

The Role of the Church in the Development of Gadget-Based OMK in the Paroki Hati Kudus Yesus Teluk Dalam

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Abstract. *Gadget is a term that comes from In general, a gadget is a device or electronic device that is relatively small in size and has a special function and is practical in its use. In today's world, gadgets are very useful for human life or society, where gadgets make it easy to find and explore any information you want to get. The purpose of this writing is to find out the Church's view of OMK in using gadgets, and to find out the role of the Church in fostering OMK's faith through gadgets. Writing this thesis uses qualitative research (Qualitative research). Qualitative research is research into phenomena, events, social activities that occur scientifically, resulting in descriptive data in the form of written or spoken words from humans and from behavior that can be observed and places greater emphasis on quality in the form of events, social phenomena that occur. At the moment. Gadgets are one of the technological tools used for preaching today, for this reason the Church takes a role in educating and directing young people in using gadgets. Where the role of the Church greatly influences the lives of young people in the future, the more important the Church plays in the lives of young people, the more likely it is that young people can also change through the efforts the Church gives to young people.*

Keywords: *Gadgets, OMK, and the Role of the Church*

1. INTRODUCTION

In general, a gadget is a device or electronic device that is relatively small in size and has a special function and is practical in its use (Kariyadi, 2023, p. 1). In today's world, gadgets are very useful for human life or society, where gadgets make it easy to find and explore any information you want to obtain. And this is what makes humans more developed and not outdated. With the development of technology today, humans can gain extensive knowledge because they can access all information via gadgets easily. This has a good influence on humans if gadgets can be used properly.

The benefits that gadgets provide to humans can be seen in their development where through gadgets humans can communicate well, both from a distance and from close range, apart from that, through gadgets humans are able to get news information that occurs domestically and abroad. , as well as being a means of learning for the masses now, and a means of entertainment when work is busy. Not only that, gadgets also provide useful applications for their users, for example news, health and other applications (Edulab, 2024, p. 16).

The development of technological tools is currently also being felt by young people, and is very influential on the lives of young Catholics, where OMK are very active in using gadgets. OMK's use of gadgets is paid attention to and accompanied by the church, because OMK are the main "actors" who must be encouraged to actively participate in the development of the

church and society, especially in seeking peace for yesterday, today and tomorrow (Tuan, 2021, p. 19). Therefore, OMK is called the real hope of the church among the people and society, because it is in the hands of young people that the church can develop and become a church that carries love.

In today's world, there are many things that make people tempted and of course require people to be wiser in using these technological tools. The Second Vatican Council said that "worldly progress must be carefully distinguished from the growth of Christ's kingdom" (Pontifical Council for Social Communications, 2019, p. 10). This means that as humans who have experienced development, especially developments in the current technological world, it is necessary for humans to be able to control themselves in every use, because without realizing it, humans are often carried away by the current of development which leads humans to become people who are disorganized and unable to control themselves. Humans are unconsciously unable to control themselves, especially when using technological tools. This can be seen in several changes that occur in humans due to the use of gadgets, such as the situation in which humans become more and more selfish and arrogant day by day, thus having an impact on their social interactions with others (Resi, 2022, chapter 73–75). This shows that there are things that make gadgets have a negative impact due to poor use and control.

Negative gadget influences also occur in the lives of young people. There are still many young people who forget their duties and responsibilities as the generation of the Church and the state because of the influence of the use of technological tools that are not used properly. In fact, some young people are less willing to give themselves to preaching, because they prefer using gadgets rather than being actively involved in Church activities. Moreover, by sharing the application features offered in gadgets, it makes OMK even more tempted. The application features include: Online games, TikTok, Facebook, Instagram and other applications.

After seeing this situation, of course OMK needs assistance provided by the Church. The presence of the Church in mentoring young people is very important, because the Church can become a "teacher" who will educate and accompany OMK in the use of increasingly sophisticated technology. However, Church assistance must go through a long process by walking with young people and providing testimony of a good life (Heryatno Wono Wulung, 2021, p. 40–41). The Church also needs to realize that the Church must join hands in developing young people by providing support in every activity that young people want to do so that young people are also able to express their roles through the activities they have planned. Therefore, the Church wants to offer young people the ability to take part in preaching via gadgets by making short reflections or catechesis about Catholic teachings that are still

unknown to other people. Through these journalists, indirectly good things are given to young people for other people and other people also get a good impact.

Thus, OMK must also realize how important it is to control the use of gadgets. Gadgets are controlled by humans themselves through intelligence given by God to be utilized as best as possible. Gadgets are very useful for journalists in carrying out activities of preaching the Word of God to God's people. OMK believes in becoming a Church to be a herald because young people are the hope of the church today and in the future. Through OMK, the Church will remain alive, where through the presence of the Church they are saved. Therefore, training must continue to be carried out for young people today, so that young people become more involved in church preaching and young people increasingly want to use gadgets that lead to more positive things.

2. METHOD

This research uses qualitative methods. Qualitative researchers are required to be able to explore data based on what is said, felt and done by participants or data sources. Qualitative researchers must have an "emic perspective" meaning that they obtain data not as it should be, not based on what the researcher thinks, but based on what is happening in the field, what is experienced, felt and thought by the participant/data source (Sugiyono, 2014, hlm. 361). So, through this method the researcher wants to see the overall phenomenon that occurs at the research location in relation to the role of the church in developing gadget-based OMK in the Paroki Hati Kudus Yesus Teluk Dalam.

This section contains the research design including the research design, research population/sample, data collection techniques and instruments, data analysis tools, and the research model used. General methods do not need to be written in detail, but simply refer to the reference (example: formula uji-F, uji-t, etc.). Testing the validity and reliability of research instruments does not need to be written in detail, but it is sufficient to express the test results and their interpretation. Descriptions of the symbols on the model are written in sentences.

3. RESULT AND DISCUSSION

1) Benefits of Using Gadgets

Gadget is a term that comes from English, which means a small electronic device that has a special function. In today's modern era, this tool has become a tool that is very often found everywhere, and the average person already has this technological tool, this tool is often used to search and explore any information they want to get and of course makes it easy for the

user. , this tool also offers interesting features that make this gadget very superior in its use, please also note that this gadget only focuses on technological tools that can be used anywhere and this tool does not depend on cables that connect to live sockets. Electricity (Kariyadi, 2023, p. 1).

The main function of the presence of gadgets is to make all the work done easier. Especially jobs that require people to be more creative, this function also contributes to its users, being a communication medium, access to information, entertainment media and lifestyle. This means that this gadget also has a function that is useful for its users, where the function is not just one function, but many functions that can be obtained by humans and can be used as sources of knowledge and entertainment, despite the fact that the function These gadgets make humans dependent on technology in searching for and exploring any information they want to get (Anggraini, n.d., p. 3).

The presence of gadgets has benefits for users who can support knowledge, the use of gadgets in the world of education will make it easier for students to get the information they need quickly, increase motivation and interest in learning, innovators who can be used to socialize and exchange ideas through technological tools, and make them more creative and able to hone every ability you want to develop through the technological tools offered by the world (Sari, 2023, p. 19). The presence of gadgets in the life of the Church today provides a great opportunity to preach the world today. The Church hopes that people need to realize that the use of gadgets needs to be paid attention to, therefore in this case the Church hopes that these technological tools can be utilized as well as possible so that they can have an impact on the lives of other people, where they are able to guide other people to be able to think critically and maturely in using today's technological tools (Konferensi Waligereja Indonesia, 1996, p. 391).

Current technological information can also have an impact on its users, the resulting impact can influence life in socio-cultural communication, in the process of interaction between humans which is mediated by technology and is able to reach levels of society from any part of the world and makes humans more open, this makes the internet as one of the impacts of the development of new technology which basically can not only be a kind of door to find out what culture exists in society in a particular area, but also become a tool for expressing culture itself (Nasrullah, 2018, p. 26). The emergence of gadgets has advantages and disadvantages, which have an impact on their users, there are also impacts on the use of gadgets today, where these impacts can be divided into two parts, namely the positive impacts that can be seen in using gadgets, namely: Blessings in the Digital Era, Becoming as a means of building relationships,

through gadgets humans are able to increase their intelligence, apart from that there are negative impacts, namely: opaque relationships, decreased critical ability and curiosity, becoming a closed person.

2) OMK in the Catholic Church

Young people mean people who talk about promises and talk about joy, because young people are seen as people who are able to guarantee the future development of the life of the Church. It should also be noted that young people are people who have a future who can bring change to the life of the Church, and the Church believes that young people are seen as people who are ready and ready to be sent anywhere (Pascasinode & Fransiskus, 2019, no. 53). Young people are also an extension of God (CV art ,115), where God himself believes that young people are the successors of God's own missionary work, where young people can become important actors in God's mass work in the development of the Church, of course with various activities that are appropriate to their age level (Mulyatno, 2023, p. 991).

However, in this millennial era, young people are increasingly busy with their own world and are lulled by all the increasingly sophisticated technological developments which are filled with various charms that make people tempted by the things offered by the world of technology today, of which there are several reasons why and the obstacles to young people's inactivity in church life are as follows: not having time, not being appropriate, being addicted to using gadgets.

3) Catholic Young People (OMK) in the Era Digital

In the current digital era, internet usage is more widely used by young people. Living in this digital era allows young people to be able to be creative with technological tools which can open up space to carry out preaching activities on digital media through preaching activities, for the maintenance of faith. young people to develop more, because in today's reality, especially among young people, nowadays they use gadgets more (KWI, 2015, p. 73-76).

The reality of life increasingly presents diversity and this diversity increasingly demands cooperation with one another, because it is known that the more parties involved, the more helpful it will be to see it in a holistic, broad and developed perspective. The Church knows what actions to take for the future, because it is known that changes will continue to occur as time goes by and for this reason the Church demands cooperation between other people, in order to be able to prepare young people who can change the life of the Church in the masses to come. , and coaches need to be aware of their position and role in shaping young people into

important individuals in responding to increasingly developing technological development (Cahyadi, 2009, p. 45).

The family is one of the people who can educate and direct young people to become a real generation of the Church among the people, therefore the family is expected to be able to support young people so that they can be actively involved in Church life activities, and the family is expected to be able to realize the work good things between young people, so that young people become more confident, because through the support given by their families they are able to open up, in reality young people are sometimes difficult to work with, but it does not rule out the possibility that families continue to remind and continue to encourage people young people, to become creative and critical young people (Sinta, 2023, p. 661).

Apart from that, the community environment is also one of the factors that really influences the lives of young people, especially in the involvement of young people, because it is known that young people certainly live in a community environment that will experience changes, as time goes by and changes start from the way they communicate, interact and even act. what you want to do, and all of this can be produced from an environment that can support young people. When the environment encourages young people to get involved in church life, indirectly the community environment plays a role in the lives of young people (Ismaraidha, 2023, p. 11).

The Church is also one of the influences in the lives of young people where the Church is the sacrament of Christ's salvation, this sacrament of salvation is not for himself, but for the world on its journey to a new world in God, meaning that the Church is present for the people so that the people are able to know God more close and the Church is seen as a place to communicate with God, because through the Church people can feel God's presence, through the eucharist celebration held on Sundays, of course this Church is present in the lives of young people (Cahyadi, 2009, p. 29).

Where the Church has a responsibility to accompany young people by supporting activities that direct young people to positive things and increase young people's awareness of the life of the Church and society, this indirectly makes the Church try to mobilize and invite them to be actively involved in activities of Church life, although indirectly, with this, young people increasingly realize themselves as young Catholics who believe in Jesus Christ by being active in Church life. It is also important to know that the Church is a roof for young people, for this reason the Church needs to realizing that the Church remains open to young people, because young Catholics are the next generation of the Church for the progress of the Church (Heryatno Wono Wulung, 2021, p. 39).

Based on the data obtained by researchers, it appears that the role of the Church in fostering the faith of young people through gadgets continues to need to be fostered or grown, because it is known that the wheel of life will continue to turn and the progress of the times will be increasingly rapid, and of course the progress will not just stop there. and perhaps the progress made could be greater than in previous years. For this reason, the Church still needs to take part in educating young people so that young people are able to understand and comprehend the proper use of gadgets. In reality, the influence of gadgets themselves cannot be stopped by humans themselves, but it is important to know that this influence can be controlled by humans themselves, which can start by regulating themselves to be able to limit themselves in using gadgets.

In today's era which is characterized by various problems regarding the inappropriate use of gadgets, where now people use gadgets more than taking part in categorical activities, the sophistication of technology has now proven to be a daily activity for young people, which influences the lives of every young person who lives. exist in this era. Positive and negative impacts continue to go hand in hand, and bring about many changes, because all of them require the role of the Church itself so that young people are able to work. Documentary findings show that changes in the lives of young people in the Church can be influenced by developments over time, apart from developments over time, changes are also derived from the social environment, however the Church is also aware of the influence of these gadgets on young people, and the Church continues to strive for this influence. can be controlled by young people themselves, the Church may not have done anything more in-depth in cultivating young people in using gadgets today, but the positive thing that researchers can see regarding the role of the Church, is that the Church continues to try and is not bored - Saturation provides an understanding to young people, regardless of whether young people are not aware of this influence, the Church is still working on it. These efforts don't just stop there, but the Church encourages, nurtures, guides and motivates young people to want to improve themselves and open themselves up to carrying out preaching missions in the digital era.

4. CONCLUSION

The sophistication obtained from this technological tool can also affect human life itself, where its influence not only affects human perception, this tool also affects the mental and social health of humans themselves. With the existence of these gadgets, humans have their own comfort. Currently, young people have a critical attitude in admitting that there is very little information, lack of new knowledge, forgetting about time, and underdeveloped social

relationships. Living in a modern era requires humans to be able to accept the consequences of current technological developments.

In reality, the Church does not reject young people from using gadgets, but the problem is when young people lack self-control in using technological tools, and young people are trapped in the wrong system. Therefore, to deal with this situation, the Church in this case took several steps, namely involving parents to build personal communication, and of course the Church also continues to play an important role in the lives of young people, where Catholic young people become a gathering place that can be used to strengthen their relationship, friendship and strengthen togetherness with each other.

Apart from that, the role of the Church for young people in the influence of this gadget is to guide, develop, direct, motivate young people, so that young people are open to preaching in cyberspace where apart from helping others' faith. Young people are able to find good things within themselves, where young people indirectly gain new knowledge that can be useful for themselves but also for others.

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