

‘Klithih’ Aggression Behavior of ‘Digital Native’ Generation

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Abstract. Klithih of native digital generation had changed and contains different meanings and actions. Klithih is an act of violence committed by teenagers against other people on the streets and considered a sensitive phenomenon that is still a conversation among students and the general public in Yogyakarta. The purpose of this article is to describe the process that was followed in developing research, describing and evaluating the changing of Klithih behavior that could be developed later a psycho-social intervention of kind’s action in the society. A theoretical review, exploratory and contextual study of the changing Klithih behavior in the Yogyakarta region of now generation. The Masters’ research of ‘Teenage ‘Klithih aggression behavior’ is still carried on in several high schools in Yogyakarta. The central issue was identified as the ‘Klithih aggression behavior among school students of digital native generation’ was described and evaluated. The conceptual framework may be able to describe theoretically of Klithih aggression behavior among school students for later studies, researches, and intervention in Yogyakarta and Indonesia society.

Keywords: Klithih, Aggression, Digital, Generation.

1 Introduction

Stated Klithih/klitih is klithian/nglithih (Javanese/Yogyakarta word), Keluyuran (Indonesia word) or wandering (in English), meaning one activity un-purposely at night outside his house [1]. Klithih is earlier attributed to one’s behavior at night when awake and feeling hungry, but there is nothing to eat at home, this person looks for anything that can be eaten and this behavior in the Javanese Dictionary is called Klithih [2]. He also stated that Klithih was originally only interpreted as an ordinary walking activity without clear objectives. The meaning of Klithih then extends to mark the search behavior. [3] declared, Klithih is used to attribute the behavior of school teenagers who are members of a school or school gang and they are looking for "enemies" or looking for "problems", where those who are considered enemies are fellow students in other schools. Klitih can also be assumed to be rotating the city and then doing without purpose. [2] explained that Klitih itself had undergone a different meaning change.

Around 2006/2007 the people of Yogyakarta were already familiar with the term klitih by assuming it was not a dangerous thing. Klithih is now understood by people as acts of violence committed by junior high/high school students against other people on the streets. Klithih is a

sensitive phenomenon that is still the subject of discussion between students and the general public in Yogyakarta. This Klithih action is become very frightening, disturbing, spreading terror to Yogyakarta people, especially at night time.

Klithih that has just happened in the past five years become one of that aggressive behavior, which is done intentionally to hurt someone with or without purpose. Klithih is firstly typical for Yogyakarta region phenomenon of aggression behavior (extreme juvenile delinquency or brutal act) among adolescent of junior and high school age (12-24 years old). Klithih is a negative behavior of injuring even killed others using a weapon (knife, sword, machete, iron bars, stoning, etc.) based on various motives or without motives to refer another gang from other schools [4][5]. Klithih recently changed his action, by attacking anyone as a potential enemy that must be eliminated. Klithih is carried out by teenagers in the form of verbal and non-verbal attacks such as verbal abuse, hitting and punching, often of violent behavior such as physical fights or fights with sharp weapons, can cause harm to the victim and injury or result in casualties to other parties [6][7]

WHO currently estimated 27-31% of the world's population aged 10-24 years and 83% of them are in developing countries (Dhamayanti, 2009). Ministry of Health data in 2011 the number of teenagers (aged 10-18 years) in Indonesia amounted to 36,939,717 people, total population of Yogyakarta Special Region BPS of 3.618.084, teenagers 1.534.459 and the male is 799.571 (BPS, 2018). High adolescent population without attention, positive coaching and productive activities can cause problems in society such as aggressiveness, conflict with parents, abuse of cigarettes, drugs, alcoholic beverages, free sex to gadgets or smartphones overuse [8]

Teenagers now grow up in the digital era, with tablets and smartphone, media play become a tremendously important role in the lives of today's youth, and are hence called 'digital natives' [9][10][11]. APJII (Indonesian Service Provider Association) issued the number of users in Indonesia in 2016 amounted to 51.5% or as much as 132.7 million of the total population of Indonesia, which is 252.6 million people. The most users are in Java Island to 86,339,350 users or around 65%, dominated by male 52.5% and women 47.5% of the total users in Indonesia. This digital native generation of the adolescents lives in a media-saturated world, overuse for communicating with peers or gang via WhatsApp, Instagram, SnapChat, Facebook, etc. Social media enable teenagers to become vulnerable to the digital instigation of hoaxes that are spread through social media to be radical, intolerant and aggression. Today, all kinds of media formats are constantly available through portable mobile devices such as smartphones and have become an integrated part of adolescents' social life and Klithih action [11][12].

There is no equality view in defining 'Klithih' from other cases that actually do not include Klithih origins. This Klithih can result in the number of Klithih behavior swell immeasurably, because, every event is reported as Klithih. In 2016 there were a series of hacking cases in Yogyakarta, wherein the same night five cases occurred in different places. Some media reported the incident as a Klithih behavior. Whereas substantially the event is different from the behavior of the Klithih that has been attached to school teenagers. The incident happened because a teenager was annoyed after being scolded by his parents. Then, with his friend hitching, he went around the city and slashed a machete on anyone found on the street.

Sometime later there were a series of cases of cleaning of four women in Yogyakarta. Just like the previous case, there were four women who were victims overnight. Then some of the media reported it as a phenomenon. Even though the perpetrator, in this case, has a mental disorder, he hated women. That night he vents his hatred by cleaning up anyone he met. This

was a case of psychological disorder, does not fulfill the element to be called a Klithih because this case was terrible action.

Throughout 2016, there were 42 events in Yogyakarta, namely juvenile delinquency committed by students. In 2017 (January to March) there have been 22 cases of Klithih involving 43 perpetrators, 15 of whom came from divorced families, 4 boarding children who were far from parents, and a number of others came from LDR (long distant relationship) parents because of work and causes others. If comparing 2016, Klithih numbers with the first trimester of 2017 there is a significant increase (42 events/year and 22 events/trimesters). Some research on the behavior of Klithih is conducted by teenagers from year to year has increased. The results of his research are cases of conflict triggered by troubled families. Problems in the family referred to include divorce, separation of beds, and LDR (long distance relationship). From several cases, it can be concluded that the Klithih actors are from low-resilience families [4].

2 Klithih as Aggression Behavior

Human aggression causality is a concern of psychological theories which have focused on the social psychology of individual aggression. The term aggression comes from the Latin word "aggression" meaning "attack" [13]. Researchers have variously defined the term aggression. [14] define aggression as a behavior directed towards the goal of harming another living being or person." Aggression behavior is characterized by anger, hostile thoughts, verbal or non-verbal and actions towards others that manifest in speech, the tone of voice, body language, the outward expression of anger or rage; and threatening, actual or physical [15]. There are several numbers of terms used in this phenomenon such as aggression, violence, deviant behavior, bullying, and Klithih. The extreme expression of aggression that results in physical harm, or injuring someone, was described, in the research study, as "Klithih".

[16] explained that aggression was a behavior carried out with the aim of injuring others both physically and verbally, it can be all forms of behavior intended to harm a person, both physically and mentally. Aggressive behavior often occurs among adolescents (age 13-18 years) [17]. The development of adolescence begins with puberty physical maturity, experiences a period of storms and stress, struggles in the search for self-identity, attaches to peers and experiences many influences from his social environment [18]. Adolescence who cannot adjust or adapt to the fast-changing environment will do maladaptive behavior such as Klithih.

The DIY Regional Police Chief, Brigadier General Pol Ahmad Dofiri [1] Klithih must have the following elements, the perpetrators and the victim of the students, and ensured in the street (motorbikes). He stated that there were 4 factors to trigger Klithih 1) Riding a motorcycle and playing the gas throttle when passing another motors groups, become impulse and motor chases happen, the will do violence fight (empty hand or using stone or weapon), 2) like to hang out of teenagers of one group, consume alcohol and passing other group, feeling offensive, to pursue chasing the fighting (Tawur), 3) Carrying weapon (motor gear, sword, sharp weapons, etc.) have the intention to injure other people, 4) Underage (of 17 years old) will be not be prosecuted.

Klithih had some methods of recruitment and regeneration the members of group [1], by 1) recruitment of the junior (new year) potential teenage student, 2) friendship in camp place

or activities (Makrab), sharing, experiences and intimidation from senior (gang), 3) On vacation (hang out) join together to foster a sense of brotherhood in areas of beaches, mountains, eating, drinking, etc. 4) hang out (at night or midnight) or trial as new members in riot, attacking and looking for target. 5) Klithih or Tempuk which is done when there is intention, opportunity or retaliation.

Klithih action or behavior still needs to understand through several psychosocial approaches such as; instinctive, learning, physiological, and ecological aspects [19][4]. Psychoanalysis and Psychodynamic approach stated that human aggression is an instinctive drive and an unavoidable part of human life [20]. [21] conceptualized that all humans possess two basic drives for aggression (Thanatos or death instinct) and for pleasure (Eros/life instinct) as a personality attribute and human behavior. The conflict between the different parts of personality (id, ego, and superego) creates tension in the individual, as well as emotional bonding in first years of childhood, will control aggressive urges in later life. Teenagers Klithih perpetrators may not be able to control conflicts within themselves and invite their peers. Thanatos instinct appears in Klithih's behavior.

The cognitive approach considers aggression is learned and try to understand the ways in which it is learned. They emphasize mental processes such as perception and thoughts, along with the role of learning and situation in understanding aggressive behavior. The cognitive approach also claims that cognitive schema of aggression develops in teenager's mind with experience. Teenager shows how their behavior is influenced by a schema that forms a set of informal rules on public behavior, and the use of violence to respond if challenged. [22][23]. Adolescents will behave Klithih if they have perception, mind and understand aggressive behavior as part of their faithfulness and confirmation of their group.

Behavioral approach believed that aggression is learned through conditioning, reinforcement (reward or punishment), and imitated from the model. Bandura of Bobo Doll study (1961) showed that viewing aggression increases the likelihood of the viewer acting aggressively and when the model is reinforced by praise, children learn that aggressive behavior is acceptable. He believed that aggression is acquired by direct observation or imitation of the surrounding. Other studies on observational learning also show how children who are exposed to violence in the family are more likely to grow up to become aggressive themselves [24]. Klithih action used to live and develop in disadvantaged families intensively get reinforcement and have the potential to imitate what is displayed around them (family and close friends). Moreover, a teenager in native digital era used to applying gadgets in accessing violence (Tawuran, Tempuk, etc.).

Ecological approach believed that Individual (adolescence or teenagers), Micro-system (family, bullying at school, communities, neighbor environment, etc), Meso-system media information technology (Gadget, smartphone, social media, etc.), Exo-system and Macro-system have been consistent influencing to aggression [25][26]. Klithih can be understood as a relational or adaptation phenomena and level of interaction among variables, from the teenager as a developmental individual to higher level social-systems or social-contexts surrounding them.

Physiological approaches emphasize on individual aggressive behavior as the basis of the nervous system, in the brain it is worked in a certain way to be the source of their movements and cause them to behave in a Klitih manner [19]. Cognitive neo-association theory of Leonard Berkowitz [23] suggest the idea of priming which violent thoughts and memories can increase the potential for aggression, even without imitating or learning aggression. General aggression model (GAM) from [27] integrated social learning theory and neo association, with

biological data on arousal. GAM suggested that aggression is the result of both the personality and interaction of the person and the situation.

The klithih action of a teenager is influenced by many factors of low family resilience, poor patterns of relationships between children and parents. Based on researches that excessive use of smartphones causes teenagers to be closer to smartphones than parents' attention. Teenagers will be anxious if separated from a smartphone but feel normal when left by their parents [28]. Parents' roles and figures begin to be replaced with smartphones, this is what causes changes in teen social interaction patterns.

3 Factors That Encourage Klithih Behavior

There are three factors that influence aggressive behavior, namely social factors, personal factors, and situational factors [29].

3.1. Social factors consist of 3 elements:

1. Frustration, occurs because when individuals fail to get what they want or expect and thus can lead to aggressive behavior.
2. Provocation, is an action taken by another person that triggers individual aggression. When individuals get treatment that makes them angry or disturbed because of someone, individuals tend to reciprocate the unpleasant treatment to the person who gave the treatment.
3. Violent media, which presents aggressive acts

3.2. Personal factors

The influence of personality type A is characterized by a competitive, time-oriented and hostile (hostile) character that is more aggressive than individuals with personality type B with characteristics that are opposite to personality type B. In addition, an individual's personal desire to become a person who has power becomes an important determinant in aggressive behavior because that desire encourages individuals to justify any means to achieve their desires.

3.3. Situational Factors

This factor is based on the circumstances around the individual that make individuals provoked to behave aggressively. The factor of drinking overdrive or drunk, high temperature or heat, density, noise, and air pollution shows that these factors encourage aggressive behavior.

Klithih behavior is closely related to feelings of anger that occur in a person. Anger can arise from the following reasons [30]:

1. There are attacks from other people. For example, when suddenly someone attacks and taunts with painful words. It can reflexively cause aggression towards the opponent.
2. The occurrence of frustration in someone. Frustration is a disorder or failure to achieve goals. One of the principles in psychology, people who experience frustration will tend to

- arouse their aggressive feelings. This situation can occur because humans are not able to withstand the suffering that befell him.
3. Expectations of retaliation or motivation for revenge. The point is if someone who is angry is able to take revenge, then the feeling of anger will be even greater and the possibility of aggression will also increase. Anger is caused by low decision control so that someone fails to interpret events and is unable to pay attention to positive aspects of subjectively.
 4. Competence. Aggression that is not related to emotional states, but may arise accidentally from situations that give birth to a competence. Specifically refers to competitive situations that often trigger patterns of anger, disagreement, and aggression which are often destructive smartphone user

4 Smartphone Over-Users As A Facilitator Of Klithih Behavior

The influence of the today has become more crucial than ever before, especially to the Klithih action. The acceleration of technological equipment has given birth to many new forms of media based on the internet, and digital systems such as a smartphone (mobile phones), with all the application and other social networking programs. Smartphone users have been a frequent target of studies in psychology. The growth of Smartphone has also brought with it some serious backlashes. One important example is overuse in adolescents has been a major research topic in various countries [31]. It has been shown numerous times that overuse is associated with several psychological problems and aggression such as depressive symptoms, substance use, and exposure to violent media, to be involved in aggression such as 'Klithih '. [32][33][22]. Research has attempted to establish a correlation between overuse and aggression through cognitive neo-association theory [31].

In cognitive neo-association theory, aggressive concepts, emotions, or behavior, are connected in memory, [27]that activating one factor will stimulate the activation of another; in the case of over-users who are exposed to violent entertainment, the aggressive emotions they experience during their contact with violent content may increase the activation of aggressive behavior in real life [31]. Klithih and smartphone over-users could be explained through social learning theory, which adolescence learn aggression via first and experience of Klithih action or witnessing Klithih in their environments. Again, for over-users that regularly access violent online material, Kithih experiences will accumulate more rapidly than non-over-users; eventually, they will learn such Klithih and start behaving in a similar manner, both in the virtual and real worlds. Also, deindividuation, a direct consequence of the anonymous nature of the online world, has also been postulated as a possible reason behind the relation between overuse and aggression [34]. The possible effects of deindividuation, including a diminished sense of responsibility, self-awareness, and self-control, may induce Klithih action in overusers [31]

The use of media followed by the emergence of new media applications can influence different patterns of social interaction as well. Interaction is the process of conforming to the social environment, how one should live in his group, both in small groups and in the wider community. Adolescent social interaction is a relationship between adolescents who need each other ranging from simple and limited to very complex, from positive behavior to negative behavior. The pattern of teenagers' social interaction becomes a relationship a dynamic society that involves relationships between adolescents, between youth groups, as well as between a teenager and a group of teenagers. Adolescent interaction is growing rapidly with the support

of the development of digital technology. The social interaction of adolescents who initially had limited interaction in scale and complexity through learning to accept groups, understanding responsibilities, and various experiences, recognition or association with peers, especially the opposite sex, became increasingly important and became a necessity (Sarwono, in Rahayu, 2009).

Social interaction can be categorized as associative and dissociative. Associative interactions between individuals that lead to forms of association (relationships or combinations) such as:

- 1 Cooperation: a joint effort between individuals or groups to achieve common goals
- 2 Accommodation: a social adjustment process in the interactions between individuals and human groups to ease tension
- 3 Assimilation: social processes that arise when there are groups of people with different cultural backgrounds, interacting intensively for a long time so that their native culture will gradually change its nature and form to form a new culture as a mixed culture
- 4 Acculturation: social processes that arise, if a group of human society with a particular culture is confronted with elements of foreign culture in such a way that gradually the elements of foreign culture are accepted and processed into their own culture, without causing the loss of personality from the culture itself.

Stated that dissociative interactions include; competition (a struggle that is carried out by individuals or certain social groups in order to gain victory or results competitively without causing threats or collisions), contravention (forms of social processes between competition and conflict) and Conflict (social processes between individuals or certain groups of people), due to differences in understanding and very basic interests [4]. Klithih action of teenagers develop social dissociation interactions, this can be seen from the relationship with their peers who consider unequal peer groups (for example different schools) to be considered as rivals so make conflicts easily arise. The conflict is sometimes triggered the very simple/trivial problem, but the trivial problem is considered a fundamental problem. As an example of Klithih 's behavior based on learning which is carried out by a group of students in schools who join the school gang. After school, the member gang does the Mubeng (traveling to a particular place by riding a motorbike in a crowd). In the process of Mubeng, the gang met with other school students who had been considered as their enemy, then the other school students are persecuted for no reason, or were kidnapped taken to a place, then the attributes of the other schools were photographed, burned or treated dishonorably then uploaded on social media. This is part of the challenge of school gang to another school gang that is considered as enemies. Furthermore, what happens is the place, (meeting two gangs for mass fighting).

5 Conclusion

Based on the explanation above, it can be concluded that the over-users internet, especially smartphones have a positive and negative impact. The negative impact of the over-users smartphone are

- 1 The over-user smartphone that is not wise influences or changes the pattern of teenage relationships with their families.
- 2 A bad relationship pattern will influence social interaction in the community so that it raises behaviors that harm others.
- 3 The over-users smartphone as a facilitator for performing aggression or anarchic behavior.
- 4 Teenagers with unstable psychic development will easily get emotional if they get news that puss their peer group, this triggers a new and prolonged conflict.
- 5 For teenagers who have a lot of problems in the family, the presence of a smartphone exacerbates the situation because the figure attached to the parent is replaced by a smartphone.
- 6 Klithih can vary its form of aggression and violence in the native digital era and needs to be anticipated.

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