Research Article

Impact of Traditional Sports Games In Instilling Social Behavior

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Abstract: Humans are social beings where social behavior must be instilled early on or at elementary school level, when children enter elementary school their social behavior with others will be seen, this is because before entering elementary school children are in a community environment that influences children's social behavior in a negative direction so that it is carried over to their school environment. Such as fighting with friends, isolating friends, saying dirty words, inciting friends in a bad direction. One way to instill social behavior in children is through traditional sports games, because in traditional sports games it requires communication, and cooperation between individuals which may have an impact on children's social behavior. This study uses a descriptive qualitative approach with teachers and students as research subjects, this study was conducted in 4 Elementary Schools in Mataram Baru Village, Mataram Baru District, East Lampung Regency. Because these schools are based on learning that forms their students to have good behavior, the subjects in this study were the principal, student representatives, class teachers, physical education teachers or instructors and students. The data collection techniques used were observation, interviews and documentation. While data analysis through three techniques, namely data reduction, data presentation, and drawing conclusions. And checking the validity of the data is done by triangulation and source triangulation.

Keywords: Social Behavior; Sports Games; Traditional.

1. Introduction

Nowadays, the progress of information media and technology has been felt by all levels of society, both in terms of positive and negative aspects of its users. The reason is, the use of information media and technology is very easy and affordable for all groups, both for young people, old people, and the upper middle class and lower middle class.

The change in the mindset of parents today has changed a lot compared to the mindset of parents in the past. This is marked by the ease of getting a smartphone because the price is affordable for the wider community and not only that, various features and applications that attract students become the focus of their smartphones. In addition, the use of smartphones is also one of the shortcuts for parents in accompanying students to play at home. Many parents recently assume that smartphones are safer playmates and easier to supervise.

The use of smartphones also has a positive impact on students, namely sharpening creativity, intelligence, sharpening imagination skills, and also becoming more enthusiastic about learning. This is because the applications on smartphones are usually equipped with various interesting animations and cheerful songs. The use of smartphones also has a negative impact on student development which is marked by students' laziness in doing movement activities and interacting. This reduces the time to play with peers and changes in lifestyle patterns and in carrying out social interactions.

One of the most important education to implement is social behavior. Since humans are born, they need to interact with other people to fulfill their biological needs, such as eating, drinking, socializing, and others. In everyday life, humans always have relationships with other
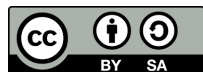
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people or certain groups. This is because humans are social beings who have the urge to establish relationships and always need patience in life. (Ariyanto et al., 2020)

Children's learning media are getting to know the environment and its surroundings, meaning the most basic and important needs for children, children can fulfill all aspects of physical, social, emotional, motoric, cognitive, affective, and language development needs through play. For playing, it has its own value, the most important thing is language, physical, cognitive and social development for children, and playing is also very beneficial for children such as triggering brain intelligence, creativity, overcoming conflicts between friends, training empathy, therapy, sharpening the five senses and doing or finding new things in their own case (Sa'diyah & Susanto, 2020)

Traditional games are games that originate from the culture of society. To understand it, it is necessary to understand the concept of playing. Therefore, games in the context of education can be used as a provision of the importance of physical activity to improve health conditions, physical fitness, emotional control, morals and the formation of social behavior (Rudiyanto & Hadi, 2022)

Social behavior is the ability or strategy used to initiate or maintain a positive relationship in social interactions that is acquired through a learning process and aims to obtain 2 rewards or reinforcement in the interpersonal relationships that are carried out.

Social behavior is an individual's awareness that determines real and repeated actions towards social objects, this happens not only to people in a society but also to the surrounding environment which is not passive but must be active, meaning trying to influence, control, change, influence individuals, behavior, actions, thoughts, attitudes, feelings, desires, and so on (Yuddy Pramudyanto et al., 2023)

Based on the observations made by the researcher, the researcher saw many students at SD Negeri 1 Sripendowo who could not accept new people around them, meaning that today's early childhood children tend to spend their playing time only with people around them, the researcher found social behavior that did not show a sense of togetherness at SD Negeri 1 Sripendowo, there were still many children who often isolated their own friends, disturbed their friends, fought, said bad things to friends or teachers, went against the teacher's words, incited friends to make bad pictures on the school walls, when there were friends who wanted to play together sometimes there were those who didn't like their friends, so they couldn't accept strangers near them, even though by getting to know new people of the same age they could interact with each other including adults and would get new friends and each person had a different character and way of social culture.

That is why researchers want to see and observe traditional sports games in instilling better social behavior in early childhood because early childhood needs to be given the basics of social attitudes from an early age through traditional sports games. In traditional sports, not only games are played but social behavior towards people is also included in the points of traditional sports games.

Traditional sports games can lead players involved with them to high social behavior. Because the reason in traditional sports can be seen and felt the values contained in it such as, cooperation, honesty, responsibility, self-confidence and sportsmanship to accept failure, determination and courage to always build to achieve victory. Indeed, traditional sports bring laughter and high happiness to the people involved in them (Rahesti et al., 2023) .

From the description above, it can be concluded that education is a planned effort by educators to develop all aspects of students' personalities. Education will change students' behavior to be civilized and better. Education is not only transferring knowledge but also teaching values.

The purpose of this study was to determine the social behavior of children . To describe how traditional sports games can instill students' social behavior. The results of this study are expected to add to the knowledge of traditional sports games that can be a medium for instilling social behavior. The results of this study are expected to provide input in efforts to improve students' social behavior.

Based on the problems and opinions above, the researcher is interested in seeing the development of children's social behavior through traditional sports games, so the researcher chose the research title **" The Impact of Traditional Sports Games in Instilling Students' Social Behavior "**.

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2. Literature Review

2.1 Game

Games are activities that are marked by rules or requirements that are mutually agreed upon and determined from the outside to carry out activities in purposeful actions, game patterns that can support children's social development are social game patterns, namely game patterns that involve interaction with peers. When one prominent feature of the game is that it is carried out by two or more people face to face, this situation allows children to interact with their playmates. When playing traditional games, children are invited to gather and get to know their playmates (Yuddy Pramudyanto et al., 2023)

Based on the above understanding, it can be concluded that a game is an activity that requires more than one person to form a game and communicate to make it easier to play a game.

Game grouping can be grouped in various ways of viewing the game. If the grouping is based on the number of players, of course it will not be the same as the grouping based on the tools used. The division of games according to Mudjihartono is as follows (Sa'diyah & Susanto, 2020)

1) Grouping based on the tools used
   a) Game without tools.
   b) Games with tools.
2) Grouping based on the field used
   a) field game .
   b) field games .
3) Grouping based on number of players
   a) games .
   b) play .
4) Grouping games based on the nature of the game
   a) Games to develop fantasy.
   b) Games to develop thinking skills.
   c) Games to develop artistic sense.
   d) physical aspects

Based on the above understanding, it can be concluded that in the game there are several groups that can be played and there are those who use tools to play the game.

2.2 Traditional Sports

Traditional sports are activities that develop from the habits of traditional communities that are starting to be eroded by time and replaced by modern games found in gadgets . With the benefits of being able to get to know the world of society, types of friends by respecting fellow friends to get to know each other and understand each other, so that a sense of caring for friends, togetherness, and socializing with the community will grow (Sa'diyah & Susanto, 2020)

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All branches of traditional games that involve physical activity basically require good coordination and speed of body response (Ma'dum & Irawan, 2021). Coordination and speed of body response also need to be trained, in traditional games such as accuracy branches such as Plinthengan, calmness, coordination, and accuracy are very much needed to aim at the target, because if the athlete stands unsteadily, the speed of the bullet will not be straight with the target. A person's level of accuracy can also be increased by frequently doing the movement repeatedly, because by doing repeated movements a person will get the correct and comfortable movement or technique (Rahesti et al., 2023)

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2.3 Social Behavior

Basically the term "social" has several different meanings that are considered as concepts and refer to, among others, attitudes, orientations, or behaviors that consider interests, intentions, social justice, social constructivism, social psychology, social anarchism, and social capital imply that there are several social processes involved or considered, a process that does not exist in the realism of "social justice". Anarchism and capital justice (Derung, 2018)

The word social comes from the Latin word " socil " which means ally. The term is very closely related to human life in society, for example, the nature that leads to empathy for others is called the social soul. So that the understanding of social can be defined as a series of norms, morals, values and rules that come from the culture of society and are used as a reference in interactions between humans in a community. According to experts, the understanding of social is as follows:

* Philip Waxler
  According to Philip Waxler, social understanding is a basic characteristic possessed by every human individual.
* Lena Dominelli
  According to Lena Dominellie, social is an incomplete part of a human relationship so it requires an understanding of the fragile things in it.
* Keith Jacobs
  According to Keith Jacobs, the meaning of social is something that is built and occurs in a community site.
* Paul Ernest
  According to Paul Ernest, the meaning of the word social is a number of individuals involved in various activities together.

In general, behavior is the actions or activities of humans themselves which have a very wide scope, including: walking, talking, crying, laughing, working, studying, writing, reading, and so on (Sofiarini, 2016)

From this description, it can be concluded that human behavior is all human activities or activities, both those that are directly observed and those that cannot be observed by outsiders. Social behavior focuses on certain behavior and repetition of behavior as the main issue. The behavior in question is behavior that can be observed and studied empirically. Individual behavior in community life is always based on certain interests (Amiruddin & Nurdin, 2023) .

Social behavior is an atmosphere of mutual need which is a necessity to ensure human existence. As proof that humans in fulfilling the needs of life as individuals cannot do it alone but require help from others. There is a bond of interdependence between one person and another. This means that human survival takes place in an atmosphere of mutual support and togetherness. For this reason, humans are required to be able to work together, respect each other, not interfere with the rights of others, and be tolerant in living in society. A person's social behavior is seen in the pattern of responses between people, which is expressed in reciprocal relationships between individuals.

Social behavior is also identical to a person's reaction to others (Baron & Byrne, 1991). This behavior is shown through feelings, actions, attitudes, beliefs, memories, or respect for others. A person's social behavior is a relative trait to respond to others in different ways. For example, in carrying out cooperation, there are people who do it diligently, patiently and always prioritize common interests above their personal interests. While on the other hand, there are people who are lazy, impatient and only want to seek their own profit (Marsini, 2015)

The characteristics of good social skills according to Hurlock are being friendly, adapting without causing chaos, following rules, accepting what happens happily, having good relationships with adults and children, being kind to others, sharing what they have, being willing to take turns in every game played in groups, showing fairness towards other group members, responsibility, participating and enjoying social activities, feeling secure in their status and

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making pleasant comparisons between themselves and their peers (Utomo & Muntholib, 2018).

3. Research Methods

The research method used in this study is a qualitative method, namely a research method used to research the conditions of natural objects. Qualitative research is conducted in natural conditions, directly to the data source and the researcher is the key instrument (Sugiyono, 2017)

Qualitative research is more descriptive, the data collected is in the form of words or images, so it does not emphasize numbers. Qualitative research emphasizes the process more than the product or outcome . Qualitative research emphasizes meaning (data behind what is observed).

Qualitative research is research that aims to understand phenomena about what is experienced by research subjects holistically, and by means of descriptions in the form of words and language, in a specific natural context and by utilizing various scientific methods. (Sugiyono, 2017) .

This research will be conducted in 4 Elementary Schools in Mataram Baru Village, namely SD Negeri 1 Mataram Baru, SD Negeri 2 Mataram Baru, SD Negeri 3 Mataram Baru and Madrasah Ibtidaiyah Swasta NU Mataram Baru. In this study, the subjects of the study were students from grades I to VI. Meanwhile, to determine the informants, the researcher used a purposive sampling technique, which is a technique for taking data source samples with certain considerations. Therefore, the informants of this study were the principal, class teachers, and the students themselves.

The object of research is the thing that will be studied, thus the object of research in this study is the Impact of Traditional Sports Games in Instilling Social Behavior in Students, by examining what activities are carried out and supporting factors, obstacles and how to overcome obstacles to instilling social behavior.

Data collection techniques are the most important step in research, because the main objective of research is to obtain data, so researchers will not obtain data that meets the established data standards.

Data collection techniques can be done in various sources and in various ways. Data collection can use primary data and secondary data. Primary data is a data source that directly provides data to data collectors, while secondary data sources are sources that do not directly provide data to data collectors, for example through other people or through documents. Data is collected through observation, interviews and documentation (Derung, 2018)

In this case, the researcher conducted direct observation to obtain the required data. In this study, the observation method was used to collect data, including observing social behavior in students , observing the impact of children's social behavior after participating in traditional sports games.

After all the data is collected, the next step is data management and analysis. In the data analysis section, the process of systematically tracking and arranging interview transcripts, field notes and other materials is described so that researchers can present their findings. This analysis involves working on, organizing, breaking down and synthesizing data as well as searching for patterns, revealing important things, and determining what is reported.

In qualitative research, data analysis is carried out during and after data collection, with techniques such as domain analysis, taxonomic analysis, componential analysis, and theme analysis. In this case, researchers can use nonparametric statistics, logic, ethics, or aesthetics in the description of this data analysis so that operational examples are given, such as matrices and logic (Bakti Bachtiar & Kastrena, 2019) .

There are three stages that must be carried out in analyzing qualitative research data, namely Data Reduction , Data Display (Data Presentation) , Conclusion Drawing/Data Verification (Drawing Conclusions).

Every research must have credibility so that it can be accounted for. The credibility of qualitative research is the success in achieving the intention of exploring complex problems or trust in the results of research data. " Where Triangulation in this credibility test is interpreted as checking data from various sources in various ways and at various times.

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3.1 Research Roadmap

This research is expected to produce findings on the impact of traditional sports games in instilling social behavior . The output of this research is expected to be a National Journal publication. The publication of research results can be used as a reference for education actors to participate in implementing and developing traditional sports more widely. The research diagram is shown in Figure 1 .
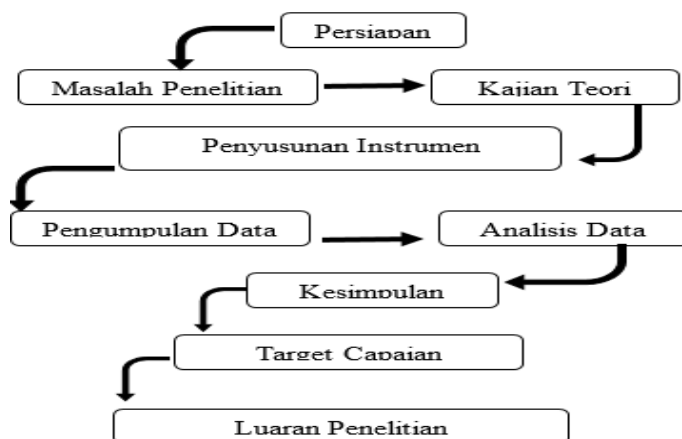
Figure 1. Research Flowchart

The state of the art or references to previous research results related to the research conducted here can be described in Table 2 as follows.

Table 2. Mapping of Previous Research

No	Name	Title	Research result
1	Ririn Nihayatus Sa'diyah (2020)	The Influence of Traditional Sports on Physical Fitness Elementary School Male Students	The results of the study can be concluded that There is an influence of traditional sports on the physical fitness of grade V elementary school students at SDN Changing Design
2	Yuddy Pramudyanto (2023)	The Influence of Traditional Games on Physical Fitness And Students' Emotional Intelligence	The results have the influence of traditional games sional in improving the fitness and emotional intelligence of students in the experimental and control groups control group. Based on calculations using

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			the independent samples t-test test results showed a significant difference in increasing emotional intelligence. However, it did not there is a significant difference in the final fitness test results between the experimental group and the control group control group
3	Ida Adhariah (2018)	The Influence of Traditional Games on Increasing Student Physical Fitness	*The results of this study shows that there is an influence of traditional games towards improving students' physical fitness. This is proven by the significance value calculated in the t-test of tcount = 17.12, while ttable = 2.001. Because tcount > ttable then H0 is rejected and Ha is accepted.*
4	The Last Supper (2022)	Identification of Social Behavior in Physical Education and Health Learning in Grade III Students of Minomartani 1	The results of the study showed that the most frequently expressed and emerging forms of social behavior were: (1) Aggressive social

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		Elementary School, Sleman Regency	behavior; 2) Disagreeing/fighting; and 3) Teasing. These three social behaviors fall into the *bullying behavior* category of direct physical contact and direct verbal contact. *Bullying behavior* is carried out on someone who is weaker, while the teacher aims to instill a disciplined attitude in students.
5	Student (2018)	Implementation of Character Education in Forming Attitudes and Social Behavior of Students Through Learning History at PGRI 1 Pati High School	The results of this study are the process of implementing education character in forming students' social attitudes and behavior is carried out outside the classroom in relation to school rules that have become habits and in the classroom are adjusted to the related material with character values that can later form students' social attitudes and behavior. Attitudes and the social behavior of students at SMA PGRI 1 Pati can be said to be good. The obstacles experienced by teachers are

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			The jarah is a government regulation that changes and the characteristics of students vary.
6	Anna Mariam Sofiarini (2016)	The Relationship Between Physical Education Learning and Students' Social Behavior	**Results** From this research, the total obtained was 10,120 with an average of 168.07 and standard deviation 15.04 then for the normality test obtained Lo 0.48 with normal conclusion because Lo < Lt. The test results are significant The correlation coefficient for this study was obtained as r 0.86 with the interpretation correlation is very strong, while t count 12.8 > t table 2.00. So The information from these results shows that there is a relationship significant between physical education learning and students' social behavior
7	Amiruddin (2023)	The Effect of Physical Education on Social Behavior in Man Model Banda Aceh Students 2023	**Research result** shows that the era of globalization has contributed on changes in student behavior patterns. Dependence

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			on social media devices is one of the impacts
			main, where students tend to spend a long time on social media and become less physically active. In addition, students' emotions also become unstable, perhaps due to social pressure resulting from
			online interactions. This study also found that passive behavior and use of
			Bad language in interactions can be an impact of the globalization era. Students
			tend to be more passive in social interactions and use less language
			impolite or inappropriate in everyday communication.
8	Hana Astria Nur (2019)	Analysis of Social Behavior Development in Traditional Games	The research results show that Traditional game programs are structured with a social integration process behavior has significant results and influence on the development of social behavior.

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				Furthermore, physical education teachers can use programs that are specifically designed This is for the development of affective aspects through various sports activities.

4. Discussion

Game sport traditional is form activity physical that is not only depend on motion body , but also prioritizes interaction social , work same , and values togetherness . Based on results observation And interview in four school base in the village Mataram New , found that involvement student in game traditional like gobak sodor , stilts , and fortress capable grow various form behavior positive social . Children Study For each other appreciate , behave sportive , working same , and finish conflict in a way Healthy .

Game traditional become very useful means effective in to plant values social in a way natural . Through the process of playing , students Study take role , follow rules , and to form solidarity with friends peers . Compared with use gadget or digital games tend to be individualistic , games traditional give more space wide For interact in a way direct .

Besides that , teacher and head school that became The informant also admitted that game traditional can help overcome behavior deviate student like to isolate friend , said rough , or No respect the teacher. By a fun approach And educational , children can directed on behavior more social Good without feel patronized .

Obstacles encountered in implementation game sport traditional such as limitations time in curriculum And lack of training for teachers to facilitate game traditional in a way effective . However , the constraints the can overcome with collaboration between teachers and integration game traditional to in learning thematic

5. Conclusion

Game sport traditional own significant impact in to plant behavior social on student school basic . Through activity fun play , students No only develop skills motor skills , but also skills social like Work equality , tolerance , empathy , and sense of responsibility Answer . Game This can made into as an alternative media in education contextual character And effective , especially in face challenge development of the times and impact negative use excess digital technology.

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