

The Realization of Traditional Children's Game-Based Education in Facing Educational Challenges in Era 5.0

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Abstract. The development of technology and science has brought influences to various orders of life, giving rise to new values that can shift local values. One of them is through traditional games which teach various educational values. Currently, there are various modern games that have an influence on children's development. In line with this, the development of revolution 5.0 also affects the field of education, one of which is changing the way of thinking about education. This study aims to explain the role of traditional children's game-based education as an effort to deal with changes in the field of education in the 5.0 era. This research is a literature review with the object of books or scientific articles as well as journals and others. The analysis was carried out by interpretation, holistic coherence, description and synthesis analysis. The results of the study indicate that traditional children's game-based education plays a role in children's mindsets and perspectives on the phenomenon of technological and scientific development because they can be the basis for behavior.

Keywords: Traditional Games, Society 5.0 Era, Character education

1 Introduction

Introduction Technological developments have brought about changes in various fields of life, giving rise to foreign cultures that influence local culture. One obvious example of the result of technological developments is the emergence of children's games such as game boy, playstation, mobile legend and the like. The presence of modern children's games has resulted in the shift of traditional children's games, so that traditional children's games are considered old-fashioned not in accordance with current conditions. Modern children's games not only have a positive impact, but also have a negative impact on children's growth and development, such as; children become addicted, aggressive and even become asocial. Traditional children's games are part of local culture which of course contains educational values that can be explored, so on the other hand as entertainment but can be used as guidance and teach noble values which are not found in modern games.

As a result of uncontrolled technological developments, it has also shifted the current traditional society, which can be found, for example, the narrowing of public spaces, playing rooms as media for the education of the nation's generation. Education is a human effort that consciously and continuously fosters his personality in accordance with the values prevailing in society and culture. Humans are creatures who face themselves in their world. He cultivates himself, elevates and lowers himself, unites and distances himself from himself. Humans are creatures who exist and face nature, so that humans are one with nature and at the same time

distant from nature. Humans always live and change themselves in concrete situations, but in that change humans are still themselves.

Education in Indonesia has now entered the 4.0 era, namely trends and teaching methods using online learning that uses the internet as a liaison between educators and students, but the presence of online learning developments has not been fully felt because not all school institutions have supporting facilities. The use of online learning methods is an innovation in the field of education. The most important thing in an effort to face the industrial revolution 4.0 is in the form of problem solving skills, creative, innovative, adaptive, critical thinking and able to negotiate with other people.

These abilities have relevance in an effort to face the era of society 5.0, the most important thing in dealing with the development of the era of society is to prepare human resources who are ready to be competitive and supported by good quality education. Thought and physical power are balanced, but this must also be balanced with emotional intelligence. Quality human resources are formed through processes, one of which is through education and training in preparing and developing quality human resources in accordance with social transformation. Education has now entered the era of society 5.0 where this era offers a society centered on balance. The existence of the internet is not only a medium of information but also to carry out life in an era where technology is part of human life itself and technological developments can minimize gaps in humans and economic problems in the future.

The emergence of society 5.0 is a society where various needs are differentiated and met by providing the necessary products and services in adequate quantities to the people who need them when they need them and where everyone can receive high quality services and live a comfortable and full of life with enthusiasm. [2]. The progress of education that is happening today, especially in the Indonesian nation, is a key in preparing for future competition. Education is an effort that aims to create innovation and creativity in equipping the skills needed in the future [3]. Through educative values teaching about noble character and maturity based on a noble culture as reflected through traditional children's games, presumably in the current era of globalization this is something that is rarely found.

The presence of the development of technology and information has shifted the relationship of traditional society, because some public spaces are currently limited. This is due to the presence of various modern children's games, so that children tend to play in front of the cellphone screen or in modern games According to Dharmamulya [4], traditional games are games that are closely related to certain cultures, so that traditional games are assets that must be maintained in the midst of the current condition of society. Traditional children's games are also a tool to maintain relationships and social comfort in addition to entertaining themselves.

So traditional children's games are children's games that have existed for a long time that contain cultural values so that they can be used as a basis for strengthening character through local culture. The values contained in traditional children's games, for example in the engklek game, teach about sportsmanship, togetherness, hard work, and fun. The traditional congklak game can be used as a learning medium because there are nine character values in the congklak game, namely the value of honesty, hard work discipline, communicativeness, responsibility, curiosity, independence, creativity, and respect for achievement [5].

The games of *sudamanda*, *bentengan*, and *gobag sodor* contain values that reflect love for the homeland. So that traditional children's games have a role in instilling characters that reflect love for the homeland. Various kinds of traditional children's games in the past are actually loaded with pedagogical values. The educational values contained in traditional games now seem to be disappearing, traditional children's games which are part of local culture can be a medium for building personal character that is instilled from an early age and the most effective

media is through education. The educational values of traditional children's games teach about noble character and maturity based on a noble culture as reflected in traditional children's games, which nowadays in modern games rarely find noble character values. Various traditional children's games can be a fun learning method, so traditional children's games need to be raised for the education of the nation's next generation of children.

Children's character will be formed through three influences, namely the influence of family, environment and school. So that collaboration and cooperation are needed between the three environments to support the formation of characters that are in accordance with the teachings of the noble values of the Indonesian nation. In line with this, it is necessary to conduct more in-depth research regarding the character values contained in traditional children's games, as a basis for addressing the challenges of education in the 5.0 era.

2 Research Method

This research uses sources from literature studies, so this research is a literature study. In this study, the data used are divided into two types, namely primary data and secondary data. Primary data is the main library source used in research, while secondary data is supporting literature used to support research activities. Sources of data come from journals, research reports, scientific magazines, relevant books, seminar results, scientific articles and so on. The data analysis of this study used qualitative methods in the field of philosophy [6]. The data obtained were then analyzed using the method of philosophical tools as follows:

- a. Interpretation, the data obtained is understood and interpreted to reveal the meaning and concept in question, namely the pedagogical value in traditional children's games.
- b. Induction and deduction, the theoretical data that has been collected is studied by analyzing all the main concepts one by one in relation (induction) in order to build a synthesis.
- c. Heuristics, the data obtained is analyzed so as to get a new understanding.
- d. Description, used to describe and explain systematically.

3 Result and Discussion

Educational Values in Traditional Children's Games

The development of technology and information has had a significant impact on today's life, one of which has an influence on children's games. The existence of information technology is slowly shifting traditional children's games which are full of educational value. Today's children's games provide sophisticated and easy-to-play facilities, so children tend to interact less with other people. The existence of advances in technology and information is currently suspected to have a negative impact on the availability of information media that is difficult to avoid, for example pornographic videos, violence, consumerism, bullying and others. The Indonesian nation has a variety of cultural backgrounds, ethnicities, languages and different social traditions [7] so that it can be a provision in exploring character values that come from diversity.

One of them is that traditional children's games can be a learning method with a variety of creativity because traditional games do not cost money. Traditional children's games tend to take advantage of things that are in the environment and require several people to play them. Traditional children's games can foster character values in children such as religious values, nationalism, independence, mutual cooperation, integrity. On the other hand, traditional

children's games are part of the Indonesian culture which has been proven to have a positive impact on children's development [8].

One of the traditional children's games that have educational value is the congklak children's game. The game is a traditional children's game owned by various regions in Indonesia. The game is usually done using congklak seeds in the form of seeds obtained from the surrounding environment. Each region has its own mention of the game congklak. For example, in Sumatra, it is usually known as congkak, in contrast to the Javanese people who know it by playing dhakon, congklak, dhakonan. The congklak game is played by two people. It takes a board to complete the game, namely on the congklak board there are 16 holes consisting of 14 small holes facing each other and 2 large holes on both sides. Each player has 7 small holes and 1 large hole.

When playing the game of congklak, two players face each other, one of which starts can choose the hole to be taken and puts one hole to the right and so on. If the stuffed seeds run out in the small hole that contains them and other seeds then he can take those seeds and continue to fill them and if they run out in his big hole then he can continue by selecting the small hole on the side. But if the game stops in the empty holes on the opponent's side then he stops and gets nothing. The game of congklak can be said to be finished when there are no more seeds that can be taken.

Congklak game is one example of a variety of traditional children's games spread across Indonesia. These traditional games contain hidden educational values. If explored more deeply, traditional children's games have educational value a) train intelligence b) train social sensitivity and foster creativity c) train children's ability to recognize the value of honesty, sportsmanship and be able to judge good and bad things [9]. Traditional children's games have very important values so that they can support children's skills including 1) improving problem solving abilities in children 2) stimulating language development and verbal abilities in children 3) becoming a medium for developing social skills 4) being a medium for express emotions.

The importance of strengthening the value of education for the next generation of the nation which is extracted from traditional children's games can be an innovation in an effort to maintain the values derived from the local wisdom of the Indonesian nation. Character education explored through traditional children's games has the same essence and meaning as moral education and moral education. The purpose of character education is to form a good person. Through character values extracted from the local wisdom of the Indonesian nation, it can be supported by various strategies and innovations so that they are easily accepted and can adapt to the times.

Indonesian Education in Era 5.0

Education is a step in achieving a better life, through education is expected to have a positive impact on oneself or the surrounding environment. The presence of the development of technology and information provides various conveniences in supporting the needs of life. One of them is developments in the field of information technology. Education is currently trying to adapt to using internet media, so that the learning process can be carried out more easily without any limitations.

Currently, the presence of the internet has various impacts on sustainability in the field of education. The Indonesian nation has entered the era of the industrial revolution 4.0 which is information technology that develops rapidly and colors every human life. In the industrial revolution phase 4.0, there are fewer physically related activities, because they tend to carry out activities digitally [10]. However, technology and information continue to develop so as to encourage the creation of various innovations. One of them is era 5.0 or Society 5.0 which can be interpreted as a concept that was initiated by the Japanese government.

The presence of various innovations in the field of technology gave birth to various digital literacy movements, making searches in various areas of life easier and unlimited. In the era of society 5.0, people are faced with technology that makes it possible to access them in virtual space but feels like physical space. The presence of technology society based on big data and robots to do work that is usually done by humans). In the era of society 5.0, students in the learning process are directly faced with special roots that are prepared to replace educators or in this case the educator only acts as a facilitator. In order to support the preparation of skills in the future, skills such as leadership, digital literacy, communication, emotional, intelligence, entrepreneurship, global citizenship, problem solving, team working[10]. This ability must be possessed by every individual so that they are ready to face future competition.

The presence of technological developments in the era of society 5.0 must be balanced with various supports, for example the readiness of human resources who have skills in the digital field and think, so that in this case educators are required to be more innovative, creative, and have the ability to adapt to the development of life. In addition, support in terms of infrastructure is also important, namely that not all educational institutions have supporting facilities in the form of adequate internet.

So it is necessary to evenly distribute the development of the internet network to all regions in Indonesia [11]. Internet-based education and learning does not have to be done in the classroom to be a possibility that will happen in the future. Students are not required to be physically present, but simply follow the online learning. It is necessary to be prepared to face technological developments while maintaining a balance between the values of local wisdom and the values of modernity, so that the noble values of the Indonesian nation cannot be replaced. The presence of the development of information technology can be an opportunity in creating innovations in various fields of life, especially in the field of education based on the values of the Indonesian nation.

Educational Strategy Based on Traditional Children's Games in the face of 5.0 era education

The Indonesian nation is currently faced with various problems so that a strategy is needed to unravel these problems. One of them is the formation of character attitudes, in this case parents have a role in educating children. The need to be equipped with values that are sourced from the local wisdom of the Indonesian people so that they are not influenced by values from other nations that are not in accordance with the order of the Indonesian nation's values [12]

Advances in technology and information are slowly having an influence on the lifestyle of the Indonesian people, one of which is changes in children's games. Nowadays children tend to choose modern games such as gameboy, mobile legend, other online games compared to traditional games such as gobak sodor, congklak, sudamanda and other traditional games. This happens due to various influencing factors.

For example, parents who are busy so they don't have time with their children, and provide gadgets as communication media that are equipped with various applications so that children don't go out to play. As a result, children become addicted and even difficult to get rid of, so that it affects the mindset and habits. If you don't pay attention, the child will slowly interfere with the child's activities and tend to be lazy to learn. Today's modern games have influenced children's mindsets, so children tend to be lazy to do activities even to socialize directly. In contrast to traditional children's games which are mostly done outside the home, besides that, they are also done together and tend to be done with motion.

Traditional children's games have various educational values, so that they will encourage children to have a sense of togetherness, mutual cooperation, creativity, innovation and agility. The presence of developments in technology and information is slowly shifting local values that

develop in people's lives. The use of increasingly sophisticated technology encourages someone to think critically and have creativity. The presence of the era of society 5.0 brings challenges in the world of education.

One of the important goals in national education is to form intelligent and characterful people. The next generation of the nation is not only theoretically intelligent but also has useful skills in people's social life. The era of society 5.0 is a development that does not come from the Indonesian nation, but needs to be addressed wisely, namely by continuing to implement the values of local wisdom originating from the cultural customs of the Indonesian nation.

The current actualization of traditional children's games is very much needed as an effort to balance the development of technology and information. Education in Indonesia is currently trying to apply the concept of education based on national character. The education is designed to shape aspects of culture, psychology, morals, taste and spiritual intelligence (Rizqy). The presence of the current development of information technology can be used as an opportunity in an effort to maintain the values derived from the culture of the Indonesian nation, one of which is through traditional games.

The era of society 5.0 is an opportunity that can help students and educators understand a theory that requires simulation according to actual conditions. Traditional children's games are full of educational values, one of which is the value of critical thinking, this is relevant to efforts to prepare education based on the era of society 5.0. Traditional children's games can be integrated in various technologies, so they cannot be separated from the substantial aspects. In addition, traditional children's games can also be integrated into educational curricula that are packaged more innovatively and creatively, so that they can be accepted by future generations.

In this case parents, teachers and the community have a role in character building in a person, so that parents, teachers and the community provide examples related to the implementation of character building. The example exemplified by parents and teachers is an important factor in the implementation of character education practices [13]. Traditional children's games are one of the strategies in transferring educational values which are carried out in a fun and full of educational values.

4 Conclusion

The phenomenon of increasingly rapid technological developments has brought various changes in the field of life. One of them is in the field of children's games, before the existence of modern children's games there were traditional children's games that were full of various educational values. This encourages children to think more critically, innovatively and have a sense of togetherness. In contrast to modern games which tend to have a negative impact on children, because children tend to be lazy to move and socialize, modern games are done online and without having to leave the house. So that children tend to be individualistic and lack social sensitivity.

The impact of technological developments, namely the presence of the era of society 5.0 provides opportunities for innovation in the field of information technology. So that if it is not understood and prepared in depth, it will have an impact on the gap in utilizing information technology. The presence of technology presents challenges in the field of education, because students and teachers must have skills in operating the internet. Through traditional children's games that are full of educational value, it can be packaged through innovation and creativity so that it is easily understood by future generations, traditional children's game-based education

can also be integrated into the learning curriculum, so that it becomes a foundation in an effort to maintain the existence of local values of the nation's culture.

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