CHAPTER I
INTRODUCTION

1.1 BACKGROUND OF THE STUDY

Indonesia is a country with thousands of cultural diversities. In addition to dance, music, song, Indonesia also has many traditional games. Here are the examples of traditional games in Indonesia: *Gobak Sodor, Ular Naga* (Dragon Snake), *Gasing* (Spinning Top), *Lompat tali* (Rope-Jump), *Congklak, Jamuran, Engklek, Boi- Boian, Balap Karung* (Sack Race), *Bentengan* (Fort Game), *Bola Bekel* (Jacks), *Engrang, Gatrik, Kelereng*(Marbles), *Layangan* (Kites), *Lenggang Rotan, Petak Umpet* (Hide and Seek), etc. This game is usually played by children, but some adults also play this game. Unfortunately, the existence of this traditional game has started to be abandoned by children in Indonesia recently. The game is becoming less popular with the existence of games application on Smartphones, Play Station, or even online game.

Born as part the generation of 90's, the writer experienced the era where this traditional games existed. In fact, shortly the writer tries to describe facts on life in 1990s. In that time, the source of entertainment was generally from the radio broadcast. There was circus troupe coming to the town almost every six months. It is not like the nowadays circus where there were acrobatics, magician and all the tricks, etc. It was more like festivals, with many stands and attractions which was suddenly built, like merry-go-around or Ferris wheel. It was suddenly very lively at night. The other source of entertainment was TV. But it could be counted with hands, who owns TV or

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telephone in the neighborhood. There was no YouTube, no streaming, no Netflix, no DVD at that time, the young generation usually rent a Laser Disc, like a giant DVD. Some also record the TV shows with VHS and watch it again later. Before CD, the generation used cassette, and struggled to find the any song that wanted to listen. Even they needed to roll the cassette hole with pencil to play their favorite songs.

The year of 90's was the time to grow up between the modernization and vintage things. The writer experienced the technology and the traditional things in the same time. He played video game such as Nintendo, SEGA, Game watch and *Tamagotchi*, but he also played Rope- jump, *Congklak*, Hide and seek and many other traditional games. The girls played Barbie and Lego, but they also played the 'paper' Barbie. It was the time when boys and girls used internet mostly for chatting on MIRC and Yahoo Messenger, but if they wanted to ask the relative's condition or saying hello to old friends who lived in different city, the 90's generation still wrote a letter instead.

Tracing back the old times, when the writer was a kid, there was no Smartphones and the parents were very strict not to give the children mobile phone before the children need them. The children spent their days playing traditional games such as hide and seek, *Congklak*, Rope jump with close friends playing with school friends, visiting friends' homes, watching cartoons on a Sunday morning.

As a part of the 90's generation, the writer has a great intrusiveness toward the traditional games in Indonesia as an example of Folklore. The writer is interested in exploring the role of traditional games for the 90's generation among the students of Soegijapranata Catholic University. The main reason to conduct the study is due to not

many studies have been carried in this field. Another reason is, as part of the generation, the writer wants to show to the readers especially the young generation, about the life and experience of the 90's generation in relation to the Folklore.

Based on this the writer would like to write about Indonesia traditional games for the 90s generation. What make the writer research different from other study is that the writer mainly focuses on the 90's generation among the students of Soegijapranata Catholic University who come from different parts of Indonesia.

1.2 FIELD OF THE STUDY

This research has a relation to the field of Literature especially in Folklore.

1.3 SCOPE OF THE STUDY

The writer conducts research within the domain of Folklore, especially the Javanese traditional games.

1.4 PROBLEM FORMULATION

The problem formulations of this study are as follows:

1. What traditional games are known among the faculty of language and arts' students of Soegijapranata Catholic University as the 90's generation?

2. How do the respondents describe the descriptions of Traditional Games they know?

1.5   OBJECTIVES OF THE STUDY

Regarding to the problem mentioned above, this research is conducted to achieve the following objectives:

1. To find the kinds of traditional games that known among Faculty of language and Arts' students of Soegijapranata Catholic University as the 90's generation.

2. To explore how the respondents describe the descriptions of Traditional Games they know

1.6 SIGNIFICANCE OF THE STUDY

By conveying the research, the writer hopes that it can contribute to the teaching of Folklore in the Faculty of Language and Arts of Soegijapranata Catholic University. The results of this research hopefully valuable for the lecturers as well as the students to understand about Indonesia traditional games as part of the folklore culture among the 90's generation. The research is considered substantial to share a broader knowledge for the environment itself regarding people's view towards the role of Indonesia Traditional games.

1.7 DEFINITION OF TERMS

1. Folklore

   Folklore means those beliefs and practices which are held by any group of people whatsoever who share at least one common factor, whether they be a family unit, a profession, or an ethnic, national, or religious community (Merton,1965 as cited in Dundes, 1980))

2. Childlore

   Childlore means a distinct branch of folklore and concerns those activities which are learned and passed on by children to other children this includes traditional games (Warner, 2001).

3. Traditional Games

   Traditional game means *games* within a society that people have played for many years, because participation gives them a chance to practice something that has *meaning* within their society (Technology, Paper, & Isaca, 2010).

4. The 90's generation

   The 90's generation means generally refers to the *generation* of people born between the early 1980s and 1990s, this generation also known as the Y generation (Merriam-Webster, 2018).

5. *Knowledge*

   *Knowledge means u*nderstanding of or information about a subject which a person gets by experience or study, and which is either in a person's mind or known by people generally (Merriam-Webster, 2018).