

CHAPTER I

INTRODUCTION

1.1 Background

Indonesia is known as a country with many local cultures. Indonesia has many islands and each island has its own local culture. For example, every region in Indonesia has a different language, customs, traditional foods, traditional music, traditional dances and etcetera. People apply their own culture in their daily life and it affects the way they think. Unfortunately, the development of technology also affects the way how people think. Many people think that modern things are more interesting and more attractive than the traditional ones. They start forgetting their culture and get more interested in modern matters. Happening also in Indonesia, as a matter of fact, many people prefer to have modern lifestyle rather than traditional one. They wear modern clothes rather than traditional clothes such as *kebaya*, or clothes which are made from local cloths like *batik*, *jumputan* and *blongsong*. They also prefer to listen and sing modern genre songs like hip-hop or techno songs rather than *keroncong* or *gamelan*.

The development of technology also affects the way how children play. Nowadays, children in Indonesia rarely play traditional games such as *Congklak*, *Engklek*, *Enggrang*, *patil lele* and addicted to modern games such as play station, play station portable and nitendo. They used to play the traditional games, but they now prefer to play digital games with high technology gadgets such as tablet, laptop and smartphone. In fact, children need to play their traditional games to remember it because traditional games must be preserved by them as one of Indonesian heritages. As Iswinarti (2009) argued that traditional games are the nation's culture that has good values and can be inherited to the children as the next generation.

Even though traditional games are less interesting and interactive for many Indonesian children comparing to the modern ones, they have many advantages for children themselves. Andriani (2012) mentioned that traditional games can train children's concentration, knowledge, attitude, skills and dexterity. In

contrast, when children play modern games, they only hold their gadgets and waste their time at home alone. It might make children have less friends and be antisocial. They do not have many times to have social interaction with their friends and will grow as a loner and an individualist. Meanwhile, children who play traditional games can learn about tolerance, being sportive, and creativity because they play outside with their friends as a team.

It is very important to preserve and to let our children know about their culture, because they are the next generation of Indonesia. Unfortunately, traditional games as the culture heritage of Indonesian start being left out and forgotten. In fact, there are many kinds of traditional games, such as *Congklak*, *Bekel*, *lompat tali*, *Engklek* and *Enggrang*. However, due to limited publication to inform these traditional games, Indonesian children become unfamiliar with these games. They do not know these kinds of traditional games and the ways how to play them. Therefore, it is important to make a medium in a form of a book to let children know about traditional games which is one of the cultures heritage of Indonesia. Muktiono (2003) as cited in Ja'far (2014) states that book is a source of knowledge and the source of development of character. It is an effective means of information which contains complete information comparing to other media. This is because book can provide pictures (visual) and writing (verbal) which help the readers to acquire information and recall information. Book also does not need electricity and internet access. Besides, book can be a medium of storytelling and can be read together to be shared. In other words, a book as a medium of information is a complex medium to inform the children, about traditional games of Indonesia.

Based on the explanation above, the writer is interested in developing a final project about designing illustration book about traditional games to preserve the culture of Indonesia in English and in Bahasa Indonesia. The writer chooses **“Designing an Illustration Book of Children’s Traditional Games as a Medium to Preserve the Culture of Indonesia”** as the title of final report.

1.2 Problem Identifications

The writer identified some problems in this final report. Knowing that technology affected the ways how Indonesian children play and many children are addicted in modern games. Therefore, traditional children's games started being left out and forgotten by Indonesian children. Besides, these children had limited media to know about traditional games of Indonesia and the ways how to play it.

1.3 Problem Limitation

In this final report, the writer designed an illustration book about Indonesian traditional games. The writer only discussed seven traditional games of Indonesia. They are *Congklak*, *Engklek*, *Gasing*, *Enggrang*, *Bekel*, *Pantak Lele* and *Petak Umpet*. The writer wrote the script in two languages, in English and also in Bahasa Indonesia.

1.4 Problem Formulation

The problem of this report was formulated on how to design an illustration book about traditional games as a medium to preserve the culture of Indonesia.

1.5 Purpose

The purpose of this final report was intended to find out the steps in designing illustration book in English and in Indonesia to inform some children's traditional games of Indonesia. The English version aims to inform the games to international readers while the Bahasa Indonesia version is for local people.

1.6 Benefits

This final report provided some benefits for Tourism Department, children and parents, and the writer herself.

Since the product of this final report was information about children traditional games as a part of Indonesia culture, it assisted Tourism Department to promote and inform the culture of Indonesia abroad, because the book also in English version.

For children and parents, and Indonesian citizen as the readers was informed about children traditional games and the ways how to play it. By knowing the rules of traditional games, they would be able to play traditional games together. Therefore, traditional games could be preserved by the children in the future.

Finally, for the writer, this final report improved the ability of writing skills because the writer learned about the way how to write a good academic writing. The writer also did some revision during the processes of writing this final report.