



Character Development in Today's Children: The Impact of Modern vs. Traditional Games

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Abstract: The purpose of this research is to identify the sorts of children's games that are now being developed, as well as to examine the role and influence of children's games on the formation of children's character. Spradley model is used in this qualitative descriptive research method. This study was done at the Bandung Regency Elementary School, with a focus on kids in second grade. Data was gathered by observation, interviews, and questionnaires. Teachers and parents were interviewed, and kids were asked to complete a questionnaire. Spradley model was then used to assess the research data. According to the findings of this survey, new games in the form of online games and a variety of sports that children enjoy are currently dominating the game market. Traditional games are still played, but the intensity is low due to the lack of introduction. All games are different and have different effects on youngsters. As a result, regardless of the type of game, how the child plays and makes the best use of the game media is the most important factor, and character education is the packaging. It makes no difference how difficult the game is if it is combined with an educational approach or character education. Parents, teachers, and children working together This is critical for the teaching method using game media to be successful. Children should enjoy the more sophisticated era, but classic games should not be neglected. This can be accomplished by blending modern and traditional games in order to entice children to play.

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Introduction

Every children will go through stages of life, from birth through puberty, and will eventually interact with others, including family. Physical activity is necessary for children's growth and development (Anggita, 2019). Physical activity is helpful to the health and fitness of youngsters. Playing a game is one of the most common physical activities that youngsters engage in. Children gain great benefits from playing. Children, for example, feel happier, their movement activities broaden, and their skills improve.

Development is a process that begins at conception and continues throughout one's life (Imam, 2018). In some ways, development is a lifelong process that begins with conception and ends with death. Although the phrases development and growth are used interchangeably, it is important to note that they are not mutually exclusive. With this connection, children require a positive environment as well as psychological growth in a positive direction through character development. Efforts to develop character in children through comprehensive education, including the use of children's games as a medium.

Games are all activities that are carried out voluntarily and seriously to get pleasure and satisfy the heart (Susanto, 2017). As a result, youngsters will be pleased and satisfied as a result of their play. Children are the nation's next generation, and every child has the right to



optimal cognitive, social, and emotional development, thus children must have high character in order for the nation to have a bright future (Sugeng et al., 2019). Character development must begin at a young age in the home, in school, and in the children's play environment. The role of parents is crucial in maximizing the process of character development. Parents have a responsibility to provide their children with understanding in the form of positive experiences. Because parents play a significant impact in determining a child's surroundings and educational opportunities based on where he lives. Children, parents, and the environment working together will undoubtedly provide sweet results. According to (Maharani Ramadhanti, M Syarif Sumantri, 2019), character development is an attempt to create a future generation that is self-sufficient and valuable to religion and society. In accordance with the Character Education Strengthening Act (Kemendikbud, 2017), with public support and collaboration between schools, families, and communities, the character education movement aims to build the character of kids in need of harmony of heart (ethics), taste (aesthetics), thought (literacy), and sports (kinesthetic).

Traditional games were quite popular in ancient times. Even when the kids are playing, they only use improvised tools. Traditional games can promote children's physical and cognitive development in addition to making their limbs move. Rogers and Sawyers claim that (in Deona, 2018), youngsters' growth and development can be aided by play, and traditional games demand children to be more active and expressive. Furthermore, many traditional games that teach noble principles and provide several advantages are rapidly becoming extinct. Traditional games, in contrast to current games, which are expensive, egoistic, and individualistic, are quite affordable and can actually strengthen children's cohesion and social spirit.

Research result by (Haifa et al., 2020) demonstrates that traditional games are particularly useful in developing the character of clever and moral children. Traditional games have cultural significance. When used to teach mathematics, the game mancala, for example, contains the virtues of honesty, discipline, curiosity, hard effort, independence, communicativeness, rule-following, and mutual respect. Traditional games are excellent for youngsters, according to this research, so that they can enjoy and learn about their own culture. In addition, inherited traditional games can have other advantages, such as conserving culture as a national character, enhancing children's imagination and agility, and serving as a type of character formation.

But today everything has changed; everything is modern and automated, and the necessity for people is gradually being supplanted by tools. It is evident that the advancement of our time is increasingly encouraging technical advancement (Husein MR, 2021). We no longer encounter characters who are environmentally conscious, socialize with humans, or care for others. It turns out that the rapid advancement of technology can have an impact on children's play activities at times. Traditional games are gradually being forgotten by Indonesian children as they become more interested in playing current digital-based games than traditional games. Children nowadays play digital games more frequently and with more sophisticated and practical equipment, so they are a far distance from traditional games. Children currently prefer to play digital games, according to this reasoning. This occurs because parents provide assistance by facilitating whatever their children require. Parents have not exposed their children to the games they enjoyed as children.

In general, according to (Crompton, H., Lin, Y.-C., Burke, D., & Block, 2017), modern games are beneficial for enhancing virtual communication, strengthening critical thinking intelligence, and building digital technology-based skills. As a result, new games are multi-sensory and kid-friendly. According to Nikiforidou (in Hadisaputra, 2022), modern



games can be used to apply facts and gain virtual experience in order to mold children's conduct or character. Pedagogical activities that allow youngsters to understand their world through a virtual digital environment appear to be the source of online games. This is due to the interaction between the learning process and the game. Modern video games help children improve their creativity and cognitive intelligence. As delivered (Paremeswara & Lestari, 2021), modern games assist children in becoming technologically literate, expanding their foreign language vocabulary, and understanding applications, one of which is internet games.

However, the term "modern" does not always connote a favorable connotation. Digital games, like many other events that occur today, have a negative impact on youngsters. The different effects of digital games on children, especially online games, have been widely reported in various research. Children who play internet games without limits are more likely to become addicted. Furthermore, it leads to negative attitudes, such as the language used when playing online games. This is supported by research findings (Mertika & Mariana, 2020), when children play online games and lose, many of them release their frustrations, emotions, and yell, causing fear in those who hear their screams. This demonstrates how unsupervised online games can harm a child's character. According to the findings of this study, character harm begins with the slightest of things, such as negative habits. Time to study and mingle with friends has been sacrificed or is no longer a priority in favor of playing online games.

This has to do with investigation by (Sihaloho et al., 2020), many children under the age of 12 are addicted to playing online games such as Mobile Legends, Free Fire, and other online games, both inside and outside the family, according to a phenomena that occurred in the hamlet of Bahu, Malalayang sub-district, Manado City. It is clear that children's strong desire to play online games limits their ability to enjoy their childhood by socializing with their peers. This addiction causes individuals to forget about their responsibilities, such as studying, doing schoolwork, refusing to eat, and forgetting about other tasks. This is a tricky subject because children might spend hours playing internet games without giving a thought to their surroundings. Impacts like this are already extremely serious, with those addicted to online gaming becoming addicted to opioids. Because if you don't have enough money to play online games, your youngster will resort to whatever means necessary, even criminal activity. A boy with the initials A (15) was resolved to fire his neighbor's house in Jambangan Village, Candi District, Sidoarjo Regency, East Java, on Saturday (8/5/2021) night, according to data accessible at tribunnews.com. The child had planned to steal money from the victim's home, but when he couldn't locate it, he set the house on fire. The victim's neighbor, GN (22) said the arson started because the culprit didn't have money to fill up online games when interviewed on Sunday (9/5/2021). According to the victim's sister, the criminal entered the house by leaping over the fence and then breaking the victim's window. The residence was empty at the time because the owner was not at home. According to the statistics, the perpetrator has conducted a number of criminal acts, including twice taking millions of rupiah from the victim's home and stealing charity boxes from shops (<http://tribunnews.com>, accessed on 09 May 2021).

This study aims to identify the sorts of children's games that are now being developed, as well as to examine the role and influence of children's games on the formation of children's character. Aside from that, it explains and investigates the role of children's games in character development for future generations, and it goes into greater detail in classifying various types of children's games that are commonly played in the past (traditional) and today (modern) by correlating their impact on education and character development for children.

Research Method

This study uses a qualitative approach. According to (Fadli, 2021), qualitative research has its own approach, it can tailor the item to be researched and the sort of analytical descriptive study undertaken between December 2021 and April 2022. This study took place in one of the primary schools in Bandung Regency, West Java, specifically Elementary School 1 of Cipagalo. Because the institution is transitioning from traditional to modern, it is an excellent location for study. The kids, parents, and instructors in grade 2 are the focus of this study. Observation, interviews, and questionnaires were used to collect data in this study.

Teachers and parents were interviewed, and kids were requested to complete questionnaires. The Spradley analytical model was utilized for data collecting. Because this model corresponds to the stages of this study. Starting with data collection, processing, and analysis. The Spradley model research is a qualitative investigation of individuals and communities based on systematic culture (Wijaya, 2018). The Spradley analysis method works by first observing and processing existing data through the teacher and the reasons for the research targets (domain analysis), then determining the respondents, namely teachers, parents, and students, from the results of the questionnaire (taxonomy analysis), and finally determining the respondents, namely teachers, parents, and students, from the results of the questionnaire (taxonomy analysis). Conduct interviews with students' parents (componental analysis), then try to uncover a common thread by focusing in more depth and looking for references to back up the basic theory and draw conclusions from current data (cultural theme analysis). The Spradley analysis approach can be utilized to leverage research results as a benchmark from the stage, process, and data to the desired outcomes.

Results and Discussion

Play is an essential component of a child's development, and while all games involve bodily parts, not all of them involve other people. According to (Dr. Hj. Khadijah & Armanila, S.Pd.I., 2017), the type of game that children play turns out to have a significant impact on their future character and role. The types and functionalities of the games differ based on the findings of field observations. There are games that make advantage of modern technology, such as the PlayStation, internet games on mobile phones, laptops, and PCs, and so on. Then there are games like mancala, jacks, playing kites, fort game, and so on that use traditional tools. However, other games, such as hide and seek and the like, do not require the use of tools. When it comes to how to play it, games like hide and seek, playing arrogantly, and others require the participation of other people. On the other hand, other activities, such as playing online games, may not require the participation of others. From a functional standpoint, games can be classified as games that entertain children, instructional games, or games that help children develop character, perspectives, and self-actualization.

Table 1. Children's Games that are Still Popular

Game Type			
Traditional	Modern	Education	Sport
Hide and seek	Mobile games	Beam	Bicycle
Play jacks	Games on the computer	Chess	Badminton
Play mancala	Games on tab	Puzzles	Swimming
Fort game	Playstation	Rubik	Football
Jump rope		Snakes and ladders	Basketball
Boy-boyan		Monopoly	Skates
Play Swing			
Playing kites			

Table 1 reveals that there are many different sorts of games, both classic and modern, employing assistive technology or not, individual or group, sporty or instructive. Traditional games can still be found in the countryside or on the outskirts of cities, but modern games predominate in urban areas. According to the findings of research conducted with 41 respondents at Elementary School 1 of Cipagalo on the outskirts of the city, the most popular games among youngsters nowadays are:

Table 2. The Most Popular Games Played by Children

Game Type					
Traditional			Modern		
Game Name	Percentage	Number of Respondents	Game Name	Percentage	Number of Respondents
Hide and seek	24.4%	10	Mobile games	68.3%	28
Play jacks	2.4%	1	Games on the computer	12.2%	5
Play mancala	7.3%	3	Games on tab	4.9%	2
Fort game	-	-	Playstation	19.5%	8
Jump rope	7.3%	3			
Boy-boyan	4.9%	2			
Play Swing	9.8%	4			
Playing kites	7.3%	3			
Playing doll	2.4%	1			
Play together	2.4%	1			
Total		28	Total		43

Educative			Sport		
Game Name	Percentage	Number of Respondents	Game Name	Percentage	Number of Respondents
Beam	-	-	Bicycle	26.8%	11
Chess	-	-	Badminton	4.9%	2
Puzzles	4.9%	2	Swimming	24.4%	10
Rubik	2.4%	1	Football	29.3%	12
Snakes and ladders	9.8%	4	Basketball	-	-
Monopoly	7.3%	3	Skates	7.3%	3
Total		10	Total		38

According to the table data, current games, specifically games on mobile phones, are the most popular among children. Apart from that, most children enjoy games that incorporate assistive technology. This type of game, according to Ali (a 2nd grade kid), is enjoyable, leads to many friendships, and is engaging. This is in line with (Trinova, 2017) who said that playing is an activity that children pick because it is enjoyable? By playing, children can maximize their physical, spiritual, and intellectual mental potential. Children's games are thus more influential in attracting and delighting children. Modern games and sports are the types of games that children enjoy the most, according to observations. Educational games are the least popular among children's games, owing to parents' lack of

control over the educational content of their children's games at home. The game is also traditional, with very little parental involvement.

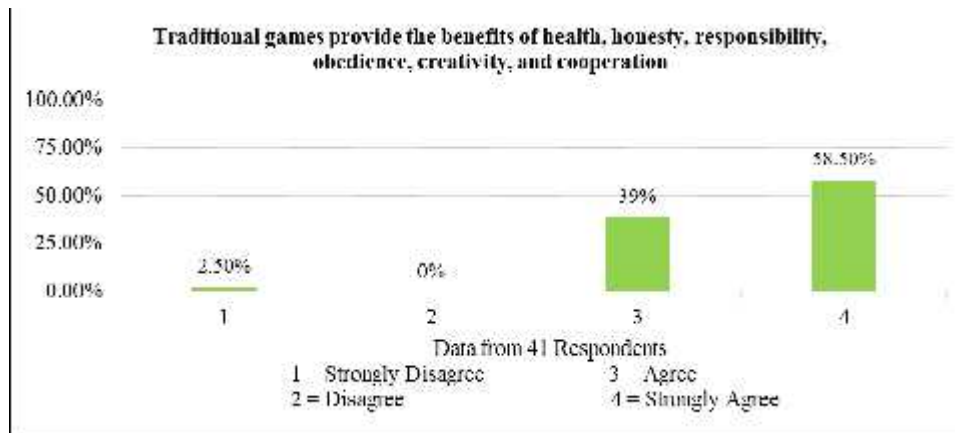


Chart 1. Research Result Data related to the Impact of Traditional Games

Traditional games bring the benefits of honesty, health, responsibility, teamwork, and innovation, according to 24 responders (58.50 percent). Some parents believe that conventional games are outmoded and that they must change with the times. Despite the fact that the majority of respondents agree with the statement, traditional games are rarely played since youngsters are not exposed to them. Traditional games are rarely practiced nowadays, according to (Aam), a grade 2 teacher at Elementary School 1 of Cipagalo, because instructors and parents do not promote them to children during home learning. However, the teacher was incorrect in this case. He should continue to develop and alter learning so that children can still play classic games. The Indonesian government is making efforts to prevent traditional games from becoming extinct, according to Law Number 5 of 2017 concerning the Advancement of Culture. The homeroom teacher for 2nd grade at Elementary School 1 of Cipagalo understands the value of teaching traditional games, but because learning takes place at home, access is limited. Traditional games can teach teamwork, discipline, and other skills. Local content is already included in the curriculum and should be used and implemented as much as possible, but in practice, teachers rely only on instructional materials. So, if the material is complete, there is nothing else to discuss. Traditional games, on the other hand, can be used as local content.

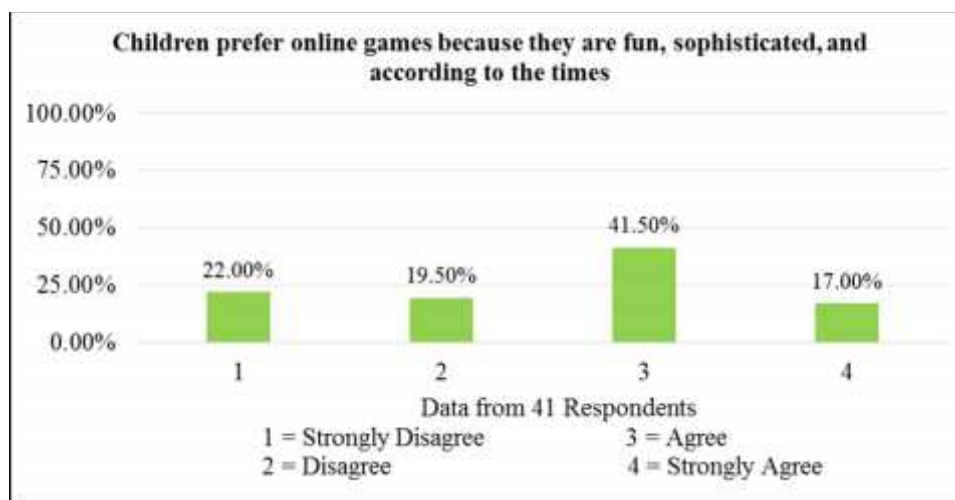


Chart 2. Data from the research on the Reasons People like Games

Children prefer online games because they are fun, sophisticated, and according to the times, according to 17 respondents (41.50%). "Because current games are very practical and can be played at home, children don't have to play outside," one of the students' parents (SR) explained. This is consistent with the times, which entail electronic devices and modern technology, so children do not require as much people and socialization with others.

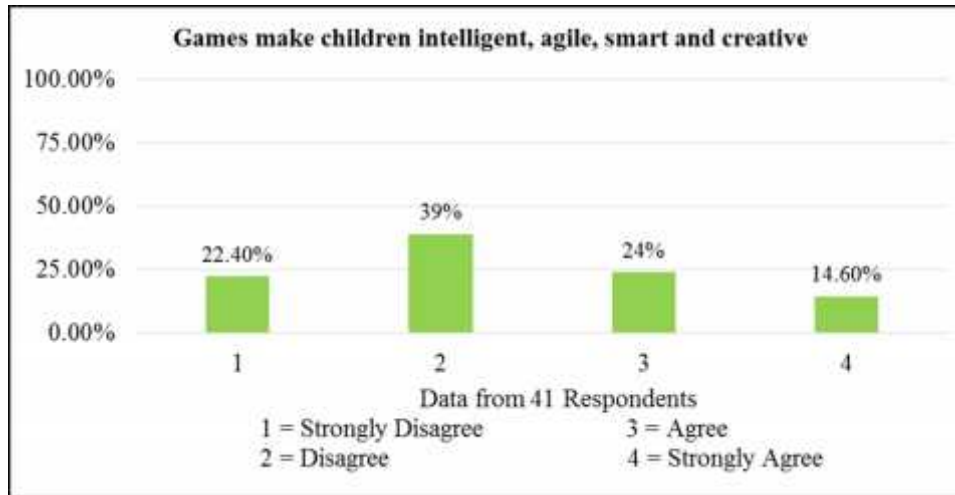


Chart 3. Data on the Benefits of Playing Games from Research

Children can be educated through games, which are sophisticated, enjoyable, creative, smart, and intelligent. However, up to 16 people (39%) disagree with the statement. Because, according to (EK) student parents, games will actually make children more lazy in learning and other activities. The game makes children introverted because they are busy alone and do not want to interact with other people. On the other hand games can be a challenge and require some level of intelligence to play them. However, challenging games will sometimes be full of anger, criminal acts that affect the child's personality.

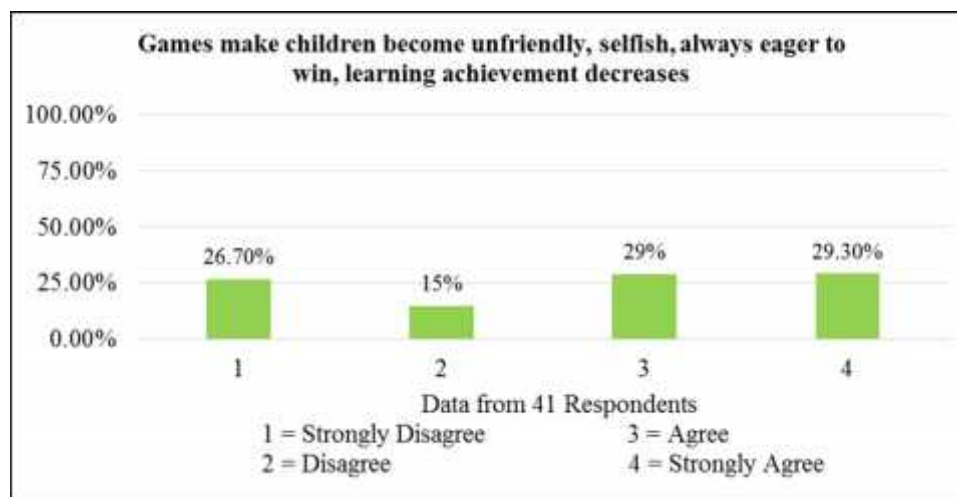


Chart 4. Research Result Data on the Impact of Playing Games

This is supported by 12 respondents (29.30 percent) who strongly agree that games might make youngsters less sociable, always eager to win, selfish, and have a negative impact on their performance. Excessive game play with no time limit will cause children to forget and be unconcerned about their surroundings. Furthermore, playing games reduces forebrain activity, which is critical for controlling emotions. As a result, emotional changes such as irritability, diminished focus, and a lack of social engagement will occur.

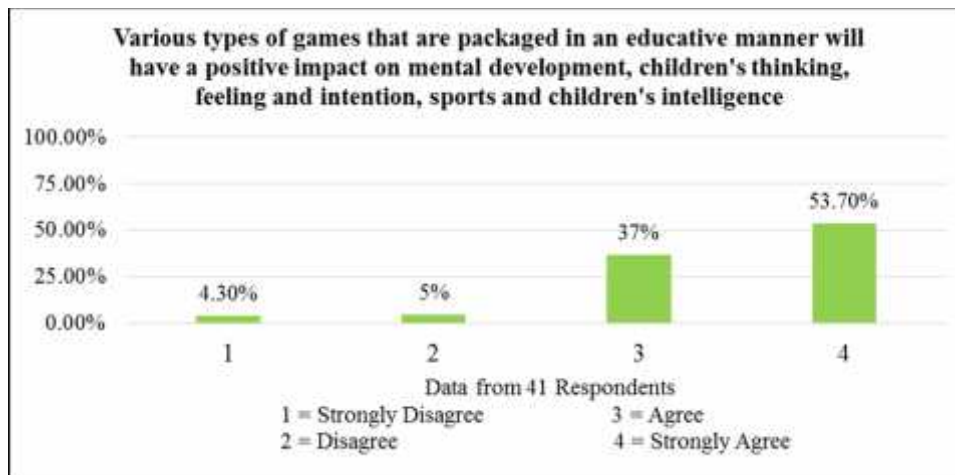


Chart 5. Data from Research on the Beneficial Effects of Educational Games

Game Educational activities can help children develop their personalities by improving their intelligence, thinking, feeling, exercising, and exercising. Because traditional or modern games can be utilized as games that prioritize the learning process or as a child's character building, educational games that employ advanced or simple technology are a location to educate children's characters. This is in line with the perspective (Yulita, 2017), that the game that encourages character development incorporates national values such as honesty, religious values, discipline, hard work, creativity, independence, curiosity, environmental stewardship, communicative skills, and responsibility, among others. A total of 22 respondents (53.70 percent) voted strongly agree that the sort of educationally packed game will have a favorable impact on children. According to (Aam), a grade 2 teacher at Elementary School 1 of Cipagalo, educational games should involve parents as companions for their children so that they may grasp the benefits or values that can be derived from an educational game and how important educational games are.

These kinds of games are beneficial to a child's growth. Mancala activities, for example, can help parents and instructors improve their children's cognitive ability. This game can help children develop their intellectual left brain while also providing a challenge to strategize the game. Kite flying demonstrates emotional intelligence since it takes patience to locate the proper wind direction to fly a kite. Then, through educational games involving folding paper, children's creativity can be nurtured. Interacting with other people can be accomplished by playing games that directly include other people. According to (Sofianto, 2017), Sports games can help children improve their motor skills. Character values can be instilled in children through various sports and traditional activities. The character values in question are independence, discipline, cooperation, honesty, tolerance, and responsibility.

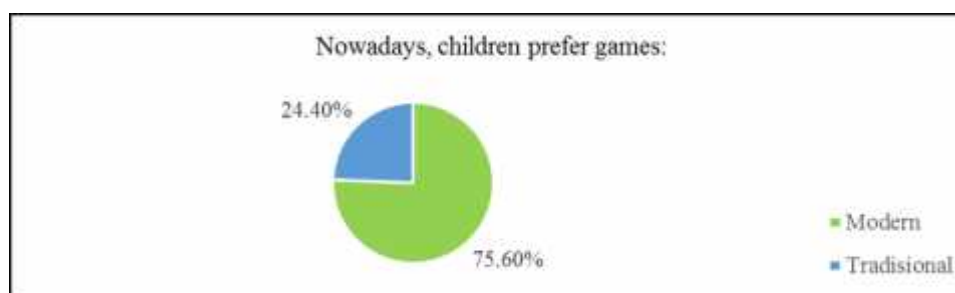


Chart 6. Data on Children's Playing Interests Research



From data results shows that 75.60% of kids prefer modern games to traditional games. Modern games, according to (FR) parents of students, make parents less worried because they can be played at home, the children are happy, and parental supervision is easier. Types of children's games according to prior data, children enjoy modern games and a variety of sports. Especially games that use mobile phones, are most liked by children. Whereas, in research (Nur, 2018), modern games particularly online games, might induce a decline in forebrain activity, resulting in emotionally disturbed youngsters who have difficulty concentrating and interacting with others. In addition, football is also liked by children. Because they enjoy games that use tools. This is in line with research (Laela & Aprianti, 2019) that tool-based games can boost brain growth and encourage aspects of ability in children in the form of quality hobbies and talents. Games that use tools require high imagination and creativity, can use plants, stones, or sand to play them.

To introduce children to a good environment, parents and the environment must both play a part. Furthermore, teacher is responsible for give and guiding students in developing positive interactions. Because parents, the environment, school, and peers all play a role in a child's growth. They are the ones who will color the character development of the child. According to (Sofianto, 2017), a child will require comprehension and knowledge. One sort of game media cannot satisfy all comprehension and knowledge requirements. As a result, diverse game media are required to mold the character of children in order for them to be prepared to meet future problems. Children require game media that can help them cultivate the heart, respect, respect for others, politeness, mental power, and have fun. Furthermore, exercise is necessary for children's physical development and wellness. Every child's growth and development should be introduced to diverse sorts and meaningful game media in an acceptable character education scheme. The needs and required game media will change as people become older. According to (Khotimah, 2021), during this pandemic, there are numerous opportunities to constantly innovate. One of them is learning innovation, which will result in changes in learning delivery. For the success of children's character education, parents and instructors must be wise in their game selection. A variety of game genres is required to better direct the development of children's character.

Educational games can be associated with all forms of games as learning objectives. Every child and teacher requires a variety of materials in order to mold the character of the youngster. As a result, whether modern or traditional games are taught through an educational approach, they will aid in the development and learning of children's character. This is related to research (Hidayatuladkia et al., 2021), that there will be beneficial and negative consequences for children regardless of the style of game, whether modern or traditional. It will have a beneficial impact if it is done in a systematic and directed manner by parents, teachers, or other companions. Parents should not only restrict or give away gadgets, but also provide space for children to play online games by developing strategies, gaining insights and abilities, and delivering the game's essence. Teachers, like students, must be capable of giving learning breakthroughs through games.

Conclusion

According to the findings of this study, the most popular sorts of children's games today are modern games, particularly modern games that employ mobile phones (online games). Sports games such as football, cycling, and others are also ranked second. Traditional games like as hide and seek, swinging, and others are still practiced in the Cipagalo area, which is located on the outskirts of the city. However, the intensity is low due to the lack of recognition. Educational games have the fewest fans. All types of games have



their own uniqueness and benefits. Traditional games promote social character development by instilling virtues such as cooperation, honesty, discipline, and responsibility. Sports games that train children's motor skills, as well as educational games that include cognitive intelligence. Meanwhile, modern games can provide support for taste, cognitive, but still under parental assistance.

When compared to the speed of modern games, in a research area Children's personalities change over time, with both positive and negative. As a result, regardless of the type of game, how the child plays and makes the best use of the game media is the most important factor, and character education is the packaging. It makes no difference how difficult the game is if it is combined with an educational approach or character education. Because all types of games will still have positive and negative impacts. Cooperation between parents, teachers and children is very important in the success of the educational approach through the game media. Children should appreciate the more sophisticated era, but old games should not be overlooked. This can be accomplished by blending modern and traditional games in order to entice children to play.

Recommendation

Educators and child companions are advised to continue to convey understanding to children while they are playing. It is vital to teach increasingly sophisticated and current technologies to children. Since like it or not, we must keep up with the times; yet, we must not forget about the prior tradition, especially traditional games. Because this game can be beneficial for the growth and construction of children's character in addition to Indonesian culture and having its own value. So it's a pity if you can't use it with kids.

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