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THE INFLUENCE OF TECHNOLOGY ON HUMAN RELATIONS AND CULTURE IN THE VILLAGE OF TANDAM HILIR II

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Abstract

With the development of today's technology, more and more new games are popping up using the internet. This is what makes researchers interested in studying the influence of technological advances on human and cultural relations on Jalan Pasar V Barat. The research method used in this research is descriptive research method. Descriptive research is a method of examining the status of a group of people, an object, a set of conditions, a system of thought or a class of events in the present. The purpose of this descriptive research is to make a systematic, factual and accurate description, description or picture of the facts, characteristics and relationships between the phenomena investigated. The benefits of this research are expected to contribute ideas and enrich insights for everyone. The influence of technology among the community is not always good because in general the users of online games in internet cafes on Jalan Pasar V Barat are mostly underage students. The results of this study indicate that people are more interested in playing games in internet cafes than in gadgets for various reasons and this development is not good because they are drugged by today's technological sophistication.

Keywords : Technology, socio-cultural change

Introduction

Humans in their daily life are notwill be separated from culture, because humans are creators and users of culture itself. Humans live because of culture, meanwhile culture will continue to live and develop when humans want to preserve culture and not destroy it. Thus humans and culture cannot be separated from one another, because in life it is impossible not to deal with the results of culture, every day humans see and use culture, sometimes even realizing it or not humans destroy culture. Every nation everywhere has a culture. Culture is the blessing of the human mind which is used to fulfill its physical and spiritual life. Culture includes a group of ideas, ideas, values, norms, and so on, and a complex of activities, namely the patterned state of society in society, as well as objects made by humans. Advances in technology are indeed very important for human life today. Because technology is one of the supports for human progress. In many societies, technology has helped improve the economy, food, computers, and many more. In fact, technology has existed since ancient Rome. Technological developments have developed drastically and continue to evolve until now. So as to create objects, techniques that can help humans do things more efficiently and quickly.

The pattern of communication is a model of the communication process, so that there are various kinds of communication models. Communication patterns are identical to the communication process, because communication patterns are part of the communication process. At first communication between humans only exchanged information through language, by exchanging information directly through everyday conversations. With the current development of technology, it makes human life easier, such as communication processes without thinking about distance, space and time, and it is easier to obtain information quickly. Technology also plays an important role in the process of helping someone in doing work.

Research Methodology

This research was conducted on Jalan Pasar V Barat, Tandam Hilir II village, Hamparan Perak sub-district, Deli Serdang district. The data collection process takes place in an internet cafe when the informants are playing online games. The research method used in this research is descriptive research method. Descriptive research is a method of examining the status of a group of people, an object, a set of conditions, a system of thought or a class of events in the present. The purpose of this descriptive research is to make a systematic, factual and accurate description, picture or painting of the facts, characteristics and relationships between the phenomena investigated. (Nazir, 2014). The research design used in this study is a case and field research design. Case and field research designs were used in analyzing the results of the responses from the informants. In order to achieve the research objectives and see the actual conditions that occur in the field, it is necessary to carry out primary data collection techniques. Primary data (Umar, 2003, p. 56) is data obtained directly in the field by researchers as objects of writing. The in-depth interview method was used to obtain 66 data using the interview method with the informant to be interviewed. In this study, primary data was obtained in 2 ways, namely direct observation in the field and through an interview process. primary data collection techniques need to be carried out. Primary data (Umar, 2003, p. 56) is data obtained directly in the field by researchers as objects of writing. The in-depth interview method was used to obtain 66 data using the interview method with the informant to be interviewed. In this study, primary data was obtained in 2 ways, namely direct observation in the field and through an interview process. primary data collection techniques need to be carried out. Primary data (Umar, 2003, p. 56) is data obtained directly in the field by researchers as objects of writing. The in-depth interview method was used to obtain 66 data using the interview method with the informant to be interviewed. In this study, primary data was obtained in 2 ways, namely direct observation in the field and through an interview process.

Result & Discussion

In Latin the individual comes from the word*individual,*meaning undivided. In English individual comes from the words in and divided. One of the words in means not, while divided means divided. So individual means not divided, or a unity. Humans as individual beings have physical and spiritual elements, physical and psychological elements, body and soul elements. A person is said to be an individual human being when these elements unite in him. If these elements are no longer united then a person is no longer called an individual. Within the individual there are physical and spiritual elements, or there are physical and psychological elements, or there are elements of body and soul. If a person is only left with his body, body, or body, then he is not said to be an individual. So the notion of humans as individual beings implies that the elements that exist within the individual are not divided, are an inseparable whole. So the term individual is only appropriate for humans who have physical and spiritual integrity, physical and psychological integrity, body and soul integrity. Every human being has its own uniqueness or characteristics, no human being is exactly the same, it turns out that each has its own uniqueness. Even if that person is born as twins, none of them have exactly the same physical and psychological characteristics. no human being is exactly the same, it turns out that each has its own uniqueness. Even if that person is born as twins, none of them have exactly the same physical and psychological characteristics. no human being is exactly the same, it turns out that each has its own uniqueness. Even if that person is born as twins, none of them have exactly the same physical and psychological characteristics.This distinctive characteristic of a person we often call personality.

According to Nursyid Sumaatmadja, personality is the totality of individual behavior which is the result of interaction between biopsychophysical (physical and psychological) potentials that are carried from birth with a series of environmental situations, which are revealed in actions and deeds as well as psychological mental reactions, if they receive stimulation from the environment. Everyone has a personality that distinguishes him from the others. A person's personality is influenced by heredity (genotype) and environmental factors (phenotype) which continuously interact with each other. Apart from individuals, larger social groups, such as family, neighbors and the community, also have different characteristics/characteristics/customs. Families that are used to a democratic and religious atmosphere, for example, are different from families that are authoritarian and less religious.

Strengths and Weaknesses of Online Games

Advantages of Online Games, there are several advantages of online games, including the following (a) Improving the ability to concentrate, each game has a level of difficulty / level   different. Online game playwill train its players to be able to win games quickly, efficiently and generate more points.   Concentration of online game playerswill increase because they have to finish   several tasks, looking for gaps that might be passed and

monitoring the way game. The more difficult a game, the more required level of concentration   tall   one.   (b) Improve students' motor skills, hand and eye coordination, people who play games can improve coordination or cooperation between eyes and hands. (c) Improving reading skills and it is unreasonable that online games are a type of game that lowers students' interest in reading. In this case, online games can actually increase the interest in reading among the players. (d) Improving English language skills, most online games use English in their operations which results in players having to know English vocabulary. (e) Increase knowledge about computers, in order to be able to enjoy games comfortably and with excellent image quality, an online game player will try to find information about computer specifications and an internet connection that can be used to play the game. (f) Develop students' imagination, games can help students to develop their imagination by using this imagination to balance various events in the game and apply them in the real world (relevant and positive). (g) Practicing the ability to cooperate, in multiplayer games or pair games, students are invited to be able to coordinate and collaborate with their friends (members in the game) in order to win a game.

Weaknesses of Online Games, after knowing the advantages of these online games. Online games also have weaknesses, namely: (a) Causing strong addiction or addiction, most of the games currently circulating are designed to cause addiction to the players. The more someone is addicted to a game, the more the game maker benefits. But this producer's profit actually produces a bad impact on the psychological health of game players. (b) Encouraging to do negative things, although there are not many of them, quite often we find cases of online game players trying to steal other players' IDs in various ways. Then take the money in it or strip the expensive equipment. (c) Speaking of rude and dirty, whether this happens all over the world or only Indonesia, online game players often say dirty and rude words when playing in internet cafes or game centers. (d) The neglect of activities in the real world, the attachment to completing tasks in games and the feeling of being engrossed in playing them often causes various activities to be neglected. Among them, time for worship, school assignments, college assignments or work becomes neglected because of playing games or thinking about it. (e) Changes in rest patterns and eating patterns have often occurred in online game players due to decreased self-control. Meal times become irregular and time for rest (f) It is a waste of money to pay for computer rental at an internet cafe and to buy points or characters, sometimes the value can reach millions of rupiah.

Several factors have caused the village of Tandam Hilir II to become a reflection of a life of freedom, namely: (1) The geographical condition of the people of Jalan Pasar V Barat which is close to the city center and residential areas so that there is a lack of attachment or care and supervision in interacting with fellow citizens. (2) Access to education that has not been reached in the area where there is no nearby school or the area where there is no nearby school which makes supervision between teachers and students in socializing still minimal so that there are lots of free associations that endanger themselves

Description of Community Participation

Public participation, especially newcomer consumers on Jalan Pasar V Barat, is still ongoinglow . Activeness in maintaining the social environment and public scope is still too minimal with the lack of it causing the impact of social problems that are in the scope of the environment, especially with the lack of concern for fellow citizens who are in the area making a lot of negative influences that arise due to the impact of social ignorance in society. Deep conclusionThis chapter is the author provides an overview of community participation in development. The description of the participation of the community in the village of Tandam Hilir II is still low. This can be seen from the results of pre-research by looking at the attendance list of the residents of the village of Tandam Hilir II whose attendance still reaches 30%. There are still many residents who choose not to attend the Musrenbang meeting to discuss village development plans. The absence of residents will have an impact on village development. Factors that cause low participation include educational factors and low community income, which has an impact on community activity in participating.

Minutes Response Results

Result ofthe answers of the respondents as follows (1) The first one stated in the first minutes where, in the first minutes it answered mobile legend, PSP Karina, in the second minutes it answered pubg, and in the third minutes it answered point blank, the results obtained on average the minutest preferred fighting / action games where this triggers them to compete in traffic jams, and there is an adrenaline challenge in playing these games. According to the IDN Times (daughter of Aisya Pahlawani), there are several reasons men prefer to play adventure games, one of which is 1. They are pursuing 'something' they want to achieve in games, and games can be used as 'moneymakers'. (2) From the results of the second question, we get the results from the question that they tend to see or watch friends playing games rather than watching YouTube. We can see that hanging out or just looking at them has made them like the game. (3) From the results we got on the third question where they are more likely to

like the internet access speed which is not slow and there are no disturbances in playing online games such as sudden network disconnection etc. And they also stated that they didn't like the smell of earphones in the internet cafe because of the sweat of many people (4) In the fourth question answered in the first minutes, it can be seen that around 20 computers are fully loaded in the cafe, we can see that there are more creative internet cafe visitors at the cafe. (5) In the next question which states how far is it from the house to the internet cafe, in the first minutes the answer is around 5-10 minutes while in the second it states that it is close, we can see that the distance taken by internet cafe users prefers or is predominantly closer to the cafe . (6) In the next question, we know that the average internet cafe visitor is more dominant in playing internet cafe when they come home from school until the afternoon, this is because it does not interfere with learning activities at school, although there are some who skip school. (7) In the next question where the question is what makes online games popular with young people, from these questions the results show that they prefer online games from the type of game, how to play them, and one of them relaxes the brain and in the second minute answers to challenge and relieve and in the third minute it eliminates boredom, the results we get where the average note taker prefers online games because it eliminates boredom by playing online games (8) In the next question, what is the form of cooperation that occurs in online game play, in the first minute the answer is good while the second answer is good, but sometimes there are some who are not proficient in playing the online game. (9) In the next question, we can see that internet cafe players did not indicate that there were female online game players in the internet cafe we visited.

Conclusion

Sociologically, technology is an aspect that influences every activity, action, and human behavior. Technology is able to change the pattern of relationships and patterns of interaction between humans. The presence of technology is something that cannot be separated from human life. Human activities will be more or less influenced by the presence of technology. Technological advances today are characterized by increasingly sophisticated tools in the fields of information and communication, satellites, biotechnology, agriculture, equipment in the health sector, and genetic engineering. The emergence of digital society in various fields of life is evidence of technological advances. People and countries in the world are competing to be able to master high technology (high tech) as a symbol of progress, power, wealth and prestige. In the era of globalization, technological advances take place very quickly so that sometimes humans do not have time to adapt to these advances. As a result, anomie occurs in society because they do not have a clear guide to life. People who are unable to master technology will experience cultural lag and their existence will be threatened. The conclusion that we can draw is that the average consumer is still studying where it is their habit to unwind when they are tired and tired of studying while participating in KBM (teaching and learning activities at school). . The input that we can give in this research is where there is strict guard that there is supervision in the school in managing the school.

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