The Effect of Cyberculture Development on Visual Space for Generation of Millennials in Indonesia

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Abstract: The development of contemporary culture through a reflective approach based on empirical experience when examining the phenomenon of cyberculture domination has an impact on social changes, economics, lifestyle, shopping style, learning style, social interaction style, sex style, political mobilization by utilizing networking through social media, and radical mental changes in the lives of our society. The impact of these changes is certainly also able to explore the existence of Visual Space, where the view of real space and space is not real formed unconsciously by the digital user community, the majority of which are the Millennials generation. The generation of Millennials (aka NextGen, Gen-Y, C Generation, M Generation, and Echo Boomers) according to Strauss-Howe who were born in the period 1982-2004 were the largest generation of digital naratives and multitaskers. Globally, Millennials are defined as the Millennium generation that grew in a new era of globalization, communication technology and wireless connectivity. They live in an age of unprecedented diversity and exposure to other cultures. Millennials grow fast, are very dynamic, and this generation is very confident.

1 INTRODUCTION

Visual culture in the current information age shows an increasingly rapid development trend. This development is caused by a very large dependence on the world of social life, political economy, culture. Education and diversity in the presence of visual technology, such as television, computers, videos, internet and various visual forms and other visual products. This can not be separated from the development of culture in various aspects, especially culture at the visual level (Visual Culture). Various problems regarding lifestyle, gender, mass culture, information politics, mass media, consumerism. Ecology and Cyber culture are therefore an integral part of the design problem itself.

Indonesian people now live in a visual culture, especially media culture, a culture that is truly new but has a big influence. Now media culture seeps into every part of human life. This has become a major and important source of education for our society. Media culture is born along with the development of imaging technology and information systems that are growing rapidly. Things that do not exist in our society, suddenly come through television screens, the internet, films and various other forms of media so as to shape and control the tempo of our lives. Realities far from other parts of the world can be witnessed in real time through media technology. In this day and age it has become a knit for our daily lives. Media contributes to behavior, thought patterns, perceptions, and even determines how we dress and eat. Visual images can now be accessed remotely in real time, creating a "trans-appearance" condition, which is the simultaneous presence of millions of images and information from various sources, space and time.

Figure 1: Trans Appearance

Images, Picture or Signs of events that have replaced experience, have shown that humans in the community of generations of Millennials (Gen-digital) live in the world of Simulacra. Simulacra is a human who lives in a world of simulations, there is nothing real outside of simulation, there is no original that can be replicated. The imperative value of a production has also been replaced by "Simulation" models, codes, spectacle and hyperralism. Communication through the media has made people trapped in the game Simulacra which is not related to "external reality". Humans live in the world of Simulacra, a world filled with images or markers of events and have replaced real experiences. Life in a world full of simulations: not real, not authentic, and cannot be imitated, because what is available is a simulation. Society as a sociological reality has vanished replaced by mass or mass. The masses do not have the predicate, attribute, quality or reference.

2 DEVELOPMENT OF CYBER CULTURE

Cybernetic roles with various aspects that arise are a consequence of changes in the socio-cultural system. When the virtual world dominates the world of reality, it can be said to be a kind of 'natural or second world' of contemporary society. Information channels are free to ambush in the space of activity anytime and anywhere to enjoy global phenomena by using their interaction space and increasingly ignoring their physical existence. Urban vision is then attached to culture as a part that is integrated with the development of contemporary society. This tendency of life is under the influence of Cyberspace and the idealization of virtual space that has latently crystallized in society lately. Graphs of Cybernetic product users (TV, cellphone, PDA. IPhone, monitor capsule IPad, Android, Blackberry, e-mail. Tweeter, Friendster, face book, badoo and others) are ranked highest in Indonesia, the fact that this country is part of the community consumptive world. Users of social networks that have plagued lately have motives as communication media "Silaturahmi" only with old friends for romance or with certain motives to surf to build networks and build their businesses, until finally dependence on several daily activities in fulfilling life's desires live through the wireless.[4]

In the last 5-10 years, there have been very rapid changes in building and developing internet networks that are rapidly becoming a trend of society today, despite having high simulations and manipulative effects. Large-scale exoduses from the world community enter cyberspace, if urbanization is understood as a shift from village to city and vice versa, now urbanization is a radical change in contemporary society from the real world to the virtual world (Virtual Space through Cybernetics Systems. Digital internet simulation technology revolutionizes the scale With many breakthroughs that facilitate the discovery of new high-speed communication systems by encapsulating time and folding the world, silent culture is the current tendency to reach all parts of the world, everyone is connected in a hyperlink that resembles a snowball.[5]

3 LACK OF HUMANISTIC SPIRITS FOR MILLENNIALS

The application of various Cybernetic mechanical networking systems brings huge, very significant changes to social and economic system changes. As a real indication is the emergence of symptoms of lifestyle changes (communication style, shopping style, business transaction style, learning style and sex style) through Cyberspace facilities. Virtual space facilities seem to be able to change the characteristics of the urban generation of Millennials with contemporary culture in the digitization system. In the context of Millennials-generation society, urbanization no longer means the movement of people into cities in real space, but evolves towards virtual urbanization, namely the massive migration of people to the digital city center 'Cyberspace'. When humans arrive at that point, humans are actually in the condition of an existential crisis.[6]

Figur 2: Crisis of Existence

A surprising social fact is that users of Cyberspace facilities penetrate all walks of life and capture all ages and social strata from center to village to various satellites farthest from their providers. Living activities are spent on high acceleration work cycles into traps in the acceleration rhythm while narrowing space and time to the journey of spiritual life. The peak achievement of acceleration on the one hand increases efficiency, effectiveness and comfort, on the other hand is a trigger in narrowing the level of

achievement of humanistic spirituality to share space and time to carry out small talk, greet and interact socially. The concept of real presence shifts to space where the concept of imaginary presence becomes dominant as an excess of the decline in the quality of social interaction and the loss of its humanist tolerance layer.[7]

Figur 3: Decreased Quality of Social Interaction

Civilizations that have lost the meaning of geography, space and place, are now dominated by interfaces, namely human relations mediated by machines, and human relations themselves with machines: computer screens, televisions, cellular phones, video cameras. Through a variety of interfaces it is built like a distance or distanciation activity, which creates a condition of visibility without face to face meetings in a situation like this, not only does the distance between humans disappear through technological mediation, but also the boundaries between objects in a virtual abstract space, in which everything is present, flows and floats in an 'Instant Civilization'.[8]

4 VISUAL SPACE

The reality of our daily lives is structured as a virtual world, with our bodies getting the sensation of touching many things from cyberspace is not really an actual space in accommodating their activities. At some point, we are surrounded by virtual space and confined in an interior interior, a giant giant incubator (Cyberspace). So that this has an impact on the digital generation of Visual Space (Millennials) in the real world itself due to the shift in interest in Visual Space in the virtual / imaginary world. What is interesting is that there will be a shift not only in the quality of the use of space, but even in the quantity requirements of the actual visual space for the Millennials (Gen-digital) generation.

Figure 4: Visual Space movement

Realized or not realized, real Visual Space has experienced a reduction in the meaning of its existence. The society of the Millennials (Gen-digital) no longer responds optimally as a result of its actual activities moving in silence, much time spent immersed in the Visual Space Imaginary. Cyberculture can cause the collapse of reality and give the meaning of Hyperreality (Hyper-reality), because it has been taken over by virtual engineering which is considered more real than reality itself, things that can only be done in real reality, have now been replaced in virtual reality, such as social interaction, economic transactions, meetings, learning etc.[9]

The effect of the existence of actual activity behavior that moves in a timeless silence will make the Millennial generation confined in space and time (alone) will affect their lifestyles, such as one of the traditions of Japanese society in the era of technological development, namely Hikikimori which is really avoided but it can come to anyone, especially teenagers, without being aware of themselves.

Figure 5: Hikikimori

The effect of this tradition is that they tend to shut themselves up in rooms and cool with their own world without regard to the outside world or real social, so they do not need a reality space that is too large for their activities, because everything can be done in one area. Too long with this tradition will have a negative impact on the person, therefore a number of health centers in Japan are active in providing prevention

against the tradition of adolescent lifestyle that can have a negative impact.

Behavioral symptoms due to cybernetic effects, although initially created by humans, in the end humans are no longer needed because the ruling system has been able to operate on its own. Communication expert Marshal McLuhan (famous for his jargon: Medium is Message), for example, optimistically sees technology as a 'human extension' utopia in the future. With technology, we can be sure that all limitations, barriers and shortcomings of humans (physical, psychological, spiritual) can be overcome through the power of science and technology, especially virtual reality technology, which can offer a 'new world', which is fully built artificially (artificial reality) - this is the view of techno-romantism. (Virtual Displacement)

Figure 6: Illustration of a New World, Artificial Reality

5 CONCLUSION

From the discussion above shows how and for what individual goals as the Millennials (Gen-Digital) community uses space is dominated by Visual Space Imaginary. This is due to being supported by Cybernetic wireless devices that are increasingly sophisticated to pamper humans but at the same time can have a negative impact on humans themselves. Lifestyle behaves that are realized or not in everyday life, the presence of a cybernetic system network can bring about Cyberculture that is endemic to every generation that uses the wireless technology.

Visual Space Imaginary Domination will give a change to the Quality and Quantity of Existence of Actual Visual Space, a deeper study needs to be done, so that human needs for the existence of an actual space can still give 'meaning' to human existence itself.

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