

# CHAPTER I

## INTRODUCTION

### 1.1 Background of Study

Meranti Regency is one of the regencies located in Riau Province, with the capital of Selatpanjang. Meranti Regency is a Regency on the East Coast with great potential to develop from the tourism sector especially in the field of culture.

The people of Meranti Regency are a mixed society dominated by Malay, Javanese, Minangnese, and Chinese ethnic groups whose majority of the population adheres to Islam and Buddhism. Therefore, when visiting the Meranti Regency, visitors will be presented with old buildings in the shape and pattern of China. In addition, there are also various other ethnic groups with various cultures.

Meranti Regency is a cultural unique area. There are several forms of culture in the Meranti Regency, including traditional houses, traditional clothes, traditional weapons, traditional dances, traditional musical instruments, the main language, and also traditional games. Traditional games are the result of community culture that is still preserved until now. The game is a relic of the ancestors that is carried out voluntarily by using the language and characteristics of the area.

Meranti Regency is one of the areas that preserves traditional games. Traditional games are not simply played as entertainment. Traditional games have a special meaning of tradition and origin associated with each of their cultures. In fact, traditional games are made into an annual festival as a form of preserving cultural assets. Traditional games are hardly ever found today, especially in Riau. Furthermore, children and teenagers have been affected by technology.

Based on the data and information above, the product which was made to complete this final task is "The Making of e-Profile Book of Folks Games of Meranti Regency". The author took this title because, there is no profile book about traditional games in the Meranti Regency in English and Bahasa. More ever, as an effort to continue to maintain and introduce these traditional games and the meaning

contained therein. Then, aims to remind us that the development of advanced technology does not forget the joy of the typical game of the Malay community in the Meranti Regency. And also, tries to keep the game as a very valuable local wisdom and must be preserved.

### **1.2 Formulation of the Problem**

“How were processes the Making of e-Profile Book of Folk Games of Meranti Regency” and was written in English and Bahasa.

### **1.3 Limitation of the Problem**

In this study, all aspects were not discussed. The author only focuses on the definition, how to play, tools, material and moral value of folk games in English and Bahasa.

The five folk games discussed in this study consist of: *Run on Tual Sagu, Gasing, Layang-Layang, Congklak and Seningik.*

### **1.4 Purpose of the Study**

The purpose of this study was to make an electronic book as a form of promotion about Traditional Games in Meranti Regency in English and Bahasa.

### **1.5 Significance of the Study**

There were several important significances for the Meranti Regency Tourism Office, Local Community, and Student.

#### **1.5.1 Significance for the Meranti Regency Tourism Office**

The advantage of doing this research for the Tourism Office was that this Electronic Book can be tangible evidence as an media to promote the folk games in the Meranti Regency.

#### **1.5.2 Significances for Local Community**

The advantage of doing this research for the local community was as a media tool to add insight and increase knowledge for local people about information traditional games in the Meranti Regency.

### **1.5.3 Significances for Students**

The advantage of doing this research for students was that to provide information, to reference and to find out the meaning contained in the Traditional Games in the Meranti Regency.