

The Influence of Multimedia Use and Sermon Themes on the Spirituality of Christian Adolescents

Bryan Christian Kaurouw¹, Sugijanti Supit², Jhoni Lagun Siang³

^{1,2,3} Pascasarjana, Institut Agama Kristen Negeri Manado

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Abstract

This study aims to determine the influence of the multimedia utilization and sermon themes on the spirituality of Christian adolescents at GMIM Sentrum Airmadidi. This study uses a quantitative approach with a survey method. The sampling technique used is probability sampling with purposive sampling. The findings showed that there was an influence of Multimedia Utilization (X1) on Christian Adolescent Spirituality (Y). This is based on the results of the t-test which states that the t-count value is $2,138 \geq 2,042$, while the significance value is $0.040 \leq 0.05$. However, the influence of Multimedia Utilization on Christian Adolescent Spirituality is negative. This can be seen from the regression equation $Y = 44.833 + -0.94$, meaning that for every 1% increase in the value of the variable, the value of the Christian Adolescent Spirituality variable will decrease by 0.94. Other test results also showed that there was an influence of the Sermon Theme (X2) on the Spirituality of Christian Adolescents (Y). This is evidenced by the results of the t-test which shows that the t-count value is $3.784 \geq 2.042$, while the significance value is $0.001 \leq 0.05$, with the regression equation $Y = 44.833 + 0.643$ (positive effect). This means that for every 1% increase in the value of the Sermon Theme, the value of the Christian Adolescent Spirituality will increase by 0.643. Other findings also stated that based on the results of the f-test, it was found that the f-count value was $7.047 \geq 3.32$, while the significance value was $0.003 \leq 0.05$, this shows that the variables of Multimedia Utilization and Sermon Theme together have a positive and significant effect on the variable of Christian Adolescent Spirituality. The magnitude of the influence is 0.320 or 32%. While the remaining 68% was influenced by other factors that were not studied.

Keywords: Christian Adolescent Spirituality, Multimedia Utilization, Sermon Theme

(*) Corresponding Author: christianbry21@gmail.com

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INTRODUCTION

Nowadays, developments in time influence every aspect of human life, including economic, social, political, cultural and even technological aspects. As time goes by, technology becomes more developed. Currently, the world is in the era of industrial revolution 4.0, where technology is the main basis in the lives of world society. Not yet able to adapt to the 4.0 era, currently the world community is faced with the resolution of the 4.0 industrial revolution which is more human-centered, namely society 5.0. This concept was first initiated by experts from Japan, as an alternative to overcome the social and economic crisis being faced (Astuti, et.al, 2023:1-2). Society 5.0 aims to create a more sustainable society by utilizing advanced technology such as artificial intelligence (AI), robotics, Internet of Things (IoT), big data, and others (LPKIA, 2023). This concept is more humanistic and

places humans at the center of attention and seeks to overcome various social, economic and environmental problems.

The use of technology is basically created to help and make it easier for humans to carry out activities or work. As time goes by, the need for technology also grows. Technology is not only used in the fields of production, industry and business, but technology is also a necessity for personal human life. Technology touches the realm of human life, starting from the workplace, home, school, even places of worship.

The church is a place of worship as well as a place to grow spiritually. Nowadays, in carrying out its ministry duties and vocation, the church has made a lot of use of technology that adapts to current situations. Regarding this, the Bible tells us that David also carried out God's will in his time according to the circumstances and needs of his time. If in the past Christian congregations read physical Bibles (books), now congregations can read the Bible via smartphone on digital Bibles (applications) or internet media (Google). Nowadays, many people who preach no longer use printed Bibles but instead use smartphones or display Bible verses, song lyrics and sermon content using multimedia technology. In the current context, multimedia technology can make worship more effective and creative. Therefore, the church needs to be a place of service that is up to date, so that it can answer the needs of the congregation, especially for teenagers.

Teenagers are those aged between 12 and 21 years. This age group basically has an interest in religion and spirituality and believes it to be an important thing to learn (Hurlock, in Sidjaga, 2011:23). Meanwhile, based on the 2021 Church Order (GMIM) CHAPTER IX Article 31, teenagers are categorized as those aged 12 years to 16 years 364 days (GMIM, 2021:34). Nowadays, teenagers are faced with the challenges of increasingly rapid advances in digital technology. Harapan, Rantung, & and Naibaho (2023:4451) state that adolescence is a period that is vulnerable to various problems and dynamics of life. Therefore, this period of adolescence is a period of guidance, therefore, teenagers need to get adequate education, one of which is through the teaching of Christian Religious Education taught in churches (Gainau, 2021:50). With the current challenges in terms of technology, spiritual guidance for teenagers needs to be done appropriately and paying attention to the needs and context of teenagers' lives.

Several factors influence PAK for teenagers in increasing spirituality, apart from the use of multimedia in worship, namely the theme of the sermon. First, the use of multimedia. The results of research by Saetban & Suabuana (2017) show that 73% of congregations feel more safe and secure in worship when using multimedia (LCD) facilities, while 27% of respondents said the opposite. By using multimedia, it is more helpful and easier for the congregation to follow the worship liturgy, and it even makes them understand each part of the liturgy because they can see and hear it at the same time. In line with that, Prihanto, et.al (2022:63) stated that multimedia technology is useful in teaching and conveying messages to the audience and/or congregation and plays an important role in worship. The use of multimedia is used to display sermon materials and worship liturgy, as well as attracting attention and focus, especially for teenagers in worship, so that they do not easily get bored with worship that seems monotonous.

Second, the theme of the sermon. Sermons are one form of implementing PAK for teenagers which aims to teach, guide and direct them to grow and become more mature in their faith and knowledge of the Lord Jesus Christ, the Savior. Sutanto (2017:38-39) states that delivering sermons is an important element in teaching Christian worship and is an effective medium for conveying the truth of God's word, so that the congregation can hear, understand and apply the words conveyed in the Bible. The aim of delivering a sermon is to explain the Bible text, make the listener interested and accept and remember the teachings of the Bible, and invite the listener to put into practice the words. Therefore, sermons should be delivered by looking at the characteristics of the listeners, so that they can be understood and applied by the congregation. Based on research results from Automo (2021:132-133) it also states that a sermon is said to be effective if the content of the sermon is delivered in accordance with the biblical text and has a meaning that is related to the lives of the listeners. By understanding the characteristics of listeners, preachers can show listeners that the truth of God's word is connected to their lives.

Therefore, the church, in this case the commission or youth coach as a spiritual mentor, needs to know and understand the characteristics and needs of today's teenagers, so that in the end they are able to improve the quality of youth spirituality through youth (community) worship.

In order to bridge their spiritual relationship with the Creator, humans try to get closer by going to a place of worship, in this case the church. Spiritual is related to a person's mental and spiritual life. Haryono (in Setiawan & Soetapa, 2010: 562), states that spirituality is something that can encourage, motivate and grow a person so that the things they believe in are in line and in line with what they do in their relationships with others and the world. Spirituality enables a person to do what they believe is their way of life. Therefore, in order to foster a good and quality spiritual life, a teenager needs the right container or place so that his faith can grow.

Tischler, Bilberman, & Mckeage (2002:206-207) state that spirituality is an innate human need to connect with something bigger than themselves. Tischler also added that spirituality is a way of relating to certain emotions or behavior of an individual. A person who has spiritual values and qualities will show an open, giving and loving attitude. Furthermore, in this research, the spirituality theory used refers to the definition of Tischler, et.al (2002:206-212) which states that there are four spiritual competencies that indicate the values and qualities of someone who has good spirituality, namely as follows: (1) Personal awareness, refers to a person's self-regulating actions, positive self-assessment, self-confidence, and self-actualization. (2) Personal skills, namely being able to be independent, adaptable, take initiative and control oneself. (3) Social awareness, namely showing empathy, positive social attitudes, and building relationships. (4) Social skills, namely having good leadership, being able to influence other people, showing an open attitude, building bonds and being able to work together.

However, based on findings in the field, it was found that in the reality of congregational life, especially for GMIM Sentrum Airmadidi youth, it is inversely proportional to the theory and research results stated above. This is characterized by several problems in the process of implementing Christian religious education in the church, including: 1) the use of multimedia (as a teaching medium) in worship

only displays the liturgy and is monotonous in nature; for example, a slide show that is always the same and shown repeatedly, lacks variety, so it is less interesting for teenagers and makes them bored; 2) the teaching theme of the sermon (didactic sermon) delivered does not touch the personal lives of teenagers; for example, sermons are more focused on conveying the narrative of the Bible text, without making it relevant to the lives of the listeners, as a result making them less likely to understand the meaning of the words being taught and unable to apply them optimally; 3) a marked lack of awareness of worship: out of 110 teenagers, only around 40 were active in worship; and 4) consider worship only as routine.

Based on the problems above, researchers see a gap between facts in the field (*das sein*) and expectations or what should be (*das sollen*) as explained in theory and research results. Based on the thoughts above, the researcher was encouraged to conduct research with the aim of finding out "The Influence of Multimedia Utilization and Sermon Themes on the Spirituality of Christian Teenagers at GMIM Sentrum Airmadidi."

RESEARCH METHOD

This research uses a quantitative approach that uses numbers to analyze the data using statistical formulas (Sugiyono, 2018:15). A quantitative approach with survey methods was also used in this research. The aim is to collect data on large or small populations, but the data studied is data from samples taken from a population. The population in this study were teenagers who were in their early teens aged 12-14 years and middle teenagers aged 15-16 years 364 days (adjusted based on the 2021 Church Regulations) at GMIM Sentrum Airmadidi. Population data is presented in table 3.1 below:

Table 1. Research Population

No.	Adolescence	Man	Woman	Amount
1.	Early adolescence (12-14 years old)	55	26	81
2.	Junior high school (15-16 years 364 days)	17	12	29
Total amount				110

Source: GMIM Sentrum Airmadidi Youth census data in 2024

Because in this study the population was 110, a sample had to be taken. Arikunto (2014:134) states that the sample is a portion or representative of the population to be studied. So, if there are less than 100 subjects, it is better to take the entire population. On the other hand, if there are more than 100 subjects, a sample of between 25-30% can be taken. To determine the sample size as stated by

Arikunto, researchers used 30% of the existing population. So, if calculated from a population of 110 people, the sample is 33 respondents.

In this research, researchers used techniques *probability sampling* to take samples randomly and use purposive sampling techniques for samples as data sources with certain considerations (Sugiyono, 2018:300). This is intended so that in sampling, information is obtained from certain people who meet the criteria. Determining the research sample was carried out by determining those whose criteria were teenagers aged 12-16 years 364 days who had attended religious services using multimedia and were active in youth worship. In the process, every respondent who meets the criteria has the same opportunity to be sampled. The instrument in this research uses a questionnaire on Google Form. Next, the data obtained was analyzed using statistical tests using the SPSS 2029 application. The results of data analysis were presented in the form of tables, images and graphs.

RESULTS AND DISCUSSION

The Influence of Multimedia Use and Sermon Themes on the Spirituality of Christian Adolescents

Based on the results of statistical analysis, it was found that there was a positive and significant influence of the use of multimedia and sermon themes together on the spirituality of Christian teenagers. This can be seen from the results of the f test which shows that the calculated f value is $7.047 \geq 3.32$ (f-table value), with a significance value of $0.003 \leq 0.05$. It was also found that the magnitude of the influence of the Multimedia Utilization and Sermon Theme variables together on the Spirituality of Christian Adolescents was 0.320 (32%). Meanwhile, the remaining 68% was influenced by other factors that were not researched.

Even though the use of multimedia does not have a positive (negative) and significant effect on the spirituality of Christian teenagers, if the use of multimedia is combined with the theme of the sermon, in the sense that the contents of the sermon are presented through multimedia - not just showing song lyrics and worship services monotonously - it will influence the spirituality of Christian teenagers . This is as stated by Prihanto, et.al (2022:63) that multimedia can be utilized by combining various tools such as computers/laptops, LCD projectors, sound systems, and so on to display information (service rules, song lyrics, sermon materials , service information) with interest and variety in youth (community) worship.

If you look at it from a Biblical perspective, Genesis 1:27 states that God created humans in His image and likeness (Imago Dei) and equipped humans with the ability to reason and think to be creative or create things (Rantung & Boiliu, 2020). In other words, basically humans create technology to be used to facilitate their daily activities, one of which is teaching, for example using multimedia technology.

Another unique thing about multimedia related to Christian religious education is that multimedia provides an element of creativity for users in using it as a means, source, method and media for PAK teaching, as Jesus did when he taught. Jesus was a figure who had values and a high level of creativity in every teaching he gave. In His teaching, Jesus used many teaching methods, media and sources. In His teaching, He was not monotonous but used many creative methods and attracted the attention of His students and followers. The methods used by Jesus

in His teaching included: (1) the lecture or sermon method (cf. Matthew 5 and 7); (2) story or parable/illustration method (cf. Luke 15:11-32); (3) discussion method (cf. Mark 10:1-12); (4) demonstration method (cf. John 5:1-18), and others. Apart from that, Jesus also used several effective and efficient media in explaining His teaching so that it was easier for His students and followers to understand, including: visual media such as illustrations of "birds" to explain His teaching (cf. Matthew 6: 26-28), unleavened bread (cf. Matthew 6:6-12); fig trees (cf. Luke 13:6-7), sheep (Matthew 18:12-24), small children (cf. Matthew 14:13-21), and so on (Agung & Astika, 2011:156-158).

Jesus' way of teaching by using varied, creative, innovative and interactive learning methods and media should be emulated by God's servants, especially for elders and youth coaches in managing PAK through youth worship services, in order to attract the attention of teenagers to be more focused, if teaching through sermons combined with various methods and media. The result is that adolescent spirituality can be seen and marked by the emergence of the desire and need to seek God, worship and fellowship with fellow believers, be independent, open to others, and willing to share love as a form of spirituality (faith).

CONCLUSION

Utilization of Multimedia (X_1) and sermon theme (X_2) have a positive and significant effect together on the Christian Adolescent Spirituality variable (Y). The magnitude of this influence is 32%. This means that if the use of multimedia and sermon themes are combined together in worship, the spirituality of Christian teenagers will increase by 32%. Meanwhile, the remaining 68% was influenced by other factors that were not researched.

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