



The Role of Kampung Lali Gadget in Developing Children's Creativity

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Abstract

This study aims to describe the role of Kampung Lali Gadget in developing children's creativity in this study using qualitative research methods with descriptive research types with the main informant of the study, namely the founder of Kampung Lali Gadget and visitors, namely teachers, students and parents. The data collection techniques used in this study are observation, interviews, and documentation, as well as data analysis used in this study, namely data collection, data reduction, data presentation, and conclusions. The result of this research is the role carried out by Kampung Lali Gadget in developing children's creativity. The role referred to in this study is what activities can be done and other things that can be done as a form of effort to develop creativity by introducing traditional games to children and other activities such as making various kinds of play tools themselves from natural materials available in Pagarngumbuk village, Wonoayu District, Sidoarjo Regency, East Java.

Keywords: *Kampung Lali Gadgets; Creativity*

Introduction

One of the consequences of globalization is the development of increasingly sophisticated technology marked by the existence of mobile phones / gadgets, namely modern telecommunications ((Frahasini et al., 2018) which aims to make it easier for everyone to communicate, find out information, and so on (Anggraeni & Hendrizal, 2018). One of the most popular information tools to support communication activities (Meo et al., 2021). Gadgets are a technology that is loved today. Almost everyone uses gadgets from children to the elderly. Not a few parents introduce the use of gadgets from an early age so it is not surprising that children spend a lot of time playing gadgets, giving gadgets is one way parents take care of children.

Parents assume that by giving gadgets can make children smart and creative because of the features provided by gadgets, Ratnasari & Haryanto (2019) said that using gadgets can be useful to foster children's imagination and intelligence. Looking at pictures, writing, and numbers will increase intelligence, creativity, the ability to read, count, and curiosity to solve problems. According to Setiawati et al.,(2019) gadgets have benefits for students, such as adding information and insight to children, becoming an interesting learning medium, making learning Arabic and English easier, and improving

logic through interactive and educational games. Gadgets provide various kinds of convenience to children, such as finding study materials, looking for journals, sending assignments and so on.

The use of gadgets that are not well monitored and appropriate also has a negative impact on health, psychosocial problems, and understanding of science (Sisbintari & Setiawati, 2021). Moreover, children can become individual, apathetic, the space for interaction with each other is reduced, and more interesting to play and pour out their hearts on social media. During childhood, body cells grow twice as fast as adults, this is directly proportional to being able to cause brain damage twice as fast (Kardaras, 2016). The survey results show that there are 47 million active users, 79.5% of whom are children and adolescents. Child age data increased by 17% in 2014. In 2020, the survey stated that 42.1% of preschool children using gadgets was quite high (Novianti & Garzia, 2020). Even in the pandemic era in recent years, gadget addiction cases have increased (Widodo & Wartoyo, 2020).

Excessive use of gadgets can indirectly have long-term, often unconscious, effects both biologically and psychologically, on social and emotional functioning (Wahyuni et al., 2019), children's personality (Hidayat et al., 2021) as well as independence and responsibility (Agung & Widiputera, 2019). This is certainly dangerous when the stages of development that are supposed to shape the character and shape the child's personality are disturbed by the negative effects of the device on the gadget.

Therefore, a positive activity is needed as an alternative to overcome the use of gadgets. One of the things done is to participate in activities in Kampung Lali Gadget (KLG). In addition, participating in activities in the surrounding environment is an efficient learning resource for children (Widodo & Wartoyo, 2020). Kampung Lali Gadget (KLG) as a children's playground that offers the attraction of playing with the concept of *dolanan* without gadgets, children's activities there utilize the surrounding natural resources as a learning resource. The activities carried out are learning while playing using traditional games that raise local wisdom. The value of local *keraifan* is very important to pay attention to because along with the development of an increasingly modern society, egoism is getting stronger (Trisa et al., 2018).

Traditional games used are made from *pring* (bamboo) and *godhongan* (leaves). Activities using traditional bamboo-based games include; making kites, playing stilts, making archery, pumping, etc. Activities using traditional games made from *godhongan* include; making *wayang damen*, making natural batik, sowing seeds, thumbs and many other activities. With these traditional games, interpersonal interaction, cohesion, exchanging ideas, and creating self-creativity can occur. Like making puppets from cassava trees which requires accuracy and creativity in stringing the trunk, making arrows and kites also requires creativity in adjusting the size, playing stilts requires cohesiveness between friends, playing *cublek-cublek suweng* requires honesty and focus, playing fortifications also requires cohesiveness and cooperation between friends, and other activities. Based on this, researchers are interested in exposing the role of *kampung lali gadget* as a source of children's creativity.

Methode

In this study, researchers used qualitative research methods with a descriptive approach. The descriptive qualitative approach can be interpreted as an explanation, interpreting data obtained from the field to be processed according to the researcher's point of view and the informant's point of view. The informants in this study were young people who acted as founders of the *gadget lali village* and several administrators of the *gadget lali village*. Where the members of the *gadget lali village* management also participate in advancing the *gadget lali village*. Visitors to *kampung lali gadget*, consisting of teachers, students and parents. In this study, the source of data can be determined through purposive sampling techniques, which are sampling techniques with certain considerations. The sample units used as data sources are adjusted to certain criteria that have been set. The location chosen in this study is in *Kampung*

Lali Gadget, Sidoarjo Regency, East Java. Data collection techniques used in this study include (1) participatory observation; (2) interviews; and (3) documentation. Meanwhile, the data analysis techniques used in this study include (1) data collection; (2) reducing data; (3) presentation of data; and (4) drawing conclusions. Data analysis techniques in qualitative research are used as directions in answering the formulation of the problem raised. Based on data obtained from observation, interviews, and documentation, which is then systematically arranged and organized according to each category.

Results and Discussion

The results in this study describe what roles can be done by the youth of Kampung Lali Gadget in introducing traditional games as a form of love for the homeland in early childhood. Kampung lali gadget is a form of innovative program pioneered by young people who have anxiety to see the condition of children in their neighborhood who spend most of their time playing gadgets. The establishment of this gadget lali village aims to reduce gadget addiction in children. Kampung lali gadget itself is actually not a program that will distance or limit children from playing gadgets, but the program is used as a place to balance the use of gadgets with traditional games.

Kampung Lali Gadget (KLG) is a program that focuses on providing educational activities that are easy, cheap, and impactful. Independence determines the theme of learning, the concept of education, becoming a very distinctive spice in the development of Kampung Lali Gadget. As for children's play activities in the village of lali gadgets. Like the picture below, children are playing egrang



Picture. 1. Playing Egrang

Not only introducing children to traditional games. The program that runs at KLG is also able to teach cultural education, local wisdom, sports, and animal education. In addition, Kampung Lali Gadget also utilizes natural objects around in making toys. For example, when making stilts and clogs, they provide bamboo raw materials that are abundant in the village. There are also other types of traditional toys made from trees or banana gedebongs. Basically, toys can be made from any component in a banana tree. For example, by creating various toys such as scales, lumping horses, firearms, and toy cars. Children are given the freedom to make their own toys according to their creativity. This is supported by a direct statement from Mr. Irfandi as the founder of Lali Gadget Village as follows:

“... If you want to play, sometimes we usually make the toys ourselves, yes, make them together. Later, the children will be modeled, given to know the sequence of how to make the toys with the mbak-mbak and mas here...”

The following game is an example of one game that utilizes materials around the gadget lali village. By utilizing banana stem, children are free to make any toy according to their creativity.



Figure 2. Making toys from banana stem

In this activity, children will compete to convey their ideas and ideas in making various toys based on the tools and materials available. This is what stimulates children to think divergently. In addition to doing traditional games, making toys from natural materials available in Kampung Lali gadgets also help children learn about academics.

As a supporting tool to carry out traditional game activities, the youth of Kampung Lali Gadget also teach children who visit Kampung Lali Gadget to make supporting equipment for these traditional games. Not only introducing traditional games, the youth of the gadget lali village also teach how to make equipment as a supporting tool for the game that will later be played by children who visit the gadget lali village. This is supported by a direct statement from Mr. Irfandi as the founder of Lali Gadget Village as follows:

“... For the equipment itself, sometimes we make mbak, the ingredients are just looking around here. Like for example bamboo, we can cut bamboo from the back garden, then we can make stilts, various trees. Even if the ingredients are not there, yes, usually some people buy it. But most of us make it ourselves...”

The presence of Kampung Lali Gadget has a positive influence on people's lives. Originally actively playing gadgets, now only a certain time to use gadgets. Kampung Lali Gadget is an escape place when children are bored with daily activities, here children can improve their social life and develop their creativity. The results of the researchers' interviews conducted with teachers, parents and children who came to visit and carry out activities in Kampung Lali gadget are as follows:

The activity here is really good for children. Children don't play cellphones all the time, usually like to play games now so they know traditional games. This traditional game is what we usually play in our past. Children nowadays rarely know. Now come here, thank God, the children know, and usually a little bit of asking for cellphones, this is not it. It seems to be cool with the activities here.

In addition, the researcher also interviewed parents (2) about their opinions about Kampung Lali Gadget, he revealed:

I've been here many times, maybe three to four times. The game here reminds me of my childhood. Most children nowadays play games that are basically related to gadgets, even for learning also sometimes through gadgets. So yes, it's very sad, that's why I'm happy to bring my son here. In addition to playing, here children are also taught to make their own toys, cook themselves with the materials provided. Children when they run out from here, they will definitely ask again here, in the past

those who were addicted to cellphones, now they are even addicted to KLG. Fortunately, my house is not far from here, so it's pretty routine when I come here.

From the results of the interview above, it was concluded that as a parent by seeing their children who often play their gadgets continuously, it makes the worry that exists in parents more obvious. Parents feel anxious about their children who always play gadgets. Especially for parents who become housewives, they are presented every day with views that anywhere, whenever children play their gadgets. Feeling that the child is not productive. By joining the gadget lali village in which not only games but also education, training creativity, and so on become an option for parents

Conclusions

The discussion in this study is intended to describe the various roles carried out by Kampung Lali Gadget in developing children's creativity. The role referred to in this study is what activities can be done and other things that can be done as an effort to develop creativity by introducing traditional games to children and other activities such as making various kinds of play tools themselves from natural materials available in Pagarngumbuk village, Wonoayu District, Sidoarjo Regency.

To support various activities, Lali Gadget Village has built various facilities and infrastructure as well as the development of areas that can support activities in Lali Gadget Village. That way the activities carried out in the village of Lali Gadget can run comfortably because various places have been provided that support to carry out activities. Until now, Lali Gadget Village still continues to carry out various regional developments, one of which is building a place called "Bale Among". The development of the area carried out by the youth of Kampung Lali Gadget is also one of the roles in an effort to introduce a traditional game.

In this study, the hopes in question are a hope from the parents of the children to the youth of Kampung Lali Gadget as one of the people who have a role in the community environment. With the existence of this gadget lali village, parents hope that their children can do various activities outside the home that are more useful and can explore the environment around them. So that the knowledge and creativity of these children are also increasing.

Through the activities carried out by the youth of the gadget lali village is a manifestation of the great goal of the establishment of the gadget lali village, one of which is to pass on local culture and wisdom to the golden generation. Thus, it is hoped that the cultural heritage and local wisdom can continue to be enjoyed at any time and its existence will not be displaced by foreign cultures that are currently starting to enter Indonesia. So that the activities at KLG are expected to foster creativity in children through traditional games that are currently rarely played by children.

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