



The Influence of the Tiktok Application on Cyberbullying Behavior (Case Study: Students of SMP Negeri 5 Depok)

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ARTICLE INFO

Article history:

Received 20 October 2024
Revised 25 November 20204
Accepted 12 December 2024
Available online 30 December 2024

Keywords: | Key word heading

Cyberbullying
Tiktok
Teenagers

IEEE style in citing this article:

N. M. Wati , L. Leliyanah , and S. Hardani , "The Influence of the Tiktok Application on Cyberbullying Behavior (Case Study: Students of SMP Negeri 5 Depok)," Journal of Innovation Information Technology and Application (JINITA), vol. 6, no. 2, pp. 181–187, Dec. 2024.

ABSTRACT

Cyberbullying is threatening, insulting, or intimidating behavior carried out through online media. This cyberbullying behavior is vulnerable to being carried out or felt by teenagers who are still easily instigated by bad actions around them. Therefore, this study aims to determine what effects the TikTok application has on cyberbullying behavior in adolescents and to find out the causes and handling solutions for cyberbullying behavior. The research was conducted using the Technology Acceptance Model (TAM) method and the descriptive quantitative method. The research was conducted from June 11 to June 21, 2024, with a sample size of 91 students determined using the proportionate stratified random sampling method. The results of hypothesis testing with the t-test state that perceived usefulness has no effect on real conditions of use, then perceived ease of use and behavior to continue using positively affect real conditions of use. Meanwhile, attitude towards use harms the real conditions of use. The f-test states that all variables have a simultaneous effect. Meanwhile, the R-Square test states that perceived usefulness, perceived ease of use, attitude towards use, and behavior to continue using contribute 62.4% to the real conditions of use.

1. INTRODUCTION

Technology is a development of hardware (hardware) and software (software) based on science in line with the times and current user needs [1-3]. Meanwhile, according to Williams and Sawyer, the definition of information technology is a technology that combines computing (computers) with high-speed communication lines that carry data, sound, and video [4-6]. Its primary purpose is to assist humans in creating, converting, storing, and disseminating all forms of information. Information technology, which is currently widely used among young people, is the Tiktok application. The tiktok application is a Chinese social network and music video platform launched in September 2016. The application allows users to create their short music videos [7], [8]. However, Tiktok began to develop in Indonesian society during the pandemic, namely in 2020. The emergence of the Tiktok application is an example of the progress of information technology in Indonesia, which has become a basic need in finding all sources of information for daily life [9-12].

Along with the advancement of information technology, it certainly has positive and negative impacts on its users. The Technology Acceptance Model (TAM) is a key model describing teachers' intentions to use technology [13]. One of the positive impacts that can be felt is the ease of accessing all kinds of information for daily needs. However, it also harms its users. One example of the negative impact that is often felt by users of information technology advances in social media is when other users commit acts of violence such as insulting, bullying, or even threatening [14-21]. According [11], social media is

also used as a place to express emotional outbursts, and it is not uncommon to express anger in the form of harassment or insults, which are often referred to as cyberbullying. According [11,12]. cyberbullying can be called indirect violence through social media that is not physically targeted but rather directed at the victim's mentality so that it is more painful than direct or physical violence [1]. Cyberbullying is threatening, insulting, or intimidating behavior carried out electronically through online media. Internet users often use pseudonyms to hide their identity. In Indonesian law, cyberbullying provisions are regulated in the ITE Bill in article 27A, which explains the attack on another person's honor or good name. Meanwhile, article 27B, paragraph 1, explains the threat of violence, and Article 27B, paragraph 2, explains the threat of pollution.

In previous research conducted by Roafa Salsabila and Minsih [12] with the title "The Effect of The Tiktok Applications on The Bullying Behavior of Students in Elementary Schools" gave the results that the Tiktok application had a positive and significant effect on student bullying behavior at school. The results of this study focus more on the impact of TikTok social media on student bullying behavior in elementary schools. From this research, the author wants to adapt the topic raised with the novelty of existing data, such as different objects and research locations.

Cyberbullying now has been normalized by many people on social media. Some people can be identified as cyberbullying just after seeing comments or videos of other people doing the same thing. This cyberbullying treatment is vulnerable to being done or felt by teenagers who are still easily instigated by bad actions around them. This is a bad influence caused by the use of information technology. From the above problems, the author feels interested in raising these issues in preparing this research.

The method used in this research is the Technology Acceptance Model (TAM), developed to answer why users accept or reject information systems and how user acceptance affects system performance [13]. TAM is often used to identify how a person experiences technological development and what changes affect the selection, recognition, and willingness to use innovation. TAM owns several factors, including perceived ease of use, perceived usefulness, attitude towards using, behavioral intention to use, and actual system usage.

2. METHOD

The Technology Acceptance Model (TAM) is an adaptation of the Theory of Reasoned Action (TRA) specifically made to model user acceptance of a technology field. The Technology Acceptance Model (TAM) was first introduced by Fred Davis in 1987 [13], and it aims to explain and estimate user acceptance of technological sophistication. The Technology Acceptance Model (TAM) is commonly used because it is considered very influential in explaining individual acceptance of a technology system. Fred Davis explains that the level of acceptance of information technology is determined by five external builders: perceived ease of use, perceived usefulness, attitude towards using, behavioral intention to use, and actual system usage.

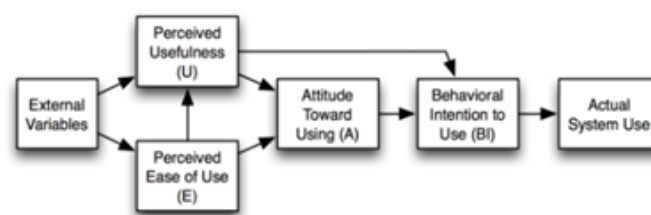


Figure 1. TAM Model Framework, according to Fred Davis

The following is an explanation of the picture above:

1. Perceived usefulness is a situation where a person believes that using information technology can improve performance quality. Some indicators of perceived usefulness include, among others, being able to speed up one's work, develop performance achievements, provide effectiveness, increase productivity, and make one's job easier and more useful [13]. Based on the explanation above, it can be concluded that perceived usefulness is a person's level of trust in using information technology

to improve their performance. This, of course, can shape a person's trust in every decision, such as whether using information technology can improve performance. This means that if someone believes a system can be useful or useful, they will use it. Likewise, if someone does not believe in the system, they will not use it.

2. Perceived ease of use is a situation where someone can believe that information technology is easy and does not require hard effort from each user. There are several indicators of perceived ease of use, including being easy to understand or learn, being easy to control, having clarity, being flexible, easy to become skilled and easy to use [13]. Based on the explanation above, it can be concluded that perceived ease of use is a benchmark where someone believes that if there is information technology that is easy to use, easy to understand, easy to learn, and can be used at any time, someone will choose to use the system.
3. Attitude toward using is a type of need based on subjective and experiential motivations. It can be interpreted that someone will rely on a system or information technology to find their needs as a source of pleasure, confidence, delusion, or other emotional responses [18]. So, the conclusion is that someone will rely on a system or information technology if they can find the needs they are looking for. This need is interpreted as an attitude towards using a system or information technology.
4. Behavioral intention to use is the attitude of someone who uses information technology, which can be predicted from the attitude of the user's attention to the information technology. Someone will do behavior if they have the desire or intention to do so. Indicators of behavioral intention to use include the willingness to use a system in the future regularly and the desire to recommend it to others.
5. The actual condition of system usage measures the frequency and duration of using a system. That is, it is measured as the amount of time and frequency used to interact with the system or technology. This amount of time and frequency will be a reference for seeing the real conditions of users when using a system or information technology.

3. RESULTS AND DISCUSSION

In this study, the respondents were students who use information technology in the form of the TikTok application. The population in this study was all students of SMP Negeri 5 Depok. The characteristics of the sample in this study are students of SMP Negeri 5 Depok, both VII, VIII, and IX grade students who use information technology in the form of the TikTok application.

Based on these characteristics, the proper sample withdrawal is to use the probability sampling method with the proportionate stratified random sampling technique. Proportionate stratified random sampling is a technique where the population has members or elements that are not homogeneous and proportionally stratified. In this study, there were three class levels, namely classes VII, VIII, and IX. The three classes include different class strata, and the sample is representative only according to the research needs. By using the Slovin formula, it was found that the total number of respondents was 91 students. Then, the total number of respondents was divided according to class strata using the proportionate stratified random sampling formula, so the results were found for class VII as many as 30 students; class VIII, as many as 32 students; and class IX as many as 29 students.

Preparing the questionnaire, of course, requires several variables to support the success of the research. The variables used in this study are independent variables (X), namely the influence of information technology in the form of the TikTok application. Meanwhile, the dependent variable (Y) in this study is cyberbullying behavior in adolescents or students. Following the method used in this study, the Technology Acceptance Model (TAM) method, each variable will be adjusted to several factors.

Independent variables are variables that affect or cause the dependent variable to arise. This study has four independent variables: perceived usefulness, perceived ease of use, attitude toward using, and behavioral intention to use. Meanwhile, the dependent variable is a variable that is influenced by the independent variable. This study has one dependent variable, namely the actual system usage. A more detailed discussion of the characteristics can be explained as follows:

Table 1. Gender of Respondents who use the Tiktok application

| Gender | Presentase |
|--------|------------|
| Male | 47,30% |
| Female | 52,70% |
| Total | 100% |

Based on Table 1, the gender data of students of SMP Negeri 5 Depok who use information technology in the form of the TikTok application taken as respondents shows that the majority of respondents are female, consisting of 48 respondents with a percentage of 52.70%, while the rest are male respondents, as many as 43 respondents with a percentage of 47.30%. This explanation shows that most of the students who use information technology in the form of the TikTok application who are respondents are female.

Table 2. Respondent Class Level of Tiktok Application Users

| Class | Presentase |
|-------|------------|
| VII | 33% |
| VIII | 35% |
| IX | 32% |
| Total | 100% |

Based on Table 2, it is known that students of SMP Negeri 5 Depok who use information technology in the form of the TikTok application who are respondents are mostly class VIII students, with as many as 32 respondents with a percentage of 35%, then class VII students as many as 30 respondents with 33% presents, and class IX students as many as 29 respondents with 32% presents. This explanation shows that most users of information technology in the form of the TikTok application are grade VIII students.

Table 3. Descriptive Statistical Analysis Results

| | N | R | Min | Max | Mean | Std. Deviation |
|---------|----|----|-----|-----|-------|----------------|
| PU X1 | 91 | 21 | 9 | 30 | 16,48 | 5,490 |
| PEOU X2 | 91 | 16 | 14 | 30 | 25,36 | 3,472 |
| ATU X3 | 91 | 6 | 4 | 10 | 8,46 | 1,551 |
| BITU X4 | 91 | 9 | 6 | 15 | 11,38 | 1,843 |
| ASU Y | 91 | 61 | 29 | 90 | 59,63 | 11,914 |

From the descriptive statistical test results above, it can be seen that:

- Perceived usefulness (PU) as (X1) with a value of N (respondents) totaling 91, it can be seen that the minimum value is 9, while the maximum value is 30, and the difference between the two is 21. Then, the average/mean value was 16.48, and the standard deviation was 5.490.
- Perceived ease of use (PEOU) as (X2) with a value of N (respondents) totaling 91, it can be seen that the minimum value is 14, while the maximum value is 30, and the difference between the two is 16. Then, for the average/mean value of 25.36 and a standard deviation of 3.472.
- Attitude towards using (ATU) as (X3) with a value of N (respondents) totaling 91, it can be seen that the minimum value is 4, while the maximum value is 10, and the difference between the two is 6. Then, for the average/mean value of 8.46 and a standard deviation of 1.551.
- Behavior to keep using / behavioral intention to use (BITU) as (X4) with a value of N (respondents) of 91, it can be seen that the minimum value is 6, while the maximum value is 15, and the difference between the two is 9. Then, the average/mean value was 11.38, and the standard deviation was 1.843.
- The real condition of system use / actual system usage (ASU) is (Y), with a value of N (respondents) totaling 91. It can be seen that the minimum value is 29, while the maximum value is 90, and the difference between the two is 61. Then, for the average/mean value of 59.63 and a standard deviation of 11.914.

The coefficient of determination / R² test is a useful test to see the effect of the independent variable on the dependent variable and see its partial effect. If R² is greater, the influence of the independent variable on the dependent variable is greater. R² is the ratio between the dependent variable (Y) explained by the independent variables (X), namely X1, X2, X3, and X4 simultaneously.

Table 4. Test Results of the Coefficient of Determination / R²

| Model Summary | | | | |
|---------------|-------------------|----------|---------------|------------|
| Model | R | R Square | Adj. R Square | Std. Error |
| 1 | ,800 ^a | ,640 | ,624 | 7,308 |

a. Predictors: (Constant), BITU, ATU, PU, PEOU

Table 4 shows that the Adjusted R Square value is 0.624, which means that 62.4% of students at SMP Negeri 5 Depok have been victims or perpetrators of social media crime, namely cyberbullying. Thus,

it can be concluded that the independent variable (X) in the effect of perceived usefulness, perceived ease of use, attitude towards use, and behavior to continue using only influences 62.4%. In contrast, the rest is influenced by other factors not involved in this research model.

Table 5. Partial Regression Coefficient Test Results (t Test)

| Coefficients ^a | | | | | | |
|---------------------------|-------|---------------------|------------|-------------------|--------|------|
| Model | | Unstd. Coefficients | | Std. Coefficients | | Sig. |
| | | B | Std. Error | Beta | t | |
| 1 | Const | 53,916 | 6,834 | | 7,890 | ,000 |
| | PU | ,088 | ,141 | ,047 | ,623 | ,535 |
| | PEOU | ,627 | ,296 | ,252 | 2,115 | ,037 |
| | ATU | -3,183 | ,415 | -,973 | -7,668 | ,000 |
| | BITU | 1,344 | ,440 | ,208 | 3,053 | ,003 |

Dependent Variable: ASU

Based on Table 5, it can be seen that the t-test results for each variable are as follows:

- a. Perceived Usefulness Variable (X1)
Based on the data in the table above, the t count is 0.623, and the significance value is 0.535, while the t table value is 1.98793, and the significance level is 5% or 0.05. So, the value of t count < t table (0.623 < 1.98793) and the significance value > 0.05 (0.535 > 0.05), then H0 is accepted, and H1 is rejected. So, it can be concluded that the perceived usefulness variable (X1) does not significantly affect cyberbullying behavior in students of SMP Negeri 5 Depok.
- b. Variable Perceived Ease of Use (X2)
Based on the data in the table above, the t count is 2.115, and the significance value is 0.037, while the t table value is 1.98793, and the significance level is 5% or 0.05. So, the value of t count > t table (2.115 > 1.98793) and the significance value < 0.05 (0.037 < 0.05), then H0 is rejected, and H1 is accepted. So, it can be concluded that the variable perceived ease of use (X2) significantly affects cyberbullying behavior in students of SMP Negeri 5 Depok.
- c. Variable Attitude Toward Using (X3)
Based on the data in the table above, the t count is -7.668, and the significance value is 0.000, while the t table value is 1.98793, and the significance level is 5% or 0.05. So, the value of t count < t table (-7.668 < 1.98793) and the significance value < 0.05 (0.000 < 0.05), then H0 is rejected, and H1 is accepted. So, it can be concluded that the variable attitude towards using (X3) has a significant negative effect on cyberbullying behavior in students of SMP Negeri 5 Depok.
- d. Behavioral Intention to Use (X4)
Based on the data in the table above, the t count is 3.053, and the significance value is 0.003, while the t table value is 1.9879,3, and the significance level is 5% or 0.05. So, the value of t count > t table (3.053 > 1.98793) and the significance value < 0.05 (0.003 < 0.05), then H0 is rejected, and H1 is accepted. So, it can be concluded that the variable behavior to keep using / behavioral intention to use (X4) has a significant positive effect on cyberbullying behavior in students of SMP Negeri 5 Depok.

Table 6. Simultaneous Test Results F (Test f)

| ANOVA ^a | | | | | |
|--------------------|----------------|----|-------------|--------|-------------------|
| Model | Sum of Squares | Df | Mean Square | F | Sig. |
| 1 Regression | 8182,365 | 4 | 2045,591 | 38,303 | ,000 ^b |
| Residual | 4592,932 | 86 | 53,406 | | |
| Total | 12775,297 | 90 | | | |

a. Dependent Variable: ASU

b. Predictors: (Constant), BITU, ATU, PU, PEOU

Based on Table 6, it can be seen that the f-test results in the anova table are 38.303 and have a significance value of 0.000. So, the value of f count > f table (38.303 > 2.478) and the significance value < 0.05 (0.000 < 0.05). So it can be concluded based on the anova table that simultaneously, there is an influence of variable X on variable Y. Thus, it can be concluded that there is an influence of perceived

usefulness, perceived ease of use, attitude towards use, and behavior to continue using the real conditions for using the TikTok application which has an impact on the cyberbullying behavior of SMP Negeri 5 Depok students.

4. CONCLUSION

Based on the results of the analysis and discussion of the effect of the TikTok application on cyberbullying behavior among students of SMP Negeri 5 Depok using the Technology Acceptance Model (TAM) method, the following conclusions are obtained:

- a. Perceived usefulness does not affect the actual conditions of using the TikTok application, which impacts the cyberbullying behavior of SMP Negeri 5 Depok students. In this study, students of SMP Negeri 5 Depok already know the usefulness or benefits of the TikTok application in learning media, and it can be seen that students of SMP Negeri 5 Depok use the TikTok application according to their original purpose. If their initial goal is only to learn to increase productivity and effectiveness in learning, then this will not affect the actual conditions of using the system, which will impact cyberbullying behavior.
- b. Perceived ease of use positively affects the actual conditions of using the TikTok application, which impacts the cyberbullying behavior of students at SMP Negeri 5 Depok. In this study, students of SMP Negeri 5 Depok already know the ease of using the TikTok application in everyday life, and it can be seen that students of SMP Negeri 5 Depok can easily use the TikTok application anywhere and anytime. It is this perception of convenience that will cause students of SMP Negeri 5 Depok to be indicated in cyberbullying behavior, either as victims or perpetrators. They will be vulnerable to becoming victims or perpetrators even if they think the TikTok application is easy to use anywhere and anytime because there are no definite limits to using the TikTok application. This will cause users to be vulnerable to bad things when using the TikTok application.
- c. Attitude towards use harms the real conditions for using the TikTok application, which has an impact on the cyberbullying behavior of SMP Negeri 5 Depok students. The attitude of acceptance and pleasure of SMP Negeri 5 Depok students towards using the TikTok application will impact the actual conditions of using the system. When they think that using the TikTok application is a good idea and they feel happy in using it, then they will use the TikTok application at will. This excessive use will cause various adverse effects on the real conditions of using the system, including indications of cyberbullying behavior.
- d. The behavior of using the TikTok application has a positive effect on the real conditions of using it, which impacts the cyberbullying behavior of SMP Negeri 5 Depok students. The behavior of using the TikTok application will affect the actual conditions of using the system. Excessive use of the TikTok application by SMP Negeri 5 Depok students can significantly affect the real conditions of its use, especially if it is used daily. Addiction to the TikTok application can cause negative impacts, including the potential to be involved in social media crime such as cyberbullying.
- e. Simultaneously, there is an influence of variable X on variable Y, with a value of f count of (38,303) greater than f table (2,478) and a sig value of f count (0.000) smaller than the level of significance (0.05). This means that the variables of perceived usefulness, perceived ease of use, attitude towards use, and behavior to continue use significantly influence the real conditions for using the TikTok application, which impacts the cyberbullying behavior of SMP Negeri 5 Depok students.

The suggestions that can be given for this research are:

- a. To prevent cyberbullying, students should not use the TikTok application continuously for an extended period and should maintain their attitude when using social media. Because this will affect attitudes or behavior in everyday life.
- b. Parents should continue to control children's cell phone use, especially teenagers, who are still vulnerable to being influenced by bad things on social media. Parents also play an important role in providing advice on the negative impacts caused by social media.
- c. In an effort to prevent cyberbullying, schools should socialize about the adverse effects of using social media and the adverse effects caused by cyberbullying so that students can better understand and be careful when using social media.
- d. Future researchers should conduct research in different locations and levels of education. They can use other methods or add variables so that the results obtained are more exploratory and can be compared.
- e.

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