

Kajian Bentuk dan Nilai Budaya Permainan Rakyat Bali di Kabupaten Badung

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Permainan rakyat adalah salah satu bentuk dari *folklore*, karena disebarluaskan melalui tradisi lisan. Berbicara masalah permainan, kita selalu terkait dengan anak-anak. Permainan dan anak merupakan dua dunia yang tidak dapat dipisahkan. Permainan merupakan sesuatu yang menyenangkan, hampir sepanjang waktu kehidupannya anak selalu dalam kondisi bermain. Berdasarkan perbedaan sifat permainan, maka permainan rakyat dapat dibagi menjadi dua golongan besar, yaitu permainan untuk bermain dan permainan untuk bertanding. Penelitian ini bertujuan mengkaji bentuk dan nilai budaya permainan rakyat (permainan anak-anak) berpendekatan kualitatif dengan rancangan studi kasus di Kabupaten Badung-Bali, dengan mengambil 12 desa/kelurahan dari 6 (enam) Kecamatan. Jenis permainan rakyat (permainan anak-anak) yang dikaji, diantaranya: Poh-Pohan (Memetik Mangga), Mecingklak, Meong-Meongan, Mencar, Main Ki, Jaran Teji, Making-Keringan, Macepetan Nengkleng, Matembing, Metajog, Lelipi Ngalih Ikuh dan Mepiyak-piyakan. Permainan ini umumnya dilakukan melalui beberapa tahapan, yaitu tahap pertama melakukan persiapan, tahap kedua pelaksanaan dan tahap ketiga konsekuensi kalah menang sesuai kesepakatan pemain. Sedangkan nilai-nilai budaya yang terkandung dalam permainan anak-anak tersebut, seperti: nilai kebersamaan dan kesetiaan, kejujuran, estetika dan kreativitas, disiplin, serta nilai hiburan dan olah raga.

Analysis of Form and Cultural Value of the Balinese People's Games in Badung Regency

People's games are one form of folklore, as they are spread through spoken tradition. Games cannot be separated from children. Games and children are two spheres which cannot be separated. Games refer to things which are pleasing; children spend most of their time playing. Based on the nature of games, they can be mainly classified into two: those which are played for fun and those which are played for competition. This study aims at analyzing the form and cultural value of the people's games using qualitative approach. It is a case study conducted in Badung Regency, Bali; however, only twelve villages/administrative villages from six districts were taken. The children's games which were analyzed were *Poh-Pohan* (Picking Mangoes), *Mecingklak*, *Meong-Meongan*, *Mencar*, *Main Ki*, *Jaran Teji*, *Making-Keringan*, *Macepetan Nengkleng*, *Matembing*, *Metajog*, *Lelipi Ngalih Ikuh* and *Mepiyak-piyakan*. They were generally performed through several stages: the first stage during which preparation was made; the second stage during which the games were performed; and the third stage during which the loser and the winner were informed, depending on the agreement already made. The cultural values they contained were: togetherness, loyalty, honesty, aesthetics and creativeness, discipline, physical exercise and amusement.

Keywords: Form and cultural value, and folk game