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COSPLAY ADOLESCENT COMMUNITY IN PADANG CITY

(Case Study: White Raven Community)

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ABSTRACT

Individuals become part of the community by following the rules in the community so that it is inherent in themselves. One of the popular cultural communities in the city of Padang is a Cosplay community whose members consist of teenagers. One of them is the White Raven Cosplay community. The research aims to describe the Cosplay community in Padang City (Case study: White Raven Community). Data in this study were conducted and collected through interviews, observations and document studies. This study found that adolescents who joined in the community, despite having a busy schedule both at home and school, but they remained actively in this community. Moreover this cosplay community is a place to carve achievements and make many new friends, become the center of attention, increase self-confidence, and become an arena of creativity for them.

Keywords: Community, Teenagers, Cosplay

INTRODUCTION

Teenagers means people who is growing up in psychological changes which occurs to determine identity or self-identity. Adolescence between the ages of 12-21 years, is a period of maturation of the human reproductive organs which often called as puberty. Adolescence is a period of transition from childhood to adulthood (Hurlock. 1999). And this period is also a transition period marked by physical, emotional and psychological changes. Naturally, teenagers always want to imitate something new and everything that they see

in the situation and the surrounding environment.

According to Rice (Gunarsa 2004), adolescence is a transitional period, when individuals from childhood grow to be individuals who have maturity. At that time, there were two important factors causing the teenagers to do self-control. These two factors are, firstly, external factor, namely the existence of environmental changes and secondly internal factor, namely the characteristics in adolescents that make adolescents relatively more volatile

compared to other development periods (storm and stress period).

There are some factors that affect the development of adolescents, including the development of globalization that occurs in society. Globalization is a term that has a relationship with increasing interconnectedness and interdependence between nations and people throughout humans in the world. It applied through trading, investment, travelling, popular culture, and other forms of interaction so that the boundaries of a country can be connected. Globalization is defined as all processes that refer to the unification of all citizens in the world into a global community group (Sunarso, 2006: 134).

Along with the changing era there are many new culture developed and become popular. The definition of popular culture that is commonly used is all forms of ideas, perspectives, attitudes, styles, styles that are easy to consume or like. It is easily understood and are generally developed through ideology, informatics media and industrial markets. The term of popular culture has been used in several ways. For example, popular culture can refer to "what remains" beyond what has been determined as a canon (measuring stick) of high culture. This perspective is in line with Levis and Adorno who consider the popular culture of inferno (very unpleasant) in front of their partners in the binary division (activities carried out by people). In the sense held by those who do not like commodity culture but do not want to completely undermine the popular culture, mass culture is contrasted with an authentic folk culture produced by ordinary people (Barker 2004).

One of the popular culture that developed in Indonesia is the popular

culture originating from Japan (J-pop / J culture). Popular culture that is common in Indonesia is manga (comics), anime (Japanese animation), dorama (drama series), music and so on. Because of the development of these cultures not a few fans in an area or the same area gathered and created a community. Communities are people who gather where they want to be together to unite. People who have something that is equally liked, meaning a group of people who care about each other more than they should. In a community there is a close personal relationship between members of the community because they have similarities such as interests or values, common interests and other hobbies. Social communities are formed from various backgrounds and ages (Kertajaya, 2008: 234). By the popularity of Japanese culture along with the formation of a community, J-Pop / J-Culture fans made the Cosplay community. Cosplay is defined as an activity that enjoys manga and anime, both individually and in groups. The activity is carried out by making and wearing a costume and even dressing up as closely as possible with certain characters from manga (animated comics) and anime (which are characters in games and animated films) whose purpose is to present themselves in public and taking photoshoots (Ahn 2008).

The Japanese lover community first appeared in Japan in the 1960s under the name Generation Shinjirui. But by the times and the current of globalization, the Japanese lover community is not only in Japan, but has entered Indonesia. Cosplay in Indonesia itself was known in the 2000s when several cosplay events were held at UI, after the cosplay began to develop in Indonesia and began to form cosplayer communities in the capital (Firdaus 2018). This community continues to grow to major

cities throughout Indonesia, including in the city of Padang. The cosplayer community in the city of Padang was first established in 2004 and was named Akamaru, and this community continues to grow until now. With the presence of the Akamarucosplay community, other Japanese lover communities have also emerged, such as the White Raven Community, which was founded on March 5, 2013. Besides the White Raven community, there are also several other cosplay communities, along with a list of cosplayer communities in the city of Padang.

Table 1. List of Cosplay Communities in Padang City

No.	Communities	Years
1.	Akamaru	2004
2.	White Raven	2013
3.	Tsubasa	2013
4.	Japan Matsuri	2017
5.	Miryoku	2017

Primary Source 2019

Based on Table 1. There are 5 Cosplay communities in the city of Padang, namely: (1). Akamaru, where the community was founded in 2004 and has 6 active teenage members, is located in KFC Ahmad Yani, Padang. (2). White Raven, where the community was founded in 2013 and has 14 active teenage members, is located in Q-MochiKafe, LubukBuayo, Padang. (3). Tsubasa, where the community was founded in 2013 and has 8 active teenage members, is located KhatibSulaiman, Padang. (4). Japan Matsuri, where the community was founded in 2017 and has 53 active teenage members, located in Taman Budaya, Padang. (5).

Miryoku, where the community was founded in 2017 and has 31 active teenage members, is located in UnandLimauManis, Padang.

Table 2. List Name Of Communities White Raven Members

No.	Nama	Umur
1.	EdwarSaputra	21
2.	WijayaKusuma	21
3.	Nabila Sakinah T	20
4.	Tiara Aulia	16
5.	Angelina Gita R	18
6.	DepanyAriwiski	17
7.	CakraApri Wanda	18
8.	Novebra Yoga	17
9.	GeniPutriNali	18
10.	RhidaUtami	19
11.	Viovani Valerie	15
12.	RahayuMelika U	18
13.	Muhammad Ridwan	18
14.	AuliaRahman	17

Primary Source 2019

There are so many teenagers participating in the cosplay community who are more manifesting themselves in the form of costum playing or a kind of costume play worn at various cosplay events or a joint appearance at a gathering place. They generally do not perform individual behavior but group behavior namely members of the cosplay community. Because of their unique clothing styles so that they often become the center of attention as well as the center of questions from the community(Venus and Helmi 2010). Cosplay activities are still considered as clowns in the community and their own friends. This is certainly a particular concern for researchers and important to study.

Based on the above problems, the writer is interested in conducting research on "Cosplay Community in Padang City".

With the aim of this research is to describe the Cosplay Community in the city of Padang.

RESEARCH METHODS

The method used in this research is a qualitative research method with descriptive research type. The informants in this study were taken with a purposive sampling technique with 11 informants consisting of community leaders and community members who fit the criteria of the informants referred to in this study.

The collection technique is done by observation, interview and document study. The unit of analysis in this study are individuals, members of adolescents who participate in cosplay community activities in the city of Padang. Data analysis was carried out in accordance with Miles and Huberman's analysis in four steps, namely: Data collection, Data reduction, Data presentation and Drawing conclusions.

RESULTS AND DISCUSSION

Based on observations and interviews, the members of the White Raven community consisted of 67 people consisting of 14 teenagers and 53 adults. All members of this community had participated in Cosplay activities in various regions, both in the city and outside the city, and all of these members, both teenagers and adults, continued to follow Cosplay activities until now none of events that they leave. That is how close their sympathy and participation in the members of the White Raven community.

Teenagers are still actively participating in Cosplay activities, the same hobby is the main reason why teens are still

participating in Cosplay activities. Besides the reason that makes teens actively following this cosplay community is channeling creativity, because they have an interest in Japanese culture. Other reason is because they want to follow event. They will also took the event for important events such as Bunkasai (festival at university, and school level), AFA (Anime Festival Asia), Enichisai (Largest Je-Jepangan Festival in Indonesia) and social service events such as, fundraising held at Transmart for humanitarian action in Palestine. Various methods are used so that teens continue to take part in Cosplay activities despite there are many activities which they are involved in, one of which is learning at home or studying at school. But that is not the only obstacle faced by these teenagers when they become members of the cosplay community, their health also be problem. This is because of the activities can make teenagers have little time to rest and even when they must participate in activities or events they even carry out these activities until late at night. The youth members of the White Raven community participated in this Cosplay activity not only around the city of Padang, but also in various regions such as Pekanbaru, Jakarta, Bukittinggi and Riau. There are 14 teenagers who are still active in this Cosplay activity, namely:

Table 3: List of Teens Active in Cosplay

No.	Name	Age
1.	Edwar Saputra	21
2.	Wijakusuma	21
3.	Nabila Sakinah Tiadi	20
4.	Tiara Aulia	16
5.	Angelina Gita Rukmini	18
6.	Depanyariwiski	17
7.	Cakra Apri Wanda	18
8.	Novebra Yoga Fernando	17

9.	GeniPutriNali	18
	RhidaUtami	19
10.		
11.	Viovani Valerie	15
12.	RahayuMelikaUtari	18
13.	MuhamadRidwan	18
14.	AuliaRahman	17

Source: Primary Data 2019

From the table above, there are 14 cosplayers who are still active and are still school teenagers but they still survive despite they have other busy activities both at school and at home.

The first development of the White Raven community was based on the common paradigm of thinking towards Japanese culture, especially in Japanese fashion, cosplay was seen not only as a means of dressing but also as a form of beauty, uniqueness and a unifying spirit of fellow cosplay members. Cosplay community in Padang has a very good relationship, it can be seen when they have annual routine forgatherhering with other cosplayer communities. Because they have same hobby so they meet in a place to exchange information between fellow Japanese lovers. Remarkably the White Raven community has a number of achievements such as being invited guests at UNRI's bunkasai event, winning akibahara (one of the international events) in Pekanbaru, being invited guests at enichisai (the biggest event in Indonesia) in Jakarta, collaborating with the AI project (council Japanese cultural exchanges in Indonesia) in Sumatra and Java events, and won events in certain fields such as music, dance, coplay, language and culture at events in the city and outside the city.

They must have activities once a week or at least they gather once a month. At the gathering place they discussed about

Japanese culture, stories, hanging out, eating and drinking, community agendas, community cash, and discussing an event or activity, with such a visible cohesiveness from them. The White Raven Community is not only from hanging out at the base camp in the Q-Mochi cafe in LubukBuaya, but is discussing a positive event so as to increase brotherhood and can set an example for everyone such as social service activities in the form of providing financial assistance to earthquake victims in Palu, Sulawesi in 2018. Activities carried out by adolescents are indeed activities that are commonly done, but in times like today it is quite rare that teenagers who still have such extraordinary enthusiasm in doing good things such as doing social services .

Based on research conducted in July 2019, precisely on Adinegoro Street No. 35 LubukBuaya TPR, Koto Tangah District there is a White Raven community that always hang out and gather at the White Raven basecamp which is near the LubukBuaya Market, Padang. In the association not only for adults but also participated by teenagers. Their goal is to establish the White Raven community, because they assume that the cosplay community is a place where we can gather, be creative, share and establish friendship between each other. Moreover there are many things that they get from the community such as learning to love Japanese culture and their own culture and feel a strong and close sense of solidarity.

CONCLUSION

Based on the analysis that has been done, it can be concluded that the White Raven Community consists of teenagers. Where they still remain active and survive in their community despite facing many

obstacles such as activities at home and school. Then this cosplay community is a place to carve achievements and have many new friends, become the center of attention, increase self-confidence, an arena of creativity for them (Pratiwi. 2014: 225) so that by joining the cosplay community they can participate in events related to Je - Japanese.

However, there are also some negative effects for teenagers who follow the cosplay community. For example, they are gossipped as childish people and they get difficulties in managing time for cosplay, school, and home.

“Budaya Populer Jepang Di Indonesia Catatan Studi Fenomenologis Tentang Konsep Diri Anggota Cosplay Party.” *Jurnal APISKOM* 1(1).

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