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## THE INTEGRATION OF DIGITAL MEDIA IN RELIGIOUS PRACTICE: THE CASE OF FILADELFIA KIDS

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### ABSTRACT

*The development of the digital era has had quite a good influence in supporting human life, especially in communication. Currently, communication media has experienced rapid development due to the integration of digital technology so that it's called digital media. Digital media has been integrated into various life activities, especially in religious practices which are the focus of this research. In this research, we will discuss how the integration of digital media in religious practices is based on the case at Filadelfia Kids, as well as to find out how the children of Filadelfia Kids respond to the integration of digital media at Filadelfia Kids. Research analysis will be carried out using qualitative descriptive methods with the data collection techniques used are observation and interviews. Data collection is supported by the results of observations that will be carried out during the Filadelfia Kids service and in interviews, the research will involve 18 respondents consisting of 6 Filadelfia Kids committee members and 12 children at Filadelfia Kids. Based on the results of data collection, digital media is integrated into religious practices at Filadelfia Kids in every series of worship which consists of providing information, praise and worship, preaching sessions and game sessions. So it can be concluded that the integration of digital media plays a very important role in religious practices at Filadelfia Kids.*

**KEYWORDS** *Digital Media, Religious Practice, Filadelfia Kids*



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### INTRODUCTION

Entering the ongoing development of the digital era, society is increasingly competing to maximize the development of current digital technology so that digital technology is integrated in all areas of society's life. The development of the current digital era has had quite a good influence in supporting human life, especially in terms

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of communication media. Communication media is currently developing so quickly due to the integration of digital technology, so that currently communication media is called digital media.

The word “digital media” itself is no longer foreign to some people and digital media has even been integrated into people's lives, especially for the younger generation. One of the digital media that is often heard of nowadays is websites, social media, mobile applications, blogs, etc. Digital media currently available has created convenience for people who use it, making people more confident in using digital media in all areas of life. One of the areas of life that digital media integration has now begun to penetrate is the religious sector, especially Christianity, which is the focus of this research.

With the current integration of digital media, the church inevitably has to be aware of the changes that are occurring so that they can keep up with the changes. Awareness of the progress of the digital world is understood as a gift from God that needs to be utilized as a means of preaching for the church (Elsya Sohilit, 2020:27). With the integration of digital media, it is hoped that it can create a new model in religious practice, especially for children.

One of the religious practices in christianity that is often carried out is sunday worship. Sunday worship is a christian worship service held on Sundays and is usually attended by all ages. However, for children there will usually be a separate service specifically for children which is called sunday school. Sunday school itself can be interpreted as worship and learning activities for children in the church which are held on Sundays and are usually carried out by Catholics and Christians. The purpose of this sunday school is to introduce children from an early age to God, teach them how to praise and worship God, teach God's word and stories based on the Bible and teach them character and attitudes that fear God.

Despite the expansive integration of digital media across various sectors, scholarly attention to its role in religious contexts, especially among children, remains sparse. Existing studies primarily focus on digital media's impact on general congregational activities or adult religious practices. However, the specific intersection of digital media with children's religious education, such as Sunday school programs, is underexplored. Moreover, the implications of digital media on children's spiritual growth and religious engagement are not well documented, particularly within the unique cultural and religious setting of Indonesian Christian communities. This research aims to fill this gap by examining the integration of digital technologies in Sunday schools and its impact on the religious and spiritual development of children.

### **Research Question**

How is digital media integrated into the religious practices at Filadelfia Kids, and what are the perceptions and responses of the children's congregation to these digital practices?

Based on the research question, this research focuses on finding out how digital media is integrated in religious practices based on the case at Filadelfia Kids, as well as to find out how the children's congregation at Filadelfia Kids responds to the integration of digital media in religious practices at Filadelfia Kids. On this occasion, researchers will conduct research based on the case discussion at Filadelfia Kids. "Filadelfia Kids" itself is the name of the sunday school service at GPdI (*Gereja Pantekosta di Indonesia*) Filadelfia Bekasi and this service is usually held on Sundays at 11.00 - 12.00 noon.

### **Literature Review**

#### ***Media Digital***

Digital media is a combination of two words consisting of the words "media" and "digital". Digital media is a word that is often heard or is familiar in this era of digital development, especially for the younger generation. If described separately, the words media and digital have different but related meanings. According to Fadilah, et al. (2023:3), the word "media" comes from Latin which means "medium", literally meaning intermediary or message sender. Meanwhile, according to Nurhasana, I., (2021:220), media can also be interpreted as anything that can be sensed which functions as an intermediary or means or tool for the communication process (teaching and learning process). So it can be concluded that the media is an intermediary that can be used to convey a message or information so that it can be received by the recipient.

Meanwhile, the word Digital comes from the word digitus, in Greek meaning fingers, but according to the term digital is synonymous with the internet. According to Adam, A. (2023), digital is a form of modernization or renewal of the use of technology which is often associated with the presence of the internet and computer technology. So it can be concluded that digital is a form of innovation related to the internet and technology.

The words "media" and digital" have different meanings from each other, but if these two words are combined, they will create a word that is very suitable in describing this digital era or what can be called "digital media". Digital media or what can be called new media is communication media that uses the internet and digital technology or computers as operating tools (Hasan, K. 2023). Meanwhile, in another explanation, digital media is all forms of media that use or depend on electronic devices for

distribution (Karunia, V. 2024). Demuyakor, J. (2020:95), also defines digital media as Digital media popularly called new media is the 'lovebird' of our contemporary world and Some of the popular media used in the world today are either print or electronic forms. The print includes, (books, newspapers, magazines), electronic versions include, (radio, television, computers, billboards, banners, posters, direct mails) and social media. So it can be concluded that digital media is a new media in the form of digital format and which uses electronic devices.

The development of this digital era has made digital media gradually replace conventional communication media due to rapid advances in communication technology, especially digital technology or computers and the internet. The shift from conventional communication media has made digital media take on a fairly large role in terms of communication media, especially its role in religious practices which is the focus of this research. According to Iryani, J. & Syam, N. (2023), there are 5 important roles of social media and digital technology in religious practice, namely as follows:

1. Increase Accessibility: Social media and digital technology have removed many physical and geographical barriers to spreading religion.
2. Reaching and Connecting Communities: Social media makes it possible to build strong religious communities online.
3. Spreading Messages and Teachings: Through social media, religious leaders and their followers can easily spread religious messages, teachings and values to a wider audience.
4. Building Engagement and Participation: Social media and digital technology provide opportunities for individuals to participate in religious discussions, debates, or events through commenting, liking, or sharing content.
5. Improve Religious Education: Social media and digital technology can also be used as tools for religious education.

Based on this explanation, it can be concluded that the role of digital media greatly influences the process of spreading religion, conveying teachings and increasing involvement in religious practices.

With its large role in this digital era, digital media has become a carrier of many impacts on people's lives. According to Shinta, A. (2022) digital media has the following impacts on life in the digital era:

1. Ease of communication and connectedness: can change the way people interact with each other, overcoming the barriers of time and distance.
2. Increased access to information and education: can provide opportunities for wider informal education

3. Influence on consumption and purchasing patterns: can encourage individuals to provide certain goods or services to meet trends.
4. Effect on mental and emotional health: excessive use of social media can increase levels of anxiety, depression and social isolation.
5. Changes in culture and social identity: can influence how individuals construct social and cultural identity.
6. Ethical and privacy challenges: can be a means of spreading information whether false or not that can influence public opinion.
7. Regulation and responsibility: there needs to be appropriate regulations and policies that can protect the public interest and create responsible use.

From this explanation, it can be concluded that digital media not only has positive impacts but also negative impacts that can affect life. Therefore, in using digital media, it is necessary to have definite boundaries and teach how to use digital media properly and correctly.

### ***Religious Practice***

Religious practice comes from two words, namely the words "practice" and "religion". Separately, the words "practice" and "religion" have two different meanings. According to Karunia, V. (2023) defines the word practice as a form of carrying out work or the act of applying theory. Meanwhile, the word religion comes from the basic word "religion" or can be called "religion". Etymologically, the word "religion" comes from Latin, namely religio, which is taken from the word "re-ligare" with the meaning of binding again. So in general, religion can be interpreted as a belief system in God as the creator of the universe which is based on certain beliefs and must be held and obeyed by humans. The term religion in Indonesia is used to refer to religions in Indonesia which consist of six religions, namely Islam, Christianity, Catholicism, Buddhism, Hinduism and Confucianism, these are the six religions recognized in Indonesia.

The words "religion" and "practice" have different meanings if defined separately but are related to each other. However, if these two words are combined, then religious practice is defined as actual implementation related to religion in the form of beliefs, worship and rules (Muna, N. 2023). In another explanation, Religious practices, or religious activity, are the behaviors that religious people perform as a part of their religious conduct, including rites, rituals, and worship practices (Leite, et al. 2023).

In this research, the religious practices that will be studied are Christian religious practices. Basically, Christianity is a faith tradition that focuses on the figure of Jesus Christ (Wilhelm, E. 2024). One of the religious practices carried out by Christians is

receiving baptism, taking holy communion, praying, singing, worshiping, fasting, giving collections, witnessing, and other things that focus on the figure of Jesus Christ. One of the religious practices that will be examined in this research is the worship activity itself, especially the worship activity for children which is called Sunday school worship.

### **RESEARCH METHOD**

In this research, the method used by researchers is a qualitative descriptive research method. Qualitative descriptive research is a type of research that is included in qualitative research and the aim is to understand a condition by directing a detailed and in-depth description of a natural condition in the field. To support this qualitative research, the data collection techniques used were interview and observation techniques. The observation technique carried out by the researcher uses participant observation, where the researcher involves himself directly or tries to be part of the social environment or organization being studied. This participant observation was carried out with the aim that the researcher could go directly and observe in real detail how a process occurred in detail. Using observational data collection techniques, the research will be carried out during the Filadelfia Kids Sunday School worship activities at GPdI Filadelfia Bekasi.

The second technique in this research is an interview technique which aims to carry out direct question and answer interactions with informants in related fields to obtain in-depth and factual information. The interviews were conducted directly or face to face with the aim that informants were able to participate actively and researchers could more easily understand explanations of problems from several informants. The informants in this interview were 18 people consisting of the Head of the Filadelfia Kids committee, 5 members of the Filadelfia Kids committee and 12 children who were members of the Filadelfia Kids congregation.

In the next stage, data from observations and interviews will be analyzed with the aim of answering research questions. In observational data, the data that has been collected will be grouped based on certain characteristics. Then, from the characteristics that have been grouped, broad conclusions will be drawn which include important things and information that can answer the research questions. In the interview data, researchers will use a coding process, which is a term commonly used for the process of producing a code. In this process, researchers use coding techniques with the aim that qualitative data consisting of many words can be extracted for meaning by researchers so that they can answer research questions. The following is an example of coding from interviews with informants:

Table 1. Example of Coding From Interviews With Informants

Verbatim	Code	Categorization	Conceptualization/ Thematization
Usually we have three that we use very often. <b>The first is <u>Instagram</u>, we usually post about activities at the children's church.</b> Then secondly, there is <b><u>WhatsApp</u>, which we usually use to send information to parents and children.</b> Then thirdly there is <b><u>Canva</u> for powerpoint editing of God's Word and games.</b>	Instagram  WhatsApp  Canva	Digital Media Products	Examples of digital media products

Based on the example, in the first stage the researcher will provide code from the data resulting from interviews with informants. After the code has been determined according to the existing data, in the next stage the codes will be grouped into a certain categorization or concept and from this categorization it is hoped that a theory can be produced that can answer the research question.

## RESULT AND DISCUSSION

Based on research entitled “The Integration of Digital Media in Religious Practice: The Case of Filadelfia Kids” the following are the results of data collection carried out through direct observation techniques and interview techniques.

### Results of Observation

In the observation process, researchers carried out direct field observations at the GPdI Filadelfia Bekasi Church during the Filadelfia Kids Sunday School service. Observations were carried out from the beginning of the service activity starting from the opening prayer then praise & worship, preaching session, games session until the end of the service which ended with the closing prayer. Based on the results of observations that have been made, Filadelfia Kids is a Sunday school service that has been highly integrated with digital media in its religious practices. This is proven by the role of digital media which is commonly used by the committee at the Filadelfia Kids Sunday School service. This digital media integration was applied during Sunday

school, where before the service started, the Filadelfia Kids children were shown worship posters on LEDs using ProPresenter and edited with Canva, with the aim of welcoming the Filadelfia Kids children who had just arrived at church.

When the service begins and during praise & worship, the children of Filadelfia Kids are assisted by displaying song lyrics with an attractive picture background using the ProPresenter application on LED so that it can attract children's interest in praise & worship. After praise & worship is finished, the children will be invited to listen to God's word together. At the time of preaching session, digital media was still being integrated through presentations edited using Canva or Powerpoint. Not only that, they often also use videos on YouTube to show films that teach God's word or Bible stories. This is a way to attract children's interest in preaching session so that apart from making children understand God's word better, it can also entertain children so they don't feel bored when preaching session.

After preaching session is finished, the children will be invited to play games which will be divided into two classes, namely the small class (ant class) and the large class (lion and eagle class), with the aim that the children can play with average friends. the average age is the same. During games session, digital media is also integrated through game presentations which are usually made with Canva and displayed with ProPresenter on LED. During the Sunday school service, the committee also integrated digital media in documenting activities on Instagram social media by posting a recap of the service on the Filadelfia Kids Instagram story (@filadelfiakids\_). Apart from that, Filadelfia Kids also uses digital media YouTube to live stream Sunday school services with the aim of so that Filadelfia Kids children who cannot attend can watch Sunday school services online.

Based on the results of observations, it can be concluded that social media at Filadelfia Kids is highly integrated into their religious practices, especially during worship. In general, the aim of integrating digital media at Filadelfia Kids is to support the running of service activities and improve the quality of worship so that it is more attractive to children. Apart from that, the aim of integrating digital media in Filadelfia Kids spiritually is so that Filadelfia Kids can be better known in the digital world and can be a blessing to many people and without realizing it, with this digital media, it can expand the reach of more souls in Filadelfia Kids.

### **Results of Interviews**

Based on the interviews that have been conducted, the results of the interviews have answered research questions about how is digital media integrated into the religious practices at Filadelfia Kids, and what are the perceptions and responses of the



children's congregation to these digital practices? The results of the interview have been analyzed using qualitative coding and it can be concluded that the integration of digital media in religious practices at Filadelfia Kids is contained in 4 parts, namely as follows:

### 1. Providing Information

In this section, the integration of digital media used is on worship announcement posters and Filadelfia Kids social media. For Sunday school announcement posters, they will usually be made every week with Canva and the poster will contain information regarding the time, date and place accompanied by a design that is attractive to children. The posters that have been made will be sent to the D-1 service via the church's WhatsApp group so that they can inform parents and Filadelfia Kids of the Sunday school schedule. Apart from providing information, digital media is also integrated into Filadelfia Kids' service activities which are divided into 3 parts consisting of praise & worship, preaching session and games session. This statement was made by the Head of the Committee from Filadelfia Kids, Deifty Katiandagho who said that:

"...in the worship activities we also use what is called the integration of digital media quite a lot, starting from the initial event, we usually divide it into three: praise, worship, preaching session to games session..."

Even when worship is taking place, digital media is also still being integrated through the church's YouTube live streaming broadcasts with the aim of showing footage of the worship taking place so that it can be watched by Filadelfia Kids children who cannot attend directly at the church.

### 2. Praise and Worship

At the beginning of the service, the first activity the congregation will carry out is praise and worship. In this section, the integration of existing digital media is an LED presentation that displays the lyrics of spiritual songs to help Filadelfia Kids sing songs they may not yet know. Not only does it display the song lyrics, but the lyrics are accompanied by animated background images that are attractive to children so that when praise and worship takes place, children can be more enthusiastic.

Another digital media used during praise and worship is Instagram social media. Instagram is usually used for posting information related to worship and documentation during praise and worship. Documentation is carried out by posting short videos or

photos via Instagram stories when praise and worship takes place and usually these stories have been edited with the Capcut.

### 3. Preaching Session

After praise and worship is finished, the children will receive a preaching session. In this session, there is still a need for integration of digital media used to create presentations of preaching. In the preaching session, there will be teaching about God's word and usually in this teaching the committee will use presentations so that children are more interested because of the presentation design which is animated and easier for children to understand because of the essence and points of God's word in the presentation. These presentations of preaching are usually created with Canva and displayed with ProPresenter.

Not only using presentations, during preaching sessions we also often use animated films of God's Word that teach Bible stories such as "Superbook" which is taken from YouTube so that children are also entertained by watching the film. In this session, documentation is also carried out by posting short videos or photos via Instagram stories during the preaching and usually the stories have been edited with the Capcut.

### 4. Games Session

The last session is a game session. In this session, children will be invited to play games together based on their class level consisting of ant, lion and eagle classes. In this session, the committee is still integrating digital media by using presentations in the game with the aim of making it easier for children to understand the game. And in this session, documentation is also carried out by posting short videos or photos via Instagram stories while the game is in progress and usually these stories have been edited with the Capcut. When the service is finished, usually the committee will also share a summary of preaching and Bible verses with the children via WhatsApp to help Filadelfia Kids children get notes on God's Word so that Filadelfia Kids can study them at home.

The existence of digital media that integrates the 4 parts of religious practice at Filadelfia Kids is based on keeping up with current developments, making it easier to convey information and attracting a wider audience. As stated by one of the informants, Michelle Ableson (PIC content team) who said:

"...we follow existing developments because it makes it easier to convey information to our audiences such as parents and children's church

congregations and through the posters or content that we send we can attract an even wider audience."

This integration of digital media is also proven by the use of digital media products in the religious practices mentioned such as Instagram, YouTube, WhatsApp, ProPresenter, Canva and Capcut. With these integrated digital media products, it is hoped that they can have a positive impact on the committee or children. Filadelfia Kids.

However, it cannot be denied that there are also negative impacts from the integration of digital media. Positively, the benefits of integrated digital media are that it makes it easier for the committee to teach the word of God, improves the quality of Filadelfia Kids' services, becomes a means of reaching souls and becomes a means of providing and disseminating information. This statement is supported by a statement from the informant, Vallencia (content team member) who said:

"The first is that it can provide information to many people so that the information can reach more people. "Then secondly, we can improve the quality of our services with presentation on preaching and games will become more interesting and informative."

Not only in positive terms, digital media also has a negative impact on both the committee and also the children of Filadelfia Kids. The negative impact of digital media integration for the committee is that it makes the committee too dependent on digital media, making the committee less likely to develop its creativity. Meanwhile, the negative impact for Filadelfia Kids is that it makes children lazier about writing down God's word and makes children less likely to bring Bible books because they are too fixated on existing digital media. This statement is proven by the response from the informant, Fany as a child of Filadelfia Kids who said:

"For example, if it is positive, we can add information from YouTube or other applications, but if it has a negative impact, we will be too lazy to use the Bible so we can use it digitally."

## CONCLUSION

Based on the results of observation and interview data, it can be concluded that the integration of digital media in religious practices at Filadelfia Kids is in providing information, praise and worship, preaching sessions and game sessions. Where in providing information, digital media is integrated through the creation of posters edited with Canva and distributed via social media WhatsApp and Instagram. Furthermore, in praise and worship, digital media integration is in the song lyrics displayed with ProPresenter accompanied by an animated background that is attractive to children. In the next session is the preaching session, in this session digital media is integrated more, especially in presentations of preaching made with Canva and you can also use YouTube to display videos related to God's word and Bible stories. Apart from that, YouTube is also used during worship to display live streaming with the aim of helping children who cannot attend church. And in the game session, just like the preaching session, the game session also uses digital media in the form of presentations made with Canva to make the game easier to understand and more interesting for children.

From the religious practices mentioned, it can be concluded that there are several examples of digital media products that are integrated in Filadelfia Kids, namely Instagram, WhatsApp, ProPresenter, Youtube, Canva and Capcut. It cannot be denied that several integrated digital media products have had positive and negative impacts on the committee and also the children of Filadelfia Kids. Positively, the integration of digital media has a quite good role in helping the committee in teaching the word of God, improving the quality of services so that it is more attractive to children, being a means of providing and disseminating information and as a means of reaching a wider audience.

Meanwhile, there is also a negative impact from the integration of digital media, namely that the presence of digital media can make the committee or teachers too dependent on digital media, making the committee less likely to develop their creativity, making Filadelfia Kids children become more lazy in writing down God's word because they are too fixated with digital media and makes children less likely to carry Bible books because they rely more on digital media. Overall, digital media which is integrated in the implementation of religious practices at Filadelfia Kids has quite a big role. And how digital media can be integrated in Filadelfia Kids, depends on the appropriate and positive way of integrating it so that it can produce a good impact on the committee and also the children of Filadelfia Kids.

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