

## ***The Community View on the Role of Komunitas Permainan dan Olahraga Tradisional Indonesia (KPOTI)***

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**Abstract.** The Folk games can develop well and go according to plan through the right container and place. These people's games can be of quality and have value for the community through organizations and communities in the area. The aim of this study was to find out the Community's View of the Role of the Committee for Folk Games and Traditional Sports (KPOTI) in Semarang Regency. This research was conducted at Bung Karno Square, Semarang Regency in May. The method used in this study was a survey, data collection was carried out using non-probability sampling. The technique for collecting data in this research was to provide an instrument in the form of a questionnaire to the respondents to find out the views of the community on the role of the Committee for Folk Games and Traditional Sports (KPOTI) in Semarang Regency. This study gave the result that the Community's View of the Role of the Committee for Folk Games and Traditional Sports (KPOTI) of Semarang Regency with a total of 80 respondents. This study responded to the results in the field with a view of resources in the good category as many as 65 people (60%), medium as many as 10 people (37%) and low as many as 5 people (3%). From the point of view of infrastructure, there are 20 people (30%) in the good category, while there are 58 people (67%) and 2 people (3%) in the low category. From the point of view of organizational management, there are 40 people (60%) in the good category, while there are 30 people (35%) and 10 people (5%) in the low category. Thus, the overall data obtained results in a good category of 67 people (72%), a moderate category of 10 people (26%) and a low category of 3 people (2%).

**Key words:** KPOTI, traditional game

**Abstract in Indonesia.** Permainan rakyat dapat berkembang dengan baik dan berjalan dengan sesuai rencana melalui wadah dan tempat yang tepat. Permainan rakyat ini dapat berkualitas dan memiliki nilai manfaat bagi masyarakat melalui organisasi dan komunitas di daerah. Tujuan penelitian ini adalah untuk mengetahui Pandangan Masyarakat Terhadap Peran Komite Permainan Rakyat Dan Olahraga Tradisional (KPOTI) Kabupaten Semarang. Penelitian ini dilakukan di Alun-alun Bung Karno Kabupaten Semarang pada bulan Mei. Penggunaan metode pada penelitian ini adalah survei, pengambilan data yang dilakukan menggunakan *non probability sampling*. Teknik dalam pengumpulan data penelitian ini yaitu memberikan instrumen berupa angket kepada responden dalam mengetahui Pandangan Masyarakat Terhadap Peran Komite Permainan Rakyat Dan Olahraga Tradisional (KPOTI) Kabupaten Semarang. Penelitian ini memberikan hasil bahwa Pandangan Masyarakat Terhadap Peran Komite Permainan Rakyat Dan Olahraga Tradisional (KPOTI) Kabupaten Semarang dengan jumlah responden 80 orang. Penelitian ini merespons hasil di lapangan dengan pandangan sumber daya dengan kategori baik sebanyak 65 orang (60%) sedang sebanyak 10 orang (37%) dan rendah sebanyak 5 orang (3%). Dari pandangan sarana prasarana dengan kategori baik sebanyak 20 orang (30%) sedang sebanyak 58 orang (67%) dan rendah sebanyak 2 orang (3%). Dari pandangan manajemen organisasi dengan kategori baik sebanyak 40 orang (60%) sedang sebanyak 30 orang (35%) dan rendah sebanyak 10 orang (5%). Sehingga, keseluruhan data diperoleh hasil dengan kategori baik sebanyak 67 orang (72%), kategori sedang sebanyak 10 orang (26%) dan kategori rendah sebanyak 3 orang (2%).

**Kata Kunci:** komite permainan rakyat dan olahraga tradisional, permainan rakyat

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### **INTRODUCTION**

Playing is a need that arises naturally in every individual. Every human being has an instinct to get pleasure, satisfaction, pleasure, joy, and happiness in life. The game is a certain situation or condition when a person seeks pleasure or satisfaction through an activity or playing activity. The game is an activity that aims to acquire certain skills by making someone happy. Parten, in Dockett and Fleer, sees play activities as a means of socialization.

Through play, it is hoped that it can provide opportunities for a child, students, and students to explore, discover, express feelings, be creative, and learn in a fun way. According to Battelheim, play is an activity that has no other rules, except those set by the player himself, and no final outcome is intended in external reality. (Mujib, Rahmawati, 2011:25-27).

Playing is one of the things that children choose to learn, move and communicate among other children. Playing is often done in free time and in a large field together. Playing is what then becomes a folk game and becomes a traditional sport. The games that are played are chosen by them to be played in the game on the field. Often the rules in the game they make themselves to determine the winner in the game. The games played by children are the forerunners of folk games which are often referred to as traditional sports in terms of games and how to play these games. Children will be more enthusiastic about their way of playing which emphasizes excitement and ignores victory.

According to Rahmat in his article, the game can be divided into five types, including: function play (movement), shaping game, illusion game, receiving game (receptive), and success game. As for Hurlock in Fadillah, et al, 2014:36-37.

In the previous study, Nofrans Eka Saputra in 2017, which has been researched, revealed traditional game research as an effort to improve children's basic abilities.

#### **METHODS**

This research was conducted at Bung Karno Square, Semarang Regency in May. The method used in this study was a survey, data collection was carried out using non-probability sampling. The technique for collecting data in this research was to provide an instrument in the form of a questionnaire to the respondents to find out the views of the community on the role of the Committee for Folk Games and Traditional Sports (KPOTI) in Semarang Regency. This study gave the result that the Community's View of the Role of the Committee for Folk Games and Traditional Sports (KPOTI) Semarang Regency with a total of 80 respondents.

This research is a descriptive research with a survey method. According to Sugiyono (2012: 29) descriptive method is a method used to describe or analyze a research result but is not used to make broader conclusions.

According to Arikunto (2013: 3) descriptive research is "research that really only describes what exists and occurs in a particular field, field or area, the data collected is classified and grouped according to type, nature, or condition and then conclusions are drawn.

### **RESULTS AND DISCUSSION**

#### **Results and Discussion**

This study gave the result that the Community's View of the Role of the Committee for Folk Games and Traditional Sports (KPOTI) of Semarang Regency with a total of 80 respondents. This study responded to the results in the field with a view of resources in the good category as many as 65 people (60%), medium as many as 10 people (37%) and low as many as 5 people (3%). From the point of view of infrastructure, there are 20 people (30%) in the good category, while there are 58 people (67%) and 2 people (3%) in the low category. From the point of view of organizational management, there are 40 people (60%) in the good category, while there are 30 people (35%) and 10 people (5%) in the low category. Thus, the overall data obtained results in a good category of 67 people (72%), a moderate category of 10 people (26%) and a low category of 3 people (2%). Community life will not be separated from the perception of the community itself. Perception is a direct response or acceptance from someone.

According to Jalaludin Rackhmat (2011: 50) perception is the experience of objects, events, or relationships obtained by concluding information and interpreting messages. Meanwhile, according to Bimo Walgito (2002: 87) perception is a process preceded by sensing, namely the stimulus process by individuals through sensory processes. However, the process does not just stop, but the stimulus is continued and further processed, which is a perceptual process.

### **CONCLUSION**

Folk games can develop well and go according to plan through the right container and place. These people's games can be of quality and have value for the community through organizations and communities in the area. This research is to find out the Community's View of the Role of the Committee

for Folk Games and Traditional Sports (KPOTI).

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