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## INDO PENTA KILL'S AND ITS BUCIN PHENOMENON EFFECT TOWARDS THEIR MEMBERS

by

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### Abstract

This study aims to explain the old phenomenon that has recently re-emerged and become viral among adolescents called bucin or 'slaves of love'. This research is the implementation of qualitative research. Data collection uses direct interview and observation techniques in a Whatsapp group chat. The sample is the members of the Indo Penta Kill Gamer Community. The total sample of this study amounted to 12 people where the sample was determined or selected using the simple random sampling technique. The result of this research is that the *bucin* phenomenon arises because of the urge to want to be loved, to love, and to find the identity from the players or members of the Indo Penta Kill community. The *bucin* phenomenon affects several aspects of the personal life of the perpetrator, for example, daily habits and time management.

**Keyword:** bucin & Indo Penta Kill's

### INTRODUCTION

As social beings, humans cannot live alone, they need friends or partners in life, or in other words, humans cannot escape from the influence of other social and human environments as a means of socializing and interacting (Puspitasari, 2017). The need to socialize and interact is one of the human needs that are classified based on their nature. This need is divided into two namely; physical needs and spiritual needs (Edra, 2018). Physical needs are needs related to the body and the benefits are felt directly by the body, for example, is exercising, while spiritual needs are needs that are not physically visible but can be felt inwardly which gives a feeling of relief, happiness, and others, for example, is the need for affection it comes from parents, friends, relatives, or others (Edra, 2018).

The need for love has grown since man was born, if this need is fulfilled it will create a feeling of relief, security, and comfort (inner). The need for affection was not always a concern in our social lives, because at that time it was not difficult to meet this one need. But unlike the case today, the phenomenon of the need for affection or attention becomes an extraordinary

thing in society, especially among adolescents in Indonesia due to technological advances and social development in society. This phenomenon is called bucin or slave of love.

The word bucin itself is not yet registered in the Kamus Besar Bahasa Indonesia and certainly has no meaning. Bucin is a prokem language (jargon) or slang created by young children. The initial purpose of the word was created to mock someone (single) or lovers who are intoxicated by love or romance that causes them to behave or act strangely or out of reason just to feel worthy of being noticed or loved. However, it can be concluded that the bucin or slave of love is a stamp or symbol for those who always put love above all else or who always obey the wishes of their partners (ponta.co.id, 2019).

The characteristics of bucin or slave of love according to Kumala in mojok.co (2018) include; (1) having a boyfriend or a crush - a person called bucin should have a boyfriend or at least a crush as the object of his feelings. (2) Having excessive feelings of love towards a partner or crush. (3) Acts like a person who forgets his identity. (4) Perforated wallets - don't have a lot of money. (5) Activities or

routines are only focused on one thing, namely dating - Bucin will be very difficult to be invited to play or hang out with by his friends because his time is spent only on his partner and dating. Genpi.co (2019) states several features of bucin, among others; (1) willing to do anything for the sake of a partner or boyfriend, (2) spouse or boyfriend is the top priority above all else, (3) only have a little money.

The bucin phenomenon became viral in early 2019, although this phenomenon began to reappear in mid-2018. It was millennial youths who popularized the term. Bucin or slaves of love, although not a thing or phenomenon that is new but until now there has been no researcher interested in peeling and analyzing the phenomenon, so the theory related to this bucin phenomenon has not been found at all at least until this paper is completed. For that reason, this research was conducted.

The phenomena that occur in the community need to be analyzed, it is necessary to understand the causes and consequences, not to mention the bucin phenomenon that is being viral. Before analyzing the phenomena that occur in large groups such as the wider community where millennials or teenagers as perpetrators of these bucin are social and interacting, it is, therefore, necessary to understand about these phenomena in small groups first so that later the results of the analysis will be expected in this small group can be the basis for researching the phenomenon of bucin within a wider group. The example of the small group referred to above is a community, where the community only has less than 100 people. To limit this research from being out of the original goal, it is determined that the population and sample of the study are only members of the Indo Penta Kill Gamer Community. Based on the situation/situation above, three research questions can be compiled that must be explained, including: (1) What is the opinion of the Indo Penta Kill community members regarding the bucin phenomenon? (2) What are the negative effects

of being a bucin? (3) What are the positive effects of being a bucin?

## METHOD

This research is qualitative research with the main objective is to explain phenomena that occur in the community in more detail. Qualitative research is research that is descriptive and tends to use analysis. There is a fundamental difference between the roles of the theoretical foundation in quantitative research with qualitative research. In quantitative research, research departs from theory to data, and ends in acceptance or rejection of the theory used; whereas in qualitative research, the researcher departs from the data, utilizes existing theories as explanatory material, and ends with a "theory" (Wikipedia, 2020).

Kriyantono (2006) states that qualitative research aspires to elucidate phenomena profusely through deep data collection. Qualitative research emphasizes the depth of data obtained by researchers. The deeper and detailed the data achieved, qualitative research gets better in quality. In distinction to quantitative, the objects in qualitative research are usually narrow in number. In general, qualitative research is conducted by interview and observation methods.

According to Danim (in Sukmadinata, 2005), the source of qualitative research is constructivism which presumes that reality is plural, interactive, and a substitute of social experiences interpreted by each individual. Qualitative researchers consider that truth is dynamic and can be initiated only through a study of people through their relations with their social situation.

Sugiyono (2005) utters that qualitative research observes participant point of view with strategies that are interactive and flexible. Thus the meaning or understanding of qualitative research is research used to inspect the condition of natural objects where the researcher is a key instrument.

Researchers use a simple random sampling technique where the sample is

determined randomly and is considered an equal position in the population so that each individual has the same opportunity to be selected as a research sample (Sugiyono, 2003).

Data collection applied in this research is interview and observation techniques. These techniques are used to shorten data collection time, to gain depth of information and data, and for narrower generalization of data (Kriyantono, 2006).

## FINDING AND DISCUSSION

Bucin is a term popularized by young Indonesians. The term bucin will not be found in KBBI. Because this bucin phenomenon has never been studied by experts in social relations

Due to the absence of experts who researched about this bucin phenomenon before then the author cannot associate the term bucin with other similar terms but according to several sources (who are not experts or are opinions of some bloggers who have already discussed the phenomenon) the term bucin can be interpreted as someone who is intoxicated by love. the term bucin itself comes from the words need love or slaves of love. the term bucin is more negatively impressed in the association of teenagers or young Indonesians, this is because young people who are labeled bucin are more likely to show the negative effects of feeling of needing excessive love from their partners and indeed most teenagers or young people are labeled the term bucin as material for bullying by their friends. The bucin phenomenon has penetrated many young Indonesian youth as well as the members of the IPK.

IPK is an abbreviation of Indo Pentakill which is a gamer community that consists of Indonesian young people who both play the Battle Royale online game called Eclipse Isle. The IPK was formed in 2018 with an initial number of 78 members in which the founder was two young people from East Java. the number of IPK members has diminished from time to time, in July 2020 there were only 48 permanent IPK members, with only 27 active members. As explained in the paragraph above,

some members of the IPK experienced the bucin phenomenon. This happens because the members of the IPK consist of young people who are looking for identity and thirst for attention and love.

Bucin phenomena that occur in the IPK membership can be identified through conversations in the WhatsApp chat group where the bucin blurt out romantic words and flirt with one another. In 2020, based on evidence of chat in WhatsApp group chat, there are 2 (4 samples) pairs of bucin, while the rest (8 samples) are male members who are still single (without a partner). The 2 pairs of bucin are proven to throw each other temptations in the WhatsApp chat group. They call each other with a romantic title for example is calling their partners as "honey". While two other bucin male members who are caught often make seduction to other members of the opposite sex and it looks like they are seeking attention even though they do not get a positive response from other members of the opposite sex.

Based on the results of the interview and the results of the questionnaire distributed to all samples of the IPK members the following results are obtained. The main reason they chose to be bucin is to get more attention from the opposite sex, show their existence to the community, and to meet basic needs namely; to get attention and affection, and to seek identity. Then what about the responses of other IPK members, based on the results of interviews and questionnaire analysis, it is found that most of the IPK members do not dispute this. Some other members of the IPK think the matter is natural considering that most IPK members are young people who are in the phase of looking for their true love. Of course a phenomenon that occurs in society will bring negative and positive effects for the actors and the environment around them.

The negative effects felt directly by the perpetrators of bucin at the IPK include; become more dependent on a partner, More time is wasted just to throw each other romantic seduction in chat activities than the time spent on other productive activities, the occurrence of

a significant change in habits for example is to sleep late more often because the time used for rest turned into time to chat. While, for other IPK members the negative effect they feel from the bucin phenomenon that is carried out by friends of the community is to cause jealousy and even a small portion of other members who felt disgusted, because it was considered that the perpetrators of the bucin had exceeded normal limits.

In addition to the negative effects, the bucin phenomenon also has a positive effect on the perpetrators and also the surrounding environment, especially in the membership of the IPK gamers community. several positive effects felt directly by the perpetrators of bucin include this; feel loved, feel needed, more enthusiasm in living everyday life, Mood becomes better and stable. But the positive effect felt by other members is not too much or significant, for example, the bucin perpetrators have longer online time to play the game than other members who are not perpetrators of bucin, this is because bucin actors are comfortable to play and tease each other while in the game. in short, bucin perpetrators always ready to play online games.

The data above is supported by the statement of Abu Ahmadi (1992) which states that a person's attention is influenced by several factors namely nature, practice and habits, needs, obligations, physical condition, mood of the soul, ambience, and the presence of stimuli. What is meant by innate is how someone who behaves and interacts with the surrounding environment. then, what is meant by practice and habits is the emergence of a desire to give attention and the desire to get attention due to habits and self-training to respond to the environment. whereas, obligation is an inner urge that requires one to pay attention to others. while, physical condition is the health of the body or not that affects a person's attention to others. Then, what is meant by the atmosphere of the soul is feelings, fantasy, thoughts and so on that affects someone who is to pay attention. what is meant by the ambience is the

environment in which someone lives That gives a stimulus will arise a sense of wanting to be noticed or give attention in the form of sympathy and empathy. And finally, what is meant by stimulants is a stimulant that comes from within a person or from the environment that affects a person's attention to others. Meanwhile according to Muhammad (2004) the factors that influence attention are; (a) Interest, how much individuals feel like/dislike something. Because something that is of interest will attract more attention. (b) Physical/health conditions, good physical condition will increase individual attention to something, conversely if physical conditions are less good attention to an object will be reduced. (c) Fatigue, if the individual is being feel tired so he will be difficult to pay attention to something. (d) Motivation, individuals who have great motivation will pay more attention to something, because with great motivation will stimulate the object to do something. (e) Needs of attention, individuals who need attention directly or indirectly he will pay attention to others. (f) Hope, the individual's estimation of a goal will encourage the individual to be able to give more attention. (g) Personality characteristics, personal traits of individuals will affect the quality of attention to everything.

## CONCLUSION

*Bucin* phenomenon is a condition in which someone expresses feelings of wanting to be loved, feelings of wanting to love, and self-actualization. The impact for bucin actors is that it can affect the habits in their daily life in many aspects. negative effects that arise due to the bucin phenomenon for members of the IPK, among others; become more dependent on a partner, More time is wasted just to throw each other romantic seduction in chat activities than the time spent on other productive activities, the occurrence of a significant change in habits for example is to sleep late more often because the time used for rest turned into time to chat. While, for other IPK members

the negative effect they feel from the bucin phenomenon that is carried out by friends of the community is to cause jealousy and even a small portion of other members who felt disgusted, because it was considered that the perpetrators of the bucin had exceeded normal limits. Besides negative influence, this phenomenon also has a positive effect, for example; feel loved, feel needed, more enthusiasm in living everyday life, Mood becomes better and stable. But the positive effect felt by other members is not too much or significant, for example, the bucin perpetrators have longer online time to play the game than other members who are not perpetrators of bucin, this is because bucin actors are comfortable to play and tease each other while in the game. in short, bucin perpetrators always ready to play online games.

### SUGGESTION

Since this is the first study of the bucin phenomenon it is necessary to carry out further in-depth research that is specific in order to clarify the picture of the reasons and motivations of a person to become pucin and the negative and positive effects caused. in the future, it is expected that further researchers can develop research on this bucin phenomenon with several dependent and independent variables, so that the data or findings produced will be more significant and sharp.

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HALAMAN INI SENGAJA DIKOSONGKAN