



## The Study of Safety Standard and Education Value on Children Playground Age 3-5 year in Shopping Center (Descriptive Study in 'Wonderland-Adventure' Shopping Center ADA Siliwangi Semarang)

Surya Wulantika✉, Diana

Department of Early Childhood Teacher Education, Faculty of Science of Education, Semarang State University, Indonesia

### Article Info

Received April 2017  
Accepted May 2017  
Published June 2017

**Keywords:**  
safety standard; education value; playground; shopping center

### Abstract

*In globalization era the entertainment industry for family is growing up as fast as the changing of urban people life style. Playing is one of children needs that must be fulfilled to complete their growing mass. Shopping center which equipped with children playground is an alternative facility to serve entertainment and recreation that needed by people. The safety standard and education value on playground in shopping center must be noticed. Purpose of this study is know the safety standard and education value on "Wonderland Adventure" playground in ADA Swalayan shopping center in Siliwangi Semarang. This study uses qualitative research with descriptive study. Subject of this study is supervisor as main informant, leader as supporting informant, and visitor as triangulation informant. Method and technique of data collection of this study are interview, observation, and document analysis. Data analysis of this study is Interactive Miles & Huberman data analysis. Based on result of this study can be concluded if the safety standard on "Wonderland Adventure" playground in ADA Swalayan Siliwangi Semarang shopping center is good enough. The administrator always checks the games routinely, at morning, noon, and afternoon. The administrator also pours antiseptic solution when cleaning playground so that always kept its clean. Whereas for education value on "Wonderland Adventure" playground must be increased. That is according to the types of games available which aimed to develop childrens' crude motoric capability, and for games which develops cognitive capability and accuracy are not available yet.*

## INTRODUCTION

In globalization and modern era which is getting developed, the industry of family entertainment is also fastly developing as well as the change of urban people life style. The bigger needs and desire to improve family's financial being reason parents to work hardly. That makes the time of parents with their children becomes limited, so that much of parents can not have time for their family moreover for break or just play together with children. Whereas playing is one of children's needs that must be fulfilled to complete their development mass due to be a persistent person as a stimulation from playing.

Playing is a fun activity for children. Some psychological expert acknowledge that children's world is playing. Hurlock in Dina (2014:112-113) explains that playing as an activity to obtain happiness without consider the final result. Playing done voluntary without any coercion from the outside. Papilia in Siswanto and Lestari (2012:46) explains that children are developing with playing. By playing children can use their muscles, stimulate their senses, explore the world around, find out what is their environment looks like, and know what are they.

Shopping center which equipped with playground for children is also a kind of facility to support entertainment and recreation service which are being needed by society. Wumu in Lestari (2013:2) says if nowadays family entertainment place and family entertainment center which enrolled in Indonesia family recreation association or "Asosiasi Rekreasi Keluarga Indonesia (ARKI)" reaches 600 places in mall and shopping center with 17 famous brand names. Wumu also says if the increase income per capita and society's life style push them to increase their consumption on entertainment service to gather with family because of their busy days.

Baskara (2011:27) says not only in Indonesia which doesn't has rule, planning standard, and playground construction. In United State as the most developed country still has some problems in term of playground. There is several playgrounds which cause children injured every year, because wrong design and less maintenance. Based on Consumer Product Safety Commission (CPSC) data in United State in 1999 in Baskara (2011:27) was happened 202.970 cases in playground with 75,8% in public area. Moreover in 1990-2000 noted 147 death in playground. In Indonesia, there is no case of injury in playground

yet so can not be measured the safety degree and its security (Tinsworth D.K. and McDonald J.E, 2001).

Basically each playground must has safety standard so will not endanger the user. Suyadi (2011) says that the safety factor is a playground administrator's responsibility which is important. Safety factor identification can be done by detecting the material of game, is by seeing the game side (even sharp, crude or painted haphazardly) and about playing area if had been identified safe and assured secured, then children can play there (Khairunnisyah, 2015:3).

Beside safety standard the education value on playground in shopping center is also important. This importance is one of obligatory requirements so the purpose of the game can be reached. A game can be admitted has education value if these game used in multipurpose and can stimulate children actively in socialization process with their friend and environment. This is an educative game.

Pramono (2012:34-35) explains that a game can be categorized as educative if (1) made for 1-5 age children, made to stimulate some basic skills of children; (2) multipurpose, this is a game that has few kind of games so can stimulate children variously; (3) train problem solving, children when playing game are learned to solve a problem; (4) train basic concepts, children through educative game trained to develop their basic skills such as know shape, color, number, and also train their soft motoric; (5) teach accuracy and tenacity, when playing educative game, will not only enjoy the game but also demanded to analyze and be persistent playing; (6) stimulate creativity, the educative game encourage children to be creative through various games being played.

As entertainment service provider, the administrator should heed the safety and customer's pleasantness through the established operational standard. Regarding these topic, there must be control from both entertainment service provider and the administrator of the playground. It is under the rule of constitution UU number 8 in 1999 about customer protection that they have right of information, security, safety, and pleasantness in using service. So that to accomodate all user, needed a guide of playground technical planning as a basic control of playground that until this time has not been set yet in Indonesia.

According to previous explanation the researcher attracted to analyze the standard operated in "Wonderland Adventure" playground in

ADA Swalayan Siliwangi Semarang shopping center, which covers safety standard and education value.

## RESEARCH METHODS

The study used qualitative method with descriptive design of research. Descriptive research aims to portray characteristic of population systematically and accurately (Sugiyono, 2012:199). The subject of the research are supervisor, leader or administrator and visitor or customer of "Wonderland Adventure" playground.

The used instrument was some indicators that explained to statements and questions. To help researcher in instrument arrangement, used instrument development matrix or instrument laticework. Data collection in the study were interview, observation, and document analysis. Technique of data analysis in this study was used the way of analysis from Miles and Huberman (1984) who say that activity in qualitative analysis done interactive and continuous until end until the data is saturated.

The initial step in data analysis is collecting data. The primary data is data from observation to observe the situation directly, facts, circumstance, what is going on in field. Deep interview done with main informant and triangulation informant. Secondary data got from documents, archives, and the other supporting data. Data being reduced by testing its validity and its relevancy with the topic and literature of study. After being reduced, the next step is serving data in a short explanation, sketch, inter-category correlation, flowchart, and so on. The beginning conclusion is temporary and potentially to change if no strong evidence which supporting in the next data collection. But if the conclusion in the beginning supported by some valid and consistent evidences when the researcher go back to field to collect data, so the conclusion stated is credible.

## RESULTS AND DISCUSSION

The study did on August until October in 2016 with irregular schedule of research where the researcher must adapt the supervisor's schedule. Based on study, can be known if the safety and security standard in "Wonderland Adventure" playground in ADA Swalayan Siliwangi Semarang is good enough. The administrator checks the games routinely at morning, noon, and afternoon in order to keep the customer safety. The administrator also serve P3K or first aid tools and always ready when there is a child injured. Cable

arrangement is neat and far from children entirely, physic condition of games is good because checked everyday.

Those result is suitable with statement from Suyadi in Khairunnisyah (2015:3) is that the safety factor is a together responsibility from the administrator of playground that must be heeded. Safety factor identification can also be done by detecting the material of the game, by seeing the side of game whether sharp, rough, painted well or not. Also the location of game must be ensured safe and secure so the children can play freely.

Even though the education value of "Wonderland Adventure" playground is not exist. It is because based on the games are purposed to develop the crude motoric of children, for the game which train cognitive and accuracy are not exist yet. Nevertheless the administrator is striving to increase the value of the game so can be played maximally as educative games.

In "Wonderland Adventure" playground the game that available is softplay games with adventure concept so the administrator hope it can stimulate the basic skill of children, although has not been optimal on its function but the administrator is still keep efforting the game in "Wonderland Adventure" playground to be game which has education value. Ismail (2009:109) says that one of the characters of educative game is unstructure so children can shape, change, develop as what they imagine.

## CONCLUSION

According to the result of study about "The Study of Safety Standard and Education Value on Children Playground Age 3-5 year in Shopping Center" can be obtained some conclusions as follow: The safety and security standard in "Wonderland Adventure" playground in ADA Swalayan Siliwangi Semarang in good enough. The education value in "Wonderland Adventure" playground is need to be increased.

## REFERENCES

- Baskara, Medha. (2011). PRINSIP PENGENDALIAN PERANCANGAN TAMAN BERMAIN ANAK DI RUANG PUBLIK. *Jurnal Lanskap Indonesia*, 3(1).
- Dina, Theresia P.I.S. (2014). PENGARUH BERMAIN KOTAK KARTU KATA TERHADAP KEMAMPUAN MENULIS AWAL PADA ANAK USIA 5-6 TAHUN. *BELIA: Early Childhood Education Papers*, 3(2), 109-116.
- Ismail, Andang. (2009). *Education Games*. Yogyakarta: Pro-U Media.

- Khairunnisyah, Dwi, dkk. (2015). ATURAN KEAMANAN AREA BERMAIN OUTDOOR ANAK USIA PRASEKOLAH DI TK LKIA III PONTIANAK.
- Lestari, Anik. (2013). PENGARUH KUALITAS LAYANAN DAN HARGA TERHADAP WORD OF MOUTH DENGAN KEPUASAN PELANGGAN SEBAGAI VARIABEL INTERVENING. *Buletin Ekonomi*, 11(1).
- Pramono, Titin S. (2012). *Permainan Asyik Bikin Anak Pintar*. Yogyakarta: IN Azna Books
- Siswanto, Sri Lestari. (2012). *Pembelajaran Atraktif dan 100 Permainan Kreatif untuk Pendidikan Anak Usia Dini*. Yogyakarta : CV Andi Offset.
- Sugiyono. (2012). *Metode Penelitian Pendidikan: Pendekatan Kuantitatif, Kualitatif, dan R&D*. Bandung: Alfabeta.
- Sukmadinata, Nana Syaodih. (2009). *Metode Penelitian Pendidikan*. Bandung: PT Remaja Rosdakarya.
- Tinsworth, D.K. and McDonald, J. E. (2001). *Injuries and Deaths Associated with Children's Playground Equipment*. Washington : US CPSC.