Hyperpersonal Communication in Sexual Fantasies: A Study on Users of Paid Video Call Sex Services in Indonesia

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ABSTRACT The virtual era has redefined intimacy, with virtual platforms becoming a medium for fulfilling sexual desires in tangible ways. This article examines how hyperpersonal communication leverages Computer-Mediated Communication (CMC) technologies to facilitate sexual fantasies through paid Video Call Sex (VCS) services in Indonesia. Grounded in theories of Hyperpersonal Communication, Fetishism, Media Equation, and Cyberculture, this study analyzes how virtual media's technological affordances and communication processes enable the realization of sexual fantasies. Paid VCS services, as a form of cybersex, represent a convergence of economic motives and the pursuit of intimate satisfaction. Operating through instant messaging applications equipped with video and audio capabilities, these services have emerged as a digital avenue for sexual transactions. Using a qualitative descriptive approach with five online participants, this research highlights the intricate communication dynamics between users and service providers, focusing on the negotiation processes that shape and accommodate personalized sexual fantasies. These findings contribute to understanding how hyperpersonal communication unfolds in the context of virtual sexual interactions, revealing the interplay of technology, intimacy, and economic motives in contemporary digital culture.

KEYWORDS *Computer-Mediated Communication; Cybersex; Hyperpersonal Communication; Paid Video Call Sex; Sexual Fantasies*

INTRODUCTION

"Meeting another person online for sexual purposes is much easier than meeting someone face-to-face and trying to decide if that person has the same sexual interests" (Wysocki, 1998).

As of March 2022, Google search results in Indonesia for "Video Call Sex *Berbayar*" reached 3,100 in the news category and 99,100,000 for "Video Call Sex," with coverage focusing on misuse, privacy breaches, and extortion. Paid Video Call Sex services (Paid VCS) operate largely on platforms like Twitter, using hashtags #VCSBerbayar for promotion. Rates range from Rp. 100,000 to Rp. 350,000 per hour, with providers catering to diverse sexual orientations and emphasizing anonymity through apps like WhatsApp or LINE.

Paid VCS exemplifies cybersex, a subset of Online Sexual Activities (OSA), where users engage in virtual sexual interactions. Cybersex offers perceived safety and anonymity, distancing users from real-world issues like STDs and social stigma (Bell, 2006; Irawanto, 2017). It is also a coping mechanism for managing negative emotions, combining private access with fantasies to create alternative fulfillment spaces (Barrault et

al., 2016). In Indonesia, VCS distinguishes itself from traditional online prostitution by eliminating physical encounters.

The study frames VCS through cyberculture and hyperpersonal communication theories, exploring how virtual spaces facilitate the expression of sexual fantasies. Using interpersonal communication as a foundation, hyperpersonal communication (Walther, 2011) highlights how anonymity and mediated interaction allow users to construct representations and build trust. The research focuses on understanding the factors driving VCS growth and its role in accommodating users' sexual fantasies through virtual media.

Interpersonal communication then becomes the bridge through which we can understand the interactions between users of paid VCS services and the service providers. Borrowing from the perspective of interpersonal communication presented by (Berger & Roloff, 2019) concerning mediated social interactions paid VCS can be exemplified as a concrete instance of mediated cyber interactions. This is further elucidated by (Walther, 2011) through theories related to computer-mediated communication (CMC) and the concept of hyperpersonal communication. This concept indicates communication that goes beyond face-to-face interaction due to its anonymous nature and the freedom it offers to construct self-representations in communication with the interlocutor (Walther, 1996).

The concept and lens of hyperpersonal communication mediated by technology seem apt for analyzing the context of the paid VCS phenomenon. In the subsequent section, the researcher will employ the term "hyperpersonal communication" to articulate the concept and research focus. This emphasizes that the interaction process in paid VCS services is rooted in the concept of interpersonal communication, yet the lens of hyperpersonal communication analysis is more precise and capable of delving deeper into the significance of this communication mediated by virtual media.

An issue that becomes important to address is the lack of comprehensive explanation regarding the factors contributing to the growth of the cybersex phenomenon in Indonesia and how paid VCS services have managed to thrive within virtual spaces, becoming a massive online mediated sexual service. By analyzing the paid VCS phenomenon as a liberated realm for channeling sexual desires and fantasies, mediated through cyber interactions, this research endeavors to explore how paid VCS services and the hyperpersonal communication constructed by users create an alternative space for the expression of sexual fantasies. Stemming from the research question of how virtual media can serve as a space to accommodate the sexual fantasies of paid VCS users, this study seeks to investigate this dynamic.

Studies on sexual fantasies mediated by virtual media and cybersex activities reveal diverse motivations, including stress relief, loneliness, and novelty (Sharma et al., 2020). Cybersex users are categorized into problematic and non-problematic groups, with some experiencing lifestyle changes and reduced physical intimacy.

During the pandemic, cybersex increased as a safe alternative amid social distancing, contributing to concerns like pornography addiction (Das et al., 2021)NFT markets have witnessed several high-profile (and high-value. Other studies examine related phenomena, such as sexual fantasies involving sex robots (Karaian, 2024) and cybercrimes like child exploitation through livestreaming (Drejer et al., 2024).

In Indonesia, paid VCS (Video Call Sex) studies highlight unique contexts. (Ayu & Erianjoni, 2023) identified safety, affordability, and satisfaction as motivations among teenagers, while (Hildawati, 2018) explored gendered dynamics of online sex providers but lacked focus on fantasies and virtual media usage.

Existing research indicates gaps in understanding how paid VCS facilitates sexual fantasies and builds trust through hyperpersonal communication. This study aims to address these gaps, emphasizing user experiences and the role of virtual media in accommodating fantasies.

This study uses Hyperpersonal Communication Theory (Walther, 1996) to examine the relationship between paid Video Chat Services (VCS) and cyber-mediated interpersonal communication. The theory explains how Computer-Mediated Communication (CMC) enhances interpersonal relationships, creating more intimate connections than face-to-face interactions. In the context of paid VCS, users and providers can interact anonymously, fostering freer communication. The theory identifies four key elements: (1) the effects of the message receiver, (2) the effects of the message sender, (3) the characteristics of the communication channel, and (4) feedback effects, all contributing to deeper, more intimate exchanges.

Additionally, the study incorporates Triple A Engine Model (Ann Liebert & Cooper, 1998) and ACE Model (Young et al., 2013) to explore user motivations for engaging in cybersex. The Triple A model emphasizes access, affordability, and anonymity, while the ACE model highlights anonymity, convenience, and escape as factors driving participation in cybersex.

Fetishism plays a significant role in user choices of service providers, with users seeking providers who align with their specific sexual preferences, such as wearing a hijab. Freud's theory (Freud, 1927) supports this, suggesting that objects not traditionally erotic can become sexual objects for those with specific fetishes, as seen in the example of individuals aroused by short haircuts (Mitchell, 2021).

Media Equation Theory (Reeves & Nass, 1996) further illuminates how individuals interact with media, treating it as if it were a human. This framework is applied to analyze the way users engage with paid VCS, as their expectations are met regardless of the media format. Studies (Banks & Van Ouytsel, 2020) show no difference in sexual satisfaction between human-human and human-machine interactions, emphasizing the flexibility of media in fulfilling users' needs.

Finally, Cyberculture Theory (Bell, 2006; Shaw, 1997) is used to understand paid VCS services as part of the evolving cyberculture, where technology shapes new sexual identities such as "digisexuality" (McArthur

& Twist, 2017). This theory connects virtual experiences with broader cultural and social impacts, framing the phenomenon of paid VCS within the context of cyberculture.

To examine how the phenomenon of paid Video Chat Services (VCS) serves as a space for accommodating users' sexual fantasies, the researcher integrates several conceptual frameworks as a mapping and analytical guide. The combination of the Triple A Engine model (Access, Affordability, and Anonymity) by (Cooper, 1998) and the ACE model (Anonymity, Convenience, and Escape) by (Young et al., 2013) is employed to support the understanding of paid VCS users. Although there have been updates to these models, the researcher chose to combine them because the variables proposed by Cooper and Young provide a solid foundation for explaining the development of emotional and/or sexual relationships on the Internet, as discussed by (M. Griffiths, 2000). Additionally, the researcher aims to explore whether there have been any shifts or additions to the original models based on the findings.

Furthermore, through the lens of Media Equation Theory by (Reeves & Nass, 1996) and Cyberculture Theory, this study bridges how the phenomenon can be situated within the context of cybersex. To address the research question concerning the hyperpersonal communication built between service providers and users of paid VCS, (Walther, 2011) Hyperpersonal Communication model is used, analyzing the aspects of Receiver, Sender, Channel, and Feedback. Lastly, to uncover how paid VCS services serve as a space for users to fulfill their sexual fantasies, (Freud, 1927) Fetishism theory acts as the connecting link.
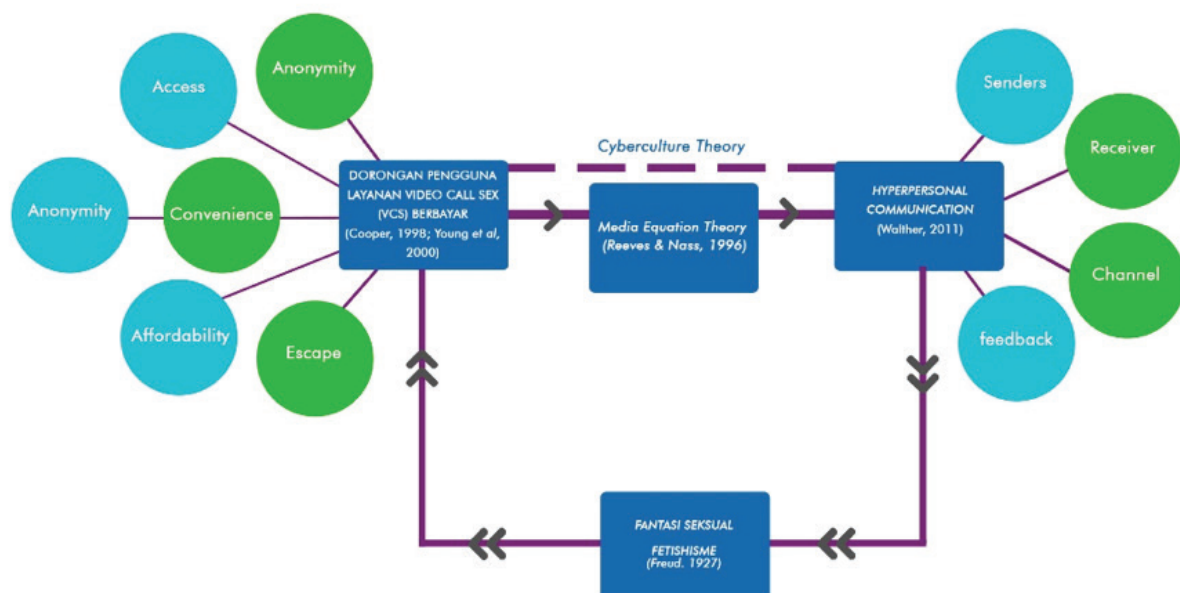

Figure 1. The Integrated Framework of the Triple A Engine, ACE Model, and Hyperpersonal Communication

Source: Researcher adaptation of several conceptual framework models

This research adopts a constructivist paradigm to explore how paid VCS functions as a virtual medium for channeling users' sexual fantasies. It emphasizes understanding participants' lived experiences and perceptions, using a qualitative descriptive method suitable for studying sensitive topics like sexual behavior in private spaces. Participant anonymity and informed consent are prioritized. This research cannot be observed directly, as paid VCS occurs in private spaces that are challenging to document. Hence, the qualitative descriptive method is deemed appropriate. Additionally, this study is rooted in personal experiences that are not tied to specific regions, time periods, or unique characteristics, leading the researcher to avoid employing case study or netnographic methods.

Data collection (December 2022–April 2023) included in-depth interviews, documentation, literature review, and observation. The application of the qualitative descriptive method in this study involves users of paid VCS services as subjects describing their experiences through in-depth interviews, providing contextual insights into their experiences. Participants will be recruited through an open call disseminated via digital announcements. These calls for participation will be distributed in specific digital spaces, such as Telegram groups, Twitter, and other digital platforms with sexual content segmentation. Five participants provided insights into their experiences, supported by empirical evidence like screenshots of VCS promotions and interaction records. Four participants were paid VCS service users, and one was paid VCS service provider.

Table 1. Research Subjects and Reasons for Choosing Research Subjects

No	Users of Paid VCS Service	Description and Reasons for Participant Selection
1	Participant AR	A 23-year-old male, residing in Depok, Jakarta. His sexual orientation is heterosexual, he has never engaged in physical sex, but he has participated in paid VCS once and has a friend who was scammed by a fake service provider.
2	Participant DM	Male 23 years old, domiciled in Makassar, bisexual orientation but more inclined to homosexuality. He has had physical sex and has performed paid VCS services six times. DM has a fantasy of seeing the service provider's horny face while using harsh words during the VCS scene. And tends to choose service providers from abroad such as Malaysia.
3	Participant RH	Male 20 years old, domiciled in Jogjakarta, heterosexual orientation and has never had physical sex. RH has used the Paid VCS service twice and eventually stopped using this service due to fear of religious prohibitions (sin).
4	Participant H	Male 28 years old, domiciled in Surabaya, heterosexual orientation and married. H works in shipping and that is one of the driving factors for using paid VCS services. H has used paid VCS services whose service providers are celebrities (instagram celebrities) in Indonesia and has also spent 25 million rupiah for one paid VCS service on the Pornhub application.
	Paid VCS Service Providers	**Description and Reasons for Participant Selection**
5	Participant AY	Male 23 years old, domiciled in Pacitan, East Java. AY's orientation is bisexual and she offers shemale characters in her promotions, and on average, she can serve 3-4 clients in one day with rates starting from Rp.250,000 per hour. AY has a lot of experience in the fantasy negotiation process.

Source: Researcher's compilaton

The study does not categorize participants by gender, sex, or orientation, reflecting the diversity of data and the liberating nature of cybersex, as noted by (Griffiths, 2012). By safeguarding participant privacy and sharing research outcomes with them, the study maintains ethical integrity while offering valuable insights into how virtual media accommodates sexual fantasies.

All participant privacy-related information will be safeguarded by using initial names, non-specific locations, and identity masking when presenting documentary evidence from participants. Both the researcher and participants have mutually agreed to maintain the confidentiality of all private identities through verbal agreement. Before conducting the interview process, the researcher prioritized obtaining informed consent from the research subjects. The researcher was transparent about the research title, data usage objectives, research publication, and personal data protection of the participants. Following the completion of this research in the form of an article publication, the researcher has committed to sharing the research outcomes with the participants as evidence of ethical principles and the researcher's integrity for future endeavors.

DISCUSSION

Audio, Visual, and Negotiation: Exploring Hyperpersonal Communication in Paid VCS Service

The ability of paid VCS to channel users' sexual fantasies cannot be separated from various technical and non-technical communication processes. The technical processes are related to the virtual media's capacity to process the transmission and reception of messages, whether in the form of text, visuals, or audio, generated by the used applications. This can be analyzed through the Media Equation Theory by (Reeves & Nass, 1996) and contextualized with (Banks & Van Ouytsel, 2020) research, which compares the capabilities of sexual chat in human-machine communication (HMC-S) with human-to-human communication. Findings from this research indicate that machine technology's capabilities enable interaction with humans in sexual conversation, albeit requiring further development. In the context of paid VCS services, the distinction lies in the fact that cybersexual activities are not between machines and humans, but rather between humans mediated by virtual technology. This underscores how communication technology plays a role in both human-machine and human-human sexual dynamics, facilitated by technology. Examining how communication technology plays a role in cybersex, this is evident in the testimony of participant H, who utilizes live cam technology on the Pornhub application.

> *"That's right, there's a live cam feature or private life, which is almost the same as a video call. So, only the person they invite can enter there. Well, if we want to do paid VCS later, they'll only invite us, so automatically other people won't be able to enter at all,"*

(Interview with participant H, Monday, April 17, 2023, via LINE Call application).

Furthermore, in terms of non-technical processes, it involves how negotiation takes place between users and service providers, allowing various fantasies desired by users to be agreed upon by the service provider. In the context of Paid VCS Service, the technical communication process will be discussed in terms of application selection when seeking information, transactions, and the cybersex process by service users. This also encompasses features important for service users to channel their fantasies.

On the other hand, the non-technical communication will be examined using the hyperpersonal communication model proposed by (Walther, 2011), where four elements need to be studied: (1) effects due to the receiver, (2) effects among senders, (3) channel attributes, and (4) feedback effects. In dissecting the stages of this communication process, the researcher divides it into three groups: Pre-transaction, transaction, and post-transaction.

Communication Process of Paid VCS Service Users Pre-Transaction: Selecting, Screening, and Establishing Trust with Service Providers

For service users, exposure to information about paid VCS offerings can originate from various channels such as Twitter, Telegram, Instagram, Facebook, and any other possible social media platforms. However, from the information gathered from the five participants, the researcher noted that social media platforms like Twitter, Telegram, Whatsapp, Pornhub, Blued, Walla, Onlyfans, Men.com, and Rentmen.com have been sources of information they've encountered. Based on participant AR's information, after finding out about paid VCS services through a Telegram channel as shown in figure 1.1, the next step is to find compatibility and engage in negotiations with the service provider.
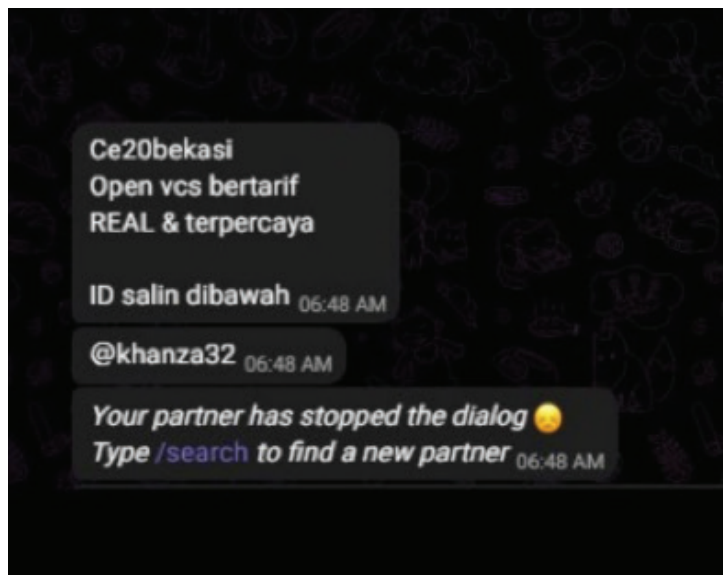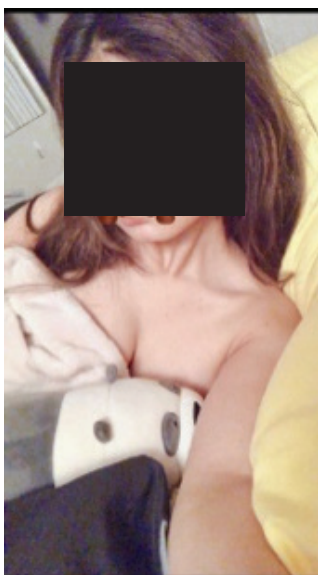

Figure 2. Participant AR's Experience in Selecting and Choosing Service Providers through Profile Photos and Depicted Interactions

Source: Archives from participant AR

In searching for potential service providers, participant AR shared how the physical appearance portrayed in the visual photos of the service providers and the communication approach used while offering their services are the most influential factors.

> "Preferably, someone who looks more natural (without filters). In the photos, you can see whether they are naturally fair-skinned or not. If their fairness looks unnatural, I'm not interested. Usually, I check their profiles, which often include full-body pictures. On their ID, when we chat, there's a profile picture, just like on WhatsApp. Besides that, it's about their communication style. How they express themselves. During negotiations, if they respond positively or not. It's like that. Because sometimes during negotiations, some just outright decline. So, I focus more on their communication style even if their body isn't perfect."

(Interview with Participant AR, Sunday, March 19, 2023, via Zoom application).

However, there are still limitations with the Telegram app's features, which require participant AR to put in more effort in searching for other service providers when a lack of compatibility is encountered. This is due to the random nature of promotions, as seen in the example in Figure 1.2, where the service promotions are quite random and diverse from various providers.

> "Well, from my perspective, you can't really choose. There's no other multimedia, just images or text. It's purely based on words. It's like the old days of BBM, where people would promote their PIN, so it's just text. It's like this model of selection: if you're interested, you chat first, then you ask for testimonials. If you're not interested, you move on. Before the transaction, they provide their ID, then you chat, and if you're interested, you proceed with the transaction. If not, you move on, that's how it goes."

(Interview with Participant AR, Sunday, March 19, 2023, via Zoom application).

Participant AR admitted that the transaction was successfully agreed after he searched 4 (four) to 5 (five) times for potential service providers.

> "Yeah, it took me about 4 or 5 tries, and finally I thought, 'Oh, this one seems promising.' From there, if it feels alright, you continue by asking for testimonials or chatting, and all that. But if it doesn't feel right, then you move on."

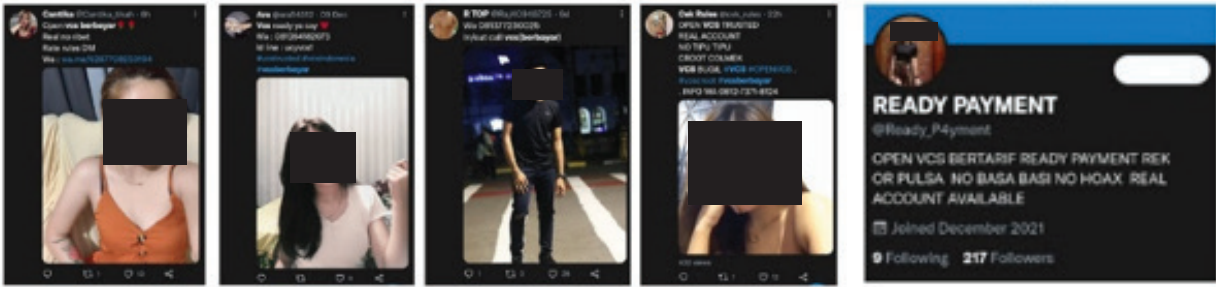(Interview with Participant AR, Sunday, March 19, 2023 via Zoom application).

Figure 3. Screenshots of uploads of several paid VCS service provider accounts on social media Twitter

Source: Twitter.com and Processed by Researchers

A similar approach is also adopted by participant DM, where information obtained from the gay dating application "Blued" or gay community groups on the Telegram application regarding providers of paid VCS services will be directly contacted by him when the provider's criteria align with his preferences.

> *"I'm more focused on their face, if they are good-looking, their 'titit' (penis). And I prefer people from abroad, like that guy from Malaysia."*

(Interview with participant DM, Tuesday, April 11, 2023, via Google Meet).

Similarly, participant RH, who obtained information from Telegram groups and personal contacts recommended by acquaintances, follows a similar approach. In the provider selection phase, he prioritizes the physique depicted in the provider's photos before moving on to the negotiation and transaction process.

> *"The first time, a friend showed me, and for the second time, I looked for someone similar to the first one. The criteria were having a big body, curvy, slightly chubby, including having big breasts,"*

(Interview with participant RH, on Tuesday, April 18, 2023, via Telegram).

Participant H's experience is slightly different, where the selection he makes is more specific to fulfilling experiences he has never tried before. This is evident from his search for service providers who are not only physically attractive but also have a certain status, such as micro-celebrities (Instagram influencers) or models he has known before. In the stage of choosing a service provider, participant H uses applications that specialize in providing live cam features for cybersex, such as Pornhub, OnlyFans, Men.com, and Rentmen.com.

> *"Usually Pornhub, then there's Men.com and Rentmen.com. In there, you'll find some Indonesian Instagram influencers based in Bali, Jakarta, and Surabaya, they promote their services on those apps. On OnlyFans, usually offers those services too. Usually, it's random for me, if it seems like a good fit, I'll check if they offer the service and then I give it a try. Sometimes, there are also cases where friends of those celebrities mention that they're up for a video call and they're willing. They often use apps that can't be screen recorded to protect their privacy, like Pornhub. I also prefer international (foreign) ones. If it's local, it's a bit complicated, they don't want to switch apps and they often prefer Line, Telegram, and others. Those can be recorded, and I avoid that,"*

(Interview with participant H, Monday, April 17, 2023, via LINE Call application).

The selection process through information provided by service providers on various social media platforms is based on the interests and sexual preferences of the service users, aligned with the character or physical appearance selected through photos. After determining the service provider, users gather information related to the service, such as rates, duration, and customized schedules. However, information gathering is not limited to that – users also request testimonials or "testi" from service providers, abbreviated for "testimonials," as evidence of the authenticity of the offered service, as shown in Figure 1.3. According to the accounts of participants AR, DM, and RH, this step is crucial as a means of building

trust in the offered service, as they explained below:

> *"From there, if you feel okay about it, like 'this seems fine,' then you proceed to ask for testimonials or have a conversation, and so on. But if it doesn't feel right from there, then no. Testimonials that show they've had previous transactions. It's like asking for proof of previous transfers, something like that. To build trust, it starts verbally, from the beginning, following agreements and such,"*

(Interview with participant AR, on Sunday, March 19, 2023, via Zoom).

> *"I ask for testimonials. Then I ask for the username IDs of people who have ordered from them, I ask several and I inquire with them. That's how I do it,"*

(Interview with participant DM, on Tuesday, April 11, 2023, via Google Meet).

> *"I look for someone trustworthy, by checking if the service provider can really maintain privacy and has verification proof. I also get recommendations and testimonials from my friends, so it can be trusted,"*

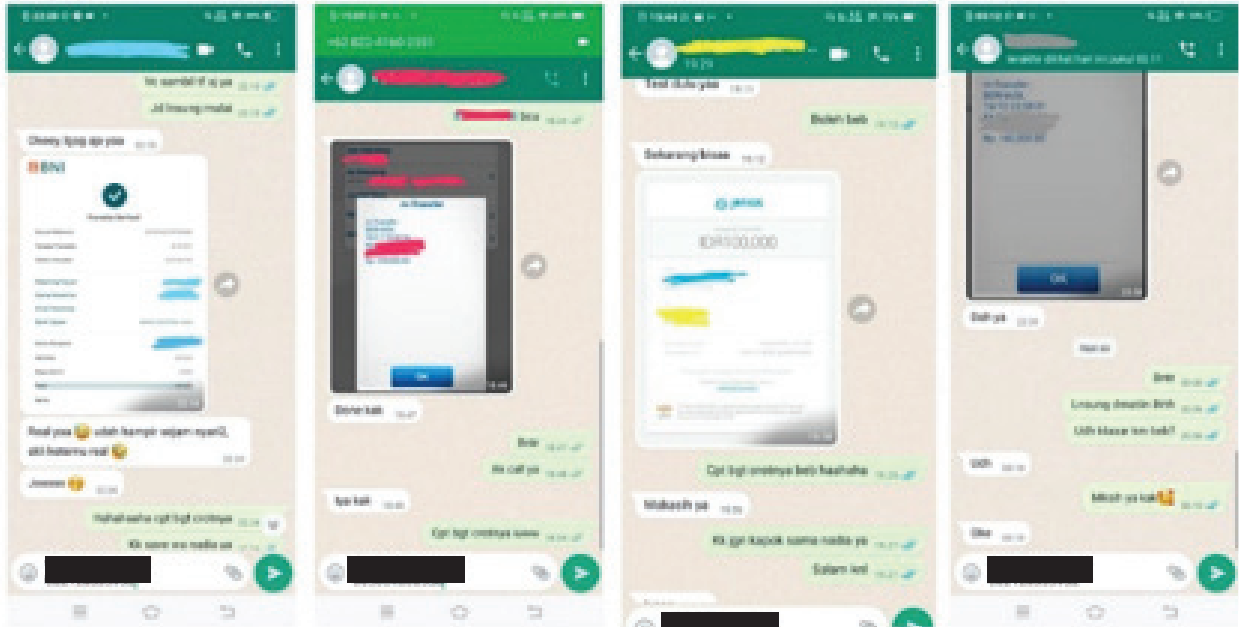(Interview with participant RH, on Tuesday, April 18, 2023, via Telegram).

Figure 4. Screenshot of uploaded customer testimonials from several paid VCS service provider accounts

Source: Twitter.com and Processed by Researchers

This process differs slightly from the account provided by participant H, where he doesn't need to request testimonials from service providers. According to participant H, this step is not necessary due to the support of application features that already ensure security and trust for the service users.

> *"I've never done that (asking testimonials) because I've communicated through Instagram direct messages and we've both agreed beforehand before moving to Pornhub. So, there's no chance of getting scammed because it's a system similar to Gojek, where the payment is only transferred after the service is completed. I usually look into that. It's also secure on Pornhub because the encryption is end-to-end. Nothing gets recorded in their database. They can guarantee that it's*

stated in the application provider's terms and conditions. Even if our data or visuals are leaked, they offer compensation ranging from 1 to 10 million dollars. Even if it's just our pictures with our bodies censored, we can still get compensation of 1 to 10 million dollars. Because there's tracking and legal evidence, it's legal and protected by the law abroad. They've made all of this clear."

(Interview with participant H, Monday, April 17, 2023, via LINE Call application).

Based on the accounts of the participant users of the service regarding the pre-transaction process, it is evident that negotiation and building trust with the service provider are necessary after selecting a potential service provider based on personal preferences depicted in visual photos. Beyond that, establishing trust in paid VCS services is easier when supported by specific tools and legal regulations aimed at safeguarding users' privacy, such as the case of the Pornhub application used by participant H.

As a confirmation of these findings, participant AY, who is a service provider, also shares how he promotes himself and offers services to potential users through various social media channels, as depicted in Figure 1.4. According to his account, the promotion process is carried out on social media platforms like Mi Chat, WhatsApp, and various Telegram groups within the LGBT community, aligning with his target audience. Participant AY mentions that he works independently and is not affiliated with any agency or specific group.

"On Mi Chat, not on Twitter, but for LGBT-specific platforms, yes. There's Grindr, then there's Hornet, and also WhatsApp. I work personally. If you go through an agency, it's more complicated because you have to share compensation with the agency, and administrative fees are deducted. I don't want that, so I work on my own. Yes, some chat privately, and some also reach out through direct messages (DMs),"

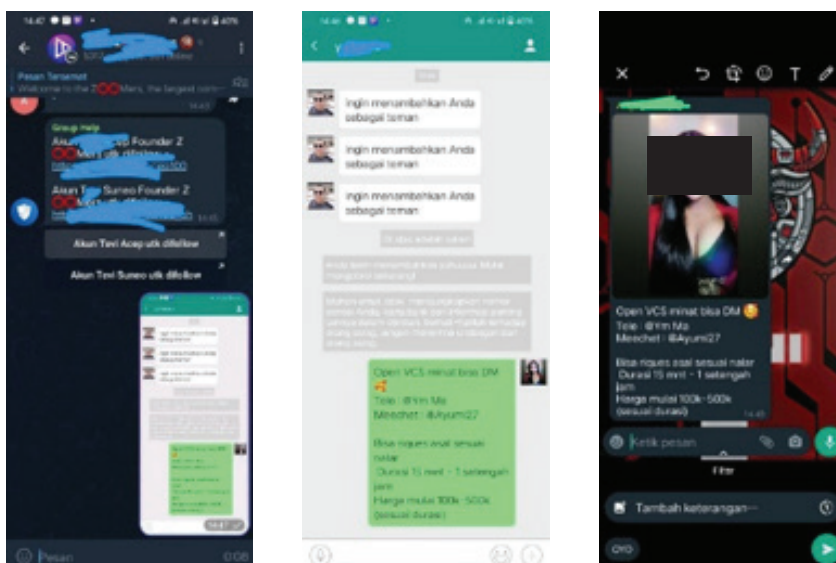(Interview with Participant AY, Sunday, April 9, 2023, via Google Meet).

Figure 5. Screenshots of the steps of promotions and offers made by Paid VCS service providers

Source: Archives from Participant AY

The Communication Process of Paid VCS Service Users During Transactions: Negotiating Rates in Line with Duration and Desired Fantasies

Negotiating Rates, Duration, and Variations

After selecting the chosen service provider through various considerations, the participants describe how the process of negotiating rates and duration takes place before ultimately proceeding with the transaction. The diverse prices set by service providers are closely related to the expected duration and services. Based on the accounts of the participants, there are differences in pricing rates, duration, payment processes, and services.

Participant AR recounts their experience of bargaining with the service provider, even though the rate is already specified. They negotiate both the price and the duration of the service. Furthermore, full payment is made before utilizing the service, which follows a prepayment model.

> *"At that time, I paid through my phone credit. Initially, it was 50 (50,000 rupiahs). I negotiated twice, from 50 to 30, but for 30 minutes. So, we negotiated not only the price but also the duration. The 50 was for around 30 minutes, I think. I was like, 'Why is it that much?' Then, I said 35 (thousand), and finally, I went down to 25. So, I got it for 25 for about 20 minutes. There's a duration, and it's precise and solid. It's on point. It's like once it's done, it's done exactly. The timing starts from the beginning and stops when the time's up. So, before the time is up, you're free to stop. Even if the time is not up yet, but you want to stop, that's okay. In terms of the transaction process, since both parties already know the drill, it's*

> *like, we just go for it. 'Hey, I'm interested in this,' and then we do the transaction. After the transaction, it's like she says, 'Do you want to go directly or take a photo first?' It's okay to take a photo first. After sending the photo, we immediately start the video call. So, there's minimal chatting. During the chat, I interacted with the service bot. Negotiating was more with the bot. After entering the private session, after the transaction, it's all about getting into the action."* (Participant AR).

In the experience of participant DM, he explained that there wasn't a negotiation about the price at the bargaining stage, but rather only about the duration. The payment system used by DM is also different from participant AR, which involves an upfront payment or down payment (DP), and the full payment will be settled after the service is completed.

> *"Yeah, it's already in the bio, like "VCS berbayar only 250 thousand rupiah". So, it's already stated in the bio. The duration varies, depending. Basically, until ejaculation. For me, it's usually 50 minutes, not a full hour. There are also some packages for fifty thousand, and the most expensive one I got was 350 thousand. Down payment (DP) first, not given all at once. Half first, and the other half will be paid later."* (Participant DM).

Furthermore, from the experience of participant DM, the rate of the service providers he has used also varies, based on the quality and branding of the service providers in terms of service, physical appearance, and reviews from previous users. It's not uncommon for participant DM to give tips (bonuses) when he feels that the service provided by the service provider is good.

From the narrative of participant H, it shows that the price he has paid in one transaction is equivalent to the services provided. He also compared this with previous experiences using Paid VCS services at low prices.

"I use PayPal, as it's commonly used by people both locally and internationally because identities can remain anonymous. I've paid up to 25 million Indonesian rupiah for an hour, for Indonesian artists. However, sometimes regular girls (non-celebrities) charge around 200,000 rupiahs. Payments are in dollars, but we can convert them to Indonesian rupiah. Initially, I used services that were more prevalent in Indonesia, but for those cases, I prefer not to show my face, only from the neck down. The quality also varies; regular services often use smartphone cameras, which might not have the best quality, while official services use webcams with super HD quality, even up to 4k to 8k resolution." (Participant H).

After completing the transaction using payment, participant H starts to determine agreements related to the technical aspects of the desired fantasy. Unlike the experiences of other participants, participant H explains how negotiations regarding the use of outfits, conversations, and movements become the primary key in differentiating the quality of services on platforms like Pornhub and professional service providers compared to cheap services.

"So we pay first, and we explain the rules I want, like what preparations I want starting from the outfits and so on. Usually, they need around 30 minutes to 1 hour to prepare themselves. If I don't specify, they usually go straight to being nude.

It's like ordering food delivery, tailored to the request. The preparation depends on our request. Usually, if the request is a bit complicated, they might ask for an extension, like a day later or even up to 3 days. They'll send an email when they're ready. For example, if we want them to wear a flight attendant costume, but they don't have that custom outfit, then it might take a day or three days before they can be contacted via email. Regarding the price for costumes, it starts from 5 to 10 million. In terms of earnings, it's profitable for them (service providers). But not all of them can be requested. Because there are different categories in that app, for example, in category A you can request outfits, so they are specifically available for costume requests. Some can't be requested. If it's category A, the prices are quite high." (Participant H).

Expression and Negotiation of Fantasies

Comparing participant H's experience regarding the transaction process from pricing to variations, the difference in the quality-of-service features is quite evident compared to the accounts of participants AR, DM, and RH. However, in terms of communication during VCS activities, all the participants share a commonality: there is a two-way communication allowing both parties the freedom to express and negotiate their desired sexual fantasies, including openness about the parts of the body shown by the service provider. In the context of VCS activities, audio and visual features become crucial in fulfilling the participants' sexual fantasies. The participants describe how communication with the service provider begins, how they respond, and how they

negotiate when a fantasy cannot be fulfilled by the service provider.

"It's more about the visual. Generally, they're all willing to show their faces. The resemblance between the face in the photo and during the VCS is a bit different, but not by much. Slight differences. They're not extremely similar, that's why in the beginning, I look for profiles with minimal effects. So, the resemblance level is around 75-80%. In what I see, all the women have it, whether it's from their chest or down below (vagina). Usually, just those two. When it comes to the face, it's mainly the lips. They're already in a ready position. But when I requested, I asked for not being in a rush, not hurrying, and they complied. During the session, the most I ask is for them to adjust the camera placement. Because sometimes when they hold the camera, it's a bit shaky, not that stable, and sometimes not very proportional. So, that's when I asked them to keep the camera still, use a tripod. Just that, adjusting it a bit upwards, like directing a film. Not too high, not too low, like this, like that. But if it's already okay, it's fine. They just lean against something, lean. That's why I said earlier it's a bit shaky, a bit blurry, a bit unfocused. Maybe using gentle words, you know. Not being too bossy, not like giving orders to subordinates. More like using soft words. Slowly getting skilled, very skilled. In my opinion, they are very skilled. Because if someone is not skilled yet, they usually are afraid, and when they're afraid, they tend to deceive." (Participant AR).

"Visual and audio. Their position is sitting down. Yes, they show their face, but I don't, sometimes I wearing a mask. At first, they ask questions, chat about fetishes, you know, it's different for everyone. Some have a fetish for wearing soccer jerseys, some have a fetish for office attire. But as for me, I don't have any, I just get straight into it. I chat normally, like a regular chat. They called me 'abang' (brother) that time. And they don't differentiate between clients, even if someone is effeminate, they don't bully them, no difference. They treat everyone equally, the important thing is the order. As for me, I ask their age first, then their height. I'm more interested in their physical appearance. Then I ask for their photo, but usually, they don't want to give a photo, because I've already seen them during the live session. I also ask if they're muscular or not. The process, if they don't ask, some ask, 'How do you want me to be?' If they don't ask, I guide them directly. 'Can you do this? Can you stand up? Can you face that way, sit again?' You can do this while chatting. If they stand up, I might ask them to lean against the wall, sit on a chair, things like that. Until I'm completely satisfied." (Participant DM)

"If from my side, it's about visual and audio. The scenes also influence it, but more towards the visual and audio aspects. The similarity in the appearance of the service providers in the photos and during the VCS is pretty much the same. There's not much difference. From my side, there are no specific requests, but it's the other side that gives directions. Like body positions, movements, and such. There are special terms used too, like 'sayang' (darling), words like 'mas' (sir), quite interactive. From their side, they position themselves right in front, like they present their vagina directly in front of the camera, spreading their legs. They're in a sitting position. They use a tripod, because the camera position is steady and doesn't appear shaky like when held by hand. Their faces are all visible, nothing is covered. Initially, they wear an outfit, and then from their side, they

guide like that. They tell me to undress, and so on. If I still feel shy, I cover my face. The service providers also don't have any issues with it. I cover my face using a mask, but my whole body is still visible." (Participant RH).

"Visual and audio, without audio the excitement doesn't come through. Usually at the beginning, they still communicate like usual, treating us like partners. We communicate first to 'get aroused', and at that point, the duration hasn't started yet. It's like a taxi meter, right? If we haven't started moving, the meter doesn't start running yet. If we agree to start, then we start. If we want to start right away from the beginning, that's fine too. It depends on the payer (user). Personally, I don't take too long, maybe 1-2 hours at most. It's like a video call with a partner, it's like we haven't seen each other for a while. Asking how you're doing, if you've eaten, what you've been up to. Not the formal introductions, not awkward. They're really professional about that. Especially because I also use sex toys, so the fantasy is really there. So, I'm not just focused on my hands, but also on the laptop screen in front of me." (Participant H).

Communication with service providers doesn't always revolve around fulfilling the desired fantasies, but also encounters conflicts with the capabilities and limitations of the service provider. The participants shared how negotiations are conducted when their fantasies cannot be accommodated by the service provider through specific movements they were hoping for.

"They comply to be seen from a certain angle, but there are also scenes they refuse. It's complicated, some are difficult and don't want to, let's say... need to face backwards, then make an effort, lift one

leg... that's an effort, like that. My response is somewhat offended, offended at first. It's already done anyway. But if it really can't be done, well, what can you do. What do you expect with that amount of money. Yeah, at first, negotiate. A bit forceful, but if they can't, then okay. It's a bit frustrating, yeah, but you compensate with other things," (Participant AR).

"More like this, if they're not comfortable. For example, if we ask them to bend over, that's a bit difficult. Usually, they don't say they don't want to, but they say 'sorry dear, it's difficult, let's do something else'. So, we just go with the flow. And it's not a problem if they refuse," (Participant DM).

"So far, there hasn't been any. Because I feel like my requests aren't too strange. I think the directions I give are still pretty normal. Like 'touching yourself'," (Participant RH).

"No, I haven't encountered that, usually they like to give choices regarding the props they use, like 'can I change this?', if the customer doesn't want that, they're given two more options, either to cancel or be willing to wait. They prioritize the quality of their service a lot, that's how they increase their ratings, the higher their ratings, the more expensive their price," (Participant H).

Communication Process of Paid VCS Service Users During the End of Transactions: Inquiring About "Feedback"

The final stage of the paid VCS service is reached when the agreed-upon duration or the accomplishment of the desired outcome, such as ejaculation, has been fulfilled according to the pre-arranged terms set before the transaction. Researchers

argue that this marks the conclusion of the communication between service providers and users of paid VCS services in fulfilling their sexual fantasies. This stage is viewed as a form of feedback from the communication that has taken place. The researchers observed differences in how users and service providers conclude their communication in paid VCS services based on the experiences shared by the participants.

"After that, well, after it's done, there's nothing really. There's no post-interaction, it's like once it's finished, it's done. There's no after that. When it's done, I just turn it off," (Participant AR).

"No, because this goes until climax, and after it's finished, it's just a simple farewell like 'thank you for the service.' That's it. There's no more communication. But there's one with whom I still communicate till now, and we're still friends. Even though we're friends, the services are still paid, as it's also part of their job," (Participant DM).

"Yes, there's a statement like 'thank you for placing the order.' They treat me like a customer who's being served. I usually don't go for more than an hour. If I climax before the set time, it's usually done there. I'll say something like 'From my side, it's done' and then it's turned off. From the two times I did it, there was an introduction, and even after it's over, there's still some conversation. They respect their clients, they don't make fun of penis size or shape," (Participant RH).

"For example, if we finish in less than an hour, they still continue. Until everything is completely drained, ha ha (laughs). Sometimes after I climax, they ask if I'm satisfied or if I still want more, usually they're willing to extend the session without

extra charge. What's important for them is to maintain good service to keep their rating high and the payment also goes up," (Participant H).

The researcher's findings from the accounts of the participants who used paid VCS services, regarding the communication process before, during, and after transactions, are supported by the confirmation from participant AY, who provides these services. Participant AY verifies each process and payment method used by users through electronic transactions, including the negotiation of prices, duration, variations, and fantasies.

"It's relative, there are sessions that last 30 minutes, 15 minutes, and even up to an hour. The agreement is made at the beginning, where the user specifies the duration, and the payment is adjusted accordingly. I promote my services on Michat, but I also have a specific audience within the LGBT community. The rates range from 100,000 to 500,000 rupiahs, depending on the duration, which can be anywhere from 15 minutes to 1.5 hours. Payment is made upfront, so we agree on the duration from the start and stick to it. For promotion, I usually use regular photos, maybe showing some cleavage to attract customers. I don't have specific criteria for clients. Anyone who wants to book is welcome. We both activate our cameras. Some clients like to engage in small talk at first, while others are more straightforward and get naked right away. Every client has their own way of saying things like 'let's go baby' or 'come on darling.' It's probably to enhance the experience. I typically wear lingerie or sleepwear. To arouse the customers, I focus on playing with my breasts and nipples, and sometimes other areas. It's pretty simple. I might hold the phone in my hand sometimes

or use a tripod. Sometimes, I place the phone beneath me, so I can just put on a show. It's mostly about lying down or getting in a certain position, and then I might point the camera at my buttocks. That's about it. My clients usually prefer to see my breasts," (Participant AY).

After examining the findings regarding the technical and non-technical patterns of hyperpersonal communication between users and providers of paid VCS services in the context of sexual fantasies in cybersex, the researcher has categorized these findings through Table 2.1, which outlines the characteristics of the four elements of hyperpersonal communication identified by (Walther, 1996) that play a significant role in the paid VCS process.

Table 2. Characteristics of the 4 Elements of Hyperpersonal Communication by (Walther, 2011) in the Context of Paid VCS Service

No	Four Elements	Paid VCS Service	
		Users	**Providers**
1	The Senders	· Concealing real identity by removing personal contact numbers, and profile photos, and using anonymous identities. · Choosing and contacting service providers based on desired appearance and character that align with sexual preferences and anticipated fantasies. · Avoiding displaying certain body parts deemed unnecessary to show (face and specific accessories). · Being open about fantasies and sexual preferences. · Initiating and concluding the service.	· Using anonymous identities but utilizing genuine photos or applying filters/effects to appear attractive to service users. · Using photos with sensual poses to captivate service users. · Using dedicated business contacts. · Displaying face and specific body parts during the service. · Linking and providing information about genuine or fictional testimonials. · Self-promotion through social media and other virtual spaces. · Not questioning personal fantasies and sexual preferences. · Initiating and concluding the service.
2	The Receiver	· Analyzing digital evidence such as testimonial photos, provider's promotional analysis, and established agreements. · Negotiating rates, duration, and movement variations to support sexual fantasies. · Transacting agreed-upon rates. · Communicating matters related to desired sexual fantasies. · Negotiating desired movement variations.	· Determining rates, duration, and agreements. · Receiving payment and transaction proof. · Agreeing on when the service starts and offering extension options. · Providing the service.

No	Four Elements	Paid VCS Service	
		Users	Providers
3	The Channel	· Using general digital communication apps for convenience and affordability, but with potential security risks. · Using specific communication apps for cybersex that are secure and legal, but come with higher costs. · Gathering information through commonly accessible social media, but being susceptible to scams. · Obtaining information through specific cybersex apps protected by regulations, often requiring VPN usage. · Utilizing payment methods such as credit, e-money, or PayPal.	· Utilizing general digital communication apps for convenience and affordability, but with potential security risks. · Employing specific communication apps for cybersex that are secure and legal, but less commonly used. · Promoting services through commonly accessible social media, but being vulnerable to scams. · Accepting payment methods such as mobile credit, e-money, or PayPal.
4	The Feedback	· Enjoying and exploring each step of the provided sexual fantasy by the service provider. · Offering tips when satisfied with the provided service. · Re-engaging the same service provider on different occasions. · Expressing gratitude and other forms of praise. · Expressing dissatisfaction or disappointment when the service is not delivered to its fullest extent.	· Following every instruction and desire of the service user, while still negotiating if unable. · Using specific terms to enhance the sexual arousal of the service user. · Treating the service user as a sexual partner during the session. · Accepting tips when the service is deemed satisfying. · Welcoming back the service user if contacted at a later time. · Not discriminating service users based on physical appearance, preferences, or other factors. · Expressing gratitude and providing positive responses to service users.

Source: Researcher's compilation based on findings from participant experiences.

"Fantasy" and "Negotiation" Should Hold a Significant Place in the Renewal of Cybersex Study Models

This study explores motivations behind engagement with paid video call sex (VCS) services, analyzing how hyperpersonal communication shapes interactions between users and providers. In examining these motivations, the researcher addresses the need to update long-standing models in cybersex research: the Triple A Engine (Cooper, 1998) and the ACE Model (Young et al., 2013), which have been central to understanding user behavior for over two decades.

Notable studies, such as (Juditha, 2021) on millennial cybersex behavior, (Khakim & Novianto, 2019) on legal implications, and (Naghdechi et al., 2021) on cultural and psychological aspects, highlight these models' continued relevance. To contextualize findings on paid VCS users, the researcher integrates these frameworks with updated insights, as summarized in Table 2.2, strengthening the conceptual alignment with foundational theories.

Tabel 3. Findings of the Triple A Engine and ACE Model for Each Participant

No	Partici-pants	Triple A Engine (Cooper, 1998)			ACE Model (Young et al., 2013)		
		Access	*Affordability*	*Anonymity*	*Anonymity*	*Convenience*	*Escape*
1	AR	*"Since we both already understood, it was just a matter of applying it. Like, 'Hey, I'm interested,' and then we proceed with the transaction. After the transaction, it's like they ask, 'Do you want to go straight to it, or take some pictures first?' I'd say, 'Let's take pictures first, no problem.' After the photos, then we went straight to the video call. So, there wasn't much talking. When I did talk, it was through the bot service. That's where the negotiations happened. Once I got into the private service, after the transaction, we just got straight to the activity, and that was it."*	*"In terms of price, it's significantly different (much cheaper), like a 1 to 100 ratio. The price difference is huge."*	*"For me, no (I didn't show my face). But for her (the service provider), yes."* *"But at that time, I tried to hide everything on my main account. I blocked everything first. So, in the settings, I made sure to restrict everything so no one could see my profile, phone number, or anything like that."*		*"For in-person meetings, you'd have to figure out the location, right? There's always the fear of a raid or something like that. That's about the place. As for time, it's more flexible—anytime, and it's quick. With in-person meetings, you'd have to set a location and then wait around."*	*"Because everything was fully WFH (work from home). That's when a lot of those rumors started spreading. It was really trending at the time. Then I was like, 'Wow, this actually exists, things like this,' so I gave it a try. Turns out it's real, and I didn't just do the transaction and be done with it. I also chatted for a bit beforehand."*

No	Partici-pants	Triple A Engine (Cooper, 1998)			ACE Model (Young et al., 2013)		
		Access	*Affordability*	*Anonymity*	*Anonymity*	*Convenience*	*Escape*
2	DM	*"So I used a gay dating app, *Blued*, because there are a lot of paid VCS promos there."* *"But if it's through the *Blued* app, I'm not worried because you can't record anything there. The app has protection that prevents recording or being recorded. If someone tries to record, the result will just be a black screen. Even if they use additional recording apps, it still won't work."*	*"Varied. Some cost fifty thousand, and the most expensive one I got was 350 thousand."* *"It depends. But from what I've seen, the higher rates are usually from those who are already well-known (popular) on the app. They've built a reputation there, so they feel confident charging higher fees."* *"You pay a down payment (DP) first, not the full amount right away. Half upfront, and the rest is paid later."*	*"She was sitting, yes, and her face was visible, but not mine. I only showed my body, sometimes wearing a mask."* *(Same as above)*		*"Because the paid ones usually have a great body. I like that, so it's fine to pay as long as my desire is fulfilled, and we like their athletic physique. Plus, with paid services, it doesn't feel like a loss."*	*"For the paid ones, it's been about six times. Not often, though, since I work. If I have free time, then I do it, just for fun to make an order."* *"No, because right now I don't want to be in a relationship, especially with all the busyness. I don't have time for dating, and I focus more on health. It's safer, because with VCS, there's no direct contact, but with physical sex, you never know what kind of diseases could happen. Also, with VCS, you can connect with people from abroad."*

No	Partici-pants	Triple A Engine (Cooper, 1998)		Anonymity	ACE Model (Young et al., 2013)	
		Access	Affordability	Anonymity	Convenience	Escape
3	RH	*"Because I choose paid VCS over physical sex due to the impact on ourselves. With VCS, it's not as dangerous, but the risks include things like scams and so on. I prefer safer sex."* *"In my opinion, as long as there is interaction and satisfaction, it's safe. But with scams like that, it becomes a 50:50. Before I knew about those scam cases, I still thought it was worth it, but after learning about the scams, I started to feel unsure and hesitant."*	*"For me, I spend around 30 thousand to 50 thousand, through e-money like ShopeePay."*	*"I still feel embarrassed, so I cover up. The service provider doesn't have an issue with it. I cover up with a mask but still show my full body."* *(Same as above)*	*"For me, what I get from paid VCS feels like it's right in front of me, because when I did it, I asked her to show her full body."* *"From the two times I did it, there was an intro, and even after it was done, there was some conversation. They respect their clients, not mocking the size or shape of the penis."*	*"Because I value each other's privacy, as from what I've experienced, the service providers also respect privacy. I prefer not to complicate things—privacy is secure, and it's instant."*

No	Participants	Triple A Engine (Cooper, 1998)			ACE Model (Young et al., 2013)	
		Access	*Affordability*	*Anonymity*	*Anonymity* / *Convenience*	*Escape*
4	H	*"Usually, I use Pornhub, then there's men.com and rentmen.com. There, you'll find several Indonesian celebrities (selebgram) living in Bali, Jakarta, and Surabaya. They promote their services on those apps. On OnlyFans, they usually offer those services too. You can connect via Skype or FaceTime."* *"I prefer paid VCS because I'm cutting back on in-person meetings due to concerns about sexually transmitted diseases. With no direct contact, it's safer."* *"On those platforms, there's a live cam or private live feature, which is almost like a video call. Only the people they invite can join. So, if we're going to do a paid VCS, they'll only invite us, and automatically, others won't be able to join at all."*	*"Usually, it's 2 million (rupiah), and that includes various sensual movements, etc. Sometimes, regular girls charge around 200 thausand (rupiah), and that's enough."* *"That's why I'd rather spend more money than risk my life being ruined if something leaks, like the cases that have happened before."*	*"Because it's safe on Pornhub. The encryption is end-to-end. Nothing is recorded in their database. It's guaranteed, you know, it's written in the contract (Terms and Conditions) of the service provider. Even if our data or visuals get leaked, they can provide compensation from 1 to 10 million dollars. Even if it's just a photo of us with our body censored, we could receive compensation of 1 to 10 million dollars. There are track times and legal proof because it's legal abroad and protected by law. This is clearly stated by them."*	*"(I prefer) Virtual, yeah. It's more comfortable virtually. Because we can request whatever we want, like if we want her to do somersaults, or act like Spider-Man crawling on the wall, whatever, haha (laughs). So, we have freedom. Even if we pay for physical contact (Open BO), it's different. Not everyone is professional and can follow what we want. With virtual, they're available more than once or twice a day; it can be multiple times. And it's safer. Even if it's a thousand times, it's still safe (no risk of disease), nothing will happen, except maybe we might faint from the excitement, haha (laughs)."*	*"The excitement, when it's a paid VCS, is that we can use our imagination, and it becomes more thrilling. I prefer paid VCS because, for in-person, I cut back due to concerns about sexually transmitted diseases."* *"Because my activities are in the middle of the sea."* *"So, it's one of the fantasies that hasn't been realized. Because I've always been casual about it, not too active in that sense. The perspective of women in Indonesia is different. Abroad, it's all fine, but once they sleep, it's pretty scary. We're building a family, so we can't... for example, asking for a 'blowjob,' it can't happen too often. I mean, let it be, let it flow. It's different when we're paying for VCS."*

No	Participants	Triple A Engine (Cooper, 1998)			ACE Model (Young et al., 2013)		
		Access	Affordability	Anonymity	Anonymity	Convenience	Escape
5	AY	"On Michat, (Twitter/X) I don't have it. But for LGBT-specific ones, yes. (I'am using) Grindr, and Hornet too. And most likely WhatsApp."	"It depends on the consumer. For example, if they want to reach climax, there are cases where the consumer just asks to see this or that, and that's usually around 250 thousand (rupiah)." "100-500 thousand (rupiah), for anywhere from 15 minutes to 1.5 hours."	"Yeah, WhatsApp. There's a business number and a personal number, they're different. It's not a problem. Because with each customer, we have an agreement. If you want to book, you can save my number; if not, feel free to block it." "Just a quick look at the face."		"Maybe for others, the users can show their fantasies. But for me, to be honest, I'm just casual about it. Besides doing this work, we also earn money. Sometimes just playing with the nipples and genitals (Penis) is enough to get a money."	"Yeah, the reason I can provide this is because back in college, I wasn't allowed to work. So I was confused about how to pay for tuition and cover daily expenses. Eventually, a friend told me I should try working in streaming. So, I worked in streaming and got this app."

(Source: Processed from Researcher's Findings)

The findings show that each point in the Triple A Engine (Cooper, 1998) and ACE Model (Young et al., 2013) represents the motivations of both users and service providers in using paid VCS. However, the researcher argues that it is essential to consider another aspect of cybersex motivation: the role of "fantasy." Focusing solely on these models would merely reinforce previous findings, so the researcher emphasizes that fantasy should be incorporated into cybersex studies. While there have been updates to these models, such as (Griffiths, 2000) addition of Social Acceptability and Long Working Hours, and (Delmonico et al., 2001) CyberHex model, these still don't fully address the aspect of fantasy. (Hertlein & Stevenson, 2010) added four more points, including Acceptability and Approximation, which highlight how the internet has normalized certain behaviors and blurred the lines between fantasy and reality. Similarly, (Carnes et al., 2009) identified fantasy and isolation as crucial factors in the allure of cybersex. The researcher suggests adding "Negotiation" as a key component in understanding cybersex, as it plays a critical role in the realization of fantasies during VCS. This perspective fills a gap in current research, which often focuses on compulsive behavior and health risks rather than the negotiation aspect of cybersex.

Table 4. Findings on the Fantasy Process Involving Negotiation

No	Participants	Fantasy	Negotiation
1	AR (User)	*"That's complicated, some things are complicated and they don't want to, like let's say... having to face backwards, then the effort, then... lifting one leg... that's effort, things like that."*	*"Maybe with soft words, you know. Not like directly commanding, like telling someone to work. Not like a boss to an employee. More like gentle words. Slowly. I do get offended, at first. Since it's already too late. But if it really can't be done, then fine, what can you do. What can you expect with that amount of money?"*
2	DM (User)	*"Because the paid ones usually have a good body. I like that, so it's okay if it's paid as long as my desires are fulfilled and we like their athletic body. Well, with paid services, it just feels like it's not a waste."* *"Before the VCS, I like to chat first, I like to talk before they show, I like being talked to in a harsh way. During the VCS, I sometimes tell them to hug a pillow (with the pillow underneath) and say, 'Imagine it's me.' Then, I have them say harsh things. That's how I fantasize."* *"Yeah, for the naked part, I ask them to sit, jerk off, and show their horny face. A horny expression."* *"The expression on their face. While sitting, the expression on their face that looks hot. A horny face. I just like it."*	*"First, if they don't ask, some of them ask, 'How do you want me?' If they don't ask, I just direct them. 'Can I do this? Is it okay to stand? Can you face that way, can you sit again?' These can be done while talking. If standing, I tell them to lean against the wall, sit on a chair, and so on, until I'm really satisfied."* *"It's more about this, if they're uncomfortable. For example, if we ask them to bend over, that can be a bit difficult. They usually won't say no, but they'll say, 'Sorry, it's hard, can we do something else?' Then I just go with the flow."*
3	AR (User)	*"From my perspective, what I get from paid VCS feels like it's right in front of me, because when I do it, I instruct them to show their full body."*	*"From the two times I've done it, there is an introduction, and after it's done, there's a conversation. They respect their clients, not making fun of size or the shape of the penis."* *"Yes, during the act, they give me the freedom to give orders, but since it was my first time, it was mainly them who guided the movements."*
4	AY (Provider)	*"Every consumer has their own approaces, like 'come on baby, come on darling.' It's probably more to make it feel more real."* *"I usually wear lingerie and sleepwear. And to arouse the customer, I mostly play with my breasts, touch the nipples, and then focus on the lower part. That's about it."* *"That's definitely there, like asking to insert a dildo, things like that. If there's another request, the cost will increase."*	*"Yeah, there was one time when a person had a fetish that was a bit strange, like asking me to insert a bottle. I felt kind of disgusted, like, 'I'm being asked to insert a bottle like this but I don't want to.' When that happens, I just skip it. I won't do it, it just doesn't make sense."* *"For some users, they like to start with small talk first. But some are just straight to the point, completely naked, and go right into it."* *"As long as it doesn't harm me, I'm fine. If it's something that could harm me, I reject it immediately. I'll say, 'Sorry, I can't do that,' and it's better for me to just refuse. Then, I'll negotiate again for a fantasy they want."* *"But sometimes, they ask, 'Are you serious about this?' They'll say things like that. But, you know, everyone has their own preferences. When that happens, I just pass it."*

No	Participants	Fantasy	Negotiation
5	H (User)	*"It's just regular poses, like spreading their legs, bending over, or standing. Sometimes I even ask them to tie themselves up, like BDSM, during the virtual session."*	*"It depends on our request. Usually, if the request is a bit difficult, they might ask for an extension, like until the next day or up to 3 days. They'll email when they're ready. For example, if we want them to wear a flight attendant uniform, but they don't have that custom outfit, it could take a day or three, and they'll contact us via email when it's ready. The cost for custom outfits starts from 5 to 10 million rupiah. In terms of profit, they (the service providers) make a good margin."*
		"It's different, with paid services they really work, doing many poses and movements, exploring different actions to provide the best service compared to free ones. Sometimes, after I finish (orgasm), they ask if I'm satisfied or if I need more, and usually, they offer to extend without additional charges. What's important to them is the quality of service to get good ratings, which leads to higher payments later."	*"I've never experienced that, usually, they give options for the props they use. 'Can this be changed?' If the customer doesn't want it, they'll give two more options: either cancel or agree to wait."*
		"It's virtual. I feel more comfortable with virtual. Because I can request anything I want, like having them do flips, or become Spiderman crawling on the walls, anything, haha (laughs). It gives us freedom. Even if we pay for physical contact (Open BO), it's different, because not everyone is professional or can follow our requests. Whereas with virtual, they can do it multiple times a day, and it's safer. Even if they do it a thousand times, it's still safe (no risk of disease), nothing will happen, except maybe I faint, haha (laughs)."	*"It's like a video call with a girlfriend, like you haven't met in a while. Asking how things are, if they've eaten yet, how work is going, not a formal introduction. It's not awkward. They're very professional about that."*

(Source: Researcher's Findings)

The findings on the "Fantasy" process of service users resulting from "Negotiation" with providers highlight that these two stages must be considered in future cybersex models. This critiques previous studies that overlooked the role of rejection or the provider's inability to fulfill fantasies in virtual settings. The Fantasy and Negotiation process aligns with (Walther, 1996) hypercommunication theory, which emphasizes feedback from channel choices and the awareness of both sender and receiver in processing and exchanging information needed to realize sexual fantasies in virtual media, such as paid VCS.

The Negotiation Process in Paid VCS Service Becomes a Crucial Point in Accommodating Users' Sexual Fantasies

The theoretical assumption in this research is that virtual media can and is capable of accommodating sexual fantasies contextualized within the phenomenon of paid VCS. After collecting various testimonies from the main data source, which are the participants of paid VCS services, as well as one participant from the service provider side as a secondary source, and analyzing them through the lens of hypercommunication theory and the framework of cybersex, the researcher found a process that reinforces

the assumption that virtual media serves as an alternative channel for the expression of users' sexual fantasies. This study not only provides an overview of findings that have been investigated by previous studies but also offers additional insights into the process of realizing these fantasies, which can be applied to paid VCS services. This process of realizing sexual fantasies is not solely related to access, anonymity, affordability, isolation, or escapism; it is also closely linked to the negotiation between users and service providers.

Through an analysis using the main theory of hypercommunication (Walther, 1996), paid VCS proves that the elements of senders, receivers, channels, and feedback play a crucial role in the entire sequence of paid VCS as a choice for expressing users' fantasies. Additionally, Freud's theory of fetishism perpetuates the idea that desired fantasies of users can easily be channeled when closely associated with specific body parts, objects, situations, or activities (Freud, 1927). This alignment can clearly be accommodated by virtual media technology, which provides visual and audio features. Furthermore, (Reeves & Nass, 1996), through the Media Equation theory, strongly emphasize that responses do not distinguish between communication in virtual media and human interaction. As a wrap-up to these concepts, the theory of cyberculture showcases that the phenomenon of paid VCS is indeed a real space accommodating users' sexual fantasies, as demonstrated by the concept of "digisexuality" proposed by (McArthur & Twist, 2017).

The researcher found that the uniqueness of online prostitution, such as paid VCS, indicates a level of freedom for users to determine their desired fantasies to service providers, primarily through the transaction process. However, paid VCS doesn't always exhibit an imbalance of power between providers and users. The process still involves negotiation dynamics, encompassing aspects like bargaining over duration, variations, and even fantasies. This aspect has been overlooked in previous studies. The point of negotiation is rarely considered important in cybersex activities; prior studies tended to portray cybersex users as having more dominant control to do as they please. Unfortunately, this isn't always the case. Negotiation becomes a process for mutual dialogue and communication of desired fantasies, whether between partners or, in the context of paid VCS, between service providers and users.

CONCLUSION

This study builds upon the exploration of online prostitution, which not only views virtual media as a bridge between the virtual and non-virtual realms for users and service providers but also as real-time accommodation for sexual fantasy fulfillment. The focus of this research is on paid Video Call Sex (VCS), where the researcher investigates the experiences of five participants, both as users and service providers. The study concludes that virtual media can serve as an alternative outlet for sexual fantasies, with the process involving negotiation between users and providers. The theories of hypercommunication, Media Equation, Freudian Fetishism, and the concept of "digisexuality" from cyberculture theory are interconnected and play a significant role in analyzing the phenomenon of paid VCS and the expression of sexual fantasies, as elaborated in previous chapters.

The use of these theories and concepts distinguishes this study from prior research, as the researcher identifies a gap in the analysis of communication processes in cybersex studies, which have largely been conducted in the field of cyberpsychology. Furthermore, focusing on online prostitution, such as paid VCS transactions in Indonesia, reveals the lack of strong regulation in the virtual space. This is evident in the caution exercised by participants to avoid cybercrimes. This highlights the safe space not only as an outlet for sexual fantasies but also the systematic development of online prostitution in the virtual space by service providers.

The conclusion underscores that paid VCS not only reflects the equality of position between providers and users in communication but also involves negotiation dynamics regarding duration, variety, and desired fantasies. This research offers a new perspective on the importance of the negotiation process in cybersex activities, which has often been overlooked in previous studies. Prior studies tended to view cybersex users as having more power, but this research emphasizes the crucial role of negotiation and dialogue in fulfilling fantasies, even within the context of transactional prostitution. The findings provide new insights into the dynamics of hyperpersonal communication in paid VCS and the complexities involved in fulfilling sexual fantasies.

As an additional note, this study affirms that theories introduced decades ago remain relevant in relation to current phenomena, though certain concepts require re-evaluation and further development, particularly around "Negotiation" within the cybersex framework. However, given the many gaps in understanding today's cybersex phenomena, communication theories need to be reassessed in relation to hyperpersonal communication. This is particularly important as technological advancements in communication and information have not only bridged human-to-human communication in real-time but have also led to the creation of automated communication between humans and machines (i.e., artificial intelligence). This shift necessitates a more focused examination in the context of cybersex, where paid VCS service providers may no longer be individual humans but virtual entities with human-like communication intelligence.

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