



# Moderate Cohesiveness in Indonesia's Otaku Online Community

Novy Kumala Eka Anggraeni<sup>1</sup>, Effy Wardati Maryam<sup>2\*</sup>, Lely Ika Mariyati<sup>3</sup>, Azizbaev Saitdin Seitbekovich<sup>4</sup>

\* Corresponding Author Email: [effywardhatimaryam@umsida.ac.id](mailto:effywardhatimaryam@umsida.ac.id)

<sup>1,2,3</sup>Psychology Study Program, Faculty of Psychology and Educational Sciences, Muhammadiyah University of Sidoarjo, Indonesia

<sup>4</sup>Kyrgyz State Academy of Physical Culture and Sports, Kirgizstan

**Abstract.** This study examines the cohesiveness among members of the Indonesian Otaku online community, addressing recent concerns over reduced membership, commitment, and interpersonal attraction. Utilizing a descriptive quantitative design, the research surveyed 51 community members through a total sampling technique, employing an adapted Likert scale based on Forsyth's group cohesiveness theory with a reliability of 0.964 for data collection. Analysis revealed a predominant moderate level of cohesiveness (70.6%), highlighting the significance of member interactions for group unity. The findings underscore interactions as the pivotal factor influencing cohesiveness, with the community's bonding mainly stemming from individual and group interactions. This study contributes to understanding the dynamics of online community cohesiveness, particularly within niche interest groups like the Otaku community in Indonesia, suggesting the need for enhancing interaction strategies to foster group unity and commitment.

**Keywords** - Online Community; Cohesiveness; Otaku Indonesia's Community Members

## 1 Introduction

Before the development of information technology as it is today, people had difficulties in conducting social activities due to lack of facilities and limited coverage. As a result, they developed various new telecommunications facilities based on various sciences and technologies to make it easier for people to connect with each other, which in turn significantly impacted the culture of society in other ways. One example is the rise of the internet as a facility that has impacted society. In the beginning, only simple media were used to communicate in a limited way, which developed into what it is today, which can use digital media. [1]

The term "community" refers to a group that functions as a social tool and consists of a number of people who share their neighborhood and usually share common interests. [2]. People can share goals, beliefs, resources, likes, needs, risks, and various other characteristics in human communities. In contrast, an online community, also known as a virtual community or online community, is a group of people whose primary means of communication is through the internet and does not rely on face-to-face meetings. [1]

Individual interest in a group can be determined by the success of the group in achieving its goals, group characteristics that match individual needs and personal values, cooperation

between group members, and the perception that the group is more profitable than other groups. [3] Derived from the attitudes, values, and behavior patterns of the group in which members are attracted to each other by the attitudes, values, and behaviors of other members, leading to the idea that a group is usually said to be a cohesive group. [4]

Mudrack said that cohesiveness arises because of the willingness of everyone who is part of a group due to their own desire to unite. [5] However, when a group has a low level of cohesiveness, this certainly has an impact, namely with low group cohesiveness this has an impact on the lack of involvement in the community or organization and the desire to leave the organization, also known as turnover. [6] Individual performance in a group can also be affected by group cohesiveness, which in turn affects the capacity of each individual to present their work to the group. [7]

People not talking to each other and not trying hard to stay in their group, so they don't want to help their group as much as they can is also a result of low levels of cohesiveness in a group. [8] The tendency of closeness and also group unity in the fulfillment of goals or related to the satisfaction of the need for affection of group members so that the tendency of the group to unite, especially in achieving group goals, is evidence of the cohesiveness of a group, which can be considered a dynamic process.

Furthermore, group cohesiveness itself is influenced by several factors. Robbins and Judge, have an opinion that the size of the group, the presence or absence of agreement on group goals, how members interact with each other, the status of the group, whether the group competes with each other, the reward system for members or the reward system, isolation from the group all have an impact on group cohesiveness. [3] Cohesiveness is an important factor for groups, as evidenced by the presence of several members belonging to one group. One example of a problem that arises from a person being in a different group is a problem that causes the individual concerned to be unable to enter the group, which is a problem that can be solved by the person himself. According to Forsyth, cohesiveness in groups is a dynamic process. This can be seen from the tendency of a group to unite in achieving its goals. [9]

Group cohesiveness is composed of several aspects, namely Social cohesion is the attraction of the group to form the group as a whole; task cohesion is the group's capacity to work effectively as a team; emotional cohesion is group unity based on feelings of togetherness; and emotional cohesion is the emotional intensity of a group when in a group. [3]

Otaku is a subculture of Japanese society that idolizes fantasy characters, fantasy characters idolized by these otaku such as *anime* characters, *manga*, and even *games*. one thing. What is very interesting about them is that most of them lack social interaction. [10] Throughout its evolution, Otaku itself has covered not only contemporary visual culture, but also includes the designation for individuals who are obsessed with hobbies they love such as fans of artists, idols, military, computer technology, and IT. [11]

Komunitas Otaku Indonesia is a community that was originally founded by Ade Ryan Putra Perdana who also served as chairman and management of this community in mid-2018. At the beginning of its formation, this community had around 100 members and was spread across different social media groups. Such as LINE, Facebook and Whatsapp. The purpose of forming this community is so that fellow members can get to know each other and experience or knowledge about Japanese culture, especially such as anime, manga, cosplay, etc.

Encouraged by this, researchers conducted an initial survey by distributing online questionnaires about the group cohesiveness scale to be filled in by members of the Indonesian Otaku community. The survey was filled in by 28 people from a total of 50 members with the result that researchers found that there were members who had problems that led to aspects of

group cohesiveness in the form of social unity, unity in the group, attractiveness, and cooperation in the group.

Studies on group cohesiveness have been conducted by Ninik Nikmaturohmah, namely "Group Cohesiveness in the Transmania Community". This previous research used a qualitative method with other than that this research also has differences in terms of research approaches. This is because this research uses a case study approach. In addition, differences also exist in the population and research samples used in this study. The population as well as the sample of this research is the Transmania Bandung community group. The difference also lies in determining the research subject by purposive sampling. The results of this study indicate that the level of cohesiveness in this community is not yet fully comprehensive due to the lack of regular face-to-face meetings between members and management so that it does not create a sense of belonging in each member. [12]

Group members must be cohesive to achieve organizational goals. Cohesiveness is a proper form of unity within the group and a form of individual integrity towards the group or organization. It also serves as solidarity between individuals. Through communication between members, cohesiveness itself can be strengthened. However, lack of group or organizational cohesiveness can be attributed to poor member communication.[9] The performance of individuals in a group can also be affected by group cohesiveness, which in turn affects the capacity of each individual to present their work to the group.[8]

Based on the explanation above, the researcher limits the purpose of this research itself is to find out the description of Group Cohesiveness in the Indonesian Otaku online Community.

## 2 Methods

Researchers use a research design with a descriptive quantitative approach to describe how large the level of group cohesiveness is in population members. The data obtained in descriptive statistics will then be arranged in the form of lists, graphs, or even in other forms that are not at all related to generalization or drawing conclusions. [13] The results of data analysis will be presented in the form of tables, graphs, and percentage calculations which will be explained using descriptive sentences.

The following categories will be used to classify data from the questionnaire results based on the percentage obtained:

- 0% : No respondents
- (1%) to 26 percent : small percentage of respondents
- between 27% and 49% : 50 percent of respondents, or almost half
- between 51% and 75% : majority
- between 76% and 99% : almost entirely 100 percent: entirely

The participants in this study were all members of the Otaku Indonesia online community, totaling 51 people using a sampling method that uses all members of the population or what can be called the total sampling technique. [14]Meanwhile, data collection was carried out by means of Used *Try Out*. So that there is no previous scale trial and the data obtained is used as research data. This is done in consideration of the small number of population members and shortening the time for data collection.

Psychological scales were used by researchers in this study. One of the instruments that can be used to measure psychological characteristics is a psychological scale. In this study, the measuring instrument is a psychological scale, specifically the group cohesiveness scale, and

the scale model is a modified Likert scale by eliminating dubious answers with the consideration that the subject does not provide answers that are collected in the middle.[15] The measuring instrument used in this study is a psychological scale, namely the group cohesiveness scale. The group cohesiveness scale is compiled based on the theory of Forsyth, which was developed by Prasadhu[3] This theory itself uses 4 aspects or dimensions, namely social, tasks, feelings, emotions. [15] Consists of 40 item questions. Which is then arranged into a blue print as in the following table

Prior to data collection, the researcher informed the participants about the purpose of the study and asked to fill in honestly according to the participant's self. Furthermore, the researcher also ensured the confidentiality of the information provided by the respondents.

For data analysis, descriptive statistical data analysis method is used by researchers as an analysis technique. that is, statistics used to describe or describe previously collected data without making generalizations with the help of SPSS 25.

### 3 Results And Discussion

**Table 1.** Group Cohesiveness

		Group Cohesiveness			
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	High	4	7.8	7.8	7.8
	Medium	36	70.6	70.6	78.4
	Low	11	21.6	21.6	100.0
	Total	51	100.0	100.0	

Based on this table, it can be seen that members who have low cohesiveness with a score <89 are 11 people with a frequency of 21.6%. While members who have moderate cohesiveness with a score of 89 - 138 are 36 people with a frequency of 70.6% and members who have high cohesiveness with a score  $\geq 139$  are 4 people with a frequency of 7.8%. So the conclusion of this group cohesiveness research on members of the Otaku Indonesia online community has a level of cohesiveness that can be categorized as moderate.

After explaining the level of cohesiveness in general, the researcher will explain the research results in more depth. Thus, researchers will explain the level of cohesiveness of Otaku Indonesia online community members in terms of aspects of cohesiveness.

**Table 2:** Social Aspects

Aspects	Category	Total	%
Social	High	8	15,7%
	Medium	34	66,7%
	Low	9	17,60%

Based on the table above, it can be seen that members who have low cohesiveness in the social aspect are 9 people with a frequency of 17.60%. Meanwhile, members who have moderate

cohesiveness are 34 people with a frequency of 66.7%. And finally, members who have a high level of cohesiveness are 8 people with a frequency of 15.7%.

**Table 3.** Task Aspects

Aspects	Category	Total	%
Tasks	High	10	19,64%
	Medium	32	62,76%
	Low	9	17,6%

Meanwhile, in the task aspect, it can be seen that based on the table above, it can be seen that members who have low cohesiveness are 9 people with a frequency of 17.60%. Meanwhile, members who have moderate cohesiveness are 32 people with a frequency of 62.76%. And finally, members who have a high level of cohesiveness are 10 people with a frequency of 19.64%.

**Table 4.** Aspects of Feeling

Aspects	Category	Total	%
Feelings	High	10	19,64%
	Medium	32	62,76%
	Low	9	17,60%

Furthermore, the feeling aspect shows relatively the same results as the previous aspect, namely 9 members who have low cohesiveness with a frequency of 17.60%. Meanwhile, members who have moderate cohesiveness are 32 people with a frequency of 62.76%. And finally, members who have a high level of cohesiveness are 10 people with a frequency of 19.64%.

**Table 5.** Emotional Aspects

Aspects	Category	Total	%
Emotions	High	8	15,70%
	Medium	32	62,76%
	Low	11	21,60%

And the last aspect, namely the emotional aspect, can be seen that the results of members who have low cohesiveness are 11 people with a frequency of 21.60%. Meanwhile, members who have moderate cohesiveness are 32 people with a frequency of 62.76%. And finally, members who have a high level of cohesiveness are 8 people with a frequency of 15.70%. Next, researchers categorized the level of cohesiveness in members of the Otaku Indonesia *online* community based on gender.

**Table 6.** Categorization based on gender

Gender	Category	Total	%
Male	High	2	50,0%
	Medium	17	47,2%
	Low	8	15,75%
Female	High	2	50,0%
	Medium	19	52,8%
	Low	3	5,9%

Based on this table, it can be seen that there are 4 members who have high cohesiveness, namely 2 people in the male gender and 2 people in the female gender. While in the medium category, which amounted to 36 people, there were 17 people in the male gender and 19 people in the female gender. And the last in the low category of 11 people, 8 people are male while the remaining 3 are female.

In addition, there are several things that can affect whether or not a group is cohesive, based on research conducted, researchers found facts in the field, namely as follows

**Table 7.** Things that affect group cohesiveness

Things that Affect	%
Group Size	21,6
Agreement on Group Goals	19,6
Interaction between Members	27,5
Group Status	9,8
Intergroup Competition	9,8
Awarding System	7,8
Group Isolation	3,9

Based on this table, it can be seen that 21.6% of 51 people, namely 11 respondents, chose the group size factor. Then, in the agreement factor on group goals there were 19.6% of 51 respondents, namely 10 people. Furthermore, the interaction factor between members was chosen by 27.5% of 51 people, namely 14 people. Meanwhile, the group status factor and competition between groups are the same as 9.8% of 51 people, which means that each of them was chosen by 5 respondents. Then the reward system factor was chosen by 7.8% of respondents from a total of 51 respondents, which means that it was chosen by only 4 people. And the last factor, namely group isolation, was only chosen by 3.9% of the total 51% of respondents, namely 2 people. From these results, it can be seen that what affects group cohesiveness in the Otaku Indonesia online community lies in the interaction factor between members.

## 4 Discussion

The results showed that the level of cohesiveness in members of the Otaku Indonesia online community was in the moderate category. This can be proven by the results of research

showing that members who have low cohesiveness with a frequency of 21.6%. While members who have moderate cohesiveness with a frequency of 70.6% and members who have high cohesiveness people with a frequency of 7.8%. According to Widianoro, the tendency of group members to stick together in an effort to achieve group goals is reflected in cohesiveness which can be seen as a dynamic process. There are four factors that can be used to achieve group cohesiveness: social power, group unity, attractiveness, and teamwork. [16]

Sustanance further added, The fact that each member of the group uses or has the same identity, each member has the same goals and objectives, each member experiences the same successes and failures, each member cooperates and collaborates, each member has a membership role. , and the group can make decisions effectively are all indicators of group cohesiveness. [2]The desire to achieve goals well and the desire to set goals for the group to achieve are signs of high group cohesiveness. The desire to complete tasks as efficiently as possible and commitment to group goals are also very high. The desire to leave the group and low absenteeism are two additional outcomes of group cohesiveness.[17]Furthermore, in addition to each member having their own membership role so that each member can make decisions effectively, the characteristics of group cohesiveness are that each member cooperates and helps each other.[18]

Meanwhile, based on the calculation results of each aspect of group cohesiveness, it is known that in the social aspect, most of the respondents are in the medium category, namely 66.7%. Then a small portion in the low category, namely 17.60% and the rest, namely the high category of 15.7%. According to Forsyth, this aspect is a pattern of behavior used by members of certain groups to attract each other in order to maintain the integrity of the group. [9] From these results, it can be seen that most members of the Otaku Indonesia online community have the ability to develop attractiveness between members and are able to provide mutual benefits to each other and build togetherness with fellow members by sharing experiences and knowledge related to Japanese culture, especially anime, manga, cosplay and so on. Thus, it can be a place for people who have the same interests to get to know and communicate with each other. This is in accordance with the explanation that several conditions that usually arise due to a group meeting include an increased desire for a person to participate in all types of activities carried out by the meeting.[19]

Furthermore, the task aspect of most respondents was categorized as moderate, namely 62.76% of 51 respondents. Meanwhile, in the low and high categories, 17.60% in the low category and 19.64% in the high category respectively. Forsyth describes this aspect of duty as something that states whether or not you are able to perform as part of a coordinated unit and also as part of the group in order to achieve group goals.[9] This indicates that members of the Otaku Indonesia online community are mostly able to cooperate in achieving goals and in agreed positions and roles that are in accordance with the goals to be achieved by the community. This is supported by data obtained from initial interviews which state that in this community itself has a chairman, vice chairman, and administrator who have their respective duties, this is solely done to achieve community goals. This is supported by the statement that cohesive group members are loyal to the group, have a sense of shared responsibility, are motivated to complete group tasks, and are satisfied with group work. [20]

The same thing is also seen in the feeling aspect, where most respondents are in the medium category, namely 62.76% of the 51 respondents. Meanwhile, in the low and high categories, 17.60% in the low category and 19.64% in the high category respectively. According to Forsyth, the feeling aspect referred to here is a sense of belonging to a group based on a sense of togetherness and being recognized as an identity. [9] So, it can be seen that most members of the Indonesian Otaku community have a feeling of belonging to a group and have a sense of

trust in each other. From these results, it can be interpreted that cohesiveness is a sense of belonging or a feeling of belonging to a group and a level of morale and enthusiasm to be part of a group.[6] This is supported by based on initial interviews with several members of this community, researchers found that most of them really want this community to last and last long, moreover most of them increase mutual trust in each other by playing games together, and some even establish friendly relationships outside of activities as members of this community. The fact that member closeness, particularly physical and psychological closeness among group members, can also affect group cohesiveness reinforces this point.[4]In addition, group members will show a high level of commitment to group maintenance if they have a high level of cohesiveness.[12]

Furthermore, the calculation results on the emotional aspect show that most respondents have emotional aspects in the moderate category, namely 62.76%. Meanwhile, in the low and medium categories, only a small percentage of respondents, respectively, were 21.60% and 15.70%. This aspect can be interpreted as group feelings and how individuals feel as part of the unity, commitment, comfort, and enthusiasm of the group. [9] From these results, it can be seen that most members of the Otaku Indonesia online community have a sense of unity, have the ability to commit to each other, and are able to develop a sense of confidence and enthusiasm. This is in line with the statement that, Group strength and commitment to the group is what determines group cohesiveness. Members' willingness to participate in various group activities will increase when the group is cohesive. It is the group bond that causes this. Research findings show that self-esteem can correlate with group membership. Participation in groups can increase self-esteem. Self-esteem, on the other hand, can make adolescents more likely to join groups. Individuals with high levels of group self-esteem are more likely to experience high levels of group cohesiveness, and vice versa, according to other related research on group performance and cohesiveness. [4]

Furthermore, when viewed from the gender of the members of this community, there are category similarities in members who are male and female where the results of the calculation of group cohesiveness fall into the moderate category, namely in the male gender there are 17 people with a percentage of 47.2% and in the female gender 19 people with a percentage of 52.8%. This is in line with the results of Purwastiyantuti's research which states that there is no difference in cohesiveness in male and female gender. [21]

The results of research related to group cohesiveness in members of the Otaku Indonesia online community show that half of the respondents have the ability to interact between members, namely 27.5%, a small part is influenced by group size, namely 21.6, then a small part is able to develop an attitude to agree on group goals 19.6. Furthermore, a small proportion of others survived because they were influenced by group status, competition between groups, reward systems, and group isolation.

So, it can be concluded that the capacity of interaction between members of the Otaku Indonesia online community has the greatest influence on group cohesiveness. This is in line with Purwaningtyastuti's opinion which states that the attractiveness of the group and its members, social interactions between members, and the extent to which the group can satisfy the needs or goals of each member, all affect group cohesiveness. which will then affect how its members act. [21] This is in accordance with Walgito's explanation which states that when a person is interested in another person, then he will interact with that person. Conversely, if a person does not care about group activities, he will not participate in any way. As a result, interaction will also be determined by aspects of one's interest. In other words, interest will affect group cohesiveness indirectly through interaction. What is meant by "interaction" is the dynamic social relationship that exists between individuals, between groups of people, and



between individuals and a group of people. As a result, events that affect other group members support the processes that take place in the group through interaction. [4] As a result, events that affect other group members support the processes that take place in the group through interaction. If the interaction that occurs in the group can be well established, then the members also feel connected to each other so that it can create a more meaningful environment. [22] Which then creates a different situation when these group members interact with each other. So that group cohesiveness can be formed with typical interactions. [9]

## 5 Conclusion

Based on the results of research and discussion, it can be concluded that 36 people with a frequency of 70.6% of the total 51 members of the Otaku Indonesia online community have a level of cohesiveness in the moderate category. So it can be concluded that most of its members have a tendency to jointly stay united in working together to achieve group goals.

In the factors that influence group cohesiveness, the interaction factor in the group gets the highest value, namely 27.5% of 51 people with a frequency of 14, so it can be concluded that group cohesiveness in the Otaku Indonesia online community comes from interactions between fellow members. This is obtained from interactions in the form of relationships between individuals, between human groups, and between individuals and human groups.

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