**INTRODUCTION**

Traditional games provide a rich alternative to the culture and may even now already almost extinct if not protected and developed. Yet if our analysis there is a number of traditional games can expand widely social ability, train language skills, and emotional capabilities.

Some examples of traditional games often played today of up to is "Congkak," Gasing "," Batu Seremban "

**Congkak Game**

**Introduction**

Congkak game is a Traditional Malay game favoured by women and children. This game requires two of player. The thing that was used in this game is the board is proud and supercilious fruit. Sometimes instead of supercilious board, the openings are made ​​on the ground. While the seeds are cavalier about these marbles glass, rubber fruit, seeds saga, pebbles and so on. Each board of Congkak can only be played by two people.

Congkak board consists of 14 holes that are called "villages". There are two big hole at each end the Congkak board that called as “home” or mother board.

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**Gasing Game**

**Introduction**

Tops popular on the East Coast of Peninsular Malaysia especially in Kelantan.There are various types of spinning like a top Malaysian heart, spinning a plate or flat, kelamar spinning, spinning eggs, berembang tops, tops Malay, Chinese top, top books and top nut threads. Children prefer to top Malay and Chinese, due to its small size and easily manipulated.

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**Batu Seremban Game**

**Introduction**

Batu Seremban also known as Selambut or Serembat game.Often played in this free time. This game played by girls, either individually or in pairs. It is played in groups of two to four people or more.

Usually it uses glass marbles, rubber seeds, small rocks or pieces of rounded objects. Commonly used number five seed. These objects are known as pods.

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**RESEARCH REPORT**

1. **Location**

The study was conducted at Universiti Malaysia Pahang (UMP).

1. **Population**

The study population was composed of students of Universiti Malaysia Pahang state consisting of diversity. Students selected are students from Year One.

Subjects of the study are made ​​up of 8 people among boys and 12 among female students.

1. **Instrument**

Techniques used to gather information about Traditional Games with using simple random sampling because the sample population is not uniform.

**RESEARCH ANALYSIS**

***Introduction***

The main purpose of this study was to determine the involvement of students in Universiti Malaysia Pahang Traditional Games of Malaysia. This chapter covers the results of statistical analysis to test and answer research questions. The data were collected through questionnaires processed and analyzed for the study of the effectiveness of Traditional Games can strengthen the relationship to each other, in addition, to maintain traditional cultural games. A total of 20 questionnaires were distributed and all questionnaires were received back. This is because the questionnaires were distributed and collected personally by us.

***Run Data Survey***

**Table 1:** Profile of the sample based on the faculty

**Faculty Amount (f) Percentage (%)**

FTECH 8 40

FIST 0 0

FSKKP 10 50

FKASA 1 5

FKKSA 1 5

**TOTAL 20 100**

Based on Table 1, the study shows differences FTECH is faculty of 40%. Meanwhile, there were faculty FIST 0% and faculty FSKKP of 50%. Furthermore, faculty of FKASA FKKSA of 5% and a total of 5%. Overall subjects involving 5 of faculty located in Gambang campus of Universiti Malaysia Pahang.

**Table 2:** Profile of the sample based on gender

**Gender Amount (f) Percentage (%)**

Male 9 45

Female 11 55

**TOTAL 20 100**

Based on Table 2, showed that male students in terms of gender is of 45%. While female students is 55%. Overall this study is 20 students.

**Table 3:** Profile of the sample according to student engagement play Traditional Games.

**Involvement Amount (f) Percentage (%)**

Yes 18 90

No 2 10

**TOTAL 20 100**

Based on Table 3, the study shows that in terms of student involvement in The Traditional games are a total of 90%. While that is not involved, there were 10%. Overall student participation in the study was 20 students.

**Table 4:** Profile of the sample Type of Traditional Games

**Type Amount (f) Percentage (%)**

Congkak 15 26.31

Teng Teng 9 15.78

Batu Seremban 12 21.05

Lompat Galah 1 1.75

Lompat Getah 4 7.01

Gasing 8 14.03

Sepak Raga 8 14.03

**TOTAL 57 100**

Based on Table 4 shows the types of Traditional games are a total for Congkak is 26.31%. While Teng Teng is 15.78%. and Batu Seremban is 21:05%. Meanwhile, Lompat Galah 1.75% and 7:01% of Lompat Getah. Amount of Gasing and Sepak Raga share a similar percentage of 14:03%. Overall in the study of various sectors of traditional game type are a total of 7 types of games.

**Table 5:** Profile of the sample according to the frequency of students engaged in Traditional Games.

**Frequency Amount (f) Percentage (%)**

Once a week 2 10

Once a month 5 25

Rarely 13 65

Never 0 0

**TOTAL 20 100**

Based on Table 5, the study shows that the frequency of involvement of students in The Traditional games once a week was 10%. While the frequency of the month, there were 25%. Total frequency range of students to participate in a very rare period was 65% and who do not wish to enroll are a total of 0%. Overall frequency of student participation in the study was 20 students.

**Table 6:**Profile of the sample according to General Knowledge students in Traditional Games.

**Grade Amount (f) Percentage (%)**

Very Advance 3 15

Advance 3 15

Average 9 45

Basic 5 25

Nothing 0 0

**TOTAL 20 100**

Based on Table 6, the study showed that the percentage grade Very Advance and Advance General Knowledge students in The Traditional games are a total of 15%. Average grade Meanwhile, there were 45%. Meanwhile, Basic grade students is about 25% and grade Nothing does not have any percentage. General Knowledge overall student in the study was 20 students.

**Table 7** : Sample profile according to Traditional Games profound impact in the lives of

**Involvement Amount (f) Percentage (%)**

Yes 12 60

No 8 40

**TOTAL 20 100**

Based on Table 7, shows Traditional Games profound impact in the lives of students. Some 60% said yes. While 40% say no. Entire epoch student involvement is a total of 20 studies.

**Table 8:** Profile of the sample according to Student Consent in determining the beneficial Traditional Games against Harm

**Status Amount (f) Percentage (%)**

Strongly Agree 4 20

Agree 8 40

Neutral 7 35

Disagree 0 0

Strongly Disagree 1 5

**TOTAL 20 100**

Based on Table 8, the results of the study showed that students in determining consent Traditional Games against Harm beneficial. A total of 20% indicated strongly agree and 40% disagree only. Put 35% of the total common agreement on the benefits and 0% disagreed. Only 1% strongly disagreed. Overall the students in the study were 20 students.

**Table 9**: Profile of the sample according to Student Opinions about Games

**Opinion Amount (f) Percentage (%)**

Boring 0 0

Easy 3 15

Difficult 0 0

Useless 0 0

Enjoyable 17 85

**TOTAL 20 100**

According to Table 9, showed students opinion about Traditional Games total of 0% indicated that it was very bored while 15% indicated that easy to play. Total 0% put very difficult to play traditional games and 0% felt not bring any benefit. Only 85% are very excited to play. Overall the students in the study were 20 students.

***Analyze Data Survey***

To measure the effectiveness of a sample of Traditional Games of students at Universiti Malaysia Pahang, we have a clear picture of graph to facilitate analysis of data can be done.

**Graph 1** : Interpretation of Traditional Games effectiveness among the UMP students.

Data shows the difference between the number of male students and female students by faculty. Students from the Faculty of Engineering, Computer Systems & Software Engineering (FSKKP) has topped the top number in the involvement of Traditional Games and followed other faculties. Meanwhile, the number of female students than male students' average tended to follow a more traditional game.

To answer the research questions about the effectiveness of traditional games among students is there a cultural characteristic equation remains Malaysian pride in themselves. In addition, playing Traditional Games is a thousand good causes not only maintain the tradition of the game became a symbol of Malay supremacy, furthermore one another fraternal brotherhood student can interwoven.

**CONCLUSION**

Studies have shown the involvement of a number of students in the traditional game is very satisfying. In this analysis there is no problem of student involvement in traditional games. Management of the University shall provide adequate provisions to implement the program organizers who want these activities to enable them to plan and equip playground equipment at the university in the strategy to attract these students to participate in beneficial activities.

Other than that intrapersonal factors should also be taken into account because it is also a factor affecting students in these sports activities. With a full -hearted participation of certain parties will certainly be able to encourage the involvement of students in the traditional game.

Finally, from the results of this study will encourage students to engage in traditional games and also can foster brotherhood ukhuwah students while maintaining legacy games that are not outdated.

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