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### The Existence of the Tana Luwu Traditional Game Among the Millennials as a National Cultural Heritage

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#### Abstract

Traditional games are part of the nation's rich and varied cultural heritage, including the conventional games of Tana Luwu. However, with the development of technology and modern lifestyles, traditional games among millennials in Tana Luwu are being threatened. Therefore, this study aims to analyze the Tana Luwu traditional game among millennials as a national cultural heritage. This study used a quantitative descriptive method with data collection techniques through interviews and observation. The results show that the level of recognition of traditional games is still quite good; some are even known by 90% of the respondents. At the same time, the frequency of young people playing these traditional games is the highest played by young people at 54%. Therefore, more severe and sustainable efforts are still needed to strengthen the Tana Luwu traditional game among millennials as part of the nation's cultural heritage. This can be done through education, development, and appropriate technology to facilitate access and promote the traditional game of Tana Luwu to millennials. The results of this research can contribute to preserving the conventional Tana Luwu game as a national cultural heritage among millennials and using the right technology to facilitate access and promote the traditional game of Tana Luwu to millennials. The results of this research can contribute to preserving the conventional Tana Luwu game as a national cultural heritage among millennials and using the right technology to facilitate access and promote the traditional game of Tana Luwu to millennials. The results of this research can contribute to preserving the conventional Tana Luwu game as a national cultural heritage among millennials.

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## INTRODUCTION

Indonesia is a prosperous country with various cultures and animals. Multidimensional and multireligious, marked by more than three hundred ethnicities, each ethnicity has its own culture using more than two hundred and fifty languages spread throughout the archipelago (Pajariato & Mahmud, 2019). This identity then grows and develops and is preserved as an identity both by ethnics and tribes in Indonesia (Rustan & Munawir, 2020). This identity can be in language, clothing, farming methods, or traditional games developed from local community knowledge. Because of these many local identities, Indonesia is often called a megadiversity country with the most diversity globally; no other country has matched it. This pride must be passed down from generation to generation, confident in the culture that has become the legacy of their ancestors. Preserving culture is, of course, closely related to the word form and culture itself. It is in the perception of being, a state, and trying to understand the meaning of something (Rustan & Munawir, 2020).

Traditional games can be an alternative to develop social skills and also as a means to preserve national heritage (Ramadhani, 2020). Traditional games are born and developed as activities regulated by a rule of play according to culture in each area to get joy for the community, especially children (Hadjarati et al., 2021). As for the nature of traditional games, they can be categorized into three forms: to play, compete and be educational (Anggraeni & PF, 2018). Each type

and form of play must contain elements of education. This is a form of education that is non-formal in society. This type of game is a socialization tool for children to adjust to being members of their social group.

Traditional games come from our ancestors and are passed down from generation to generation (Islam et al., 2021). Traditional games are one of the elements of culture; they are also considered cultural assets used as capital for the community to maintain its identity and existence amid other community groups. In ancient times the game was used as entertainment to achieve pleasure. Traditional games include their characteristics in Indonesia; traditional games consist of various regions with a large number. Therefore, traditional games are exciting activities.

With the development of information technology, many traditional games have yet to be discovered by millennials, who prefer digital games on smartphones. Traditional games have begun to be forgotten by children; it can even be said that only a few children know what they are; some even need to learn what they are (Handayani et al., 2022).

Modern games, such as gadgets, also have an impact on children's social, emotional, and mental, such as a lack of actual interaction with the surrounding environment or real-world friends, irritability, impatience, frustration, difficulty in controlling emotions, and even worse if children are addicted to gadgets, many actions negative things that children do when they are not given gadgets such as tantrums, shouting, tantrums, stealing because they are not given money to buy internet packages or

things related to online games, depression, difficulty focusing and other problems. I even forgot everything because of playing games. Users become addicted, behavior changes, and users become lazy and lie. Use games and socialize because there is chat (Bujang et al., 2021).

Several studies on traditional games have been carried out, but those focusing on the traditional games of Tana Luwu still need to be made available. A study in Kendari found that 10-15 traditional games are still known and played by children today, compared to 20-30 traditional games commonly played by children in the 1980s. (Genggong, 2018). South Sulawesi has several well-known games, such as Malongga, abending, map app, Mankato, canned marimba, mabaraccung, and making (Mantasiah et al., 2017). Of the many traditional games recorded at the National Museum, those that are still played by children, especially in Luwu Raya, are only marbles, ankle or Sengkang, triangles, dragon snakes, puppets, forts, kites, and katto-katto (Rustan & Munawir, 2020). Based on the analysis and gaps in previous research, this article will focus on; (1) how to introduce the traditional game of Tana Luwu to the Millennial generation; (2) does the Millennial generation still often play traditional games.

## **METHODS**

Indonesia is a prosperous country with various cultures and animals. Multidimensional and multireligious, marked by more than three hundred ethnicities, each ethnicity has its own

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## FINDINGS AND DISCUSSION

The researcher analyzed the frequency distribution of the data obtained from 100 respondents. Data on the level of children's knowledge of traditional games in Tana Luwu is presented in Table 1. Based on the data obtained from this study, the traditional games found in Tana Luwu are still very well known by millennial children in Tana Luwu. In addition, from the questionnaire data distributed to millennial children, it can be seen

that traditional games in Luwu are still very well known.

Table 1. Knowledge Level of Traditional Games in Tana Luwu

No	The traditional type of game	Knowledge level of children (%)				Amount	Percentage
		Luwu	Palopo	North Luwu	East Luwu		
1	mappasajang (Kite)	43	14	17	17	92	92
2	Mamini (Rubber Jump)	47	16	18	16	97	97
3	Maggasing (Gasing)	45	16	15	16	92	92
4	mappagoli (Marbles)	46	18	18	17	99	99
5	Pappe (Slingshot)	43	12	16	13	84	84
6	Baraccung (Bamboo Cannon)	31	12	13	12	68	68
7	Magalaceng (Congklak)	28	12	10	14	64	64
8	Matemba-temba (Bamboo Shoot)	38	16	10	14	78	78
9	Sobbu-sobbu (Hide and Seek)	45	17	18	17	97	97
10	Longga (Engrang)	41	13	12	11	77	77
11	Gurence (Bekel Ball)	18	10	8	6	42	42
12	kengkeng (horse shoe)	10	7	2	8	27	27
13	Ma'dende/Engklek (Stone Jump)	29	15	11	14	69	69
14	Mabenteng/Fortresses	33	15	10	12	70	70
15	Massallo (Gobak Sodor)	10	8	6	7	31	31
16	Marreba Kaleng (Can Throwing)	37	15	15	12	79	79
17	katto-katto	46	18	18	17	99	99

Based on the table above, the respondents in this study consisted of four areas in Tana Luwu: Luwu, Palopo, North Luwu, and East Luwu. The table above consists of 17 traditional games in Tana Luwu, including mappasajang, mini, magazine, mappagoli, pappe, balancing, magalaceng, marimba-Temba, sobbed-sobbed, long, Laurence, Sengkang, maiden, abending, masala, Marreba kaleng, katto-katto. In detail, the level of students' knowledge of traditional games is shown in the following figure with Traditional Games.

The highest recognition rate is in the game keto-keto 98%, mini (jumping rubber) 97%, mappagoli (marbles) 97%, and the lowest recognition is in the game currency (bezel ball) 41%, magalaceng (songkok) 32%, masala (global Sodor) 31%. The results of the interviews show that the young millennial

generation is very familiar with it because they are still introduced to it in the family environment by their parents and grandparents. Likewise, in his environment, the game is still often played. Thus it becomes essential to cultivate a love for traditional games starting from the family and community environment because character building starts from here (Hapidin, 2016). A massive campaign is needed so that this game is supported, along with technological advances.

There is a percentage of children who are not familiar with traditional games; there are several traditional games that are rarely known, namely Laurence (bezel ball) 41%, magalaceng (songkok) 32%, masala (global Sodor) 31%, Sengkang (horseshoes) 21% and balancing (bamboo cannon) 26%. Some research results show that the cause of the younger generation needing to become more

familiar with traditional games is caused by the absence of an appropriate model in its application. Traditional games can build character (cooperation, honesty, confidence, and caring for others (Astheria, 2017). Several researchers have also developed applications that can be used to introduce traditional games (Tarigan et al., 2020).

Shows that several millennials are not familiar with traditional games; several traditional games are still rarely known by millennial children, namely masala (global Sodor) 22%, Sengkang (horseshoes) 17%, and maiden/engklek (jump stone) 11%. Some research results show that the younger generation needs to become more familiar with traditional games because they often play modern games rather than traditional games. The reason is that children are no longer interested in playing traditional games because their environment (adolescents) is more interested in cyberspace, and playing modern games is more playable because they can be played without opponents or playmates (Rustan & Munawir, 2020). Several studies are showing the reasons why the younger generation does not play traditional games are due to age factors that are no longer childish, there is no time, so because they have been replaced with more modern games or entertainment using gadgets such as online games, webtoons, and so on (Rustan & Munawir, 2020).

Play and games are very synonymous with kids. Playing is also one of the physical

activities that children often do. Through this play, children get movement experience of growth and development. Traditional games develop from habits, particular society, that later became forms of games and sports. Further development traditional games are used with original regional characteristics adapted to local culture. This traditional game is often played by children, from the environment around the house to the school. Thus, traditional games are crucial to protect and preserve their existence, given the importance of benefits from the traditional game and cultural values.

The number of traditional games found in Tana Luwu is quite diverse; there are seventeen types of traditional games consisting of mappasajang, mini, magazine, mappagoli, pappe, balancing, magalaceng, marimba-Temba, sobbed-sobbed, long, Laurence, Sengkang, ma' dende/ankle, abending/bom/boy, massage, Mareba Kaleng, and keto-tattoo. However, the traditional game that is very well known is mappasajang, mini, mappagoli, sobbed-sobbed, and katto-katto. The existence of traditional games in Tana Luwu is still quite good. Despite traditional games being quite good, the respondents in this study reveal that the popularity of these traditional games decreased along with increasingly modern developments. With the development of science and technology, playing games can be done anywhere without having to prepare game tools, facilities, and infrastructure that can be played on a computer. Laptops can even be played with cell phones.

Table 2 Percentage of Children Playing Traditional Games

No	Traditional game	Intensity		
		Often	Seldom	Never
1	Mappasajang (Kite)	51	42	7
2	Mamini (Rubber Jump)	64	35	1
3	Maggasing (Gasing)	46	43	11
4	mappagoli (Marbles)	63	34	3
5	Pappe (Slingshot)	42	49	9
6	Baraccung (Bamboo Cannon)	26	42	32
7	Magalaceng (Congklak)	34	52	14
8	Matemba-temba (Bamboo Shoot)	47	24	5
9	Sobbu-sobbu (Hide and Seek)	71	24	5
10	Longga (Engrang)	31	54	15
11	Gurence (Bekel Ball)	18	40	42
12	kengkeng (horse shoe)	33	54	13
13	Ma'dende/Engklek (Stone Jump)	39	37	24
14	Mabenteng/Bom/Boy (Fortresses)	42	38	20
15	Massallo (Gobak Sodor)	43	40	17
16	Mareba Kaleng (throw can)	46	41	112
17	Katto-katto	64	33	3
	Total	729	687	258

The data in Table 2 shows that of the 100 respondents, millennial children who are in Tana Luwu still know and even often play traditional games that are still often played by millennial children, namely sobbed-sobbed (hide and seek), mini (jumping rubber), Chatto-Chatto and mappagoli (marbles). The younger generation still plays the game because there are traditional games where some games are similar to sports, which have rules the game; these games can also provide fun, relaxation, excitement, and challenges. (Kurniati, 2006).

Shows the percentage of traditional games millennials still play in Tana Luwu. In contrast, the traditional games that are often played by millennials are sobbed-sobbed (hide and seek) 71%, katto-katto 64%, mini (jumping rubber) 64%, mappagoli (marbles) 63% and long (engraving) 54%. Traditional games are still often played by the younger generation because traditional games can relieve stress for

the younger generation. They are a recreational activity to have fun, fill the time free time, or light exercise. The game is usually done alone or together (Traditional et al., 2013). Several studies have shown that traditional games can encourage young people to be cooperative, honest, and tolerant (Darmawan, 2016).

Shows the percentage of traditional games that are rarely played; several traditional games are rarely played, namely magazine (gaspings) 43%, mappasajang (kite) 42%, pappe (slingshot) 42%, marimba-Temba (shoot bamboo) 40 % and Laurence (drill ball) 40%. Several studies explain why traditional games are rarely played because of the changes caused by the era of modernization and changes that have occurred in society and the world, which are still traditional in nature into something more futuristic with the intent and purpose of advancing and facilitating humans (Setiawan et al., 2021).

Shows the percentage of traditional games that millennials have never played. Several traditional games have never been played by millennials from Tana Luwu, namely balancing (bamboo cannon) 27%, maiden/engklek (jumping stones) 24 %, abending/bom/boy(fortresses) 20%, Laurence (bole bezel) 18% and masala (global Sodor) 17%. Traditional games are no longer played due to the influence of modern technology, such as videos, online games, or other electronic devices, and the presence of technology has made the current generation begin to abandon the cultural values passed down by previous generations. (Husein MR, 2021).

Analysis of Traditional games is part of the nation's rich and diverse cultural heritage. However, with the development of technology and modern lifestyles, traditional games among millennials are being threatened. Therefore, it is essential to analyze the existence of traditional games among millennials as a national cultural heritage. In general, the existence of traditional games among millennials can be seen from several aspects, such as awareness of the importance of preserving traditional games, availability of traditional games, and millennial interest in traditional games.

First, millennials are increasingly aware of the importance of preserving traditional games. Many community groups and organizations try to preserve traditional games by carrying out various activities, such as traditional game festivals, workshops, and seminars. This shows that more and more millennials are aware of preserving traditional

games as part of the nation's cultural heritage. Second, the availability of traditional games among millennials is also essential to their existence. Traditional games can be found in various places, such as in museums, city parks, and tourist attractions. In addition, the existence of traditional games that can be played digitally or online also makes it easier for millennials to access and play traditional games. Third, Millennial interest in traditional games can also be essential to their existence. Even though many millennials prefer to play modern and digital games, some are still interested in traditional games. Several factors influence millennial interest in traditional games, such as the game's uniqueness, the cultural values contained therein, nostalgia, and fun factors.

This analysis shows that traditional games among millennials are still quite significant. However, more severe and sustainable efforts are still needed to strengthen the existence of traditional games among millennials as part of the nation's cultural heritage. This can be done through education, development, and appropriate technology to facilitate access and promote traditional games to millennials.

## CONCLUSION

Based on the research results, it can be concluded. First, the presence or existence of traditional games in Tana Luwu is quite good; this can be seen from the level of recognition of these traditional games. Several traditional games are very well known, up to 98%, and are the highest recognition of the millennials, and some are not familiar with the game, up to 17%.



Second, traditional games are often played by young people, the highest at 54% and the lowest at 24% of those who have never played these games. Thus, it needs support from all parties so that traditional games are still known and played because they can be used to strengthen the younger generation's character.

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