

The Digitizing Traditional Balinese Games to Maintain Balinese Traditions and Culture

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Abstract: This study aims to develop a website about traditional Balinese games, to maintain the culture and tradition of traditional Balinese games that have been left behind. This website development method uses a system development life cycle consisting of planning, analysis, design, implementation (build and coding), testing and maintenance. The data collection technique used is the method of literature study, documentation study and interview (FGD). Based on the results that have been obtained, it can be concluded that the development of the website has been developed and can be enjoyed by the public by visiting the website address in browsing searches on the internet. The current development has succeeded in developing a website that is modern and attractive and has a distinctiveness that stands out in the field of culture and traditions related to traditional games in Bali. Currently, almost 85% of the website is filled with traditional games from 9 districts in Bali and can be enjoyed in detail regarding: game history, players, game implementation, necessary facilities and infrastructure, dominant physical components and sports opportunities for achievement. The obstacles faced are the difficulty in demonstrating this traditional game to be practiced for taking videos, due to the Covid-19 Pandemic but researchers really hope that on other occasions, video shooting related to this game can be done to complement the website.

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INTRODUCTION

Traditional games are a wealth of local cultural treasures, if counted there may be more than thousands of types of games developing in our country which are the result of thought, creativity, trial and error, including the results of our predecessor's cultivation but where are all these types of traditional games? When our children are

incessantly attacked by modern games through what are called gadgets, efforts to save the supernatural culture namely traditional games are a must.

Bali has a wide variety of cultures and traditional games from different regions and today, nationally, traditional games are presumed to have been abandoned and may even become extinct. In Bali, traditional games must have started to fade so that efforts to preserve this

culture from the onslaught of globalization are a necessity. Traditional games are games that have been around for a long time but these games are almost forgotten by the community, especially children. Children often play modern games using gadgets/smartphones rather than traditional games. Some of the reasons that may make modern games more popular than traditional games, among others, are because modern games have more variations and have their own prestige value in the eyes of their friends.

In the midst of the globalization era, it will be able to spur the exchange of information without borders so that it will have an impact on the spread of cultural and traditional influences and values that can bring changes to people's thinking and action patterns, especially those of the younger generation who tend to be easily influenced by values and an outside culture that is not appropriate. For this reason, efforts and strategies are needed that are appropriate and in accordance with developments in cultivating the strength of tradition and culture in accordance with the character of the nation. The development of science and technology, especially communication technology has enabled people to carry out global communication without being limited by time and space. The rapid development of information and communication technology has brought major changes in various sectors of life and has an impact on shifting patterns of thought, values and behavior in life, including the relationship of emotional experiences^[1]. The rapid flow of exchange and dissemination of information through cyberspace (internet) has had an impact on people's behavior, so that in the current era the internet is a primary need today.

Although, traditional sports games have been presented as a material in physical education learning at school level in the Education Unit Level Curriculum (KTSP) or the 2013 curriculum from SD/MI to SMA/MA levels, reading interest and interest in doing traditional game activities the children are still very small, especially because of a fairly low reading culture, the limitations of traditional game books in schools and in bookstores, so that, people/children are more interested in reading through more modern media such as smartphones, tablets, laptops and so on.

The paradigm shift in reading society from textbooks to smartphone/tab/laptop media has been very evident, if we go to a crowded place such as a park, mall, restaurant, even at school and other places, the view that will be seen is how the community/children are children bring/play their smartphone/tab/laptop instead of carrying books or the like. The fact is that digitalization technology has a crucial role in human life and even all of humanity, digital games have significantly gained recognition by the whole world that digital concept games are currently needed^[2]. On the other hand, there is no website related to

traditional Balinese games. Therefore, this paradigm shift should be addressed comprehensively, so that the research entitled Cultural Preservation and Tradition of Balinese Traditional Games through Digital Literacy in the Industrial Era 4.0, is the most urgent and the only way to synchronize the need for preservation with the development of globalization.

MATERIALS AND METHODS

This research is a development research, so this research design is a development design according to Gall *et al.*^[3] which is modified with a system development life cycle so that the stages consist of: planning, analysis, design, implementation (build and coding) and testing and maintenance. Data collection activities using techniques according to the type of instrument used are as follows: Participatory observation, carried out by researchers as observers by involving themselves in activities that are being carried out or being experienced by users/administrators of traditional games. Documentation studies, used to capturing data in written documents/written literature that shows a relationship with the existence of traditional games. Interview which is used to interview a number of key informants who are considered as key figures in the study which can be in the form of Focus Group Discussions or in-depth discussions with internet users. Questionnaires are used to obtain and capture a number of knowledge, understanding and implementation of all research samples in their activities towards website development through a series of open questions framed in a sequence of questions that describe the real conditions they have. In making the Website Design for Traditional Balinese Games using a qualitative approach because the research subjects and informants selected were not based on the quality of information in the information provided but were more concerned with the adequacy of the information required. So that, the analysis is carried out on existing traditional game documents, to then be analyzed in a qualitative description of the game material to be developed into material that is ready for use on the traditional game website that will be developed.

RESULTS AND DISCUSSION

Website development for Bali traditional games

Website planning: Planning was carried out through FGD meetings with research members, 5 students and website developer experts from IT graduates for 3 times, namely the first meeting was held on July 8, 2020, the second meeting was held on July 25, 2020 and August 6, 2020^[4]. In planning the website we discussed several things, namely related to the name of the website, how the objectives, mission, form and content of the website will

be developed. From the results of the meeting, it was found that the name of the website to be developed. While the purpose and content of this website is designed to provide information to the wider community regarding traditional Balinese games and in an effort to maintain the traditions and culture of traditional Balinese games because currently, the reading model has shifted from text books to online books or information that is online or based the internet has become a necessity for modern society today. However, we have also developed this website with high security measures, so that, this information or cultural heritage is not misused (Fig. 1).

Determine the scope of the website: The scope of this traditional Balinese game website includes various types of games in Bali which consists of 9 districts, namely Buleleng Regency, Badung Regency, Denpasar City, Jembrana Regency, Karangasem Regency, Klungkung Regency, Gianyar Regency, Bangli Regency, Tabanan

Regency. All traditional Balinese games are contained in the website which consists of 5 types of games consisting of sub-main explanations consisting of: history/game history, players, facilities and infrastructure, game implementation, physical activity components Dominance, Probability of Game Injury and Performance sports^[5,6]. The scope of the website developed is based on traditional game literature obtained from the 2000 Balinese Traditional Game Book developed by the Province of Bali (Fig. 2).

Website design: The website design has been determined based on FGDs which were conducted with website development experts twice. The website design is based on a more modern design with a minimalist appearance pattern but includes all components of the website content. Such as the Home, Games and About us column and the language used. Regarding the language, this website is designed to be widely used by filling in the

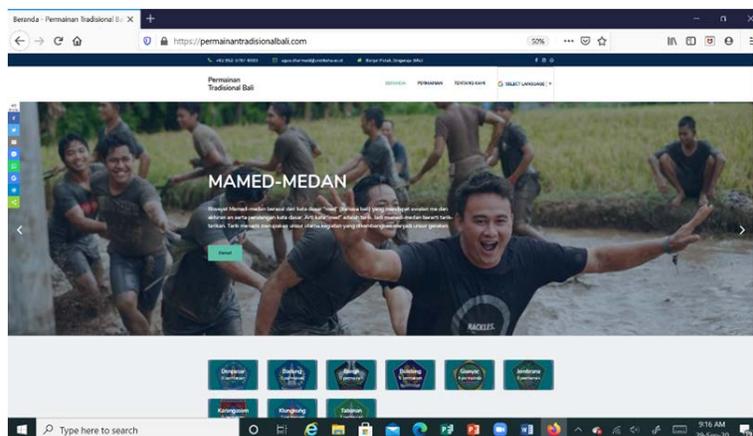


Fig. 1: The home of website balinese traditional games

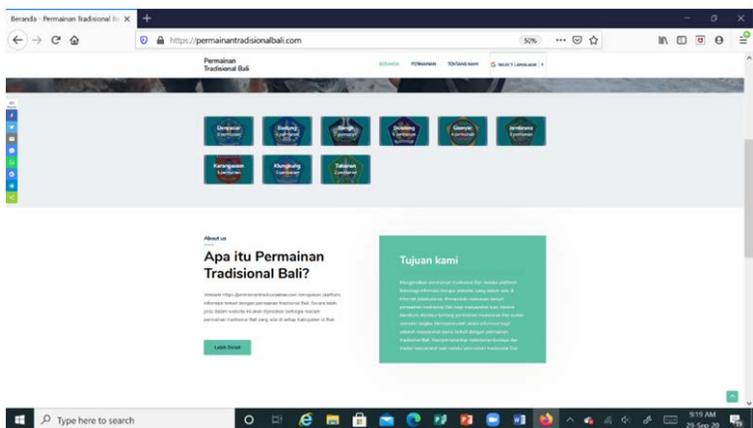


Fig. 2: Goal and scope of website balinese traditional games

'language' icon so that if you want to make it in English, just click the Language icon to English or any other language in the world. The Home column contains various related information, definitions of traditional games, traditional game objectives and game icons from all districts. Based on the results of this report, the filling of traditional games that has been done is in Table 1.

From this data distribution, it can be concluded that almost 85% of the entries for traditional games throughout

Bali have been filled, so it can be said that this website is worthy of being enjoyed by the public by viewing and visiting the traditionalbali.com game website.

Website development: The website developed is entirely done by website developer experts, researchers and students who are involved only in the context of filling in the game data that must be filled in on the website (Fig. 3 and 4). At this time the website has been developed but

Table 1: Name of balinese traditional games

Regency	Name of balinese traditional games in website
Buleleng	5 (pris-prismong, tar-taran, mepantigan, layanganmekorot, raja-rajaan)
Denpasar	5 (teng-tengnyer, meselancartiyng, mealih-alihan di tukade, ngerebeg, mamed-medan,
Badung	5 ((teng-tengnyer, meselancartiyng, mealih-alihan di tukade, ngerebeg, mamed-medan,)
Tabanan	5 (ngalihpis di juke, matagelantanah, macikal, dakep-nyongkok, batu lima)
Gianyar	4 (matembingkodok, mapentilkaret, talimerdeka, kolang-kaling)
Klungkung	5 (bedut-bedutan, kedeng-kedengan, main ki, adusiap-siapan, siap-siapan)
Karangasem	5 (mamaling-malingan, mengkeb-engkeban, bale bunder, metabuan-tabuan, perangpandan)
Jembrana	5 (melayang, tungklakkau, dorong sampan, balapankuluk, laripengantin,
Bangli	3 (megandong sambuk, megacok, mepanah-panahan)

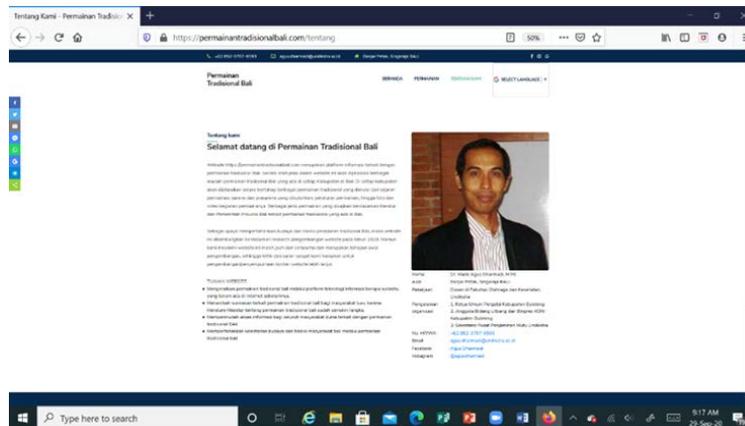


Fig. 3: Development of website balinese traditional games

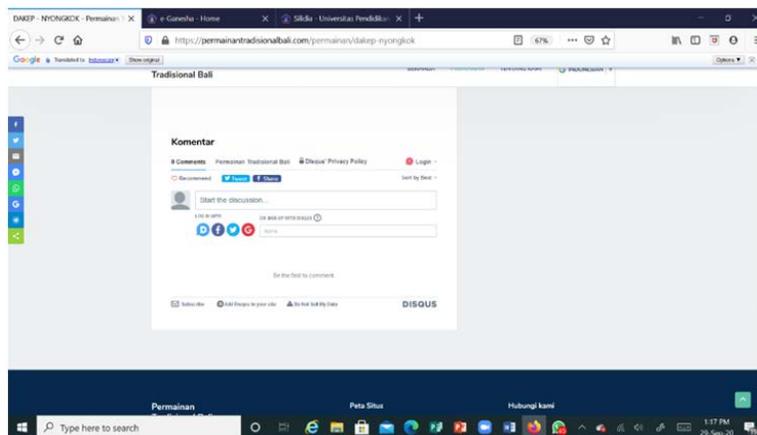


Fig. 4: How to maintenance of website balineses traditional games

some of the games entered on the website are still unfulfilled, out of the 5 games in each district that will be filled. The games are described based on source books that have been published by the Province of Bali. Currently, it is still at the stage of filling in a game that contains writing, related to pictures and videos that will be developed in the following years through a different research scheme (Fig. 3).

Testing and deployment website: Testing of this website has been planned based on the assessment results of several visitors who enter through the comments and suggestions column provided on the website. Of the several comments and comments filled in by the end there are a number of things that become ministerial and means, namely the website should be filled with pictures and videos. And some gave positive responses to the existence of traditional Balinese game websites (Fig. 4).

CONCLUSION

Based on the temporary results obtained, it can be concluded that the development of the website has been developed and can be enjoyed by the community by visiting the website address in browsing searches on the internet^[7, 8]. The current development has succeeded in developing a website that is simple but has distinctive features in the fields of tradition and culture related to traditional games in Bali. Currently, nearly 85% of the development has been achieved. The obstacles faced are the difficulty in using this traditional game to be practiced so as to get the video game due to the Covid-19 Pandemic but researchers really hope that on other occasions, video shooting related to this game can be done in the coming

years. Seeing the usefulness of maintaining the culture and tradition of traditional games in the developed website, the researchers hope that there are other schemes for further research to improve them.

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