

Analysis of Informal Communication Networks in Hardcore Violence Youth Crew 253 Community

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DOI: <https://doi.org/10.61796/icossh.v2i2.434>



Sections Info

Article history:

Submitted: June 16, 2025

Final Revised: July 26, 2025

Accepted: August 10, 2025

Published: September 20, 2025

Keywords:

Informal communication network

Hardcore community

Violence Youthcrew 253

Communication network pattern

ABSTRACT

Objective: This study aims to analyze informal communication networks in the hardcore violence youth crew 253 community in Sidoarjo. The relationships between individuals in the community form a communication network that reflects the social structure and pattern of information dissemination. By understanding these patterns, the communication process can be carried out more effectively and efficiently. **Method:** The method used is a quantitative approach by involving 30 community members who are active in various activities, such as concerts and discussions. Data was collected through questionnaires and in-depth interviews, and then analyzed using the UCINET application to measure various network metrics, including density, eigenvector centrality, degree centrality, and betweenness centrality. **Results:** The results of the analysis showed that the communication network in this community has a fairly high level of attachment with a density value of 57%. The actor with the highest eigenvector centrality value is Falah, which acts as the main link in the dissemination of information. In addition, it was found that several actors play a crucial role in accelerating the flow of communication. The communication patterns formed in this network follow the gossip sequence communication pattern, which reflects the informal and organic character of the interaction dynamics within the community. **Novelty:** This study reveals the specific informal communication patterns within a hardcore youth crew, highlighting the key actors and their roles in information dissemination, as well as the organic, gossip-based interaction dynamics unique to this community.

INTRODUCTION

In the era of globalization and digitalization, informal communication networks have become the main foundation in the dissemination of information in various sectors. With the development of information technology, such as the internet and mobile networks, the process of distributing information can now take place in real-time without geographical restrictions. This not only supports individual activities but also encourages efficiency in the fields of economy, education, health, and government.

However, the existence of informal communication networks also poses new challenges. The speed of information dissemination is often accompanied by the risk of the dissemination of invalid information, such as misinformation and disinformation, which can affect public opinion and social stability. Therefore, research on communication networks in information dissemination is important to understand how information can be managed, channeled, and verified in an increasingly complex ecosystem.

Communication network theory according to Rogers and Kincaid, says that communication network analysis is a research approach that aims to identify the communication structure in a system. In this method, data related to communication flows are analyzed by utilizing different types of relationships as units of analysis. [1].

Communication networks emerge as a result of various interactions carried out by members of the organization, both formally and informally. Formal relationship patterns focus on achieving goals, while informal relationship patterns focus on personal interests.

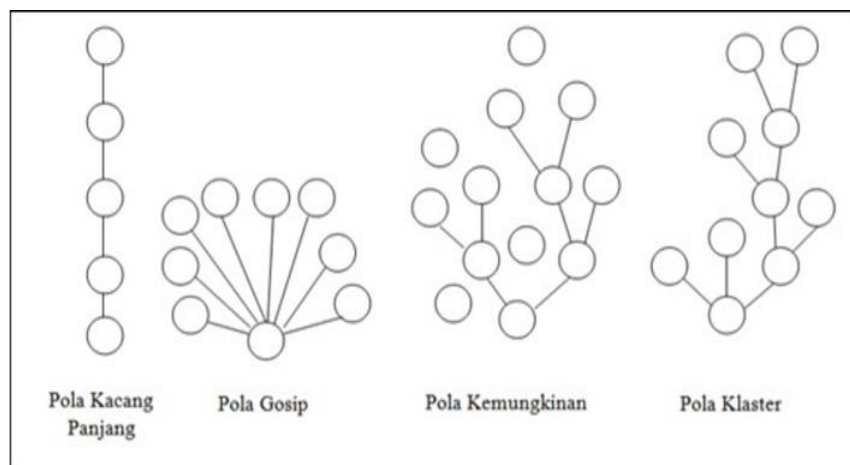


Figure 1. Informal Communication Network Pattern [2].

In the image above, there are several patterns of informal communication networks, namely the long bean pattern (a communication model in which information flows vertically and in a structured manner), gossip patterns (network patterns that show one person being a reference to another respondent through casual conversation and social interaction), probability patterns (communication models that describe potential relationships and interactions between individuals in a network), Klister pattern (a communication model in which individuals or groups are connected in small groups that interact with each other).

From the above theory, this research focuses on examining informal communication networks, which are an unorganized and usually unofficial form of communication in an organization. This network has an important role in shaping social and cultural interactions within the organization. Through informal communication channels, members of an organization can freely exchange information, ideas, and experiences, or something that often does not happen in formal communication.

The importance of informal communication networks because they can appear in task force and work team networks, which are basically formal communication networks. The type of informal communication network that emerges in a formal communication network is technically referred to as an emerging communication network. When network members share the same personal and social interests, the network of unexpected communication turns into a "click". This is because unexpected communication networks are technically limited and exclusive, so network members essentially don't interact with anyone outside of "clicks".

In communication networks, members have their own positions and roles, and there are seven types of roles in communication networks. The first role is a member or click member, which means an individual who is connected to other members of the group, forming a social click. They play an active role in interaction and collaboration

within the network [3], and the second role is isolate who is a member of the organization who has minimal contact with other people in the organization. These people hide in organizations or are alienated by their peers. They do little or no contact with other members of the group [4],

Furthermore, there is also a third role, namely the bridge is an individual that connects two different groups, allowing the flow of information between them. This role is important for creating synergy and collaboration between groups [5], in addition to that, there is also a fourth role, which is a liaison who connects two or more groups without being a member of one of the groups. They serve as mediators and assist in communication between groups [6], and the fifth role, namely the gatekeeper or gatekeeper, which functions to control access to information. Individuals in this role have the power to determine who can receive certain information, so they play a role in filtering information that enters and exits the network,

In addition, the sixth role is the opinion leader who is an influential individual in the group. They are able to influence the views or decisions of other members, often being a source of information and reference that is relied upon by group members, and the role of the latter is that of a cosmopolitan who is an influential individual in the group. They are able to influence the views or decisions of other members, often being a source of information and reference that group members rely on [4], [7].

From this description, it can be concluded that the pattern referred to here is a picture of communication dynamics. It is said to be dynamic, because there is a movement of information flows in certain directions [8]. SCorrespond to the communication partner that each individual desires, on the other hand, a communication network is a structure that is formed in response to the entry of innovation into the social system and consists of individual individuals who are interconnected through a specific communication flow.

Informal communication networks have always existed in aspects of life, and they are also in the hardcore community. Informal communication networks in hardcore communities are essential for the dissemination of information. In the hardcore community, known for the spirit of DIY (Do-It-Yourself) and brotherhood, use communication networks to exchange information about music events, and promote album releases. Digital media such as social media, online forums, and instant messaging applications are essential in this context. For example, Castells' (2013) research shows that

International Conference on Social Science and Humanity interest-based communities such as fanatical music fans create alternative public spaces in the network era by using digital technologies to build collective identities and spread their cultural impact.

The definition of collective identity according to Manuel Castells is an identity theory put forward by Manuel Castells in a book entitled "The Power of Identity" explaining that identity is formed through knowledge and values. This identity formation process is based on cultural attributes that prioritize a certain source of meaning. Identity serves as a source of values, knowledge, experiences, and cultural

attributes that have meaning for an individual or group. However, it also opens up the possibility of a plurality of identities that arise due to the pressures and contradictions between social actions and the way individuals represent themselves [9].

Within the hardcore community, informal communication networks are essential to disseminate information about events, events, and issues related to this subculture. Hardcore communities often utilize a variety of communication tools, both online and offline, to maintain group commitments, spread ideologies, and support events such as concerts and album launches. Loyal fans use social media, chat groups, and discussion forums as the main tools to build communication networks. In addition, meetings at music events are also an important tool to strengthen community relationships.

In the context of hardcore communities, risks such as information are also an important concern in the community. With the acceleration in dissemination through the network, inaccurate information about events or conflicts can have a negative impact on the solidarity that resides in the community. According to Doyle Johnson (1994), Solidarity is a state of relationship between individuals and groups that is based on a shared moral state and beliefs that are strengthened by shared emotional experiences [10].

Therefore, it is important to understand how these communities manage information in their networks. This includes the role of a central figure in the community who maintains information and information verification mechanisms that are carried out collectively. The hardcore community is a subculture or group that originated from the hardcore punk music genre, which emerged in the United States in the late 1970s to early 1980s. This subculture prioritizes values such as solidarity, resistance to social norms, and freedom of expression. In addition to being music lovers, this community also reflects a lifestyle that is critical of social issues, such as injustice, exploitation, and discrimination.

Hardcore is a type of music that belongs to the "underground" community. This community includes various other genres of music such as punk, black metal, death metal, grindcore, and so on. Underground music offers its own color in the development of music in Indonesia. Although as the name implies, the genre is more often circulated in limited circles and moves "under the radar", its influence is now widespread, especially among young people and teenagers [11]. Hardcore music is also colored by distinctive characters such as fast tempo, heavy guitar tones, and sharp lyrics. This genre is also divided into two eras, namely Oldschool Hardcore which is rooted in traditional punk music, and Newschool Hardcore which is influenced by metal elements.

In Indonesia, the hardcore community grew along with the entry of punk and hardcore music influences from the West. This community is not only a place for loud music fans, but it also serves as a space to champion principles such as anti-authoritarianism, equal rights, and solidarity. Community members often participate in activities such as organizing independent concerts, creating zines, and conducting social stunts. As a subgenre that has developed since the late 1980s in Indonesia, Hardcore music is colored by distinctive characters such as fast tempo, heavy guitar tones, and sharp lyrics. This genre is also divided into two eras, namely Oldschool Hardcore which

is rooted in traditional punk music, and Newschool Hardcore which is influenced by metal elements. In Sidoarjo, the development of the Hardcore community is enriched by various local bands such as Gruff and Deffender, as well as the increasing prevalence of concert events that strengthen the interaction between community members.

In addition to music, the Hardcore community also has other characteristics such as moshing, a typical dance that is a symbol of resistance to order and the expression of freedom of the younger generation. This activity not only reflects the lifestyle, but also strengthens the sense of solidarity and togetherness among the fans. The rapid development of the Hardcore community in Sidoarjo shows how music can be a cultural medium that brings together individuals from various backgrounds, creating a dynamic network of communication and interaction.

The Hardcore community has become one of the interesting social phenomena in Sidoarjo, along with the increasing interest of the younger generation in this music genre. Rooted in a spirit of freedom and self-expression, the Hardcore community in Sidoarjo reflects its members' shared interest in Hardcore music and a distinctive lifestyle. This music is not only entertainment, but also a medium to express identity through attributes, attitudes, and patterns of interaction that develop between them.

The phenomenon of the development of the Hardcore community in the city of Sidoarjo, one of which is marked by the emergence of a new hardcore community in Sidoarjo, namely Violence Yout Crew 253.



Figure 2. Photo of Vyolence youthcrew community members and logo: interview source.

The Violence YouthCrew 253 community is one of the hardcore communities in the city of Sidoarjo, this community was started by mas falah from one of the members of the violence youthcrew on May 2, 2023, which for now has been running for 1 year. The name

of the violence youth crew community itself also has a meaning and meaning, namely what it means (violence is violence, youth is young, crew is a group). So it can be said to be a violent youth crew, in hardcore music itself the word violence has one meaning, namely violence dance, which is where this violence dance can be said to be a euphoria activity that is in a hardcore event which is often called moshing, so that's where the violence youthcrew 253 community takes from some of the divisions in the meaning of the word.

This community is a new community in Sidoarjo with a total of 30 members, which at first this community only had 10 members. This community usually gathers at the Lacisa shop and Warkop emak buduran Sidoarjo, which usually gathers every day and sometimes also once a week, namely on Saturdays. The activities carried out when gathering are chatting, sharing about music and Hardcore events in Sidoarjo [12], Not only that, this community also supports one of the hardcore bands in Sidoarjo, namely the Hardcore Band Deffender and the Band Hardcore Endure. In this case, it is a way to support by helping to promote the latest songs and albums of the Deffender Band which forms a dissemination of information using communication network theory.

Within hardcore communities, especially in hardcore communities like Violence Youthcrew 253, informal communication networks are essential to disseminate information about community activities, concert schedules, and interactions with personnel. With the advent of online discussion groups, as well as social media, fans have grown closer to each other and have become an important tool for building the collective identity of those communities. This phenomenon shows Rogers' (1995) theory of communication networks about popular culture, namely the pattern of interaction between community members resulting in regularity that allows for the rapid and effective dissemination of information.

From the discussion above, there are several previous studies that are reference materials in this study, including, the first research entitled, "Communication patterns in the hardcore punk community of Padang City in bringing hardcore band groups at United Force Fest" by [11]. This study examines the communication pattern of the Hardcore Punk community in Padang City in bringing in bands for the United Force Fest event, using the Social Penetration theory of Irwin Altman and Dalmas Taylor using descriptive-qualitative through interviews and observations. The results then showed that the community had an effective communication pattern, which was established through personal interaction and group communication in the management of the event.

The similarity of this research with the previous research is found in the same research object that examines hardcore bands. While the difference between this research and the previous research is in the theory and methods used, in the previous research used communication pattern theory using descriptive qualitative methods while the current research is using informal communication network theory using quantitative methods.

In the second study with the title "The Role of Communication Networks in Social Movements for Environmental Conservation" by [13]. This article aims to examine the

role of communication networks in supporting social movements for environmental conservation. By integrating the concepts of networking, social capital, and ecology as part of environmental communication, this study uses a qualitative descriptive method to analyze the dynamics and effectiveness of communication. The results show that environmental conservation requires a holistic approach with cross-group collaboration, such as advocacy, public interest, and social organizations. Communication networks play a role as social capital as well as the main strategy to achieve environmental balance in a sustainable manner.

The similarities in this study with previous research are also found in the theory used using communication network theory. Meanwhile, the difference between this study and previous research is in the focus of research where the previous research focused on the role of communication networks while the current research focuses on informal communication networks.

The third research entitled Group Communication Patterns of the Jogja Jazz Community in Forming Group Identity, "Qualitative Descriptive Study on the Jogja Jazz Community in Yogyakarta City" by [14]. The results of this study show that the communication pattern in this community is dialogical small group communication, characterized by question-and-answer interaction and feedback from each statement. In addition, the social identity that the Jogja Jazz community wants to build is as a friendly community, close to the community, and committed to preserving local culture.

The similarities from previous and current research lie in the same research subject discussing community. Meanwhile, the difference between previous research and current research is in the theory and method where in previous research used group communication pattern theory and also used qualitative methods, while in current research only focuses on using informal communication network theory using quantitative methods.

Furthermore, the fourth research is about "Analysis of Communication Networks and Existence in Community X of Bandung City by by [1]. Where the results of this study show that there are 3 actors who play an important and potential role in improving the existence of the community, while in the network formed in the women's flag football community in Bandung there are 5 role actors, namely stars, opinion leaders, bridges, connectors, and isolating. The similarity of the current research lies in the theory used by highlighting the communication network and discussing the community by collecting data using the ucinet application, then the difference lies in the pattern used in the current research, namely the gossip sequence communication network pattern while the previous research used the star communication network pattern.

In addition, there was also a study on "Analysis of Communication Network Structure and the Role of Actors in the Application of Potato Cultivation Technology (Potato Farmers in Ngantru Village, Ngantang District, Malang Regency)" by [15]. The results show that the network structure has a diffuse and concentrated characteristic with low interconnectedness between actors. The key actors in the seedling and harvest aspects are actors 10, 12, 35, and 61, while in the fertilization and HPT aspects, important

actors include actors 11, 76, 60, and 50. Individual characteristics and farming factors play a role in increasing the connectivity between actors and their role in communication networks. The similarities between past and current research lie in the same theory and method using communication network theory and quantitative methods. While the difference between past and current research is in the focus of the research that will be discussed, previous research focused on formal communication networks while current research only focuses on informal communication networks.

From some of the studies above, it is shown that this study aims to analyze informal communication networks in the hardcore violence youth crew 253 community, this study also aims to understand how communication networks support collective identity, solidarity, and information dissemination in interest-based communities.

RESEARCH METHOD

This study uses quantitative research that focuses on the depiction of existing conditions or events, without attempting to find or explain the relationship between variables. In addition, this type of research does not test hypotheses or make predictions about the phenomenon being studied [16]. The researcher chose descriptive-quantitative research because the main purpose of this study is to disseminate information using informal communication networks in the hardcore community, especially the hardcore violence youthcrew community 253 [17].

This research was also conducted by involving several members of the Hardcore Violence Youthcrew253 community, especially those who are active in community-related activities with 30 members, the Hardcore Violence Youthcrew253 community involved in this study involved various community-related activities, such as concerts, discussions, and social media. To choose people who actively disseminate information about this community both directly and through social media platforms is to use the snowball technique method [18].

The type of data used in this article is Primary data, which is used to collect using two data collection methods, namely questionnaires and in-depth interviews. The questionnaire contains sociometric questions designed to identify communication relationships between community members [19]. The main question on the questionnaire was, "Who do you often discuss with about the latest information or events related to the Hardcore Violence Youthcrew253 community?" Each respondent was asked to designate a maximum of 3 people who are often communication partners in talking about information about this band.

The collected data was then analyzed using sociometric and sociogram methods assisted by using the uniset application. Sociometry is used to measure the relationships between individuals in a communication network, which indicates the degree of proximity and frequency of interaction between community members. Sociograms, on the other hand, present a visual picture of the pattern of those relationships, with individuals depicted as points and communication interactions represented by lines or arrows connecting those points [19].

RESULTS AND DISCUSSION

Results

The researcher will discuss research on the analysis of informal communication networks in the hardcore violence youth crew community. With data collection methods, namely interviews and questionnaires. After the data was collected, the researcher processed the data using the ucinet application and linked the research findings with relevant theories.

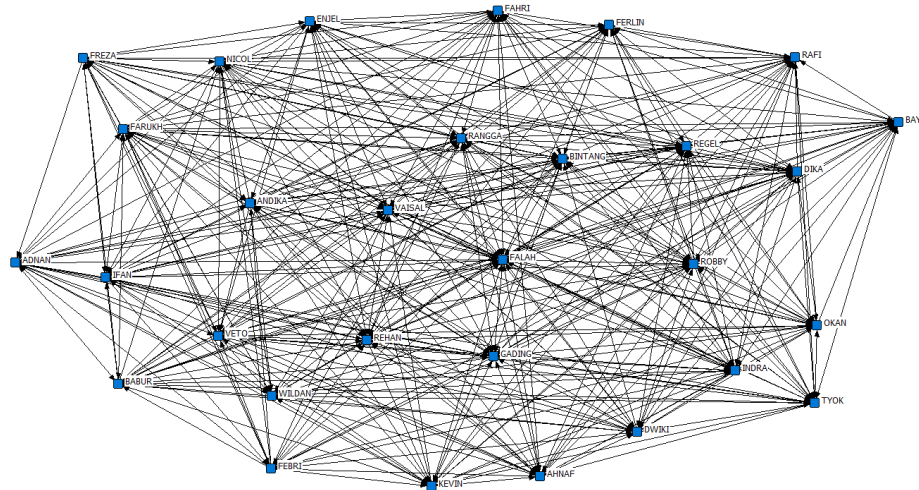


Figure 3. Sociogram Matrix Source : Ucinet Application.

The image above is a communication network between members of the hardcore violence youth crew community, which was obtained through data analysis from questionnaires and interviews analyzed with sociometry. After the data was collected, the researcher calculated with the application of ucinet on several network metrics, such as Density (data to obtain information from all actors in the communication network), Aigenvector Centrality (data to find the network central with the highest weight in the eigenvector centrality calculation), Degree Centrality (data for the relationship within one actor to another or the relationship that goes from one actor to another) and Betweenness Centrality (determining the actor who controls information in the community, or the actor who usually plays the role of a facilitator in disseminating information in a communication network).

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Input dataset:                DATA WAWANCARA (D:\ARTIKEL HANS TUGAS AKHIR\DATA WAWANCARA)

Relation: Sheet 1

Density (matrix average) = 0.5701
Standard deviation = 0.4951

Use MATRIX>TRANSFORM>DICHOTOMIZE procedure to get binary image matrix.
Density table(s) saved as dataset Density
Standard deviations saved as dataset DensitySD
Actor-by-actor pre-image matrix saved as dataset DensityModel

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Running time: 00:00:01
Output generated: 18 Mar 25 20:21:53
UCINET 6.806 Copyright (c) 2002-2023 Analytic Technologies
    
```

Figure 4. Data density centrality Source : Ucinet Application.

The results of the analysis show that the average relationship (density) or matrix average shows the number 0.5701 or 57% which states that the relationship that occurs in the network is quite strong while the standard deviation shows the number 0.4951, where the smaller the value is than 0, the data collected can be said to be invalid and vice versa. Therefore, it can be concluded that density aims to obtain information about the number of relationships or relationships received from each actor. This means that all actors get information from all actors in the communication network.

Table 1. Data eigenvector centrality Ucinet.

Actor Name	Eigenvector Centrality
Falah	0.220
Gading	0.205
Annon	0.163
Heart	0.170
Squirt	0.206
Wind	0.163
Milling Cutter	0.170
Ifan	0.169
Farukh	0.191
Ahnaf	0.184
Kevin	0.177
Enjel	0.172
Andika	0.184
Star	0.198
Senses	0.178
Robby	0.192
Febri	0.163
Rule	0.191
Dwiki	0.185
Nicol	0.191
Veto	0.185
Babur	0.169
Wildland	0.170
Rehan	0.199
Honorary	0.177
Tyok	0.170
Ferlin	0.163
Symptoms	0.186
Vaisal	0.197
Rafi	0.171

Furthermore, the data results (Eigenvector Centrality) above. The purpose of calculating eigenvector centrality is to find out who are the most influential actors in the community. It can be said that the largest eigenvector centrality value is 0.220%, which shows that the data provides the result of the weight of actors who have a high affinity with other actors. So it was found that the actor with the serial number #1 in the name of Falah with the highest eigenvector centrality with a value of 0.220%, so by looking at the eigenvector value on the actor, the actor is the network center with the highest weight in the calculation of eigenvector centrality.

Table 2. Data degree centrality ucinet.

Actor Name	Outdegree	Indegree	N.Outdegree	N.Indegree
Falah	29.000	28.000	1.000	0.966
Gading	23.000	19.000	0.793	0.655
Annon	11.000	16.000	0.379	0.517
Heart	14.000	15.000	0.483	0.621
Squirt	18.000	18.000	0.621	0.552
Wind	12.000	16.000	0.414	0.448
Milling Cutter	17.000	13.000	0.586	0.483
Ifan	14.000	14.000	0.483	0.621
Farukh	20.000	18.000	0.690	0.552
Ahnaf	14.000	16.000	0.483	0.552
Kevin	16.000	16.000	0.552	0.586
Enjel	17.000	17.000	0.586	0.552
Andika	15.000	16.000	0.517	0.621
Star	20.000	18.000	0.690	0.586
Senses	14.000	17.000	0.483	0.586
Robby	18.000	17.000	0.621	0.379
Febri	15.000	11.000	0.517	0.448
Rule	21.000	13.000	0.724	0.552
Dwiki	14.000	16.000	0.483	0.552
Nicol	17.000	16.000	0.586	0.552
Veto	14.000	16.000	0.483	0.483
Babur	15.000	14.000	0.517	0.552
Wildland	12.000	16.000	0.414	0.690
Rehan	16.000	20.000	0.552	0.586
Honorary	15.000	17.000	0.517	0.552
Tyok	17.000	16.000	0.586	0.517
Ferlin	16.000	15.000	0.552	0.517
Symptoms	18.000	15.000	0.621	0.724
Vaisal	22.000	21.000	0.759	0.552
Rafi	12.000	16.000	0.414	

From the results of the data above, there are results of degree centrality, outdegree is the relationship of other actors to one actor or the relationship that enters to one actor while indegree is the relationship in one actor to another or the relationship that goes out from one actor to another, while normality outdegree and indegree are the normality of outdegree and indegree normality itself is used to assess the distribution of data on the network. This is evidenced by the way the data is distributed normally.

The way to calculate the results of the normality of outdegree and indegree is to use the formula $(n-1)/\text{outdegree} \times 100$ or $\text{indegree} \times 100$, n here is an actor in a network, then if the data actor in this study is 30, then it becomes $(30-1)/\text{outdegree} \times 100$ or $\text{indegree} \times 100$. Then it can be concluded that the degree centrality in a network above is taken from the highest value, namely the outdegree value of 29,000 and the indegree value of 28,000 owned by the number 1 falah actor.

		1 Betweenness	2 nBetweenness
1	FALAH	41.590	5.122
2	GADING	22.968	2.829
29	VAISAL	22.680	2.793
9	FARUKH	16.809	2.070
14	BINTANG	16.438	2.024
24	REHAN	15.870	1.954
16	ROBBY	14.281	1.759
20	NICOL	13.594	1.674
26	TYOK	12.442	1.532
12	ENJEL	12.271	1.511
18	REGEL	12.119	1.492
5	RANGGA	11.932	1.469
10	AHNAF	11.877	1.463
13	ANDIKA	11.380	1.401
11	KEVIN	10.992	1.354
28	DIKA	10.976	1.352
25	FAHRI	10.773	1.327
15	INDRA	10.547	1.299
19	DWIKI	9.877	1.216
22	BABUR	8.765	1.079
27	FERLIN	8.705	1.072
21	VETO	8.237	1.014
8	IFAN	8.225	1.013
23	WILDAN	7.725	0.951
30	RAFI	7.590	0.935
6	BAYU	7.508	0.925
4	OKAN	7.116	0.876
7	FREZA	7.072	0.871
17	FEBRI	6.868	0.846
3	ADNAN	6.774	0.834

Figure 5. Data betweenness centrality ucinet.

Then from the results of the last data, namely data betweenness centrality, it aims to determine the actors who control information in the community, or actors who usually play the role of facilitators in disseminating information in a communication network. Meanwhile, the formula to find the results of nbeetweenees itself by using the formula $(n-1)/\text{betweeneees} \times 100$, which can be said that the number of actors in a community or network of actors who have a value above 16% shows that the actor has a higher percentage of interaction with other actors.

Then it can be concluded that the actors who are facilitators or intermediaries in the community network are actors #1, #2, #29, #9, #14. These four actors are actors who are connected as facilitators because the value of their betweenness calculation results is above 16%.

Discussion

So based on the results of the data above that has been analyzed using the ucinet 32 application, it can be said that members #1, #2, and #29 have an important role in accelerating the dissemination of information in the community. In the context of communication networks, there are five roles of members that can affect the effectiveness of information dissemination, namely stars (the most famous actors), opinion leaders (actors who interact the most with others), bridges (actors who connect various parties in the network), liaison (actors who collect information), and isolate (actors who have minimal interaction in the network). The results of the centrality analysis identified five roles of actors in the violence youthcrew community 253 that contributed to increased solidarity. The actor who stars is actor #1, Falah, who is the founder and administrator of the Vyolence Youthcrew community. Falah is widely known among community members because he often interacts and is considered to be able to provide information, listen to criticism and suggestions, and share news with other members.

The role of opinion leader is held by actors #1, #2, #29 Falah, Gading and Vaisal, as Vaisal has 5 interactions, while Gading receives 10 interactions while Falah has 15 interactions. Furthermore, the bridge role is represented by actor #2, Gading, who connects the most members in the community network and also connects two different groups, which allows the flow of information between the other members. Finally, the role of cosmopolitan is held by actor #1 because Falah is very able to influence between individuals and between other actors.

From the description of the data above, it was found that the communication patterns obtained in this study show the pattern of gossip sequential communication networks, where this network pattern shows one person who becomes a reference for other respondents through informal communication networks. It can be concluded that the results of the communication network pattern in this study show that actors #1, #2, and #29 have an important role in accelerating the dissemination of information in the community, this is because the four actors are very widely known among community members because they often interact and are considered able to provide information, listen to criticism and suggestions, and share news with other members.

The results of the current study discuss the results of gossip sequential communication network data using data from the ucinet application to several matrix networks. Such as density, eigenvector centrality, degree centrality, and betweenness centrality, while the difference from previous research is the result of communication network patterns. Where the current research is highlighting the pattern of gossip sequential communication networks while previous research highlights the pattern of star communication networks, then the comparison of the equations from current and previous research is located in the data obtained from the ucinet application by finding data from density, eigenvector centrality, degree centrality, and betweenness centrality.

CONCLUSION

Fundamental Finding : This study can be concluded that in the hardcore violence youthcrew community, it shows that the density value obtained is 0.5701 or 57% which states that the relationship that occurs in the network is quite strong while the standard deviation shows the number 0.4951, then the eigenvector centrality value with a value of 0.220% which shows the highest weight obtained by the ururt number #1 actor on behalf of falah. Furthermore, the value of degree centrality in a network is taken from the highest value, namely the outdegree value of 29,000 and the indegree value of 28,000 obtained by actor #1 Falah, then the last data is betweenness with a total value of 16%, that the actors who become facilitators or intermediaries in the community network are actors #1, #2, #29, #9, #14. **Implication :** These four actors are actors who are connected as facilitators because the value of their betweenness calculation results is above 16%. So it can be said that in the violence youthcrew 253 community uses a gossip sequence communication network pattern where the results of the communication network pattern in this study show that actors #1, #2, and #29 have an important role in accelerating the dissemination of information in the community. **Limitation :** This study can be concluded that the findings are limited only to the communication structure and network analysis within the hardcore violence youthcrew 253 community, where the data are based on centrality measures such as density, eigenvector centrality, degree centrality, and betweenness centrality, and therefore do not yet address other social, cultural, or behavioral factors that may influence the dynamics of communication within the group. **Future Research :** This study can be concluded that further research is needed to expand the analysis by involving broader communities, using longitudinal data collection, and integrating qualitative exploration to understand deeper motivations, cultural aspects, and psychological dynamics of actors within the network, so that the communication network pattern can be understood in a more comprehensive and multidimensional way.

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