

CHAPTER I

INTRODUCTION

1.1 Background of study

State of Indonesia is very rich of cultural heritage. Start of cultural dances, songs, music, language, art drawing, sculpture, clothes, even culture of games. In Indonesia, especially in Java, devoted to the culture of play, the famous term was '*dolanan bocah*' or '*dolanan anak*'.

Dolanan derived from the word 'dolan' which means to play games. In this case, the word dolan is dolan which means play, which gets the suffix -an, thus becoming '*dolanan*'. The word of *dolanan* is a verb form of 'play' (to play), as a noun form of 'game' (game play) and 'toys' (toy) (Vivi Wijayanti, 2008).

'*Dolanan anak*' in Indonesia is very synonymous with yore. No doubt that today's children are rarely plays that such games. No other reason than because of the popularity of '*Dolanan anak*' has begun to erode by the modern games like play station games, video games, nintendo, and much more. Modern game now comes with a variety of themes, such as wars, fights, race car, or firing a shot that is dangerous for children, but very unfortunate that the popularity of the modern game is already very far left the traditional games.

In fact, the presence of traditional children's games in Indonesia is not just a regular game, but there is an important sense of meaning implied in it. According to Vivi Wijayanti in her Journal of “Dolanan Anak dalam Masyarakat Jawa” (2008 : 20), *dolanan anak*, defined as children's games, are :

- a. A preparatory transform into adults.
- b. A game that will produce who loses and who wins.
- c. Embodiment of anxiety and anger.
- d. One thing that is not very important in society.

Indonesian children play should be no less popular with modern games. Right now with the internet, traditional Indonesian games can be helped to live again. Internet is a medium to deliver information that can be used in the preservation of culture and noble values of Indonesia (Vivi : 2011). Simulation games in internet considered very important to have in order to reintroduce the way of play traditional game to the modern child's and the general public can cure homesickness especially adults who used to love to play traditional game. Funny and inspirational look will make children interested in the game which is actually a form of digitizing traditional game.

1.2 Problem Statement

Based on the background described above, namely " How to design an interactive instructional media -themed traditional children's games accompanied with simulation to make interest the modern child with the traditional games ? " Then the author will make an instructional media of traditional kid games that children can recognize traditional child back.

1.3 Boundary Problem

In providing appropriate referrals for writers in realizing this study, it is felt necessary to provide boundary problems given the ability of the author who is still not expert in order to prevent the widening of the main issues in research. The extent of the problem in question is :

- a. Traditional games that will be reviewed is typical Javanese
- b. Simulation games that will be displayed is just a game *dakon*, *gobak sodor* and *kelereng*
- c. The design of application id using construct 2 as the interface and game maker, corel draw x4 as the animation designer, and form factory and cool edit pro as the audio editor.

1.4 The Aim of Study

This study aims to revive the culture of traditional children's games with the media website that its existence is not eroded by modernization.

1.5 Benefit of Study

1.5.1 For Researches

Benefit of the research for the researcher is to implement the knowledge during the study and make it useful for introducing Indonesian culture especially traditional game.

1.5.2 For Public

Benefit of the research for the publics is as a medium of learning that can help the community in order to maintain the culture of Indonesia in the field of traditional games.

1.5.3 For Children

The expected benefit of this research is the existence of traditional games to modern children which familiar with the online game can recognize traditional games so that they can be implemented in the real world.

1.6 Systematic Writing

Systematics of writing designed to facilitate the process of preparation of the thesis. Therefore, it is necessary to determine the systematics of good writing. Systematics of writing used as follows:

CHAPTER I INTRODUCING

Introductory chapter describes the background problems, the formulation of the problem, problem definition, objectives, benefits and systematic writing.

CHAPTER II LITERATURE REVIEW

This chapter contain the theory that use in the research, modeling, and making system

CHAPTER III RESEARCH METHOD

In this chapter the author propose a method of research that will be done in the design and implementation of game.

CHAPTER IV RESEARCH FINDING AND DISCUSSION

Chapter of research finding and discussion explained the results of the research stages, ranging analysis, design, testing and implementation results.

CHAPTER V CLOSING

Chapter five are contains conclusions and suggestions from all the research be done