

“TRADISIX” – Selected Traditional Games In A Box: A New Approach in Raising Awareness and Interest On Traditional Games Towards Children.

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Abstract

Malaysia is rich in unique cultural heritage. The heritage of the culture includes food, customs and traditional games that derive from the assimilation of various ethnic communities of Malaysia. Nowadays, the younger generation is less likely to be exposed to traditional games either at home or at school. Technological advances have caused the loss of a heritage that was once proud of. This project was conducted to include 6 (six) selected traditional games in a box called “Tradisix” and this is a collaboration between staff and a group of students from Diploma of Wood Based Technology of Sultan Salahuddin Abdul Aziz Shah Polytechnic (PSA). It is designed for children age between 7 to 12 years old. The types of games that have been selected are *Ting-ting* (Hopscotch), *Congkak*, *Konda-kondi*, *Dam Haji* (Malay checkers), *Batu Seremban* and *Ceper*. *Konda-kondi* for example is selected because we would like to give an opportunity to the children to play the games indoor. “Tradisix” allows the game to be played without the need of a field. Structured interview methods are used to obtain data before and after the use of the “Tradisix” prototype. 100 children ages 7 to 12 years old were randomly selected as sample. Before the test, half of the sample quickly recognized *Congkak* as a traditional games and only 10% knew about *Konda Kondi*. After the used of prototypes, the study had shown that the students now knew more about other games besides *Congkak* and they are excited that “Tradisix” could be played in groups. This could enhance the relationship between friends and train communication skills among peers. The majority also agreed that it also saves space and it is easily kept. In general, “Tradisix” could be a starting point in preserving the traditional games in the heart of younger generation.

Keywords: Traditional games; Tradisix prototype; indoor games; communication skills; saving space; easily kept

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INTRODUCTION/LITERATURE REVIEW

Traditional games are related to the culture of a community. It is a game inherited from generation to generation. The games are often played to fill their free time, as celebration of one occasion as well as cultivate pure values and strengthening the value of friendship among neighbourhood. Through this traditional game, it can also enhance psychomotor skills and fitness among the participants. This traditional game could be categorized into two: outdoor games like *Gasing*, *Konda-Kondi*, *Tingting* (Hopscotch) and also indoor games such as *Congkak*, *Ceper* and *Dam Haji*.

The importance of play for children's healthy development is grounded in a strong body of research. As a natural and compelling activity, play promotes cognitive, physical, social and emotional well-being, offering the necessary conditions for children to thrive and learn. Through play, the child can experiment, solve problems, think creatively, cooperate with others, etc., gaining deeper knowledge about his/herself and the world. From an early age, the possibility to experience several opportunities for unstructured play, in which the child can decide what to do, with whom and how, promotes positive self-esteem, autonomy, and confidence. (Bento G, Dias G, 2017).

Nowadays, the pattern of children's games has changed drastically to digital games. It can be seen by the presence of various types of games that come in digital form such as mobile games and PlayStations. As well as competition with digital games, there are many factors that cause these traditional games to be less playable and it involves the child's safety factor itself.

According to Valentine & McKendrick (1997), for safety reasons, play activities in neighborhoods and after-school play are not encouraged especially in

urban areas. Most parents are now busy working and have no time to play with their children. Therefore a new approach for parents to entertain their children is with digital gadget or games. Furthermore, city parents prefer if their children spend time in the house because it is safer. (Fatimah et al., 1997)

But traditions must be inherited so that they can be continued and to be enjoyed as well played by the next generation. Games including cultural practices can be turned into effective tools through which children learn about their own culture and cultural traditions while playing. Finally, children can be encouraged to have behaviours, feelings, and ideas that are inclusive to humanity, its environment, and nature, and feature understandings of equality and justice. (Aypay. A, 2016). Therefore, there should be a new approach in upholding these traditional games as well as raising interest of the games towards children.

PROBLEM STATEMENT

Nowadays, the younger generations are less likely to be exposed to traditional games either at home or at school. Technological advances have caused the loss of a heritage that was once a pride. To prove the statement, a survey was conducted among 100 students of a primary school. Based on shown pictures of six selected traditional games, the result showed that 50% of the samples recognized *Congkak's* picture immediately and only 10% of them got the right answers for *Konda-Kondi*.

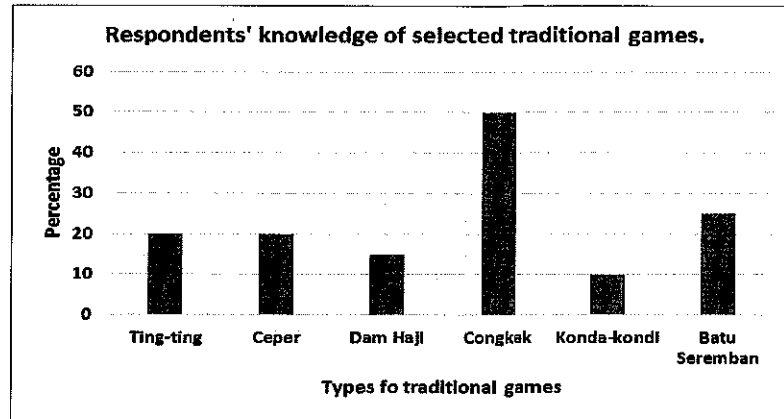


Figure 1: Respondent’s knowledge of selected traditional games

As one of the efforts to overcome this problem, the concept of “Tradisix” which is a combination of 6 selected traditional games in a box has been created. This concept has been developed in collaboration with lecturers and students of Diploma of Wood Based Technology, Department of Civil Engineering, Sultan Salahuddin Abdul Aziz Shah (PSA) Polytechnic. Besides that, due to the development of smaller apartments, there is no longer enough space to hold even basic standard furniture like a bed, a table and a couch at the same time. The demand for smart and space saving furniture solutions is therefore increasing (Thogersen K. 2017). This design and concept allowed the selected traditional games to be stored easily save space and can be played in limited space.

RESEARCH OBJECTIVES

The objective of the study is to find out the opinions and experiences among children about “Tradisix” prototype in raising their awareness and interest in traditional games involved.

SCOPE OF RESEARCH

“Tradisix” prototype was produced by using pine wood, plywood and Medium Density Fibreboard (MDF). The project was done at Wood workshop of PSA. The selected games are *Ting-ting*, *Congkak*, *Konda-kondi*, *Dam Haji* (Malays checkers), *Batu Seremban* and *Ceper*. The sample of the study that has been randomly selected to use this prototype for the first time was 100 children ages between 7 to 12 years old. Several test sessions were conducted and monitored.

“TRADISIX” CONCEPT

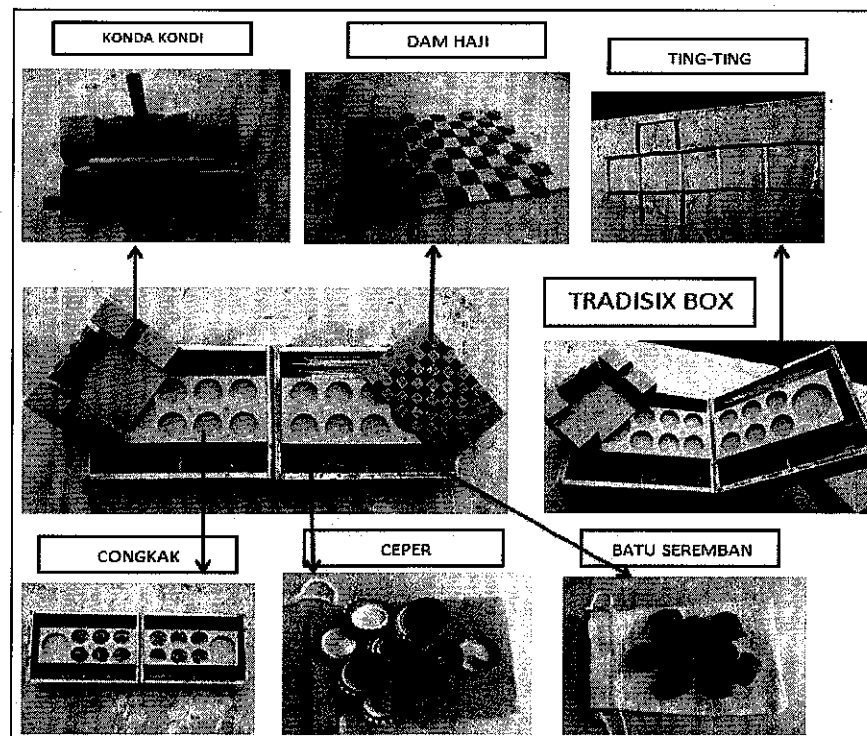


Figure 2: The complete Tradisix

The materials

The main materials used in the making of Tradisix is a combination of pine wood, plywood, and Medium Density Fibreboard (MDF). Pine wood and plywood were used to create Tradisix's main box or body. Pine wood is widely used in high-

value carpentry items such as furniture, window frames, panelling, floors, and roofing. It could take varnish, paint and laminate coat on the surface by using glue. It is also good for screwing and nailing. For wrapping or twisting is also a good choice for its resistance quality.

Plywood is light, easy to use, firm and strong. The plywood can also be cut to the desired size and produced in large sizes to facilitate the application, obtaining smooth and strong surfaces. Expansion and shrinkage are also less than solid wood and have the durability of having cracks. This permits the authorization work done on the edge of the board. In addition, plywood also has a tendency to roll and twist low or almost no effect. it can also be used to produce curved shapes.

Meanwhile, Medium Density Fibreboard (MDF) was used to create the *Congkak*. MDF exhibits high humidity resistance, supplying better dimensional stability and durable products. This can make it resistant to fire, supplying class 1 panels and furniture paws for safer applications. Among the large number of MDF uses are furniture, kitchen cabinets, wardrobes, laminated flooring materials and molds.

METHODOLOGY

The study was conducted using qualitative and quantitative through structured interviews with target groups after they used the prototype. As stated before, the objective of the study is to find out the opinions and experiences of the respondents on the traditional game found in the prototype and the design of the prototype produced. Respondents are primary school students aged 7 to 12 years old. Primary school levels are the best time for children's development where many important changes occur. (Konstelnik, Soderman & Wiren, 1993). At this stage they are exposed

to learning process such as reading, spelling and writing. This will facilitate the interview process with the respondents. A total of 100 students, 44 males and 56 females aged 7 to 12 years old were selected to try the traditional prototype group. Each sessions consists of 20 students. Respondents have been given a description of the "Tradisix" concept, the type of games that were included. Then, they were given the opportunity to use the prototype.

RESULT AND ANALYSIS

Table 1 shows the collected data through interviews based on a questionnaire given after the application of the "Tradisix" prototype.

No	Item	Strongly agree (%)	Agree (%)	Not Agree (%)
1	"Tradisix" can help me to recognize the selected traditional games better	58	40	2
2	"Tradisix" allows us to play various games in groups.	56	40	4
3	"Tradisix allows us to play in the classroom or outdoors.	60	34	6
4	"Tradisix" design facilitates movement as it is easy to carry everywhere.	50	40	10
5	"Tradisix"'s design can save storage space at home.	50	30	20
6	"Tradisix" can help us to develop healthy mind and physical as the game provided involves thinking skills and body movements	29	67	4

Table 1: The findings of the questionnaire that were interviewed

As a result of the interview that have been conducted after the play process, more than 50% respondent strongly agree that the "Tradisix" prototype could help them to recognize traditional games better especially for outdoors games such as *Konda Kondi* and *Ting - ting*.

For questions related to the “Tradisix” design, the majority of respondents agreed the size of the prototype was very special as it allowed six traditional games to be easily taken everywhere. This concept also allows it to be played in a classroom or open space as in the hall. In addition, systematic storage of game equipment for *Ceper*, *Batu Seremban*, *Dam Haji* and *Congkak* can be achieved. Today’s buyers want high returns on money that had been spend. Therefore, multifunction products become the trend of current purchasing. Multifunction is something that is combined into a product that saves cost and space. (Thogersen K. 2017).

Majority of respondents agree that the games chosen for “Tradisix” are generally motivating. For *Konda-kondi* games, even though it’s quite exhausting and challenging their physically they still have a great fun. Besides that, it also encouraged communication skills among peers. During the play, respondents had the opportunity to experiment moments of failure and success, learning by trial and error. This will not only add to knowledge but will also enhance mutual respect and tolerance.

CONCLUSIONS

The importance of maintaining traditional game heritage is not something that can be seen lightly. This is because moral values and character development can be explicitly nurtured through these treasures. Early childhood exposure to traditional games could help shape their character, social and cognitive development. With properly designed games, children can comprehend the vital importance of being open to innovation and being assertive. Therefore, in order to safeguard traditional games we need to add value in terms of cultural comprehension as well as innovation in the mobility of the games. In general, “Tradisix” concept is suitable to be used as teaching

aids in co-curricular activities in school and indirectly, "Tradisix" could be a starting point in preserving the traditional games in the heart of younger generation.

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