

artikel The Impact of Traditional Toys on the Character Value of Creation of Karsa Children, Karanganyar Village, Jepara

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The Impact of Traditional Toys on the Character Value of Creation of Karsa Children, Karanganyar Village, Jepara

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Abstract

This study aims to find out how the impact of traditional children's toys on the value of the creative character of the sense of initiative of children in Karanganyar village, Jepara. In this study, the method used is qualitative, and the research data presented is in the form of narrative data. Data collection techniques in this study were conducted using interviews, observation, recording, and documentation. The data analysis technique in this study is a qualitative analysis developed by Miles and Huberman, which is carried out with the following steps: (a) data reduction (b) data presentation (c) conclusion. The results show that playing with traditional toys has an impact on the value of the creative character of the sense of initiative in Karanganyar children which is characterized by being able to develop aspects of critical or creative thinking, developing aspects of feeling of heart responses from the sense including being able to feel and appreciate, then develop the ability to will. Or real action.

Keywords: Character Creation Sense of Karsa, Traditional Toys.

Abstrak

Penelitian ini bertujuan untuk mengetahui bagaimana pengaruh mainan anak tradisional terhadap nilai karakter kreatif rasa inisiatif anak di desa Karanganyar Jepara. Dalam penelitian ini metode yang digunakan adalah kualitatif, dan data penelitian yang disajikan berupa data naratif. Teknik pengumpulan data dalam penelitian ini dilakukan dengan wawancara, observasi, pencatatan, dan dokumentasi. Teknik analisis data dalam penelitian ini adalah analisis kualitatif yang dikembangkan oleh Miles dan Huberman, yang dilakukan dengan langkah-langkah sebagai berikut: (a) reduksi data (b) penyajian data (c) penarikan kesimpulan. Hasil penelitian menunjukkan bahwa bermain dengan mainan tradisional berdampak pada nilai karakter kreatif rasa inisiatif pada anak Karanganyar yang ditandai dengan mampu mengembangkan aspek berpikir kritis atau kreatif, mengembangkan aspek respon perasaan hati dari akal termasuk mampu merasakan dan menghargai, kemudian mengembangkan kemampuan berkehendak. Atau tindakan nyata.

Kata Kunci: Sense Penciptaan Karakter Karsa, Mainan Tradisional.

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INTRODUCTION

Traditional toys are the archipelago's cultural heritage that must be preserved as national identity (Anggita, Mukarromah, & Ali, 2019; Rusdianto, Purbasari, & ..., 2018). The existence of traditional toys is indeed an important thing for children. The world of children is a world that spends their time playing (Pratiwi, Masfuah, & Rondli, 2018). According to (Rohmah, 2016) Play itself is defined as an attempt by children to express in the form of behavior that is felt to be fun and without coercion from others. Playing can also be said as one of the human rights in early childhood (Ardiyanto, 2017).

The types of toys can be categorized into two: traditional and modern. (Harsela & Qalbi, 2020) Traditional toys are objects or tools used in play activities whose existence has been inherited

across generations. Traditional toys when viewed in depth are very beneficial for children's development. The same thing was also conveyed by (Ardiyanto, 2017; Hasanah, 2016; Nurhayati, 2012) that traditional games or toys are simple games but have extraordinary benefits. One of them is useful for developing the character of creativity in children. this is in line with the opinion (Nur & Asdana, 2020; Rejeki, Bulubaaan, Nurhayati, & ..., 2020) that traditional games or toys also have benefits for a child's physical and mental development.

Children in Karanganyar Village are children who struggle with the world of games or toys every day. Because indeed Karanganyar Village itself is the village with the largest producer of traditional toys in Jepara (Maghfiroh & Mulyono, 2021). Children in Karanganyar village like traditional toys. As for some of Karanganyar's traditional toys, they are still played by children in Karanganyar Village, namely Kiran and otok-otok. According to (Purwaningrum, Purbasari, & ..., 2019) the circumferential can be referred to as a windmill. This game is made using bamboo, mica, zinc, etc. Then according to (Purwaningrum et al., 2019) that Otok-otok is a traditional game that is played by pushing the game so that it will produce an otok-otok sound.

Based on the explanation above and the results of research observations with children in Karanganyar Village that the children there, until now still like traditional Karanganyar toys. Therefore, researchers are interested in knowing how the impact of traditional toys on the character of the creative sense of initiative in the children of Karanganyar Village, Jepara.

METHOD

In this research, the method used is qualitative, and the research data presented is in the form of narrative data. The research was conducted in Karanganyar Village, Welahan, Jepara Regency. Data collection techniques in this study were carried out using interviews, observation, recording, and documentation. The data analysis technique in this study is a qualitative analysis developed by Miles and Huberman (Sugiyono, n.d.) which is carried out with the following steps: (a) data reduction (b) data presentation (c) conclusion.

RESULT AND DISCUSSION

Based on observations and interviews with children in Karanganyar Village, playing with traditional toys impacts the creative character of the sense of initiative in Karanganyar children. The following are the results of observations with 5 resource persons from Karanganyar Village children.

Table 1. Observation Results

Indicator	Observed aspects	Exist		Information
		Yes	Not	
Creative thinking	Children can think of creating new toys from existing ones	V		Children in Karanganyar village can think creatively, which can be seen from the opinions they convey from traditional Karanganyar toys
The response of	Children love to	V		Children in Karanganyar village

the heart to the senses	play with traditional toys			like traditional Karanganyar toys but they just like not playing
	Kids get bored with traditional toys		V	The lack of children playing with Karanganyar toys indicates that the children are bored.
Intention or will.	Children learn to make traditional Karanganyar toys	V		Children in Karanganyar learn to make toys, but only a few children learn to make toys.

From the results of the observation data above to the 5 sources, they found evidence that almost every child in the village of Karanganyar has the character of creativity and a sense of initiative. This is also reinforced by the results of interviews with children from Karanganyar Village. According to SYF, "I can modify traditional Karanganyar toys, for example, my favorite toy is otok-otok. I can turn otok-otok into toy cars, I feel proud of toys made in my village. I also learned to make toys from Karanganyar, for example, giving a twinkling ribbon to the handle of the otok-otok, to market traditional toys, I have also been friends with myself." ZDN also revealed that I can turn traditional toys into kites, I am very proud of this Karanganyar traditional toy. I never learned to make toys, because my parents weren't toy craftsmen. I once joined my friend in selling Karanganyar toys on the street. The same thing was conveyed by MTA, DMR, and IFN that from Karanganyar traditional toys can be changed or modified, then they have learned how to make traditional toys, then they have also promoted traditional toys.

Based on the results of data obtained from interviews and observations made to SYF, ZDN, DMR, MTA, and IFN, it shows that there are several findings obtained from **the impact of traditional toys on the value of** the creative character **of** a sense of initiative in these children, namely:

1. Children can think to create something new

Children in Karanganyar Village can think creatively to create something new from traditional Karanganyar toys, for example changing otok-otok toys into toy cars.

2. Children can feel or have a taste

Children in Karanganyar Village can feel from playing traditional toys, from playing traditional toys, children in Karanganyar Village feel happy and proud.

3. The child can intend or will.

Children in Karanganyar Village can intend or will, for example, children in Karanganyar Village from childhood have been taught or learned to make traditional Karanganyar toys and promote traditional toys made in their area.

From the research results obtained, the formation of the creative character of the sense of initiative possessed by children in Karanganyar Village from playing with traditional toys is characterized by the following:

Children can think creatively (Cipta)

Children in Karanganyar Village can think creatively to create something new from traditional Karanganyar toys, for example by imagining turning otok-otok into a toy car and turning kitiran into kites, chickens, and others. This is to the theory presented by Ki Hajar Dewantara (Ibrahim & Hendriani, 2017) showing that Copyright is defined as an activity of the mind to find out what is right and wrong by comparing or differentiating. The same thing was also conveyed by the KBBI (Big Indonesian Dictionary) stating that creativity is the ability to think to create something new, creative wishful thinking. Regarding creating, humans have the right to dream actively or subjectively, namely to act according to their own will. So based on the results of the research and the theory presented, the conclusion is that children in Karanganyar Village have the value of creative character, which is characterized by a child's ability to think creatively.

The child can feel or have a taste/heart response from the senses (Taste)

Children in Karanganyar Village can feel from playing with traditional toys. From traditional toys, children in Karanganyar Village can feel that they like, are happy, and are proud. This is to the theory presented by Ki Hajar Dewantara (Ibrahim & Hendriani, 2017) showing that Rasa is all forms of movement of a person's heart, which makes a person, like it or not, feel happy or difficult, brave or afraid, etc. The same thing was also conveyed by (SAKINAH, n.d.; Warsito & Widodo, 2018) that the word "taste" has the meaning of including human responses to what is experienced, it can be in the form of responses to nervous system experiences, physical or heart. So based on the results of the research and the theory presented, the conclusion is that children in Karanganyar Village have a sense of character value which is characterized by the child's ability to feel from playing with traditional toys, namely being able to feel like, proud and happy.

Children can intend or will (Karsa)

Children in Karanganyar Village can intend or will, from traditional toys, children in Karanganyar Village have learned how to make toys and promote traditional toys made in their village. This is to the theory presented by Ki Hajar Dewantara (Ibrahim & Hendriani, 2017) showing that Karsa is defined as an intention or will that arises as a result of thoughts or feelings. The KBBI (Big Indonesian Dictionary) states that intention is defined as the power of the soul that drives people to will. Then the theory presented by (SAKINAH, n.d.; Warsito & Widodo, 2018) that the meaning of intention is in line with motivation. So based on the results of the research and the theory presented, the conclusion is that children in Karanganyar Village have the value of intentional character which is characterized by the child's ability to act and have the will to play with traditional toys, namely the will or action to learn and promote traditional Karanganyar toys.

The character value of Cipta Rasa Karsa is a character that is owned by every human being. From these characters will form a creative mind, able to feel and take action or want to do something. Children in Karanganyar Village are children who struggle with the world of traditional toys every

day. because in fact, the children in Karanganyar Village are the children of traditional toy craftsmen. Children in Karanganyar Village are still proud and fond of traditional toys made in their village.

Children are indeed very close to the world of games. In the life of a child, toys are almost a basic need for a child. Children already know what traditional toys are. The emergence of traditional toys has an impact on its own on a child. The impact generated from traditional toys is indeed very large for a child. Traditional toys will form a character naturally from a child.

The character value of Cipta Rasa Karsa is a character that is owned by every human being. From these characters will form a creative mind, able to feel and take action or want to do something. Children in Karanganyar Village are children who struggle with the world of traditional toys every day. because the children in Karanganyar Village are the children of traditional toy craftsmen. Children in Karanganyar Village are still proud and fond of traditional toys made in their village.



Picture 1. Children Playing Karanganyar Toys

The toys made in Karanganyar Village, which they still like to this day, are pull toys, sorongan or otok-otok, and kitiran toys. Children feel happy when playing with these traditional toys, not infrequently children invite friends or relatives to play. Although only a few children still like to play with Karanganyar toys, children in Karanganyar Village who still play with these toys have a creative mind to create new things from existing traditional toys, they can feel and be able to take action or want to do something from village-made toys.

So from the overall description above, the researcher concludes that the creative character of the sense of initiative in children in Karanganyar Village from playing with traditional toys is characterized by children being able to develop aspects of critical or creative thinking, developing aspects of feeling or heart responses from the senses including being able to feel and appreciate, then develop the ability to will or real action as self-acculturation. This is supported by research conducted by (Warsito & Widodo, 2018) that the formation of character begins with the knowledge or thinking power, then feelings or feelings, and finally leads to action or treatment. So that the children in Karanganyar Village are classified as children who have the character of creating a sense of initiative caused by playing with traditional toys.

CONCLUSION

From playing traditional toys it has an impact on the value of the creative character of a sense of initiative in Karanganyar children which is characterized by being able to develop aspects of critical or creative thinking, developing aspects of feeling or heart responses from the senses including being able to feel and appreciate, then develop the ability to will or real action as self acculturation.

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