Analysis of E-Democracy in the Simultaneous General Election

Herawati Nurjamilah[1*], Ike Rachmawati[2] , Yana Fajar FY Basori[3]

[123] Public Administration, University of Muhammadiyah Sukabumi.
Email: [1]yayaherawatinurjamilah@gmail.com, [2]ike_rachmawati@yahoo.com,
[3]yanafajar@ummi.ac.id

ABSTRACT

This study aims to determine the development of e-democracy in the 2019 simultaneous general elections in Sukabumi City, which is supported by the high number of internet users in Sukabumi City. To measure e-democracy, researchers adopted the e-democracy model developed by Caldow (2004), which consists of 4 quadrants. The method used in this research is a quantitative method with a descriptive approach. Data collection techniques in this study were by distributing questionnaires, observations, interviews and literature studies. The population in this study were all people of Sukabumi City who were registered as the Permanent Voters List (DPT) in the Sukabumi City area, with a total of 100 respondents from 7 sub-districts in Sukabumi City. The sampling technique used by researchers was probability sampling with cluster sampling technique. Data processing in this study used Statistical Product and Service Solutions (SPSS) 26. The result of this study is that e-democracy activities in Sukabumi City are in the high category, where based on the hypothesis test, obtained t_{tabel} $1.660 < t_{count}$ 10.127, then H_0 is rejected, and H_a is accepted. The accepted hypothesis reads that the level of e-democracy in the 2019 simultaneous general elections in Sukabumi City is above 50%.

Keywords: E-democracy; Simultaneous General Elections; E-democracy Model.

INTRODUCTION

As a democracy, political participation is fundamental in Indonesia. In the era of the industrial revolution 4.0, politics is one aspect that has undergone digital transformation. In addition, the industrial revolution 4.0 also gave birth to an e-democracy system. E-democracy is a form of democracy that uses digital media and networks in its political activities. Digital technology impacts democratic processes, such as political mobility, campaign strategies, the polarization of public opinion, and government tools and channels (Prasetyo, 2016). The utilization of e-democracy in Indonesia occurred in the 2019 simultaneous general elections. The 2019 simultaneous elections included the election of the President and Vice President, the DPR-RI, and also the DPRD in all cities and regencies in Indonesia. The phenomenon of e-democracy in the 2019 simultaneous elections was massive, especially in the presidential and vice presidential elections. The hashtag war phenomenon #2019GantiPresiden and #AkhirnyaMemilihJokowi were viral on various social media in Indonesia. This moment shows that e-democracy dramatically impacts the people's political participation in Indonesia.

The increasing number of internet users in Indonesia supports the development of e-democracy activities. The number of internet users in Sukabumi City itself is very high. As many as 76.46% of people in Sukabumi actively accessed the internet in 2022. Men accounted for the

most internet users at 77.22%, and women at 70.89%. This internet access includes social media such as WhatsApp, Facebook, and Twitter (BPS Kota Sukabumi, 2020). The higher the number of internet users in Sukabumi City, the greater the opportunity for people to participate in e-democracy activities. One form of e-democracy activity that was actively carried out by the people of Sukabumi City, especially volunteers, sympathizers, and political party success teams in the 2019 simultaneous election activities, was campaigning through digital media such as Facebook, Instagram, or other social media (Syarif, 2018). The Sukabumi KPU stated that campaigns in Sukabumi City could be carried out through digital media such as radio, television, print, and online (Somantri, 2018).

On the other hand, one of the challenges of the emergence of e-democracy activities is the number of political issues and hoaxes scattered on social media. In the 2019 General Election, Kominfo found 3,356 hoaxes, where most hoax issues were dominated by the political category, which amounted to 916 hoaxes (Kominfo, 2019). Hoaxes can affect voter participation because they are a form of black campaign. One of the impacts of hoaxes on the people of Sukabumi City is that it causes unfavourable voter participation. People are influenced by bad issues on social media. For example, some people in Sukabumi City were provoked to participate in a demonstration against the results of the 2019 presidential election, and the demonstration ended in chaos (Masdi, 2019). In addition, due to hoaxes related to incorrect voting procedures on social media, the counting of ballots at eight polling stations in Sukabumi City was repeated (Alamsyah, 2019). Based on data from the Sukabumi KPU, the political situation in Sukabumi City in the 2019 Simultaneous Election activities experienced gaps. Where in the President and Vice President elections, the DPR-RI elections, the DPD-RI elections, and the West Java Provincial DPRD elections reached 84%. However, the Sukabumi City DPRD election only reached 75%, which means that the number of people who abstained in the Sukabumi City DPRD election was 25 (KPU Kota Sukabumi, 2019).

Based on the research results of Slamet & Dermawan (2009), the implementation of e-democracy is still in the introduction stage. Besides being a great opportunity, this activity can also hinder government processes, including elections. One of the obstacles is the reduction of community voter participation due to hoaxes. The high development of internet users in Sukabumi City, massive e-democracy activities, and the emergence of positive and negative impacts due to e-democracy that affect political participation in Sukabumi City became an urgency for researchers to conduct this research. Researchers are interested in examining and knowing the level of development of e-democracy in the Sukabumi City area in the 2019 simultaneous election activities and the extent to which the community is active in these activities.

In general, e-democracy is defined as the practice of democracy in any form through digital media in political communication, both online and offline (Van Dijk, 2012). E-democracy is influenced by the industrial revolution 4.0, where automation and artificial intelligence emerged with the wave of the revolution (Tamara, 2022). E-democracy as a public space creates freedom of speech, freedom of the press, and freedom of association and assembly (Sukmawati et al., 2019). If understood correctly, e-democracy is the most promising space or way to build a prosperous society (Contucci et al., 2019). E-democracy provides benefits to the public in receiving political information and participating in virtual gathering places (Wilhem, 2003). In Public Administration theory, e-democracy is part of the topic of technology in public administration. E-democracy is an emerging study of digital-age governance approaches (Van der Waldt, 2017). E-democracy activities such as political processes, participation, deliberation, and decision-making in a democratic government are driven by e-government (Yildiz, 2012). E-

democracy is a follow-up to e-government, where the two things cannot be separated (Slamet & Dermawan, 2009). E-democracy activities are essential because the main focus in Public Administration is society. In Public Administration, the community is an element of the Three Domains of Good Governance (Rodiyah, 2021). According to Simon et al. (2003), with e-democracy, people can participate anytime and anywhere. In addition, information disclosure in e-democracy can easily create transparency for the government without spending more money.

In measuring the level of e-democracy development in Sukabumi City, researchers adopted Caldow's (2004) e-democracy model as follows.
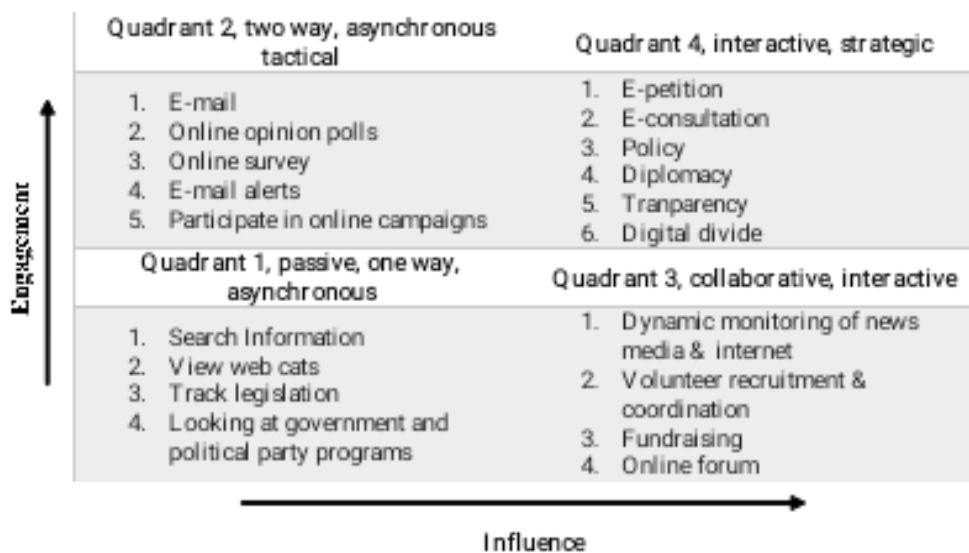
Figure 1 E-democracy Model
Source: Caldow (2004)

E-democracy has various models in its activities. The development of e-democracy models developed by Caldow (2004) into four types, namely: quadrant 1 is passive, one-way, and asynchronous; quadrant 2 is two-way, asynchronous, and tactical; quadrant 3, cooperative and interactive; quadrant 4 is interactive and strategic.

METHOD

The method used in this research is a quantitative method with a descriptive approach. A descriptive statistical method is a research technique used to analyze data by the data that has been collected (Sugiyono, 2018). The population in this study were people who had registered as the Permanent Voter List in the 2019 simultaneous elections in Sukabumi City, with a sample size of 100 respondents (a=0.1), consisting of 7 sub-districts in Sukabumi City. The data collection techniques used by researchers were questionnaires, observations, literature studies, and interviews. This study conducted interviews to explore more comprehensive data on e-democracy activities in the 2019 election activities in Sukabumi City. Data processing in this study used Statistical Product and Service Solutions (SPSS) 26. To test the descriptive hypothesis, researchers used one sample t-test. The hypothesis proposed was H_0 : The level of E-Democracy in the 2019 simultaneous general election in Sukabumi City was below 50%, and H_a : The level

of E-Democracy in the 2019 simultaneous general election in Sukabumi City is above 50%.

RESULT AND DISCUSSION

E-democracy is the democratic activity of using digital media for political participation in the era of disruption, where a massive change towards digital makes e-democracy an adequate space and platform for democracy. In this study, researchers measured the level and development of e-democracy in the 2019 simultaneous election activities in Sukabumi City. In measuring e-democracy activities, researchers adopted the e-democracy model proposed by Caldow. According to Caldow (2004), e-democracy consists of 4 quadrants, namely: Quadrant 1 is passive, one-way, and asynchronous; Quadrant 2 is two-way, asynchronous, and tactical; Quadrant 3 is cooperative and interactive; and Quadrant 4 is interactive and strategic. The actors of e-democracy include citizens, government, media, and political organizations.

Meanwhile, e-democracy activities carried out by the people of Sukabumi City based on the accumulated value of respondents' responses to statement items on e-democracy variables in the 2019 simultaneous general elections in Sukabumi City, the following data were obtained:

Table 1 Accumulation of Respondents' Responses to E-Democracy Variables

No.	Dimension	Score	Total Score
1	Quadrant 1, passive, one-way, asynchronous	1.510	
2	Quadrant 2, two-way, asynchronous tactical	1.728	5.985
3	Quadrant 3, collaborative, interactive	1.160	
4	Quadrant 4, interactive, strategic	1.587	

Source: Researcher, 2023

Based on the table above shows that the accumulated score on the e-democracy variable is 5,985. The highest dimension score is in quadrant 2, two-way asynchronous tactical, at 1,728. The lowest dimension score is in quadrant 3, which is collaborative and interactive, reaching a score of 1,160. From the four dimensions above, it can be described that the level of e-democracy activity in the 2019 simultaneous general elections in Sukabumi City is as follows:

Total ideal score = 19 (sum of all statements) x 100 x 5 = 9.500
The level of e-democracy activity is 5.985: 9.500 x 100% = 75,5%

Table 2 Measurement Scale and Classification

Measurement	Criteria
≤ 20%	Extremely low
21% - 40%	Low
41% - 60%	Medium
61 – 80%	High
81% - 100%	Extremely high

Source: (Sugiyono, 2018)

Based on the results of the accumulation of e-democracy activities in the 2019 simultaneous general elections in Sukabumi City amounted to 75.5%. Based on the measurement scale and classification, it can be interpreted that the level of e-democracy in simultaneous general elections in Sukabumi City is in the High category.

The following are the results of analyzing respondents' responses and the classification of measurements of e-democracy activities in the 2019 simultaneous general elections in Sukabumi City in each quadrant.

Quadrant 1, passive, one-way, asynchronous

Quadrant 1 is the most fundamental stage or level of e-democracy. At this stage, government agencies or political parties create information online to be published as information material to the public. At this level, the public can search for information from government agencies and political parties, view webcasts, track laws, and policies, or view programs created by the government.

To determine the respondents' responses to the E-Democracy model in quadrant 1, which is passive, one-way, and asynchronous, presented in the following table.

Table 3 Respondents' Responses in Quadrant 1

	Respondent's Response	Always		Often		Undecided		Rarely		Never	
		F	%	F	%	F	%	F	%	F	%
1.	Search information	32	32	40	40	17	17	9	9	2	2
2.	View web cats	23	23	54	54	16	16	6	6	1	1
3.	Track legislation	32	32	37	37	10	10	9	9	12	12
4.	Looking at government and political party programs	21	21	38	38	23	23	15	15	3	3

Source: Researcher,2023

Table 3 shows that the indicator of searching for information and the indicator of tracking legislation are the indicators with the highest frequency value, namely 32, with a percentage reaching 32%. The data shows that the people of Sukabumi City actively seek information about elections and track election policies through political institutions' web or social media. The lowest frequency level was the indicator of seeing government and political party programs on social media, with a frequency value of 21 and a percentage of 21%. The data shows that only a few people in Sukabumi City are interested in seeing government or political party programs on social media.

The accumulated value of respondents' responses in quadrant 1, which is passive, one-way, and asynchronous, is presented in the following table 4.

Table 4 Accumulated Responses Respondents in Quadrant 1

No	Indicator	Score	Total
1	Search information	391	
2	View web cats	392	1.510
3	Track legislation	368	
4	Looking at government and political party programs	359	

Source: Researcher,2023

Based on the accumulated value in the table above, e-democracy activities in quadrant 1 reached a score of 1,510. The highest score is in statement item 2, namely view web cats, with a total score of 392. The lowest total score is on statement item 4, namely, looking at government and political party programs, with a score of 359. From the four indicators above, it can be described the level of e-democracy activity in quadrant 1, namely:

Total ideal score = 4 x 100 x 5 = 2000

The level of e-democracy activity in quadrant 1 is 1,510: 2000 x 100% =75,5%

E-democracy activities in quadrant 1 are at a percentage of 75.5%. This value indicates that e-democracy activities in the 2019 Simultaneous Elections in Sukabumi City in quadrant 1, which are passive, one-way, and asynchronous are in the high category. Based on the interview with the Head of the Technical Division of Election Implementation of Sukabumi KPU, it was revealed that as an authorized institution in organizing elections, Sukabumi KPU publishes all forms of important information related to election activities, policies, and election regulations in Sukabumi through official social media, such as the website, and Instagram of Sukabumi KPU. In addition, Sukabumi KPU also cooperates with the local press in disseminating electoral information. The results of the interview with the questionnaire above show that this e-democracy activity is in accordance with theory, where the authorized government agency has made information online and then published it to the public. The community has also been active in accessing the information provided.

Quadrant 2, two-way, asynchronous tactical

In quadrant 2, e-democracy activities are two-way, tactical, and unsynchronized. At this stage, government institutions or political parties make significant moves to open two-way communication with the public. Government agencies, political parties, and the public can do several things, such as communication via e-mail, online opinion polls, surveys, e-mail alerts, and online campaigns. To find out the respondents' responses to the E-Democracy model in the 2019 Simultaneous General Election in Sukabumi City in quadrant 2, which is asynchronous and tactical, consists of 5 statement indicators which can be seen in the following table 5.

Table 5 Respondents' Responses in Quadrant 2

No.	Respondent's	Always		Often		Undecided		Rarely		Never	
		F	%	F	%	F	%	F	%	F	%
1.	E-mail	16	16	37	37	21	21	17	17	9	9
2.	Online opinion polls	21	21	28	28	25	25	15	15	11	11
3.	Online survey	23	23	37	37	20	20	11	11	9	9
4.	E-mail Alerts	24	24	35	35	19	19	15	15	7	7
5.	Participate in online campaigns	31	31	29	29	17	7	8	8	15	15

Source: Researcher,2023

Based on the data presented in the table above, the indicator of participating in online campaigns is the e-democracy activity with the highest frequency value, namely 31, with a percentage reaching 31%. The data shows that the people of Sukabumi City actively campaign for political party candidates through social media, such as vision and mission or work programs. The indicator of communication via e-mail has the lowest frequency value, which is only 16, with a percentage of 16%. The data shows that people in Sukabumi do not routinely conduct two-way communication through e-mail.

The accumulated responses of respondents in quadrant 2, which is two-way, asynchronous, and tactical, are as follows:

Table 6 Accumulated Responses Respondents in Quadrant 2

No	Indicator	Score	Total
1	E-mail	334	
2	Online opinion polls	333	1.728
3	Online survey	354	
4	E-mail Alerts	354	
5	Participate in online campaigns	353	

Source: Researcher,2023

Based on the accumulated value in the table above, e-democracy activities in quadrant 2 reached a score of 1.728. The highest score is found in statement items 3 and 4, indicators of participating in online surveys and e-mail alerts, with the same score of 354. The lowest total score is on statement item 2, namely expressing views online on social media, with a total score of 333. From the four indicators above, it can be described the level of e-democracy activity in quadrant 2, namely:

Total score ideal = 5 x 100 x 5 = 2.500
The level of e-democracy in quadrant 2 is 1.728: 2500 x 100% =69,12%

E-democracy activities in quadrant 2 are at a percentage of 69.12%. This value indicates that e-democracy activities in the 2019 Simultaneous Elections in Sukabumi City in quadrant 2, namely tactical and asynchronous, are in the high category.

Ideally, e-democracy activities in Quadrant 2 occur through two-way communication between the government and the community. The government and the community can optimize digital media to interact with each other, exchange information, and open themselves to criticism and suggestions. Based on an interview with the Head of the Participation and Human Resources Division of Sukabumi City, it was revealed that the Sukabumi KPU opened communication services with the public related to complaints, consultations, and expressions of opinion regarding various matters about elections through e-mail and telephone listed on the Sukabumi KPU website. In addition, the public can also interact through the official social media of the Sukabumi KPU, such as Facebook, Twitter, and Instagram, by actively commenting on the content posted by the Sukabumi KPU or sending messages through the available features. The questionnaires and interviews show that the high level of e-democracy activities in Quadrant 2 in Sukabumi City cannot be separated from the openness of the Sukabumi KPU in digital communication services with the community.

Quadrant 3, collaborative, interactive

Furthermore, in quadrant 3, e-democracy activities are cooperative and interactive. In this quadrant, there is interaction between politicians and the community. Indicators in quadrant 3 are communication for building cooperation, such as dynamic news monitoring, volunteer recruitment and coordination, fundraising, and the formation of online forums. To find out the respondents' responses to the E-Democracy model in the 2019 Simultaneous General Election in Sukabumi City in quadrant 3 of the 4 statement indicators, which can be seen in the following table.

Table 7 Respondents' Responses in Quadrant 3

	Respondent's Response	Always		Often		Undecided		Rarely		Never	
		F	%	F	%	F	%	F	%	F	%
1.	Dynamic monitoring of news media & internet	29	29	35	35	22	22	9	9	5	5
2.	Volunteer recruitment & coordination	7	7	11	11	36	36	22	22	24	24
3.	Fundraising	0	0	0	0	24	24	38	38	38	38
4.	Online forum	25	25	33	33	16	16	14	14	12	12

Source: Researcher,2023

All data presented in the table above shows that the indicator of monitoring news dynamically in mass media and the internet has the highest frequency level of 29 with a percentage of 29%. This value shows that the people of Sukabumi City were enthusiastic about monitoring the election news intensely. The indicator with the lowest value is participating in fundraising, with a frequency value of 0. This value shows that the people of Sukabumi City did not conduct many online fundraising activities for the 2019 Election.

Meanwhile, the accumulated responses of respondents in quadrant 3 are presented in the following table 8.

Table 8 Accumulated Responses Respondents in Quadrant 3

No	Indicator	Score	Total
1	Dynamic monitoring of news media & internet	374	
2	Volunteer recruitment & coordination	255	1.160
3	Fundraising	186	
4	Online forum	345	

Source: Researcher,2023

Based on the accumulated value in the table above, e-democracy activities in quadrant 3 reached a score of 1,160. The highest value is in statement item 1, namely dynamically monitoring mass media & internet news, with a score of 374. The lowest total score is on statement item 3, namely participating in online fundraising, with a score of 186. From the four indicators above, it can be described the level of e-democracy activity in quadrant 3, namely:

Total score ideal = 4 x 100 x 5 = 2.000

The level of e-democracy in quadrant 3 is 1.160: 2.000 x 100% = 58%

E-democracy activities in quadrant 3 are at a percentage of 58%. This value indicates that e-democracy activities in the 2019 Simultaneous General Elections in Sukabumi City in the quadrant are in the medium category.

Based on an interview with the Head of the Technical and Organizing Division of the Sukabumi KPU, it was stated that the Sukabumi KPU is open to working with the community in organizing elections. The Sukabumi KPU opens recruitment of democracy volunteers through announcements on its website and Instagram of the Sukabumi KPU. The election organizer members have been recruited through a system, SIAKBA (Sistem Informasi Anggota KPU dan Badan Adhoc). This system makes it easier for the public to be actively involved in organizing elections. In creating collaborative and interactive e-democracy activities, KPU Sukabumi often opens online forums through webinars such as the 3D (Data & Digital Discussion) Program and the BICARA (Bincang Cerdas Demokrasi) program. Participants in these programs include the community or several people with specific qualifications.

In theory, ideally, in quadrant 3, there is a cooperation between the government, political party members, and the community. At this stage, the government and constituents must communicate interactively. Judging from the interview results, the Sukabumi KPU has provided facilities to open collaborative and interactive e-democracy activities. However, the questionnaire data shows that in quadrant 3, people are only active in certain activities.

Quadrant 4, interactive, strategic

Quadrant 4 is the last stage of the e-democracy model, which is interactive and strategic. Quadrant 4 shows the highest level of e-democracy activity. This quadrant 4 indicator consists of six statements: At this stage, society is actively conducting e-petitions, e-consultations, formulating public policies, online diplomacy, creating transparency, and the emergence of the digital divide.

To find out the respondents' responses to the e-democracy model in the 2019 Simultaneous General Election in Sukabumi City in quadrant 4, which consists of 6 statement indicators, presented in the following table:

Table 9 Respondents' Responses in Quadrant 4

	Respondent's Response	Always		Often		Undecided		Rarely		Never	
		F	%	F	%	F	%	F	%	F	%
1.	E-petition	0	0%	0	0%	38	38%	40	40%	22	22%
2.	E-consultation	3	3%	5	5%	47	47%	36	36%	9	9%
3.	Policy	2	2%	5	5%	35	35%	42	42%	16	16%
4.	Diplomacy	2	2%	5	5%	32	32%	40	40%	21	21%
5.	Transparency	16	16%	29	29%	21	21%	18	18%	16	16%
6.	Digital divide	30	30%	25	25%	13	13%	22	22%	10	10%

Source: Researcher,2023

Based on all the data presented in the table above, the digital divide indicator is the indicator with the highest frequency value, reaching a score of 30 with a percentage of 30%. The data shows that most people in Sukabumi City feel that there is always a digital divide in the election process in Sukabumi City, where the utilization of digital media in the 2019 Election has not been evenly distributed among the community. The indicator with the lowest respondent response was the indicator of following e-petitions with a frequency value of 0. The data shows that the people of Sukabumi City do not often carry out e-petition signing activities.

Meanwhile, the accumulated responses of respondents in quadrant 4 are presented in the following table:

Table 10 Accumulated Responses Respondents in Quadrant 4

No	Indicator	Score	Total
1	E-petition	216	
2	E-consultation	257	
3	Policy	235	1.587
4	Diplomacy	227	
5	Transparency	311	
6	Digital divide	341	

Source: Researcher,2023

Based on the accumulated value in the table above, e-democracy activities in quadrant 4 reached a score of 1,587. The highest score is in statement item 6, namely the digital divide, with a score of 341. The lowest total score is on statement item 1, namely following e-petitions, with a total score of 216. From the six indicators above, it can be described the level of e-democracy activity in quadrant 4, namely:

Total score ideal = 6 x 100 x 5 = 3.000
The level of e-democracy in quadrant 4 is 1.587: 3.000 x 100% = 52,9%

E-democracy activities in quadrant 4 are at a percentage of 52.9%. This value indicates that e-democracy activities in the 2019 Simultaneous General Election in Sukabumi City in quadrant 4 which are interactive and strategic, are in the medium category.

In theory, quadrant 4 is ideally the stage of e-democracy perfection, where all election activities occur through digital media. Based on an interview with the Head of the Technical Division of Election Implementation of the Sukabumi KPU, it was stated that election activities and processes in Sukabumi City began to switch to digital. KPU created a digital platform to facilitate the election process. This digital platform is a web-based application used for every election stage. First, for the registration stage of political members and election participants, there is the SIPOL (Sistem Informasi Partai Politik) application. Second, for the registration stage of the PPK and PPS Ad-Hoc Bodies, namely election organizers at the sub-district and village levels, there is the SIAKBA application (Sistem Informasi Anggota KPU dan Badan Ad-Hoc). Third, for the nomination/registration stage for members of the DPR-RI, Provincial DPRD, DPD, and Regency/City DPRD using the SILON application (Sistem Informasi Pencalonan). Fourth, for the voter data updating stage, use the SIDALIH application (Sistem Informasi Data Pemilih). Fifth, use the SIDAKAP application (Sistem Informasi Dana Kampanye) for the campaign fund reporting stage. Then, two information systems are used for the voting stage: SIREKAP (Sistem Informasi Rekapitulasi) and Counting Information System. The Sukabumi KPU stated that digital media assisted the KPU in a more transparent election implementation process. However, the questionnaire results show that the people of Sukabumi City are not very active in e-democracy activities in quadrant 4, because there is still a noticeable digital divide in Sukabumi City.

The hypothesis testing in this study used the right party one sample t-test. The results of the one sample test in this study are presented in the following table 11.

Table 11 Hypothesis Test

	One-Sample Test					
	Test Value = 50%					
	t	**df**	**Sig. (2-tailed)**	**Mean Difference**	**95% Confidence Interval of the Difference**	
					Lower	**Upper**
E-Democracy	10.127	99	.000	9.870	7.94	11.80

Source: Researcher,2023

The table above shows that the E-democracy variable in the 2019 Simultaneous Elections in Sukabumi City has a t_{count} of 10.127. To test the hypothesis, researchers must compare the value of t_{table} with t_{count}. The t value is calculated using the formula df = (n-1) with an error rate of 5% (0.05). So, df = 100-1 = 99, so the t-table is 1.660. Based on this data, it can be seen that the t_{table} value is 1.660 < t_{count} 10.806, which means H_0 is rejected and H_a is accepted. The accepted hypothesis reads that the level of e-democracy in the 2019 simultaneous general elections in Sukabumi City is above 50%.

The findings in this study indicate that e-democracy activities in Sukabumi City are categorized as high and reached a percentage above 50%. In implementing elections, E-democracy activities in Sukabumi City were supported by qualified digital services from the Sukabumi KPU. This aligns with Yildiz's (2012) opinion that e-democracy activities are driven by digital services or e-government.

Research relevant to this study is conducted by Mulyadi & Darmansyah (2017), where the

findings of this study align with the results of researchers that e-democracy has a good impact on the quality of digital public services. Thus it can be interpreted that e-democracy activities and digital services have a good impact on each other.

Some differences between previous and current research are the research locus and the theory used by researchers that is different from previous research. In addition, the research method used previously used qualitative methods focused on implementing e-democracy and its impact on improving the quality of public services. In contrast, the current research focuses on developing e-democracy activities in the electoral process.

CONCLUSION

The level of e-democracy activities in the 2019 simultaneous general elections in Sukabumi City is in the high category. This is indicated based on the results of the interpretation of the E-democracy variable value of 61%. Meanwhile, the interpretation value in each quadrant is; First, e-democracy activities in quadrant 1 reached a percentage of 75.5%, which means it is in the high category. The high level of e-democracy activities in Quadrant 1 is supported by the Sukabumi KPU's active efforts in publishing electoral information through various digital platforms. Second, e-democracy activities in quadrant 2 reached a percentage of 69.12%, which means it is in the high category. The high level of e-democracy activities in quadrant two is supported by the openness of the KPU in opening two-way communication with the community. Third, e-democracy activities in quadrant 3 reached a percentage of 58%, which means it is in the medium category. In supporting interactive e-democracy activities in Quadrant 3, the Sukabumi KPU opened an online forum as a webinar. As for creating collaborative e-democracy activities, the Sukabumi KPU opened online recruitment of democracy volunteers. However, the community is not too active in e-democracy activities in Quadrant 3. Fourth, e-democracy activities in quadrant 4 reached a percentage of 52.9%, which means it is in the moderate category. The supporting facilities for e-democracy activities in quadrant 4 itself are interactive and strategic, and this is because all election implementation processes have switched to digital systems. However, few people participate in e-democracy activities in Quadrant 4 because there is still a digital divide in Sukabumi City.

Then, based on the results of hypothesis testing on e-democracy variables in the 2019 simultaneous general elections in Sukabumi City, the t_{count} value is $1.660 < t_{table}$ 10.806, which means that the accepted hypothesis reads, e-democracy activities in the 2019 simultaneous general elections in Sukabumi City are above 50%.

REFERENCES

Alamsyah, S. (2019). *Gegara Hoaks, Perhitungan Surat Suara di TPS Kota Sukabumi akan Diulang*. Detiknews. https://news.detik.com/berita-jawa-barat/d-4515959/gegara-hoaks-penghitungan-surat-suara-di-tps-kota-sukabumi-akan-diulang

BPS Kota Sukabumi. (2020). *Penduduk Menurut Kelompok, Umur dan Jenis Kelamin (Jiwa), 2020-2021*. Badan Pusat Statistik Kota Sukabumi.

https://sukabumikota.bps.go.id/indicator/12/257/1/penduduk-menurut-kelompok-umur-dan-jenis-kelamin.html

Caldow, J. (2004). *E-Democracy: Putting Down Global Roots*. 1–11. IBM. www 1.ibm.com/industries/government/ieg/pdf/edemocracy putting down roots.pdf

Contucci, P., Omicini, A., Pianini, D., & Sîrbu, A. (2019). *The Future of Digital Democracy. An Interdisciplinary Approach*. https://doi.org/10.1007/978-3-030-05333-8

Kominfo. (2019). *Kominfo Temukan 3.356 Hoaks, Terbanyak saat Pemilu 2019*. https://www.kominfo.go.id/content/detail/21876/kominfo-temukan-3356-hoaks-terbanyak-saat-pemilu-2019/0/berita_satker

KPU Kota Sukabumi. (2019). *Pemilu Serentak 2019*. KPU Kota Sukabumi. https://kota-sukabumi.kpu.go.id/page/read/38/pemilu-serentak-2019

Masdi, S. (2019). *Masa dari Sukabumi dan Cianjur Mulai Berdatangan Sekitar Kantor BAWASLU*. Inakoran.Com.

Prasetyo, Y. E. (2016). *Demokrasi Digital*. Media Indonesia *October*, 5–6.

Rodiyah. (2021). *Pengantar Ilmu Administrasi Publik*. Sidowarjo : UMSIDA PRESS.

Simon, L. D., Corrales, J., & Wolfensberger, D. R. (2003). *Demokrasi dan Internet, Kawan atau Lawan?* Tiara Wacana Yogya.

Slamet, & Dermawan. (2009). E-Demokrasi Di Indonesia, Antara Peluang Dan Hambatan Pendekatan Fenomenologis. *Seminar Nasional Informatika*.

Somantri, A. (2018). *KPU Kota Sukabumi fasilitasi Layanan Iklan Paslon Selama 14 Hari di Media*. Sukabumiupdate.Com. https://www.sukabumiupdate.com/politik/41584/kpu-kota-sukabumi-fasilitasi-layanan-iklan-paslon-selama-14-hari-di-media?page=2&_gl=1*1eck544*_ga*UW9oQ0xnODczS214cWxQMi1TU2JmUzVzNl9hQVVzOGNMeGtIOUM5RFhFTnBnSzZ0a1c1cWJsN1N2cHZ2UHZhcw..

Sugiyono. (2018). *Metode Penelitian Administrasi*. Penerbit Alfabeta.

Sukmawati, A. I., Vijawabwana, A., Dwi, A., Nisita, A., Suryani, C., Elsha, D. D., Haryana, D., BU, D., Santoso, E., Yasak, E., Annisa, F., Kusumastuti, F., Parahita, G. D., Adikara, G. J., Putranto, I. A., Banyumurti, I., Rahmiaji, L. R., Anjani, M. D., Laurens, M. F., … Kamila, A. (2019). *Demokrasi Damai Era Digital*. Siberkreasi.

Syarif, M. (2018). *Panwaslu Sukabumi Awasi Akun Media Sosial*. Harian Ekonomi Neraca. https://www.neraca.co.id/article/102615/panwaslu-sukabumi-awasi-akun-media-sosial

Tamara, N. (2022). *Demokrasi Di Era Digital* (Y. P. O. Indonesia (ed.)).

Van der Waldt, G. (2017). Theories for research in public administration. *African Journal of Public Affairs*, *9*(9), 1–13.

Van Dijk, J. A. G. M. (2012). Digital democracy: Vision and reality. *Innovation and the Public Sector*, *19*(August), 49–62. https://doi.org/10.3233/978-1-61499-137-3-49

Wilhem, A. G. (2003). *Demokrasi Di Era Digital : Tantangan Kehidupan Politik Di Ruang Cyber*. PUSTAKA BELAJAR.

Yildiz. (2012). *Digital Democracy: Concepts, Methodologies, Tools and Applications*. Information Science Reference.