



Simulacra Laptop (Post-modern Study of Virtual World Communication Laptop Users)

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ARTICLE INFO

Article history:

Received Jan 9, 2022

Revised Feb 20, 2022

Accepted Mar 11, 2022

Keywords:

Post-modern
Laptop Users
Virtual World Communication

ABSTRACT

This research is a qualitative descriptive research. The informants in this research are the student of UNIRAZAK as laptop users. The data collection techniques were conducted through in-depth interviews, observation of a role and documentation, whereas the sampling of research was conducted with a "purposive sampling" technique. The data analysis is interactive analysis includes data reduction, data display, and conclusion. The results showed that the virtual world of communication which was accessed by student of UNIRAZAK as a laptop users are false or not real, they communicate and made a friendship in unreal space. In the social networking Facebook access the communication in the virtual world is one of popular internet accesses in the student of UNIRAZAK as laptop users. In view of social side, social networking Facebook is very useful to establish relations of friendship, either new friends or old friends. In the social networking the communication of virtual world, they can fall out their feelings or share stories with friends on these social networks. In the other hand the social networking also open an opportunity business; develop a talent of writing and many others. Besides, there are the weakness of the existence of the virtual world of communication, ie: affectivities time experienced by students of UNIRAZAK as a laptop users, and the virtual world crime experienced by some informants that are student of UNIRAZAK as a laptop users. To minimize the virtual world crime.

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1. INTRODUCTION

Modernization is a change in society that moves from a traditional state or from a pre-modern society to a modern society. According to Giddens, modern life is a "runway world" with a much greater pace, scope and depth of change than the previous system (Ritzer and Goodman, 2004: 553).

Anthony Giddens views modernity as a juggernaut that offers a number of advantages, but also poses various dangers. Among the dangers Giddens emphasized are the risks associated with the modern giant armored movement (Tazid, 2017). This idea seems strange because we as a modern society always view and think of something modern as the latest development, the most recent. However, in the last few decades and in different fields (art, architecture, literature, etc.) there has been a series of developments that are considered by experts as post-modern phenomena, the implication is that it does not only mean that post-modern phenomena emerged

after the modern period, but there is also a problem with modernity that occurs in a society. In a modernity also gives birth to an understanding of the ideological dimension of reality, namely new beliefs emerge, while reality or reason is no longer believed to be able to bring humans into a true reality. Reality has been distorted by pseudo social awareness (Piliang, 2004: 35).

Postmodernism has entered the order of behavior patterns, social interactions and lifestyles of Indonesian people, especially in big cities such as Jakarta, Bandung, Surabaya, Makassar, including the city of Surakarta (Alawiyah & Liata, 2020). This can be seen from the patterns of behavior, social interactions and lifestyles of people who have shifted from traditional community life to modern life. Postmodernism can be seen from the increasing behavior, social interaction and lifestyle of people in Indonesia (Yugantara, Susilo, & Sulismadi, 2021). It is undeniable that the life of modern society has changed the system that existed in the previous society. Along with changes in the existing system in society, unlimited technology has also developed which was created by many scientists in the world.

Technology as one of the developments of civilization and culture cannot be avoided to continue to develop along with human needs. Technological development knows no age and place (Ngafifi, 2014) (Santoso, Irfan, & Nurwati, 2020). In Indonesia or in any part of the world, you will feel the development of technology. Technology emerged as a solution to solve problems. With technology, humans expect to be able to solve every problem (Saefudin, 2008). Technology must also be accompanied by the development of education and knowledge, so that the use of technology is not excessive. However, it's a shame that technological developments cannot be stopped or stopped for a moment for those who are not ready to face these technological developments, even the discourse of "out of date" appears for people who are not ready to accept technological developments.

Industrial culture blurs the distance between facts and information, between information and entertainment, between entertainment and political access. People are not aware of the influence of simulations and signs (signs/simulacra), this makes people more online and want to try new things offered by simulation conditions such as buying, choosing, and working. According to Jean Baudrillard, the consumption system mechanism basically departs from the sign-value system and symbol-value system, and not because of the need or desire to get pleasure. By this statement Baudrillard does not mean to deny the importance of necessity. However, he just wanted to say that in a consumer society, consumption as a system of meaning is no longer regulated by factors of need or desire for enjoyment. but by a set of desires to gain honor, prestige, (Baudrillard, 2004).

Products resulting from technological developments are created in a number of countries and published to the world market. However, what is happening in the field is not entirely in accordance with the original purpose of creating and marketing technology products. Technological developments began with the development of communication technology, with the telephone, telegram, fax, and computer which later developed into a laptop.

Laptops that tend to be practical and have Wi-Fi (Wireless Fidelity) facilities can make it easier for some students to access the internet. This Wi-Fi facility is a wireless connection facility such as a cellphone using radio technology so that the user can transfer data quickly and safely. In fact, Wi-Fi has become a basic need for the new lifestyle of the information society, where Wi-Fi is a wireless networking standard without cables that only with the appropriate components can be connected to the internet network (Kuntoro & Heriandi, 2005).

This facility has beneficial benefits for laptop users, especially for UNIRAZAK students, because they can access the internet easily without having to come to an internet cafe (Internet Warung). With the development of the scope of the study of communication and information, the object of the study of communication is not only limited to the press relating to mass communication media such as newspapers, magazines, radio, television and films. However, with the development of communication and information technology, there is no need for difficulties in obtaining communication and information can be obtained from internet access (international networking / interconnected network).

Communication and information technology is one of the joints of modern human life that is developing very quickly. Communication is the delivery of messages or news from one person to another. Humans communicate to share knowledge and experience, either orally, in writing, directly

or indirectly. Through communication, the attitudes and feelings of a person or group of people can be understood by other parties.

Communication through a laptop using Wi-Fi facilities can make it easier for laptop users to access the internet. Internet access (international networking / interconnected network) is not only to communicate, but to obtain information. Face-to-face communication is now slowly starting to be replaced by face-to-face communication or often referred to as virtual world communication or virtual communication. This virtual world communication can start from chat, then changing identities through other social networking sites such as (e-mail, facebook, mailing list, friendster, twitter, and so on).

The process of social interaction of delivering and receiving messages through cyberspace can use laptop media that has Wi-Fi facilities. It is not uncommon for a laptop user who accesses the internet to find and meet many new friends through virtual world communication. But not infrequently a social interaction is only limited to social interaction through cyberspace. Sometimes social interactions through virtual world communication such as (via e-mail, mailing lists, facebook, friendster, twitter, chat and so on) that are intensive and fun can also continue into the real world.

In cyberspace communication the media used is a laptop, both hardware and software. The virtual world or virtual world is a global electronic information network that occurs because of Internet technology (international networking / interconnected network). Globally interconnected between two or more laptops, can reach millions of other networks, so that they can exchange information, and communicate between laptops with one another. Between laptops one can communicate with each other, send each other or exchange information or messages. The wider this network, the more social interaction by a person through cyberspace. We can also see this in UNIRAZAK students who use laptops who also interact with someone in cyberspace and in obtaining information through internet access.

2. RESEARCH METHOD

2.1 Types of research

This research is a qualitative descriptive study with an interpretive approach. The data of this research is qualitative data (data that is without figures and numbers), so the data is more of a substantive category which is then interpreted with references, references, and scientific references. The purpose of qualitative research is not to find the cause and effect of something, but only to try to understand a certain situation. This research procedure produces descriptive data in the form of written or spoken words from people or observable behavior.

2.2 Research sites

This study took place at the UNIRAZAK campus, Jebres sub-district, Surakarta City. The reasons the author chose this location are:

- a. The number of students who use laptops as a tool or media to support activities both in lectures and daily activities.
- b. The distance reached by the researcher.

2.3 Data Sources

An understanding of various kinds of data sources is a very important part for researchers, for researchers because the determination to choose and determine the type of data source will determine the accuracy and richness of data or information obtained without a data source. No matter how interesting a research problem or topic is, if the data source is not available, then it will have no meaning because it will not be able to be researched and understood. From the types of data needed to answer the problems that have been formulated well, then the types of data would be as follows (Nugrahani & Hum, 2014) (Arikunto, 2010):

- a. Primary data is a type of data source that is obtained directly from informants or sources, namely in this case primary data is obtained from UNIRAZAK students who use laptops as a tool or media to support activities, student activities in accessing the internet and communicating in cyberspace.
- b. Secondary data is a type of data source that comes from written media such as books, magazines, archives, newspapers, pictures, existing documentation related to activities and in accordance with the theme chosen in this study.

2.4 Data Collection Technique

Data collection in qualitative research in general can be grouped into two ways, namely interactive and non-interactive data collection techniques (Hamdi & Bahruddin, 2015) (Sutopo, 2002: 58). In this study, researchers used interactive techniques including:

a. Deep interview

In qualitative research, in general, interviews are not conducted in a strictly structured manner. Interviews were conducted with "open-ended" questions, and led to a depth of information, and were conducted in a way that was not formally structured. In-depth interviews can be conducted at the time and context conditions that are considered the most appropriate in order to obtain detailed, honest and in-depth data.

b. Observation Plays

Observation techniques are used to extract data from data sources in the form of events, places or locations, and objects, as well as recorded images. In this role observation, what is done is by looking directly at the activity, in this study directly seeing the activities or activities of UNIRAZAK students using laptops in accessing the internet and communicating in cyberspace.

c. Documentation

Documents take various forms, from simple written ones to more complete ones, and can even be in the form of other objects. In this study in collecting data, namely by looking back at the literature or documents as well as documentation photos that are relevant to the themes raised in this study.

3. RESULTS AND DISCUSSIONS

3.1 Results

a. Informant Profile

Table 1. UNIRAZAK Student Profile Laptop Users

No.	Name	age (years)	Majors courses	Place of Origin	Laptop Ownership
1.	Hanif	22	Sociology	Madison	4 years
			State Administration		
2.	Widdi	20	Science	Klaten	2 years
3.	Desta	23	Sociology	Wonosobo	1 year
			State Administration		
4.	beautiful	22	Science	Purwodadi	4 years
5.	Amen	22	Sociology	Magetan	3 years
6.	Dila	22	Sociology	Klaten	1 year
7.	Veronica	19	D3 Broadcast	Jakarta	1 year
8.	hero	20	Communication Studies	Surakarta	3 years
9.	Suyanto	23	Sociology	Karanganyar	3 years
10.	Chaca	20	Communication Studies	Surakarta	2 years

b. The Informant's View on Virtual World Communication on the Scope Among UNIRAZAK Students

1). Benefits of Laptops for UNIRAZAK Students

Laptops for most students are electronic goods that have many benefits both for completing work or tasks such as typing, laptops can also be a medium of entertainment for some people. Laptops that tend to be practical and have Wi-Fi (Wireless Fidelity) facilities can make it easier for most people, including students, to access the internet both on campus and other hotspot areas. This Wi-Fi facility is a wireless connection facility such as a cellphone using radio technology so that the user can transfer data quickly and safely in accessing the internet. The existence of a laptop will certainly be very useful for people who have high mobility such as students so that laptop users can carry out activities or complete their work at any time.

Table 2.UNIRAZAK Student Activities Virtual World Communication Friends

No.	Name	Benefits of laptops for UNIRAZAK students
1.	Hanif	The benefits of a laptop for doing assignments, downloading and <i>chat</i> (real communication)
2.	Widdi	Benefits other than doing tasks, can also be used as entertainment media such as playing games, playing DVDs or VCDs and for hotspots.
3.	Desta	To type or spell assignments and theses, browsing materials or references, downloading songs, playing games, accessing virtual world communications.
4.	Beautiful	As a learning tool, it makes it easier to do assignments, browse and communicate in cyberspace.
5.	Veronica	To do assignments, look for materials or references, as well as for internet access.

2). The Benefits of Cyberspace for UNIRAZAK Students Laptop Users

The virtual world is increasingly growing, many people are accessing the virtual world. For some people, the existence of cyberspace is very important. Many benefits they get with the virtual world. Not only benefits in terms of getting the latest information or news, but also the virtual world has become a telecommunications medium for the wider community. This is also felt by the informant, namely UNIRAZAK students who often access the virtual world.

Table 3.Benefits of the Virtual World for UNIRAZAK Students

No.	Name	Benefits of Cyberspace for UNIRAZAK Students
1.	Hanif	Benefits for obtaining information and communicating in cyberspace
2.	Amen	The benefit is for internet access in hotspot areas.
3.	Veronica	To do assignments, look for materials or references, as well as for internet access.
4.	hero	Benefits for downloading materials or references, as well as accessing Facebook.
5.	Chaca	To find coursework materials and access virtual world communication.

3). Intensity of Accessing Virtual World Communication

Today, the rise of virtual world communication has changed a little the pattern of people's lives. This is also felt by most of the informants who access the internet to communicate in cyberspace such as (e-mail, facebook, mailing list, friendster, twitter, and so on). This is also felt by most of the informants who access the internet to communicate in cyberspace such as (e-mail, facebook, mailing list, friendster, twitter, and so on). They revealed that their intensity in accessing the internet to communicate in cyberspace very tall. Some FISIP students who use laptops also admit that virtual world communications such as (e-mail, facebook, mailing lists, friendster, twitter, and so on) have a big influence on their daily activities. In every opportunity to access the internet they always take for access virtual world communication such as (e-mail, facebook, mailing list, friendster, twitter, and so on).

4). Friendship in Virtual World Communication

Virtual world communication is part of the virtual world. Virtual world communication (e-mail, facebook, mailing list, friendster, twitter, and so on) has become a trend among the public. It is undeniable that virtual world communication is a communication medium that is much favored by the public lately. Virtual world communication consisting of e-mail, facebook, mailing lists, friendster, twitter, and so on is a social network that has many benefits. Today many people access the social network Facebook in communicating in cyberspace. From a social point of view, the Facebook social network is very useful for making friends, be it new friends or old friends who haven't seen each other for a long time, thanks to the Facebook social network, relationships can finally be re-established.

There are many activities that can be done on social networks of virtual world communication such as Facebook which are widely accessed by informants, namely

updating status, writing comments, friends' Facebook walls and so on. From this Facebook social network, they can express the feelings they are feeling both happy and sad, they can share stories with friends in their virtual world communication. The social network Facebook is the right medium for someone who wants to relieve fatigue after activities. They consider that virtual world communication is also a part of their life that can be a place to devote everything. They don't hesitate to share their feelings with people they don't know. Some informants feel comfortable,

Table 4. UNIRAZAK Student Activities Virtual World Communication Friends

No.	Name	UNIRAZAK Student Activities Virtual World Communication Friends
1.	Hanif	Many find friends from elementary to college, change status more often and comment on friends' status
2.	Widdi	Find lots of friends from middle school, high school and friends now, change status and chat more
3.	Desta	Many find friends, both old friends and new friends, more change status.
4.	Beautiful	Find friends, both old friends and new friends, chat more often with friends
5.	Amen	Many friends, change status more often and see friends status
6.	Dila	Many friends from elementary-college, more changing statuses and commenting on status
7.	Veronica	Find lots of friends, and often change statuses and comment a lot on friends' statuses and chats
8.	hero	Obviously find a lot of friends, as well as change the status and comment on the status of friends
9.	Suyanto	Find lots of friends from high school to college, chat more
10.	Chaca	Find a lot of friends both old friends and new friends, change the status on twitter more

In friendship in cyberspace communication such as social networking, Facebook friendship can form certain communities. Communication networks and interactions that are carried out by someone in cyberspace communication can form a network similarity or a hobby that later forms a community. Communities in the Facebook friendship social network are usually based on the area of origin, the name of the school or university, hobbies, fans of artists or figures, and supporters of political figures, games (games) on Facebook and so on.

5). Advantages of Cyber Communication

Virtual world communication that is rife in society is an unavoidable reality, so many advantages are obtained from virtual world communication. The nature of virtual world communication such as the practical and easily accessible social network Facebook makes this network much in demand. The Facebook social network, which is currently widespread and widely accessed by the public, has changed people's lifestyles.

With the existence of virtual world communication such as the Facebook social network, it is easier for someone to establish a relationship with relatives, friends. In this Facebook social network, one can easily find old friends and even make new friends, can also express feelings and form communities. For political circles, the Facebook social network can also be used as the cheapest political campaign media, because the Facebook social network can be accessed by all people in the world. Some informants also feel the benefits of the existence of the social network Facebook. They revealed that by having the social network Facebook, they can establish a relationship with their friends, both old friends and new friends. On the social network Facebook they can also get new information

- a). Virtual world communication as a medium for developing writing talent and a source of information
- b). Virtual world communication is a land of business opportunities

6). Disadvantages of Cyber Communication

In the Facebook social network, there are many losses that are felt by the community, especially users of virtual world communication. The perceived loss is a decrease in a person's effective time, so that he forgets all the activities that are being done and results in a sense of dependence and individualism on virtual world communication. Not only that, the increasing number of crimes that exist in cyberspace communication creates worries and losses for users of cyberspace communications. Some informants also feel the same way that some people who use cyberspace communication feel. Following are the losses suffered by several informants:

- a). Loss of cyber communication on time effectiveness.
- b). Crime in cyber communication.

3.2 Discussion

The development of the scope of communication and information is not only limited to the press which only concerns mass communication media such as newspapers, magazines, radio and television. However, with the development of communication and information technology, the public does not need to find it difficult to obtain the latest information or news. Communication is the delivery of messages or news from one person to another. Humans communicate to share knowledge and experience, either orally, in writing, directly or indirectly. Through communication, the attitudes and feelings of a person or group of people can be understood by other parties. In this study, the laptop is a medium of communication. The existence of a laptop will certainly be very useful for people who have high mobility such as students, no exception UNIRAZAK students. Communication can run by utilizing the Wi-Fi (Wireless Fidelity) facility in the laptop. Communication by utilizing this Wi-Fi (Wireless Fidelity) facility can make it easier for laptop users to access the internet. The internet is a window to the world, at this time the internet has become an integral part of cyberspace life (Happy, 2008: 1).

Communication through internet access is often referred to as virtual world communication. The existence of virtual world communication is real in the midst of society, and it is not a strange thing or a taboo thing if someone communicates with other people not face to face but only communicates through electronic media or through virtual world communication. Two-way communication or more will become more interesting and more lively.

The development of virtual world communication is growing rapidly, supported by many social networks such as friends (facebook, mailing list, friendster, twitter, and so on). This is also supported by the large number of people who access the internet. The same thing can also be seen in informants, namely UNIRAZAK students who use laptops, who often access virtual world communication networks. The disclosure of informants will show an overview of the activities of UNIRAZAK students using laptops in cyberspace communication friendship networks, the positive and negative sides of virtual world communication. To find out more about virtual world communication, the following discussion:

a. Virtual World Communication UNIRAZAK Students Laptop Users

In this study, friendships made by UNIRAZAK students on virtual world communication networks can be analyzed using the social definition paradigm. Social definition which places Weber as an exemplar, especially Max Weber's analysis of an action. In the social definition contained two basic concepts. The first is the concept of Social Action (social action) and the second is about interpretation and understanding (interpretative understanding) or in terminology it can be called *Verstehen* (Subjective Understanding). Social action (social action) that Weber intended can be in the form of actions that are clearly directed at other people (Ritzer, 2004: 38-40).

In this paradigm, UNIRAZAK students are placed as actors who establish friendship relationships in cyberspace communication. The activity of UNIRAZAK students in accessing virtual world communication using laptops on campus is a social action. Virtual world communication carried out by the actor, namely a student of FISIP UNS, is a real action directed to other people, or it can be said that virtual world communication can be established by several friends in cyberspace. Meanwhile, in the second Social Definition concept, which is about interpretation and understanding (interpretative understanding) or in terminology it can be called *Verstehen* (subjective understanding) is the most famous aspect of Weber's thinking, which is a method for

obtaining a valid understanding of the subjective meanings of social action. This can be seen in the understanding of the actor, namely the student of FISIP UNS, regarding the friendship that exists in virtual world communication. In friendship in cyberspace communication there is a reciprocal relationship between one friend and another, in other words this friendship can be directed at other people or several individuals.

Virtual world communication networks such as (facebook, mailing list, friendster, twitter, and so on) have many benefits for someone who accesses them. In every opportunity to access the internet, informants, namely UNIRAZAK students, laptop users always take the time to access virtual world communications such as (facebook, mailing list, friendster, twitter, and so on), especially social networks Facebook and Twitter which are becoming a trend among students. On social networks Facebook and Twitter can be established a friendship and many activities are carried out in making friends in cyberspace. Activities that can be done in virtual world communication friendships include finding old friends and new friends, expressing feelings or sharing stories with friends through the status of the virtual world communication network,

In social networks Facebook and Twitter we can find friends, both old friends and new friends. Searching for friends in social networks is very easy, just by typing or entering someone's name or email, the name and photo will appear on the social networking profile. From this friend search, informants, namely UNIRAZAK students, can choose or even find old friends. Communication and interaction through virtual world communication can strengthen the relationship between one friend and another.

Friendship in virtual world communication can also be analyzed using the simulation theory proposed by Jean Baudrillard. Simulation is a process where you create something through a conceptual model or something related to a "myth" that cannot be seen in reality. Baudrillard describes that simulation is the process of creating real forms through models that have no origin or reference to their reality, thus enabling humans to make the supernatural, illusion, fantasy, imaginary appear real (Piliang, 2004:21).

This model becomes a determining factor in our view of reality. In essence, the virtual world communication friendship made by UNIRAZAK students using laptops can be said to be pseudo, because this communication does not appear in real terms only through the virtual world. Simulations can also be seen when they express feelings of both joy and sadness to their virtual friends. Expressing this feeling can be through writings on social networking status Facebook and Twitter, in comments they write on their friends' social networks or even when they chat (realtime communication) with their friends. Expressing feelings through this social network can be said to be pseudo or unreal, because they do not face to face or even know the person they are sharing with. However, this seems real when UNIRAZAK students who share their feelings through social networks Facebook and Twitter feel comfortable and trust their virtual friends. They feel that there are different things in expressing their feelings through social networks, besides being comfortable they also get a lot of more varied suggestions or input, so there is a certain satisfaction in themselves. From here also arises hyperreality where this hyperreality is the result of Simulation. besides being comfortable, they also get a lot of suggestions or input that is more varied, so there is a certain satisfaction in themselves. From here also arises hyperreality where this hyperreality is the result of Simulation. besides being comfortable, they also get a lot of suggestions or input that is more varied, so there is a certain satisfaction in themselves. From here also arises hyperreality where this hyperreality is the result of Simulation.

Hyperreality or Hyperreality creates a condition in which falsehood mingles with authenticity, the past mingles with the present, facts mingle with fabrication, signs merge with reality, and lies combine with truth. The categories of truth, falsehood, authenticity, issue, reality seem to no longer apply in the real world. It can be seen here that UNIRAZAK students who use laptops who access virtual world communication create a friendship relationship in cyberspace. Even their activities in virtual world communication seem real. The communication between the virtual world and the real world is difficult to distinguish in the scope of hyperreality. This is seen in the communities or groups that informants form on virtual world communication networks such as social networks Facebook and Twitter. The communities they form are based on common areas of residence,

hobbies or even certain hobbies. The many communities they follow are the most numerous communities, namely; "UNS Student Large Family Community" with the address www.facebook.universitasebelasmaret.com, as well as the UNS FISIP student community with the address www.fisip.ac.id In this community all UNS students from various faculties in the Facebook social network are included in this community.

Meanwhile, in other social networks such as Twitter, they can form fan groups or fan clubs for idols or figures they like and use as a source of inspiration. However, from the many communities or groups they participate in, not all informants know their friends. This is because they only participate and have the same thoughts or even a bond with their virtual world communication friends in the community. This condition is increasingly disguising between an authenticity and a falsehood.

From a Simulation and Hyperreality, Simulacra can also be created, where Simulacra is a sign or symbol made in the media or culture to perceive reality. Baudrillard, said that in modern society, reality has been replaced by a simulation of reality, which is only represented by symbols and signs. In this space, it is no longer recognizable which are genuine and which are fake, which are production and which are reproductions, which are objects and which are subjects, or which are markers and which are signifieds. This simulacra space allows one to explore various fragments of reality, both real and fictitious, to reproduce, engineer and simulate everything to its furthest limits. This simulacra can be seen in virtual world communication friendships that can continue into the real world. Meeting virtual friends into the real world creates a space where the boundary between the virtual world and the real world is very close. The sustainability of friendship relationships in the real world is due to the very high intensity of communication they have. In fact, this can also be seen in where the social network between two friends is where the space is called the simulacra space.

b. The Positive Side of Cyber Communication

Virtual world communication that is rife in the community, especially among UNIRAZAK students. Virtual world communication is a reality that cannot be avoided. The existence of virtual world communication among the public in general and UNIRAZAK students in particular has had a great impact on their pattern of life. The practical and easy nature of virtual world communication such as (facebook, mailing list, friendster, twitter, and so on) makes virtual world communication very popular. There are so many positive sides that can be taken from the existence of virtual world communication in their midst. The positive side that can be taken from the existence of virtual world communication include; establish ties with friends, relieve fatigue after activities, develop talent for writing articles on virtual world communication networks,

The social network Facebook and Twitter is one of the social networks for virtual world communication that is widely accessed by the public, especially UNIRAZAK students using laptops. In social networks Facebook and Twitter they can establish communication easily and smoothly, so that the relationship between them can always be well established. Apart from being a communication medium that can strengthen the ties of social networking, Facebook and Twitter can also be the right media to relieve fatigue for informants who are always busy with lecture activities and piled up coursework.

There are still many positive sides that can be taken from the existence of virtual world communication, namely developing the talent for writing articles which are then uploaded or added to social networks Facebook and Twitter as well as blogs. For some informants, namely students of FISIP UNS, laptop users, writing articles and adding them to social networks Facebook, Blog, and Twitter is their starting point to develop their talents as writers. For them social networks Facebook, Blog, and Twitter are the right media to channel their writing talent. Articles that they upload or add to social networks Facebook, Blog, and Twitter can be a source of information and knowledge for readers of virtual world communication networks.

With the development of social networks, virtual world communication, which is growing rapidly and has many accesses, it also opens up great opportunities for people who have businesses or businesses. For some informants, social networking, virtual world communication, such as Facebook social networks and blogs, are the right media to develop a business or business. The business or business they develop is not run alone but together with their parents,

relatives or even friends. The business or business they run is usually a trading business or offering goods. Goods offered on social networks Facebook and Blogs range from clothes, shoes, and so on. This offer is usually placed on advertisements on social networks Facebook and Blogs.

c. The Negative Side of Cyber Communication

It is undeniable that virtual world communication has changed society so that it becomes a smarter society and can take advantage of the results of technology properly. However, the developments experienced by these communities were not entirely good for them. This is due to the negative side of the existence of virtual world communication. This negative side is felt by many access to cyberspace communication, especially UNIRAZAK students who use laptops. The negative side of the existence of virtual world communication such as; there is a loss in the effectiveness of time for sharing, a sense of dependence on virtual world communication, as well as the existence of cyber crime that is increasingly growing in society, both Facebook, Blog, and Twitter.

For informants, the loss of virtual world communication on time effectiveness is very meaningful for those who have busy lecture activities. They often spend time in front of a laptop screen just to access virtual world communications, so other activities such as; Looking for assignment or reference material to do coursework is often neglected or late in doing it. This loss is also felt when they access virtual world communication via mobile phones, they spend more credit just to access virtual world communication. This is what makes them feel dependent on virtual world communication. This dependence makes them forget their schedule of activities.

Virtual world communication that can be accessed by anyone, so do not be surprised if the virtual world communication tends to be free. Virtual world communication is a manifestation of integrated information and telecommunications systems in a global network, where in cyberspace there are no binding boundaries and categories. The continuous development of technology, namely virtual world communication for various daily conventional activities, has paved the way for cyber freedom. This freedom is what makes the emergence of crime in cyberspace (Cyber Crime). Lately, there have been many crimes in cyberspace, especially in cyberspace communication networks, namely the Facebook social network. Crimes on the Facebook social network are in the form of incitement or fraud on someone who accesses the network. Some of the informants also experienced crimes in cyberspace. This crime is in the form of hijacking social network accounts in cyberspace communications and also fraudulent payment of a sum of money when ordering goods offered on the social network Facebook. This crime continues to grow when cyber technology is still not accompanied by the readiness of the legal world and its equipment.

4. CONCLUSION

This research is motivated by the development of the pattern of people's lives in the modern era which gradually developed into the post-modern era. In this era, the development of technological results in the form of laptops, which can be used to access the internet, especially access to virtual world communications, emerged. UNIRAZAK students can access the internet, especially virtual world communication using laptops, so the researcher wants to dig deeper into the virtual world communication that is accessed by laptop users of UNIRAZAK students.

Modernization is a change in society that moves from a traditional state or from a pre-modern society to a modern society. According to Anthony Giddens, modernity is seen as a juggernaut that offers a number of advantages, but also poses various dangers. Among the dangers Giddens emphasized are the risks associated with the modern giant armored movement. However, in the last few decades and in different fields (art, architecture, literature, etc.) there has been a series of developments that are considered by experts as post-modern phenomena, the implication is that it does not only mean that post-modern phenomena emerged after the modern period, but there is also a problem with modernity that occurs in a society. Postmodernism has entered the order of behavior patterns, social interactions and lifestyles of Indonesian people, especially in big cities. Postmodernism can be seen from the increasing behavior, social interaction and lifestyle of people in Indonesia. It is undeniable that the life of modern society has changed the system that existed in the previous society.

Along with changes in the existing system in society, unlimited technology has also developed which was created by many scientists in the world. Technological development knows no age and place. Technology must also be accompanied by the development of education and knowledge, so that the use of technology is not excessive. However, it's a shame that technological developments cannot be stopped or stopped for a moment for those who are not ready to face these technological developments, even the discourse of "outdated" for people who are not ready to accept technological developments.

Technological developments began with the development of communication technology, with the telephone, telegram, fax, and computer which later developed into a laptop. Laptops that tend to be practical and have Wi-Fi (Wireless Fidelity) facilities can make it easier for some students to access the internet. This facility has beneficial benefits for laptop users, especially for UNIRAZAK students, because they can access the internet easily without having to come to an internet cafe (Internet Warung). Internet access (international networking / interconnected network) is not only for communicating, but to obtain the latest information. Face-to-face communication is now slowly starting to be replaced by face-to-face communication or often referred to as virtual world communication or virtual communication. Virtual world communication that is widely accessed by UNIRAZAK students using laptops is influenced by internal factors, namely their inner desire to master technology and also have a sense of communicating and establishing friendships with friends in cyberspace. While the external factors are the development and progress of Science and Technology and the rise of virtual world communication among the community.

Access to social networks, Facebook, in communicating in cyberspace, is one of the most popular internet access for UNIRAZAK students using laptops. From a social point of view, the Facebook social network is very useful for making friends, be it old friends or new friends. In social networks, they can share their feelings or share stories with friends on the network. In addition, this social network can also open up business opportunities, develop writing talent and so on. Not only the benefits obtained from the existence of virtual world communication, but there are also disadvantages obtained from virtual world communication including the loss of time effectiveness experienced by UNIRAZAK students who use laptops, as well as the existence of crimes in cyberspace experienced by several informants, namely UNIRAZAK students who use laptops. The results of this study indicate that the virtual world communication carried out by UNIRAZAK students using laptops such as communicating and establishing friendships on social networks, virtual world communication is a pseudo or unreal thing.

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