

## Development of the Babaela Game in Getting to Know the Regional Culture of Pekalongan Regency

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### ABSTRACT

This research is titled "Development of the Babaela Game in Understanding the Regional Culture of Pekalongan Regency." It aims to develop traditional game-based learning media to introduce regional culture to young children at Hasyim Asyari Mesoyi Kindergarten. The Babaela game, inspired by coconut shell clogs, serves as a fun and interactive tool for teaching local Pekalongan cultural values. The Research and Development (R&D) method with a 4D model (Define, Design, Develop, and Disseminate) is applied. The Define stage identifies the need for cultural introduction through observations and interviews. The Design stage adapts the game to early childhood characteristics and learning objectives. The Develop stage involves validation by media and cultural experts, followed by revisions. Implementation is carried out in limited classes, with evaluation focusing on children's participation and cultural understanding. Results show the Babaela game effectively boosts children's motivation and understanding of local culture, including elements like Sintren dance and Pekalongan batik. Teachers also find it practical and effective in introducing cultural values. This innovative and contextual learning media can be further developed and applied in various PAUD institutions to preserve local cultural heritage from an early age.

**Keywords:** Babaela Games, Regional Culture, Cognitive

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### INTRODUCTION

Regulation of the Minister of Education and Culture Number 137 of 2014 establishes the National Standards for Early Childhood Education (PAUD), which includes criteria for the management and implementation of PAUD throughout Indonesia. It also emphasizes the importance of developing local cultural aspects in the PAUD curriculum (Wicaksana & Rachman, 2018)

The younger generation's interest in local culture is declining, according to several studies. For example, according to research (Dewi et al., 2024), More than half of the young generation of Indonesia prefers foreign culture compared to their own culture. One of the factors influencing the decline in interest of the young generation in arts and culture is the impact of modernization and globalization. (Bulan, 2023).

Playing is a learning process for early childhood, because at this age playing can stimulate their growth and development. According to Hamd Habibi (2014) in Maria Hidayanti, Bakiak as a traditional game that we often encounter during Indonesia's independence day. This traditional game is almost found in all regions of Indonesia because of its exciting and challenging nature. (Hidayanti, n.d.).

Craft local or game traditional often considered worn or left behind era , so that No in accordance For used so that cause lack of Children's interest in Culture local (Khotimah & Saroingsong, 2024).

Based on the results of research and existing reports, the introduction of regional culture to early childhood in Central Java shows concerns regarding the lack of understanding and introduction of local culture. So far, the introduction of regional culture has only been done using pictures while listening to explanations from teachers. The lack of integration of local culture causes children not to have enough time to play, both indoors and outdoors where they can play traditional games, especially those they do not know how to play (Rombot, 2017).

This research focuses on the development of Babaela games specifically designed to support the preservation of local culture in Pekalongan Regency for early childhood. It is expected that this research can develop Babaela games used by teachers in introducing local culture in Pekalongan Regency to children in a more interesting way, while preserving local culture in Pekalongan Regency for them from an early age.

Based on a survey by the National Statistics Agency, 32% of participants prefer digital games, while 68% of respondents still prefer conventional games. Based on the survey findings, 57% of participants believe that traditional games are currently experiencing a serious decline (Returns, 2017). Based on these statistics, the interest of the younger generation in traditional games has changed significantly, and many of them only play at certain events. From these data, researchers will focus on " The Development of Babaela Games in Getting to Know the Regional Culture of Pekalongan Regency".

The formulation of the problem is: How is the development of the Babaela game in introducing local culture of Pekalongan Regency to early childhood? How effective is the Babaela game developed in introducing local culture of Pekalongan Regency in providing contextual and meaningful learning experiences for early childhood?

Game Babaela is developed functioning For introduce culture area Regency Pekalongan in a way pleasant through activity play while learn . This media designed for educators can support development culture local , so that child age early can more know and like values culture local .

Aspects of religious and moral value development, physical, cognitive, social emotional, art and language are included in the important process of early childhood development. This period, often referred to as the "golden age" of child development, usually lasts from birth to age six. The cognitive aspect relates to the capacity to think, understand and solve problems.

Jean Piaget, who created theory development cognitive to argue importance play in the learning process child . Components important from the learning process child is play.

Children Study skills social , engineering breakdown problem , thinking critical , and skills motor through play . According to research , capacity cognitive child can improved in a way significant with stimulation based on the right game . According to Jean Piaget's research , play is component important in development cognitive child . For demonstrate How children utilise game For understand the world around they , he share stages play become a number of phases , including game sensory motor and games symbolic . Piaget emphasized that play help children develop in a way cognitive with allow they to practice concepts and capabilities that have been taught previously . Jean Piaget's game theory on development cognitive child first introduced in his writings in the 1960s, especially in the book "Play, Dreams and Imitation in Childhood" of 1951 (Oakley, 1971)

Lev Vygotsky published his idea about role game in development child in his work about Zone of Proximal Development (ZPD) and development cognitive as well as social child . Vygotskian defines connection between play and children's mental development very specifically (Newman & Holzman, 2013) . Game child age early is very important Because help support development other.skills physical , cognitive , social-emotional , and language child . According to Helvana and Hidayat in (Rahmawati et al., 2022) game traditional is games that have been There is since previously contained values culture or close the relationship with culture . Games clogs coconut shell coconut ( Babaela ) , is player hold rope clogs with big toe, like as with flip -flops , and using second hand For hold rope while interestingly when the feet step . Then simultaneously with lift rope hook For lift clogs shell coconut , game to be continued with using clogs ( Babaela ) as a sole foothold on bracket shoe (Arifin et al., 2024).

Game traditional it is rich in wisdom local and have mark high culture. However Because have benefit in stimulate various development child specifically development cognitive, then be chosen game Coconut Shell Clogs ( Babaela ) as a medium for now culture area Regency Pekalongan . Children must plan technique balance, understanding pattern steps, and work The same For to coordinate movement to be able to play game this. Thinking critical, solving problems, and intense focus is part of this process and is very important For growth cognitive. In addition to the form, materials, and methods his distinctive playing style with life public Locally , Babaeala also introduced values culture . As a result , the game This No only entertain but it is also useful tool For educate generation successor about culture local .

Culture area is wealth owned by each regions in Indonesia, which consist of on custom customs, language , arts and values traditional others . Introducing culture area to children since age early is matter important in to preserve identity nation. As expressed by Kartini (2020), education culture in school own role crucial in strengthen the sense of nationality and love to inheritance culture local.

Sintren , the Goddess in (Ilyas & Abidin, 2017) Show Sintren started with the singers sing song accompanied with gamelan sound , its purpose is For gather public For to witness appearance . After many people gathered in front of the stage and it started show main, namely brought by him Sintren which is still get dressed normal to stage by the shaman. When brought to stage sintren accompanied with burnt incense brought by the handler.

After Sintren on stage he sat down and his body tied up with rope and closed with confinement wrapped chicken with the cloth that is usually colored black , inside confinement the has provided nice clothes as well as make up tools . Less than five minutes after closed confinement Sintren also came out Already get dressed Good as well as Wear the make up provided .

Pekalongan Batik including coastal batik which is the richest in color , as characteristics typical coastal batik , its decorative variety nature naturalist . Comparison with coastal batik others . Pekalongan batik is greatly influenced newcomer Chinese and Dutch descent . The Pekalongan Batik motif is very free and attractive , even though the motive sometimes The same with Pekalongan batik or Yogya so that often modified with variation attractive colors (Mustika, 2018) .

## **METHOD**

The research technique known as research and development, or R&D, is used to create new products or improve existing products. The goal is to evaluate the efficacy of the product so that it can be accounted for (Waruwu, 2024) *The Four-D (4D)* model can generally be viewed as *a model for instructional development* . Waruwu (Waruwu, 2024) said, the 4D Model is an abbreviation of *Define, Design, Develop, and disseminate* . In Indonesian, 4D development is translated as defining, designing, developing, and disseminating.

### **1. Define**

At this stage, the researcher analyzes the problems that exist in the cultural introduction activities of Pekalongan Regency, as well as the specific needs of early childhood in Pekalongan Regency. The researcher collects data through classroom observations and interviews with teachers. The result of this stage is a deep understanding of the needs of playing while learning that are relevant and contextual for children.

### **2. Design**

At this stage, the researcher designs a babaela game based on playing while learning as the main media. This Babaela game is designed by considering the characteristics of children at Hasyim Asyari Mesoyi Kindergarten and the learning objectives to be achieved, namely introducing the regional culture of Pekalongan Regency through fun and contextual playing while learning activities. The design of this Babaela game is a physical motor and cognitive activity that is integrated into playing while learning. At the design stage, the researcher also designs an activity implementation plan, including instructions for during the play activity. In addition, researchers designed an assessment tool to evaluate the results of the Babaela game that was developed.

### **3. Develop**

At this stage, the Babaela game in the play while learning activity will be developed into a product that is ready to be tested. Researchers make it according to the Babaela game design that has been made. After the product is finished, researchers conduct limited trials to evaluate the feasibility of the product in the field. This trial was conducted at Hasyim Asyari Mesoyi Kindergarten.

#### 4. Disseminate

After the product has been proven effective, the next stage is to disseminate the product that has been developed so that it can be used more widely (Dr. Rivo Panji Yudha, 2024). This research was conducted at Hasyim Asyari Mesoyi Kindergarten, Mesoyi Village, Talun District, Pekalongan Regency, with 32 students in groups A and B aged 4-6 years. The research was conducted for 7 months, namely from August to February 2025.



**Figure 1.** R and D Model

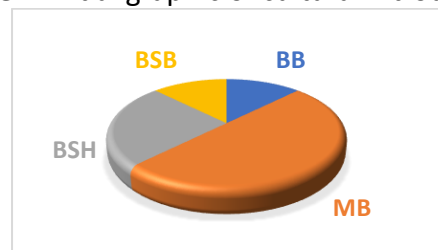
Source: Master's Program Research Project Writing Guidebook

## FINDING AND DISCUSSION

### FINDING

From the definition carried out, data was obtained the 6 descriptions of observation questions to students, data results were obtained from 32 students, there were 4 students with abilities in the criteria of not yet developing, starting to develop or on a scale of 1, 16 students with abilities in the criteria of starting to develop or on a scale of 2, and 8 other students in the criteria of developing according to expectations and 4 students in the criteria of developing very well.

**Figure1.** Initial graphic of cultural introduction



Source: Assessment Recap

From the figure, 50% + 13% of students need development activities to introduce regional culture. From the results of the analysis of children's needs, what needs to be developed is a game that can be used to introduce regional culture in playing while learning activities *Analisis kebutuhan guru*

The next stage is Design, which is designing learning products. At this stage, the researcher designed a babaela game based on playing while learning as the main media. This Babaela game was designed by considering the characteristics of children at Hasyim Asyari Mesoyi Kindergarten and the learning objectives to be achieved, namely introducing the regional culture of Pekalongan Regency through fun and contextual playing while learning activities. The design of this Babaela game is a physical motor and cognitive activity that is integrated into playing while learning. At the design stage, the researcher also designed an activity implementation plan, including instructions for during the play activity. In addition, the researcher designed an assessment tool to evaluate the results of the Babaela game that was developed. The components of the babaela game are; teacher's guide video with instructions for implementing activities, Coconut shell clogs equipped with a rope length of 175 cm. Colored cloth bags measuring 25 X 40 cm, A4-sized pictures of Pekalongan Regency culture. Visual design: coconut shell clogs are still left original without paint, Brightly colored bags so that children are interested and curious, pictures of regional culture are made colorful to make them more attractive. The function of the Babaela game supports fun learning activities while playing, developing cognitive abilities and motivating children to learn. The material is safe for children (non-toxic) environmentally friendly and the materials are easy to obtain.

Model validation was carried out to ensure that the Babaela game design in introducing regional culture that was developed was in accordance with learning objectives and could be applied effectively in the context of early childhood education. Model validation involved 2 validators, namely, media expert validation, Mr. Purwanto, M.Pd, he is a Basic Training Mentor for PAUD GTK. The cultural expert validator, Mrs. Rufiatul Husna, S.Pd, she is a Teacher at SMKN 1 Sragi.

The Develop stage is the development stage of the design that has been made in the previous stage. At this stage, the Babaela game in the play while learning activity will be developed into a product that is ready to be tested. The researcher made it according to the Babaela game design that had been made. After the product was completed, the researcher conducted a limited trial to evaluate the feasibility of the product in the field. This trial was carried out at Hasyim Asyari Mesoyi Kindergarten.

The formula for calculating the average score used is (Dr. Abdul Fattah Nasution, 2023)

$$Xi = \frac{\sum x}{\sum n}$$

Information : Xi = average score

$\sum x$  = total assessor scores

$\sum n$  = number of respondents

$$Xi = \frac{\sum 9,1}{\sum 2}$$

$$Xi = 4,55$$

**Table 1.** Decision Making Results of Expert Judgment

No	Criteria	Validity Level	Information
1	80%-100%	Very valid	Can be used without revision
2	61%-80%	Valid	Can be used with minor revisions
3	41%-60%	Quite valid	Can be used with multiple revisions
4	21%-40%	Less valid	Multiple revisions and revalidation
5	0-20%	Invalid	Cannot be used and revalidated

Source : Research and Development in Early Childhood Education (Dr. Rivo Panji Yudha, 2024)

**Table 1** Validator Values

No	Validator Name	Value Scale	Information
1.	Purwanto, M.Pd	4.6	Good
2.	Rifatul Husna, S.Pd	4.5	Good
	Total Score	9.1	

Source : Validator Instrument

Formula For count the average score is as following :

$$Xi = \frac{\sum x}{\sum n}$$

Description : Xi = average score

$\sum x$  = sum score assessor

$\sum n$  = number Respondent

$$Xi = \frac{\sum 9,1}{\sum 2}$$

$$Xi = 4.55$$

Looking at table 2 of the criteria for expert testing, this babaela game has a model feasibility with good criteria, because it is at a score of 4.55. The effectiveness of the babaela

game based on data from interviews with teachers and observations of activities during the implementation of the game in the classroom is limited to the values in the following table:

**Table 2** Teacher and Student Values

No	Respondent Name	Score	Information
1.	Teacher	4.75	Good
2.	Participant educate	4.27	Good
Total score		9.02	

Source : Teacher and Student Instruments

Formula For count the average score is as following :

$$Xi = \frac{\sum x}{\sum n}$$

$$\sum n$$

$$Xi = \frac{\sum 9.02}{\sum 2}$$

$$\sum 2$$

$$Xi = 4.51$$

For game testing babaela based on interview data towards teachers and observations towards students during implementation games in class limited own effectiveness with criteria good , because is at a score of 4.51

Practicality game babaela based on the results data interview towards teachers and observations activity during implementation games in class limited with values in the table following This :

**Table 4.** Practicality Test

No	Respondent Name	Score	Information
1.	The Prophet (pbuh)	90%	Very Practical
2.	Nur Yulianingsih	88%	Very Practical
3.	Nisfu Laila	88%	Very Practical
4.	The Nazis Khoiroh	90%	Very Practical
Total score		89%	Very Practical

Source : Practicality Test Instrument

## DISCUSSION

To improve cognitive abilities in early childhood in recognizing the regional culture of Pekalongan Regency which has been designed using the R&d model 4D method (Define, Design, Develop, and Disseminate) the babaela game can be used by educators.

The development of the babaela game in recognizing regional culture is very good to be followed up by all related parties, especially in the field of education. Based on the results of the good response from educators at Hasyim Asyari Mesoyi Kindergarten, of

course this babaela game can be disseminated so that it can be used by other educational institutions throughout Indonesia. Of course, it is adjusted to the situation, conditions and needs of students.

The implications of this babaela game can certainly make it easier for teachers to carry out learning activities for children more focused so that teachers can prepare activities optimally so that children's development needs can be met.

## CONCLUSION

For game testing babaela based on interview data towards teachers and observations towards students during implementation games in class limited own effectiveness with criteria good , because is at a score of 4.51

The practicality of the babaela game based on data from interviews with kindergarten teachers Hasyim Asyari Mesoyi and observations of activities during the implementation of the game in the classroom is limited to a total value of 89% or very practical.

Suggestions for the development of the babaela game in recognizing this culture can of course be modified according to the needs of students considering that learning activities must be contextual and according to the needs of students.

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