social networking sites, and text messages (Hase, Goldberg, Smith, Stuck, & Campain, 2015). Among students who use media such as Facebook, Instagram, and Twitter have an impact on events or events of cyber harassment against teenagers.

Triggering Crime

The social media of predators to commit crimes, among teenagers, most teenagers have not identified people known through social media, such as not understanding the real ownership of accounts, teenagers only see photos of the account. They do not know for sure whether the account is fake or no. Even friends themselves in social media can intend to commit a crime. This crime is often found on social media, Facebook, Twitter, and Instagram by using fake accounts. On the other hand, the use of the internet that is almost without control causes various actions to cybercrime, crime rates online alias

cybercrime has become a trend only in many countries today, including in Indonesia the crime occurred since 1983 (Widodo, 2013, p. 30). Cybercrime is every activity a person, a group of people, a body the law that uses computers as a means of committing a crime, and computer as a target of crime (Widodo, 2013, p. 4)

Pornography

The internet world is identical to pornography. In the ability to deliver information through the internet media, pornography is becoming rampant, and this will be a new perspective for teenagers to find out about pornography. The impact is certainly negative for these teens; the media that often display pornography is Twitter. Cases of violations committed by cybercrime perpetrators by the pornography/immoral cases via social media above are by the provisions of Article 27 paragraph 1 of the ITE Law. Criminal threats for violators of the article are as described in Article 45 paragraph 1 of the ITE Law, namely criminal a maximum of six years imprisonment and a maximum fine of one billion rupiahs. I understood in greater depth, the provisions of article 27 paragraph 1 of the ITE Law have an extensive scope. The coverage can be any Facebook user/member who gives profanity pictures or gives a hyperlink to a site that has pornographic content through social media such as Facebook, Twitter, and Instagram as a place of the transaction can also be subject to this article.

Parents play very important roles and responsibilities towards the family. Every parent wants his child to be a person who has a good personality. The family is the first social environment that children encounter to see and enjoy the world. Interaction with parents and the environment in the family becomes an experience that will later shape children's interactions with others (Fadilah, 2018, p. 251)

Metode

This descriptive study will describe the problem in an event in which this study does not discuss or make predictions on an event based on a hypothesis. In this study, researchers will try to connect the data received with the theory used, so that there are results that refer to a conclusion later. Involving several respondents to be questioned through interviews conducted openly, but leading to in-depth interviews, respondents sought not burdened with each question. These questions are the core of the problem that the researcher wants to know. The systematic review of this study proves the magnitude of the influence of the use of social media in adolescents, which in turn causes anxiety and psychological pressure on adolescents. According to (Pranoto, 2017), social media is an online media, with its users being able to easily participate, share and create content including blogs, social networks, wikis, forums, and the virtual world. The aim is to inform policies and practices to show further research on the topic

of the influence of social media on adolescents. The method used in this research is the literature study method, namely:

Step 1: Formulate the problem, determine the topic of the problem to be discussed then be associated with the solution of the existing problem.

Step 2: Look for Literature

1) Looking for relevant literature articles related to the topic of the problem, namely social education parenting; and,
2) Obtain an overview in the research topicSupporting article sources is very helpful if supported by the knowledge of the topic being faced.

Step 3: Evaluate the data or document

1) Review any contribution to the topic to be discussed;
2) The right data source as material to support article writing;
3) Data in the form of qualitative and quantitative data derived from a combination of both.

Step 4: Analysis and Interpretation, the final step is to discuss and find summarising the literature based on available data.

Eligibility Criteria

To conduct this research, determine the following eligibility criteria:

1. Participants: Teenagers aged 13 to 16 years
2. Exposure: measurement of social media usage (Facebook, Twitter, and Instagram)
3. Outcome: depression, psychological distress, assessed using the instruments provided.

Measurements of studies on exposure to other internet activities such as YouTube are not included unless social media usage is measured. The research method used is descriptive. Sugiyono (2007, p. 37) states: "Descriptive research is a procedure that aims at making planning as well as systematic, factual, and accurate regarding the facts and characteristics of populations or phenomena that are happening." The form of this research is the study of relationships. Data collection techniques were carried out by distributing questionnaires to adolescents in several regions within the Muhammadiyah Metro Lampung University Campus in Indonesia. Questionnaires were given to teenagers directly. Teenagers can fill it out during breaks or empty school hours, so the questionnaire can be collected again immediately to be tabulated and analysed. The population in this study were students and the general public aged 13-16 years. Sampling was carried out by researchers using a percentage of the total teenage population. Samples obtained in this study amounted to 50 people. Data collection techniques in this study are indirect communication techniques in the form of a

multiple-choice questionnaire. The task of the respondent is only to give a checkmark (√) answer that is considered according to the hearts of the respondents. Questionnaires in the form of user categories selected by several social media categories (Facebook, Instagram, and Twitter) were used in the study, meaning that several statements had provided alternative answers to be chosen by the respondent so that the respondent only gave a checkmark (√) to one alternative deemed appropriate by the respondent. In testing this validity, the initial step taken by researchers is to conduct a questionnaire consultation to the teacher and respondent's parents, after obtaining the approval of the researcher directly distributing questionnaires to students who are not research samples to the respondent. After that, the researchers made a calculation. Quantitative data analysis was performed to calculate the questionnaire results. This analysis is a data interpretation activity using percentage analysis techniques, and social media users can be seen in Table 1, Graph 1, and Presntase Graph 1. For research in the category of moral behaviour in adolescents, researchers make several samples to be answered by correspondents about the impact of users social media that affect the moral level of adolescents, such as CyberBullying, Triggering Crimes, and Pornography can be seen in Table 2, Graph 2.
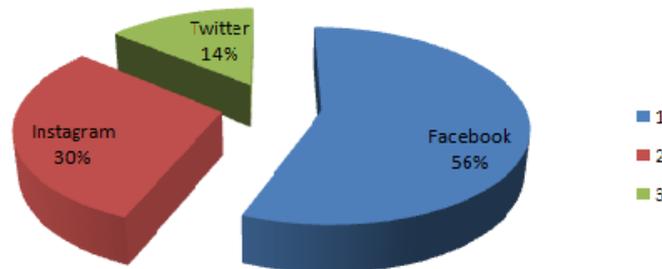
Table 1. Results of Utilisation of Social Media Users

Variable Aspects	Actual Results	Ideal Results	%	Category
Facebook	28	2800	56%	Good
Instagram	15	1500	30%	Enough
Twitter	7	700	14%	Less

Table 2. Youth Moral and Social Level Results

| Variable Aspects	Actual Results	Ideal Results	%
CyberBullying	30	3000	56%
Triggering Crime	10	1000	22%
Pornography	10	1000	22%

Percentage Graph 1 Results of Utilisation of Social Media Users

Social Media User's

Percentage Graph 2. Youth Moral and Social Level Results
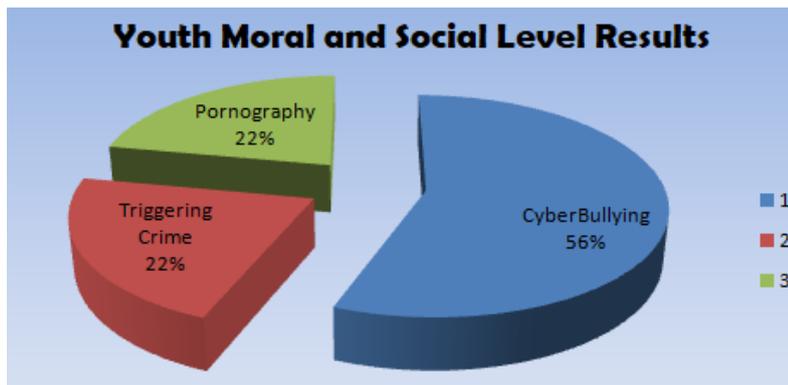
Graph 1 Results of Utilisation of Social Media Users

Social Media User's

Graph 2: Youth Moral and Social Level Results
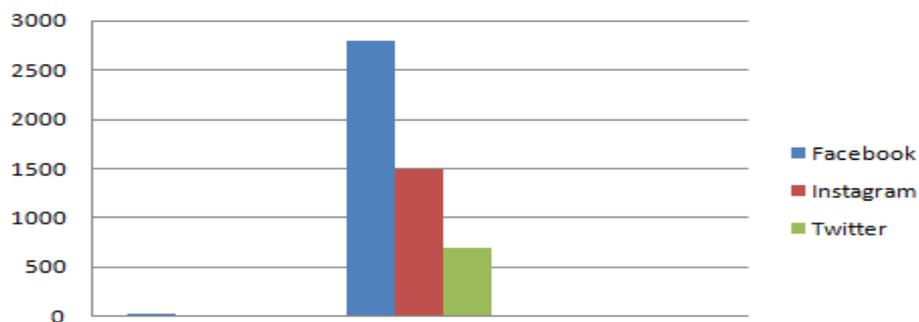
Youth Moral and Social Level Results

Results and Discussion
Research result

The sample in this study amounted to 50 teenagers. Data collection techniques used are indirect communication techniques in the form of a questionnaire with several questions in the form of choices with a sign (√). That has been validated totalling three categories of questions on the use of social media variables Facebook, Twitter, and Instagram. There are three categories of choices on the variable moral behaviour social, namely CyberBullying, Triggering Crimes, and Pornography. After the questionnaire has been validated, another test is performed with the analysis of the results based on the percentage. The results of the calculation of the percentage obtained based on a questionnaire that has been filled out by students listed in table 1, Graph 1 and the results of the percentage of social media users.

Based on the calculation of the percentages in Table 1, it can be concluded that the use of social media use of Facebook is in A good category, with a percentage of 56%. Instagram is enough, with a percentage of 30%. Twitter a percentage of 14%, while for the assessment of moral and social behaviour of adolescents in table 2, are CyberBullying category has a fairly high presentation of 56%, while to trigger crime and pornography, each has the same percentage of 22%.

Research Discussion

Facebook is the most popular social media for teenagers. Teenagers often use Facebook for personal gain, find friends, play online games, to find information. Still, behind it, all the negative impacts that come are quite alarming from research into cyberbullying levels become very dominant, in addition to the level of triggering crime and pornography. Although many other social media have sprung up, Facebook still dominates among teenagers in social media. From the results of the questionnaire data

processing distributed to correspondents to find out the behaviour of the teens in each aspect of the variable level of social media users and moral and social behaviour, each by 56% Facebook users and cyberbullying by 56% as well. When viewed from the results of the data analysis above, many teenagers do not understand how to use social media wisely and correctly, and there are still ethical and moral behaviours in delivering news to social media. The development of this sophisticated technology, many teenagers, make social media to conduct negative transactions, such as online sexual behaviour, drug transactions, and teenagers do many more through social media.

From the results of data analysis on the use of social media utilisation, it can be concluded that the use of social media that is in demand is Facebook, which is used by teenagers today with a presentation of 56% of users. The social impact felt by Facebook users among teenagers is the level of stress and psychological pressure due to cyberbullying actions on Facebook social media. From the results of questionnaire data processing distributed to teen correspondents to find out the moral and social behaviour of adolescents by 56%. If you see and analyse the data above, there are still many teenagers who know things that they do not know and do not do. Curiosity and wanting to try new things become a high level of their desire. With Facebook, they can do it without being based on sound thinking, so that the impact felt quite serious faced by adolescents.
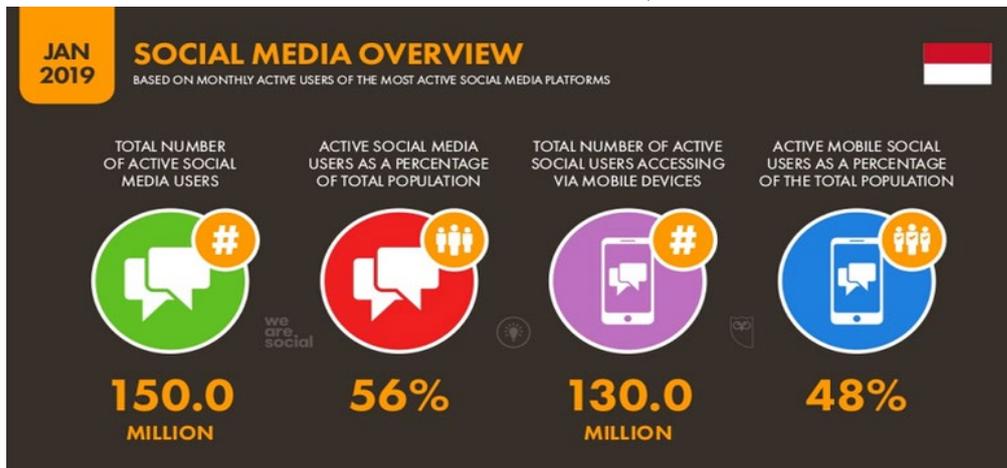
Figure 1. Age-Based Social Media Users
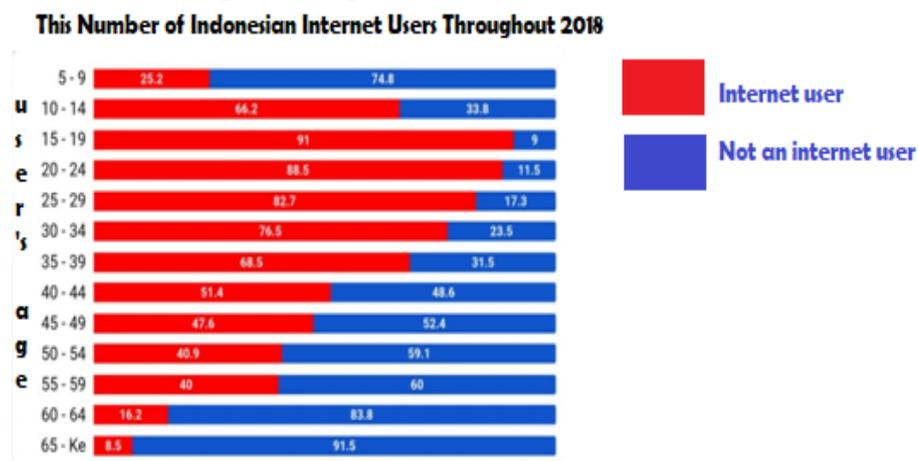
Source: Indonesian Internet Users Dominated by Millennial inet.detik.com

Figure 2: Most Active Social Media Platforms
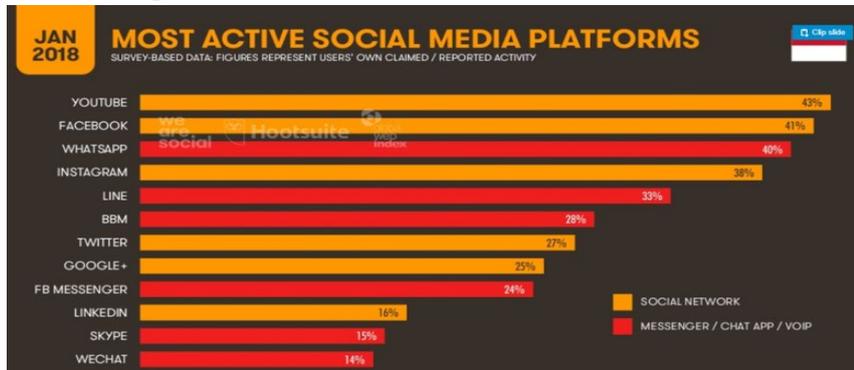
Source: Research Reveals Patterns of the Use of Indonesian Social Media
tekno.kompas.com

Figure 3. Penetration of social media in Indonesia (We Area Social and Hootsuite)

Source: https://tekno.kompas.com

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