

The Efforts of Joyoboyo Citizens in Preserving Traditional Children's Games Through Dolanan Village

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Abstract—The existence of “Kampung Dolanan” is expected to make a traditional children's game loaded with the noble values of the nation's cultural heritage to replace the modern game of gadgets that put forward the individualism side, but this game shift requires active involvement or participation of the citizens so that the pattern of child development becomes more good. This study aims to describe the participation of the community in preserving the game of traditional children through the program of “kampung dolanan” in neighbourhood 08 and hamlet 06 Sawunggaling Village, Wonokromo Sub district, Surabaya City. This type of research is descriptive with qualitative approach. The focus of this study is on the type of community participation in realizing the village of dolanan, the data in this study consists of primary data obtained from interviews and secondary data obtained from the documentation, archives, books and online media related to the focus of research. Data collection techniques used in the form of interviews, observations, and documentation techniques data analysis is done through the process of data collection, data reduction, data presentation and drawing conclusions. Overall, the participation rate of neighborhood 08 includes thoughts, personnel, property, skills and social at the beginning of the planning is relatively less. However, over time, especially when the program was officially inaugurated by the Mayor of Surabaya accompanied by a happy appreciation through his speech then there is a significant increase in citizen participation. Communities more intensely communicate with each other; routinely organize activities together to continue to maintain the kinship between neighbors.

Keywords— *participation, people, kampung dolanan*

I. INTRODUCTION

The Latin saying commonly heard in the world of sport is: *Mens Sana in Corpore Sano* (in a healthy body there is a strong soul). A person who regularly exercises will have a healthy body and a strong mental also, unhealthy mental will have an effect on optimizing his potential [1]. Traditional children's games are full of sportsmanship values, collaboration and involving physical activity is beneficial for intellectual development, social, emotional, personality of children and has a problem solving function that can be transferred in overcoming problems in life [2]. Childhood is said to represent how they imagine or fantasize about their future [3], their worldview of the world [4] through a game. Traditional game is one of the cultural richness of a nation

that has noble values about local wisdom that can be passed on to the children as the next generation.

Children are a very valuable asset for a nation in the future, they need physical and mental development and protection in order to maximize the growth process as mandated by Law of the Republic of Indonesia Number 35 Year 2014 on the amendment to Law Number 23 Year 2002 on Child Protection. Through the law, the government fully guarantees the rights of children, such as child welfare, freedom, health, protection, even education. Based on the above reasons, the Head of youth organization neighbourhood 08 Sawunggaling Sub-district, Wonokromo Sub-District, namely: M. Sholeh initiate the implementation of traditional children's games through kampung dolanan. On the other hand the level of use of gadgets that are increasingly massive among school-aged children in their citizens are considered apprehensive. Where the negative impact of the use of gadgets on child development are as follows:

- a. Lazy to write and read.
- b. Because the device provides many conveniences, not a few children who are impatient in the face of slowness and difficulty in everyday life
- c. Decrease in social skills [4]

Negative impacts are feared will impact on their activities in the future, as proposed by [5] that the modern game in childhood will have an effect on the formation of its behavior, because the game form in childhood is related to its activity as they mature later. Therefore, the involvement or participation of the surrounding community, especially the parents becomes a necessity, as proposed by Naryan [5] “a voluntary process by which people including disadvantaged (income, gender, ethnicity, education) influence or control the affect them”.

Parents and communities often want their children's lives to be ‘better’ than their own. States often want future adults to be ‘better’ than the present crop. Historically, all manner of social, medical and political interventions have found inspiration and legitimation in the call for ‘better childhoods’. Emotional, practical and financial investment in children by parents, by communities and by states is a widespread feature of those contemporary societies that identify childhood with such a hope [6].

This special edition title discusses "childhood" not "children." This may seem like a bias towards abstraction and to concrete experiences. Of course, there can be no childhood without certain children, but we have chosen this formula because, in our opinion, each and every person the child stays in his place or lower in the limit, or thanks to, an abstract model of how people can and must live. 'Childhood' abstraction, in this sense, is a government artifact. It cannot be simply shaken by a certain child, by the community or by us. The point has been well done elsewhere in sociology and childhood stories. Interwoven and reciprocal dependence on many aspects of government activities, including efforts to define and use from early life, is what allows and limits living childhood. Although the experience of living accordingly the world and children can never be reduced to a single standard, a common characteristic of childhood worldwide is its central role in government, in an effort to stabilize the present and try shape the future. Therefore, real children come together under the vision of childhood give the following:

- a. Controversial treatment of children can become legitimate with reference to national, regional or global progress.
- b. The actions of children and adults can be assessed based on intergenerational "contracts" that each group has tasks and memories.
- c. Among humans in all their diversity, children are open to form and / or manipulated.
- d. Children are the future human bones, so they offer purchase points at futures [6].

Game activities are not just conditions needed for development child, but also is the basis for the unity of various age groups in society and in family in particular. Games and games, holidays and entertainment for the community of people offer the opportunity to feel unity. Play activity in modern society can also be defined and investigated accordingly to the four main processes in childhood social formation in modernity: familiarization, institutionalization, individuation and commercialization.

The family is closely related to the position of the child inside family how this process reflects the duties, duties and rights of the parents concerned to children who are formally or informally organized at the community level [5], transformation of the role of family, parents, and children in this social institution through games and games can reveal. Institutionalization is a concept that characterizes children's activities and the pattern and arrangement of children's time and space.

Games and play reflect institutionalization. Individuation is a process characterized by the fact that children have rights and obligations in modern society, they are entitled elections and this process is also connected with ever increasing number individual activities in modern society. Individuation can also track in games and games. Marketing is connected to increase the role of money in the lives of modern children. Different toys and Children's needs in toys can show commercialization.

Based on this background, the formulation of the problem taken is as follows: "How is the participation of citizens in preserving the game of the traditional children through the kampung dolanan?"

II. RESEARCH METHODS

A. Research Design Approach

This research uses qualitative approach by using phenomenology research design. In accordance with the qualitative nature of a flexible approach, following an empirical inductive pattern of thought, everything in this study is determined from the final data collection that reflects the true state of the field.

The use of qualitative approach with phenomenology design is expected to reveal the aspects studied, especially regarding the participation of citizens in preserving the traditional children's games through the village of dolanan when the onslaught of modern games by using advanced technology through gadgets has become a mandatory game in the eyes of children.

B. Research Focus

The focus in this study was to use the theories of [5] that is:

- Participation of thoughts, in the form of donations of opinion, ideas or ideas that are constructive both in the preparation of the program and in the implementation.
- Participation of personnel, the form of participation provided in the form of personnel to support the success of improvement or development in the region.
- Participation of property, the form of participation given in various activities or development in the area either in the form of money, food and so on.
- Participation skills and skills, the form of participation through skills and skills they have in order to perform activities that can improve social welfare.
- Social Participation, the form of participation that a person gives as a sign of the community.

C. Location and Site Research

In accordance with the problems and research focus, the location of the research was conducted in the neighborhood of neighbourhood 08 Sawunggaling Sub-District, Wonokromo District, Surabaya-East Java.

D. Data Analysis

Data analysis in qualitative research is done from the beginning until all the research process takes place. In this study used data analysis following the model of Interactive Data Analysis from [7] continuous analysis during data collection in the field until data collection has been completed. The analysis consists of three steps, namely: data display, data reduction and the conclusion or verification of the data presented.

E. Data Validity

Validity of data as required in qualitative research [8] will be tested in layers through validation processes. The

ideographical findings then have a generalization if they meet a set of high criteria of trustworthiness through measures of generalization of naturalistic research: first, internal validity (credibility), both external validity (transferability), third reliability (dependability), and fourth objectivity (conformability).

III. RESULTS AND DISCUSSION

According to the results, children are familiar with tradition game; they know the rules of the game, they can know how to play in one or other games, but maybe some respondents still haven't played these games because of young age and those who receive information are not real social practice, including practice with parents, but cartoons, stories, and books with pictures. According to observations and responses from parents, that is possible assume that there is a tendency for adults to stop playing outdoors own game.

For centuries in Russian and several others culture, games and games are the most important parts of adult culture also the history of holidays and traditions, some artwork shows that to us adults and children play together in many games, and unfortunately, This tradition disappears in modern society. Officers visit children section (81 percent of parents who filled out the questionnaire answered this question firmly), but the children did not see part visits as a game or game, think of it as work, and that's the question: "They These official parts are very important for children in the perception of the social world? "Because it's not the type of traditional game and Games where different adults participate in activities with children. It is important to note that according to previous investigations [5], foreigners (or not familiar people) cause the biggest impression about children

Residents of neighbourhood 08 Sawunggaling urban village are not involved or participating in ideas / ideas early in the planning process of this village activity, due to busyness and daily routine. Socioeconomic factors become one of the main obstacles, most of their economic life from the lower middle class. The main driver of this activity is precisely from the youth organization, which is supported by some neighbourhood 08 administrators and program at village level to educate women on various aspects of family welfare. Along with the time the level of citizen participation is widespread ever since the party cadets invited the Mayor of Surabaya along with the device and the Chairman of the Parliament of Surabaya inaugurated the existence of the dolan kampung which is routinely held every Saturday from 19.30-22.00 WIB. Since after the inauguration, the level of citizen participation in terms of ideas/opinions increases in every forum of meetings or other non-formal forums (conversations between neighbors or coffee shops).

Participation in terms of energy is very prominent when the parties have received answers from the Surabaya City Government that the inauguration event this dolanan village will be attended by the mayor. Almost all neighbourhood 08 residents donate their energy through work-devotion (cleaning the village, painting, tidying up all the plants front of house). Parents who usually rarely interact with the neighbors were finally willing to take the time to simply encourage their sons and daughters to participate in the

kampung dolanan as well as watching him directly while socializing with his neighbors.

Participation in the matter of any property they also do in order to succeed this traditional game activity that has brought positive impact for their children, whether in the form of money when the number of traditional game equipment that is not comparable with the number of game participants and donations in the form of food and drinks for both children as well as for their parents. When the cadet party conveyed the problem of the minimal amount of game equipment and asked for financial support to the villagers during the implementation of the village, at that time also the citizens responded well and quickly. The neighbourhood board also issued cash to support the implementation of the inauguration of the kampong dolanan. Most of the funding for the inauguration of the dolanan village is funded by the community self-help.

Skills and proficiency participation is also demonstrated by citizens, especially those who can not contribute financially. When the traditional game equipment in the form of stilts are damaged, the funds in the cash cage of the cadets are only enough to buy bamboo as the basic material for stilts. There is a citizen who has the skills in the field of carpentry is willing to do it free of charge. Participation of skills and other skills is also shown by the community members when the process of making the stage for the implementation of the inauguration activity of the village of dolanan, the making of pastry or wet for the consumption of the guests, the training of the sub-village dramas up to the stage design and the stage lighting arrangement are all done by the have expertise in their respective fields, it's free for free.

While the form of social participation shown by the community members neighbourhood 08 especially teenagers with the increasing number of members of youth cadets. Before the inauguration of the dolanan village the number of its members was only about 10 teenagers, but after seeing the "achievement" of the success of the village program the number of members increased dramatically that is about 30 teenagers. Increasing the number of youth group members is then followed by an increase in activities or programs from program at village level to educate women on various aspects of family welfare and neighbourhood officials, meaning they feel embarrassed about the achievements made by these teenagers, thus triggering them to create an activity whose quality can be equated with the activities of the dolphins.

Behavior change, a worldview significantly occurs after the cadet's party opens the eyes of the parents about the importance of socialization, cooperation and sportsmanship reflected through traditional children's games. Besides the emotional factors that recall their childhood about the happy traditional games, there is also an educational factor of cooperation and problem solving. This game contains the meaning of sharing the role when the one is still running the game, while the other party must be patient waiting for his turn to play. This kind of game pattern does not exist on gadgets that promote individualism. The value of his problem solving is when playing cranks and forts, how to make a strategy to win his team in the game and how a player must make the decision to make a choice of places to

throw. Games that have a problem solving function of this kind can be transferred in overcoming real life problems [2].

Limitations in this study is the program this dolanan village only lasts once a week with a duration of 2.5 hours, so the effectiveness of behavioral changes from the game gadgets to the traditional game has not been permanently perceived optimally. Therefore, more in-depth research on the pattern of daily behavior change after the program of the dolanan village was implemented.

IV. CONCLUSION

Familization is related to the role of families in child socialization. According to the results of research conducted, families still play big role roles in children's games and games. But it should be mentioned that there are some of the problems of intergenerational relationships that require the future investigation. Institutionalization is reflected in the decline of fantasy and sociodrama role playing, because the kids in your game want to know the frame and the rules of adult imagination also affect this process, because of computer games, the tasks that adults offer children Kindergarten and parents at home all of this is the result of adult activities. It is also important to say that children are investigated.

They are 4-7 years old and there is a natural dependence on parents, teachers, and other important adults who may decide to play or not play or enter what game to play Individuation is reflected in children's aspirations to play individually games and also in reducing adult participation in children's games and play. Marketing is in the presence of toys and even on need toys in active outdoor games. In conclusion, it is important to mention Article 31 of the United Nations Convention on the Rights of the Child: "Children have the right to relax, play and participate in arts and cultural activities " [5]. What games and games will be popular with children? Playing all these questions also depends on us adults, because if humans do not play, humans will not have creativity, new ideas and the development of new creative people. Children are the soul of the community; the game is the basis of these soul Game activities as a system of child relationships with the world.

As mandated by Law Number 23 Year 2002 and United Nations Convention on the Rights of the Child article 31 which in essence a child is entitled to play. The form of games played by children reflects the growing trend of society today. Gadgets are a form of modern game that is more dynamic and sophisticated but tends to be individualistic, much different from traditional game forms that tend to be monotonous but loaded with noble cultural values and togetherness. Many research results suggest the negative side of the gadget game, which if left unchecked will affect their behavior in the future.

Overall, the participation rate of neighbourhood 08 residents which includes thoughts, personnel, property, skills and social at the beginning of the planning is relatively less. However, over time, especially when the program was officially inaugurated by the Mayor of Surabaya accompanied by a happy appreciation through his speech then there is a significant increase in citizen participation.

This shows that a participation will increase when an activity has received appreciation or appreciation from other parties that are considered influential.

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