

## CHAPTER ONE

### INTRODUCTION

#### A. Background

Currently, social media users in Indonesia are critical of Indonesia's infotainment program since the broadcasts frequently feature personal difficulties in celebrities' lives that have no components of public interest at all. This infotainment show is regarded as one of the factors that contribute to people's popularity, not because of their accomplishments but because of their sensations. This is an important consideration because children may now access and watch infotainment shows. Especially now that Indonesia is in the grip of the Covid-19 pandemic, the intensity with which youngsters watch television and use cell phones is increasing.

The appearance of a new lethal virus known as the coronavirus (Covid-19) stunned the globe at the beginning of 2020. Covid-19 began to reach Indonesia in March 2020 till now. Regulations in all COVID-affected nations, such as Poland, have begun to impose societal constraints. To prevent pandemics, the Polish Government imposed a variety of restrictions, including bans or prohibitions on certain sorts of commercial operations.<sup>1</sup>

Initially, Indonesia merely placed limitations on specific categories of individuals in the hope of preventing the virus' spread. Schools, institutions, and even offices were forced to lock. The social limitations were first implemented for

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<sup>1</sup> Edyta Bombiyak, "Young Employee Security During the COVID-19 Pandemic - Polish Case Study", *Journal of Human Security*, Vol 17, No 1 (2021), p. 81.

14 days but were eventually extended for an indefinite period of time. At the time, all Indonesians' lives changed as students carried out learning activities via an online system in the form of e-learning. Employees began implementing Work from Home (WFH) to break the chain of the virus' propagation.<sup>2</sup>

However, societal limitations in the form of appeals and suggestions appear to be less successful in reducing Covid-19 spread in Indonesia. Some offices and businesses continue to carry out duties that require people to work in an office, as they did previously. After a few months, schools attempted to carry out face-to-face teaching and learning activities under strict circumstances. But then the number of Covid patients and death rates in Indonesia increased.<sup>3</sup> As a result, on April 10, the Government began implementing Large-Scale Social Restrictions or in Bahasa is *Pembatasan Sosial Berskala Besar* (abbreviated as PSBB) for DKI Jakarta, which was later extended to other cities, and the implementation of PSBB has been regulated in Government Regulation No. 21 of 2020. During PSBB, all events that draw huge crowds are prohibited, employees are compelled to work from home, schools will continue to use the online system, and cafés can only be opened for a limited time. It was subsequently replicated in other regions.

On July 3, 2021, the Government placed limitations on community activities, or in Bahasa is *Pemberlakuan pembatasan Kegiatan Masyarakat* (abbreviated as PPKM) for the Java and Bali areas, beginning with level 1 and

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<sup>2</sup> Matdio Siahaan, "Dampak Pandemi Covid-19 terhadap Dunia Pendidikan", *Jurnal kajian Ilmiah*, Vol 20, No 2 (2020), p. 1-3.

<sup>3</sup> Wibowo Hadiwardoyo, "Kerugian Ekonomi Nasional Akibat Pandemi Covid-19", *Journal of Business and Entrepreneurship*, Vol 2, No 2 (2020), p. 83.

lasting 14 days before being expanded to level 4 to combat the spread of Covid-19.<sup>4</sup> According to data on the Ministry of Health's website on October 31, the number of people infected with the coronavirus has already topped 4 million, with 4,244,358 positive patients, 4,088,635 Covid-19 patients who recovered, and 143,405 Covid-19 patients who died.<sup>5</sup> Therefore, during this Covid-19, due to quarantine and a lack of places to go, the usage of smartphones and other technology during the pandemic has expanded significantly. Parents and children are expanding their use of technology and spending their time on social media as well.<sup>6</sup>

In Indonesia, television is regarded as one of the most dependable electronic gadgets by the public. Over the last few years, technology usage has continued to develop at a tremendous pace.<sup>7</sup> Currently, the use of smartphones by children is increasing to the point that it has the potential to produce psychological problems in the kid population. As a result, the dangers of smartphone use must be recognized. Minors are a particularly susceptible category, owing to issues with self-regulation and undeveloped control abilities.<sup>8</sup> It is one of the pieces of

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<sup>4</sup> Amirullah, 2021, "Gonta-Ganti Istilah dari PSBB, PPKM Mikro, PPKM Darurat, Apa Bedanya?", <https://nasional.tempo.co/read/1478808/gonta-ganti-istilah-dari-psbb-ppkm-mikro-ppkm-darurat-apa-bedanya/full&view=ok>, (Accessed on November 2, 2021 at 09.00 P.M).

<sup>5</sup> Ministry of the Health Republic of Indonesia, 2021, "Situasi Covid-19", <https://www.kemkes.go.id/>, (Accessed on October 31, 2021 at 03.00 P.M).

<sup>6</sup> Pierpaolo Limone, and Giusi Antonia Toto, "Psychological and Emotional Effects of Digital Technology on Children in Covid-19 Pandemic", *Brain Sciences*, Vol 11, No 9 (2021), p. 2.

<sup>7</sup> Kyung Shick Choi, *et al*, "Mobile Phone Technology and Online Sexual Harassment among Juveniles in South Korea: Effects of Self-Control and Social Learning", *International Journal of Cyber Criminology*, Vol 11, No. 1 (2017), p. 110.

<sup>8</sup> Meera Choi, *et al*, "Arts and Crafts as an Educational Strategy and Coping Mechanism for Republic of Korea and United States Parents during the COVID-19 Pandemic", *International Review of Education*, Vol 66, No 5 (2020), p. 720.

equipment that is an inseparable part of society as well as television since most people rely on television to acquire the most up-to-date information in the nation.<sup>9</sup>

According to a study of Indonesian television watchers, the Covid-19 pandemic and the strategy of encouraging people to stay at home increased television viewership of news. Nielsen Television Audience Measurement (TAM) monitored eight thousand people aged five and above in eleven cities in Indonesia. In the last week, the average number of watchers or viewership in the eleven cities grew. On March 18, the Children's viewing category (ages 5-9 years) climbed dramatically, from an average rating of 12% to 15.8 %. Even in Jakarta, this section had the highest rating of 16.2 %. According to a study of Indonesian television watchers, the Covid-19 pandemic and the strategy of encouraging people to stay at home increased television viewership.<sup>10</sup>

This demonstrates that television is something that is in high demand by people of all ages and groups since it may have a beneficial influence because it offers up-to-date information, education, general science, amusement, and so on. Television viewing is popular among people of all ages and demographics, including children. Children have a desire to watch television programs such as entertainment shows, infotainment broadcasts, etc.

Essentially, infotainment shows may be both fun and a method of increasing their insight and understanding, both of which will be extremely beneficial in

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<sup>9</sup> Nurliana, "Televisi sebagai Media Dakwah Islam dalam Kehidupan Masyarakat Indonesia", *Jurnal Peurawi: Media Kajian Komunikasi Islam*, Vol 3, No 1 (2020), p. 133.

<sup>10</sup> Mila Lubis, 2020, "Covid-19 dan Dampaknya pada Tren Konsumsi Media", <https://www.nielsen.com/id/id/press-releases/2020/covid-19-dan-dampaknya-pada-tren-konsumsi-media/>, (Accessed on 31 October 2021 at 01.00 P.M).

growing their general knowledge. Further, during this pandemic, infotainment shows are one of the shows that might relieve tedium or ennui in society, particularly among youngsters. This is due to the fact that these broadcasts can provide exciting activities such as information about popular personalities in the course of their work. Furthermore, it can have a similar influence on the child's body and mind, allowing youngsters to always think optimistically, actively, and imaginatively.

As a result, the availability of television and programming on it is projected to have a positive influence since television can also be used to foster intimacy between families by viewing together. Regrettably, the good influence anticipated by the community has not been completely realized. Currently, television in Indonesia lacks a program that distinguishes between what is acceptable for adults and what is appropriate for children, as well as broadcast hours that are not modified.<sup>11</sup> This is an issue in and of itself because there are so many shows available nowadays that should be viewed by adults but can also be accessible by children.

This may be handled in a variety of ways, one of which is with parental support, but with the condition of parents who spend most of their time at home working. As a result, not every household will be able to do this. Allowing children to watch television without being controlled exposes them to a spectacle that is

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<sup>11</sup> Denico Doly, "Politik Hukum Pelindungan Anak Terhadap Program Siaran Televisi", *Kajian*, Vol 21, No 4 (2017), p. 298.

destructive to their growth and development because children who are classified as minors are unable to discriminate between what is good and what is wrong.

The shows that are unsuitable for youngsters cause a variety of occurrences to occur. Children frequently replicate what they see on television, which is detrimental to their development. Events or shows that are frequently presented on television are infotainment shows, which should contain the most recent news as well as news related to the achievements of the nation's children, which are very worthy of praise. However, what is now displayed in infotainment is the private lives of public figures, which should not be made public. This is done on a regular basis due to the high level of customer interest in this event. This demonstrates that infotainment shows are now unsuitable for viewing, particularly by youngsters under the age of 18, and that additional initiatives are required to address this issue.

The 21st century is a time of tremendous progress in science and technology, particularly in the realm of communication technologies. People used to send letters to each other to communicate with relatives, which evolved into communication via wired telephone, and until this point, communication tools that can make it easier for people to communicate and even access everything they want to know, namely using gadgets, have continued to develop and gadgets continue to improve in terms of design and specifications. By using a gadget, users may access social media applications like Facebook, Instagram, and YouTube, as well as other

services that make it easier to access anything they want, such as infotainment shows/programs that can be accessed via the gadget.<sup>12</sup>

There are many positive things that may be achieved, but the usage of devices and social media can also cause harm and have a negative influence, especially if minors use them. Nowadays, more parents are aware of the negative effects of video games on children, so they try to discourage their children from playing video games. Furthermore, because of its hybrid and sophisticated characteristics, modern parents may not easily grasp digital games, raising worries about children's abuse of digital media.<sup>13</sup>

One of the consequences of globalization in this medium is the emergence of free-market competition, in which individuals with significant sums of money find it simpler to acquire small or local media.<sup>14</sup> The inclination of the media to place greater emphasis on business is one of the reasons why the owners will continue to operate. As a result, infotainment shows are still being broadcast since they are immensely popular with the public and are the media industry's largest income source. One of the shows that has received attention thus far is infotainment, as indicated by the creation of numerous infotainment programs.

Actually, infotainment shows in Indonesia just deliver the same material every day, and even minor details are presented as if they are significant information that everyone should be aware of. But surprisingly, there are still many individuals

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<sup>12</sup> Indian Sunita & Eva Mayasari, "Pengawasan Orangtua terhadap Dampak Penggunaan Gadget pada Anak", *Jurnal Endurance*, Vol 3, No 3 (2018), p. 512.

<sup>13</sup> Pool Ip Dong, "Exploring Korean parents' meanings of digital play for young children", *Global Studies of Childhood*, Vol 8, No 3 (2018), p. 239.

<sup>14</sup> Paulus Rudolf Yuniarto, "Masalah globalisasi di Indonesia: Antara Kepentingan, Kebijakan, dan Tantangan", *Jurnal Kajian Wilayah*, Vol 5, No 1 (2016), p. 63.

who identify people who are interested in the show but are unaware of its importance or urgency.

In September, infotainment shows in Indonesia were filled with news about the release of sexual harasser, Saipul Jamil, which was met with great fanfare. People came out in droves, and cars were seen lining up to celebrate his freedom, and infotainment programs broadcasted them on their broadcasts, despite the fact that this is a sort of praise and celebration for perpetrators of sexual harassment by not caring about the victim.<sup>15</sup>

This is one example of a case that has a horrible impact on children development, a perpetrator of sexual assault who causes trauma to his victims is welcomed back home with an exceptional sensation, where he actually should receive and experience societal punishments for his acts. Of course, this will have a negative impact on the development of the nation's generation's thinking. Another example is the sensation that certain prominent people have created in order to improve their fame. They are vying to create a sensation in order to become more widely recognized, generating situations by fighting among artists, interfering with others, spreading defamation, and so on.<sup>16</sup>

However, some of the material provided on infotainment shows is also uplifting, such as the most recent news about the women's doubles badminton win

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<sup>15</sup> Tatang Guritno, 2021, *Glorifikasi Terhadap Saipul Jamil Tunjukkan Lemahnya Sistem Pemulihan Korban Kekerasan Seksual*, <https://nasional.kompas.com/read/2021/09/06/16502241/glorifikasi-terhadap-saipul-jamil-tunjukkan-lemahnya-sistem-pemulihan-korban?page=all>, (Accessed on October 14, 2021 at 09.00 P.M).

<sup>16</sup> Fafi Inayatillah & Abdul Muhaiminul Aziz, "Penyimpangan Tindakan Komunikatif Habermas dalam Cerpen "Sensasi Selebriti" Karya Sirikit Syah", *Jurnal Spektrum Komunikasi*, Vol 7, No 1 (2019), p. 44.



at the Tokyo 2020 Olympics. As a result, the programs aired on infotainment shows in August are tied to the achievements of Greysia Polii and Apriyani Rahayu, who make the nation proud.<sup>17</sup>

So, as stated in the preceding narrative, some infotainment shows are currently not suitable for consumption by children. Given that the number of child viewers is increasing during this Covid-19 pandemic, it is necessary to research whether there are regulations in place to protect children from infotainment programs during this Covid-19 pandemic.

#### **B. Problem Formulation**

1. What is the legal protection regarding the infotainment programs for children during Covid-19 pandemic in Indonesia?
2. What efforts can be made to provide better legal protection for children against infotainment programs in the future?

#### **C. Objective of Research**

1. To analyze the legal perspective regarding the infotainment programs for children during Covid-19 pandemic in Indonesia.
2. To formulate the efforts that can be made to provide legal protection for children against infotainment programs in the future.

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<sup>17</sup> Bintang Mas Indonesia, 2021, “Ukir Sejarah Baru, Greysia Polii dan Apriyani Rahayu Siap Terima 5 Miliar”, <https://www.youtube.com/watch?v=SAI7oatEeKA>, (Accessed on November 2, 2021 at 09.00 P.M).

#### **D. Benefits of Research**

##### **1. Theoretical benefit**

The research can make a contribution to the development of science, especially in the concept of legal protection for children from infotainment programs during Covid-19 pandemic in Indonesia.

##### **2. Practical benefit**

The research will give a recommendation for a better formula of legal protection for children from infotainment programs during Covid-19 pandemic, then the Government can take action to ensure the legal protection on it.