

Contextualization of National Values in the *Meong-Meong* Traditional Game

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ABSTRACT

Children are closely related to the game as the world of children is the world of play. Since Games are as important as learning therefore a fun learning model is necessary for children. As the next generation of Indonesians, there is a responsibility to reserve culture and local wisdom amidst the onslaught of modernity. The sense of belonging to the homeland can be started through loving the works and traditions of the nation one of which is through the game. The traditional game plays a role in children's education in addition to forming attitude, mental, as well as adding insight for children regarding the cultural heritage of this Nusantara. A traditional game that is integrated into local wisdom education will become a medium for playing and learning to create a fun and meaningful learning model for Indonesian children. Conceptions of defending the state and awareness of nationalism can be generated through traditional games because they have deep meanings. *Meong-meong* game originating from Bali is one of the games in this nation that is full of national values. If the younger generation is introduced with that game early it will make a generation with a noble personality and identity. This research is qualitative research with a literature study approach. The methods used are interpretation, heuristics, and philosophical reflection. The results of this study found that *meong-meong* traditional game has national values and has implications for children's attitudes to be able to synergize with one another to uphold the values of the Indonesian nation. In addition, this game is an alternative to preserving the nation's culture so that it does not become extinct amid the rise of modern games.

Keywords: *contextualization of values, nationality, traditional game, meong-meong*

1. INTRODUCTION

Game is an important need for children, considering that the world of children is the world of play. One of them is folk games, as the cultural heritage of the Indonesian nation which has deep meaning and value. Therefore, folk games as a form of traditional games becomes game that has benefits not only as a medium of entertainment but also as a medium of guidance for children in interpreting national values. Indonesia has a variety of traditional games in each region, one of which is the meow-meow game from Bali. The *Meong-meong* game has its specialty because this game is reminiscent of two animals that are hostile to each other, namely a cat and a mouse. This game also captures the atmosphere of social life which is cooperation, intimacy (solidarity), and physical skills (DEPDIBUD, 1984:45)

Modernization seems to have changed the perspective of children and parents regarding games, children's games are currently dominated by online games through gadgets and other modern games that are far from the noble values of the nation. The impact of this modernization has an influenced in the form of a decrease in children's interest in traditional games because they are considered unattractive, even though traditional games have better influence on children such as strengthening character and preserving the nation's culture (Ramadhani, 2018). Online games do stimulate children's imagination in the digital world but do not provide a good enough kinesthetic means for children like traditional games. Thus, shaping the character of the younger generation and strengthening nationalism can be done through the traditional game. This can be a learning tool

for children to train their creativity, taste, and intention to explore national values and always preserve the nation's culture.

A capable resource can be seen from the character and values that are owned within oneself. The Traditional game is one of the strategic steps in strengthening and inculcating national values for children, and making a positive contribution to their preservation. One of the traditional games that are rich in national values is the *Meong-Meong* folk game. This Balinese game is often be played by groups of children. Along with the rapid development of the era, the existence of the meong-meong game is getting dimmer. Before, this game was often played by children in their spare time after studying and helping with work at home.. Not only as a game, *meong-meong* has value and can be a medium of learning for children. The game is a tool that is very close to the child's world, so that it can support multidimensional effects for children and the environment seeing that the function of a traditional game is not just to be played, but also has value and meaning in it. The Traditional game has very important and supportive values for children's growth and development, both physically and mentally (Setiani, 2019). It is an attraction to explore the values implied in it and can be a means for the culture of values and education. Instilling values and learning for children will be very fun through the traditional game. The fact is that the essence of the game is happiness for children. This happiness will lead the child to the main goal of education for the child, which is to make them feel happy and encourage to achieve self-actualization. Ki Hajar Dewantara stated that national teaching should be in harmony with the livelihood of the nation (*maatschappelijk*) and the life of the nation (*cultureel*). If the teaching of Indonesian children is not based on national values, they will not love this nation, will be separated from their national roots, and the most frightening thing will be an opponent of their nation (Dewantara, 2004:6) Thus, through education and teaching based on national values, the character and sense of nationalism will be formed and actualized. Children, education, and *meong-meong* traditional game will become new alternatives in learning media for children, especially regarding the internalization of national values for the child's mental attitude.

2. METHODS

This research is a type of qualitative research that generally seeks to explore the problems of the object being discussed (Sugiyono, 2013:35). The research approach used is through library research by looking for various sources related to the research topic, including books, e-books, journal articles, and internet sources. The method used in this research is interpretation, heuristic, and philosophical reflection.

3. RESULT AND DISCUSSION

The Concept of Meong-Meong Traditional Game

Game is a medium for obtaining happiness. The characteristics of a game are entertainment and fun (Smith & Pellegrini, 2013 in (Mukhlis & Mbelo, 2017)). This media is very close to children, so playing can help children to have fun and provide a learning context, development, and growth through the integration of intellectual, physical, moral, and spiritual values (Kolb & Kolb, 2010). This illustrates that game is the key to the importance of character development and quality of life skills of children. The game exists and develops from habits and the local community environment so that the game contains context and cultural meaning in it. There are various types and varieties of the games along with the times, but the most often played is the folk game.

Folk game is traditional game that were born and developed in the community. This game contains a cultural context that is closely related to individual thoughts, feelings, behavior, and how humans create their reality through their own culture (Shweder, 1991 in (Mukhlis & Mbelo, 2017)). Culture becomes an identity that contains meaning and value, so it becomes a medium of community communication. It means that a traditional game is not only a game but also functions in interacting, educating, and being a medium for understanding the essence of life. Indonesia is very rich in folk games each region has a unique game with the values contained in it. An interesting game that serves as a mediator in educating and instilling national values is *meong-meong* traditional game.

Ma Meong-meongan or known as Meong-Meong is one of the traditional games originating from the island of Bali. This game has existed since immemorial and is carried out in spare time, after being busy helping parents and families (DEPDIBUD, 1984:45). This game is a group game that depicts two types of animals, namely *Meong* (cat) and *Bikul* (rat), which reminds us of the hostility between them. It can be seen that there is an atmosphere of mutual cooperation, social intimacy, and skills in carrying out the game (DEPDIBUD, 1984:45).

In playing the *Meong-Meong* traditional game there are several steps to take. First, the children gather in the field and choose participants who will act as *Meong* (cat) and *Bikul* (rat). When the selection process is agreed upon, participants who are not selected to play the character form a large circle holding hands with one another. Participants who play the role of *Meong* want to be outside the circle and participants who play the role of *Bikul* are inside the circle. Starting this game, all participants want to sing *gendhing meong-meong* (song) together and move in a circle. After the song was almost finished and arrived at the lyrics of *Juk Meng Juk Kul*, the participant who played *Meong* wanted to rush to run and chase *Bikul* (rat) who was in the circle. There is a condition that must not be violated, *Meong* is only allowed to enter the circle by looking for gaps between the wrists of the circle-making participants using *mesulub* (entering from under the circle of hands by bending the body) and not allowed to jump and enter through by force (Mahayanti & Haryati, 2021). *Meong-Meong* game contains a positive meaning and a good moral message. The message contained seeks to educate children about the cultural values contained. Educating children through this game is the right method to be applied in shaping the child's personality, especially through *meong-meong* songs which can increase vocabulary when singing, children hear and memorize vocabulary which can encourage the desire to express and say (Mahayanti & Haryati, 2021).

The National Values in The Meong-Meong Traditional Game and Its Implication for Education

This *meong-meong* game has national values that deserve to be introduced and cultivated by Indonesian children. With it, it is hoped that it will create a generation of people who are self-identified and have a sense of love for the nation with high dedication. This is because traditional games have aspects of a national and religious character (Ramadhani, 2018) and can therefore strengthen the identity of the Indonesian generation. National values are values that come from the four basic consensuses of the nation, namely Pancasila, the 1945 Constitution (UUD 1945), *Bhinneka Tunggal Ika*, and the Unitary State of the Republic of Indonesia (NKRI) which are expected to be carried out in an integrated and sustainable manner because these national values have an important meaning in social life. Nation and state to be better and democratic (Biro Humas Lemhannas Republik Indonesia, 2021). Because of the importance of national values, giving education on national values to children through the traditional game is the right choice. Several national values are present in the *meong-meong* game:

1. Honesty

This traditional game teaches to be honest so it trains children to get used to behaving and telling the truth. Thus, it will be internalized in the child to always be honest regardless of the condition.

2. Mutual Cooperation (*gotong royong*)

The attitude of *gotong royong* in the spirit of cooperation between children in groups to complete missions in the game. Thus, the *meong-meong* game teaches the attitude of *gotong royong* as a distinctive spirit of the Indonesia nation.

3. Solidarity

It seems that the attitude of solidarity in completing the mission of this game will teach children to be able to set strategies and provide valuable learning that there is a feeling of intimacy and kinship built in this *meong-meong* game.

4. Tolerance

Tolerance is an important aspect so that the children can appreciate the diversity that presents in the group. Thus, children will appreciate every difference and begin to establish good relationships with others to nurture a sense of mutual love for one another.

5. Putting Common Interest First

This attitude teaches children about national values so that they are not selfish and self-centered. This game will lead children to be able to put the interests of the group as a priority.

6. Love Nation (Nationalism)

By continuing to play and liven up this game as a way to love the nation. Because they prefer national products as a means of playing and preserving the nation's culture.

7. Democracy

The existence of deliberation in groups to set strategies and achieve the group's vision and mission will teach children democratic values from an early age, that everything needs to be discussed.

8. Justice

This game teaches children about the equity and equality of roles in groups. With it, no one benefits more, because everything runs fairly and does not look at any background.

By looking at the national values in this traditional *meong-meong* game, this *meong-meong* game will be a means for learning media based on the nation's cultural values for children. With these national values, the traditional game will strengthen the role of education as a vehicle for children's growth and development accompanied by national values. This traditional *meong-meong* game, will direct a cultural education model and strengthen a sense of nationalism in children because they play traditional game as a form of respecting the nation's cultural heritage. Education as a place for children to proceed to become better individuals will directly accompany the growth of children with national values.

Cultivating national values through traditional meow-meow games has an educative nature so it becomes a very appropriate means for learning media innovation through the integration of national values in traditional games. This traditional game that contains national values will make it easier for children to be able to learn applicable national values and have direct implications for the environment. Thus, children can internalize national values well and practice them in everyday life, as well as when playing *meong-meong* game.

The nature of education for children will lead to a fun educational model in the child's world. In addition, in substance, education will become a medium for civilizing and preserving traditional games as the nation's cultural heritage. Thus, this *meong-meong* game has a multidimensional effect on children, both in the environment, education, and culture. This game makes education, culture, and tradition a place in the children's playground so that it becomes a supporting tool for children to be able to learn national values through the world of play with pleasure, enthusiasm, and not shackles the child's soul.

Education is a transformation tool for children to recognize social phenomena with a better perspective, especially with the awareness of the nation's soul that they already have. With it, a conception of national value will be formed that is relevant to the age and needs of the child. National values as learning innovations in joyful and meaningful education. This effort is expected to be an alternative and a solution to the uncertainty of the world of children who are increasingly forced to follow the world of adults which is full of complexity. This traditional *meong-meong* game, it will restore educational orientation for children who are full of happiness but have a deep appreciation of national values. Thus, this *meong-meong* game is an answer to uncertainty and can reposition a learning model to be more enjoyable and animates the nation's cultural values.

4. CONCLUSION

The *Meong-Meong* traditional game becomes a mediator that can be applied in the world of education. The cultural and national values contained in it, become the basis for this game to grow the potential in shaping the personality and strengthening children's attitudes through national values so that they can care for diversity. The benefits that can be obtained from this game apart from being in the world of education, it can also maintain the existence of the nation's cultural heritage in the modern era, so that the *meong-meong* game becomes the capital for education, culture, tradition, and national values to become a forum in the mission of strengthening children's character and preserve Indonesian culture. *Meong-meong* games will restore game orientation for children in interpreting national values and fully support children's happiness in playing, through educational facilities. Thus, a children's world will be realized which is rich in educative values and strong appreciation as the basis for forming a strong national spirit for Indonesian children in the future, without forgetting the existing cultural heritage of the nation. In addition, it will be a provision for children to become a generation whose

character is strong in following national values. Thus, the *meong-meong* game can answer the needs of children in fulfilling their happiness and national insight.

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