Peer Social Support and Self-Acceptance Among Adolescents in the Korean Roleplayer Group M

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ABSTRACT

An individual who achieves self-acceptance will approach any situation they encounter with objectivity, which facilitates a positive life. Peer social support is one of the components influencing self-acceptance. Korean roleplaying adolescents in Group M feel less accepted in real life, suggesting that their concept of self-acceptance is not fully developed and that there is a deficiency in peer social support in real life. The aim of this study is to examine the influence and contribution of social support on self-acceptance. Data were collected using a quantitative approach with random sampling. The study sample comprised senior Korean roleplayers in Group M, totaling 43 subjects. The results indicate that peer social support significantly affects self-acceptance among Korean roleplayers in Group M (Sig = 0.012; sig < 0.05). Peer social support accounts for 14.4% of the variance in self-acceptance among these roleplayers (R Square = 0.144). The implications of these findings suggest that roleplayers should enhance their real-life peer relationships to better experience peer social support, thereby aiding their self-acceptance process. Future research is recommended to explore other variables such as family social support and self-concept.

Keywords : Self-Acceptance, Peer Social Support, Korean Roleplayers, Adolescents

INTRODUCTION

Today's teenagers have the convenience of finding information and communicating with strangers who have similar interests or hobbies to them. The existence of social media also facilitates the spread of a culture, one of which is Korean culture, commonly referred to as the Hallyu Wave (Riyantie & Arviana, 2022). Indonesian teenagers' interest in Hallyu Wave, including K-Pop, is increasing from year to year (Khaerinnisa, 2022). The closeness of teenagers to social media gives teenagers a place to find friends; one of the phenomena loved by teenagers that occurs on social media is Korean roleplay.

Korean roleplay is an imitation activity carried out by imitating a username, using a photo of their idol, and the identity displayed in accordance with their idol (Riyantie & Arviana, 2022). The series of identities and life journeys in the roleplay world are indeed imaginary, but all the affection received and felt by roleplayers is real, especially from the relationships between roleplayers.

The reason teenagers join Korean roleplayers is that they consider the roleplay world as a means to find friends or family who can listen to their complaints, cure loneliness, make them more open if they have to tell stories, as well as an escape when experiencing stress in their real life (Nurfaidah, Dewi & Kurniawan, 2020). Roleplayers start sharing their real stories with their friends in roleplay when they feel close and trust each other; this is also discussed in research (Pane & Zulkarnain, 2018) on roleplayers who have been playing roleplay for around 2-7 years. The interaction is in the form of telling school life, real-life events, and the problems they face in the real world.

The transition from childhood to adulthood is often characterized by strong emotional turmoil, difficulty controlling emotions, feelings of inferiority, and vulnerability to feeling disappointed, which colors adolescent development (Vizza & Ningsih, 2019; Santrock, 2007) and divides the adolescent age range into three: early adolescence (12 - 15 years), middle or middle adolescence (15 - 17 years), and late adolescence (17 - 21 years). Each age range has different development and self-acceptance processes; in late adolescence, they begin to understand the uniqueness of personal identity or other aspects so that they begin to achieve higher self-acceptance.

Adolescents who are able to complete their developmental tasks well will achieve satisfaction, happiness, and environmental acceptance. The opposite will happen when adolescents cannot complete their developmental tasks; they will become individuals who are difficult to interact with socially, find it difficult to build relationships with, and are hampered in overcoming developmental tasks that cause stress, anxiety, and even depression. These developmental tasks have an impact on the self-acceptance of adolescents (Sari, Apriyanto, and Ulfa, 2022) state that self-acceptance consists of deep awareness and acceptance of oneself and accepting oneself as a whole, including recognizing all advantages and disadvantages. This is found in some roleplayers, who are not easy to socialize with; they are people who have difficulty adapting to real life (Juniar & Nugrahawati, 2021).

Group M's Korean roleplayers felt sad and less accepted in the surrounding environment before joining the roleplay world; some roleplayers are also happier and accepted and feel more useful when they become roleplayers where this intersects with the individual's ability to accept the situation when playing roleplay they become happier because they are accepted and inversely proportional to before joining roleplay who feel sad. Group M roleplaying teenagers are also still easily influenced in their decision-making and tend to get upset if their interlocutors suddenly fall asleep in the middle of a conversation because they feel left behind, where this intersects with accepting human nature. In addition, the positive impact of playing roleplay is also felt when they find several things that make them grateful for playing roleplay, such as being more social, feeling loved, and even practicing communication skills when in roleplay to real life, which they only feel after playing roleplay.

Self-acceptance can be fulfilled through the support of people around, one of which is peers. In reality, some roleplayers do not get this support from peers and people around them in the real world in full; they get this support from their friends in the roleplay world. Social support makes people experience feelings of value, care, and love through the provision of emotional, appreciative, instrumental, and informational support (Zahira, 2022).

Korean roleplayers in Group M often get informational, appreciative, and emotional support from fellow roleplayers, while in real life, they more often get instrumental support from friends or family in real life. An interesting statement was also given from one roleplayer that he had more friends in roleplay and fewer friends in real life; this also had an impact on the social support he received.

(Vizza and Ningsih 2019) Stated that social support and self-acceptance have a positive correlation in orphaned adolescents in orphanages. In addition, (Ratnasari and Pribadi, 2019) found the same thing that social support and self-acceptance of class VIII students of SMPN 3 Tarakan had a positive relationship. This shows that high self-acceptance is related to high social support. Based on this explanation, this study answers the question, "Is there an influence of peer social support on the self-acceptance of adolescent Korean roleplayers Group M?" with the aim of knowing the influence, description, and contribution of peer social support to the self-acceptance of adolescent Korean roleplayers Group M. Where researchers assume that there is a role of peer social support in roleplay on the self-acceptance of adolescent Korean roleplayers Group M supported by theory and several studies that reveal that there is an influence of peer social support on self-acceptance.

METHODS

This study uses quantitative methods with a sample of late adolescent Korean roleplayers in Group M, ages 17-21 years, who have been playing roleplay for more than 2 years. The number of samples studied was 43 people, taken based on random sampling techniques.

Data collection using a Likert scale distributed via Gform. This study uses a scale made by (Ilhami, 2020) to measure self-acceptance derived from Sheerer's concept, consisting of 16 items, with a validity value range between 0.318 - 0.698 and a reliability value of 0.846. The peer social support scale was made by the researcher based on the concept of House (in Zahira, 2022), which consists of 34 items after being tested on 20 roleplayers who are different from the subject but still have the same criteria, and then obtained a validity value range between 0.344 - 0.956, with a reliability value reaching 0.956.

The research was conducted from October 2023 to July 2024. Data collection using GForm by providing informed consent on the first page, and the subject's answers are for academic purposes only. The data analysis technique uses a simple linear regression test to determine the linear influence model between one independent variable and the dependent variable; in this study, it is the effect of peer social support on the self-acceptance of Korean roleplayer Group M adolescents. In making the scale, researchers used the Pearson test to find the validity value and the Cronbach alpha test to find the reliability value. Meanwhile, data analysis uses normality, linearity, and simple linear regression hypothesis tests with SPSS version 16.0 software.

RESULTS
Peer Social Support Categories

<div align="center">Table 1. Peer Social Support Categories</div>

Category	Interval	Frequency	Percentage
Very High	x ≥ 115.60	17	39.5%

Category	Interval	Frequency	Percentage
High	$95.20 \leq x < 115.60$	25	58.1%
Medium	$74.80 \leq x < 95.20$	1	2.3%
Low	$54.40 \leq x < 74.80$	0	0%
Very Low	$x < 54.40$	0	0%
Total		43	100%

Based on table 1, the description of the level of social support of the subject's peers is dominant in the high category.

Self-Acceptance Category

Table 2. Self-Acceptance Categories

Category	Interval	Frequency	Percentage
Very High	$x \geq 54.40$	6	14%
High	$44.80 \leq x < 54.40$	23	53.5%
Medium	$35.20 \leq x < 44.80$	14	32.6%
Low	$25.60 \leq x < 35.20$	0	0%
Very Low	$x < 25.60$	0	0%
Total		43	100%

Based on table 2, the description of the subject's level of self-acceptance is dominant in the category of high.

Normality Test Results

Table 3. Normality Test

	Unstandardized Residual
N	43
Asymp. Sig. (2-tailed)	0.976

Based on table 3, it can be seen that the significance value of the Kolmogorov-Smirnov test is $0.976 > 0.05$. So, the data is considered normally distributed.

Linearity Test Results

Table 4. Linearity Test

ANOVA Table	
Deviation from Linearity	Sig.
	0.240

Based on table 4, the significance value of the linearity test that has been carried out is $0.240 > 0.05$, so the data is linear.

Hypothesis Test Results

Table 5. Hypothesis Test

Hypothesis Test

PeerSocial Support-Self-Acceptance	Sig	R	R Square
	0.012	0.380	0.144

Based on table 5, it can be seen that the significance value of the simple linear regression test is 0.012 <0.05, meaning that there is an effect of peer social support on the self-acceptance of *korean roleplayer* Group M teenagers.

The table also shows that R Square is 0.144, meaning that peer social support has a contribution of 14.4% to the self-acceptance of teenage *korean roleplayers* Group M. The R value shows the strength of the influence of 0.380, which means that it has enough influence.

DISCUSSION

The results of the simple linear regression test show Sig = 0.012; R square = 0.144, which means that the hypothesis of this study can be accepted that peer social support has an influence on the self-acceptance of adolescent Korean roleplayers Group M, the contribution of peer social support is 14.4% to the self-acceptance of adolescent Korean roleplayers Group M. The remaining percentage of 85.6% is influenced by other components not mentioned in this study, such as family social support (Kartika, Maureen & Irwanto, 2020) and self-concept (Legistini, Flurentin & Ramli, 2020).

The dominant subjects were in the high category, with as many as 23 people with a percentage of 53.5%; the Korean roleplayer Group M teenagers experienced positive experiences in their lives, began to develop themselves, got more social support, and learned from mistakes which allowed them to increase their self-acceptance because someone who is able to accept himself tends to be more ready for criticism and suggestions by others without feeling threatened (Akbar, 2023). They also tend to be better able to understand and feel what others are experiencing, so they become individuals who care more about their surroundings. (Ratnasari and Pribadi 2019) Added that adolescents with positive self-acceptance tend to have the motivation to take positive actions for themselves. They are also able to manage their emotions well, which allows them to be able to control themselves in various situations.

This study also shows that Korean Roleplayer Group M teenagers' self-acceptance has a broader view of aspects outside themselves. They are able to be grateful for things in their lives, take responsibility for their lives, and have good communication skills. In addition, they can also accept their strengths and weaknesses well, feel happy, and are able to maximize their potential. This makes them individuals who do not feel inferior and see themselves as equal to others.

Late adolescents, in their self-development process, are learning to accept themselves as they are, including their strengths and weaknesses, which helps them to increase self-confidence and develop a positive attitude towards themselves. Accepting their strengths and weaknesses makes them feel less inferior and equal to the people around them, so this makes late adolescents feel less insecure and sociable, which allows them to adapt and interact more easily with new environments (Ilhami, 2020). However, Korean roleplayers in late adolescence also tend to focus more on self-discovery and developing self-confidence rather than focusing on accepting human traits; adolescence also undergoes cognitive changes that

allow them to think logically and reject orders without explanation and are not willing to accept the reasons behind humanitarian situations at face value. Late adolescents also still need a sense of security, which is often derived from emotional dependence on parents or other adults. Therefore, having a firm stance can be difficult for them (Rosyidah, 2024).

Self-acceptance in adolescent Korean roleplayers is influenced by various factors, including social support, especially support from peers. The dominant subjects were in the high category, as many as 25 people, with a percentage of 58.1%. The effectiveness of providing social support is influenced by factors such as understanding the recipient's problem, the type of relevant support, the accuracy of providing social support, the time of providing support, and how the recipient responds to the social support so that the peer social support obtained is high (Vizza & Ningsih, 2019).

Adolescent Korean roleplayers receive positive appraisals and encouragement to progress from fellow roleplayers, receive support in the form of warmth, affection, and attention from fellow roleplayers, and receive information, advice, and positive feedback from their friends. This support is easier to provide through online interactions, such as through words or videos that represent affection or positive assessments; information is also easily provided through social media (Rahayu & Ariana, 2023). In addition, teenage Korean roleplayers still receive little direct help from fellow roleplayers, such as helping with tasks or work directly. This is because the limited interaction of roleplayers only takes place through social media, namely interacting online only, so it is quite difficult for them to help with tasks or work directly. The limitations of the responses given online also cannot imitate responses that are broader and more personalized than direct responses (Fitrianti, Rini & Pratitis, 2022).

Self-acceptance refers to the attitude of someone who is able to accept their condition objectively, including everything that is experienced, so that individuals have positive beliefs in living life (Akbar, 2023). This self-acceptance does not come by itself; individuals need to develop themselves to achieve a positive level of self-acceptance. (Sari, Apriyanto and Ulfa 2022) Also highlighted that in the process of achieving self-acceptance, conflicts, pressures, and frustrations often arise. These pressures and obstacles can come from the individual's social environment. In this context, social support from peers can help adolescents overcome these obstacles and achieve realistic life goals.

Peer social support helps the self-acceptance process of adolescent Korean roleplayers. Group M. (Hildawati, 2022) states that although the series of identities and life journeys in the roleplay world is imaginary, all the affection received and felt by roleplayers is real, especially from the relationships between roleplayers. The support provided by fellow roleplayers, even if it is only through chat or providing direct/indirect assistance, will feel real and can have an impact on their self-acceptance. The attention, positive assessment, provision of information, and direct assistance from fellow roleplayers will help roleplayer teenagers in the process of accepting themselves so that they do not cause low self-esteem, can have a broader view, can make decisions, and be responsible for these decisions, can accept their shortcomings and strengths, and accept human traits.

CONCLUSIONS AND SUGGESTIONS

Based on the results of the study, it was found that peer social support influenced the self-acceptance of adolescent Korean roleplayers Group M with Sig = 0.012 and with a contribution of 14.4%. In the process of self-acceptance, conflict, pressure, and frustration often arise. These pressures and obstacles can come from the individual's social environment; social support from peers can help adolescents overcome these obstacles and achieve realistic life goals.

This research was conducted so that teen roleplayers can understand their self-acceptance and realize that the social support provided is influential in increasing the self-acceptance of fellow teen roleplayers. Teen roleplayers can also add peer relationships in the real world so that the peer social support they get feels more real. Seeing the attachment of the virtual world to adolescents makes the expansion and deepening of studies on online interactions and identity studies very necessary, especially in the world of roleplay, because currently, many teenagers rely on virtual worlds for support so that they can accept themselves better.

But of course, in this study, there are still many shortcomings, such as the long time span in conducting research so that there is an increase in the state of the subject, and there are other factors that further influence the self-acceptance of Korean roleplayer teenagers. Future researchers are expected to continue research by considering other variables such as social support from the family and self-concept that have a significant influence on the self-acceptance of Korean roleplayer teenagers; it is also hoped that the time span in taking preliminary studies to data collection does not last long because it affects the state of the subject.

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