

PRESERVING TRADITIONAL GAMES OF MARGALA THROUGH TOURISM SAKA ACTIVITIES IN TOBA SAMOSIR DISTRICT

Ernawati Hadi Suriyani Siregar*, Ibrahim Gultom, Ratih Baiduri

Postgraduate Program, Department of Social Anthropology, Universitas Negeri Medan, Medan 20371, North Sumatra, Indonesia

Article history:

Submission 28 September 2022

Revised 29 November 2022

Accepted 05 December 2022

*Corresponding author:

E-mail:

siregarernawati161@gmail.com

ABSTRACT

Aim: This study aims to describe an activity that involves Scouting activities, namely Saka Pariwisata, in preserving traditional games, especially the traditional game of Margala in Toba Samosir Regency. **Method:** This research used a qualitative descriptive approach. The problem-solving method is carried out by participatory observation through the Tourism Saka Camp activities. The steps are situation analysis, socialization, and implementation of the traditional game of margala. The author mingles in Saka Tourism activities during the activity. Determination of informants by purposive sampling by taking 3 (three) Scout members who are members of Saka Pariwisata who participate in traditional game activities. **Result:** Based on the data, it can be explained that the first informant said that the Saka Wisata activities in preserving the Margala game in Toba Regency had a positive impact because the Saka Tourism Scout Members in Toba Regency began to be involved in the preservation of traditional games by making and participating in events and inviting other youth to participate in the game traditional. The second informant added that adolescents who are members of Saka Pariwisata began to slowly switch from playing gadgets online to traditional games with high cultural value. Furthermore, the third informant explained that the effort to inherit the traditional game of margala was to invite other youth to participate in Saka Pariwisata sustainably. After this activity, it is hoped that teenagers will no longer be addicted to playing online gadgets that have proven insufficient for health.

Keywords: *Preserving, Saka Tourism, Traditional Games, Margala*

Introduction

Traditional games are an intangible legacy passed down from generation to generation. This traditional game contains educational values for the cultural values of the Indonesian

people. Several research results state the benefits of traditional games, including traditional games, which can positively affect the development of children's social skills (Kurniati, 2006). The results of other studies show that

How to cite:

Siregar, E. H. S, Gultom, I, & Baiduri, R. (2022). Preserving Traditional Games of Margala Through Tourism Saka Activities in Toba Samosir District: Preserving traditional games of margala. *Indonesian Journal of Social Science Research*, 3(1), 68 – 72. doi: 10.11594/ijssr.03.02.01

traditional games can improve students' skills in facing the globalization era (Prastowo, 2018). In Indonesia, there are many kinds of traditional games that depend on various ethnic groups who preserve these traditional games. One of the traditional games that are currently being tried to be preserved is Margala which is a traditional game from Toba Samosir.

Margala is a game typical of the people of North Sumatra, which is played by children who live in the Lake Toba area. For the people of Toba, this game is also categorized as a traditional sport that is still preserved today. Margala is actually not only known in the Lake Toba area. In several regions in the country, Margala's game is known by different names but has the same exact way of playing, which relies on teamwork. In some areas in North Sumatra Province, this game is called Marcabor; others call it Galasin and Gobak Sodor.

The author's interest in conducting this research originated from the author's observation when he saw that traditional games were becoming extinct. Today traditional games have been displaced by the existence of online games. More and more teenage children are addicted to virtual games. Traditional game starting to be abandoned, because it is considered ancient and tiring. Changing times is one thing that we cannot avoid; one of the results of these changes is progress. Technological advances have reduced the social development of children, children who prefer to be at home by looking at television, laptops, or smartphones. So that the nature of the child as a social being is disturbed due to the lack of socialization with society or peers (Hidayati, 2020).

One of the habits that have faded in the lives of teenagers is that they are no longer interested in folk / traditional games and prefer more modern games. As a result, almost all types of folk games, especially those played by children and adolescents, are increasingly marginalized and lost. Even though a large nation with high cultural values in it is the most important asset for the Indonesian nation, it often does not get good attention from both the community and stakeholders (Rahmani, 2009). This is where the community and stakeholders play an important role in reviving traditional

games in which there are values of mutual cooperation, cooperation, justice, honesty, discipline, sportsmanship when playing. According to Hasanah (2016), traditional games can contribute directly to several aspects of child development, including 1) physical form that is healthy, fit, tough, superior, and competitive; 2) mental formation includes sportsmanship, tolerance, discipline, and democratic; 3) The formation of morals becomes more responsive, sensitive, honest and sincere; 4) the formation of social abilities, namely being able to compete, cooperate, be disciplined, friendly, and have a nationality. It is similar to the opinion of Purwaningsih (2006), which states that values are contained in traditional games, including the value of joy, the value of freedom, a sense of friendship, the value of democracy, the value of leadership, taste responsibility, the value of togetherness, the value of obedience, train thinking skills as well as the value of honesty and sportsmanship.

Based on the above background, it is necessary to hold activities in order to preserve traditional games. This activity contains an invitation to the community, especially teenagers, to re-cultivate traditional games in their daily life. This activity is carried out by holding socialization and education in the Saka Tourism Activities in which there are members of the Enforcement Scouts who are representatives of high school and vocational high school students in Toba Samosir Regency.

Material and Method

The method of implementing activities to find solutions to problems in the preservation of traditional games for Boy Scout members who are still teenagers and doing Saka Wisata activities, one of which is preserving traditional games and fostering traditional games, especially the traditional game of Margala. The method used is through socialization and education activities. The method in this research is qualitative with a descriptive approach. To achieve the research objectives used purposive sampling technique in selecting informants. The number of informants was 3 (three) people who were members of the Saka Tourism Office, which the Toba Samosir Branch Office formed.

The selection of informants is based on the following criteria (1) Scout members are members of the Saka Wisata, which are mandated to preserve traditional games (2) Scout members who are enthusiastic about preserving traditional games, (3) Scout members who act as cadres and play a role in training other members. This research uses observation data collection techniques by observing and exploring the potential of scout members in preserving traditional games, especially margala.

Furthermore, the research team conducted an FGD (Focus Group Discussion) involving Village Officials, the Tourism Office, Schools, and the Community. Before carrying out the core activities, first, a situation analysis is carried out designed problem-solving methods to be offered. Based on situation analysis can note that children and adolescents are rare doing traditional games. Besides that, many of them are addicted to online games, so it is detrimental to their health and reduces their learning achievement at school. Therefore, it was compiled in a Saka Tourism Service Camp held on the Pacific Coast, Porsea District, Toba Samosir Regency, Perjusami (Camp Friday, Saturday, Sunday 2-4 November 2018). At the first stage, outreach to members of the Saka Tourism Enforcement Scout related to the benefits and meanings behind traditional games. At the stage, the second is by providing education to members of the Saka Tourism Enforcement

Scout. Educational activities are designed in the form of competitions to look attractive and participate in these activities.

Results

Similar to Gobak Sodor

Reporting from the cultural-indonesia.org page, this traditional game of Margala is also known in several other areas in the country. It is just that each region has a different name for this game that relies on teamwork. Need teamwork the Margala game is a game that requires dexterity from each player. The reason is, if we play this game and are touched by an opponent, then we will immediately lose.

Every player who plays must also have solidarity between his players. This is necessary because when playing, players will find it difficult to communicate. This game consists of two groups, each group of guards must read the direction of movement of its opponent, such as people calculating the strategies and opportunities they want to create.

Drawing Game Area

The game is very easy to play and does not require hard-to-find tools. Margala players only need to draw and describe the form of the game on the available field or field. The shape consists of three horizontal lines and three vertical lines that make up four squares, and the box is used as a playing field (Figure. 1).

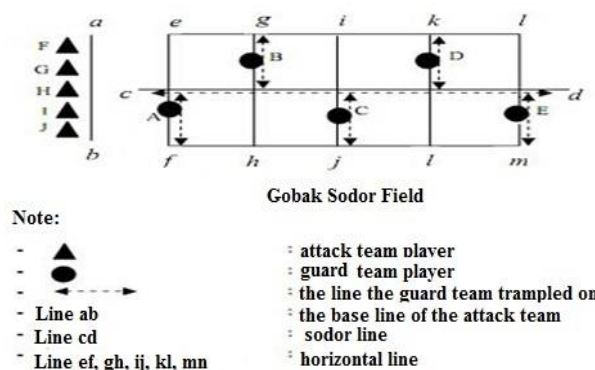


Figure 1. Examples of the same Margala field are exactly the same as the Gobak Sodor field

How to Play Margala

The gameplay in this game is very fun. First of all, three opponents have a chance to keep the front three points, and the other person has

a chance to keep in the middle of the vertical line. Then the opposing party will try to enter the guarded arena. The opponent will try to enter in a way that does not allow his body to be

touched by the guarding party. If one of the opponents who enter his body is touched by the team guarding him, it means the opponent loses, and the game is replaced by the party in charge of guarding. However, if the opponent passes, he will get an additional score, and his position will return to its original place to play the second game.

King of Batak Games

This traditional game has existed since time immemorial. In fact, this Margala game was one of the games as official entertainment for the previous Batak kings. This game is usually played at moonlight or *poltak tula*, which means moonlight. It was during this month that everyone gathered in the courtyard of the king's house. This traditional game is a game that has been eagerly awaited. The reason is, for teenagers who play it, they usually take advantage of this opportunity to find a mate simultaneously. By the ancient Batak community, this game was used as a means of finding a mate.

Margala, according to *bonapasogit* (the name of the village of the Toba Batak people), is called a game which is also one of the traditional sports in the Toba Batak area, a game that reflects the relationship of cooperation as a picture of togetherness and togetherness. mutual cooperation, which most children generally like. Children and adolescents in *bonapasogit*, but unfortunately, the traditional games or sports of Margala which were once easy to find are now very rare.

Sports or games that rely on foot speed and mind to strategize to beat opponents do not receive serious attention in the area of *bonapace*. For example, at state events such as the commemoration of Independence Day of the Republic of Indonesia in *Bonapasogit*, students prefer entertainment that features curves to the rhythm of disco music rather than folk entertainment that promotes togetherness Batak art and culture. In fact, as we know, Indonesia, which is rich in natural resources, is not immune to ethnic and cultural diversity.

Now and then the traditional game of Margala comes to the surface, namely at the Lake Toba Folk Festival in 2010, the Margala sports

competition was pinned to enliven the Lake Toba Festival and around the 90s, a game which is also one type of sport that is quite widely applied in several Elementary School (SD) in *Bonapasogit*.

Discussion

Indonesia has a lot of cultural heritages that are scattered throughout its territory. One of them is traditional games. Since ancient times, the Indonesian people have known many traditional games which children usually play, and sometimes even traditional games are played by adults. Unfortunately, over time, many traditional games are starting to be abandoned. Not a few of these games could not be found.

North Sumatra also has many traditional games, one of which is Margala. Margala is a type of children's game performed by Batak children in the Lake Toba area. For the Batak community, this game is also categorized as a traditional sport that is still preserved today.

Saka Pariwisata is a forum for educational and coaching activities to channel interests, talents and increase the knowledge, skills, experience of Scout Enforcers and *Pandega*, in the field of tourism.

Saka Tourism includes 3 Kridas, namely:

1. Krida tourism extension
2. Krida tour guide
3. Krida culinary tour

Saka Pariwisata is part of Scouting at the Enforcement level (SMA / SMK). Saka Pariwisata members are drawn from each school in each school in Toba Samosir. The purpose of establishing Saka Tourism in Toba Samosir, among others, is to strengthen further tourism promotion which also promotes Toba Culture, Lake Toba Tourism, Typical Food of Toba, Ulos and what is no less important is the traditional game which is a people's tourism in the form of folk games.

With the involvement of Scouts in the tourism program in Toba Samosir Regency, it will undoubtedly have a positive impact on tourism promotion and the preservation of traditional games that exist in Toba Samosir Regency so that they do not become extinct. The collaboration between the Tourism Office, UPTD *Cabdis Balige*, Toba Samosir Police, the school,

INALUM (PT. Indonesia Asahan Aluminum) by holding various traditional game competitions, especially Margala. Traditional Batak Food Ulos Show, Naniura. With the existence of Saka Pariwisata, the hope of restoring traditional games so that they do not become extinct is increasingly real.

Another follow-up program is the Toba Samosir Regency Government through the Education Office in the field of sports holding Margala Games as a traditional game as well as sports at male / female junior high schools in Balige Regency and tampahan which is held in Tambunan Sunset Beach area, Lumban Gaol Balige, Saturday 23 November 2019. Based on the findings of field data, it can be explained that the collaboration between the Education, School, and Tourism Office in traditional games in Toba Samosir Regency is an effort to reduce the impact on online gameplay, which tends to have a negative impact. In today's youth, due to the lack of noble moral values and more likely to cause individualistic attitudes and trigger levels of violence and deviant behavior. The head of the committee, Henri Simarmata, said that "Margala" is a type of sport as well as a traditional Batak Toba game. The game reflects partnership as a picture of togetherness and mutual cooperation by relying on foot speed as a strategy to defeat your opponent.

In addition to strengthening brotherhood and entertainment, Henri continued, sports competitions and traditional games are held so that the game of Margala is maintained and sustainable in the Toba Samosir area.

Conclusion

Based on the activities carried out by Saka Tourism, especially in the traditional game of margala, it is a program that has a positive impact on adolescents, especially in Toba Samosir Regency. The participation of Kwarcab Toba Samosir, Cooperation Office of Tourism, UPTD Cabdis Balige, Polsek Toba Samosir, School Management, INALUM (PT. Indonesia Asahan Aluminum), village officials who synergized in these activities resulted in new progress in efforts to save teenagers from loving back the

local culture passed down from generation to generation.

From this activity, several conclusions have been drawn, including that teenagers, especially members of the Saka Tourism Scouts, are very enthusiastic about preserving traditional games as a legacy from their previous ancestors. The public is also increasingly aware that online games that have become addictive to young people have a very bad impact on the health and psychological development of children and adolescents.

Acknowledgment

The authors would thank Universitas Negeri Medan for facilitated this research.

References

- Hasanah, U. (2016). Pengembangan kemampuan fisik motorik melalui permainan tradisional bagi anak usia dini [Development of physical motor skills through traditional games for early childhood]. *Jurnal Pendidikan Anak*, 5(1), 717-733. <https://doi.org/10.21831/jpa.v5i1.12368>
- Hidayati, N. N. (2020). Indonesian traditional games: a way to implant character education on children and preserve indonesian local wisdom. *ISTAWA: Jurnal Pendidikan Islam*, 5(1), 1-21. <https://doi.org/10.24269/ijpi.v5i1.2475>
- Kurniati, E. (2006). Program bimbingan untuk mengembangkan keterampilan sosial anak melalui permainan tradisional [Guidance program to develop children's social skills through traditional games]. *Pedagogia Jurnal Ilmu Pendidikan*, 4, 97-114.
- Prastowo, A. (2018). Permainan tradisional jawa sebagai strategi pembelajaran berbasis kearifan lokal untuk menumbuhkan keterampilan global di MI/SD [Traditional javanese games as a learning strategy based on local wisdom to foster global skills in MI/SD]. *JMIE: Journal of Madrasah Ibtidaiyah Education*, 2(1), 1-28. <https://doi.org/10.32934/jmie.v2i1.55>
- Purwaningsih, E. (2006). Permainan tradisional anak: salah satu khasanah budaya yang perlu dilestarikan [Traditional Children's Games: One of the cultural treasures that need to be preserved]. *Jantra: Journal of History and Culture*, 1(1), 40-46.
- Rahmani, A. (2009). Building cultural values in education: inspiration from the novel "Sang Pemimpi" by Andrea Hirata. *Al Isalah Journal*, 2, 1-9.