

CHAPTER IV

DATA ANALYSIS AND INTERPRETATION

In this chapter of the research, the writer would like to report the result of the study. The problems which were formulated in chapter 1 were discussed. The data were got from the questionnaire that consists of eight questions, and the questionnaire were distributed through the goggle form. The writer has asked students of language and arts faculty, unika Soegijapranata, Semarang to fill the questionnaire in the Google forms. Of all the active students, the writer got 77 respondents who were willing to fill up the questionnaire.

4.1 Traditional Games Known by the 90's Generation Students

The respondents are those who were born in 1990's and are active students in Faculty of Language and arts, and they played the traditional games in their leisure time when they were children.

The first data is on how the respondents spent their leisure time when they were kids.

Table 4.1

Activity in Leisure Time		
Activity	Frequency	Percentage
Playing	69	89.61
Reading	3	3.90
helping parents	2	2.60
Studying	1	1.30
Working	1	1.30
sleeping	1	1.30

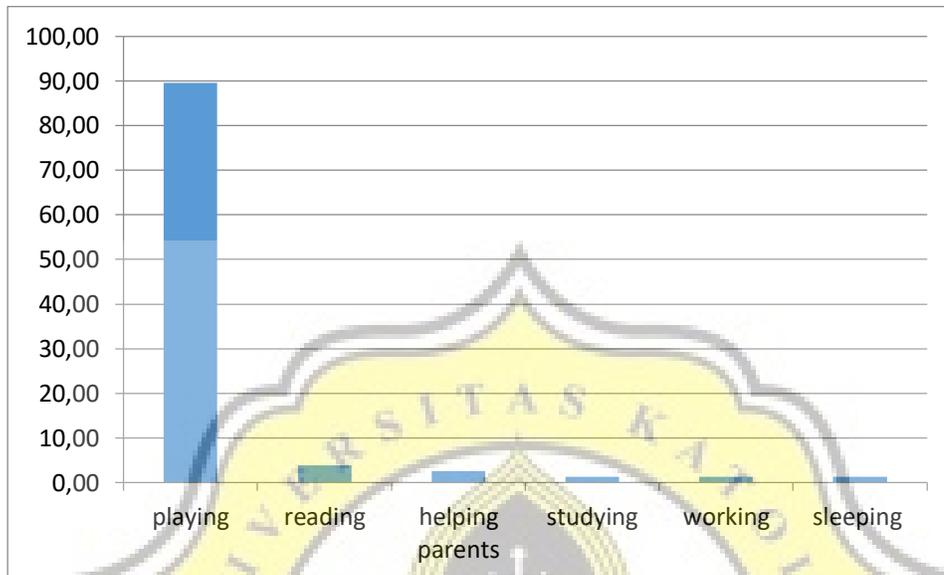


Figure 4.1 Leisure activities

From the graph, it can be seen that 89.61% of the respondent said that they spent the time by playing when they were children. The second most favorite activity for the students who were born in the 1990s was reading as shown by 3.70% respondents. Then it was followed by the activity of helping parents (2.60%). The other activities are studying, working, and sleeping which were each done by 1.30% of the respondents. Thus, almost all respondents (90%) played in their leisure time. Playing is children's world.

The response to the question on whom the respondents played with when they were children can be seen in the table below.

Table 4.2

Partner to Play

Partner to play	Frequency	Percentage
neighbors	35	45.45
classmates	32	41.56
family	9	11.69
parents and maid	1	1.30

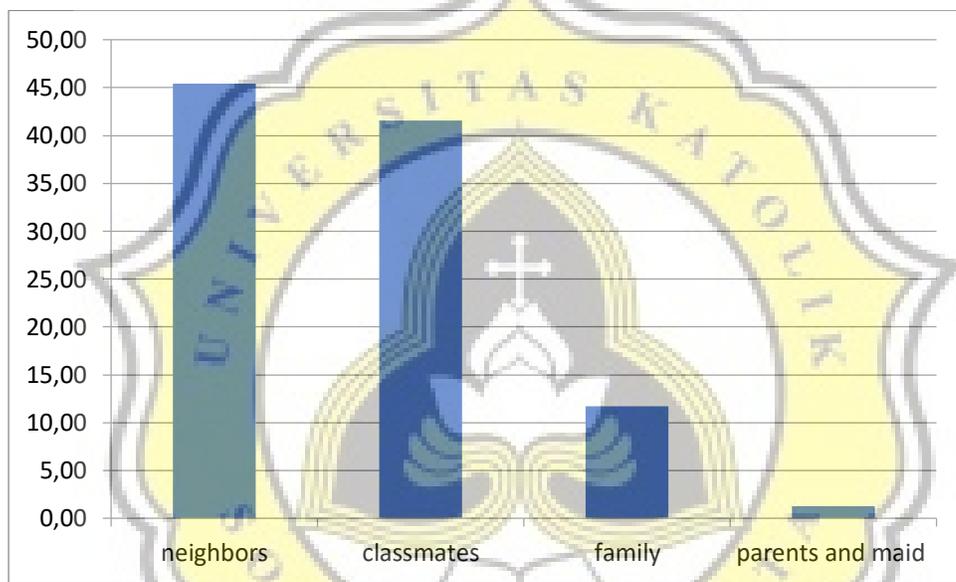


Figure 4.2 Partner to Play

The respondents usually played with their friends in their neighborhood (45.45%) and their classmates (41.56%). While there are only 11.69 % who played with their family and only one respondent (1.3%) who played with parents or maid. In short, the respondents, like other children, usually played with their friends either their neighbor's friends at home or their schoolmates at school.

The next question is on the places they usually played the games. The places where they played the traditional games were varies as described below.

Table 4.3

The place to play the Traditional Games

Place	Frequency	Percentage
House	33	42.9
School	26	33.8
Neighbors	14	18.2
Yard	1	1.3
Street	1	1.3
Park	2	2.6

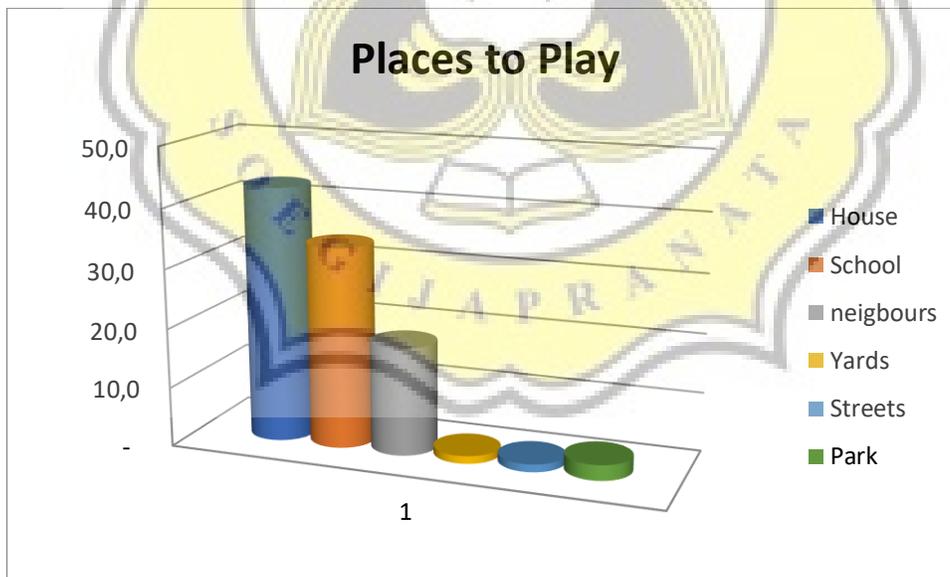


Figure 4.3 the place to play the Traditional Games

From the graph above, it can be clearly seen that most of the respondents played the traditional games in their houses (42.9%). They spent their free time at home by

playing the traditional games. The next favorite place is schools and neighbors with 33.8% and 18.2%, whereas yards, streets and parks are not their favorite place as there was only one or two of them playing there. This data is in accordance with the data on the partner the respondents usually played with where they claimed that they played with their friends in their neighborhood and their classmates, thus they played mostly at homes or at schools.

From the sources (“Permainan Tradisional,” n.d.) &(Affandi, 2017), there are twelve traditional games played in Indonesia. These twelve games are listed in the questionnaire and the respondents were asked to choose which games they know. The following are the data on the traditional games known by the respondents. While the respondents know the traditional games, they do not necessarily play the traditional games.

Based on the data above, the writer decided that they could be the participants as most of the respondents spent their leisure time by playing with their neighbors or classmates. The writer considered that they have knowledge through their experiencing playing with others.

The next data are about the traditional games that the respondents know. There are twelve games given in the questionnaire. The following are the data.

Table 4.4

Traditional Games known

Game	Frequency	Percentage
Hide and seek	76	98.70
Engklek	74	96.10
Marbles	74	96.10
Rope Jump	74	96.10
Kites	73	94.81
Jacks	70	90.91
Dakon	70	90.91
Spinning Top	70	90.91
Gobak Sodor	70	90.91
Hula-hoop	65	84.42
Fort Game	63	81.82
Enggrang	49	63.64

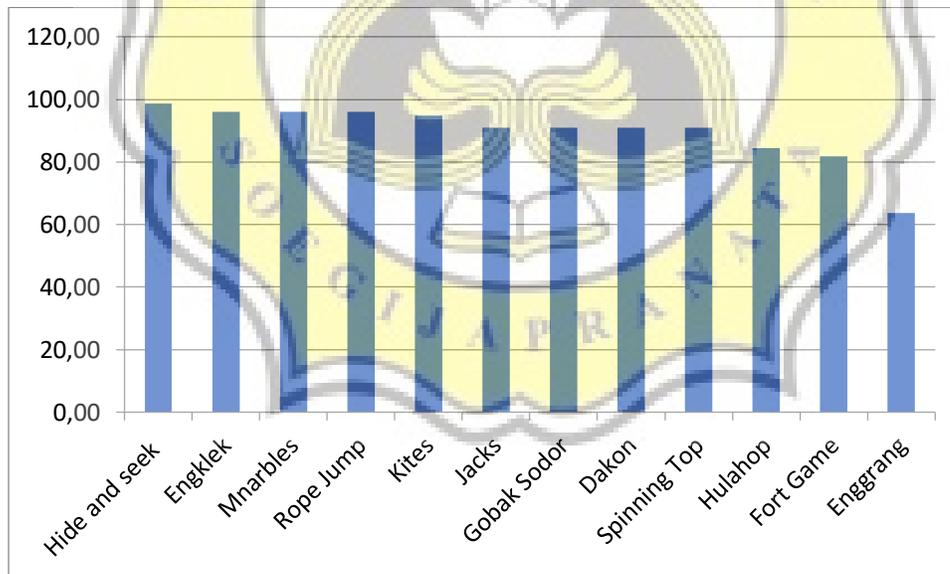


Figure 4.4 Traditional Games known

Almost all participants know Hide and Seek (98.7%), Engklek (96.1%), Marbles (91.6%), Rope Jump (96.1%), Kites (94.81%), Jacks (90.91%), Gobak sodor (90.91%),

Dakon (90.91%), Spinning Top (90.91%), Hula-hoop (84.42%) and fort Game (81.82%). The game which is known by the least number of the participants (63.64%) is *Enggrang*. This shows that *Enggrang* was not as popular as other traditional games. The writer also did not play this because it was difficult to walk on pieces of bamboo. The next data is on the traditional games that the respondents played when they were kids.

Table 4.5

Traditional Games played

Game	Frequency	Percentage
Hide and seek	76	98.70
Rope Jump	61	79.22
Marbles	57	74.03
Fort Game	57	74.03
Dakon	52	67.53
bola bekel (Jacks)	51	66.23
Spinning Top	47	61.04
Gobak sodor	44	57.14
Engklek	39	50.65
Hulahop	39	50.65
Kites	38	49.35
Enggrang	27	35.06
Pasaran	1	1.30
Police	1	1.30

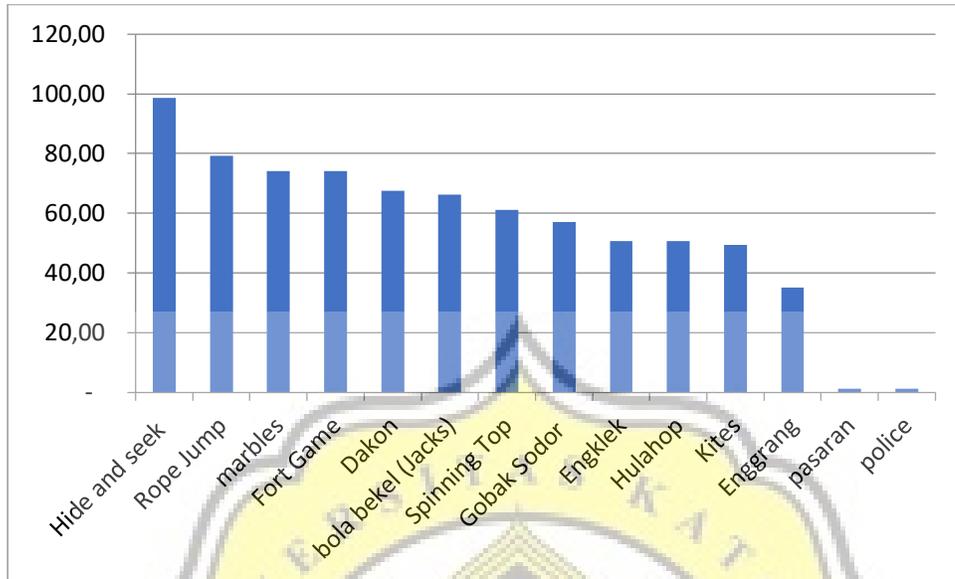


Figure 4.5 Traditional Games played

The graph shows that the participants like playing hide and seek. It was the most popular traditional game among the participants. There was 98.7% of respondents who played it. The second popular one was rope jump with 79.22%. The next are marbles (74.03%), Fort Game (74.3%), Dakon (67.53%), Jacks (66.23%), Spinning Top (61.04%), Gobak Sodor (57.14%), Engklek (50.65%), Hula hoop (50.65%), Kites (49.35%), and Enggrang (35.06%). Among the traditional games mentioned, it was *enggrang* which was played by the least number of the participant. The writer himself did not play it because it was the most difficult one. It needs special skills to be able to play it. Besides, there is a high risk as the player may fall down from the bamboo which is used to walk.

There was one participant who added '*pasaran*' (playing as seller and buyers in a market by selling leaves and other things they can sell) and one other participant

added 'police' (playing a role play as a police and the other players become the criminals who were chased and caught by the police). Based on the interview, the writer finds that these two participants added the game because they remember that the games were the ones that they played the most. The one who added 'Being police' played it with his neighbor in the neighborhood which supported them to play that, whereas the one who added 'Pasaran' said that she added it because she often played it with her close friends and her mother supported her by preparing things that she sold.

The next data is on the traditional game that they like the most among the twelve traditional games mentioned. Although hide and seek was played by almost all the participants (98.7%), the participants who chose it as their favorite traditional game was only 20.78 % as it can be seen below. Thus, it can be concluded that they did not played their favorite game all the time because they played with others who had their own favorite game. The next is about the traditional games that they liked the most described in details.

Table 4.6

Traditional Games Most Liked

Game	Frequency	Percentage
Fort Game	23	29.87
Hide and seek	16	20.78
Dakon	8	10.39
Bola bekel (Jacks)	7	9.09
Hulahop	4	5.19
Enggrang	4	5.19
Rope Jump	3	3.90
Gobak sodor	3	3.90
Engklek	3	3.90
Kites	3	3.90
Marbles	2	2.60
Spinning Top	1	1.30

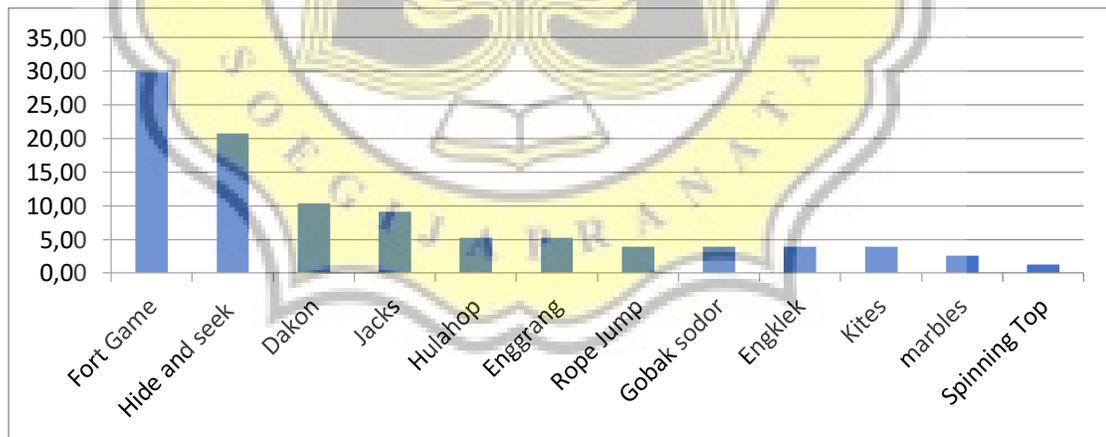


Figure 4.6 Traditional Games Most Liked

The graph shows that fort game and Hide and seek were the two most favorite ones among the participants. In details it can be described that fort game was liked by 29.87% of respondents. The next are Hide and seek (20.78%), Dakon (10.39%), Jacks

(9.09%), Hula hoop (5.19%), Rope jump (3.9%), Gobak Sodor (3.9%), engklek (3.9%), Kites (3.9%), marbles (2.6%) and spinning top (1.3%).

From the data it can be assumed that the respondents did not always play the traditional game they liked the most. They played the games that their friends wanted to play although it was not their favorite as they did not choose it as number one (the most they liked).

The next is the data on the game that they liked the least (they chose it as the last game that they liked among the twelve games they played).

Table 4.7

Traditional Games Least Liked

Game	Frequency	Percentage
Fort Game	13	16.88
Hula hoop	11	14.29
Enggrang	10	12.99
Hide and seek	9	11.69
Spinning Top	6	7.79
Gobak sodor	5	6.49
Jacks	4	5.19
Rope Jump	4	5.19
marbles	4	5.19
Engklek	3	3.90
Kites	2	2.60
Dakon	0	0.00

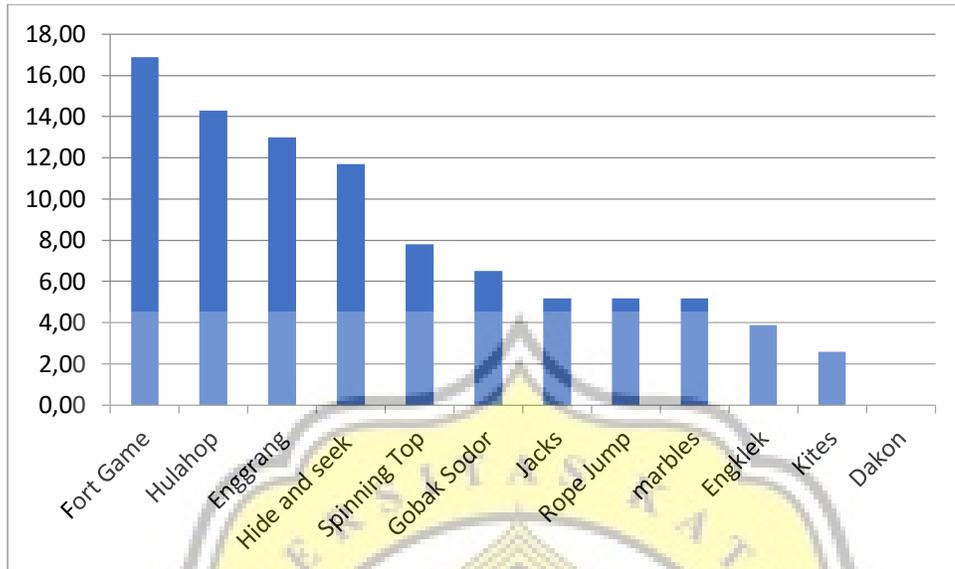


Figure 4.7 Traditional Games Least Liked

The data shows that among the twelve traditional games they played, these are the games that they liked the least as they chose it as number twelve. There were 16.88 % of respondents who chose Fort game, 14.29% Hula Hoop, 12.99% Enggrang, 11.69 % Hide and seek, 7.79% Gobak Sodor. 5.19% jacks, 5.19 Marbles, 3.9% Engklek, 2.6 kites, and no one chose dakon. This means that there were participants who disliked Dakon, whereas for other kinds of games, there were participants who did not like it and chose it as number twelve meaning it was the game that they liked the least.

4.2 The Descriptions of Traditional Games known by the Respondents

In order to know more on what the respondents know about the traditional games, the writer interviewed seven out of the 77 participants. From the results of the interview, it can be said that the respondents knew most of the traditional games.

Therefore, they could describe the games well. The following sections show how the respondents described the traditional games in their version.

4.2.1 Hide and Seek

One of the interviewee (Galih) explained about Hide and seek as he liked playing this. He said that he played it in Gubug his home town with his friends there. Here is the description of the game.

'Hompimpa terus yang kalah itu yang jaga sama nyari temen2nya yang sembunyi. Tapi ojo dolanan tekan sore2 jarene nek mumpet sore2 diumpetke kuntilanak hahaha.'

[They had a lottery (hompipah) to decide the losers who guarded and looked for the hidden friends. However, don't play till late afternoon as people believe that if we played until late afternoon, the children would be hidden by ghost called Kuntilanak] (Interview with Galih on 20 February 2019).

This is the same as what the writer knows about this game. This is a fun game as we could play together with our friends and it was nice when the loser who had to find us could not find us and we became the winner. Therefore, there were many participants who liked this game.

4.2.2 Engklek

Engklek is also described by Galih as this is also his favorite game. He played it in his neighborhood with his neighbors at his age.

'Engklek itu permainan yang aku sukai. Kami main dengan menggambar di tanah pakai kapur gambar gunung misalnya apa pesawat terbang, terus kita meklompati tiap kotak dengan kaki satu, yang satu dilihat kebelakng, kayak gini lho. Terus kalau bias satu putaran, gacuknya naik ke kotak di atssnya. Pemenangnya yang sampai puncak nomer satu.' [Engklek is a game that I like. We played by drawing on the ground using limestone, pictures of mountains, for example, flying planes, and then we jumped over each box with one leg, the one was folded back, like this, you know. Then if you turned one round, the seed (gacuk) was put on the next box of the picture. The winner was the one who reached the top the first.] (Interview with Galih on 20 February 2019).

Although it is said that Engklek is played by girls, Galih and also the writer played this game. I usually played with my neighbor. There were more girls who liked to play this and usually the winner was a girl. It seems that boys were not quite skillful in playing this.

4.2.3 Marbles

This game, called marbles, is described by Agil who liked playing this besides playing polisi polisian (Being a police).

"Kelereng. Pertama, tentukanlah jumlah kelereng yang akan dipertaruhkan, misale 3 kelereng untuk setiap orang. Letakkanlah semua kelereng yang dipertaruhkan ke dalam sebuah lingkaran yang sudah di buat. Buatlah garis melintang sebagai pembatas dengan jarak sekitar 7 meter dari lingkaran kelereng. Nah yowes barkui dolanan wae, bunuh-bunuhan dengan cara menyentil kelereng musuh. Biasane totohan

kelereng, seng keno kelereng musuh kui kelerenge dipek.” [First, determine the number of marbles to be at stake, for example 3 marbles for each person. Put all the marbles at stake into a circle that has been made. Make a transverse line as a barrier with a distance of about 7 meters from the circle of marbles. Well, then play it. Kill other players by flicking enemy’s marbles. The one who lose the game would also loose the marbles who would be taken by the winner] (interview with Agil on 19 February 2019).

The description is similar to the one given by (“Permainan Traditional,” n.d.) &(Affandi, 2017)

However, based on the writer’s experience, it was also played by some girls.

The writer remembered that he played it very well so that he could collect a lot of marbles and kept it in a can. The writer was very happy when he could get more and more marbles with different colors and different shapes.

4.2.4 Bola Bekel (Jacks)

Joko described how to play Bola Bekel. Although it is usually played by girls, he knows how to play it and would like to describe it.

“Cara bermainnya bola bekel, siapkan 2bola bekel 10pin. Setelah menentukan giliran siapa yang mulai lebih dulu, permainan dimulai dengan melemparkan bola keatas dan menghamparkan biji. Setelah bola memantul sekali, bola harus diambil kembali dan sambil mengambil pin. Nah untuk menentukan siapa yang menang dihitung dari jumlah pinnya. Biasanya dimainkan 3 sampai 4orang.” [How to play

bola bekel is preparing 2 *bekel* balls, and 10 seeds. After determining which turn starts first, the game starts by throwing the ball up and spreading the seeds. After the ball bounces once, the ball must be taken back and while taking the seed. Now to determine who wins is by calculating the number of seeds. Usually it is played by 3 to 4 people] (Interview with Joko on 20 February 2019).

This game is described similarly by (“Permainan Traditional,” n.d.) &(Affandi, 2017) As far as the writer knows, this game is not played by boys and all the male participants never played this game.

4.2.5 Rope Jump

The second informant (Bella) said that she played is rope jump and according to her it is just common traditional game that people usually play. That is why she did not explain further about it. Based on what the writer knows, rope jump is very popular because it needs only rubber that are broiled into rope and then two players will hold its edge and move it while the other one will try to jump over it. The following is the interview with her.

‘Kalo lompat tali cara mainnya tinggal buat tali, biasane pake karet yang dikepang gitu sampe panjang. Tergantung stok karet nya sih, kalo banyak ya bisa panjang kalo enggak yang seadanya aja’ [For Rope Jump, the way to play it is by making a rope from rubber that is braid and tied until it is long. The length depends on how many rubber bans there are. If there are many it can be long if not, it will be just enough]. (Interview with Bella on 19 February 2019).

This game is quite famous. When the writer was in the elementary school, he also played. It was played by both male and female kids.

4.2.6 Kites

The first interviewee (Misael Adi) described Kites as it is his favorite traditional game that he played most. He explained that he knew how to play the kites because he saw how their friends were playing it. He played it with his neighbor or his class mate. In order to play it he bought the kite or he also made it.

Yang pertama beli layangan dulu(pasti) apa nggak kalo banyak waktu luang bikin layangan sendiri dari potongan bambu kemudian dipotong sama panjang, ya tergantung juga mau buat ukuran layangan seberapa. Nah habis itu diikat pakai benang kasar mengelilingi bilah bambunya. Setelah semua selesai tinggal pasang aja kertas pakai lem.

Untuk cara menerbangkannya pun butuh 2orang, yaitu orang pertama sebagai pilot layangan (seng narik benang) nah seng kedua memegang layangan dan kemudian dia melompat sambil melepaskan layangan tersebut. Peran orang pertama tadi adalah dia harus menarik benang supaya layangan dapat terbang tinggi. [The first one is to buy kites (for sure) or not if you have a lot of free time, make your own kites from pieces of bamboo then cut them to the same length, depending on how much you want to make the kites. After all is finished, just stick the glue paper. To fly the kite, it also needs 2 people, namely the first person as a kite pilot (zinc pulls the thread) and zinc both hold the kite and then he jumps while releasing the kite. The first person's role

was that he had to pull the thread so that the kite could fly high] (interview with Misael Adi on 21 February 2019).

Palying kites was quite popular when the writer was a kid. It was so exciting to get a kite which was cut off and so many children tried to get it and trying not to tear it. Sometimes the writer made the kite himself when he did not have money to buy it.

4.2.7 Gobak Sodor

Gobak sodor is played by groups of children. There should be at least six children. The following is the detail description based on the interview with Joko.

“Gobak sodor dimainkan oleh sekitar 3 atau 5 anak. ada 2 kelompok yang saling menghadang dan berebut anak buah yang kalah adalah yang kehilangan anak buah. [Gobak Sodor is played by around 3 or 5 children. there are 2 groups that block each other and fight over the losers who are losing men]. (Interview with Joko on 20 February 2019)

4.2.8 Dakon

The description of Dakon was collected from an interview with Misael Adi who described it very completely.

“Kalo dakonan biasane pake biji sawo apa kalo sekarang udah pake plastic. Pertama setiap lubang kecil diisi dengan tujuh buah biji. Salah seorang yang memulai (biasanya pingsut atau suite) dapat memilih lobang yang akan diambil dan meletakkan satu ke tiap-tiap lubang di sebelah kanannya dan seterusnya. Terus nek biji habis di

lubang kecil yang berisi biji lainnya, ia dapat mengambil biji-biji tersebut dan melanjutkan mengisi, bila habis di lubang besar miliknya maka ia mendapatkan kesempatan memilih lobang kecil di sisinya. Bila ternyata habis di lubang kecil di sisinya maka ia berhenti dan mengambil seluruh biji di sisi yang berhadapan. Tetapi bila berhenti di lubang kosong di sisi lawan maka ia berhenti dan tidak mendapatkan apa-apa. Permainan dianggap selesai apabila salah satu pemain sudah tidak ada biji lagi yang dapat diambil (seluruh biji ada di lobang besar disisi kanan dan kiri pemain). Pemenang ditentukan dengan yang mendapatkan biji terbanyak.” [If dakonan usually uses brown beans, if now you use plastic. First each small hole is filled with seven seeds. One who starts (usually fainting or suite) can choose the hole to be taken and put one into each hole on the right and so on. Then the seed grains run out in a small hole containing other seeds, he can take the seeds and continue filling, if it runs out in his big hole, he gets the chance to choose a small hole on the side. If it turns out to run out in a small hole on the side, then he stops and takes all the seeds on the opposite side. But if it stops at an empty hole on the opposite side then it stops and gets nothing. The game is considered complete when one of the players has no more seeds to take (all seeds are in the big hole on the right and left sides of the player). Winners are determined by those who get the most seeds] (Interview with Misael Adi on 21 February 2019).

4.2.9 Spinning Top

Gasing or spinning top was quite popular. The gasing was made from bamboo. There were some shapes of gasing, the big or the small one.

“Nek gasing, biasane main neng lapangan. Nggawe lingkaran ng lapangane dingo bates wae, nah pas gasing diputer ojo sampe metu seko lingkaranane, nah nek raono seng metu biasane seng menang seng paling sui mutere [usually it was played in a field. We have a circle as the boundary, now when the spinning top spins, the spinning top should not move out of the circle. The winner is the one whose spinning top is still in the circle.] (Interview with Agil on 19 February 2019).

According to the writer spinning top is quite boring as the players only saw the spinning top move and it was about skill. The more the players practiced, the more skillfull they were.

4.2.10 Hula-Hoop

Hula –Hoop needs certain skills and nowadays the writer never see any kids play this. *“Nek yang hula hoop tinggal muterke bunderane wae, bunderane beli ada kok ditoko mainan.”* [The hula hoop is played by moving a circle made of rotaan that is sold in shops.] (Interview with Chrisopras on 20 February 2019).

This game is played by girls. The writer never saw any boys play this. The writer had tried playing this, but he could not. It was hard to move the rootan circle.

4.2.11 Fort Game

This game was popular, and the writer also liked playing this because he could run and felt tired. It was so amazing.

“Betengan itu asik. Itu adalah permainan grup. ada dua kelompok, yang masing-masing terdiri dari 4 hingga lima anak. Setiap kelompok memilih bentengnya. Benteng bisa berupa pohon atau dinding. Setiap kelompok mencoba menyentuh lawan dan menjadikannya tahanan. Menjaga agar tahanan ini bisa diselamatkan oleh anggotanya dengan sentuhan lawan. Harus ada anggota tim yang menjaga benteng. Jika kastil lawan tidak dijaga, maka pemain dapat menyentuh benteng yang berarti tim adalah pemenangnya.” [Betengan is a great game. Betengan is a group game. There are two groups, each of which consists of 4 to five children. Each group chooses its fort. The fort can be trees or walls. Each group tries to touch the opponent and make him a prisoner. Keep this prisoner can be saved by its members with a touch of the opponent. There must be a member of the team guarding the fort. If the opponent's castle is not guarded, then the player can touch the fort that means the team is the winner.] (Interview with Agil on 19 February 2019).

This description is quite complete. It seems that the interviewee knows this well and he liked playing it too.

4.2.12 Enggrang

She said that she used to play these two kinds of traditional games. She said that she learnt how to play the games from the parents and then she tried to play it with her friends at school (classmates) or with friends from her neighbor.

“Kalo yang enggrang, ya ada dua bambu yang satu buat kaki kanan yang satu kiri. Dibambunya udah ada pijakan buat kakinya. Ya tinggal nyeimbangin aja sih” [about Enggrang, there must be two bamboos, one is used for the right leg and the other is used for the left. There is a footstep to step on the bamboo. What we need is to balance.] (Interview with Bella on 19 February 2019).

The third informant, (Agil), explained another kind of game which is not in the list in the questionnaire. It is called Becoming Police Game. It must be played by many kids. One of the kids will be the police and has to chase others who become the thieves and they will run until they feel tired.

4.3 General Discussions

This study is aimed 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 and to explore how the respondents describe the descriptions of Traditional Games they know. Based on the study, the writer would like to discuss the findings as follows.

All the respondents spent their leisure time mostly by playing with their classmates or neighbours. Therefore, they are the right participants that the writer

recruited. Almost all the respondents know all the twelve traditional games mentioned in the questionnaire. More than half of the respondents play Hide and seek, rope jump, marbles, fort, dakon, jacks. The other games were played less than half of the respondents. Fort game was liked the most and also liked the least by around 30% of different respondents.

The data got by interviewing six respondents show that they could describe all the games that they played completely. They showed their enthusiasm when describing their favorite games.

