

# International and Interdisciplinary Conference on Arts Creation and Studies

Vol. 4, Tahun 2022, *pp*. 67-75 eISSN 2722-0826

https://conference.isi-ska.ac.id/index.php/iicacs/index

# The impacts of cyberhate as a creation idea of painting artworks

## Arum Wilis Kartika Ayuningtari a,1,\*

- a Institut Seni Indonesia Yogyakarta, Indonesia
- <sup>1</sup> arumwilis7@gmail.com
- \*Correspondent Author

KEYWORDS ABSTRACT

Cyberhate impact Painting Artwork Bullying Concerns and anxiety about the rise of cyberhate cases are the background for creating this creation. Cyberhate is a very urgent phenomenon to be addressed immediately because the frequency of its emergence is increasingly spreading in line with the development of digital technology currently. This creation aimed to create representational-deformative paintings with ideas originating from the impact of the cyberhate phenomenon. The creation of this painting used a combination of two methods: practice-based research and practice-led research. The process of collecting data was obtained through literature study and document study. The result of this creation was in the form of three two-dimensional paintings that have symbolic meanings with acrylic on plywood media. These three artworks had the titles (1) Burdened, (2) Hate Comments, and (3) Your Words Killed me. This creation was helpful as a medium of criticism and education to the public related to the phenomenon or topic of cyberhate. This phenomenon deserves to be wary of and must be stopped immediately to avoid negative impacts that harm the victims.

This is an open-access article under the CC-BY-SA license.



#### 1. Introduction

Social media is one aspect that cannot be separated from human life especially in this digital era. Social media is an online media using web-based technology to support social interactions that turn communication into interactive dialogue (Rafiq 2020, 19). It is undeniable that social media provides a myriad of problems in its development. Borrowing Gillan Wong Miswardi's metaphor, social media is a double-edged sword, because a tool can promise benefits that help improve lives, but it also comes with some drawbacks. This online media has a negative impact by reducing the quantity of a person interacting face-to-face with others (Miswardi 2015). (Chao 2015) argues that the negative effect of the internet is the rapid reproduction and rapid legitimacy of discrimination. The legitimacy and discrimination that exist in social media can take many forms including hoaxes, cyberhates, hate crimes, cybercrime, cyberracism, cyberbullying, and cyberradicalization. Social media has become a virtual place where many individuals or groups meet from different backgrounds, characteristics, or thinking events. Cited from (Windisch, Wiedlitzka, and Olaghere 2021, 1) internet is a tool for communicating and connecting with people around the world, but its perceived anonymity, availability, and instant access have made it difficult to disseminate hateful content. Meeting people from various circles has caused many social problems, such as prolonged conflicts, online phishing, and online hate speech or cyber-hate. Amin et al (2018:3) explained that freedom of participation or discretion in responding to issues raised through social media is often

expressed in hostile language, disrespect, abuse, and can even lead to racism.

Cyberhate is a form of online bullying that individuals or groups carry out using digital technology. Cyber hate has been viewed as an online xenophobia, defamation, discrimination, harassment, and violence against particular social groups (Blaya and Audrin 2019). Misusing social media with negative purposes is detrimental to other users. Rampant cyberhate nowadays is caused by internet users' freedom to explore social media so that they can launch actions without thinking about the consequences. Besides that, hatred is also an essential human trait (Ningrum, 2019:243). Cyberhate affects adults, and all age groups can also be targets of this type of crime, such as children or teenagers. Oksanen et al found that the increase in cyberhate was also accompanied by an increase in the percentage of social media use (Anwar 2017, 141). Bullying is a social phenomenon often encountered in schools, communities, and digital platforms. The mental resilience of individuals who cannot regulate emotional turmoil tends to be low. People in this category are less able to fortify themselves if they have problems with social media. Many people suffer because they cannot adapt to the environment. As a result, many of them experience depression with complex environmental conditions (Hidayati & Farid 2016:138). These individuals are also easy targets to become victims of cyberhate. They are considered unable to stand alone to defend themselves. However, there were also several cases where the victims were adults with mature mindsets who became cyberhate victims and could not find solutions to these problems. Therefore, it could be concluded that cyberhate acts could impact anyone of all ages.

Many cyberhate victims have experienced psychological trauma, which could trigger several negative impacts, such as mental health disorders, extreme actions, the potential for suicide, and the emergence of nihilism. Thus, undoubtedly, the topic of cyberhate needs to be raised regularly to raise awareness in the community. Therefore they can take preventive measures. The creation of this painting aims to criticize cases of violence that are rife by visualizing cases and the impact of violence suffered by cyberhate victims. The artwork is made in the form of a two-dimensional painting with representational-deformative visualization of objects, using plywood media and acrylic paint. The creation of this work was intended as a medium of expression in conveying a personal expression of the cyberhate phenomenon. This phenomenon must be watched out for and stopped immediately to minimize the negative impacts that harm the victims. The response to this phenomenon came from criticism, which was visualized through painting. Art is one of the human needs without realizing it, art is closely related to human daily activities. In the creation of works of art also cannot be separated from the aspects of experiences related to life that have aesthetic taste and aesthetic experiences. The creator expresses his experiences and feelings in a work of art. Art exists as a visual language to be a means of communication from expressing the feelings and thoughts of the creator to others whose impact can affect emotionally and penetrate the soul who enjoys

The definition of painting is an expression of the creator's feelings or thoughts to others so that they can know what the creator feels. Then the art of painting can also be called a manmade tool to bring out some psychological effects on other individuals who see the work and is a means of communicating the inner experiences of the creator which is presented beautifully so that it can stimulate inner experiences in the audience (Susanto 2011, 10). The representational-deformative two-dimensional painting was chosen because this form of work was considered the easiest to understand by the public. The form of a two-dimensional painting could project various messages or narratives that would make the audience moved to interpret it. The form of the object was visualized in a representational-deformative manner, meaning that the audience could still know the original or the tangible forms of the objects so that the message or intent contained in the painting could be well received. It was in contrast to abstract style painting, which resulted in multiple interpretations to an infinite level or difficulty in interpreting the work. It caused the public to appreciate and understand representational paintings easier rather than abstract ones.

# 2. Method

The methods used to create this art consisted of practice-based and practice-led research methods. The creation used practice-based research methods in general; namely, the researcher conducted particular research or observations, then entered the empathy stage, merged into one with the problem being studied, and had the experience felt by the research subject. The practice process emerged new knowledge, which was then processed into a working concept and poured into a painting. Meanwhile, the creation using the practice-led research method was that the artist did the work first and then explored different meanings or interpretations to find new facts or understandings through practice in their subjects. In addition to conducting research or observations, the author also conducted a literature review method according to the topic of creation raised through books and journal articles. The stage of art creation used in this painting creation process is the method of L. H. Chapman, a woman born in 1935 who works in the field of art education. This method was chosen because it is easy to understand and apply in the process of creating this painting work. In the process of creating artwork to completion, there are several steps that need to be done. According to L. H. Chapman in Sahman (1993: 119), creation takes place in three stages, namely (1) the inception of the idea, (2) elaboration and refinement, (3) heention in a medium.

# 2.1. The Inception of The Idea

This stage is an effort to find ideas that can also be a source of inspiration. The source of inspiration can be obtained from anywhere such as the environment where you live. In this work, the idea comes from an actual phenomenon related to hate speech that the author encounters on Instagram social media. From the author's observation, this hate speech was directed at a young girl who was caught up in a case of violence. Many people were furious and participated in giving "punishments" and channeling their anger through hate speech in the comments column of the young woman's account. After being investigated by the authorities, it turned out that the teenager was not the perpetrator of the violence case. As a result of vigilante behavior through hate speech, this teenager suffered many losses, such as depression and material losses. Not only this case but there are also many other cyberhate cases that have occurred and not a few victims have felt the impact.

# 2.2. Elaboration and Refinement

In the refinement stage, there are also efforts to develop and solidify initial ideas. The refinement stage means developing an idea into a visual form or tangible form. Based on this idea, the author wants to provide a critique of the cyberhate phenomenon which is very widespread along with the development of this technology. Criticism is manifested in the form of a painting with a visual concept that shows the impact of the cyberhate phenomenon experienced by its victims.

#### 2.3. Heention in a Medium

This stage is to visualize ideas in a medium by utilizing certain media (tools and materials) and various techniques. The author chose the media in the form of acrylic on plywood for the process. The painting technique used is the plaque technique, color gradations, and shading. The creator considers several aspects of making this art creation, with the hope that the ideas and feelings in the work can be conveyed to the appreciator. Art exists as a visual language that is made to be a communication instrument or platform to express feelings and thoughts from the artist to audiences and give them a psychological impact in the form of aesthetic experiences.

#### 3. Results and Discussion

#### 3.1. The Creation Process of The Artwork

In the process of creating the artwork, there were several media in the form of tools and materials used in making paintings. The following were the media used in the process of

## creating this painting:

- Media; Artwork is a transformation of an ideal form into a visual form; therefore, the work
  will not be realized without the existence of media in the form of tools, materials, and
  work media. Media in painting is a means to show the idea of the creator. The media the
  author used to create the painting consisted of plywood, acrylic paint, poster paint, wall
  paint, pencil, eraser, brush, and black pen.
- Technique; Ideas can appear optimally if a creator can master the technique of working well. Mastering various painting techniques provided an opportunity to develop ideas into visual forms further. The creation of this painting used several techniques to support the quality of the work, namely plaque, gradation, and shading techniques. The plaque technique in painting uses paint with conditions that were applied in a concentrated and thick state was closing. The gradation technique was a color transition technique from dark to light colors. Then, the shading technique was used to shape or emphasize the dark and light in the painting object.
- Visual Concept; Realizing the concept of an idea into a work of art requires a visualization process, and converting an idea into representative visual forms or symbolic meanings can accurately describe the idea. Painting that is created in the form of representational means painting that refers to natural objects as a form that can still be recognized as the origin of these natural objects, even though they have undergone changes, either through simplification or styling (Widodo 2011, 3). When observed from its visualization, representational painting uses shapes of objects or figures that have been abstracted, deformed, distorted, and distilled. The leading figures in this painting with the theme of the impact of cyberhate were the victims of this crime themselves. Victim figures with such poses were chosen to show how helpless the victims of this cyberhate crime are. There are several additional objects at work, such as carnations, black dogs, gadgets, hate speech texts, and self-harm tools like cutters and arrows. Furthermore, the background in the form of a representation of the dark and quiet part of the forest was chosen to support the sad, gloomy, and pitiful atmosphere. The background was made with black gradations on the outer side of the painting medium and the corners to emphasize the gloomy atmosphere because it looked dark. The color composition used value shades to support a gloomy background and color value tints on the youth representation object so that the audience could be directly focused on the main object.
- Sketch of Artworks; After the idea concept had been "translated" into a visual concept, the next step was to finalize the work design by making a sketch. The sketch of the work was made on drawing paper with A4 paper size and visualized using a pencil with the code thickness HB. The following is the final sketch of the three works made in the process of creating this painting, Fig 1.



Fig 1. Final Sketch

After the final sketch had been made, the sketch was transferred to the working medium on the surface of the plywood. Before being transferred, this medium was coated with base or primary paint, namely white wall paint. Then, a sketch can be made on it. After the sketch had been finished, it entered the coloring stage according to the planned visual concept. Furthermore, the coloring process, then the work's finishing stage was implemented by outlining the object and light-dark shading using a black pen.

#### 3.2. The Artwork Final Result

This painting was not just visualized without meaning. However, it contained an implied meaning representing issues that originated from the concept of the artwork. The following was the final result or form of the painting that had been created:

• Burdened, 2022, medium acrylic on plywood, size 70x70 cm, Fig 2. The main object in this work was a person who seemed to be holding a canned telephone. The victim seemed to have a sad expression. The sad atmosphere was also increasingly supported by the angle of the light that shone on the main object from above. Then, in addition to the victim object, there were additional objects, such as two hearts that were split open and pierced by arrows on the right and left sides of the main object. This work described cyberhate victims who experienced a phase of insecurity. It was illustrated by the gloomy atmosphere around the victim and the burden of thoughts depicted by the presence of bricks falling on his head. Repeated bullying could affect or reduce a person's selfconfidence (Sukmawati & Kumala 2020:59). The victim was described as receiving messages through what appeared to be a canned telephone. Along the canned telephone wires, there was hate speech or "sarcasm" that made the victim feel insecure and empty. It was visualized by the shape of the main object's chest with a hole. The hateful words hurt the victim's feelings, visualized with the heart being split in two on the right and left sides of the main object and looking like a giant bow was stabbed by a large arrow. Hate speech is information disseminated through social media to vilify individuals and groups, containing insults, blasphemy, defamation, provocation, unpleasant actions, and inflammation (Muannas & Mansyur 2020:127). The message of this painting was never to give hate speech or cruel words toward someone. Hate speech is defined as any expression that propagates, incites, encourages, or justifies hatred, discrimination, xenophobia, or other forms of hatred based on intolerance (Görzig 2022). We do not know what that person has been through. A few words can change a person's life, which in this case, will push people towards negative things such as lowering self-confidence to more fatal things such as depression or extreme acts of suicide. Literacy regarding the importance of maintaining speech on social media needs to be improved to reduce similar cases from happening.



Fig 2. Burdened, acrylic on plywood 70 x 70 cm

Hate Comments; 2019, medium acrylic on plywood, size 35x50 cm, Fig 3. According to the idea, this work had three main objects related to each other. The objects were victims of cyber-hate, a gadget, and a black dog. Cyberhate (also known as hate speech) is an offensive, defamatory, or threatening posts, comments, or text messages, video, and pictures that usually through information and communication technologies directed at person or group by their genders, sexual orientation, disability, race, ethnicity, nationality or religion (Bastick 2021). The victim was visualized as if he was coming out of a giant device. The screen on the device showed the Instagram social media application window. specifically the comments feature. In the comment column, there were hate speeches. These comments were obtained from actual comments launched by accounts on Instagram aimed at a teenager who was viral at that time because of a case. The culture of "friendship" with a negative connotation is widespread today. As described by the author, social media users felt they had the right to curse, judge or justify the phenomena. Electronic communication is fully integrated into our daily lives. It provides an unprecedented means of promoting freedom of communication and expression around the world, but it can also be abused to sow hatred (Blava, Audrin, and Skrzypiec 2022). The victim trying to get out of the device was visualized as if he was injured because he was hit by broken glass from the device's screen, seen from the glass stuck to the victim's body and the blood flowing around him. It was a symbol of cyberhate actions where malicious comments could cause injury to the individual as the target of the hate speech. If the victim's mentality cannot accept or stem the injury received, it could lead to depression or trigger extreme actions such as suicide. Behaviors that only used social media services to chat tended to be affected by abuse or irregularities in these services, such as cyberbullying (Riswanto and Marsinun 2020, 100). Depression in this painting was symbolized by a teenager holding a black dog object



Fig 3. Hate Comments, acrylic on plywood 35 x 50 cm

Your Words Killed Me; 2019, medium acrylic on plywood, size 70x90 cm, Fig 4. This painting had the main object, i.e., a teenager who looked down with one hand carrying a white carnation and one hand looked slashed and covered in blood. This teenager was seen slumped in a dark and silent forest. Besides the main object, there were additional objects in the form of giant arrows, a device, a cutter, and many hate-speech words. Gadgets and social media were new windows to the field of knowledge. However, unwittingly, this technology also opened the way for criminal activities such as cyberhate. Perhaps, some people, especially adults, could still filter and choose not to care about these malicious comments. Nevertheless, hate comment was a firm slap for some people

with unstable emotions. They had the potential to swallow these comments raw so that it could disrupt their psychology which could lead to depression. If not treated immediately, victims could do terrible things such as self-harm because they respect people's comments and blame themselves. Self-harm has other terms; self-injury or non-suicidal self-injury is a self-injury or self-destructive behavior carried out intentionally without intending to commit suicide (Tarigan and Apsari 2021, 216). However, there is a link between self-harm behavior and suicidal ideation in someone suffering from depression (Harris, Beese, and Moore 2019). Usually, it is done to reduce or overcome emotional stress. One of the factors that cause victims to self-harm is their inability to respond to the negative things they receive and a low level of tolerance for the problems they encounter. This painting had a message that cyberhate actions could cause someone to take extreme actions such as self-harm. Therefore, the wise nature and awareness of social media users were essential. Being wise in social media, such as eliminating the habit of insulting or blaspheming someone online, could reduce the number of victims of cyberhate.



**Fig 4.** Your Words Killed Me, acrylic on plywood 70 x 90 cm

# 4. Conclusion

This art creation research departed from the phenomenon of cyberhate or online bullying experienced by teenagers. This phenomenon was expressed representationally and symbolically in the visual form of a painting. Through the creation of this painting, the author wanted to criticize the cyberhate phenomenon that was rife in this digital era. This creation was a form of personal expression of the cyberhate phenomenon, manifested in three paintings using acrylic on plywood media. These three works of painting described the dangers or impacts of cyberhate crime cases. This crime resulted in various negative impacts on many victims, such as lack of confidence, depression, and extreme actions such as self-harm and suicide. This painting was created as a medium of criticism and education for the public and audience, especially active social media users. The creation of this work was expected to provide a new perspective to the community and ignite common awareness. It was intended so that the public could be more aware of this case and further limit the potential for similar actions they might take. In addition, the creation of this painting was also expected to provide encouragement or motivation to young colleagues, both artists, and academics of art creation, to be more enthusiastic in their work to archive their ideas in the form of articles or scientific writings.

# Reference

- Amin, Khoirul, Mohamad Dziqie Aulia Alfarauqi, and Khusnul Khatimah. 2018. "Social Media, Cyber Hate, and Racism." *Komuniti : Jurnal Komunikasi Dan Teknologi Informasi* 10 (1). doi: 10.23917/komuniti.v10i1.5613.
- Anwar, Fahmi. 2017. "Perubahan Dan Permasalahan Media Sosial." *Jurnal Muara Ilmu Sosial, Humaniora, Dan Seni* 1 (1). doi: 10.24912/jmishumsen.v1i1.343.
- Bastick, Zach. 2021. "Would You Notice If Fake News Changed Your Behavior? An Experiment on the Unconscious Effects of Disinformation." *Computers in Human Behavior* 116. doi: 10.1016/j.chb.2020.106633.
- Blaya, Catherine, and Catherine Audrin. 2019. "Toward an Understanding of the Characteristics of Secondary School Cyberhate Perpetrators." *Frontiers in Education* 4. doi: 10.3389/feduc.2019.00046.
- Blaya, Catherine, Catherine Audrin, and Grace Skrzypiec. 2022. "School Bullying, Perpetration, and Cyberhate: Overlapping Issues." *Contemporary School Psychology* 26 (3). doi: 10.1007/s40688-020-00318-5.
- Chao, En Chieh. 2015. "The-Truth-About-Islam.Com: Ordinary Theories of Racism and Cyber Islamophobia." *Critical Sociology* 41 (1). doi: 10.1177/0896920513508662.
- Görzig, Anke et al. 2022. "The Amplification of Cyberhate Victimisation by Discrimination and Low Life Satisfaction: Can Supportive Environments Mitigate the Risks?" *The Journal of Early Adolescence* 0 (0).
- Harris, Isobel Marion, Sophie Beese, and David Moore. 2019. "Predicting Repeated Self-Harm or Suicide in Adolescents and Young Adults Using Risk Assessment Scales/Tools: A Systematic Review Protocol." *Systematic Reviews* 8 (1). doi: 10.1186/s13643-019-1007-7.
- Hidayati, Khoirul Bariyyah, and M Farid. 2016. "Konsep Diri, Adversity Quotient Dan Penyesuaian Diri Pada Remaja Khoirul Bariyyah Hidayati." *Jurnal Psikologi Indonesia* V (2).
- Miswardi, Gillian Wong. 2015. "Digital Media: A Double-Edged Sword for Representative Democracy." *International Idea 20th Anniversary Essay*.
- Muannas, and Muhammad Mansyur. 2020. "Model Literasi Digital Untuk Melawan Ujaran Kebencian Di Media Sosial." *IPTEK-KOM: Jurnal Ilmu Pengetahuan Dan Teknologi Komunikasi*) 22 (2).
- Ningrum, Dian Junita, Suryadi Suryadi, and Dian Eka Chandra Wardhana. 2019. "Kajian ujaran kebencian di media sosial." *Jurnal Ilmiah KORPUS* 2 (3). doi: 10.33369/jik.v2i3.6779.
- Rafiq, Ahmad. 2020. "Dampak Media Sosial Terhadap Perubahan Sosial Suatu Masyarakat." *Global Komunika* 1 (1).
- Riswanto, Dody, and Rahmiwati Marsinun. 2020. "Perilaku Cyberbullying Remaja Di Media Sosial." *Analitika* 12 (2). doi: 10.31289/analitika.v12i2.3704.
- Sahman, Humar. 1993. Mengenali Dunia Seni Rupa: Tentang Seni, Karya Seni, Aktivitas Kreatif, Apresiasi, Kritik Dan Estetika. Semarang: IKIP Semarang Press.
- Sukmawati, Agustin, and Ayu Puput Budi Kumala. 2020. "Dampak Cyberbullying Pada Remaja Di Media Sosial." *Alauddin Scientific Journal of Nursing* 1 (1).
- Susanto, M. 2011. "Diksi Rupa: Kumpulan Istilah Dan Gerakan Seni Rupa." In *Yogyakarta:* DictiArt Lab & Djagad Art House.
- Tarigan, Thesalonika, and Nurliana Cipta Apsari. 2021. "Perilaku Sel-Fharm Atau Melukai Diri Sendiri Yang Dilakukan Oleh Remaja (Sel-Fharm or Self-Injuring Behaviour by Adolescent)." Focus: Jurnal Pekerjaan Sosial 4 (2).

- Widodo, Triyono. 2011. *Pengantar Seni Lukis Semi Abstrak/Representasional*. Malang: Pustaka Kaiswaran.
- Windisch, Steven, Susann Wiedlitzka, and Ajima Olaghere. 2021. "PROTOCOL: Online Interventions for Reducing Hate Speech and Cyberhate: A Systematic Review." *Campbell Systematic Reviews* 17 (1). doi: 10.1002/cl2.1133.