Policy Analysis of Sumedang Regency as Center for Sundanese Culture in Congklak Traditional Games

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Abstract

The Sumedang Cultural Center for Sundanese Initiative (SPBS) was created to help preserve Sundanese culture in Sumedang Regency and strengthen West Java and National culture. One of the folk games stipulated in the Sumedang Puseur Sundanese cultural policy is the congklak game which contains unique regional cultural elements. This policy was issued by the Regent as Sumedang Regent Regulation Number 113 of 2009, which has been revised as Number 1 of 2020. The congklak game is very important to maintain and is a game that children always want to play. The research approach is a literature review that connects new research with previous literature to address a problem and is based on data collection or scientific writing. Reading, taking notes, maintaining and closing research resources are some of the strategies used in libraries to collect data. The research findings highlight the value of congklak for children because they are the first generation of Indonesian children, especially Sundanese children, who have not forgotten their culture. In terms of the benefits of playing congklak for honing fine motor skills, improving numeracy skills, teaching patience, encouraging honesty, understanding the rules, and prioritizing the six domains of development, congklak is no less interesting than video games for today’s children.

Key words: Congklak, Policy, Sumedang The Center of Sundanese Culture

Introduction

In terms of biodiversity and horticulture, as well as diversity of cultures and traditions, Indonesia is a pluralistic country. This cultural diversity creates a variety of regional languages, customs, unique foods, unique clothing, unique fabrics, and traditional games. The Sundanese who are also known as the Tatar Pasundan are one of the various ethnic groups in Indonesia and live in West Java on the island of Java. Sumedang, one of the most beautiful cities in West Java, is home to people who continue to practice various ancient traditional customs. Several villages and sub-districts in Sumedang City have unique traditional ceremonies and arts (Ajid Thohir, 2013). The Sundanese culture of Puseur Sumedang is an effort to realize the lofty ideals of King Tajimalela (c. 950 AD), which is stated in the phrase "Insun Medali Insun Madangan" namely that every member of the Sumedang community must have the spirit, determination and noble values of Sundanese culture, to give the best and selfless contribution. This effort is made possible by the power of history that is rooted in society and its integration with Islamic values. Sumedang
Regency is a regional asset with great potential for cultural development, especially cultural development. Diverse creative policies, including traditional and contemporary arts, special foods, rituals, biological technology, science, ancestral heritage, languages, Sundanese literary oral traditions, and diverse traditional sports, all help preserve Sundanese culture in Indonesia. Sumedang Regency promotes West Javanese culture and national culture.

But in reality, playing traditional games has started to decrease over time, and now children are starting to stop doing it because they can’t (Gustiana et al., 2018). In order to support regional development, the Government of Sumedang Regency seeks to implement cultural policies, especially the Sundanese Puseur Sumedang Culture policy. As a practical first step, the Sumedang Regency Youth Sports Culture Service made Sumedang Regent Regulation Number 1 of 2020 concerning Sundanese Culture Puseur Sumedang, or SPBS, with the aim of facilitating the local wisdom of the Sundanese people to strengthen cu (Madinakova, 2013). In accordance with Article 2, SPBS seeks to strengthen regional competitiveness towards the realization of Sumedang Regency and strengthen the identity of community members and representatives of the Prosperous, Religious and Democratic local government in 2025 (Sumedang SEHATTI).

Sumedang Regency Regional Regulation Number 1 of 2020 regulates the Sumedang Puseur Sundanese Culture (SPBS) which includes folk games, including the congklak game in Chapter IV Article 5d. Congklak is a game with distinct regional cultural elements, so it is very important to preserve it and make it something that children always want to play. Playing congklak is very important for early childhood development because local children, especially those from the Sunda region and those who are part of the first generation of Indonesian children, must remember their own culture. Congklak is as fun as today’s modern games, and children may still learn to preserve old games.

William N. Dunn (1999), policy analysis is an applied social science that uses various research and argumentation methods to produce relevant information in analyzing social problems that may arise due to the implementation of a policy. According to Freire (1998) the cultivation of cultural values in education is a process of liberating human life. Therefore Tilaar (Gandana, 2022) said that Indonesia as a multicultural country must have the courage to exist with its original Indonesian values. This definition is in line with the view of Dewantara, (1977) that education is the implementation of culture and culture is the result of the educational process.

**Method**

This research is a literature review because it seeks theoretical references that are relevant to the circumstances or problems found. Creswell, John W. (2014; 40) defines a literature review as a written summary of articles from journals, books, and other documents that explain theory and knowledge, both historical and current, and organizes the literature into the required subjects and documents.

After data collection, descriptive analysis method was applied to the data. The descriptive analysis approach begins with factual documentation and continues with analysis which not only retells the facts but also provides adequate reasons and understanding.

**Results and Discussion**

**Sumedang The Center of Sundanese Culture (Sumedang Puseur Budaya Sunda)**

The most populous of Indonesia’s five main islands, Java Island is also home to various ethnic groups, including the Sundanese who live in the western part of the island. Natural resources, ethnic diversity, and ancestral cultural heritage are very abundant in Indonesia (West Java). The Sundanese are the source of life, progress and cultural development, claims Ekadjati (1993). Ongoing interaction among the Sundanese helps to maintain this culture. Various values, including religious systems, way of life, art, kinship, language, science, and technology have appeared in Sundanese culture. This ideology gave rise to various principles that the Sundanese people continued to hold from year to year. This ideal is illustrated in the proverbs silih asih (love each other), silih asah (repair each other), and silih asuh (take care of each other). Politeness, humility towards others, respect for elders, affection for young people, unity, mutual cooperation, and so on are also part of Sundanese culture. Because of these ideals, Sundanese culture stands out from other civilizations in a unique way.

Sumedang is a city in West Java which is famous for its Sundanese culture. It features beautiful landscapes, abundant natural resources and diverse people. Several villages and sub–districts in Sumedang continue to display unique arts and ancient ceremonial customs. Rostin in 2022. As a successor to the political control of Pajajaran and a follower of Javanese Mataram culture, Sumedang’s personality is heavily influenced by historical influences (Novian et al., 2022). This historical figure was an important source of inspiration for the Sundanese Cultural Center and a model for incorporating Islamic principles. 2013 (Thohir).

The SPBS initiative was developed by the Youth Culture and Sports Office and is a top priority program for the Sumedang Regency Government with the aim of creating community members who can work hard, work together,
and be productive. Sumedang Regent Regulation No. 113 of 2009 stipulates SPBS and is followed by changes to the Sumedang Regent’s Regulation.

**Congklak**

All ages, including children, youth and adults, love to play games, which are a common form of entertainment. This game offers both traditional and modern gameplay. Play is said to be described in three distinct ways, according to Pellegrini (1991) and Naville Bennet (1998): (1) tendencies, (2) arrangements, and (3) observable behavior. Engaging in any activity performed solely for enjoyment and without regard for the outcome. Traditional games, especially those aimed at children, have a very humane pedagogical meaning for the learning process. Many aspects of children’s development, including their physical, cognitive, emotional, linguistic, social, spiritual, ecological, and moral abilities, are said to improve organically by playing traditional games (Misbach, 2006).

Traditional games are types of games that exist in a certain area and are based on the culture of a region. In the past, people in that area usually played traditional games using traditional rules and concepts. Apart from being a cultural asset with the cultural characteristics of a nation which is expected to develop the character of early childhood and is known as games, traditional games are a way for people to express and appreciate community traditions in order to create happiness and fun situations and activities (Hapidin, 2016). People are entertainment in addition to trying to amuse oneself, a means of maintaining relationships and social engagement. Local culture is very influential on traditional games, therefore it changes due to changes, additions and subtractions made in response to local conditions (Ahmad, 1981).

Sumedang Regency has considerable cultural potential as a source of regional development, especially cultural development in the form of various types of traditional and contemporary arts, special foods, traditional events, life technology, science, ancestral monuments, Sundanese language and oral literature, traditions, and various games. Tradition which is an innovative policy to facilitate the preservation of Sundanese culture. The Sumedang Regency Government, one of the components of the local government, seeks to implement policies regarding culture that can support the regional development sector, namely the Sumedang Sundanese Culture policy so that it is able to compete and adapt to the changes faced by Sumedang Regency with statutory regulations. Contained in Sumedang Regent Regulation Number 113 of 2009. Sumedang Regent Regulation Number 1 of 2020 Concerning Sundanese Culture was then amended. Chapter IV Article 5d Puseur Sumedang, hereinafter abbreviated as SPBS, regulates people’s games. One of these games is the traditional congklak game which has regional cultural characteristics and must be preserved and made into a game that is always in demand by the community, played by young people.

Congklak is played by two players on a board that used to be made of wood but is now mostly made of plastic and contains 98 seeds, pebbles or shells. The board is divided into two sides, with one giant hole at each end of the board and seven smaller holes that serve as the player’s "home" on each side. Each pinhole is often filled with seven seeds or shells. When participants play the game, the seeds in one small hole will be collected and spread to other small holes. The winner is the individual who has the most seeds left after the session. The point of this game is to move the Congklak seeds from one hole to another, including the holes in each main hole. At an early age, it is very important to instill the idea of giving to others and saving for hard times.

According to previous research, the traditional congklak game has a positive impact on learning activities, especially on the ability to count, understand the concept of numbers, and improve character, as well as six areas of child development.
Table 1. Analysis of The Results of A Comparative Study of A Traditional Game Named Congklak

<table>
<thead>
<tr>
<th>No</th>
<th>Title</th>
<th>Method</th>
<th>Finding</th>
<th>Analysis</th>
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<tbody>
<tr>
<td>1</td>
<td>Congklak Traditional Games at Taman Pena PAUD to Build Elements of Growth and Development for Children Aged 5 to 6 Years (2022)</td>
<td>Quantitative descriptive</td>
<td>Because of the potential that is obtained when children play congklak which can be seen while playing and developing children's fine motor skills, children can show honest, sportsmanlike behaviour and obey the rules.</td>
<td>Age-appropriate congklak games can be used as learning activities to help PAUD children aged 5 to 6 years develop six different aspects of development</td>
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<td>2</td>
<td>The Influence of Congklak Traditional Game on Early Childhood Counting Ability (2020)</td>
<td>Quantitative by experiment</td>
<td>The traditional congklak game has a big impact on children because it teaches them how to set the right strategy so they don't trip over their steps and can have fun while learning</td>
<td>When children play the traditional congklak game, their numeracy skills improve significantly compared to when they are not playing</td>
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<td>3</td>
<td>The Influence of Congklak Traditional Game on Beginning Counting Ability of 4–5 Years Old Children in KB Tunas Harapan, Sunggal District, Kab. Deli Serdang (2018)</td>
<td>Quantitative by experiment</td>
<td>The traditional congklak game has a great impact on children's early numeracy skills.</td>
<td>The average value of the students' numeracy skills in the experimental class on the traditional congklak game media was 8.3, which was included in the very good group. The average score of the control group that did not play conventional congklak media was 5.6, which was included in the good category.</td>
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<td>4</td>
<td>The Influence of the Congklak Game on Increasing the Counting Ability of Children Aged 4–6 Years at Dharma Wanita Unity Kindergarten 02 Malang (2018)</td>
<td>Quantitative by experiment</td>
<td>Playing congklak can help children develop good math skills by strengthening their memory. Young children who play the congklak game can develop their cognitive abilities to recognize the concept of counting so as to improve their numeracy skills.</td>
<td>After being given the congklak game, it can affect children's numeracy skills at the Dharma Wanita Unity Kindergarten 02 Malang</td>
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<td>5</td>
<td>Local Wisdom of Congklak Game as Reinforcement The Character of Learners Through Guidance Counseling Services At school (2017)</td>
<td>Quantitative descriptive</td>
<td>Have a good character because society and government need to preserve culture and educate the younger generation desperately.</td>
<td>This requires teachers to provide character education in schools using the guidance and counselling system. In this traditional game, there are several values that can be used to develop the baby's abilities, including social, emotional, athletic, and caring behaviour.</td>
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<td>6</td>
<td>Development of Traditional Dakuca Games to Stimulate 6 Aspects of Development in Early Childhood (2018)</td>
<td>Research and Development (R&amp;D).</td>
<td>The traditional congklak game is lacking in several ways, including gameplay, attractiveness, and a boring and multipurpose appearance. If this media is made, it will feature additional elements, including cognitive, verbal, motor, religious, moral, social, emotional, and artistic.</td>
<td>The creation of the congklak game as a da'wah tool to socialize six areas of early childhood development.</td>
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<td>7</td>
<td>The Influence of Balinese Congklak Game on the Ability to Recognize the Concept of Numbers for Group B Children Ra Baitul Mutaaallim (2016)</td>
<td>Quantitative by experiment</td>
<td>Conventional congklak games help children understand the idea of numbers, which is useful</td>
<td>Congklak game conventions benefit children by helping them understand the concept of numbers.</td>
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</table>

Conclusion

The Sumedang Puseur Sundanese Cultural Policy was implemented by Sumedang Regency as one of the components of the local government in an effort to compete and adapt to the changes faced by Sumedang Regency with the rules contained in Sumedang Regent Regulation Number 1 of 2020 concerning Sundanese Puseur Sumedang Culture (SPBS), in particular folk games, one of which is the Sundanese Game.
References


