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## TRADITIONAL GAMES IN CULTURAL LITERACY TO BUILD THE CHARACTER OF ELEMENTARY SCHOOL STUDENTS DURING THE COVID-19 PANDEMIC

Windows User, 18/05/2022 16:51:00 commented:  
In the abstract you must write down the objectives, methods and results which are clearly not too long

n, Dina Ampera, Dewi Endriani, Ismail Jahidin,amsidar Tanjung

### Abstract

Formal educational institutions are responsible for the character education of students as the next generation of the nation, for which students need to be prepared for education as early as possible to have character, as in traditional games. Along with the times, traditional children's games have shifted with modern games, namely virtual world games with advanced technology. The 21st St skills early learning framework supports the integration of skills (critical thinking, collaboration, communication, creativity, technology literacy, and socio-emotional). Traditional games have many benefits in all aspects of student development which include physical-motor, socio-emotional, moral, cognitive, and language development. Through the 2013 curriculum, it is expected to be able to provide life skills during the Covid-19 pandemic. Cultural literacy developed is very diverse, among others with traditional game literacy. The introduction and preservation of traditional game culture in addition to government support is certainly also highly expected the role of parents and the community. Play is a very important and fun activity in the child's learning process, so it will be encouraged to experiment and grow well in life. Traditional games have so many different forms and variations and tend to take advantage of tools or facilities that exist in the school environment without having to buy them so that it requires high imagination and creativity. In addition,

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to become extinct, evidenced in the Cultural Advancement Law (2017). Traditional games are one of the ten objects of cultural advancement by the Government of Indonesia. Along with the times, traditional games have undergone a shift with modern games, namely virtual world games played on devices with advanced technology. Kovacevic & Opic (2013) that today's modern games no longer involve physical while playing (passive), and many children live in technology-based communities around the world. Functional Magnetic Resonance Imaging (fMRI) studies of rest state and gray volume size show that playing internet games causes changes in brain regions responsible for impulse control, motor function, emotional regulation, sensory motoric coordination (Weinstein, Livny, & Weizman, 2017). Modern games make children addicted to using it, forgetting time, and being lazy to move so that it can cause delays in various aspects of development.

The 21st Century today known as the digital age gave rise to the idea of education for sustainable development (Affeldt, Weitz, Siol, Markic, & Eilks, 2015). Education sustainability development aims to prepare the younger generation to become responsible citizens and be able to participate in the community environment. This sustainable development education program includes cultural literacy. This program has the function of developing students' abilities in order to understand and respond to Indonesian culture as the identity of the nation. Cultural literacy developed is very diverse, including traditional games. Cultural literacy is one of six categories of literacy ability reported by UNESCO (Nasution, 2013, pp. 12-13). The ability of this one literacy category is important to have, to reduce the influence of global culture on human identity and plurality and the nature of humanity. "The global crisis facing humanity is a reflection of this system and is, therefore, a cultural crisis". Moreover, considering the low level of literacy of this country which in general does need to be improved.

As the 21st skills early learning framework supports the integration of skills during the Covid-19 pandemic (critical thinking, collaboration, communication, creativity, technological literacy, and socio-emotional). Students are the assets of the nation who must understand the

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PAGE 2 OF 13 5967 WORDS ENGLISH (UNITED STATES) 16:53 18/05/2022

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Method is not clear

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This research is a qualitative study that emphasizes social situations, where researchers make an effort to understand a particular organizational reality and phenomena that occur from the perspective of all parties involved. Data Sources In this study is obtained from selected information (Porpoise Sampling) in accordance with the functions and authorities owned. Selected informants are, (1) Head of recreational and traditional sports in Medan City, (2) FORMI Medan City, (3) Documents related directly or indirectly to traditional sports in Medan City needed in this study, in the form of data from the results of direct observations at the location of data collection. The subject of this study is (1) the head of the field of recreational and traditional sports in Medan City, (2) FORMI Medan City 3.

Qualitative Re: namely, the instrument used is the researcher himself (human instrum ents can be understood as tools that can uncover field facts and there is no most precise qualitative data except the researcher himself in its implementation, and a tool that supports the implementation of data collection, namely in the form of voice and image recorders, as well as the necessary videos. The role of this tool is very important in qualitative research because the data and information obtained can be well-identified so that it can be used as evidence. Data collection techniques in data collection techniques researchers obtain it through, (1) Observation or observation, (2) Interviews, (3) Documentation, and (4) Literature studies in books and journals that discuss traditional games, cultural literacy, and aspects of elementary school (SD) student development. The data obtained from this literature study will be used as a reference to create a research questionnaire.

**RESULTS AND DISCUSSIONS**

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PAGE 3 OF 13 5967 WORDS ENGLISH (UNITED STATES)

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LoA

May 14, 2022

Dear Syamsul Gultom

I am pleased to inform you that your manuscript titled as "TRADITIONAL GAMES IN CULTURAL LITERACY TO BUILD THE CHARACTER OF ELEMENTARY SCHOOL STUDENTS DURING THE COVID-19 PANDEMIC" (Manuscript Number: NQ-2022-05-130

was

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  - Title: Traditional Games in Cultural Literacy to Build the Character of Elementary School Students during the COVID-19 Pandemic
  - Authors: Syamsul Gultom, Baharuddin, Dina Ampera, Dewi Endriani, Ismail Jahidin, Samsidar Tanjung
- Abstract:**

Formal educational institutions are responsible for the character education of students as the next generation of the nation, for which students need to be prepared for education as early as possible to have character, as in traditional games. Along with the times, traditional children's games have shifted with modern games, namely virtual world games with advanced technology. The 21st St skills early learning framework supports the integration of skills (critical thinking, collaboration, communication, creativity, technology literacy, and socio-emotional). Traditional games have many benefits in all aspects of student development which include physical-motor, socio-emotional, moral, cognitive, and language development. Through the 2013 curriculum, it is expected to be able to provide life skills during the Covid-19 pandemic. Cultural literacy developed is very diverse, among others with traditional game literacy. The introduction and preservation of traditional game culture in addition to government support is certainly also highly expected the role of parents and the community. Play is a very important and fun activity in the child's learning process, so it will be encouraged to experiment and grow well in life. Traditional games have so many different forms and variations and tend to take advantage of tools or facilities that exist in the school environment without having to buy them so that it requires high imagination and creativity. In addition, traditional games also have noble values and certain moral messages such as the values of togetherness, honesty, responsibility, airy attitude (if lost), encouragement of achievement, and adherence to rules. All that can be done if the player really enjoys, enjoys and understands the essence of the game. By sticking to Indonesian cultural literacy has an honest identity about culture. It is hoped that the Indonesian nation can
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Syamsul Gultom et al / Traditional Games in Cultural Literacy to Build the Character of Elementary School Students during the COVID-19 Pandemic

## Traditional Games in Cultural Literacy to Build the Character of Elementary School Students during the COVID-19 Pandemic

Syamsul Gultom<sup>1\*</sup>, Baharuddin<sup>2</sup>, Dina Ampera<sup>3</sup>, Dewi Endriani<sup>4</sup>, Ismail Jahidin<sup>5</sup>, Samsidar Tanjung<sup>6</sup>

**Abstract**

Formal educational institutions are responsible for the character education of students as the next generation of the nation, for which students need to be prepared for education as early as possible to have character, as in traditional games. Along with the times, traditional children's games have shifted with modern games, namely virtual world games with advanced technology. The 21st St skills early learning framework supports the integration of skills (critical thinking, collaboration, communication, creativity, technology literacy, and socio-emotional. Traditional games have many benefits in all aspects of student development which include physical-motor, socio-emotional, moral, cognitive, and language development. Through the 2013 curriculum, it is expected to be able to provide life skills during the Covid-19 pandemic. Cultural literacy developed is very diverse, among others with traditional game literacy. The introduction and preservation of traditional game culture in addition to government support is certainly also highly expected the role of parents and the community. Play is a very important and fun activity in the child's learning process, so it will be encouraged to experiment and grow well in life. Traditional games have so many different forms and variations and tend to take advantage of tools or facilities that exist in the school environment without having to buy them so that it requires high imagination and creativity. In addition, traditional games also have noble values and certain moral messages such as the values of togetherness, honesty, responsibility, airy attitude (if lost), encouragement of achievement, and adherence to rules. All that can be done if the player really enjoys, enjoys and understands the essence of the game. By sticking to Indonesian cultural literacy has an honest identity about culture. It is hoped that the Indonesian nation can become a developed and civilized nation.

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The screenshot shows the Scopus 'Source details' page for NeuroQuantology. The page includes the journal's name, Scopus coverage years (2007 to Present), publisher (Anka Publishers), ISSN (1303-5150), and subject areas. Key metrics are displayed: CiteScore 2020 (0.9), SJR 2020 (0.214), and SNIP 2020 (0.272). Navigation options like 'View all documents', 'Set document alert', and 'Save to source list' are visible. The 'CiteScore' tab is selected, showing a sub-tab for 'Scopus content coverage'.

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ISSN: 1303-5150  
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|------|---------------------|---|
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| 2020 | 130 documents       | <a href="#">View citation overview &gt;</a> |
| 2019 | 94 documents        | <a href="#">View citation overview &gt;</a> |
| 2018 | 389 documents       | <a href="#">View citation overview &gt;</a> |
| 2017 | 69 documents        | <a href="#">View citation overview &gt;</a> |
| 2016 | 69 documents        | <a href="#">View citation overview &gt;</a> |
| 2015 | 51 documents        | <a href="#">View citation overview &gt;</a> |
| 2014 | 52 documents        | <a href="#">View citation overview &gt;</a> |