

ABSTRAK

Faiz Zanzani (1221020015): Dimensi Religiusitas Remaja Di Tengah Arus Hiburan Digital (Kasus Santri Yayasan Bani Yasin Jatinangor)

Penelitian ini bertujuan untuk mendeskripsikan pola penggunaan hiburan digital, menganalisis motif penggunaannya, serta mendeskripsikan dimensi religiusitas santri remaja di Yayasan Bani Yasin Jatinangor, Sumedang, di tengah arus hiburan digital. Penelitian ini dilatarbelakangi oleh fenomena keterpaparan santri oleh hiburan digital meskipun berada dalam lingkungan pendidikan keagamaan yang menekankan pembinaan religiusitas secara intensif. Penelitian ini menggunakan pendekatan kualitatif dengan metode studi kasus yang bersifat deskriptif-analitis. Data diperoleh melalui wawancara mendalam, observasi, dokumentasi, dan catatan lapangan terhadap tujuh santri remaja berusia 14–17 tahun sebagai informan utama, serta tiga informan pendukung yang terdiri atas dua pengasuh dan satu sesepuh Yayasan Bani Yasin. Analisis data dilakukan dengan model analisis interaktif Miles dan Huberman, yang meliputi reduksi data, penyajian data, dan penarikan kesimpulan, dengan Uses and Gratifications Theory serta lima dimensi religiusitas Glock dan Stark sebagai kerangka teoretis. Hasil penelitian menunjukkan adanya tiga temuan utama. Pertama, hiburan digital, khususnya YouTube, TikTok, WhatsApp, Instagram, Gim Daring, dan layanan Streaming, telah menjadi bagian dari keseharian santri, terutama pada waktu luang setelah kegiatan pengajian. Kedua, penggunaan hiburan digital didorong oleh lima motif, yaitu motif hiburan, informasi, interaksi sosial, identitas diri, dan pelepasan kejenuhan. Ketiga, religiusitas santri tetap tercermin melalui lima dimensi religiusitas Glock dan Stark, yang berlangsung melalui proses negosiasi antara ruang hiburan digital dan ruang pembinaan religius pesantren, yaitu antara kebutuhan santri sebagai remaja digital dan tanggung jawabnya sebagai santri. Negosiasi tersebut tidak bersifat konfrontatif, melainkan berjalan melalui pembiasaan, pengawasan informal, dan kesadaran pribadi santri dalam mengelola waktu antara aktivitas hiburan dan kewajiban keagamaan. Penelitian ini menyimpulkan bahwa religiusitas santri remaja tidak hilang akibat kehadiran hiburan digital, melainkan mengalami penyesuaian secara dinamis di tengah kehidupan digital kontemporer.

Kata kunci: religiusitas; hiburan digital; santri remaja; Uses and Gratifications Theory; dimensi religiusitas Glock dan Stark

ABSTRACT

Faiz Zanzani (1221020015): The Religiosity Dimension of Adolescents Amid the Wave of Digital Entertainment (A Case Study of Santri at the Bani Yasin Foundation, Jatinangor, Sumedang)

This study aims to describe the pattern of digital entertainment use, analyze its underlying motives, and describe the dimensions of religiosity among adolescent santri at Yayasan Bani Yasin, Jatinangor, Sumedang, amid the flow of digital entertainment. The study is grounded in the phenomenon of santri's exposure to digital entertainment despite living in a religious educational environment that emphasizes intensive religiosity development. A qualitative approach with a descriptive-analytical case study method was employed. Data were obtained through in-depth interviews, observation, documentation, and field notes involving seven adolescent santri aged 14–17 years as the primary informants, along with three supporting informants comprising two caregivers and one elder (sesepuh) of Yayasan Bani Yasin. Data were analyzed using the Miles and Huberman interactive analysis model, comprising data reduction, data display, and conclusion drawing, guided by Uses and Gratifications Theory and Glock and Stark's five dimensions of religiosity as the theoretical framework. The findings reveal three main points. First, digital entertainment, particularly YouTube, TikTok, WhatsApp, Instagram, online games, and streaming services, has become part of santri's daily lives, especially during free time after religious activities. Second, the use of digital entertainment is driven by five motives: entertainment, information, social interaction, personal identity, and tension release. Third, santri's religiosity remains reflected through Glock and Stark's five dimensions, unfolding through a negotiation process between the space of digital entertainment and the space of religious formation within the pesantren, that is, between santri's needs as digital adolescents and their responsibilities as santri. This negotiation is not confrontational; rather, it proceeds through habituation, informal supervision, and santri's own awareness in balancing entertainment activities with religious obligations. The study concludes that adolescent santri's religiosity does not diminish due to digital entertainment but instead undergoes dynamic adjustment amid contemporary digital life.

Keywords: religiosity; digital entertainment; adolescent santri; Uses and Gratifications Theory; Glock and Stark's dimensions of religiosity