



---

# Analysis of the Influence of Information Technology on Muslim Style

Muchammad Chanafy1\*

<sup>1</sup>Universitas Teknokrat Indonesia, Jl. ZA. Pagar Alam No.9 -11, Labuhan Ratu, Kec. Kedaton, Kota Bandar Lampung, Lampung, Indonesia

---

## Article Information

Received: 15-11-2023

Revised: 30-11-2023

Published: 15-12-2023

## Keywords

*Muslim ; technology; style*

## \*Correspondence Email:

*Muchammad\_chanafy@teknokrat.ac.id*

## Abstract

Nowadays, the world has developed so advanced that technology has made human life easier. So, from here, humans will undergo a lifestyle change that will follow the evolution of the times. Because this rapid development of technology is so accessible, it will have a profound impact on the lives of society as a whole. The wider public will be able to proudly demonstrate their culture through this advance of information technology. These are the cultures that can spread rapidly and influence other societies to follow. Muslims must understand this information technology development well. So that Muslims not only follow, but can also use it to help. Muslims must really pay attention to the development of information technology to make it a lifestyle that matches their vision and mission as this technology can be widely used to provide services to everyone.

## **1. Introduction**

Today's technological advances have given birth to many new forms of media in computer-based communications, laptops, the Internet and digital systems like gadgets. This Internet technology has been used by anyone, anytime, anywhere (Herianto, 2014). The use of computers, laptops, gadgets and the Internet as part of information technology is now being used by both urban and rural communities. According to a survey conducted by the Ministry of Communications (2017), 66.3% of Indonesians own gadgets. 50.39% of gadgets are owned by villagers, while 32.30% of them use the Internet to communicate. (Kominfo, 2017). The results of the survey do not exclude the possibility that people living in rural areas are not free from the impact of the use of information technology.

Besides, the church's lifestyle has been influenced by the advances of information technology. Technology has made it easier for humans to engage in everyday activities, including religious life. It shows that the influence of information technology is not only limited to social and economic, but also to the religious and spiritual aspects of society.

In the context of Islam, the influence of information technology can also be seen from the point of view of the mastery and use of information technologies. This is due to the fact that the Internet has the potential to be used as the latest source of information that can build unity and unity among people. Therefore, the influence of information technology on the way of life of Muslims not only covers the aspects of enrichment, but also covers those of exploitation.

In addition, previous research has shown the influence of information technology on the life and social interaction of Indonesian people. These findings suggest that the impact of information technology covers the social level and interracial interaction, not just limited to specific individuals or groups.

Therefore, the influence of information technology on Muslim lifestyle is a complex and relevant topic. Further research in this area could provide a better understanding of how information technology affects various aspects of Muslim life. Moreover, a better comprehension of how IT affects Muslim lifestyle could also provide a broader perspective on the issues that struggle Muslims today.

### **1.1 Literature Review**

The influence of information technology on Muslim lifestyle has been a concern in a variety of contexts, such as in sermons, academic research, and religious perspectives. According to Miarso (2007: 62) technology is a process that adds value, the process that uses or produces a product, the product that is produced is not separate from other products that already exist, and therefore is an integral part of a system.

The positive benefits of information technology can develop and empower the villages to move forward. According to Sumardi & Rispawati (2020) of the many negative impacts caused by information technology, the most dangerous impact is the damage to the behavior of the nation. One of the negative effects of the use of information technology is that it can influence the patterns of interaction in the social environment of the village (kraut, et al., 1998).

In one of the sermons addressing the themes of Islam and the challenges of globalization, it is mentioned that Muslims do not have the ability to master information technology, which allows non-Muslims to master the global flow of information. It shows that information technology has not only technical consequences; it also has social, political, and religious consequences that can affect the lives of Muslims.

The influence of information technology on the Muslim lifestyle not only covers aspects of the use of technology, but also religious, social, and community aspects. Mass media messages that ultimately reflect the culture of the community and are capable of delivering information quickly to a large, anonymous, and heterogeneous audience (McQuail, 2002: 17). Therefore, Muslims are expected to be able to master and exploit the advances of information technology.

The positive benefits of information technology can develop and empower the villages to move forward. According to Sumardi & Rispawati (2020) of the many negative impacts caused by information technology, the

most dangerous impact is the damage to the behavior of the nation. One of the negative effects of the use of information technology is that it can influence the patterns of interaction in the social environment of the village (kraut, et al., 1998).

In addition, previous research has shown the impact of information technology on the life and social interaction of Indonesian people. This research aims to understand the influence of technological developments on life and the social interactions of Indonesia people. These findings show that the impacts of information technologies include the social level and interracial interaction, not limited to specific individuals or groups.

We can see the impact of information technology from a religious point of view. Information technology ethics helps analyse the characteristics and social effects of technology. For Muslims, the use of information technology must be done in an ethical way and in accordance with their religious principles. The method of worship has changed as a result of the increase in Internet users and advances in information technology. Today's dais and scholars use information technology to spread religious messages.

Based on the above description, this study will be conducted on the analysis of the influence of information technology on the lifestyle of Muslims in the village Labuhan Queen and obtained a problem rule that is structured on the basis of the background is how information technology influence on the way of life of the Muslims at the village labuhan Queen? As for getting an idea of the influence of information technology on the way of life of Muslims in the village of Labuhan Queen, is the purpose of this study.

Current literature shows that the influence of information technology on Muslim lifestyle involves technological mastery, community unity, social interaction, and religious factors. Further research in this field could provide a better understanding of how information technology affects various aspects of Muslim life.

## **2. Research Methods**

This research uses a qualitative approach to the type of case study. Qualitative approaches are approaches that produce data in descriptive form, Bogdan and Taylor say qualitative methods in (Moleong, 2005) people of observable behavior which then produce data as descriptives and written or oral words. Using a qualitative approach, researchers will obtain research results based on reports of social experiences that exist in Labuhan Village Queen can be found through the study of an interaction or through social situations (Danim, 2002). The case studied in this study is an analysis of the influence of information technology on the lifestyle of Muslims. Case studies are research methods that focus on the study of a particular interaction, lifestyle, and social condition, data-gathering techniques in case studies using observation, interview and documentation techniques. Yin (2015) states that "a case study is a research strategy that accurately and thoroughly investigates a program, event, activity, process, or interaction of a group of individuals".

In the data collection, the data sources used in this research were obtained through informants in the Queen Labuhan Village, events and documents. The informant is the person who will be asked for information about the object of research which, the informant will provide information about data from the research carried out by the researcher. Research informants are those who provide information to the community of the village of Labuhan Queen, where the research informants can be people, objects or institutions (organizations), whose nature can be investigated. (Sukandarumidi, 2002). According to Notoatmodjo (2010) purposive sampling is a technique of data collection based on a consideration, such as the characteristics or characteristics of a population.

Purposive sampling is an informant determination technique that is deliberately selected and is done so that researchers know the background of the people who will be the source of data from the researchers' research. After a purposive sampling of the informant, the researchers took the data from the interviews of two informants, Princess Diaz and Nazhifa. This informant is the Queen's Labuhan Village community. According to Haryono Suryono in Aria Guratma (2011:2), phenomena are understood as a method of science approach that questions the causes of the emergence of a phenomenon or event purely without trying to explain it. A phenomenon is an object or event that occurs frequently in everyday life. A document is data that indirectly

provides data to the researcher, such a document relates to articles, literature, the Internet as well as journals relevant and related to the subject studied. (Sugiyono, 2013).

There are three approaches used to collect data in this study, according to the data sources above: interviews, observations, and documentation. The interview technique is a question-and-answer activity carried out by two people with the aim of obtaining information both orally and in writing. An interview is a conversation that is conducted for a specific purpose, according to Moelong (2012:186). The conversation is carried out by two people: the interviewer who asks questions and the interviewee who answers. There are three types of interviews: structured, semi-structured, and unstructured. The researchers used structured interviews, which means they had prepared material for the interview guidelines.

Observation techniques are data collection processes that are performed by observing and recording all phenomena in the surrounding environment. In addition to being defined as a technique that is performed through observation by research and systematic recording, observation is also performed using observation guidelines that are structured and observe the surroundings. (Basrowi, 2012). Documentation techniques are techniques used to gather information data in the form of documents, such as books, articles, literature, websites, journals, and previous research. (Sugiyono, 2013). The data to be collected must match the title of the research that is currently under investigation.

Furthermore, Miles et al. (2018) created an interactive model analysis method to analyze the data collected. This method consists of three stages: data condensation, data appearance, and conclusion drawing. Data condensation is a study repeatedly, so it's clearer something that can be heard, seen, and observed; however, this data is not the final data. This data is analyzed to come to a final conclusion, and the data view is a set of data organized to indicate the possibility of a withdrawal. Conclusion: Researchers will be easier to understand the data by looking at its appearance. What's going on now? Boxes, brief descriptions, graphs, and charts are some common formats in which data is presented. Or a list. Based on the data that has been combined and displayed, the researchers created results that have strong data support during the data collection phase. The result of the formulation of problems that had been revealed by previous researchers in the background is called a conclusion.

### **3. Result and Discussion**

#### **Result**

Labuhan Ratu village is located in Kedaton district, Bandar Lampung City, Lampung Province. The Queen's Labuhan village has public facilities such as highways and cross-country transportation. The researchers found that, thanks to the presence of WIFI in almost every house in the Queen's Labuhan Village in 2018, the pattern of direct and indirect interaction between the inhabitants of the Queen's Labuhan Village went smoothly thanks to Wifi in every house.

The Queen Labuhan village is a village that maintains the traditions and customs of its people, but they cannot escape today's technological advances. One of the information technology products is electronic devices. That is, gadgets (Kamil, 2016) gadgets, handheld phones or mobile phones are electronic telecommunications devices that provide similar benefits to channel phones, but gadgets can be carried anywhere and do not need to be connected using a nickel. All members of the Queen Labuhan Village community, from the elderly to the grown-up, have gadgets in their homes. Thus, these devices have the ability to change patterns of social interaction, which originally primarily interacted directly, but can now be done through information technology.

#### **Discussion**

Because of information technology, people are more likely to interact online than in person. Overall, research findings suggest that information technology affects the way people interact with others. They may be less interactive with their friends or family and may feel isolated from their surroundings due to their lack of interaction. According to Marpaung, (2018) information technology has a negative impact that can make a

person shut down and reluctant to interact with friends or their surroundings. Excessive habits of using information technology in everyday life have an impact on inter-social relationships that are hardened by a lack of social interaction on the ground.

The results of the interviews showed that most of the Queen's Labuhan community experienced a change in the way they interacted. In the past, they interacted a lot in person, but now they are more interacting through electronic devices. This is due to the fact that interaction via electronic devices is considered more efficient and easy to convey without having to meet in person. According to one of the informants in the Queen's Labuhan, Princess Diaz, "if I don't use the gadget as if there was something less, because I am accustomed to the gadget, as if nothing should be a gadget". However, many of the Queen Labuhan community who are still engaged in a ceremonial interaction, for example, when there is a study event, then the community will lick or invite other people it is delivered in person because it is considered more polite than being delivered through the gadget. According to the princess Diaz's informant, "I'm more in agreement with inviting in person when there's an academic event than through the electronic gadget. Because meeting in person is a very noble way when as Muslims especially the one where inviting in person automatically connects or strings silaturrahmi". Although information technology has the ability to change the way people interact with each other, there is a possibility that such impacts can have good or bad effects.

Although information technology has a profound impact on the lives of people, especially urban people, rural people have also felt the impact of information technology. The interaction that exists in society, as Nazhifa said. People in Labuhan Queen's impact of this information technology there are two positive impacts, which I feel can find information easily on the internet, know news-updates and I as a student can access material from the internet for free. Even backwards there was the negative impact of the technology that I felt, my interaction with people closest to me became less because I preferred to play the gadget but depending on the person could also limit himself from the negative effects of this gadget. In fact, many schools are using the technology network as a means of supporting teaching activities, some of them using available applications such as Gmail, Google Meet, Zoom Meeting, WhatsApp and so on (Fahrurrizal et al., 2022). Technology can make a man lazy thinking because he relies on the internet to do his job. It is also revealed by Sumardi et al., (2017) that easier access to information on the Internet and the availability of all kinds of information available in the internship can encourage students to rely on the internet in making their assignments.

People's addiction to gadgets is rising, according to research conducted by furry's mobile company in India. (Hanika, 2015). The patterns of social interaction have changed over time, and in the modern era, technology can easily change the way people interact with each other. Community communication was initially done in person, but now done through devices. As stated by the community of Queen Labuhan Village by Princess Diaz, interaction is dysfunctional i.e. direct interaction with other people is reduced, less sensitive to the surrounding environment, the quality of direct interactions is very low, there is rarely face-to-face communication, but behind that impact there is a positive impact that Princess Díaz feels that it makes it easier to interact with people who are far from us. We can get news as well as people's information through the gadget without having to meet in person, so the conclusion is the gadget approaches that far into close.

According to the data collected by the researchers, this changing pattern of interaction is highly perceived by the Queen Labuhan Village community. Some people in Jantuk Village use electronic devices to communicate, but to convey information, such as studies, they use it in person. Princess Diaz also said that a personally invited thing is better than an invitation through an electronic gadget, because a personalised encounter is a very noble way in which an inviting personally automatically connects the bonds of mercy between each other. The same thing was said by Nazhifa, that to charge a parent is better communicated in person to look more polite. If an elderly friend can be communicated via WhatsApp. Interaction patterns change due to the influence of gadgets; setting the gaming time of the gadgets is crucial to ensuring a reduction in device dependence.

#### 4. Conclusions

Today's rapidly evolving information technology has the ability to change the way people interact with each other. With the advancement of information technology, people can continue to communicate remotely with the general public without considering the time and space constraints that are unavoidable by today's technology. Information affects people's lives, especially in everyday interactions. Gadgets make life by serving as a medium of communication, work, and entertainment.

The public can't unload this device. With current technological advances, the public is less aware that devices can also have negative effects, but does not exclude the possibility that gadgets also have positive or negative effects. Changing the style of society's interaction today. Most inhabitants of the Queen's Labuhan Village are aware of the dangers of information technology when they rarely interact on a platform, because the Queen Labuhan village community initially relied on interactions that were carried out directly without the use of gadgets. However, there is also a positive impact of information technology being able to access a variety of information easily.

#### 5. References

- Efendi, A., Astuti, P. I., & Rahayu, N. T. (2017). Analisis Pengaruh Penggunaan Media Baru Terhadap Pola Interaksi Sosial Anak Di Kabupaten Sukoharjo. *Jurnal Penelitian Humaniora*, 18(2), 12–24.
- Amelia, P. (2023). Pengaruh gaya hidup halal dan teknologi informasi terhadap keputusan generasi z dalam memanfaatkan jasa bank syariah (studi kasus mahasiswa FEBI UIN Syahada Padangsidimpuan) (Doctoral dissertation, UIN Syekh Ali Hasan Ahmad Addary Padangsidimpuan).
- Maharani, D., & Yusda, R. A. (2022). Pengaruh Teknologi Informasi Dan Komunikasi Terhadap Perilaku Remaja. *Jurnal Pengabdian Masyarakat Dan Inovasi*, 2(1), 353–357.
- Marpaung, J. (2018). Pengaruh Penggunaan Gadget dalam Kehidupan. *KOPASTA: Journal of the Counseling Guidance Study Program*, 5(2), 55–64.
- Miles, M. B., Huberman, A. M., & Saldana, J. (2018). *Qualitative Data Analysis: A Methods Sourcebook*. Sage publications.
- Moleong, L. J. (2005). *Metodologi Penelitian Kualitatif*. PT Remaja Rosdakarya.
- Retalia, R. (2020). Dampak Intensitas Penggunaan Smartphone Terhadap Interaksi Sosial. *EduPsyCouns: Journal of Education, Psychology and Counseling*, 2(2), 45–55.
- Satriani, D. (2020). *Pola Interaksi Sosial Pecandu Gadget Di Desa Bantilang Kec. Towuti Kab. Luwu Timur*. Skripsi. Universitas Muhammadiyah Makassar.
- Sumardi, L., Rispawati, R., & Ismail, M. (2017). Dampak Teknologi Informasi Terhadap Pembelajaran. *El-Hikam*, 10(2), 300–318.
- Sumardi, L., Rispawati, R., & Ismail, M. (2018). The Effect of Information Technology on Learning (A Study on Civic and Pancasila Education Students at Mataram University). *JPP (Jurnal Pendidikan Dan Pembelajaran)*, 24(2), 73–78.
- Umam, F., Alqadri, B., & Ismail, M. (2022). Pelaksanaan Pembelajaran Daring Di Prodi PPKn FKIP Universitas Mataram. *Jurnal Pendidikan Sosial Keberagaman*, 9(1), 49–56.
- Xiao, A. (2018). Konsep Interaksi Sosial dalam Komunikasi, Teknologi, Masyarakat. *Jurnal Komunika: Jurnal Komunikasi, Media Dan Informatika*, 7(2), 94–99.