



DEVELOPMENT OF *CONGKLAK* TRADITIONAL GAME E-COMIC WITH LOCAL WISDOM

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Abstract--This research aims to create an e-Comic based on the philosophy of the traditional game *Congklak* with the application Adobe Photoshop and to document it on Webtoon. This research is a development study that uses the Richey and Klein research development model. They are: 1) planning, 2) production, and 3) evaluation. The data in this research is the information on the philosophy of the traditional game of *Congklak*, which was obtained from the Internet and journal "*Nilai-nilai Filosofis Jawa pada Permainan Tradisional di Wilayah Yogyakarta*" by Galih Prabaswara Paripurno and Retno Setya Putri, which was published in 2017. This research is carried out in the foreign language laboratory of the Faculty of Language and Art at the Medan State University. The result of this research is an e-Comic consisting of seven episodes, they are: 1) *Was ist das?*, 2) *Das macht sehr viel Spaß!*, 3) *Sei ein gutes Kind!*, 4) *Geben ist besser als Nehmen*, 5) *Teilen ist Kümmern*, 6) *Sparen*, und 7) *Der faire Wettbewerb*. This e-Comic has been reviewed by materials experts and media experts. The skor of the material is 100 and the medium is 97. That means very good. The created e-Comic can be used as reading material.

Keywords: *Development, e-Comic, traditional game Congklak, local wisdom.*

INTRODUCTION

Indonesia is a culturally rich country. Culturally rich country means that Indonesia has different types of dances, languages, traditional musical instruments, traditional houses, and traditional clothes. The culture that community clings to is local wisdom. Local wisdom is passed down from generation to generation through word of mouth. Local wisdom is contained in folk tales, proverbs, songs and traditional games (Baedowi, 2016: 61). One of the elements of cultural diversity in Indonesia is traditional games. Traditional games are a way of appreciating community traditions for creating pleasant situations. Traditional games allow every member of society to collect, interact and express themselves physically, mentally and emotionally. This can have a positive effect on the character of the children (Hapidin in Lacksana, 2017: 110).

According to Paripurno (2017: 8-11) there are different types of traditional games such as *Engklek*, *Gobak Sodor*, *Congklak*, etc. The *Engklek* game is played with one leg, which includes the importance of balance in life and accuracy in life decision making. The *Gobak Sodor* game is played in groups and prevents the opponent from crossing the line. This game contains the meaning of life that achieving goals sometimes requires cooperation for maximum results. The *Congklak* game teaches honesty, because if one player drops a stone into the hollow, the other player cannot see whether he is actually dropping it or pretending to be. When a player takes the stones and then they are taken again, it means that life is a give and take. The players are also responsible for filling their large hollow by collecting stones. The players finish the game happily and accept the circumstances in which they win or not. It shows their sportiness.

The *Congklak* game is selected in this research because there are many character values in this traditional game that can be used to promote children's positive traits, social feelings, empathy, honesty, athleticism, and respect for others (Lacksana, 2017 : 115). The local wisdom values contained in the traditional game of *Congklak* can be seen from philosophy. Philosophy is



a term that focuses on specific explanations. Derived from Prokopim (2017) the philosophical values of the traditional game *Congklak* are: obedience, give and take, honesty, responsibility, ambition, and sportiness.

With regard to the game *Congklak*, a survey was carried out with ten German students in their 8th semester at the State University of Medan. The result of this survey shows that almost all respondents are familiar with the traditional game of *Congklak*, but do not know the philosophy of the traditional game of *Congklak*. The *Congklak* game could be eliminated through numerous modern game types. It is therefore important to document the *Congklak* game so that its existence can be maintained.

In this study the local wisdom values of the traditional game *Congklak* are described. It would make sense to write and document this local wisdom in German so that German students and German speakers can revive this local wisdom, as the local wisdom is gradually being forgotten. In today's digital age, e-Comics can be one of the most suitable media for documenting local wisdom from the traditional game of *Congklak*. E-comic is a comic that is published digitally. E-comics are made up of images that are made up of multiple parts, have an aligned reading path, visible frames, symbols such as word balloons, and a writing style that conveys visual meaning (Aggleton, 2018: 5). E-comics are documented on the LINE Webtoon.

LINE Webtoon is a South Korean digital comic platform created by a technology company, LINE Corporation. LINE Webtoon has 6 million active users in Indonesia and 35 million active users worldwide (Agnes in Lestari and Irwansyah, 2020: 135). This e-Comic can add as reading material for German. With this e-Comic, German readers are expected to know the local wisdom of the traditional game of *Congklak*. E-comic of the game *Congklak* with its philosophy values is worth reading in order to learn hidden lessons.

LITERATURE REVIEW

1.The Research Model

Richey and Klein (in Sugiyono, 2015: 28-29) explain that the research model is “The systematic investigation of design, development and evaluation processes. The aim is to create an empirical basis for the creation of models that control their development”. According to the opinion, it can be concluded that the creation is a systematic study of how the design of a product is made and produced, and the performance of the product is evaluated. Richey and Klein's theory consists of three steps. This includes planning, production and evaluation.

2.The Concept of Comic

Comics are images in a specific order to convey information and get a response from the reader. According to Kustandi (2020: 140), comics are media that tell stories by visualizing or illustrating images. Afrilyasanti and Basthomî (2011: 552) are of the opinion that comics are visual media with interesting images, so that children are interested in learning. It can be concluded that comic strip is a medium of story collection that consists of speech bubbles and picture illustrations to help readers understand the story.

3.The Types of Comic

MS. Gumelar (in Aulia, 2018: 25) explains that a comic is a sequence of images that are arranged according to the manufacturer's philosophy in order to convey the message of the story. Comics can be divided into two types depending on the packaging of the media: paper-based and digital comics (Hidayah, 2019: 15). Paper-based comics are the longest-running media and still exist today. They are comic books, comic strips, comic cartoons, and promotional comics that appear in magazines or newspapers as the main elements in every issue. In the meantime, digital comics are paperless because they are in digital form. Borderless because they are not limited in



size or format. Timeless because digital tracks are always saved. A digital comic is selected in this research because it can be easily distributed around the world with just one click. Readers can also easily access comics.

4. The traditional game of *Congklak*

A game is a game situation that is linked to several rules for a specific purpose. Traditional games are play activities by children from Indonesian culture (Wijayanti, 2014: 53). According to Sukirman (in Rahmawati & Junining, 2018: 59), traditional games can develop either cognitive, emotional or social characters in young learners. It can be concluded that traditional games are a symbol of knowledge and habits passed down from generation to generation. Traditional games are also a legacy of Indonesian ancestors that needs to be preserved as they contain local wisdom values.

One of the most important traditional games for young learners is *Congklak*. In Java this traditional game is known as *Dakon*. *Dakon* means "to assert that something is his". This game is based on rural life. This is illustrated by how farmers grow paddy fields and plant rice to get as much yield as possible. According to Susianti (2013: 106) this game was first brought by immigrants from Arabia who came to Indonesia to trade and preach. *Congklak* is one of the traditional games in which two players face each other on a special wooden *Congklak* board with fourteen hollows in two rows filled with particles of tamarin seeds or small stones. The point of interest in this game is the process of filling the particles into each well (Rahmawati & Junining, 2018: 60).

5. Local Wisdom

Local wisdom or "local genius" is a term from Quaritch Wales (in Yunus, 2014: 36) "the sum of the cultural characteristics which the vast majority of a people have in common as a result of their experiences in early life". That is, the cultural character of the community is the result of their life experience. Sumar (2018: 133) explains that local wisdom is an aspect of culture that guides behavior and has the potential of human competence to achieve a better life. According to Abubakar (in Daniah, 2016: 3), local wisdom is human wisdom based on traditional philosophical values, ethics and institutionalized behavior.

From the above explanations, it can be concluded that local wisdom is a culture belonging to certain communities and in certain places that are survived as resilient to globalization, since local wisdom contains values that can be used as a means of strengthening the character of the nation.

6. Local Wisdom in Traditional Game *Congklak*

Shaleha and Purbani (2019: 295) discuss that "Traditional game is also part of local wisdom. Moreover, traditional game has deep philosophy such as appreciation, tolerance, social awareness and environmental awareness. It is good for students "character development". That is, traditional games can develop character because they have deep philosophy. Philosophy is a term that focuses on specific explanations. The traditional game of *Congklak* has some local wisdom values based on its philosophy. Prokopim (Thursday, 08/24/2017) publishes an article on the philosophy of the game *Congklak*. The discussion they wrote relates to character building. The following are the philosophical meaning of the traditional game of *Congklak*:

1. Each hollow in the *Congklak* board contains seven stones. Seven stones are interpreted as the number of days in a week.
2. When a player takes the stones out of one hollow, he fills in another. This means that every day you live has an impact on the following days. What you do today is what will happen in the future.
3. When a player takes the stones and they are then taken again, it means that life is a give and take.



4. The stones are placed individually in each hollow and should not be filled with more than one stone. The point is that you have to be honest in life. Better to get little and be honest than get a lot and be dishonest. The stones, which are filled individually, also means that you have to save every day.
5. A player may only put one stone in the large hollow and then insert the remaining stones in the other player's small hollow. If you have even more income, you share it with relatives, neighbors and friends.
6. A player may not put stones in the other player's large hollow. It shows that you can be responsible for your own life.
7. In Congklak game, strategy is required so that the player's stones are not taken over by the other player. Life is competition, but that doesn't mean it has to be hostile. The players finish the game happily and accept the circumstances in which they win or not. It shows their sportiness.
8. Whoever has the most stones is the winner. A successful person is one who does a lot of good.

Based on the above explanations, it can be concluded that local wisdom can be revived and incorporated as part of character-building learning materials.

7. Adobe Photoshop

Adobe Photoshop is image editing software from Adobe Systems that is used for editing photos or images and effects. Setyanti and Khabibah (2014: 441) believe that Adobe Photoshop is professional digital image processing software with quality, effects and various kinds of changes that can be adjusted as expected.

8..LINE Webtoon

LINE Webtoon is a digital comics platform that can be accessed for free. Unlike comics in general, Webtoon presents digital content that is continuous and new every week. Digital comics can be accessed over the web or mobile using an iOS or Android system (Lestari and Irwansyah, 2020: 137). Kusmiati (2019: 2) explains that Webtoon is an application that contains a collection of comics from home and abroad. Webtoon according to Klimova and Poulouva (in Kusmiati, 2019: 2) can be used as a medium to gain new experiences that provide insights. Webtoon offers a service where you can upload and document any comic online for Webtoon readers around the world to read.

RESEARCH METHOD

This research is a development research. An e-Comic will be created. The data in this study is the information on the philosophy of the traditional game of *Congklak*, taken from the Internet and Journal "*Nilai-nilai Filosofis Jawa pada Permainan Tradisional di Wilayah Yogyakarta*" by Galih Prabaswara Paripurno and Retno Setya Putri (2017). This research is carried out in the foreign language laboratory of the Faculty of Language and Art at the Medan State University. The technique of data collection in this study uses the literature studies.

This investigation uses the theory of Richey and Klein. There are three phases, they are: 1) planning, 2) production, 3) evaluation. During the planning process, the journal "*Nilai-nilai Filosofis Jawa pada Permainan Tradisional di Wilayah Yogyakarta*" and related information were sought from the Internet, which will serve as material for the development of e-Comics. The pictures of the e-Comics want to be created with the help of Adobe Photoshop. After all images have been saved in JPEG format, the images are uploaded to Webtoon. The uploaded images should be saved as a draft before publication, as they cannot be edited after publication. In the last phase, the created e-Comic is evaluated by a product validation by materials and media experts.



FINDINGS AND DISCUSSION

The result of this research is an e-Comic consisting of seven episodes, they are: 1) *Was ist das?*, 2) *Das macht sehr viel Spaß!*, 3) *Sei ein gutes Kind!*, 4) *Geben ist besser als Nehmen*, 5) *Teilen ist Kümmeren*, 6) *Sparen*, und 7) *Der faire Wettbewerb*. There are five people in this e-comic, they are Sagit, Sagit's father, Sagit's mother, Gemi and Ari. This e-Comic can be used as an additional medium for German as a reading medium.

THE DISCUSSION

This research was based on the theory of Richey and Klein. The theory consists of three phases, they are 1) planning, 2) production, 3) evaluation. Based on the literature study, information was found that the application of the values of the traditional game *Congklak* was not fully implemented. Therefore, media are needed to socialize the values contained in the traditional game of *Congklak* as teaching material. During the planning process, the journal "*Nilai-nilai Filosofis Jawa pada Permainan Tradisional di Wilayah Yogyakarta*" and related information were sought from the Internet, which will serve as material for the development of e-Comic.

The pictures of the e-Comics want to be created with the help of Adobe Photoshop. The process of creating an e-comic goes from creating images to entering text. The text layout is placed on a blank background so as not to affect the image. After all images have been saved in JPEG format, the images are uploaded to Webtoon. The uploaded images should be saved as a draft before publication, as they cannot be edited after publication.

The last phase is evaluation. In this phase, e-Comics are corrected by the experts (materials and media). The expert of the material gives the materials a grade of 100. According to the expert, the materials in the e-Comics are good, so no repairs are required. The media expert rates the product with a grade of 97. The expert considers the design of the e-Comics to be good. An input was made by the expert that the placement of the word balloon did not cover the character's face. Based on the evaluation, it is concluded that the development of the e-Comic of the traditional game *Congklak* with its local wisdom is very good.

CONCLUSION

According to the results of the investigation, the conclusions were as follows:

- a. In the process of creating the e-comic of the traditional game *Congklak* with its local wisdom, the steps of the Richey and Klein model are explained. The model's steps are: 1) planning; At this stage, the journal "*Nilai-nilai Filosofis Jawa pada Permainan Tradisional di Wilayah Yogyakarta*" and related information from the Internet will be used as the materials for developing e-Comics. The design of the e-Comic was also developed during this phase. 2) production; The pictures of the e-Comics are realized with the help of Adobe Photoshop and documented on Webtoon. 3) evaluation; In this phase, the materials and media of the e-comic are corrected by the experts. There are eight categories of material and medium feasibility.
- b. The results of creating the e-Comic of the traditional game *Congklak* with its local wisdom are:
 - a. This e-Comic contains seven episodes developed from the values of local wisdom from the traditional game *Congklak*.
 - b. This e-Comic has been reviewed by the expert of the material and the media expert. The rating of the material is 100 and the medium is 97. That means very good.



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