

CHAPTER V

CONCLUSION AND SUGGESTION

This chapter is divided by two, the conclusion of this study and suggestion.

5.1. Conclusion

There are twelve games which are used as the data. The respondents were asked about these twelve games. Some conclusion can be drawn as follows.

They spent their leisure time mostly by playing, and they played the traditional games mostly with their neighbors and their classmates at home, neighborhood and school. Moreover, almost all the respondents know all the games mentioned in the questionnaire. There are more than 60% of the respondents mentioned that they know the games. Enggrang is the game that is known by the least number of participants.

Hide and seek, rope jump, marbles, fort, dakon, jacks are played by more than 50% of the respondents. The others are played by less than 50% of the respondents. The games that they chose as the most liked game are Fort game (29.87%), and hide and seek (20.87%). The other games were chosen by less than 10%. Spinning top has 1.3% meaning that it is the one that participants liked the least.

5. 2 Suggestion

This study is done by interviewing six out of 77 respondents. It will be much better and more data will be gotten if there are more participants interviewed. Besides,

the writer also suggests to do similar research to the younger generation so that the result of the study will give more description on the tradition games which are popular in Indonesia. Perhaps, it is time to consider to preserve the tradition games as the writer finds that kids at this generation do not play traditional games anymore but internet.

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