

Interest of Millennials in Tajer Mulya Village in the Traditional Game of Patok Lele

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ABSTRACT

This study aims to determine how much interest the millennial community in Tajer Mulya Village has in the current traditional game of Patok lele. The research method used is a survey method with the type of research used is quantitative descriptive research. This research was conducted by filling out a statement questionnaire using a google form that was distributed through the whatsapp application. The targets and objectives of this research are millennial people in Tajer Mulya Village who are active in the village field in the afternoon with an age range of 10-34 years with the subject of millennial people, namely 50 respondents. The technique used is purposive sampling technique. The research instrument is a questionnaire containing 31 statement items. The results of the statistical data analysis showed that there were people who had an interest in the very high category had a total of 4 respondents with a percentage of 8%, the high category had a total of 10 respondents with a percentage of 20%, the medium category had a total of 20 respondents with a percentage of 40%, the low category had a total of 15 respondents with a percentage of 30%, and the very low category had a total of 1 respondent with a percentage of 2%. Based on the results of the study, it can be concluded that the interest of millennial people in Tajer Mulya village in the traditional game of Patok catfish is in the medium category.

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Abstrak

Penelitian ini bertujuan untuk mengetahui seberapa besar minat masyarakat millennial di Desa Tajer Mulya terhadap permainan tradisional patok lele saat ini. Metode penelitian yang digunakan yaitu metode *survey* dengan jenis penelitian yang digunakan merupakan penelitian deskriptif kuantitatif. Penelitian ini dilakukan dengan mengisi kuisioner pernyataan menggunakan google form yang disebar luaskan melalui aplikasi whatsapp. Target dan sasaran penelitian ini adalah masyarakat millennial di Desa tajer mulya yang beraktifitas di lapangan desa saat sore hari dengan rentang usia 10-34 tahun dengan subjek masyarakat millennial yaitu dengan jumlah 50 orang responden. Teknik yang digunakan adalah teknik purposive sampling. Instrumen penelitian berupa kuisioner angket yang berisi 31 item pernyataan. Hasil analisis data statistik penelitian diketahui bahwa terdapat masyarakat yang memiliki minat pada kategori sangat tinggi memiliki jumlah responden 4 orang dengan presentase 8%, kategori tinggi memiliki jumlah responden 10 orang dengan presentase 20%, kategori sedang memiliki jumlah responden 20 orang dengan presentase 40%, kategori rendah memiliki jumlah responden 15 orang dengan presentase 30%, dan kategori sangat rendah memiliki jumlah responden 1 orang dengan presentase 2%. Berdasarkan hasil penelitian dapat disimpulkan bahwa minat masyarakat millennial di desa Tajer Mulya terhadap permainan tradisional patok lele masuk dalam kategori sedang.

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INTRODUCTION

The millennial generation is the offspring of the *Baby Boomers* and generation X, who were born from the 1980s to the 2000s and belong to the younger generation group aged 15 to 34 years The millennial generation is experiencing significant economic and technological changes they are

becoming a generation that is bold, confident, and not rigid but the millennial generation, especially those living in Indonesia, has a tendency to behave badly due to a lack of moral education and they are very dependent on technology and information and they like simple and effective processes (Arif, 2021; Khadijah, 2019; Permata Putri et al., 2017; Wiweka et al., 2019).. So that they are completely unfamiliar with what the catfish patok game and other traditional games are. Traditional games are one of the cultures owned by the Indonesian people, which is a valuable asset that really needs to be preserved. Several ways are carried out which aim to keep the culture and ancestral values from extinction or loss. The instruments used for the preservation of culture and noble values are sports games. (Harvianto & Abeng, 2021).

Traditional games are usually played by more than one person unlike modern games. (MR, 2021). The development of this modern era, traditional games are very rarely played by children, which at this time most of the children are very addicted to digital technology games or commonly called *smartphones*. Nowadays traditional games are becoming increasingly difficult to find in society. Children prefer to spend time in front of their computer screens playing *online games* or playing *play stations*. The development of technology is considered or not to have a significant influence in shifting traditional games among children. In today's digital era, traditional games are becoming rare. (Pratama, 2021).

Traditional games are games that are easy to do because they do not have binding rules in every game played so that traditional games are easy to understand and play so that they can also train children's creativity, sportsmanship, togetherness, self-confidence, increase brain power and can get to know more about the cultural heritage of certain regions. Naturally, traditional games are able to stimulate several aspects of development, namely motor, cognitive, emotional, spiritual, language, ecological, moral values, and socializing aspects. Sports activities and healthy lifestyle habits can help improve individuals and social creatures to grow and develop normally. (Sholeh et al., 2021).

Therefore, traditional games should not be left behind or forgotten just like that, however traditional games have so many and great meanings and benefits contained therein. Traditional sports are games that originate from the community and are part of the nation's cultural wealth and include physical conditioning factors, these physical conditions must be taken seriously and designed carefully and systematically so as to improve physical fitness and the ability of the body's organs to function. (Arifin et al., 2022). Folk games that have existed for a long time must be preserved because in addition to being a fun and entertaining sport in the context of sports, they have social value and can develop the physical health of the perpetrators. (Hakim, 2019).

Traditional sports or game sports build social activities or communication with other friends in team games. (Aguss et al., 2021). Traditional games can hone children's skills in reading gestures, moving the body and increasing children's agility and agility, improving skills in communication and

skills in developing effective plans, venting children's emotions and training children to learn in groups. (Amania et al., 2021; Atika Putri & Yelda Andespa, 2021; Ramadhani & Fauziah, 2020).

Interest is a sense of passion and a sense of interest in a thing or activity, without any orders from any party (Indrawan & Riyoko, 2020). According to (Syarif, 2019) Interest is a strong liking, excitement or desire for something, this affects the focus of a person's attention so that it motivates them to do or pay attention to something seriously. From some of the opinions of the experts above, it can be concluded that interest is a feeling of attraction to something so that it affects the focus of attention that motivates someone to do something seriously. Traditional catfish patok sport is a sport among the community. This game can be played by children, teenagers, male and female adults, this game is intended to fill empty or spare time. This sport is usually more often done by boys in coastal communities. This sport has long existed since our ancestors. (Pratama, 2021).

Benthik game or commonly known as patil or Javanese people have long known as patok lele. The game is played in groups of 3-4 people. The word "benthik" means "bump". In the game, you can hear the "thik" sound produced by the collision of different sized wooden tools. Benthong is the long wood and the short one is called janak. The thik sound is the result of the collision between benthong and janak. (Lioni & Heri, 2015). Patil Lele game is a traditional game that can be used as a medium to improve students' addition skills. In this game, students will learn about math concepts while playing and interacting with their friends. (Fanani et al., 2024).. This catfish peg game really requires concentration and good physical endurance and strength in the hand muscles. In the catfish peg game there are also elements of dexterity and excitement and this game can train the ability to cooperate, honesty, confidence, strength and also self-skills. The aim of the author is to find out how much interest the millennial community in Tajer Mulya village has in the current traditional catfish patok game.

Based on some information that the author has encountered, there are several perceptions of millennial people in Tajer Mulya village who do not have an understanding of the traditional game of catfish patok so that many of the millennial people in Tajer Mulya village no longer play the game, because there are people who do not know what the traditional game of catfish patok is. Some people still think that this game is a game that is not hits and is behind the times. The author wants and is very interested in knowing the extent of the millennial community's interest in the traditional game of catfish patok.

METHODS

The method used in this research is the *survey* method. This research is included in quantitative descriptive research conducted by filling out a statement questionnaire using a *google form* which is distributed via the whatsapp application. This research uses *purposive sampling* technique, which is *non-random sampling*. In this method, the researcher determines the specific identity in accordance with the research objectives to conduct illustrative sampling. The target of this research is the millennial

community in Tajer Mulya Village, Long Ikis Sub-District, Paser Regency, East Kalimantan who are active in the village field in the afternoon with an age range of 10-34 years.

The population in this study were millennial people in Tajer Mulya Village, Long Ikis District, Paser Regency, East Kalimantan, totaling 1,661 people. The sample used amounted to 50 people. The research instrument is a questionnaire questionnaire which is a set of questions or written statements submitted to respondents with the aim of obtaining answers in the form of a questionnaire. (Gani et al., 2019). Research methodology is an important part of research. (Dirgantoro, 2020).

Traditional catfish peg games are influenced by two factors and six indicators: 1. Intrinsic factors, consisting of four indicators: feelings of pleasure, interest, understanding, and motivation. 2. Extrinsic factors, consisting of two indicators: environment and facilities. The questionnaire used contained 31 statements. In positive statements, a score of 4 was given for "Strongly Agree" responses, a score of 3 for "Agree" responses, a score of 2 for "Disagree" responses, and a score of 1 for "Strongly Disagree" responses. In negative statements, a score of 1 is given for "Strongly Agree" responses, a score of 2 for "Agree" responses, a score of 3 for "Disagree" responses, and a score of 4 for "Strongly Disagree" responses.

Before the questionnaire statement is used as a research instrument, the questionnaire has gone through the expert approval stage and the validity test stage to measure the accuracy of each statement item. Knowing whether the instrument is valid or not, a *person correlation* calculation has been carried out with a table of correlation coefficient values at a significant 5% which is carried out on 20 samples of millennial people in Tajer Mulya Village, Long Ikis District, Paser Regency, East Kalimantan. With the results of $r_{count} > r_{table}$ (0.444) when testing and the statement is declared valid. So that the items used for this study remain with a total of 31 statement items and a reliability test is carried out using the Cronbach's Alpha statistical calculation with a score of 0.868. It can be concluded that the Cronbach's Alpha value is greater than r_{table} which means that the research instrument is reliable so that it can be used as a measuring tool in data collection. This study uses descriptive percentage data analysis using tools in the form of Microsoft Excel.

RESULTS AND DISCUSSION

Based on the results of research that has been obtained regarding the Interest of Millennial Communities in Tajer Mulya Village in the Traditional Game of Patok Lele as many as 50 respondents. Researchers use quantitative descriptive data using percentage and descriptive statistical analysis, the research instrument is a Likert scale. The data obtained can be observed from the table as follows.

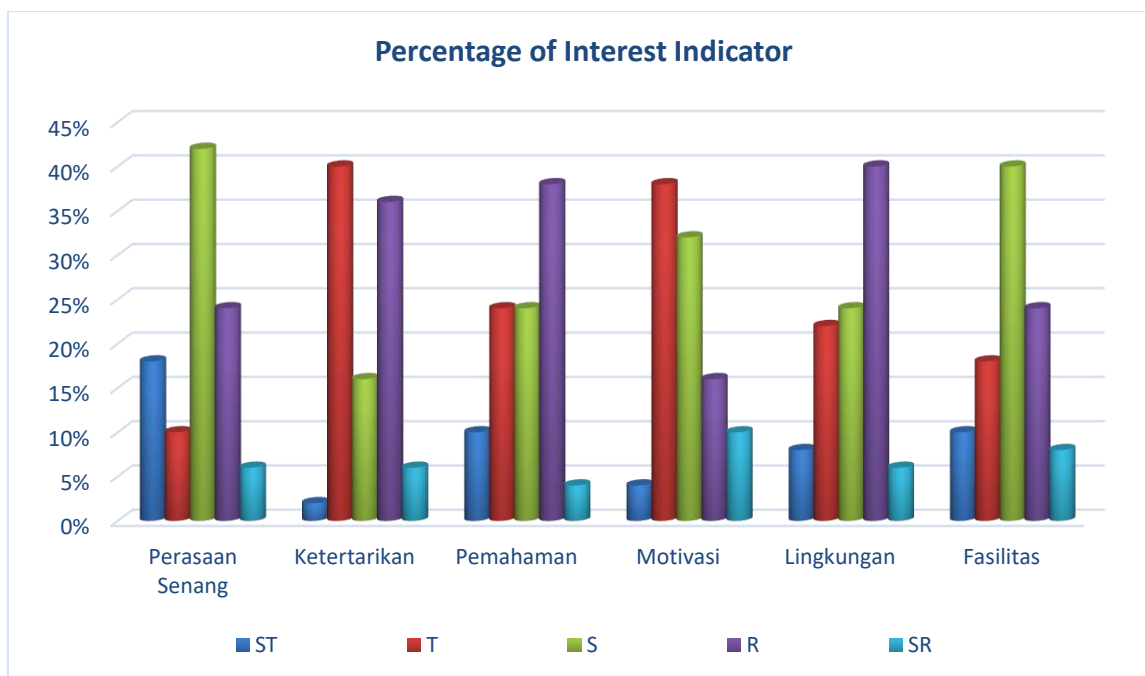


Figure 2. Percentage distribution diagram of indicators of millennial community interest in traditional catfish patok games in Tajer Mulya village

Based on table 3 shows that, the highest percentage is in the indicator of feeling happy with the moderate category which has a percentage of 42%, the attraction indicator is in the high category and has a percentage of 40%; the understanding indicator is in the low category and has a percentage of 38%; the motivation indicator is in the high category and has a percentage of 38%; and the facility indicator is in the moderate category and has a percentage of 40%. The results show that millennials in Tajer Mulya village have a moderate feeling of pleasure towards the interest in traditional catfish patok games.

The discussion of the results of this study can be a further interpretation of the interests and preferences of each individual that vary from one another based on their unique qualities. In exercising, everyone has unique needs, experiences, concerns, and perspectives. Some research results also support the benefits of traditional games including those conducted by (Irfan et al., 2023) Culture related to the Bima people doing various traditional activities and sports, but over time, the younger generation began to consider it as something foreign. From the data above, it can be interpreted that the overall interest of millennial people in Tajer Mulya Village in the traditional game of catfish patok is in the moderate category because the highest frequency is in the moderate category which has 20 respondents with a percentage of 40%.

CONCLUSIONS

The results showed that the conclusion of the millennial community's interest in the traditional game of catfish patok in Tajer Mulya village was in the medium category with a percentage of 40%

with an average score of 94.16. Public interest with a total of 4 people is included in the very high category, 10 people are included in the high category, 15 people are included in the low category and 1 person is included in the very low category. When viewed from the indicators of public interest, the most dominant indicator of feelings of pleasure by obtaining a percentage of 42% in the moderate category. Researchers hope that the traditional game of catfish patok will attract more and more enthusiasts. The advice that researchers can give is to continue to preserve various kinds of traditional games including catfish patok so that the ancestral cultural heritage is not lost or extinct.

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