DISCOURSE ON RECONSTRUCTION OF THE CHILDREN'S GAME "MEONG-MEONGAN" IN BALI THROUGH TIKTOK TO PRESERVE INDONESIAN CULTURE IN THE 5.0 ERA

Ida Bagus Made Wisnu Parta¹⁾, Anak Agung Mirah Setia Pertiwi ²⁾, Ni Nyoman Ayu Riptayani ³⁾, Ni Komang Divayanti⁴⁾

- 1) Faculty of Teacher Training and Education, Dwijendra University. wisnu.goes@gmail.com
- ²⁾ Faculty of Teacher Training and Education, Dwijendra University.
 mirahpertiwi28@gmail.com
- 3) Faculty of Teacher Training and Education, Dwijendra University.
 ayukripta @gmail.com
- ⁴⁾ Faculty of Teacher Training and Education, Dwijendra University. divayyanti47@gmail.com

ABSTRACT

In today's digital era, young children are already familiar with gadgets. Parents often allow their children to focus on playing with gadgets every day. This can certainly impact the children, one of which is difficulties in socializing. Therefore, there is a need for the discourse on reconstructing traditional children's games, one of which is the "meong-meongan" game, through the social media platform TikTok, to preserve Indonesian culture in the era 5.0. The purpose of this study is to describe the traditional game of "meong-meongan" to reintroduce it to children. The research methodology used is a literature review on children's games. The results of this study are, firstly, the discourse on reconstructing the traditional form of the "meongmeongan" game using social media TikTok. This game is quite simple, involving chasing and catching friends with eyes closed, accompanied by the Meong-Meongan song or other Balinese regional songs. The game is reconstructed by recording it anew and uploading it to social media TikTok so it can be viewed by everyone. Secondly, the function of the "meong-meongan" game plays a role in honing abilities in strategies to chase and catch opponents and also trains the eyes as well as the strength of legs and hands. Moreover, it can enhance focus in children by observing their peers who play the role of mice to be caught. This game also fosters unity among children and a sense of community through cooperation. Another function that can be learned from the "meong-meongan" game is training patience to wait and catch the opponent, as well as preserving Balinese regional songs as the accompaniment to this game. Thirdly, in Bali, children's games and regional children's songs are cultural aspects that need to be preserved to this day. The meaning of this game is to train organization, cooperation, and individual social skills in children. This research is essential in the era 5.0, which is increasingly advanced with the rapid development of technology impacting children's intelligence and the fading of social and cultural developments. Therefore, there is a need to reconstruct traditional children's games, including the "meong-meongan" game in Bali.

Keywords: Reconstruction, Children's games, Meong-meongan, Tiktok, and Indonesia era 5.0.

1. INTRODUCTION

Language and culture are two pivotal elements that share a closely intertwined and mutually influential relationship (Koentjaraningrat, 1964; Maran 2000). Language plays a significant role in shaping culture, functioning as a creator, expressor, and marker of the cultural realities of its speakers (Jakobson, 1960; Kramsch, 1998). When spoken, language manifests the underlying cultural constructs. According to Brown (2000), "A language is a part of culture and culture is a part of language; the two are intricately interwoven so that one cannot separate the two without losing the significance of either, the culture and language are inseparable," emphasizing that language and culture are indivisible and tightly linked. This is in line with the implementation of the Indonesian motto "Bhinneka Tunggal Ika," which signifies unity in diversity and promotes harmonious living among diverse cultural groups in Indonesia.

Each regional culture has distinct characteristics reflecting the life of its community. For example, the Balinese ethnic group, referred to as 'krama Bali,' 'anak Bali,' or 'wong Bali,' is the predominant ethnic group in Bali. The Balinese are renowned for their rich cultural practices including traditional games, regional songs, dance, performance arts, and carving. One traditional Balinese game is "meong-meongan," accompanied by local songs. Historically, this game was widely popular among children and involved elements of joy, strategy, agility, organization, and social interaction (Parta, 2021a).

In the current digital era, even young children are familiar with gadgets, a development stemming from the concept introduced in the 5.0 era that all technology is an integral part of human existence. The internet is used not only for sharing information and data analysis but also for living daily life. This has led to a gadget addiction among children, who often neglect to socialize with their surroundings and forget their cultural games like "meong-meongan." Consequently, many modern children are unaware of such traditional games. Thus, there is a pressing need to reconstruct the "meong-meongan" game via social media platforms like TikTok to preserve and promote Balinese culture. The goal of this reconstruction is to introduce and share this cultural heritage with the world by recording and posting these cultural activities online.

Based on the background provided, the research questions are: How can the reconstruction of the traditional children's game "meong-meongan" in Bali through social media TikTok contribute to preserving Indonesian culture in the 5.0 era? What are the benefits of the traditional children's game "meong-meongan" in Bali? The purpose of this study is to describe the form and benefits of the traditional "meong-meongan" game along with the accompanying song. Level.

2. RESEARCH METODOLOGY

This study employs a qualitative descriptive method supported by structural theory and functionalism. Data collection for the traditional "meong-meongan" game involves literature review and note-taking techniques. Literature reviews form a part of academic writing that discusses prior research and serves as a reference for scientific literature related to the study. This method aids in gathering data on various references concerning children's games in Bali.

The data for this research is gathered from interviews and relevant literature that supports the primary data. The concept of the study includes reconstruction, children's games, "meong-meongan," and TikTok. Reconstruction involves rebuilding, exemplified here by the traditional game from Bali. In postmodern cultural theory, reconstruction is seen as a continual process of rearrangement, accompanied by ongoing deconstruction. Before reconstruction can occur, a deconstruction process involving dissolution, fusion, and dismantling takes place. Playing is a fundamental expression and self-exploration for young children, providing multiple developmental benefits.

The structure of the traditional "meong-meongan" game is analyzed using structural theory, which examines social reproduction and creation through the analysis of structures (Ratna, 2009). This theory is applied to analyze the roles within the game, such as the cat (meong), the mouse (bikul), and other participants, accompanied by the game's song.

The function of the "meong-meongan" game is explored using functionalism, which focuses on the social structures within a larger societal context. The fundamental assumption of structural functionalism is that each structure in a social system has a function, and if it is not functional, it would not exist on its own (Ritzer, 2013). Structural functionalism interprets society as a structure with interconnected parts that maintain balance within the system (Parta, 2021b).

3. LITERATUR REVIEW

Previous research analyzing the children's games "meong-meong" and "megoak-goakan" include studies published in the e-Journal of the Postgraduate Program at Ganesha University, Department of Basic Education (Volume 3, 2013) and the e-Journal of Early Childhood Education at Ganesha University, Department of Early Childhood Teacher Education (Volume 5, No. 1 - 2017). The game "megoak-goakan" is a traditional game inspired by the goak bird that stalks its prey until capture, and has been played by children traditionally (Ki Barak Panji Sakti, 1960s).

Research on the "megoak-goakan" game primarily focused on the game's structure rather than producing videos for social media dissemination. The current study provides a more detailed reconstruction on social media platforms like TikTok. The article on "meong-meongan" that I am currently developing explores the game as an educational tool through play for children. This game teaches children how to understand, comprehend, and take responsibility for their actions during play.

4. RESULTS AND DISCUSSION

4.1 Reconstruction Discourse of the Traditional Children's Game "Meong-Meongan" in Bali via social media TikTok to Preserve Indonesian Culture in the Era 5.0

Traditional Balinese games, including "meong-meongan," are rarely played by children today, largely due to the influence of globalization which has shifted their interest towards electronic devices. This research aims to preserve traditional Balinese games and songs by reconstructing them through the social media platform TikTok. This approach helps introduce children to engaging traditional games. Here's how the game "meong-meongan" is played:

The first step involves determining the number of participants for the "meongmeongan" game, typically more than 5 players who will play together. This is illustrated in the image below.

The second step is to decide who will play the roles of meong (cat) and bikul (mouse).



Figure 1 Source Tiktok Student Dwijendra University

The image above depicts the meow player choosing a group. This group consists of two, namely cats as hunters and mice as bait. The one who becomes a cat is alone, but the one who becomes a mouse is one person but is helped by his group to protect the mice. The way to protect it is by making a circle, the mice's friends keep them from entering the circle so the cat can't catch the mice.



Figure 2 Source Tiktok Student Dwijendra University

Based on Figure 1 and Figure 2 above, two players create a tunnel with their arms resembling a mountain. Other players will walk through this tunnel while holding onto each other's shoulders and singing the Balinese regional song "curik-curik." When the music stops, the tunnel players will catch one participant, who then must choose whether to be a bikul (mouse) or a meong (cat).

The second image captures the participant who will be turned into a mouse or cat. In determining the players, Balinese folk songs are sung. After the song ends, a mountain made of hands will catch the participants below it. Participants continue to sing the song continuously until all participants are caught and choose their group. This shows sportsmanship in the game and there is no engineering in choosing group.

The third way to play:



Figure 3 Source Tiktok Student Dwijendra University

Figure 3 shows all players singing and holding hands in a circle, within which the "bikul" must be protected. This stage demonstrates the unity of the players as they work together to protect the "bikul" from the "meong" trying to catch it.



Figure 4 Source Tiktok Student Dwijendra University

Figure 4 illustrates that as the players energetically protect the "bikul," they sing the regional song more loudly, especially when the "meong" eagerly tries to catch the "bikul." If the "bikul" is caught, the game ends. Traditional games contain many educational values important for children's character development. Additionally, playing these games helps children socialize more easily and stay healthy through active play

4.2 Benefits of the Traditional Children's Game "Meong-meongan" in Bali

The benefits of the traditional children's game "Meong-meongan" in Bali extend not only to the children themselves but also to others, including:

1. Benefits of the traditional game "Meong-meongan" for children: The game helps foster values such as cooperation, creativity, and honesty among children.

Most importantly, this traditional children's game cultivates character education through the sportsmanship exhibited during play.

- 2. Benefits of the traditional game "Meong-meongan" for parents: It highlights the importance of teaching traditional games to children to help develop their identities from an early age. Additionally, it encourages children not to focus solely on playing with gadgets. Traditional games make it easier for children to socialize with their peers.
- 3. Benefits of the traditional game "Meong-meongan" for the community: It provides knowledge about the educational values inherent in the traditional game "Meong-meongan" to the broader community. This awareness emphasizes the importance of preserving traditional games, as well as the local children's songs of Bali.
- 4. Benefits for researchers: The game serves as a reference for traditional Balinese games, particularly "Meong-meongan." It also encourages researchers to adopt a critical approach regarding the various forms and functions that can be derived from traditional games, thereby enhancing their knowledge. The findings of this study can serve as a comparison, reference, and study material for future research, thus enriching and complementing existing research outcomes in similar studies.

5. CONCLUSION

Traditional games carry numerous educational values that can help cultivate character in children. Traditional children's games also support the development of intellectual capacities, encouraging children to think creatively and innovatively. Preserving traditional games is crucial, especially in the digital era 5.0, as children begin to forget these cultural pastimes. Reconstructing these games through platforms like TikTok can significantly help children learn about games such as "Meong-meongan." This game, similar to a cat chasing a mouse, not only aids in character development but also enhances vocal skills through singing regional songs, promotes physical activity, and fosters a sense of community among players.

REFERENCE

Brown, H.D, 2000. *Principles of Language Learning and Teaching*. San Francisco University: Longman, Inc.

Ritzer, George dan Douglas J. Goodman. 2013. Teori Sosial Modern. Jakarta: Kencana Perenada

Graham C. Kinloch. 2009. *Perkembangan dan Paradigma Utama Teori Sosiologi*. Bandung: Pustaka Setia.

Jakobson, Roman. 1960. Linguistics and Poetics. Dalam Pomorska, K. & Rudy, S. (ed.) Roman Jakobson, Language in Literature, pp. 62-94. Cambridge, Mass., London, England: The Belknap Press of Harvard University Press.

Koentjaraningrat. 1964. *Kebudayaan Mentalitet dan Pembangunan*. Gramedia, Jakarta.

Kramsch, C. 1998. Language and Culture. Oxford: Oxford University Press.

Maran, Raga Rafael. 2000. *Manusia & Kebudayaan dalam Perspektif Ilmu Budaya Dasar.* Jakarta: PT Rineka.

Parta, Ida Bagus Made Wisnu. 2021a. *Ideological Struggle From Stratification Of Catur Wangsa And Catur Warna In Poetry Geguritan Chandra Bhairawa*. Vidyottama Sanatana: International Journal of Hindu Science and Religious Studies. Vol. 5 No. 2 (2021) DOI: https://doi.org/10.25078/ijhsrs.v5i2.3028

- Parta, Ida Bagus Made Wisnu. 2021b. *Implementation Of Transformation Legitimacy Function Candra Bhairawa Manuscript For The Community.* e-Journal of Linguistics. Vol. 16, No. 1, January 2022. DOI: https://doi.org/10.24843/e-jl.2022.v16.i01.p10
- Ratna, Nyoman Kutha. 2009. *Teori, Metode, dan Teknik Penelitian Sastra: dari Strukturalisme Hingga Poststrukturalisme Perspektif Wacana Sastra.* Yogyakarta: Pustaka Pelajar.
- Ratna, Nyoman Kutha. 2010. *Metodologi Penelitian: Kajian Budaya dan Ilmu-Ilmu Sosial Humaniora Pada Umumnya.* Yogyakarta: Pustaka Pelajar.