

## KONSTRUKSI KONSEP RUANG DALAM KONTEKS PERSEPSI REMAJA TENTANG JUMLAH ANAK IDEAL DI KABUPATEN GUNUNGKIDUL DAERAH ISTIMEWA YOGYAKARTA

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### INTISARI

Ruang sementara ini dimaknai sebagai sebuah lokasi dengan batas-batas fisik yang jelas seperti batas administrasi atau geografis dan bersifat statis. Secara teoritis ruang sebenarnya tidak statis dengan batas yang tidak lagi fisik, tetapi batas sosial. Sementara itu, perkembangan teknologi, informasi, dan komunikasi memperluas konsep ruang ke dalam pengertian ruang virtual. Ruang virtual menyimpan banyak informasi dengan tidak dibatasi jarak dan waktu, siapa saja, kapan saja dan dimana saja. Penelitian ini bertujuan untuk mengetahui cakupan, konektivitas dan interaksi remaja dalam ruang fisik maupun ruang virtual dan menggunakannya untuk menjelaskan persepsi remaja tentang jumlah anak ideal.

Metode penelitian adalah *mixed method* yaitu gabungan antara kuantitatif dan kualitatif. Untuk kuantitatif digunakan metode survey terhadap remaja umur 17-19 tahun yang belum menikah. Pemilihan sampel dilakukan secara *systematic random sampling* dimasing-masing daerah sampel desa dan kota di Kabupaten Gunungkidul. Sementara itu, karena penelitian ini dilakukan untuk membandingkan, maka jumlah sampel ditentukan berdasarkan kuota desa dan kota masing-masing 100 responden. Analisis dilakukan dengan menggunakan statistik deskriptif maupun inferensial. Metode kualitatif dilakukan dengan menggunakan *field research* dengan metode pengumpulan data menggunakan *Focus Group Discussion* (FGD).

Remaja beraktivitas dalam dua ruang fisik dan ruang virtual. Cakupan ruang fisik berkembang seiring dengan siklus kehidupan dan kegiatan utama, sementara itu cakupan ruang virtual jauh lebih luas, dapat dilakukan oleh siapa, dimana, dan kapan saja. Konektivitas ruang fisik ditentukan oleh kemandirian, sarana dan prasarana komunikasi, komitmen waktu, biaya, dan tempat, sementara itu konektivitas ruang virtual terkait dengan ketertarikan dan keterikatan sebuah konten dengan karakteristik seseorang. Anak bukan merupakan konten yang sesuai dengan remaja, sehingga ruang virtual tidak mempengaruhi persepsi remaja tentang jumlah anak ideal, meskipun curahan waktu dalam ruang virtual cukup besar. Sebaliknya, interaksi dalam ruang fisik karena terjadi secara berulang-ulang baik disengaja atau tidak, membantu proses pembentukan persepsi. Ruang virtual merupakan *lived space* remaja karena kuantitas dan kualitas interaksi dan komunikasi lebih terbuka dan mampu mengisi kekurangan dalam ruang fisik.

**Kata Kunci:** remaja, ruang fisik, ruang virtual, dan persepsi

## CONSTRUCTION THE CONCEPT OF SPACE IN THE CONTEXT OF PERCEIVED IDEAL NUMBER OF CHILDREN AMONG YOUNG PEOPLE IN GUNUNGKIDUL REGENCY YOGYAKARTA SPECIAL PROVINCE

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06/240716/SGE/00083

### ABSTRACT

Space is a location with clear physical boundaries, such as administration or geographically boundaries and statics. Theoretically, space is not exactly statics with boundaries which are no longer physical, but social boundaries. Meanwhile the development of technology, information and communication extends the space concept in to a virtual space concept. Virtual space stores many information which is not restricted by distance and time, to anyone, at anytime and anywhere. The objective of this research is to find out the coverage, connectivity and adolescents interaction in both physical and virtual spaces then using that to explain their perception toward the ideal number of children.

Method of this research was a mixed method by combining quantitative and qualitative methods. As for quantitative method, survey was conducted toward adolescents by the age of 17-19 who were not married yet. Selection of samples was done by systematic random sampling in each of villages and city in Gunungkidul Regency. Since this research was conducted to compare, the sample size was determined by the quota villages and city which each was 100 respondents. The analysis was using both descriptive and inferential statistic. Meanwhile the qualitative method was performed by using field research with Focus group Discussion (FGD) as the data collecting method.

Activities of the adolescents were shifted in both physical and virtual spaces. The coverage of physical coverage was developed along with the life cycle and their main activities. Meanwhile the virtual space coverage was even broader since it could be conducted by anyone, anywhere and at any time. The connectivity of physical spaces was determined by the independence, facilities and infrastructure of communication, as well as commitment in time, cost and place. Then virtual space connectivity was associated to one's interest and attachment to the content of one's characteristic. Children were not a proper content for adolescents so the virtual space was not influencing their perception toward the ideal number of children although they spent most of their time in virtual space. On the contrary, interaction in the physical space which happened repeatedly, whether it was intentional or not, has assisted the process of perception making. Virtual space was adolescent's lived space since both quantity and quality of interaction and communication were more open and able to fill in the gap of physical space.

**Keywords: adolescents, physical space, virtual space and perception**