



TRADITIONAL PLAYING, ONLINE GAMES AND OFFLINE GAMES IN CULTURAL PERSPECTIVE (A CASE STUDY IN RIVER VILLAGE, PONTIANAK), INDONESIA

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Abstract- The times are always experiencing developments, especially in knowledge and technology. Indirectly, there will be a change. Changes that occur both on a small scale to a large scale. The changes that are happening now are in the world of children's games, namely traditional games until they have switched to more modern games, namely Online Games and Offline Games. The research method used is a qualitative approach, namely research that describes situations and events, the data is stated in its natural state or as it is. Data collection techniques are carried out using observation and in-depth interviews and documentation. In examining this problem, modernization theory is used, because in the research it is stated that the problems raised are related to the influence of knowledge and technology systems that refer to modernity. This research was conducted in Sungai Bulan Village, North Singkawang District, Singkawang City. The results of this study indicate that the change of traditional games to online games and offline games from a cultural perspective is seen from the science system and equipment and technology systems. So that in the modern era, children prefer to play online games and offline games than traditional games. This shows a change in the existence of traditional games and learning behaviour and culture. Children prefer to play at home and find online games and offline games more fun and more practical than traditional games.

Keywords: Traditional games, online games and offline games, change

I. INTRODUCTION

According to Plato, Aristotle and Frobel, play as an activity that has practical value. This means that play is used as a medium to improve certain skills and abilities in children. Playing has a function to restore one's energy after work and feeling bored. Friedrich Schiller, in his book "Principles of Psychology", mid-19th century (in Mayke, 2001: 2) argues that play activities such as running, jumping, rolling that is characteristic of young children's activities need to be explained differently. Spencer argued that play occurs due to excess energy and this only applies to humans and animals with a high evolutionary level. For example, children will usually finish tasks quickly if they are promised to play after the task is completed. Sleepy babies often still want to play with their toys. From this example, it is clear that interest is an incentive and does not arise from excess energy.

Traditional game

The term game comes from the root word "play" which gets the affix "per-an". In the Big Indonesian Dictionary, playing is doing something nice whether it's using tools or not. Whereas a game is something that is used to play, an item or something that is played with, or an act that is not taken seriously, it can be said that it is normal (in Novi, 2016: 46).

Ahmad Yunus (in Novi, 2016: 46) explains that traditional games are a cultural product of a society that originates from very old age, grows and lives up to the present time with the supporting community consisting of young people, men, women, rich and poor, folk-nobility, with no difference. Traditional is not just a means of consoling the heart, refreshing the mind or a means of exercising, but traditional games have various backgrounds that are recreational, comparative, pedagogical, agist, and religious. Traditional games also make people skilled, resilient, nimble, agile and so on.

Subagiyo (in Novi, 2016: 47) defines traditional games as games that develop and are played by children in the general public by absorbing all the wealth and wisdom of their environment. In traditional games, all aspects of children's humanity are nurtured, creativity and spirit of innovation are manifested. Traditional games become discourse or media for children's self-expression. Subagiyo explained that involvement in traditional games will hone, sharpen, develop children's brains, generate empathy, build social awareness, and emphasize individuality. All aspects of humanity in maintaining and giving meaning to life are grown in traditional games. It is interesting to note the development of children with games so that they can be used as children's learning media.

The traditional game itself can be said to be a folk game. Traditional games are a type of game that contains cultural values which are inherited from their ancestors. If the essence of play is something that is fun and traditional games are games that contain cultural values or habits that are usually carried out by ancestors, then traditional games are of course not only defined as action games. All habits that were fun and used to be done by children in the past, be it singing and jokes, can also be said to be traditional games (Ismail, in Nor and Hardiyanti, 2016:34).

Danandjaja (in Aljuk, 2014: 2) argues that children's traditional games are a form of folklore in the form of children's games, which circulate orally among certain collective members, are in traditional form and are passed down from generation to generation. Because it is folklore, the characteristics or characteristics of traditional children's games are old, its origins are not known, who is the author or creator and where it comes from. It is usually spread by word of mouth and sometimes changes in name or shape even though the basis is the same. When viewed from the root, traditional games are nothing but activities that are regulated by a game rule which is an inheritance from previous generations carried out by humans or children to get joy.

So the conclusion is that traditional games are games that existed in the days of our ancestors, so traditional games are also one of the focal points. Games also contain positive values that can simultaneously hone various aspects of child development, including emotional development. Traditional games tend to be creative for children, because in the making of tools as a means of play they are made themselves and use tools that come from the surrounding environment or are made from natural materials. Besides that, in traditional games, of course, it has the goal of having fun.

The game comes from English which means game. Games are divided into two, namely online games and offline games. In the Big Indonesian Dictionary (Yeyen Maryani and Cece Sobarna, 2011: 289), a game is something that is used to play. This means that games are generally just for fun.

The game usually used to fill spare time as well as entertain yourself. Most games that are created are very diverse, ranging from children's games to games for adults. Games specifically for children are usually offline, although not all of them. Whereas ordinary adult games tend to be online or use the internet network. *The online game* consists of two words, namely game and online. The online game is taken from English. Game is defined as a game. game (YeyenMaryani and CeceSobarna (2011:289-290), is something that is used to play, while online is defined as the internet. Online games are games that are related to the internet connection. The development of online games in society cannot be separated from technological developments. This is due to the increasingly sophisticated technology that raises human desires. Before online games existed, offline games existed. Offline games are games that don't use an internet network. *Online game* usually played on a computer or notebook. Due to changes in technology that are more rapid. So that online games are provided in gadgets or cellphones. Gadgets are a means of communication both near and long distances. Along with the times, gadgets are no longer a means of communication only, but rather a tool for fun, namely in playing games. Examples of online games are Fire Fare, Mobile Legend, and so on. Offline games are games that are on cellphones or gadgets. Games usually do not use internet networks. Offline games are not only popular with children but also adults. Offline games also have variations. Each offline game has different features. For example worm games, Plants vs Zombies, Candy Crush Saga, Dream House, and so on.

Social transformation

Sztompka (in Arkanudin, 2018: 59) suggests several definitions of social change as follows: (1) social change is a transformation in a community organization in thinking patterns and behavior patterns at a certain time; (2) social change refers to variations in relationships between individuals, groups, organizations, cultures, and communities at any given time; (3) social change is a change in behaviour patterns, social relationships, institutions and social structures. Meanwhile, according to Garna (in Arkanudi, 2018: 62) states that social change includes: First, there is a change in the form of changes in social institutions in society that affect the social system. Second, the social changes that occur in the values, attitudes and behaviour patterns of groups in society. Third, changes that occur in certain areas of life that will affect other areas. Fourth, changes that can be considered a setback or progress.

Emile Durkheim (Asep, 2016:15) states that social change is the result of ecological and demographic factors that change people's lives from traditional conditions that are tied to mechanical solidarity in the conditions of modern society. Social change is caused by increasingly global life, the change will be considered a habit due to the rapid development of technology, transportation and communication so that the crisis of life in other parts of the world will result in other parts (Garna in Arkanudin, 2018:74). Sutherland et al (Arkanudin: 2018:75) argue that the factors that cause social change are innovation or renewal, an invention which means discoveries, adaptation which means social and cultural adjustment, and adoption, namely the use of discoveries. The phenomenon of children today, where it is found that there are children who prefer to play online games and offline games compared to traditional games. Even though traditional games are one of the cultural heritage that must be preserved. Besides that, traditional games have their charm and uniqueness in each game. Even in ancient times, children preferred to play out the door (outside the room) which did not know the name tired. The rain that stole the body and the hot sun that burned the whole body did not prevent children from playing traditional games. It's just that the development is so fast that this game is now starting to fade and children prefer the games on Gadgets to traditional games.

Based on the description above, the problem of this research can be formulated, namely, how is the change of traditional games to online games and offline games from a cultural perspective in Sungai Bulan Hulu Village, Singkawang Utara District, Singkawang City?

II. METHODS

The research time in this study was 3 months after the proposal was approved. Previously, researchers had conducted pre-research, namely in October 2018 and January 2019. This aims to get good research results. Then the specified period must be calculated as best as possible and this determines the quality of the data obtained. The method used in this research is qualitative research methods. Qualitative research (in Lexy J. Moleong, 2017: 6), is research that intends to understand the phenomena experienced by research subjects such as behaviour, perception, motivation, action, etc., holistically and descriptions in the form of words. Words and language, in a specific natural context and use as various natural methods. In this study using descriptive research methods in a qualitative approach. The data collected is in the form of words or pictures. So it doesn't emphasize numbers. Furthermore, the data that has been collected and analyzed is then described so that it is easier to understand. Data collection techniques are observation, interview and documentation. The first data analysis technique was carried out, namely data collection. Data that has been obtained from various sources, namely observation, in-depth interviews, and documentation. In the early stages of the study, general exploration of the object under study was carried out. Thus the researchers obtained very large and varied data.

Data reduction

Of course, a lot of data that has been obtained from the field and it is obtained from various sources. Moreover, the research has been conducted for a long time, so the amount of data obtained is also increasing. So that researchers have to reduce data. data reduction means summarizing. Data that has been reduced will provide a clearer picture and make it easier for researchers to carry out further data collection.

Data Display

Data Display or data presentation is one of the data analysis techniques. According to Miles and Huberman (in Sugiyono, 2017: 137) states that what is most often used to present data in this type of qualitative research is

narrative text. The purpose of displaying data is to understand what happened, plan the next work based on what is understood.

Verification

According to Miles and Huberman in qualitative data analysis is drawing conclusions and verification (in Sugiyono, 2017: 141). The conclusions in this type of qualitative research are new findings that have never existed before. Findings can be in the form of a description or description of an object that was previously unclear. So that after researching it becomes clear. Can be an interactive relationship, hypothesis or theory. If the data obtained is valid, it will be made a credible conclusion.

III. RESULT AND DISCUSSION

Changes from Traditional Games to Online Games and Offline Games in Sungai Bulan Village The traditional games played by children in the past included: Uwau, Engle-crank, Sticks, RumahPisir,BatuBuahLimak, Main Gambar, Jangkak, Dolls from Pineapple Leaves and Cloth, Pelantak, Chopsticks,Congkak, Dangau, Banana Pah-Pahs. , Cik-CikPeriok, Injit-InjitSemut, Canned Koko, Sengingan, Rifle,Gasing, Guli, BP (Unloading), Long Gaff, Yoyo, Jangkal Game, Gatah Fruit, Cream Game, Dragon Snake, Slingshot, Potapos, and Cungkel game. The games mentioned are games that are very popular with children. It's just that not all children don't play the game.In playing the games described above, it is not immediately necessary. Every game has a season. The season is meant to be the distance between the games from one another and if the child is playing one game then the other kids are playing it too.There are several traditional games that are still played by children in Sungai Bulan Village, namely:

1. *Uwau*

Uwau is a traditional game that is played using string, *uwau* is the same as a kite. It's just that for the mention of the area of Sungai Bulan Village, the kite game is called *Uwau*. *Uwau* is a favourite among children in Sungai Bulan Village. This game relies on the wind. In addition, to play *Uwau* requires skill in playing. For example, in stretching the thread you have to be careful, otherwise, *uwau* will come down. To play the *Uwau* game, you need a very large yard, like a soccer field.

The values contained in the *Uwau* game are hard and creative work. This can be seen from when the player flew the *uwau*. It takes consideration in extending or raising it. In playing *Uwau*, of course, the player must be able to determine the direction of the wind. If you have determined the wind direction, then *Uwau* is ready to be sent. Also, the *uwau* model can be varied so that various forms and characters of the *uwau* are created.Most of the games are played by boys. Playing *uwau* is usually not just a child. But teenagers, as well as adults. *Uwau* that are played vary, both in color and size. There are small and large sizes of *Uwau*. *Uwau* which are small in size are generally played by children. *Uwau* is a large size played by teenagers and adults.

2. *A lesson*

A lesson is one of the traditional games played by children in Sungai Bulan Village. In this game, power and speed are needed. Game of scrutiny is the same as a game of chase. It's just that each region in the mention of each game is different. The minimum number of players in the game is 2 people and there is no maximum number of players. Before playing the game, players will make a deal first. Then the player will do *hompimpa*. who loses when doing *hompimpa* then he will be the one who will chase the other players. The way to play is that the loser will chase the other players by touching him. If it has been touched then, the player who has been touched earlier becomes the one who chases the other players.

The value contained in the teaching game is courage. The value of courage is when the losing player will chase the other players. The losing player must be brave in taking risks. For example, other players have the power to run very fast. So that players who lose will chase extra so they can touch other players. Even though there is wood or objects in front of him that will make him fall. Furthermore, in pursuing players, of course, they have to think about how to get out of conditions and situations, namely thinking in a tight situation so as not to lose.

3. *Gatah fruit*

Gatah fruit or *maing gatah* or *lambose* is a game that is played using rubber sap which is joined together to resemble a chain. This game is very popular with girls. Because this game is done jumping and should not be exposed to the sap of the bracelet. So when jumping, you have to be careful. Apart from women who play this game, boys also play it. The way to play *bauh gatah* is the same as the game of jumping rope. It's just that the media used is different.People who play the *Gatah Fruit* game are not sure. But for the minimum number of

people who play it is around 3. The maximum in playing the game of gatah fruit is not determined, usually, there are 8 people. Also, if there are many players, it will be divided into two teams. In the game of gatah fruit, there are winners and losers. There are many ways to play gatah fruit, for example, there is a way for the sap to bounce, the name is playing pis-pis. The way to play pis-pis is first, two people are swinging the gum bracelet earlier. And one person jumped without being hit by a bracelet sap. If you get hit by a bracelet sap, you will lose. Before starting the game, there are rules made by the player. To make regulations more effective. The game of gatah fruit has values that indirectly benefit the children who play it.

4. *Report*

Reporting traditional games are very popular with both girls and boys. Reporting is the same as a game of hiding and seek. Reporting games require more than two players. The way to play reports is very simple, one person is the guard and the others have to find a place where the guard cannot find it. Later the guard will look for other players who are hiding. If caught, the guard will call him his name. Before playing, the children will do hompimpa. It aims to determine who is the guard and who is hiding. Also, the player will determine where the person who will be on guard will be. Furthermore, when the reporting game starts, the guard will close his eyes while counting. When finished counting, the guard will look for his hidden friends. If the guard is careless, then the other players will immediately go to the guard's place and say "queue". Queuing up is a sign that he is already in the guard's place.

Next, when you're done finding all the players. Then the guard will guess the number while closing his eyes and the other players line up behind the guard. If the guard calls the hit number with a player who is not in line, then he will be the guard. If the guard says which number is the player who is already queued, then the guard will lose and repeat himself as a guard. Report games have value. The values contained are honesty, courage and cognitive values

5. *Guli*

Guli is a traditional game that uses tools, namely marbles. Another name for guli is marbles. Marbles are moon shaped and made of clear glass. The game of guli is very popular with boys. To play the game of sugar, the strength of the fingers is needed. Besides being skilled at playing because this game requires good calculations so that you don't lose easily.

How to play guli is very easy, namely by flicking the marbles with the target or the opponent's marbles. Before playing this game the player must first agree on the rules. For example, before playing, you have to hop over, to make it fairer who will start first and who will be the last. The game of guli will start when the rules are agreed upon.

The game of guli is very popular among boys. Don't even be surprised if the game of guli is played by adults too. Besides that, girls also play the game of guli. Although not many girls play the game of guli. Guli or marbles are very easy to find everywhere.

6. *Gouge*

Gorgeous one of the traditional games that use wood media. There are at least 2 players in the game of chalk and the maximum is not determined. It depends on the player agreeing on the rules. Boys and girls like the game of chuckling.

The way to play in the game of chalk is enough to provide 2 pieces of wood. One piece of wood is about 2 finger fingers long. While the other is 1 finger sized. If everything is in place, the player will make a rule. Then the player will make a hole. Then the small wood is stored right above the hole that has been made. Then the long wood went into the hole while holding it and swung it until the small wood was thrown. The wood that was thrown earlier will be caught by the other players. Who can catch the small wood earlier, then he will get points. The points awarded usually depend on the agreement of all players. For example, if you catch with one hand 100 points and catch using two hands counts 50 points. The game of *Cungkel* has positive values for those who play it. The values contained are the value of togetherness, the value of courage, and the value of honesty.

7. *Stick*

The traditional stick game is a game played using ice cream sticks. The number of players usually consists of 2-5 people only. The displayed sticks vary widely. Depending on the owner makes it as beautiful as possible. Usually, the stick is given a certain colouring or image. This aims to be able to distinguish the sticks between players. to play sticks is usually done on the floor. Also, players must have special techniques so that the sticks they have can be played well.

How to play sticks is so easy. The tools prepared are sticks from ice cream. Then the player will do the abundance so that it is easy to determine who started the game. The person who takes the first turn will choose the stick. How to play Sticks is very easy, that is, two wrists are joined together by crossing all the fingers. Then the player will stick his wrist to the floor while the stick will move simultaneously. This is because there is a force of wind that comes out of the hands that are brought together and then clapped to the floor. The stick must be worn on the opponent's stick. If hit by the opponent's stick then it is considered to win. The player who loses will give the stick he has as payment.

8. *Limak Fruit Stone*

Limestone is a traditional game in the Sungai Bulan Hulu Village. The Limak Fruit Stone game is a favorite for girls. In the game of limak, of course, there are rules. The rules that are made depend on the player.

This game uses a tool, namely 5 small pebbles. The player consists of 2-5 people. The sitting position of the children playing the game of limak usually resembles a circle and later the stone consisting of five will be in the middle. The game starts with one player and the others observing. In this game there are winners and losers.

The way to play the limak stone game is to collect limak stones using one hand. After that the stone in your hand was thrown to the floor. In the game of limak stone has 7 innings. The first half, the player takes one stone and then throws it upwards while taking another stone in turn. Then in the second half, the player does the same thing, namely throwing a stone on the floor and taking one stone and then throwing it up while taking two stones until the stone runs out. The third to the 5th round, the way to play is the same as the first and second half, it's just that the number of draws is different. In the third round, the stones taken are three. The round of four stones are taken amounts to four. The fifth round of stones taken amounts to five. As for round 6, the player will grasp and then place the stone. Then the stone that is taken is thrown upwards while taking the remaining stone by smashing the floor with the index finger. On the 6th chapter, one of the stones was carefully removed. If the stone that is picked touches another stone so that the other clothes move it means losing. If not touch. In the 7th round, the stone is stored in the palm and then thrown upwards. The stone that is thrown upwards is then greeted with the palm of the other hand lying face down. Then he recaptured the stone in the palm of his other hand. Then the stones that have been caught become points. The more stones that are taken and collected, the victory is considered. On the 6th chapter, one of the stones was carefully removed. If the stone that is picked touches another stone so that the other clothes move it means losing. If not touch. In the 7th round, the stone is stored in the palm and then thrown upwards. The stone that is thrown upwards is then greeted with the palm of the other hand lying face down. Then he recaptured the stone in the palm of his other hand. Then the stones that have been caught become points. The more stones that are taken and collected, the victory is considered. On the 6th chapter, one of the stones was carefully removed. If the stone that is picked touches another stone so that the other clothes move it means losing. If not touch. In the 7th round, the stone is stored in the palm and then thrown upwards. The stone that is thrown upwards is then greeted with the palm of the other hand lying face down. Then he recaptured the stone in the palm of his other hand. Then the stones that have been caught become points. The more stones that are taken and collected, the victory is considered. The stone that is thrown upwards is then greeted with the palm of the other hand lying face down. Then he recaptured the stone in the palm of his other hand. Then the stones that have been caught become points. The more stones that are taken and collected, the victory is considered. The stone that is thrown upwards is then greeted with the palm of the other hand lying face down. Then he recaptured the stone in the palm of his other hand. Then the stones that have been caught become points.

9. *Engke-Engke*

Engke-Engke is one of the traditional games in Sungai Bulan Village. Engke-Engke is the game most favoured by girls. In this game, there are usually winners and losers. People who play the game of cranks consist of 2 to 6, depending on the playing agreement.

The game of cranks requires a large amount of energy because the way to play is by jumping up and down. The gameplay in the crank game is quite simple. Just draw a grid on a sandy page. Every player must have a 'woof'. Gucuk is a tool that will be used when playing. Gucuk is usually in the form of ceramic chips, shells, wood and so on. Furthermore, the pattern that has been made. Then the player will do hompmpa. Who wins he gets the first turn. When the game has started, the person who takes the first turn throws the hump into the first box. Then the player will jump on the part where there is no ridge. After the player returns to the starting line, the player will take the humpback. Then the gucuk is thrown back in the next box. If the pattern line that has been made is hit, the player will lose.

Crankin the Kelurahan Sungai Bulan, there are five kinds, namely Chinese cranks, moon cranks, robot cranks, cross cranks, and house cranks. Although the game cranks many variations. However, the way to play is the same. It's just the shape or image that distinguishes it.

Apart from the traditional games described above, some children are now playing modern games, one of which is the games on gadgets. Digadget games are divided into two, namely online games and offline games, which are as follows:

1. *Mobile Legend*

Mobile Legends one of the modern games on Digadget. *Mobile Legend* is a type of game that uses the internet network. Playing this game requires two teams. Each team has 5 players. The two teams attacked each other. The advantages of the *Mobile Legend* game are people who play, of course, not only in one area but can be outside the region, city or outside the island. The following is a picture of the *Mobile Legend* Game features: How to play in the *Mobile Legend* game, namely in each game there will be a character selection called Hero. The hero has various rolls, there are fighter, mask man, support, mage, tank, and assassin. After taking the selected Hero, the player will enter the game where we will meet 5 players and 5 opponent players. In the *Mobile Legend* game, players will use heroes and quickly level up heroes. Next, buy items that aim to strengthen Hero skills. Each level, players will be given the option to raise skills, namely 1, 2, or 3 which is commonly called *ulty*. The higher the player's Hero level, the more items and easily kills the opposing player. The main goal of the *Mobile Legend* game is to knock down the opponent's tower to the last tower on the opponent's side of the game. If you succeed in destroying all of them, then there will be a winner. The main goal of the *Mobile Legend* game is to knock down the opponent's tower to the last tower on the opponent's side of the game. If you succeed in destroying all of them, then there will be a winner. The main goal of the *Mobile Legend* game is to knock down the opponent's tower to the last tower on the opponent's side of the game. If you succeed in destroying all of them, then there will be a winner.

2. *PUBG*

PUBG is one of the modern games. When you want to play this game, of course, you have a quota or internet network. When playing the *PUBG* game, it is not much different from the *Mobile legend*. The similarity is to have 2 teams and in the player system, they both attack the opposing team. The two teams will fight each other to get the victory.

The advantage of playing *PUBG* is that you can meet friends from outside the island, country and abroad. It's just that you can't see the person you can only hear the voice. In the *PUBG* game there are 3 types, namely being able to play solo / alone, two and four. For the way to play from 3 types is the same. It's just that what distinguishes the number of players. For example, a player will choose to play two people. Then players will add players to play together. Also, the player has played as two people and against other players two as well. Likewise with the types of players who are solo or alone or four of them.

In playing *PUBG*, the hands must be fast. Because if you are careless, the player will lose, maybe the player will be hit by a shot from the opposing team. Besides that, you must be careful in making decisions and strategies that are mature and you have to get a lot of weapons.

Children Background Are Interested In Online Games And Offline Games Than Traditional Games From A Cultural Perspective

Current technological developments are increasing. All human needs are always met. This is evidenced by a large number of sophisticated equipment and technology that have entered people who are far from the city. All the work that is now can be done quickly and more practically. The existence of increasingly sophisticated technology, of course, cannot be separated from humans who have extraordinary knowledge. So that created technology that makes human work easier. One of the technological developments that can be felt in Sungai Bulan Village is that there are many gadgets or mobile phones in circulation. Gadgets are used to facilitate everyday human activities. The currently displayed gadget has its sophistication, both from the features that are displayed and others. Gadgets are cultural products, the result of knowledge systems and technological systems. *Gadgets* not only owned by adults. Nowadays, there are so many gadgets. So that children and teenagers have gadgets. Indirectly, the resulting culture will also change from before. In the past, especially among children who used to play traditional games, they have now switched to playing more modern games, namely online games and offline games.

There are several reasons why children prefer games on gadgets, namely online games and offline games, namely as follows:

1. *Online game* and offline games are more practical

Given the development of the game is very varied. Moreover, it is added with playing games, namely online games and offline games which are considered more practical. This is because the games on the gadget are more accessible.

From the informant's explanation above stated that the games on the gadget provide a very strong relationship with the player. Moreover, coupled with the features that are displayed by the game itself, it is always changing. So that it doesn't make children not easily bored in playing games on the gadget.

Also, games on gadgets are also considered practical because playing games on gadgets, namely online games and offline games, is very easy. Children no longer worry about choosing a place to play. Kids are free to play online games and offline games anywhere. Besides that, playing online games and offline games knows neither day nor night. When compared to traditional games, of course, it must require determining the place and time to play, for example during the day after school. It was rare for children to play traditional games at night. Also, playing traditional games requires more energy than playing online and offline games. Plus it was very hot during the day. So that it makes children quickly tired of playing. From the above statement that the children come home from school around 15:30 WIB. So it can be concluded that after school the children are very tired, especially at school they learn a lot. This leaves children no time to play traditional games. Children will certainly choose games that are more practical, such as games on gadgets, namely online games and offline games.

2. Join friends

Humans want more than other humans. This is based on the mindset of every human being. A culture of excessive consumption makes people focus more on wants than needs. In the past, humans were only more focused on needs. Needs such as food and clothing

Lifestyle is a picture for each individual. Especially now that it is more modern. Adults, teenagers and children are more concerned with something they do not need. Especially children who need an understanding of it. Even children prefer more modern games. Because they have modern thinking. With a modern mindset, children want to play games that are more practical or don't make them tired, one of which is in games on gadgets. Apart from being easy to play anywhere, online games and offline games also have more interesting features and are easy to play in any condition. When compared to traditional games, playing it drains energy.

The Change of Traditional Games to Online Games and Offline Games from a Cultural Perspective

Today's developments cannot be separated from knowledge systems and equipment systems, one of which is in the increasingly modern field of technology. There are advances in technology so that people continue to look for tools that can be carried everywhere as well as used for long-distance communication, one of which is Gadgets or Mobile. Gadgets are a result of culture, namely the elements of equipment and technology systems. So that indirectly the creation of gadgets, this is due to science. The conclusion is drawn that equipment systems and technology and science cannot be separated. Changes that occurred in Sungai Bulan Village were the behaviour of children. Changed behaviour, namely how to play and the learning culture of children who were not familiar with online games and offline games before.

Based on what the informant stated, ancient children did not know about gadgets. Even if there are games, they are not as sophisticated as now which always provide different features and each game certainly has its charm. Today's children are familiar with gadgets as well as modern games, namely online games and offline games. The existence of online games and offline games for children has become more focused on the game. Indirectly, children who are familiar with online games and offline games make children lazy. For example, parents send to a shop. The child didn't even want to be confined. They are always obsessed with what is in front of them. When playing online games and online games, children feel challenged. The feeling of wanting to win the game is increasing. If you lose the game, the player will be obsessed with winning it and repeating the game played until it wins. For example, they have to win the game they are playing, so that the children are more focused on the game being played rather than being told to compete or other things.

Change of Traditional Games to Online Games and Offline Games in Equipment and Technology Systems

Changes occur in the people of Sungai Bulan Village, Singkawang Utara District, Singkawang City, not only from cooking utensils and household furniture and so on. Rather, the games played by children are now

changing. This can be seen from traditional games that use natural equipment to switch to online games and offline games on Gadgets.

Many traditional games are no longer played by children in Sungai Bulan Village because they are influenced by external cultures. Children tend to keep up with the times. So that it is considered not out of date. Especially now that parents do not teach their children about traditional games. The application between the theory used is the modernization theory and the results in the field in Sungai Bulan Village, as the opinion of Anthony Giddens, modernization is the transformation or change that exists in self-identity and globalization from the dialectic of local conditions and high modernity. The changes that occur are in the aspects of social life. Self and society are interconnected in an environment. So that it can be concluded that in people's life has experienced changes, one of which is in traditional games. Games that were once very popular with children are now starting to fade. This is due to the development of modern times.

Also, playing games on Gadgets, namely Online Games and Offline Games, has a positive impact, namely as follows:

1. Increase Creativity

When playing games on gadgets, children indirectly think. Thinking means solving problems and how to win the game being played. Moreover, the forms of games provided are very diverse.

From the results of the interview, the games on the Gadget have an indirect effect on the players. The impact is not only negative but positive. While playing online games and offline games do not exceed the maximum use of gadgets.

2. Economic Resources

Online game and offline games are a source of economy. Everyone can earn income by playing games only. The existence of tournaments about games makes people more excited about playing online and offline games. But not all games will be a race material. Often the games that are contested are online games. For example, the PUBG game.

Kids who play online games are motivated to become gamers. This is because there are games that are played in competitions. It's just that most of the games that are contested are the types of games that require an internet network (online games).

Apart from the positive impacts of playing Online Games and Offline Games, there are also negative impacts, namely as follows:

1. Learning Culture Changes

The changes that have happened to the children in Sungai Bulan Village have been enormous. This can be seen from the change in the learning culture. A good learning culture will produce a good learning culture too. Likewise, vice versa. Moreover, in the current era, parents pay less attention to the learning culture. Children are not noticed. However, not all parents instil the same learning culture.

There are differences in each child's learning culture. Even so, if the children are familiar, let alone addicted to playing online games and offline games on gadgets.

Indirectly, children who are not controlled when playing Gadget will change their mindset. so that children are more obsessed with their Gadgets. Plus gadgets make children feel at home when playing them. Also, the achievements obtained have decreased.

2. The children become lazy

Children who often play online and offline games tend to become addicted. As a result, children become lazy and focus on what is playing. Children become lazy in various ways, namely in learning, interacting with the community, and helping their parents. This is because children have more fun playing games on gadgets. Based on information obtained by BT informants that:

3. Lack of Interacting with Peers and Communities

Children in the Kelurahan rarely play outside. Most children prefer to play games on gadgets. Moreover, children nowadays are familiar with online games and offline games, which they think that playing games on gadgets are more practical, it doesn't make them tired when playing them. Meanwhile, traditional games require a lot of energy.

Children who like to play online games and offline games, namely children will experience health problems, one of them in the eye. This is due to the impact of gadget light. Increasingly, children play gadgets with an unlimited tempo. So the easier it is for children to experience eye health problems.

In addition to problems with eye health, children will also experience decreased achievement and are slow to understand lessons. If the theory is applied, the research is about changing traditional games to online games and offline games from a cultural perspective in Sungai Bulan Village, namely the changes that have occurred

in the community in Sungai Bulan Village. Sungai Bulan Village is now familiar with modern goods or equipment. Every work that is carried out uses the results of the development of knowledge and technology, one of which is Gadgets or Mobile. Unlike in the past, Sungai Bulan Village was not familiar with Gadgets. The gadgets that are used today have extraordinary sophistication and the gadgets provided vary widely according to the many types. Gadgets are currently developing very rapidly in Sungai Bulan Village. Almost all people use gadgets. Gadgets are used not only to communicate over long distances but to play games to fill empty time. Gadgets are not only owned by adults but also among teenagers and even children. The changes that occur result from the mindset of individuals who want more. The mindset that wants to be more modern. So that indirectly there will be changes, one of which is the traditional games in Sungai Bulan Village. Children prefer games on gadgets for playing traditional games.

IV. CONCLUSION

Modernization tends to advance knowledge and technology. advances in knowledge and technology certainly bring about change. One of the changes that occurred in Sungai Bulan Village was a change in traditional games to online games and offline games. Children don't play traditional games anymore. children play more modern games, namely online games and offline games. Traditional changes to online games and offline games are seen from a cultural perspective, namely from the science system and equipment and technology systems. Judging from the scientific system, the change from traditional games to online games and offline games is that there is an increasingly modern mindset so that children prefer to play online games and offline games than traditional games. a change in mindset will certainly provide changes in terms of children's behaviour. The visible changes are the children becoming lazy and the learning culture changes. If we look at the change in traditional games to online games and offline games from equipment and technology systems, that there are advances in technology, humans create a tool that is used as a necessity, one of which is a gadget. Formerly gadgets that were used to communicate near and long distances, now gadgets have evolved into a level of extraordinary sophistication. So that gadgets are not only used for communication but can be used to play games. There are two types of games on gadgets, namely online games and offline games. When compared to games in the 90s and now, they are very different.

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