Cybersex Phenomenon of Digital Erotism on Social Media Twitter

Citra Eka Putri[1*], Radja Erland Hamzah[2], Muhammad Saifulloh[3]

{citraputri@dsn.moestopo.ac.id[1], rajdaerland@dsn.moestopo.ac.id[2], h.m.syaefullah@dsn.moestopo.ac.id[3]}

Faculty of Communication Science, University of Prof. Dr. Moestopo (Beragama), Jakarta, Indonesia

Abstract. The body is no longer entirely our own when it is uploaded on the internet, the body becomes a tool and symbol of satisfaction in a commodity for social media users. What will happen is a process where women and men stand behind the cybersex phenomenon which even looks very real when it comes to being material on sensual content to satisfy the lust of digital eroticism actors in cyberspace, especially Twitter platform. This discourse of sexuality in cyberspace offers unlimited freedom to participate in the shift in the meaning of sexuality to a direction that is difficult for common sense to accept and enters in the form of emotional or digital eroticism from human games before and after getting to know technology. The representation of the human body to show its erotic side on new social media that the virtual world is able to change one's understanding of one's sensuality as if it were real, technology and sophistication have an important role as a medium for releasing erotic and emotional sexual desires of users from real sexual activity to sexual activity in virtual space. Virtual Which gave birth to a change in the sexual activity of social media users into the Cybersex phenomenon. This research is a quantitative research, using case study research methods, and using the concept of cybersex behaviour, the concept of digital eroticism, and the theory of Quin A Engine.

Keywords: Cybersex, Digital, Eroticism, twitter, and social media

1 Introduction

The rapid development of digital audio-visual technology currently goes hand in hand with the development of the internet which is increasingly prevalent in all aspects of human life. With regard to the proliferation of sex-themed audio-visual works, most of them are still in the frame of discourse and the interests of human sexual desire [1]. Ashadi Siregar added that the aesthetic values that were raised were still from a male perspective with the exploitation of women's bodies. The patriarchal cultural system is still strong in dominating our audio-visual culture, including in the production of films, videos, images, webseries and others, so that the framing of information and all media displays is very gender biased. Women's bodies are commodified in digital audio-visual media as attractive displays. Exploitation of the body, body politics and even eroticism and sensuality, women become the main commodity of various audio-visual media for the sake of art and capitalism. [2].

The sophistication of information technology from the internet to new media and gadgets with sophisticated features has added to the sin of today's sex commodities, eroticism and exploitation of women's bodies in the electronic world, both conventionally and in cyberspace. Audio-visual mass media such as videos and films with their audio and visual power have the greatest power to psychologically influence the audience [3]. With the ability to carry it as if the audience had witnessed the events or scenes that occurred themselves, so that the power of influence and penetration is very large and extraordinary. In its development, this audio-visual media is used as a tool to express ideas or ideas or thoughts and even aesthetic expressions in the forms of films and videos.

The development of audio-visual media is related to the development of the internet in Indonesia. Another evidence regarding the development of the internet in Indonesia is internet facilities that are already available and used in public places. There are approximately 42% of Internet access in Indonesia through internet cafes, cybercafés, hotspots etc. Other public places that are often used for internet access are campuses, libraries and in offices. In addition to using a PC (Personal Computer), the public can also access the Internet through their cellphone (mobile phone) using a facility called GPRS (General Packet Radio Service). These technological advances have had a positive impact and made people in Indonesia towards globalization [4].

The impact of the development of audio-visual content and the development of the internet has brought changes to humans, one of which is the tendency to use the internet which uses the internet as part of a lifestyle, the brutal use and lack of literacy, making its users tend to change like technological mechanisms exposed in space. virtual world, and it is difficult to return to the social reality. Changes in human behavior generated by social media form a new media reality, one of which is the phenomenon of cybersex, Cybersex occurs when someone uses the internet as a medium of interaction with other people with the aim of getting sexual satisfaction Cybersex is a form of role play that pretends or seems to think of himself. have real sexual intercourse, by depicting something that encourages their sexual fantasies [5].

Media technology support opens access to the creation of the cybersex phenomenon. Finding pornographic content on Twitter is not a difficult thing to do. The key is in the search field. From that column, users just enter obscene and lewd-smelling words, then a choice of reference images, links or videos will appear. Twitter does not block the use of lewd and obscene words in its search system [6]. From the word nasty that is typed, even some twitter references display a nasty video that lasts about 2 minutes, pictures and even links. And from the search results provided by Twitter, users can be directed to Twitter users who upload pornographic content every day, for example @vcrscx to @penggila_jilbob.

1.1 Objectives

This study, entitled "Cybersex Phenomenon on Digital Erotism Performance on Twitter Social Media" is more about the process of analyzing the cybersex phenomenon in digital eroticism actors or the spread of sexual content on Twitter social media, such as sending photos, videos or videos. text that smells of eroticism in the digital space. The purpose of this study is to analyze the phenomenon of cybersex in digital eroticism actors on Twitter social media. This study uses the

concept of cybersex behaviour, the concept of digital eroticism and the theory of The Quin-A-Engine.

2 Literature Review

Cybersex research itself has been investigated in two previous studies, the first research by Rizka Huwaidah with the title "The Causes of Cybersex Behavior and Its Impact on Student Behavior (Qualitative Study in Jember Regency)" in the journal insight, thought and psychology. The discussion in this research is that this research is qualitative research with a case study approach. The results showed that cybersex was caused by curiosity, fun, peer influence, exposure to pornographic advertisements, taboo chat stimuli from the other person, easy internet access, and the influence of adult films. [5]. Premarital sex behavior carried out by the informants consisted of kissing, necking, petting, to intercourse. The impact felt by the informants on cybersex behavior was the disruption of sleep time and the informants tended to stay up late because they did cybersex. In addition, if you don't do cybersex, you will feel something is missing, and feel restless.

Furthermore, in the second previous study, the journal from Christiany Juditha, with the title "Cybersex Behavior in Millennial Generation" in the 2020 Pekommas journal, the discussion in this study is that as the generation that accesses the internet the most, it is possible for the millennial generation to be involved in cybersex activities. Therefore, the purpose of this study is to get an overview of the cybersex behaviour of the millennial generation. The study used a survey method with a quantitative approach. The results of the study concluded that most of the respondents had offline sex activities (masturbation/masturbation, intercourse/sexual intercourse, making out and oral sex) during the last six months. The majority of respondents also admitted to having sex with their girlfriends, close friends, strangers (just known) without marriage ties. Most of the respondents do cybersex activities once or twice a week at home. The goal is because they want to know, as entertainment and recreation. Most respondents in cybersex activities by browsing porn sites, the rest have sex conversations, download pornography and access multimedia/sex software. Another finding stated that respondents also admitted to having sex with their boyfriends, husband/wife, close friends and new acquaintances and having met face to face with someone for sex purposes, which previously only met online.

3 Method

This study uses a qualitative approach. The definition of a qualitative approach is a process of research and understanding based on a methodology that aims to investigate human problems related to a social phenomenon. Researchers in this approach create a complex picture, examine the words and detailed reports of respondents and conduct scientific studies in natural situations. [7]. The research paradigm used is the constructivist paradigm because it uses a qualitative research methodology. The constructivist approach seen from an ontological point of view

(reality) is "the truth of a context-specific reality that is considered relevant by social actors" [8]. The constructivist paradigm "tends to prioritize comprehensive, contextual and multi-level analysis that can be done through placing oneself as an activist/participant in the process of social transformation. [8]. The qualitative research approach and the type of descriptive research describe the current reality without explaining the relationship between variables. The research method used is a case study, the data analysis techniques carried out in this study include primary data sources and secondary data sources, primary data sources, namely direct sources, sources that have not been interpreted by others, sources derived from the notes of the research project subject of the researcher [9].

4 Data Collection

The method of data collection is through in-depth interviews and observation. Furthermore, secondary data sources are books, articles, and other people's writings carried out by academics, and researchers who report their work to others [9]. The purpose of this study is to analyze the phenomenon of cybersex in digital eroticism actors on Twitter social media. This study uses the concept of cybersex behaviour, the concept of digital eroticism and the theory of The Quin-A-Engine.

5 Results and Discussion
5.1 Cybersex SCOPUS.COM Trend Analysis

Using SCOPUS.COM Analyze search results, with title-abstract-keyword (cybersex) there are 327 document results, year range to analyze 1996 to 2023. Research publication about cybersex, growing rapidly in 5 years later.
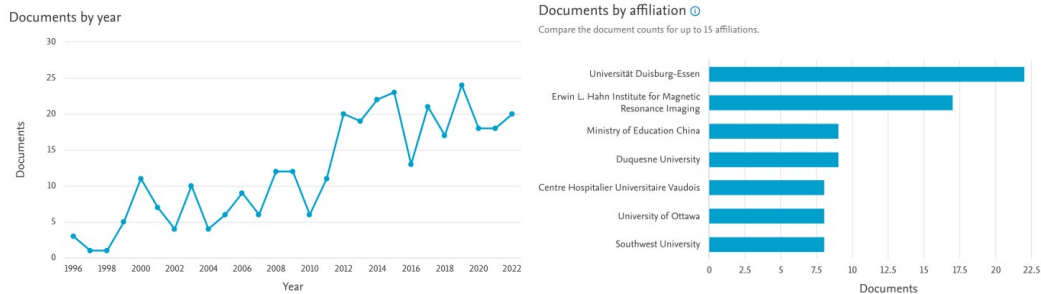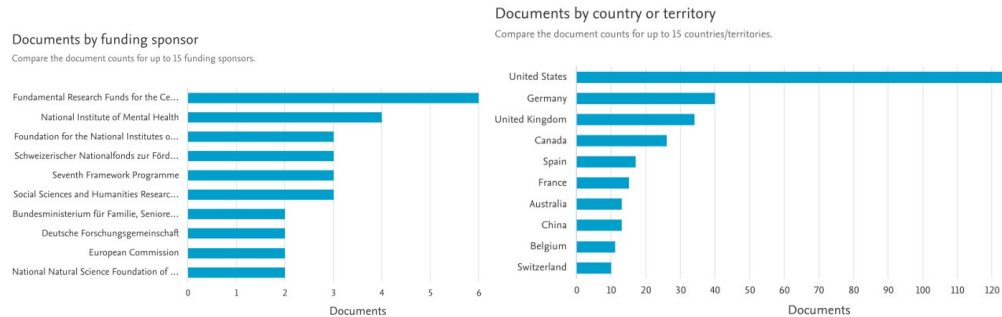
Fig. 1. SCOPUS.COM Analyze search results TITLE-ABS-KEY (cybersex) 327 document results, year range to analyze 1996 to 2023

From SCOPUS.COM Analyze search results TITLE-ABS-KEY (cybersex) 327 document results, year range to analyze 1996 to 2023. Affiliation Documents. First Universität Duisburg-Essen 22 Documents, followed by Erwin L. Hahn Institute for Magnetic Resonance Imaging, Ministry of Education China, Duquesne University, Centre Hospitalier Universitaire Vaudois, University of Ottawa, and Southwest University. All Affiliation Documents more than 7 papers publication. ASIA Affiliation by China, none from Indonesia.

Country/Territory Documents. First United States 126 Documents, followed by Germany, United Kingdom, Canada, Spain, France, Australia, China, Belgium, Switzerland, Italy, and India. All Countries Documents more than 7 papers publication. ASIA by China and India, there are no Indonesia

Funding sponsor Documents. First Fundamental Research Funds for the Central Universities 6 Documents, followed by National Institute of Mental Health, Foundation for the National Institutes of Health, Schweizerischer Nationalfonds zur Förderung der Wissenschaftlichen Forschung, Seventh Framework Programme, and Social Sciences and Humanities Research Council of Canada. All Funding sponsor Documents more than 2 papers publication. ASIA Funding sponsor are none

5.2 Cybersex

Cybersex includes a variety of Internet activities related to sex, such as pornography, webcams, sex chat, online sex games and dating [10]. Cybersex is the activity of visiting the internet for sexual purposes and seeking sexual experiences. The sexual experience in question consists of passive, namely watching, reading, viewing erotic images and videos related to sexuality or pornography. And the sexual experience is active, namely having sexual intercourse or sexual fantasies with a partner on the internet. Thus, cybersex can be classified as online sexual activity for sexual purposes.

The results of observations and interviews with several experts and actors, cybersex behavior itself is driven by several factors, first, ease of access, second, variations in vulgar content on social media, thirdly, it does not cost money, because social media is able to provide references to

pornographic content for free. fourth, a person's sexual drive to be able to channel their biological needs that cannot be realized in the real world. From these four factors created the urge to do cybersex in cyberspace.

5.3 Pornography on Twitter

Twitter is one of the social media with millions of users [11]. Bellow showed the average monthly active users of Twitter from 2016-2020.

Table 1. Twitter Monthly Users (in million)

Year	Monthly User
2016	332
2017	237.8
2018	330
2019	290.5
2020	314.9

Source: https://www.statista.com/statistics/282087/number-of-monthly-active-twitter-users/

Twitter is used in this study because protection against pornographic tweets, images, and videos is still weak, so that when specifically traced, pornographic content can be found easily. Text mining is a data mining process in the form of text that is carried out by a computer where the data can provide information for analysis of its connectedness. While sentiment analysis is a research that manages the opinions of a particular topic to generate positive, negative, and neutral values from that topic. The opinions are obtained through document data mining, websites, or social media [12].

When we use the Twitter platform, and operate the search field, the Twitter system will display references in the form of images, videos and links [13]. On figure 1 Likewise with things that smell pornography. When twitter users use erotic or obscene words in the search field on Twitter, vulgar content will quickly be easily accessed, even a very complete content reference variant is presented, from videos, text, photos and links related to what we are talking about. will search [14] That's why twitter is the ideal media platform to conduct research related to cybersex, because on twitter pornographic content is still easy to access, even when we search for pornographic passwords, references to twitter accounts also have content. pornography. This means that when we follow the content or become part of its followers, every day we will also receive pornographic content, meaning that access to pornography is indeed very easy to access on social media, Twitter, which is very contrary to the government's recommendation to promote a program to eliminate pornography in the media social.

The Ministry of Communication and Information has blocked no less than 773,517 pornographic accounts and sites. This far exceeds the number of account blocking and content containing SARA, fraud, and radicalism in Indonesia. On figure 2 Twitter is one of the social media that allows users to easily access pornographic content. [15] Several embarrassing incidents related to pornography on Twitter had also become a global media spotlight.

In this study, we try to report the account of spreading pornographic content on Twitter. Report options offered by Twitter do not include reports of pornographic or adult content. There are only reports of disinterest, spam, account hijacking, sensitive images, and reports of violence. We were only given two options, Block or Mute. There is no option to report that the account is spreading unlawful content. We consider that the Block or Mute solution is still not effective and does not accommodate the ITE Law. The reason is, only the complainant cannot see the pornographic content he reports. If Twitter does not consider the content sensitive, millions of other Twitter users can still very easily access pornographic content that we Block or Mute.

Strengthen pornography data on twitter before we can see on Figure 3 that Gambling and pornographic content has been blocked by the Ministry of Communication and Information has multiplied. During 2017 - 2019, on Figure 2 the number of blocked content increased by a dozen times. In addition to receiving complaints, the Ministry of Communication and Information is also actively conducting cyber patrols to comb through negative content on the internet. This laborious work was originally done manually [14], It was only in early 2018, the Ministry of Communication and Informatics began operating a crawler to speed up sweeping.

5.4 Digital Erotism

Digital eroticism was born along with the development of world technology, when talking about things that smell erotic of course it will be related to things such as pornography, prostitution and also one's sexual needs. Long before media and technology developed as it is today, eroticism was born from pornography and prostitution which were driven by human sexual needs as part of biological needs that must be met. According to research from the medical faculty of Airlangga University, 72.6% of adolescent respondents have sexual behavior in dating with serious risks and there is a relationship between the frequency of exposure to erotic information on television and the internet with adolescent sexual behavior [16]. Reproductive health problems have begun to be echoed in global health development programs, one of which is adolescent reproductive health. This problem is still often underestimated, but it is actually quite complex. Information about adolescent reproductive health is not in accordance with the needs of adolescents, they get it from peers and the mass media which are mostly distorted by pornography and porno-action.

On television, sexual and reproductive health information is still scarce, while sex information available on the internet can be accessed, knowledge in the form of pornography. Teenagers start dating, the first sexual activity is done with a boyfriend starting from talking to having sex.

Erotic behaviour on the internet itself is a process of spreading pornographic videos, images and texts, which encourages many internet users to do digital eroticism due to the lack of sexual education received from school or from family, where we know that sexuality issues are still considered taboo. Besides that, media exposure, especially the internet, has a bad influence on the decisions of internet users, especially teenagers to publish their bodies to social media, the trend of body indulgence on social media is a natural thing, in order to get sexy labelling from their followers, from the observations in this study, namely men and women aged 19 to 25 years, domiciled in big cities, with various educational and professional backgrounds such as students,

private workers, housewives and young entrepreneurs. They argue that erotic content created and obtained from media exposure is to represent themselves so that many admire their body shape.

This is in line with what was stated in the social media book by Rulli Nasrullah, which says that social media users are not only connoisseurs or consumers of social media content, but also produce, consume and distribute such content into cyberspace. [17]. So that the variety of content on social media is so diverse, even including erotic content. Eroticism that used to be channeled only in the social reality space, has now turned into the virtual world, these digital eroticism activities include producing content showing body shape, movements that invite lust, to the form of pornographic texts, either in the form of images, videos or videos. pornographic links.

5.5 The Quin-A-Engine Theory

This cybersex phenomenon is studied using The Quin-A-Engine theory, which is a framework to understand the advantages of using the internet, especially for sexual activity, which is usually done by people in more developed countries. This Quin-A-Engine model includes three factors known as the "triple-A-engine" including access, affordability, and anonymity and plus two more factors, namely acceptability and approximation. [18]. These five factors apply to everyone who uses them for online sexual communication activities or cybersex communication, here are the five factors used in cybersex communication.

The first is Access refers to the reduction of physical barriers that exist in the offline space such as geographic location. Access to others via the internet is especially advantageous for sexual minority people who live in places where there may be few others who share their sexual identity or are open about their sexual orientation. Second, Affordability refers to the reduction of socioeconomic barriers to accessing resources, knowledge, and social connections provided by the internet. There are many places where internet access is free or nearly free (for example, coffee shops or malls with Wi-Fi), and many online services are free or cheaper than analog offline services (for example, media or news sources).

Third, Anonymity refers to the potential for people to hide some or all of their identity online. The Internet offers a relatively safe space where people can meet with minimal fear of social repercussions or consequences, which may be especially important for people of sexual minorities, who are often marginalized. Fourth, approximation refers to people's ability to freely imitate real-world [sexual] experiences in online contexts and interactions.

Fifth and finally, acceptability refers to a greater level of tolerance in many online (compared to offline) spaces for behaviour that may be considered non-normative or taboo. Anonymity, approximation, and acceptability may be especially beneficial for people who are unsure about or test the boundaries of their sexual identity or who are concerned about the reactions of others.

From the concept above, it can be described the discussion of research related to the cybersex phenomenon carried out by male and female sources with an age range ranging from 19 years to 25 years, with different professional backgrounds. they have a normal sexual orientation meaning no one falls into the LGBT category. They are interested in cybersex communication to get pleasure and to release their sexual desire or biological needs. On the affordability factor, it is known that most of the informants do digital eroticism with video calls that show vital body parts

to stimulate their partners in online dating. Most of the informants seek information about cybersex services through the internet to communicate cybersex, namely through the social media platform Twitter.

At the time of making a Video Call (Vcall) both parties agreed to provide each other with stimuli that can arouse lust and create sexual fantasies through sighing voices and seeing each other's faces at the time of orgasm. without having to meet or physical contact. If you can't make a video call with a date that you get on the internet, most of the respondents search the internet to get the sexual and erotic videos, namely by using the social media platform twitter, twitter providing video references, images, links and text or the caption is sexual so it can also be downloaded for free. But apart from that, Twitter also provides reference services for sexually charged accounts which also have the same goal, namely using Twitter to fulfill their sexual desires, so that when contacted they respond and then provide another reference number for cybersex. Like a symbiotic mutualism, both parties show their willingness to have sex online without meeting and get the same satisfaction.

Furthermore, the approximation factor is known that when they are having cybersex interactions, of course, both parties tell each other erotic and sensual relationships to stimulate and arouse their sex drive. When they interact cybersex, of course, both parties send photos or fullgar images to each other to foster that passion. The mood of both parties really must be created well so that the couple feels the same satisfaction.

Finally, the acceptability factor is known that when conducting cybersex interactions, the perpetrators also discuss technical problems in having sex that can arouse passion. The discussion of sex is technically needed to arouse the wild imagination of both to become more passionate. So it's not surprising to get a wild imagination, cybersex perpetrators usually carry out virtual stimuli by sending erotic pictures or videos and by exchanging words, sighs, movements as if they were having sexual intercourse in an offline room.

6 Conclusion

Based on the research findings and discussion, it can be concluded that this research is related to the analysis of the cybersex phenomenon in digital eroticism actors on Twitter social media. According to the theoretical study that the author uses, the concept of Cybersex behaviour is driven by four factors, namely, first, ease of access, second, variations in vulgar content on social media, and thirdly, it does not cost money, because social media is able to provide references to pornographic content for free. fourth, a person's sexual drive to be able to channel their biological needs that cannot be realized in the real world. The second concept of digital eroticism, where the concept of digital eroticism on the internet itself is a process of spreading videos, images, movements, sighs, sounds and pornographic texts, which encourages many internet users to fulfill their sexual needs in cyberspace, they do digital eroticism because of the lack of sexual education and exposure to pornographic content that they get on social media that encourages their biological needs to be channeled without having to have sex directly. triple-A-engine theory (access, affordability, and anonymity) plus two more factors of approximation acceptability, it is

known that judging from the access factor, they are interested in cybersex interaction because they really want to get new sensations presented by technology media.

Then, judging from the affordability factor (affordability) social media is very affordable to meet these biological needs with a lot of erotic content that can be found on Twitter social media, even by using that platform they become connected with people who also have the same goal, namely use social media to fulfill their sexual desires. Furthermore, on the approximation factor, it is known that respondents when interacting using video calls or chatting with their date share erotic stories of sexual relations to arouse sexual arousal between the two. This is also done to create fantasy and stimulation. Finally, the acceptability factor is known that respondents like to discuss technically movements as if they were having sex offline. The goal is to create mutually satisfying each other in the cybersex process.

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