

THE RELATIONSHIP OF PERCEIVED REALITY OF *SINETRON ANAK JALANAN* AND ANTI SOCIAL BEHAVIOR

Sri Widowati Herieningsih¹; Tandyo Pradekso²

^{1,2}Communication Department, Faculty of Social and Politics, Diponegoro University
Jln. Soedarto, SH, Tembalang, Semarang, Jawa Tengah, Indonesia
¹herieningsih@gmail.com; ²tandyop@gmail.com

ABSTRACT

The research was conducted to explain a potential link between antisocial behavior and how children made sense of television program, Anak Jalanan. A survey was conducted on 248 children from 10-12 years old in Semarang with a non-random sampling technique. Besides, a correlation technique was used to examine a relationship. The results confirm that perceived reality on the show is related to children's anti-social behavior. The findings bring about a warning alert to families, communities, and organizations that have concerns about the impact of media on children. They should reunite their efforts to do a more massive movement to make the media content more children-friendly. Parents also need to employ parental mediation at home to reduce the negative impact of such television programs on their children.

Keywords: *perceived reality, anti-social behavior, sinetron Anak Jalanan*

INTRODUCTION

Violent behavior both verbal and non-verbal that occurred in the society can be categorized as antisocial behavior performed by children to their friends. One of the reasons for the behavior is often ascribed to imitating scenes that are shown on television. *Anak Jalanan* is a television soap opera filled with violence, both verbal and non-verbal. However, it always gets the highest rating and seems fascinating to children and teenagers. Children potentially imitated the show since they thought that the contents of the show are equal to reality. It is worried that the show would affect children's behavior. The increasing number of cases of violence or anti-social behavior that children do to others, especially to his friend becomes one of the reasons that children imitate the scenes they are watching on television. A boy kisses his girlfriend and asks for a sports motorcycle to his parents are one example of the impact of watching *sinetron Anak Jalanan*. Despite being only 12 years old, both the boy and the girl already had a romance and kissed. Moreover, it is assumed that children should be busy with their school activities and homework, but they now seem more active on social media to upload photos exposing their romance. The kid writes the photo caption, "Being almost like Boy and Reva. Just need to ask for Ninja bike to mom" on a photo where he and his girlfriend kissed and hugged. Anti-social behaviors are not only limited to verbal violence just like mockery, insults, calling people with inappropriate words and expletives but also physical violence such as beatings, molestation, and fights, which can be fatal.

In its official website, KPI (Indonesia Broadcasting Commission) has stated that *sinetron Anak Jalanan* received two reprimands due to showing many scenes of violence. It is a form of anti-social behavior such as motor racing scene, fights, motorcycle chase at high speed, doing a motorcycle freestyle riding, arguing harshly, and uttering rude words to other people such as *tolol*, *bego*, *julukan badak*, *buntelan kentut*, *cacing kremes*, *odong odong* and others, taunting, threatening and many more.

A television show with this kind of contents seems very dangerous to be aired on television because it is possible that audience, especially children, and teenagers may try to act like the characters on the show in their daily life. Nevertheless, the *sinetron Anak Jalanan* is still becoming the highest-rated television program. Besides, the number of the children who is watching the show is too high.

Children have not been entirely able to distinguish reality, so they will perceive the aired scenes are the reality that equal to the daily life. The more children assume that the scenes are shown on television are real, the more they think that the antisocial behaviors are appropriate to be practiced in the daily life. Hence, there are three main problems raised in this research; (1) the contents of the *sinetron Anak Jalanan*, (2) perceived reality, and (3) the relationship between perceived reality and children's antisocial behavior. *Sinetron Anak Jalanan* is one of the television programs that contain violence. According to Aronson, as cited by Nair and Thomas (2012), there are many television programs that have violent content. Evidence shows that violence on television is a potential danger to the audience, especially children since it shows examples of anti-social behavior.

A preliminary content analysis is conducted to obtain a better understanding of the contents of *Anak Jalanan*. In one week, there are many violence or anti-social scenes found in this show such as snapping (16 times), threatening (10 times), shouting at other people/speaking rudely (6 times), arguing (6 times), fighting (7 times), calling other people by nicknames such as *cacing*, *renyah*, *bolot*, *odong-odong*, *badak* (8 times), delivering mockery (5 times), planning to harm people (3 times), which are all inappropriate to be watched by young-aged audience. Violent or anti-social deeds are not only done by teenage characters, but also by parents that actually should be good role models with positive values for children and teenagers. The nicknames seem inappropriate even to be performed by parents to the child or fellow parents as well.

The violence or the anti-social behavior are shown in physical acts, such as pushing and pulling others harshly (2 times), fighting (15 times), slapping and smacking (3 times), kicking (4 times), a brawl between groups or gangs (4 times), massive fighting (3 times), hit by car (1), driving a motorcycle with eyes closed (1 time), riding a motorcycle at high speed, and freestyle motorcycle riding (2 times), the chase between gangs (2 times), and others. Furthermore, physical violence in *Anak Jalanan* does not only occur between two characters but also between groups that are consisting a number of people. There are also some scenes that are showing the characters tend to solve problems by starting a fight. For example, when both motorcycle gangs have arguments, their parents take over the children's place and fight to defend their own children.

According to Burt and Donnellan (2009), anti-social behavior is an action of harming others, violating social norms and the rights of others, such as theft, vandalism, insulting, gossiping and shunning. While Tremblay, as cited by Burt and Donnellan (2009), have stated that anti-social behavior is defined as physical aggression (physical attack and bullying) and violation of the rules (lying, stealing without confrontation, harassing others people with words). The anti-social behavior also incorporates social aggression; it is also known as indirect or relational aggression. This type of behavior uses social relationships as an instrument for harming others. It involves behaviors such as gossiping and excluding ones that can be stated overtly or covertly. In many cases, verbal behaviors are considered to be more subtle and are immersed in a cultural dimension that easily allows interpreting a particular verbal behavior as aggressive or non-aggressive, depending on the context. In fact, this research discusses physical aggression has paid more attention than verbal aggression because most of the people consider it is less important. However, some authors argue that implications of the research in verbal aggression are very important. It is due to the fact that television exposure to less serious forms of violence, such as verbal aggression, may pose the greatest risk to viewers because the inhibitions associated with verbal aggression are much lower than the inhibitions associated with performing physical aggression (Matos, Ferreira, and Haase, 2012).

Children learn aggressive behavior by spotting media characters and the consequences of their actions. Wilson (2009) was explained that the landscape of television is full of violence which has not changed much since 1970's. In the US, at least 6 out of 10 programs feature physical aggression in the plot which young person will witness roughly 6 different violent exchanges in a typical hour of viewing. Given the average American child watches 3 hours of television a day, he or she will be exposed to over 5.000 violent acts a year. Those figures rise considerably if a child watches certain genres of programming, particularly slapstick and superhero cartoons that are targeted to viewers under age of 12 years old. A fan of superhero cartoons could witness as many as 31.000 acts of aggression per year on television. Moreover, one out of three advertisements during children's shows contains violence. Referring to Huesmann & Wilson (2009) has argued that children, especially boys who strongly identify with violent characters in the media are more susceptible to the long-term effect of media violence. Perceiving television and other media as highly realistic also puts a child at risk for learning aggression from entertainment content. Matos, Ferreira, and Haase (2012) pointed that children can learn aggressive behavior by observing media models. Aggressive scenes will be more salient if children perceive the violence as realistic and identify. Moreover, children who are exposed to violent characters are particularly possible to have aggression ideas that would prime their aggression.

Perceived reality is the perception of reality and what is depicted on the television, in this case, is *sinetron Anak Jalanan*. While Konijjn, as cited by Sundar (2015) has defined perceived reality as the subjective interpretation of the extent to which the media depictions contain a reflection of the reality of daily life. Matos, Ferreira, and Haase (2012) have explained further that perceive realism should have an enhancing effect by growing viewer's involvement in the scenes depicted. Studies on children's perceived reality of television representation have given empirical evidence (An and Lee, 2010) that a massive amount of television viewing leads viewers, particularly children, to perceive the repetitive patterns of televisual content as the reality outside the television (social world). This line of research is consistent with cultivation theory which believes that heavy viewing of television leads to a shared perspective about the real world that is coherent with the portrayals of television. Frequently watching violence on television may, therefore, lead to perceive reality as more violent, and it makes the attitudes and behaviors will match with that perspective. Children who watch more television violence have a tendency to enjoy it more. They will admire any kinds of violence and become more vulnerable to its influence on aggression. The preferences of violent media contribute significantly to the prediction of violence and general aggression (Matos, Ferreira, and Haase, 2012). Their research has concluded that relationship between television violence and physical aggression mediated by the enjoyment of television violence, identification with violent television heroes, and by the perception of reality.

Huston *et al.* (2007) has explained that perception of reality occur on two dimensions: factuality (Does it happen in the unrehearsed real world?) and social realism (How is it like real life, even if it is fictional?). Judgment about factuality, whether the content shown exists in the real world outside television or whether, it is constructed and scripted for television that occurs in a fairly regular developmental sequence (7 years old kids understand better than 5 years old kids that fictional characters do not retain their television roles in their off-television lives). On the other hand, social realism has to do with child's perception that the television portrayals of unfamiliar people and places are plausible and true to life. Children who judge television as both factual and socially realistic are the ones who beliefs about real world occupational roles that are most like television portrayals of those occupations.

An and Lee (2010) has used nine statements that is developed by Potter on measuring the children's perceived reality. The nine statements included are: (1) After I have watched a television show, I often find myself thinking about what happened on it. (2) There is at least one character on television that I like as much as any of my friends do. (3) When I have a problem, I think about how my favorite characters on television would solve such a problem, and this helps me. (4) In general the

characters on television show dress, talk, and act like people I see every day in a real life. (5) Television can teach people about things that they can never learn in school. (6) By watching characters on television shows, I feel I can learn how to avoid some of the problems they faced. (7) Television expands my experience because it shows me places that I have never visited. (8) The way television characters treat each other on television is the same as how I treat my friends in my life. (9) There are a few characters that I admire, and I would like to live my life as they do. With a scale ranging from 1 (strongly disagree) to 5 (strongly agree), a higher score on this scale shows a higher degree of belief that television reality is the same as that in our real life.

Regarding the concerns explained and the previous studies reviewed, the research question raised is whether there should be any potential correlation between perceiving reality of a television program and antisocial behavior among children. An examination to the responses of children viewers of *Anak Jalanan* to the program will then be measured to their daily behaviors. The research is expected to provide evidence on understanding the impact of television on children, so that parents, authorities, and readers could weigh appropriate decisions to anticipate the impact of television on children.

METHODS

The research is conducted in explanatory survey method, by taking the sample as much as 248 children from the age of 10 to 12 in Semarang who watched *Anak Jalanan* in the last two weeks. It used a non-random technique, which is purposive sampling. The data collection method is to have an interview session based on questionnaires. The interviews are then conducted directly to children respondents at school. The hypothesis testing is employing the Rank Kendall correlations statistic.

RESULTS AND DISCUSSIONS

Anak Jalanan is a soap opera-like television series (*sinetron*) that is produced by SinemArt and broadcasted daily on RCTI at 18.00 since October 12th, 2015. *Anak Jalanan* tells the story of the lives of a group of teenagers who are affiliated with a street racing. The main character, Boy, becomes the leader of a motorcycle gang named the Warrior which finally joins with Serigala. Hence, the gang changes its name to *Anak Jalanan*. Boy who is the leader of high school teenager motorcycle gang has a kind heart, a charismatic boy, and a diligent worshipper. He becomes an idol for most girls at school and a role model for his fellow friends. The *Anak Jalanan* gang has a rival named Black Cobra that leads by Alex. Black Cobra is a motorcycle gang that equips members with the principle of self-defense and race so that they can become the ruler among other motorcycle gangs. In the beginning, Black Cobra is a criminal motorcycle gang that is found by *Bang Kohar* whose job is collecting the stolen motorcycle. They will bully other members of motorcycle group who refuse to become their members. In other words, Black Cobra is always looking for trouble. Therefore, Black Cobra becomes the main enemy of *Anak Jalanan* whose members have good personalities and always tries to change people's perspectives about motorcycle gangs which are stereotypically bad.

Anak Jalanan tells the conflicts between the two motorcycle gangs, conflicts in the family, power struggles and teenage romance. The teenage romance also triggers conflicts as competition, provocation, and betrayal which lead the plot to quarrels and fights. This is one of television programs that received a reprimand from Indonesia Broadcasting Commission (KPI). The protests come from the public and media observers who considered that *Anak Jalanan* is a television program which is full of violence. Poor contents of the program also trigger an online petition that started by *Gerakan Peduli*

Generasi Muda Indonesia in [site change.org](http://site.change.org) with the title *Hentikan Tayangan Anak Jalanan RCTI*. In April 2016, the petition is signed by 25.718 people and given to 7 recipients, namely President Joko Widodo, KPI, RCTI, MNC Media, Hary Tanoesoedibyo, MENKOWINFO, and Sinemart Indonesia. Indonesia Broadcasting Commission (KPI) has four times issued letters for *Anak Jalanan* consisting of two written reprimands and two warnings.

The first warning came out on November 24th, 2015 due to intense and explicit scenes of violence that were shown in the program. One of the scenes was a man beat and kick another man until he falls hard onto the ground. Besides, the program also often showed motorcycle street racing scene. That contents are very dangerous to be shown because it can be potentially imitated by the audience, especially teenagers and children.

The first written reprimand was officially out on January 11th, 2016. This KPI's reprimand was based on impressions on the episodes airing on December 26th, 27th, 28th, 29th, 31st, 2015 and January 3rd, 2016. The program showed scenes of a man fighting against the members of motorcycle gang until got bruised. In addition, on that date, there was a scene of a man is uttering the word *tolol* and *bego*. KPI argued that scenes can be potentially impersonated by teenagers that can lead them to the negative impact. It is categorized as a violation of the teenager protection and classification of the broadcast program. In addition, there was a scene of a teenage girl kissed the cheek of her partner and many fighting scenes between motorcycle gang. The second warning was out on February 10th, 2016. The program showed a scene of the two men who were riding a motorcycle with their eyes closed. KPI argued that content cannot be aired because it is dangerous and potentially replicable by audiences, especially children, and teenagers. The second written reprimand was issued on February 12th, 2016. The program aired scenes of two men doing a presumably dangerous freestyle using the motorcycle. There were scenes of battle between three men who rode their motorcycle at high speed on the highway. KPI argued that content could possibly be imitated by the young audience. This type of violation is categorized as a violation of the teenager protection and classification of the broadcast program.

Figure 1 indicates how children perceive reality on *sinetron Anak Jalanan* to what actually happens in reality. The figure is quite prominent on these five statements; (1) violation of rules in the program seems equal with what happens in the real world, (2) the way people speak in the program seems to happen in the reality, (3) the scenes are assumed to happen in the reality, (4) the program teaches bad things that are forbidden at school, (5) people in the program, talk, behave, and dress similarly with people in daily life. Moreover, children may consider the characters to be their friends, and it seems possible that they can still imagine and remember what the characters do in the program, which leads them to practice everything they watched.

Based on Figure 2 and Figure 3, it can be summarized the anti-social behaviors that children tend to do are; (1) hitting other people who make fun of them, (2) being silence and ignorant when feeling upset, (3) being rude to other people, (4) not keeping promises, (5) talking the bad things to others, (6) being punished at school, (7) being involved in a fight at school, (8) cursing others, (9) flouting other people, (10) leaving the house without parents' permission, (11) exposing someone's secrets, (12) complaining and being petulant.

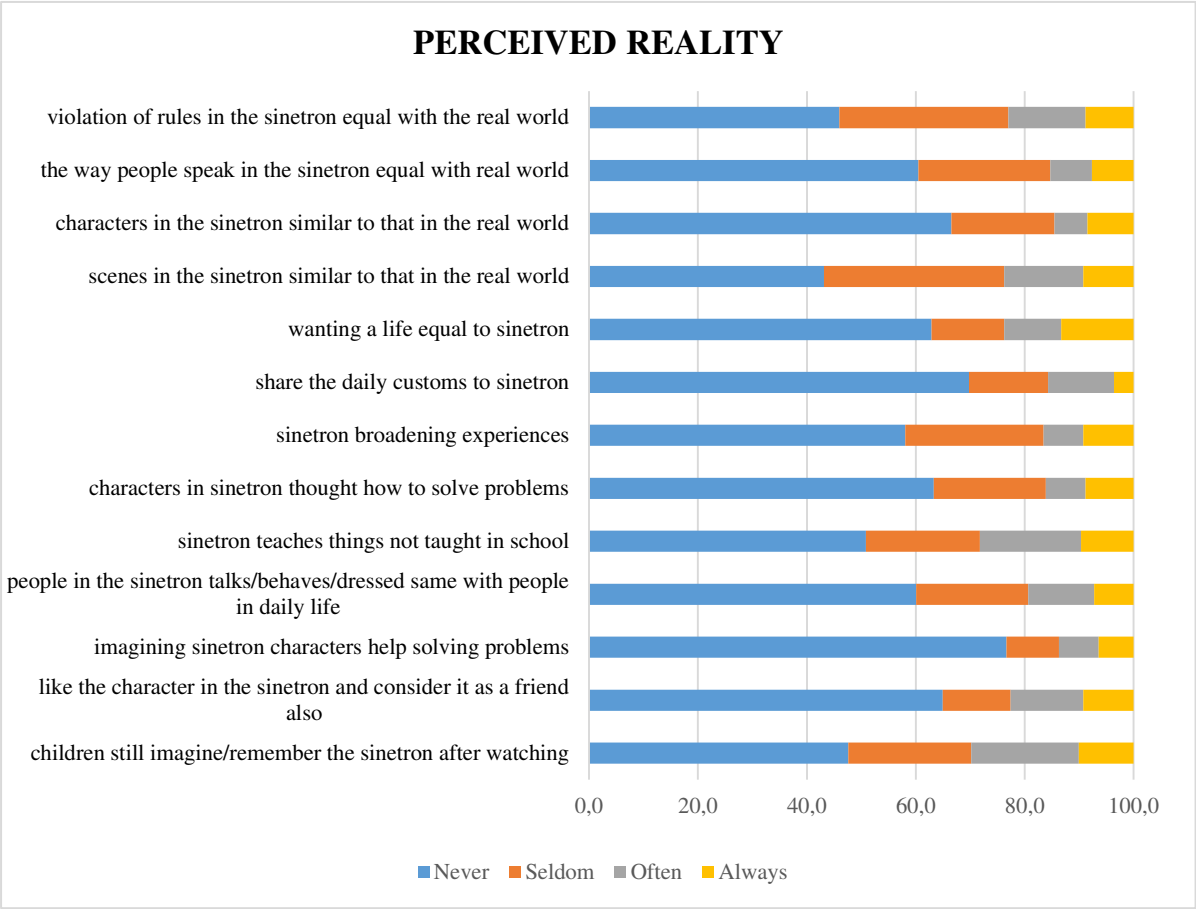


Figure 1 Perceived Reality

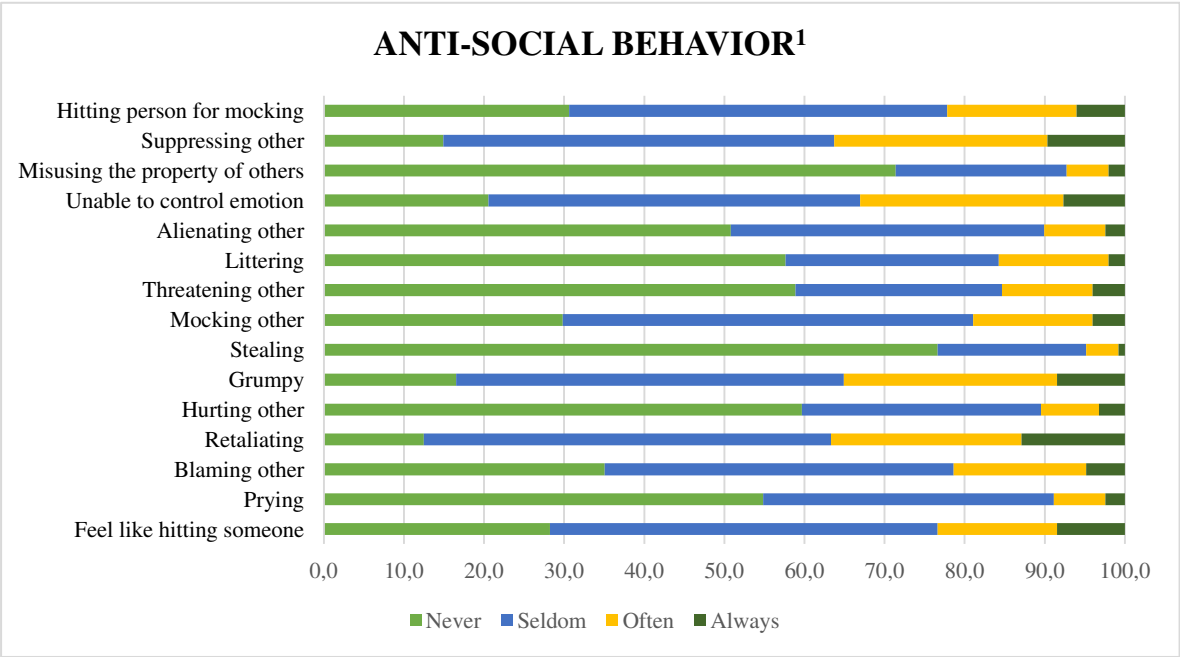


Figure 2 Anti-social Behavior¹

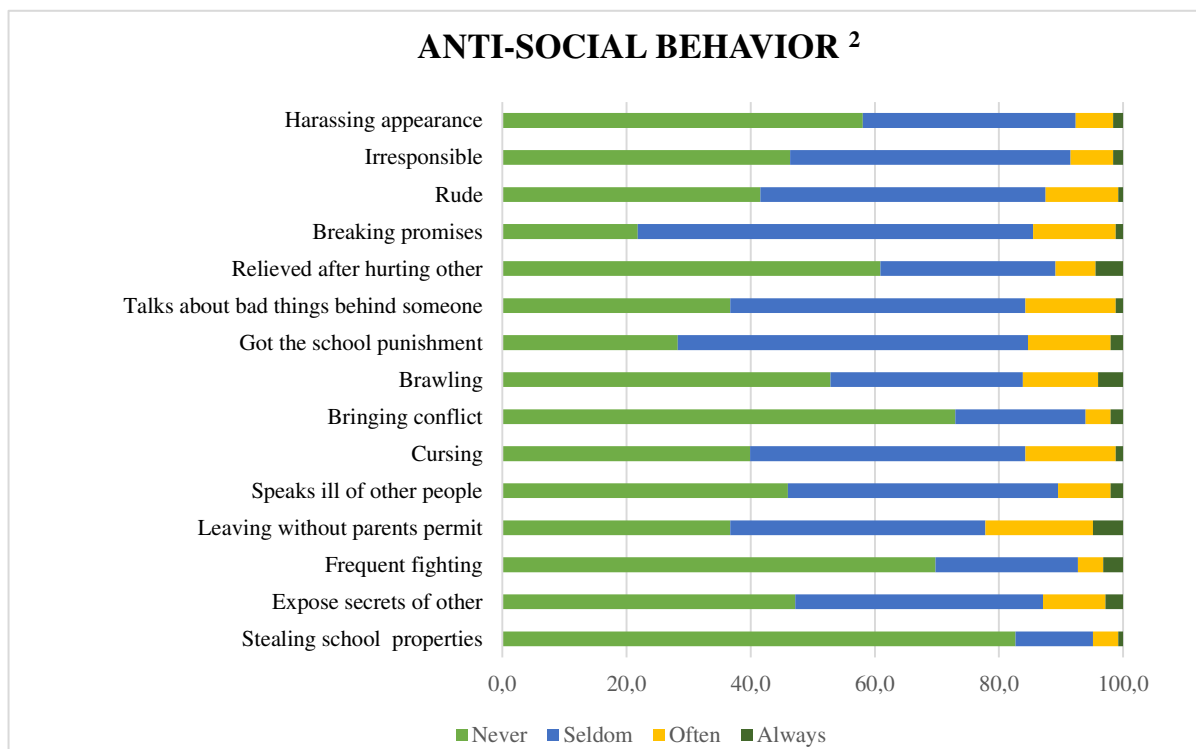


Figure 3 Anti-social Behavior²

Table Correlation Measurement

			Levels of Perceived Reality	Anti-social Behavior
Kendall's tau_b	Levels of Perceived Reality	Correlation Coefficient	1,000	0,348(**)
		Sig. (1-tailed)	.	0,000
		N	248	248
Anti-social Behavior	Anti-social Behavior	Correlation Coefficient	0,348(**)	1,000
		Sig. (1-tailed)	0,000	.
		N	248	248

** Correlation is significant at the 0,01 level (1-tailed).

The results of statistical calculations with Kendal Rank correlation test between perceived reality variable and anti-social behavior of children indicates the significance 0,000 which means that there is a very significant relationship between them. The correlation coefficient obtained is 0,348 and marked positive, meaning that 34,8% of perceived reality and children's antisocial behavior, is accountable to each other.

The findings in the field are in line with da Mota Mattos, Ferreira, and Haase (2012) has said that perceived reality in television violence is considered as intervening variables between the stimulus material on television and the effect on the attitudes and behaviors of viewers. Previous researches show that children who receive the television content realistically tend to show a more aggressive behavior. There is partial support for violent behavior relationship when it is mediated by the perception of violent content. It is considered that more violence content on television, the aggressive behavior towards problems will increase. The findings also seem consistent to da Mota Mattos,

Ferreira, and Haase's result regarding children who perceive violence on television as realistic. It also regards children who view that the characters with those aggressive behaviors as their heroes. Considering that, it is found that these children will possibly reveal greater levels of aggression. Da Mota Mattos, Ferreira and Haase (2012) have a further elaboration that repeated exposure to television violence that can possibly lead children to enjoy it more, to perceive it as more realistic, and to identify and idolize its protagonists. Research reveals that television violence is more often rewarded than reproved. The consequences for the victims are rarely shown, and the violence is performed by attractive characters presented as heroes. They get rewarded by their aggressive ways of solving conflicts.

The children perceive that everything they see and learn from *Anak Jalanan* will eventually be adopted. They are doing gangs-related violence, massive fights, motorcycle street racing, the freestyle ride, slapping, punching and kicking a friend. In addition to that, anti-social behavior includes verbal violence, such as speaking rudely, giving someone unacceptable nicknames, threatening, flouting, snapping, planning to harm friends. If these examples of anti-social behavior are perceived as things that happen in real life, children will continue to practice them everywhere and every time they want to do them.

CONCLUSIONS

Anak Jalanan is a television program exposing violence contents such as verbal and nonverbal-violence which can be categorized as antisocial behaviors. Furthermore, there is a significant relationship between perceived reality and children's antisocial behavior. The children perceived that the contents of *Anak Jalanan* are in accordance with the reality, so children's antisocial behaviors seem to be increasing.

The findings bring about a warning alert to families, communities, and organizations that have concerns about the impact of media on children. They should reunite their efforts to do a more massive movement to make the media content more children-friendly. Parents also need to employ parental mediation at home to reduce the negative impact of such television programs on their children.

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