

LATTO-LATTO: BETWEEN GAMES TRADITIONAL AND ITS IMPACT ON STUDENTS

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Abstract. Lato-lato comes from the Bugis language, namely kato kato, but originated in America in the 1990s as Clankers. In this study we used a qualitative approach and interviewed children around the Helvetia field by combining the results of these interviews as in philosophical studies. In this research, there are things that distinguish it from other studies, such as what we present is the waning of the existence of lato lato in the field. This is a unique thing that makes every material there is a time and every time there is material. It's rare in 2023, we see Lato-lato's children again this is a natural thing because nothing lasts forever. Lato-lato has a tremendous impact on students both psychologically and socially. Many students do not care about the social environment because they are preoccupied with their own world.

Keyword: Games Tradisional, lato-lato, Impact, Students

Introduction

The end this, game lato-lato become trend among Indonesian child. Game this played by various circles start child age their early age (3-4 years). Already proficient in play game traditional lato-lato this .Lato- lato become a game that is currently viral in Indonesia this. Game traditional this lots played by all circles society, start from kids, teenagers to adults, even until President Joko Widodo who also mentioned this Lato-Latto game now is going viral.game lato-latto This alone is game the current traditional this experience resurrection because many from circles children play Lato-latto game this .For form from game lato-lato this too varies kinds and types, start made of plastic, or made from wood with use rope until with already lato-latto be equipped with toys made from plastic too.

The Covid-19 pandemic which has spread massively in Indonesia since the beginning of 2020 has provided significant influence on community activities and public policy products. The biological threat attacking human safety makes the health sector prioritized above all. Campaign *social distancing* applied on whole field as external strategic on Regulation Government Number 21 of 2020 concerning large-scale Social Restrictions (PSBB). Implementation of the policy have a positive impact, especially in preventing the transmission of the virus. However, there are influences negative which caused, Wrong only one to *social skills* child (Diswantika, 2022).

Social skills are an important aspect for the child's self-development, so it is very crucial for keep sharpening. These *social skills* relate to the ability to interact including a sense of responsibility over oneself and others, the ability to play with peers, understand feelings, respond, share, and respect the rights and opinions of others (Pratiwi, 2021). Good *social skills can* deliver children to become human beings who are capable in communicating, thinking, deciding, and Lots ability other so that become foundation vital for relate with person other.

According to Elizabeth Hurlock in (Sriyanto & Hartati, 2022), there are five phases of development individual based on biological characteristics, namely (1) *prenatal phase*; (2) *the infancy*

phase; (3) *babyhood phase*; (4) *phase childhood*; and (5) *the adolescent phase*. Children have a golden period to develop *social skills* in this phase *childhood*, namely the age range of 2 years to puberty (Wong & Kurnianingrum, 2018). That age is period which ideal for determine development child on phase next. So that, Forto actualize these complex outcomes, children should ideally experience quality interactions with many people so as not to have a passive behavior in the social environment. This is in line with research Perdina et al. (2019), that in a manner ecology development man influenced by environment. Stimulation Which quality can influence development ability child in accordance with stages that development expected.

Precondition the contradictory with policy *social distancing* Which make whole person must limit physical interactions. There is a significant influence between the lack of social interaction during pandemic to development social on child age early (W. S. Kusuma and Sutapa, 2020; V. M. Daughter and Eliza, 2022; Yunita and Surayana, 2021). Before pandemic child can in a manner freely meet with other people, so that social skills have the opportunity to be honed naturally. However, since *social distancing* enforced, activity child with person other become limited only on scope family in House. Apart from that, according to Diswantika (2022), most parents also experience many problems in accompany son, especially from facet time. *Work from home* (WFH) make person old Busy undergo work, so that the division of time between work and accompanying children becomes not balanced. Finally, children don't just interact less with their friends, but also with their families.

Research Method

The method used in this research is qualitative with a case study approach. According to Sugiyono (2017) this qualitative method was based on the philosophy of post-positivism and for researching natural objects. The reason researchers apply the case study approach aims to describe the problems studied by studying as much as possible an individual, a group or an event that is currently happening in a narrow area, in this case is the development of post-pandemic social skills in childhood through *latto-latto* game in Penjalin Wakul Hamlet, Jerukseger Village. There are two types of data sources which are used in this study, that is (1) primary data which is obtained through semi-participatory observation and semi-structured interviews; and (2) secondary data obtained through a literature study. Analysis of the validity of the data using triangulation, namely collecting data as well as testing the credibility of the data with various collection techniques and various sources (Sugiono, 2012).

Discussion

Latto-latto it's so iconic since the 1990s, especially for the people living in the area rural. Since end 2022 more precisely on the moon December 2022, game this back viral. Even *Lato-Lato* complied many pages and various social media moment this. There is a role from social media make *Lato-Lato* now known broad by variety type among.

However, in fact game this appear the first time in the 1960s then start popular 1970's in America. In America itself *latto-latto* called with Name *clankers*. From this can be taken that *latto lato* this no just game traditional village however game international. Because at first *latto lato* this appeared in America with designation *clankers* and when they arrived in Makassar to change his name with designation *latto-latto*. Can be interpreted mention *latto lato* now that many sound in the ear origin from the Bugis language.

At the start appearance, *latto-latto* material use glass and way play it which is considered very dangerous. Not rare user game this slammed *clackers* with hard until the fraction make scattered and hit body someone. Game one this in fact No long lasting consequences take lives. Then in the 1970s in the United States, games this time prohibited by officials local. From the results of the research conducted, the researchers found that there was a Covid-19 pandemic give impact on whole sector

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life No except on pattern connection social public to life in childhood period. This is because n will n there is a policy of the movement and implementation of the lockdown system in full and simultaneously to enact a learning policy from home through the Circular Letter of the Ministry of Education and Culture Number 36962/MPK.A/HK/2020 which is all done For reduce process deployment Covid-19 (L. kusuma, 2022). Matter This Also happen on children in Penjalinwakul Hamlet, Jerukseger Village, Gedeg District, Mojokerto Regency, where those who usually freely carry out social interactions freely without being limited by distance, as they are With this policy all activities in the environment are limited. Especially since the incident occurred several residents in the Penjalinwakul Hamlet community were affected by Covid-19 who were isolated and immediately handled by local health workers. So from those reasons, almost all residents' activities including children are restricted (Mariam, Hidayat, and Utami, 2020; Robbiyah, Ekasari and Witarso, 2018).

It's limited activity social during pandemic Covid-19 especially on children cause field child social skills decrease. This is evidenced by the level of frequency of children's communication both with parents and Friend peers. Every day child faced with screen cellphone or laptops For follow learning in the network and are required to continue *staying connected*. It is almost 1 and a half years done until become habit for child Which it turns out bring impact bad. Children become more Lots use up time For play gadgets And almost whole from they leave obligation learn although active in front of screen cellphone or the laptop.

Apart from abandoning their study obligations, another consequence that occurred and was recorded by the researcher was children become No interested For socialize with Friend peers even with person his parents themselves and more interested in playing through digital games (*online games*). So long pandemic Covid-19, child become not enough do experience And chance For Study, play, as well as socializing as a need for its development period in the *childhood phase* . This is in line with Badu's opinion in Agustiningrum et al. (2021) and Kusuma (2022), which stated that playing with the environment in the *childhood phase* is a crucial need to be met for a child children, because from their environment children can learn new things, knowledge and experience interact in a manner direct And grow ability his affections as well as child will get opportunities to build social skills, such as the ability to interact, solve problems, learn response person other, fulfil hope social as well as chance For practice attitude empathy.

Habit active use gadgets Also succeed influence ability concentrate. Some of the children the researchers found found it difficult to concentrate, especially in the real world. It is like Yee Jin's statement in Agustiningrum (2021), that this happens because of the habit of communicating alone directions through gadgets in social interaction, then by being forced to interact with each other so that bring up error in communicate. Failure communicate here it is Which will causing disruption of the process of developing social skills of children in their environment (Rachmadyanti et al., 2021; Diswantika, 2022; Hasanah and Sugito, 2020). And if this continues occurs without the awareness of the people around to solve the problem, it will impact on children's social skills as adults, which in this case is ability socialize is control self child become investment self in continue life socialize (Hadi, Sinring, and Aryani, 2018; R. Y. Daughter and Nurhafizah, 2022).

However something that should go viral No will last like lato lato this. In research This There is one thing that makes surgery with research. Because it turns out lato lato this already seen fed up or boring. Matter this will raises decline existence lato lato in the field. Even in years it's 2023 already No exists and is rare see lato lato in play and sell signifies the Lato period lato already ended. Medan's old children play lato lato and leave the gadget However Now they return to using gadgets.

Impact The Positives and Benefits of Lato- lato

There are many benefit from game traditional Lato-lato this, with exists game traditional Lato- lato this bring positive impact and good impact for us, namey:

1. Latto-latto can divert and reduce impact addicted current device, this lots experienced by children.
2. Game latto-latto Can hone ability motor child, increase function coordination between ability cognitive and motoric.
3. Practice child so they can focus and concentration.
4. Practice child guard balance.
5. Potentially bring up attitude competitive or push child for have objective there is a specific target, for reach that target need struggle and effort, with This child Can more fight until Can win moment it and get to that target.
6. Latto-latto games can also be played become healing material simple. because game traditional this can make the kids who play it become laugh, feel happy, feel pleasure, with price cheap and affordable.

Bad Impact of Latto-latto for Students

Apart from being impact positive and good impact from game traditional Latto-latto this, also has bad and even very bad effects for we are also for various circles us .

1. The sound of " tek - tek-tek " from Latto-latto Can resulted commotion when played , especially Again if si player lato-lato the play it with more fast and more strong. will result such a sound annoying ear us and the environment around We
2. Can annoying environment around us , the people who want rest can disturbed with sound produced from game lato-lato this
3. For circles Parents , the elderly, and so are people who are sick , with they hear voice from game lato-lato This can cause inconvenience to circles parents , the elderly , and so are sick people who really are circles they really need Rest extra .

Another thing that is necessary Also note is the toy material the because not long ago there is case must child operated on her eyes consequence caught fractions lato-lato and cause eye si child the become blind and difficult For cure Sick blind.

Conclusion

The Covid-19 pandemic has had a massive impact on all sectors of life society is no exception in the social sector. Childhood phase children's *social skills* in the field helvetia show change with decline the frequency of communication between children and their parents and peers, children tend to be anti-social and the ability of sympathy & empathy to decrease. But with the popularity of the game back lato-lato as game traditional Which played with crowd succeed interesting attention children and managed to restore interest in socializing which is able to grow skills social Which during pandemic Covid-19 decrease even is lost.

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