

Photography Implementation of People's Traditional Games in the Village of Simpang Mangga Bandar District Huluan District Simalungun as the Formation Character Children of the Nations

Hariadi Susilo¹, Salliyanti² and Baharuddin²

¹ Lecturer of Faculty of Humanities, Universitas Sumatera Utara, Jl Universitas No 19 Campus Universitas Sumatera Utara Medan 20155

²Lecturer Faculty of Cultural Sciences, Universitas Sumatera Utara, Jl Universitas No. 19 Campus Universitas Sumatera Utara Medan 2015

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Abstract: Photography means the process or way of producing images or photographs of an object by recording the reflection of light that is about the object on a light-sensitive medium. The most popular tool is the camera. Without light, no photo can be made. Research Methods Focus Group Discussion (FGD) was conducted to obtain information, especially to answer the question under study. In this FGD, there were several discussions on several groups of students and the community. Each group consists of 5-8 people. This method is useful for documenting photography with scenario process of traditional game recording drama at research location, game of people culture which is played by students of Pondok Pesantren School and community in Simpang Mangga Village Bandar Huluan Subdistrict Simalungun Regency with other supporting element such as researcher and implementing unit technical record of documentation, then found the existence of eighteen value of nation character, that is, religious value, honest, tolerance, discipline, hard work, creative, independent, democratic, curiosity, spirit of nationality, love homeland, appreciate achievement, friendly, love peace, love to read, caring environment, social care, responsibility. Cultural empowerment of local traditions can be applied in schools, families and communities as the development of the nation's character formers.

1 INTRODUCTION

Photography means the process or way of producing images or photographs of an object by recording the reflection of light that is about the object on a light-sensitive medium. The most popular tool is the camera. Without light, no photo can be made. Research Methods Focus Group Discussion (FGD) was conducted to obtain information, especially to answer the question under study. In this FGD, there were several discussions on several groups of students and the community. Each group consists of 5-8 people. This method is useful for documenting photography with scenario process of traditional game recording drama at research location, game of people culture which is played by students of Pondok Pesantren School and community in Simpang Mangga Village Bandar Huluan Subdistrict Simalungun Regency with other supporting element such as researcher and implementing unit technical record of documentation, then found the existence of eighteen value of nation character, that is, religious value, honest, tolerance, tolerance, discipline, hard work, creative,

independent, democratic, curiosity, spirit of nationality, love homeland, appreciate achievement, friendly, love peace, love to read, caring environment, social care, responsibility. Cultural empowerment of local traditions can be applied in schools, families and communities as the development of the nation's character formers.

2 PROBLEM FORMULATION

Based on the description of the introduction, then the formulation of this research problem is as follows: 1) What is the result of photography and recording of visual video of traditional people's culture game 2) How to empower the culture of traditional games of the people forming the character of the nation's children.

3 METHOD

3.1 Research Methods

The method of research is documentation of traditional folk game record photography, followed by scenario process of drama of traditional game recording at research location which is played by students of Pondok Pesantren and community in Simpang Mangga Village Bandar Huluan Subdistrict of Simalungun Regency with other supporting element such as researcher and implementing unit technical recording documentation.

3.2 Recording of Research Data Sources

Form of documentation to be recorded as a source of traditional game data is, (1) Cash ball; (2) Jute Run; (3) Engrang; (4) Congklak; (5) catfish statue; (6) Engklek. Selanjutnya recording products every game of the people are classified to be sorted out, and grouped including the character formation of the nation's children what the game is.

4 RESULTS AND DISCUSSION

4.1 The Traditional Game of Kasti



Figure 4.1 Kasti Traditional Games.

The name kasti is not a popular name in Indonesia, this game may have the same way of playing but the name of the game is different according to the understanding people see it. The name game of kasti is a traditional game mostly played by boys. This game has no clarity about its history, certainly this one game is a declining traditional game that is inherited by the ancestors. Name is also a game that requires precise throwing and speed dodge.

4.1.1 How to Play

(a) This game is played by at least six people. (b) Requires ball and lime to create boxes according to the number of people and each city has one person's name written. (c) Players play in turns to throw or roll a ball of cash, if the ball stop in one box then, the name written on the box becomes a cat. (d) The cat is in charge of throwing a ball about another player, if the ball of caution about another player or the cat polluting nothing about the players will earn points. (e) If the points have reached the specified limit then the player will get a penalty, which has been agreed at the beginning of the game.

2) Character formers

The characters formed in the traditional game of kasti are (4) discipline, (5) hard work and train focus, because because to be able to hit the ball of kasti, it takes regular and serious training, (7) Mandiri behavior that is not easy depending on others in complete the tasks in the activity games, (10) The spirit of nationality of the way of thinking, acting, and insight that put the interests of the group in the game above self-interest. (11) The Love of the Homeland appreciates the way of playing, acting, and doing that shows loyalty, awareness, and high appreciation of the physical, social, and cultural environments, (12) Achievement of attitudes and actions that drive itself to produce as useful for community and recognize and honor the accomplishments of others' success. (13) Friendship / Communicative attention to the pleasure of speaking, socializing and teamwork, (14) Loving the words of peace, and the actions that cause others on the team to feel happy and secure for his presence in the game 17) Care for Social attitudes and actions that always want to provide assistance to the team in need. (18) Tangung Answer a person's behavior to carry out his duties and obligations, which he should do, to himself, his group.

4.2 Traditional Games Lari Goni



Figure 4.2 Traditional Games Lari Goni.

Lari Goni (Balap Karung) is a very popular traditional game during Indonesia's independence day. The way to play sack racing is not difficult, the participants must put the foot up to the waist to the sack, then collide quickly toward the finish line. Although there are some people who criticize this game because dianggap sebagai rah-rah activities, but sack racing is still a favourite game in the event of independence.

4.2.1 How to Play

(a) Bag the bag with the depth of almost your stomach. (b) And find the field with a distance of 100 meters. (c) And make its mileage and place to win the race. (d) All equipment is prepared and arranged in place (e) Sacks are folded together from one another (f) Players behind the starting line (g) Whistle sounded (h) Players run to get sacks and wear them on feet (i) Players start moving (can jump or step) to get to the finish line (j) Players should not violate each other (k) Who quickly reaches the finish line is the champion

4.2.2 Character Formation

The characters formed in the game called sack racing are: (2) Behavioural behaviours carried out in an attempt to make himself / herself a trustworthy person in a race on himself, action, and work (4) discipline (5) hard work (13) Friendly / Communicative. Hard work is reflected in the spirit of the players to reach the finish line as quickly as possible. cohesiveness of the players while playing and sportsmanship / honest reflected not only from the attitude of the players who do not cheat during the game, but also willing to accept defeat with a graceful chest.

4.3 Engrang Traditional Games



Figure 4.3 Engrang Traditional Games.

The history of traditional games this one is not so well known by the wider community, because it is in fact the history of the game is confusing and there is no

clarity. Stones are a game that uses a tool from 2 bamboo sticks, each bamboo measuring 4-5 meters, with a foothold beneath the bamboo, about 50 cm from the end of the bamboo.

4.3.1 How to Play

(a) This game uses 1 paired bamboo rod. (b) This gameplay is played by 2 or more players. (c) How to play who is fast up to the finish line is the winner. (d) In playing this game required balance and speed stepping.

4.3.2 Character Formation

The characters that are formed are: (1) Religious attitude of self-confidence and behaviour that obedient calm in performing the game required high mediation, others (4) discipline and (5) hard work, because to be able to play this game is required hard work and high discipline, (6) Creative do something to generate new ways or results from something done

4.4 Traditional Games of Congklak



Figure 4.4 Traditional Games of Congklak.

Congklak, who does not know this traditional game? This one game has its own appeal of the available board shape. In addition, this game will not make you sweat because you play with sitting and relaxing.

4.4.1 How to Play

(a) This game is played by two players. (b) This game uses a caulk board and cadaver seed. (c) There are 49 congklak seeds that divide into 14 small holes, each hole contains 7 congklak seeds. (d) Suitlah to decide the turn. (e) The first player, handing out the congklak seeds in his area, choose one of the holes to hand out his congklak seeds to each small hole, and one big hole that becomes yours, or your seed savings. (f) Shares spinning each pass through the hole fill with 1 congklak seeds. (g) Once seterusnya

until the congklak seeds run out, if it is finished then turn alternately play.

4.4.2 Character Formation

Character formation in the traditional game of congklak is honesty, because this game relies heavily on trust.

4.5 Traditional Games of Patok Lele

This one game is a game that became a favourite game for boys, this game has also been a popular traditional game of its time. There is no clear history of this game, which must have existed for a long time in Indonesia. Now it is rare that even a child may not play this game. This game uses two bamboo and two chunks of brick.



Figure 4.5 Traditional Game of Patok Lele.

4.5.1 Rules and How to Play

(a) Shorter wooden sticks are placed over the hole at the edge of the field and using long wooden rods to leverage small wooden sticks as far as possible. (b) When a raised wooden stick is captured by another player, the player's turn is finished but if it is not hit or captured by the opponent, the catfish child will be thrown to the parent (lever) if it is hit, then the turn is exhausted or replaced with another player. (c) The player must stand behind the line, the lever wand hits the short stick by propelling it into its own air. (d) Short sticks are thrown back by the opponent and the player must be able to hit the short stick thrown. If the taxable directly calculated value.(e) The cat patched child is placed into the hole in the sleeping position and then strikes with a long stick until it bounces upwards and is struck as horizontally as possible. (f) If the hammer can do a perfect shot twice, the value multiplied by twice. But if the patoker is caught, then

all the resulting score is taken by the opposing team.(g) If during the game the child of the catfish is caught, then the opponent is captured by using two hands can be a value of 10 and when captured by using one hand obtains a value of 50. (h) The value is calculated according to the distance between the fallen litter boy and the initial hole and is measured with a long stick.

4.5.2 Character Formation

Characters formed in the traditional game of catfish stakes are, (1) religious training mediates the focus, because to be able to play catfish, it takes regular and serious exercise. (10) The spirit of nationality the way of thinking, acting, and insight that places the interests of the group above self-interest.

4.6 Traditional Engklek Games

The traditional Engklek game called Sunda manda is believed to have the original name of 'Zondag Mandag' which comes from the Dutch language, so based on its history it is a traditional game of this crank coming into Indonesia through the Dutch which in the past colonized Indonesia. It is believed that during this period of occupation, the traditional games of the cricket entered Indonesia. Setelah Indonesia gained independence from the invaders, the traditional games of kplek persisted in Indonesia and became increasingly known by the small children of Indonesia.



Figure 4.6 Engklek Traditional Games

4.6.1 How to Play

(a) The first thing to do before doing the game is to draw a crank field first. (b) Then the player must do a hompimpah to determine the order of who walks first. Hompimpah here must be specified different first the first path or the last path. But usually in hompimpah the most different path first and so on. This is done if the player is more than two people. If two people are

done suit. (c) To be able to play, every child should have kereweng / gacuk / buah / which is usually in the form of fraction of tiles, ceramic floor, or flat stone. (d) Players must jump by using one leg in each of the boxes / plots that have been previously described on the ground. (f) Kereweng / gacuk is thrown into one of the plots illustrated on the ground, a plot with a gacuk already on it should not be trodden / occupied by every player, so players must jump to the next plot with one foot around the patches. (g) Players are not allowed to cast kereweng / gacuk to exceed the box or plot that has been provided. If there is a player who is make a mistake then the player will be declared void and replaced with the next player. (h) Players who complete a lap up at the top of the mountain, pick up kereweng / crook with their back to the mountain and close their eyes, should not touch the line as well. If the player touches the line / drop when taking kerewengnya then he died and replaced the next player. (i) If the player succeeds in taking a crook in the mountain, then he should throw it out of the crank field. Then the player is cranky in accordance with the box and ends with the footing on the gang / kereweng that was thrown earlier. (j) Furthermore, if successful players go to the stage of looking for rice fields by the way, menjagling kereweng / sander with palm hand back and forth as much as 5 times without falling. This is done in a squat position back to the field of the knee and is in the crash site that had been thrown. After successfully menjagling as many as 5 times the player is still in the same position to throw into the field of the keklek, if right on one of the fields of the

field then the field becomes a player field. And if the player fails to repeat from the mountain again. (k) The player with the most rice paddies is the winner.

4.6.2 Character Formation

The characters formed in this game are the (2) honest behaviour that is done on the effort to make himself / herself trustworthy in the game, then (4) the discipline of action that shows the orderly and obedient behaviour on various rules and regulations, and (7) and behaviors that are not easily dependent on others in completing the crank game, and keeping the boundaries (17) of the game environment concerned.

5 RESEARCH FINDINGS

Based on the photographic recording as a source of data on the application of traditional games (1) Cash Balls; (2) Jute Run; (3) Engrang; (4) Congklak; (5) catfish statue; (6) Engklek, then found eighteen character forming children of the nation as follows, namely, (1) the value of religionuis; (2) honest; (3) tolerance; (4) tolerance; (4) discipline; (5) hard work; (6) creative; (7) independent; (8) democratic, (9) curiosity; (10) the spirit of nationality; (11) love the homeland; (12) appreciate achievement; (13) friendly; (14) love peace; (15) likes to read; (16) care about the environment; (17) social care, and (18) responsibility, the character formers can be seen in table 5.1.

Table 5.1 The Eighteen Characters Form found in the Application of Traditional People's Games (TPG).

No	Traditional People's Games	Eighteen character values																	
		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1.	Kasti				x	x		x			x	x	x	x	x			x	x
2.	Lari Goni		x		x	x								x					
3.	Engrang	x			x	x	x												
4.	Congklak	x	x						x							x			
5.	Patok Lele		x		x						x								
6.	Engklek		x		x			x										x	

6 CONCLUSIONS

Based on six photography recordings as a source of data on the application of traditional games, it found eighteen formers of the character of the nation's children in the study area played by the students of Pondok Pesantren and the community in Simpang Mangga Village Bandar Huluan Subdistrict of Simalungun Regency with supporting element of technical implementation unit of photography documentation. The results of this study can be used as a game guide for children of the nation throughout Indonesia.

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