

# *Traditional Game As The Communication Media In Delivering Message About How To Resolve The Disaster*

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**Abstract**— Indonesia is included into *zona ring of fire*, disaster could be happened without advance warning and place. The fact is, in 2018 there are 513 disasters had happened, such as tornado or *puting beliung*, landslide, forest fire, flood, earthquake and eruption. Like what had happened in Maluku, due to the extreme weather, there were flood and landslide in several spots in Ternate, North Maluku. To see that, it is considered very important to give early education about how to resolve the disaster. For the example for the elementary student through the traditional game. Traditional game is one of the education instrument which can be used to deliver message for the learning purpose. The goal of this research is want to know that the traditional game is able to deliver how to resolve the disaster. Research method which is used qualitative method through deeply interview, focus group discussion and field observation. The research result are (1) kinds of traditional game, the function and how to use suitable with the culture of North Maluku community. (2) through the traditional game the students learn knowledge about how to resolve the disaster in a fun way. The conclusion of this research is traditional game can give education to the elementary students about how to resolve the disaster

**Keywords**— *Traditional Game, Communication Media, Resolving disaster.*

## I. INTRODUCTION

Zona ring of fire is the area which often get impact of earthquake and volcano's eruption which surrounded by pasific ocean basin. At the zona pasific ring of fire, there are about 400 volcanoes in Indonesia, that 130 of them are active volcanoes which spread from Sumatra island which is exist along the lenght of java island and then accross to Bali, Nusa Tenggara up to eastern Maluku and turn to the north of Sulawesi island. Nevertheless, this make Indonesian land fertile and rich of

minerals. In Indonesia there three plates continent collision, they are Indo-Australia from the southern, Eurasia from the north, and pasific from the east which causes Indonesia in the disaster area of volcanoes eruption, earthquake, and tsunami. [1] suitable with the data stated from the national resolving disaster institution or Badan nasional penanggulangan bencana (BNPB), there are 513 disaster happened, they are 182 tornado or *puting beliung*, 157 floods, 137 landslide, 15 forest fire and land, 10 combination of flood and landslide, 7 tidal wave and abrasion, 3 ruin earthquake, and 2 volcanoes eruption. The impact of those disasters are 72 people lost and died, 116 injured, more than 393.000 evacuated and suffered. There are 12.104 houses damaged, included 1.566 severely damage, 3.141 medium damage, 7.397 slightly damage. Moreover there are 127 education facillities damaged, 123 house of worship damaged, and 13 health facillities. [2] it is predicted the disadvantage and damaging because of the disaster reach about tens of trillions rupiah.

It is the same thing happened in North Maluku. Disaster threat which had ever happened are flood, earthquake, landslide, tsunami, drought, fire (houses and forest land) and volcano eruption. Recently there were flood and landslide in Ternate area, north Maluku. That 's because of the heavy rain and extreme weather. Eventhough there were no victims on those occations but there were material disadvantage like 4 houses are being threated landslide in kelurahan Kalumata, one house was severely damaged because of the flood in kelurahan Taabona. And then many streets were damaged because of the landslide in Kelurahan Taduma and Togolobe, also 25 houses slightly damaged because of the flood in Moti island subdistrict[3].

BPBD authority Maluku province had already done disaster preparedness program, by holding a simulation of

disaster preparedness which involve 5000 people in every level whether for children, teenager or adult. [4] besides that the government units standby of Maluku province had already done the school of disaster preparedness by involving education institution, such as some SLB (extra ordinary school), elementary school, primary high school and senior high school in every subdistrict which become the sample. Disaster education is given in order that when it happened the students will know how to resolve disaster start from evacuation process, help and take care another student when disaster happen. Moreover the students also learn about the leadership, disaster concept and characteristic, the weather and climate influence through the disaster, adapt to climate changes and reduce the disaster risk at school, learn how to become the volunteer, rescue and evacuation, disaster first aid, arrange the planning of school contingency, and arrange the stabil procedure of school disaster resolve. From the activity of training and simulation, the students now are able to identify the disaster threat at the school surroundings, have basic ability to do the first aid and evacuation when the disaster happened and arrange the procedure of stabil of school disaster resolve at school based on the threat.[5]

The program that the government has implemented in disaster preparedness is in the form of early sirene test for flood, landslide, earthquake and tsunami also independent evacuation. Besides the simulation, traditional game is also become learning media that have fun in disaster mitigation especially for elementary students. Traditional game that often played by the children of elementary students age in Maluku is *Enggol Lari*. *Enggol Lari* or it is usually called *Enggol Raja* is a familiar game which is played by the children in the entire of Indonesian country, but only have different name.

The research which is done by Haerani Nur (2013) stated that traditional game can develop the children positive character, they are, the children can use the environment facilities without buying them so it will grow the imagination and highly creativity, the children can grow their ability to socialize because traditional game is usually involving many players to play it, finally the children are taught highly moral values such as cooperation, responsibility, honesty, sincere and obey the rules [6]. Based on those explanation above the researchers want to know more about traditional game implementation as the learning media in disaster mitigation on elementary school student age in Maluku..

## II. METHOD

This type of research is qualitative by using case study research, case study is a series of scientific activity which is done intensively, detail, and more deeply about a certain program, event or activity whether in individual level, a group level, institution or an organization to get knowledge more deeply about the occasion. Informant in this research is triangulation character, they are elementary school students, teacher of elementary school students, and from BPBD (*Badan Penanggulangan Bencana Daerah*) authority. In qualitative research, the instrument of the research is the researchers themselves. [7]. Therefore, some of the researcher's instrument must be validated how far they are ready to do this research and then they implemented directly to the field. The validation on the researchers are self-evaluation about understanding the research method, mastering through the research they have

already done, also preparedness and researcher supplies to implement into the field.

Collective data technique which used is collecting primary data through the deeply free interview, focus group discussion, field observation, and documenter technique. Whereas collective data secondary is done by searching the information which is got from the community basic organization, youth organization which work for disaster and kind of it.

## III. KIND OF TRADITIONAL GAME, FUNCTION AND HOW TO USE IT ADJUSTED OF THE CULTURE OF MALUKU SOCIETY

The area of Maluku archipelago has various kinds of traditional game, they are :

1. *Enggol Lari* which is known also as hide and seek, the rule of the game play is also the same, what make it different is that there is a song from the guard before counting the numbers that is already decided by other players.
2. *Leng Kali Leng*, that is catching another player with the eyes closed. This kind of the game is played by singing a song *Leng kali leng* and make spinning spin around the blind one. The lyrics are "*Leng kali leng,,,Kali leng si buta...awas anak kecil...di tangkap si buta, buta..*" the game is played by many players, one of them become the blind one and other players are ordinary players. The blind player will have his eyes closed by using a cloth, another players will make a circle by holding hand and the blind player sits at the center of the circle. They spin around the blind player and sing *Leng kali leng* song and at the end of the game they will yell blind and mash his hair. The players will spread and the blind player will seek them with his eyes closed.. He must catch one player and guess the identity, if he is correct it means the player is lost and he will be the blind player. But if he is wrong, they will play again, and the blind player is stand still become the blind player.
3. *Lemon Nipis*. This game is called like this adapted with the song, the lyrics are "*lemon nipis... taguling guling...guling apa di lobang cacing... saratus digulung-gulung.... dua ratus dikawalinya-linya-linya.*" This game is played by many people, two persons will make a tunnel with their hands up on to the air to form the mouth of the tunnel. And the other player will stand in line backward and the back player will put his hands on the front player's shoulders. They will sing a lemon nipis song while walking like the train in and out the tunnel which are made other players up to the last lyric which are repeated many times and there will be one player who is trapped into the circle which are made by two players above. The player which is being caught will choose to whom he will become the member, on the right side or the left side. He will stand behind his master and hold his shoulders, this game is played continuously until there

will one player left and the player is considered losing the game.

4. *Beta Kaya Kaya, Beta Miskin Miskin. Mari ete mari O.* This game is describe the different social status. There are the rich one and the poor one in this game which is played by soundtrack of song which are sing one on to another. The game is played by many people and they are divided into two group at the same amount, they are richers and poorerers. They are standing face to face in horizontal line. They repeated song each other while walking forward and backward. The richers will ask one of the poorerers to become their member and mention his name on their song. The poorer will give the player by mentioning his name in that song. The poorer will give the player to the richer and he will become his member. They will sing that song repeatedly until there will be one player left in the poorerers. The lyrics are :  
 The richer : *Bet kaya kaya mariete mario*  
 The poorer : *Beta miskin miskin mariete mario*  
 The richer: *Betalah mau sorang daripada kamong..* (mention total member in the poorer's group) *mariete mario*  
 The poorer: *Ose lah mau minta daripada katong...* (mention total member in their group) *mariete mario*  
 The richer: *Betalah mau minta...* (mention the player's name) *mariete mario*  
 The Poorer : *Ambel dia par ose jua mariete mario*
5. *Stone School.* This game is count on the fortune in guessing. The unique one is that they do not mention stone school in their song, no one never know where it comes from. The game is played by two group with the same total of players and will sit closely one to another so the enemy can not see the space between them. This two group will sit far from each group facing each other. One of the player will sit behind another players to move the stone while singing. The stone will be moved to another players' hand on the front which hide their hand open on their back ready to take the stone. The player who get the job at the back will put anykind of stone in one of the player on his front side before the song ends. When the song say *Cabarukuku cabarukuku cabarukuku* the front pleyer will lift their hand while moving forward and backward while singing. *Caburukuku caburukuku caburukuku.* when the song end the opponent group will guess on whose hand the stone exist and if he is right the group will take turn to play this game and the other group will guess, but if it is wrong they will considered to be lost, and the first group will repeat the game. The lyrics are *sabiji ketambar dua biki ganemu... siapa loko batu cabu rukukuku...cabarukuku cabarukuku cabarukuku.*
6. *Boi*, this game is played by arranging stones which has flat surface or house ceramics shards which are arranged up to little boy's knee or can be more as high as the arrangement stones not fall down because it is

too high, and then these stack is thrown by a safely ball (usually tennis ball). The players who join this game will hompimpa to determine the one who watch the Boi or stone stack. The one whose being chosen will stand on the back of the stone stack and another player will stand in line backward at the long distant in the front of the stone stack. Players will throw it with the ball in turn. If there is a player success to ruin it then another player behind him must take the ball and throw all the players before another player succeed to arrange the stones again. If all the players has succeeded being thrown by the guard before the stone been arranged, so he is won. And the first player who is hit by the ball will substitute his position to guard the stone stack. But when the player success to arrange the stone stack again before all the plater been thrown it means the guard is loose. And he must guard the stone again. The losing is marked by the player who shout "*Boi*" as the sign that the stone stack succeeded to be arrange again.

7. *Sa porong dua piring, Sa sendo dua sendo.* Plate is plate, spoon is spoon its have only a little different in Indonesian language. This is a fun game and is played by the children. And also teenagers boys and girls play it. Players consist of 5 members which then gather and form a circle. The right hand of the player on the left hand of the player on his right side, and his left hand is under the right hand of the player on his left side, this hands position are circled. Before playing, they decide what is the game topic usually about fruit name or cartoon heroes and so on. And then they will sing *Sa piring dua piring sa sendo dua sendo* while his right hand clap his friend's right hand beside him while spinning follow the clock needle. The one who is being clapped at when song end, will mention name suitable with the topic they had made and get out from the circle. It is done until two players left. If there are two players left, they will do the same thing as the previous player done. The player who do not get the turn to mention the name is considered to be lost. After all the players have already had different names so the real games is actually has begun. The player who does not have the name will chase another player, if the owned name feels tired, he can stop and call another player's name as hard as he could before he is being caught by the one who does not have name. Another player will be chased by him, it is continuously done until he can catch the player who has a name. After catching, his name will become his and the catching player become have no name. And he must chase another player to get the name. if he fails to catch another player and he is tired then the player will repeat with the same method and rules [8].

There are various traditional games in Maluku, but the one which often plays is *Enggo Lari* game or hide and seek game. Hide and seek game is the game which is almost every children play in Indonesia, and so do Maluku's children. In Maluku that

game is famous with three names, they are *Enggo lari*, *Enggo Raja*, and *Enggo Basambunyi*. How to play it is almost the same. One child become the guard and the other children hide. Enggo lari is played by more than two children. One become the *enggo's* guard. Enggo is one spot where the guard must close his eyes and count while other players run and try to find a place for hiding. The guard must take care of the *enggo* in order not being touched by another player. But what make it different from other hide and seek game is in *enggo lari* the guard must sing before counting the number that had already determined. The lyric is simple such as “*satu cari tanpa...dua basambunyi...tiga grac. 1,2,3* (count the numbers suitable with the decision by the player’s member. After finish counting, the guard will seek all the players who hide. If he find the one who hide he must yell “*enggo!*”. It means that the player must come out from his hiding. But he has not been lost yet. He still can stand and run to *enggo* and touch and yell “*enggo!*” before the guard arrives. That’s how he still can win this game [9]

Benefits of *enggo lari* game in children’s growth are to make them active because this game involve physically movement of running and hiding. Besides that your children will learn how to socialized, it is not making any different of ras or your family back ground. More over the children will become creative, they will use their intellegence to find the hiding place that are diferent one to another. And in a certain condition, they are force to think fast and take the fast decision also. Through the game the children are asked to obey the rules that they have already made before by each player, learn to be sportif and learn to solve the problem if there are problems among the players.

#### IV. THROUGH THE TRADITIONAL GAME THE STUDENTS CAN GET KNOWLEDGE ABOUT HOW TO RESOLVE THE THE DISASTER IN A FUN WAY

*Enggo lari* game can become the learning media for the elementary school student’s age in learning disaster mitigation. The game is given a little modification by adding the knowledge about how to resolve the disaster mitigation. The game’s rules are:

1. Choose the players. The players who join the *Enggo Lari* disaster mitigation game are the students of 4 grade up to 6 grade of elementary students. The goal is that those students of these ages are thought able to understand the explanation about disaster.
2. Determine the game’s rules. Before the game is started the children are given knowledge about disaster mitigation, for the example earthquake disaster. If it happened, the children must protect their head with their arms, and their chin touch their chest and then positioned the body as low as possible, find the place for hiding such as table to avoid the wreckage. If the earthquake stop, run outside as soon as possible to avoid the next earthquake. For implementing in *enggo lari* game, the right kid avoiding the disaster is the one who succeeded getting away from the guard. The

guard only find the the children who made a mistake in doing disaster mitigation.

3. Decide the limitation location for hiding. In *enggo lari* mitigation disaster game, the hiding place are already determined. It may be inside or outside the room because the main problem is whether right or wrong the children doing the disaster mitigation.
4. Start playing. The guard before singing and counting the numbers, he will yell about what kind of disaster will come. For example: “the flood come!” then other children will hide to the higher place, if there is a child who do not do anything then he will loose and take turn to become the guard.

So far the implementation of this *enggo lari* modification game can increase the children knowledge especially for disaster mitigation. The children learn with comfortable situation and not tense. Moreover by *enggo lari* modification game, millennial children help to preserve the traditional game.

#### V. CONCLUSION

Traditional game can give the children of elementary school age to know about how to resolve the disaster especially in North Maluku. Traditional game Enggo lari is a simple game which do not require expensive facillities to play it. It is enough to involve the surroundings by choosing harmless locations.

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