

Which internet content is often used and influenced behavior? A phenomenology about students in senior high school

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Abstract

At present, most students in the world, as well as Indonesia, especially senior high school students, have used the Internet for various purposes. Internet content presented on different platforms can now be accessed easily. Consciously or not, this media content influences their behavior. There is a lot of freely submitted content, which is worth knowing the impact. The question related to this study is which internet content is often used and affects high school students' behavior. Qualitative methods with phenomenology have informants from the western, central, and eastern parts of Indonesia. Data were collected using observation, Google Forms, and interviews for the selected. It uses a sampling technique of 39 informants. The validity of the research used is source triangulation in the next stage, namely analyzing data with Milles & Huberman interactive analysis. Data analysis carried out is data collection, data reduction, data presentation, and conclusion. Content often used is entertainment and educational content, while content that can influence behavior is entertainment, education, health, food and cuisine, religious, beauty, motivational, art, and game content. The content is accessed through various platforms such as social media: YouTube, TikTok, Instagram, Twitter, podcasts, etc.

Keywords: *Internet Content, Behavior, Students, Phenomenology, Senior High School.*

INTRODUCTION

Modernity and industrialization undermined the old order dominated by agriculture and religion and spurred all the technological and cultural changes that had developed over several centuries. We can say that modernization (and postmodernity) is a very rapid change process (Richard Osborne & Borin Van Loon, 2005). Developments towards progress in science and technology cause these changes. Technology plays an important

role in human life in various fields; technology is a tool from the simple to the complex or sophisticated. These advances provided convenience to humans and gave birth to different civilizations in each era. With the modern era and a strong current of globalization, the world seems to be single (one) without regional boundaries. Technology gives its own color to human life by seeing many things. According to Kellner (2002: 287; Ritzer, 2009). globalization involves capitalist markets and the set of social relations and flows of commodities, capital, technology, ideas, cultural forms, and people across national boundaries through global networked societies... The transmutation of technology and capital work together to create a global and interconnected world. The technological revolution involving the creation of computerized communication networks, transportation, and exchanges is a prerequisite for the global economy, together with the expansion of the world capitalist market system, which is increasingly absorbing world regions and the realms of production, exchange, and consumption into its orbit.

Rusman et al. (2013: 79) Technology is how we use science to solve practical problems. Globalization has an influence in various fields with signs of technological progress. Currently, humans have advanced technology intending to provide benefits to humans. One of them is a very massive technology today, namely internet technology. The Internet is the main thing in carrying out various human activities that it used in all countries in the world. Likewise in Indonesia, Indonesia has the highest number of internet users number three (3) as many as 212.35 million people as of March 2021. And for the number of adolescent Internet users, 98 percent (%) of their children and teenagers know about the Internet, then several 79.5 percent (%) of them are Internet users (Kemkominfo, 2021). Currently, the world community, especially Indonesia, is familiar with internet technology, although it is still trying to achieve equal distribution of access throughout the region. Internet penetration rate in Indonesia by island, namely Kalimantan 79.09%, Java & 8.39%, Sumatra 76.62%, Sulawesi 75.05%, Maluku 69.74%, Bali 68.47%, and Papua 68.03% (APJII, 2022). We know that the Internet is a large network consisting of various networks that include education and research networks and connects millions of computers in these networks... largest computer network that connects millions of computers, the largest connects millions of computers spread across cities, between provinces, between countries. and even all over... (Munir, 2017), Internet technology provides a new world that can be useful for humans, of course, with various information and world conditions that can be easily identified.

The Internet, which presents the world in the grip and can be accessed by the wider community, does have a variety of internet content. Internet content as all forms of broadcasts transmitted via the Internet has heterogeneity of types, so one can choose what one wants and needs. Types of content on the Internet include social media, education, news, public services, entertainment, and so on. The number of Internet users in Indonesia shows that the Internet has become a part of people's lives, so education about the Internet is needed for the public and management in its use. Internet content circulating contains positive and negative elements. The accessible content contains both positive and negative elements. Internet use by children according to KPAI data in 2021, namely children using gadgets to chat with friends 52%, watching YouTube 52%, looking for information 50%, social media 42%, playing online games 31%, watching movies online 22% and word applications, PowerPoint and video making as much as 22%. So, from the data, it can be seen that the big numbers are chatting with friends, watching YouTube, and looking for 50% of the information. The Internet has a negative impact on adolescents, including narrowing interactions with other people significantly, while on physical and mental health, namely physical health in the form of obesity and myopia, while mental illness in the form of depression due to using the Internet for too long and lack of communicating with other people in real terms and giving birth to juvenile crime. such as teenagers imitating violence from the Internet (Nuoya Lin, 2021). Young people in rural Nigeria use their cell phones or parents to access the Internet not for academic purposes but for their daily lives. They like social media with networking sites Facebook, Instagram, Twitter and YouTube (Blessed of Ngonso, 2019). The social problem that turns out to be the impact of using the Internet with users is the age of teenagers in the process of finding their identity and having a fairly large curiosity. Teenagers' activities with the ease of accessing the Internet allow them to choose the desired Internet content so that it impacts the development of their behavior. This research is important to do with a focus on studying selected internet content that can contribute to student behavior as a teenager. The selected problem formulations are:

Q1. What internet content do Senior High School students use?

Q2. What internet content influences the behavior of Senior High School students?.

LITERATURE REVIEW

Internet Content

People in various fields of life use massive internet-based digital technology. The Internet is used to facilitate human life and improve the quality of their competence. Internet technology, which stands for interconnection and networking, is a global information network, “the largest global network of computers, that enables people to connect with each other”. The Internet was first launched by J.C.R. Licklider of MIT (Massachusetts Institute of Technology) in August 1962 (Rusman, 2013). Technology also involves related structures, even the deepest structures, mental frameworks, and social cosmology, which act as fertile fields where the seeds of certain knowledge can be planted, grow, and generate new knowledge.

For this reason, certain behavioral structures are needed to operate a tool properly. Agencies do not work in a vacuum; they are man-made and man used which require certain social management to operate. The emergence of technology and the industrialization phase in society characterizes social change. According to Talcot Parsons, social change involves three aspects: the personality system of social actors, the cultural system and the social system. The three elements go hand in hand to form an integration (Tehrani, 1990; Yudi Latif, 2020).

The ability of the Internet to speed up the distance and bring the space closer also accelerates the delivery of the receiver’s response to the message sent by the sender. The receiver can quickly respond to stimulants delivered by the sender. That is why, it is commonly said that through the Internet, parties (individuals or groups) who establish social relations are not only quick to convey messages (stimulants) but also quickly provide answers (responses) (Sunyoto Usman, 2018). The advantages of the Internet with its variety of content have an impact on human life even though we know that (Leonard Nakamura, dkk; 2018) The Internet used has grown from Web 1.0 which has limited interactivity with static web to web 2.0 which relies on user involvement so that the content is very dynamic even though it undergoes changes but the cost for internet content remains the same, namely zero because no transaction records the purchase of this content, so its value is not reflected in measures of growth and productivity. The meaning of internet content in UU ITE NO. 19 of 2016 article 1 Electronic Information is one or a set of electronic data, including but not limited to writing, sound, pictures, maps, designs, photos, electronic data interchange (EDI), electronic mail (electronic mail), telegram, telex, telecopy or the like, processed letters, signs, numbers, Access Codes, symbols, or perforations that have meaning or can be understood by people who can understand them. The main narrative in defining the concept of internet content is the content elements and the parties who produce it. Several regulations containing content and Information in Indonesia show that some of these elements can be used as notes to define internet content. The elements of content or information are: (1). information or messages in any form such as writing, pictures, sound graphics, signals, sounds, or documents that give rise to an understanding; (ii) connected to a certain network and (iii) so that it can be known or consumed by the public,... Everything about information in the media using the internet network is known as internet content. Then, the site address of the content can be accessed by the public (Lintang & Wahyudi, 2017). High media use is associated with low academic achievement, sleep problems, obesity, and various physical and mental problems (Department of Health and Human Services, 2013; Linda A. Mooney, et al, 2016).

Teenagers

High school students have an average age of around 16-18 years. This age in its development period is adolescence. These developments enter the type of early adolescence with its characteristics. ...Early adolescence from thirteen or fourteen to seventeen, late adolescence from seventeen to twenty-one... (Hurlock, 1968; Panut Panuju & Ida Umami, 2005). WHO classifies adolescents as individuals in the age group of 10-19 years. Growing

up is never easy, but adolescence is not the best of times as a time of rebellion, crisis, pathology, and deviation... (John W. Santrock, 2019). Adolescence, from puberty to young adulthood, is one of the crucial developmental stages because, at the end of this period, a person must achieve a feeling of ego identity never starting or ending during adolescence. The crisis between identity and identity confusion increases. During this stage. From this identity crisis versus identity confusion comes fidelity, the basic strength of adolescence (Erikson; Feist, 2006; Dwiningrum, 2016). The American Academy of Pediatrics recommends that children and teens have 2 hours of screen time daily. Senior High school students have an average age of around 16-18 years.

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Behavior

Individual behavior is formed based on the environment. Even individuals who decide to behave have a background. Of course, they differ from one another when it comes to individual behavior. The pattern of human behavior in question is behavior in a very special sense, namely the behavior of the human organism which is determined by instincts, impulses, reflexes, or human behavior which is no longer influenced and determined by the mind and soul, namely human behavior that is blind... be patterned behavior is caused by a habit (habit) of behavior that becomes a pattern for most of the citizens of a society governed by customs (customs) (Koenjaraningrat, 1985). Humans act towards something based on what that thing means to them, the meaning of something is derived from the social interactions one has with others, and group actions take the form of individual actions (Blumer, 1900-1987; Richard Osborne & Borin Van Loon, 2005). Individual behavior is formed based on the environment. Even individuals who decide to behave have a background. Of course, they differ from one another when it comes to individual behavior. The pattern of human behavior in question is behavior in a very special sense, namely the behavior of the human organism which is determined by instincts, impulses, reflexes, or human behavior which is no longer influenced and determined by the mind and soul, namely human behavior that is blind... be patterned behavior is caused by a habit (habit) of behavior that becomes a pattern for most of the citizens of a society governed by customs (customs) (Koenjaraningrat, 1985). Humans act towards something based on what that thing means to them, the meaning of something is derived from the social interactions one has with others, group actions take the form of individual actions (Blumer, 1900-1987; Richard Osborne & Borin Van Loon, 2005). Self-indication is the experience and feedback from the behavior of "I" and "Me" towards "I" seen from the perspective of the other party's social role. "Me" will give the direction of behavior that should be done by "I" next. Generalized others are a characteristic of members of a particular society or culture. ... while the social mind is a process related to behavior where a person can act and even create his environment or objects in his environment (Agus Maladi irianto, 2015).

METHODS

Types of Researches

This research is a qualitative method with an approach to phenomenology. Schutz's social phenomenology is intended to formulate a social science that can interpret and explain human actions and thoughts by describing

the basic structures "... a reality that looks real in the eyes of everyone who holds fast to a natural attitude (Shutz and Luckmann, 1974, pp. 3; James A. Holstein & Jaber F. Gubrium; Norman K. Denzin & Yvonna S. Lincoln, 2009). The selection of phenomenology, namely in the study of interpreting the opinions of informants, was selected according to the criteria. Where the participants of this study were senior high school students. For Berger, phenomenology emphasizes the interaction between individuals. His attention focuses on general knowledge about everyday life and how people organize their experiences and the social world (Engkus Kuswarno, 2009). In this case, the phenomenon being analyzed is related to internet content on the behavior of adolescent students studying at the high school level in Indonesia. The phenomenon of using massive internet technology is interesting to study with a phenomenological approach. Husserl explained that phenomenology is defined as: 1). Subjective experience or phenomenological experience; 2). A study of consciousness from the basic perspective of a person (Moleong, 2008).

Sample and Population

The selected informants reside in Yogyakarta, Kalimantan, and Papua. The three islands were chosen according to purposive sampling. Consideration of the three regions is due to the different regional conditions, especially in constructing internet facilities. The number of informants obtained was 39 forms which were then taken to be interviewed more in number of 6 teenage students with details 3 from eastern Indonesia, 2 from central Indonesia and 1 from western Indonesia. This was done because the researcher stopped after receiving the same data among the six informants.

Data Collection Technique

Data were collected through informants, which were determined by purposive sampling. The criteria for informants are high school students in classes X, XI, and XII, students are in the West, Central and East Indonesia Region, students who have gadgets and are familiar with the Internet, and students who often access the Internet. Data was collected through interviews and through a Google form that had been compiled and observed. Interviews were conducted to explore data about what internet content is frequently accessed and can influence student behavior. To check the validity of the data, triangulation is used, namely by doing different ways of collecting data on the same question (Patton, 2009). Source triangulation serves as a check for the validity of the data obtained, namely validity. Validity will show the support of empirical facts and theoretical reasons for the interpretation of scores or scores of an instrument and is related to the accuracy of measurement (Retnawati: 2016).

Data Analysis Technique

First, the data that appears is in the form of words and not a series of numbers. The data may have been collected...and usually processed before it is ready for use (through recording, typing, editing or transcribing). However, qualitative analysis still uses words that are usually organized into text. The analysis technique consists of three activity lines simultaneously: data reduction, data presentation, conclusion drawing/verification (Matthew B. Miles & A. Michael Huberman, 1992). Data collection with the first stage is data collection which is carried out by presenting data but there has been data reduction. Reducing the data by sorting the data or informant's answers and then offering the data but before that, data reduction was also carried out, namely sorting out which ones were following the research objectives. After presenting the data, conclusions/verification can be made. Of course, each component in this approach must coexist. Data from interviews and Google Forms were selected according to the research objectives, which passed the reduction stage by focusing on internet content that was often used and content that influenced student behavior.

RESULTS AND DISCUSSION

Various information related to internet content was found from informants. However, most of them already knew about internet content, but indeed the informants thought that internet content was more related

to social media. In this case, it was based on the results of the data obtained related to internet content that is often used and can affect the behavior of middle school students.

Internet content used by adolescent students includes:

1) Entertainment Content

Adolescent students in their development period have begun to understand their role in society and are already thinking adults. In this case, the internet content that students often use is entertainment. Entertainment that exists on social media platforms. As stated by MD, namely:

“Of all the internet content that I like, it is social media, entertainment with education. For social media, I only use WhatsApp, YouTube, and Facebook Messenger. For Instagram and others, I don’t open it much because the network in Papua, especially Nabire, is a slow network and sometimes the network is really bad. So I adjusted to the network conditions and because the data package is also expensive, the data package is used for purposes only.” (MD/21/05/2022)

Entertainment content based on the data that has been obtained has become a wide choice among teenagers. The content is packaged in various media but focuses more on media in the form of images and videos; even the platforms used are called TikTok, Youtube, Instagram, and Twitter, chosen by the informants. Content selection is based on the individual’s drive and the purpose or motivation underlying a person to act. Children have three main causes for accessing the Internet: a) to seek information; b) to connect with friends (old and new); and c). for entertainment (Unicef, 2017; Hariyadi & Laurensius Arliman, 2018). One of the Internet uses is entertainment related to the entertainment substance on social media. As for the general public in Indonesia accessing the Internet, social media content is 89.15%, online chat is 73.86%, online shopping is 21.26%, online games are 14.23%, news portal infotainment gossip is 11.98%, ... (APJII,2022).

2) Education Content

The Internet is no longer a new thing for the community, especially high school students who incidentally are Generation Z who are very thick with digital technology so that they cannot be separate from internet technology in their lives. Unlimited access makes students grow with behaviors adapted to the digital era. Furthermore, content that is often used other than entertainment is for education. Education as a process of changing individual behavior is characterized by not knowing and not knowing to know and understanding what they are learning. The educational or educational content chosen by the informants was very interesting, such as the answer from the US that,

“Entertainment content, informative content, and educational content. Entertainment content, informative content, educational content, and testimonial content. Entertainment content, informative content, and educational content.” (US/24/04/2022). Likewise, RH conveyed about “Games, Education. I want UTBK. can access anything” (RH/23/04/2022). The answer that developed from KA said that the internet content often used was: “In the form of photos, videos, articles, I think that’s what it is. Text audio too. Most access to videos and pictures. Audio in the form of Spotify songs. Podcasts at school. Become a means of getting entertainment, adding insight.” (KA/21/05/2022)

Educational content is called for by viewing photos, videos, articles, or audio that informants can access to convey the media’s substance properly. It should be understood that education does not only look at the cognitive side but also all aspects of the environment and individuals. Education as a cultural process requires that the teaching and learning process is oriented to developing affective and cognitive abilities. The educational curriculum must be able to help students learn to develop and develop (Latin, educare) thinking power, taste, work power, and physical power by the level of education and the level of

development of students (Yudi Latif, 2020). Cognitive, affective, and psychomotor aspects are important in the educational process, harmonizing with the era's technology.

Technology in education is important to support the achievement of goals. So that the use of the Internet as a basis in education is a step forward towards the development of society. The Internet with educational content is the choice for high school youth in studying today following the development of science and technology so that insight and knowledge are broader and deeper. Educational internet content is the choice of teenagers as demands in their learning. The development of digital learning with internet facilities is very prospective and is expected to proliferate following the trends in this era of globalization. Moreover, the number of students who are potential Internet users is increasing yearly because the Internet allows students to learn independently without being limited by time and place (Munir, 2017).

Internet content can influence adolescent student behavior

When teenage students often access internet content that they like and with a lot of frequency it influences them. Based on the content data according to the informant can influence it are:

1) Entertainment Content

Various factors, both internal and external, influence individual behavior. The Internet is one of the external factors that causes changes in behavior. With the development of the Internet, people are gradually entering the information society. As has been brought about by The development of internet technology, it has a major impact on the psychological behavior of adolescents (Nuoya Lin, 2021). Influence by responding to what is seen, namely with entertainment content, namely feelings of pleasure and amusement as conveyed by MD, namely:

“To be influenced to follow what I'm watching is not. To be influenced alone is still natural in my opinion. Because of the influence of watching it, it makes me laugh a lot because what I watch is funny so it entertains myself. The content that has the most influence on me is entertainment content, which is comedy for sure. The reason is definitely because it's funny and entertaining for me.” (MD/21/05/2022)

NA also feels its influence from the entertainment content she usually watches, “Entertainment content, I usually watch entertainment content in my spare time so that I can relieve stress a little from outside and inside the house.” (NA/24/04/2022).

ED's confession sees more entertainment content on videos on YouTube so that he can enjoy music-type entertainment,

“To be influenced by that, I myself am not. But in terms of singing, I definitely sing along after playing music on Youtube because it's my hobby. The reason is because it's my hobby that makes me calm, happy and just happy when listening to music and singing. Music content for sure, content that has to do with music, whether it's music content uploaded by the creator himself through his YouTube channel or covered by other people on their channel.” (ED/21/05/2022)

It is different with ST, which is not only influenced by but imitates certain types of genre film entertainment content,

“For myself, it really affected me and it has even become a habit to speak a few everyday words that I hear over and over again from Korean dramas (drakor). For myself, Korean dramas (drakor) are certainly very influential. Maybe I'm influenced by that because I watch it over and over again, it's like I want to imitate the way he talks so that it becomes a habit.” (ST/22/5/2022)

Based on the data above, the content that does have an impact is entertainment content, both types of films, music, and videos that can be accessed repeatedly and even undergo the process of imitation. Imitation is the process of imitating a model seen or admired by someone. The imitation factor is one of

the basic factors that influence social interaction so it is important in the process of social interaction. Imitation behavior by imitating the behavior of others is a central aspect of human in social life.

In childhood and throughout life, observing and imitating parental manners, peer behavior, or teacher demonstrations contributes to one's behavior by setting behavioral norms. Imitating behavior has an important psychological function. For instance, in education and training, it enables the acquisition of skills and substantially contributes to learning (Bandura, 1977; Jochim Hansen & Oliver Genschow, 2020) When imitating others, there is a certain psychological distance between the imitator and the person being imitated (in the following it is also called the "model") attached. For example, the model is spatially close when someone imitates it face-to-face and spatially distant when learning a new activity from a learning video. Likewise, models can become temporarily near or far away when models appear in a recent video clip versus an old video clip. In addition, models can be socially distant or close, for example, when the respective models are members of an outgroup or an ingroup member. The psychological distance between observer and model is a universal aspect of imitation, and current research shows that it affects how individuals imitate others (Jochim Hansen & Oliver Genschow, 2020).

2) Education Content

Education in internet media influences individuals with positive learning experiences. Even today's learning uses internet technology to achieve its goals. The Internet with educational content, namely education, changes individual knowledge and insight development. Educational content brings goodness and positive sides because it is known that the current generation is very close to digital technology. The generation of teenagers in Senior High School are very familiar with internet technology, so learning in internet-based media can improve their quality. As stated by KA, namely:

"Influenced, I myself took the job of MC, so what things can be included, it's appropriate for me to include them. Educational content, entertainment content. Education. In school we don't learn enough by ourselves. entertainment. Adding insight into what creative ideas are, this fits in here. To entertain yourself. Motivation. Motivation to learn, better in the future." (KA/21/05/2022)

Educational substances in popular social media are more accessible to students, although they still have to be able to use them wisely regarding information. The following was conveyed by PA: "Tiktok content. Because usually the content on tiktok is created by other people without paying attention to the facts. So I have to be good at sorting through the information." (PA/19/04/2022)

The same thing was conveyed by AF that internet content is beneficial in his learning, "educational content, because it provides many lessons in it." (AF/24/04/2022)

It's nothing new when asking about education as a process of strengthening self-quality in learning. Education itself is also an idea, in which talent, determination, availability, and the factor of "coincidence" have to be set aside even though it is not considered non-existent... the idea that people will not bloom if locked in a cage, ideas can only grow if let loose like free-range chickens, given space so that all kinds of substances are free to visit, allowed to collide, collide, die naturally or be destroyed in an accident... (Paulo Freire, Ivan Illich, Erich Fromm et al, 2006). Educational content is an option that can affect individuals in the breadth of learning resources, both in terms of substance and media.

3) Healthy Content

Health is one of the substances available online. Health is currently a basic need in society that individuals must meet. Health Content provides information related to healthy living so that it impacts individuals. As stated by MN, "Videos of healthy living behavior, because it is very important in my opinion." (MN/19/04/2022)

According to Imogine King, health needs are: 1). health information needs, 2). The need for disease prevention, 3). The need for treatment if sick (Kementrian Kesehatan, 2016) Seeing this, humans are already aware of health's importance for themselves, their families, and even the wider community.

Especially after the COVID-19 virus caused humans to be more alert and careful regarding various diseases, especially if the symptoms match the characteristics of exposure to covid 19. Public awareness of health is getting better and needs to be supported by various parties so that Health content becomes the choice of informants.

4) Food and Cooking Content

Informant AH conveyed related content that affects behavior by looking at the food and cooking side. This can be directly practiced by someone who accesses the site with health, that: "Food content, beauty content, health content, and many others, because they may be more interested in that direction." (AH/23/04/2022). SN also said that: "cook, because you can try the recipe." (SN/23/4/2022). Cooking behavior that turns out to be fun can see examples of tutorials being an option and influencing someone to access the Internet. As stated by AB, the most influential content is: "cooking, because it's fun." (AB/23/04/2022)

5) Beauty Content

Beauty content is the choice of students in accessing internet shows. With the urge to want to learn to beautify themselves what he can do. Actions that can be felt immediately are when they can be imitated and practiced from media elements that are viewed as internet-based. Digital learning resources are very broad and beauty tutorials are diverse, making them easily accessible. Here's CA's answer about beauty content:

"Traveling vlogs. The effect is more entertainment, there are some places that you want to visit even though you haven't. For example, where will I be motivated from before? Can provide recommendations. Makeup Tutorials. Help me in using makeup tools. Podcasts. Make healing. For example, when you are sad or need encouragement, listen to podcasts. Entertainment Content, in this podcast. Entertaining, whatever I do with this content pleases. Entertaining in not-so-great conditions. Cooking content. Help learn to cook." (CA/23/5/2022)

6) Religious Content

The Internet with certain religious content makes it easier for someone to worship. Indonesia has 6 religions, namely Islam, Christianity, Catholicism, Hinduism, Buddhism and Confucianism, so internet content also has religious material. When high school students feel that religious content influences their behavior so that they get spiritual knowledge according to their beliefs. Like KY who said about "religious lectures that can increase our religious knowledge." (KY/23/04/2022) Likewise, AQ considers influential content "content that leads to religious lectures." (AQ/23/04/2022).

7) Motivational Content

The motivation or drive that is internally owned by an individual can be influenced by external factors, both from other parties and the media. Internet content that contains psychological motivation is needed by someone to determine his actions, thoughts and psychologically provide benefits. So that content that includes motivation is used to be better and more useful to influence adolescent high school students, following the phrase "Providing motivation that makes us work hard and never give up." (MF/23/04/2022).

From a motivational perspective, needs can be considered as the cause of the things that underlie a person's behavior (Deci & Ryan, 1985; Adedapo Oluwaseyi Ojo, et al; 2019) motivation departs from needs so that cause will be created from within and from outside. When internet content is in the form of inspiration that can significantly impact acting, it includes external or extrinsic motivation.

8) Artwork Content

Today's works of art can be enjoyed with internet-based digital technology. Even with this content one can learn to create something. So that the artwork content for high school youth influences as conveyed by IR "Artwork content. Yes, because I want to do something that I have watched, for example,

make a dimensional work.” (IR/23/04/2022). The artwork is very varied, both from two-dimensional and three-dimensional. This content has an impact when the informant has watched it and then puts it into practice related to the work of art. The importance of the Internet in creating art is to improve one’s ability in the work. Even the use of works of art through the Internet positively impacts the individual. From the data, Facebook ranks first as a social media that thinks YouTube and Instagram penetrate the most users. Some social media that will be used as examples of creating and expressing works of art and design are Facebook, YouTube, and Instagram. An example of the use, is personal branding some of its uses have done, works that fall within the scope of art and design (Widiari Widyaswari, 2018).

9) Game Content

Games or online games are very numerous and have various types. This has an effect on users both from a psychological point of view, but for MA teenagers the content of these games can make money economically, following his statement “Streming Games, because they can make money from home.” (MA/24/04/2022) Earn money from content what we do is very slick to stop his steps. Game content can influence someone to participate in the games’ activities. The content can also make money.

Various things arise from technology, especially the Internet as a network that can connect multiple items. Positively and negatively, there have also been many studies related to this matter. It’s no secret that internet technology also has an unfavorable impact, especially in developing individuals. Individual development can be seen in real terms from the behavior they do. Teenagers with the status of high school students in Indonesia also use internet technology for various needs. ...Physiological needs, such as: hunger, thirst, and sleep, have received much attention in the field of biology where the focus is on physical growth and health. (Campbell et al. 2018; Maarten Vansteenkiste, et.al, 2020). Seeing that the need has developed not only physically, but also the need for information and communication is an urgent matter in human life. Internet technology has various content that is often accessed and can change students’ behavior. Changes in perspective, behavior, and hobbies can be influenced by internet technology with certain content.

The content that participants often use is entertainment and educational content, which of course can be enjoyed on certain platforms such as social media. Regarding the content according to the participants. The content is interesting in good moving image and audio format. Even with the variety of content that influences student behavior, it can be understood that factors outside the individual influence this behavior that he or she is most likely to imitate. Without a secret, there is an impact of continuous addiction to internet technology. Since many people access their social networks on their devices it can give rise to the impression of device addiction. Still, the reasons for distinguishing platforms from behaviors need to be observed. We argue that in general behaviors performed on smartphones such as specific internet use, social networking, and gaming should be explored carefully in the context of motivation, themselves, gratifications, and socio-cultural contexts, not as components of smartphone addiction (Tayana Panova & Xavier Carbonell, 2018). Because this individual is a teenager, namely in a transition period where the age ranges from 16 to 23 years or commonly referred to as a fun age, where there are physical, psychological, and social changes.

During the transition period, a crisis period can occur, which is characterized by a tendency to appear naughty or deviant behavior (Octavianus Budi Susanto et al., 2020) so that the “Self” as part of the internalization of others is generally a subject that aims as control in society or certain group. Each individual’s role of “self” is used to manipulate group symbols to create an orderly social life (Agus Maladi Irianto, 2015). Adolescence is a critical period indicated by self-discovery, high lability, turmoil, and emotional imbalance. Thus, teenagers are easily yo influenced by the exposure of information. Normatively (Suranto, et.al. 2020). Internet content, both often used by students and those that have an influence, contains an imitative side in content and learning through internet content, as currently demands using digital learning in the territory of Indonesia. However, technically there are variations in implementing it.

CONCLUSION

Based on the data obtained, it is accepted that the results of research in answering the formulation of the question are that in high school students, the Internet has become something that is not new even though in their place of residence sometimes there are still obstacles related to the internet network. Still, it is very popular in their daily activities. Personal use by using their equipment with extensive access to everything on the Internet. In this case, students who incidentally are teenagers who have experienced psychological changes are more mature because they are approaching adulthood. Hence, the content often used is entertainment content with various platforms such as social media in the form of TikTok, YouTube, Instagram, and Facebook. They often use Entertainment content after they are tired of studying and make them feel happy. Then the educational content used in learning is either lessons following the school curriculum or education related to life, which benefits him.

Adolescent students' behavior as experience changes affects entertainment content, education, health, food and cuisine, religion, beauty, motivation, artwork, and game content. The content is accessed through various platforms such as social media: YouTube, TikTok, Instagram, and Twitter. The content is considered to provide knowledge and changes in students' insight into learning and building themselves with a positive side which certainly has benefits. Content packaged in videos is more interesting and enjoyable than just pictures or narration, so currently, TikTok and YouTube are favored by teenage Senior High School students.

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