QUESTIONING THE PRESENCE OF TRANSCREATION IN ENGLISH AND INDONESIAN TRADITIONAL GAMES

THESIS

Submitted as A Partial Requirements

For Sarjana Degree in English Letters Department

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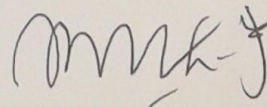Name   : Ahmat Komarudin

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has already fulfilled the requirement to be presented before The Board of Examiners *(munaqosyah)* to gain Undergraduate Degree in English Letters Study Program.

Thank you for the attention.

Wassalamu'alaikum Wr. Wb

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DEDICATION

This thesis is dedicated to:

1. Researcher's amazing parents (Kusrin and Mae Saroh)

2. Researcher's Sisters

3. Researcher's family

4. Researcher's friends

MOTTO

A man can die but once

(William Shakespeare)

PRONOUNCEMENT

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I hereby sincerety state that the thesis titled "Questioning The Presence Of Transcreation In English And Traditional Games" is my real masterpiece. The things out my masterpiece in this thesis are signed by citation and reffered in the bibliography.

If later proven that my thesis has discrepancis, I am willing to take the academic sanctions in the form of repealing my thesis and academic degree.

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The researcher realizes this thesis is not perfect. The researcher hopes that this thesis can be something that gives a benefits for the reasearcher and for the all readers.

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The researcher

Ahmat Komarudin

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ABSTRACT

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Advisor : SF Luthfie Arguby P., S.S, M.Hum.
Key Words : Transcreation, Structuralism, Traditional Game

The objective of the study is questioning the presence of transcreation in English and Indonesian traditional games through the analysis of similarities, differencess and significances in term transcreation are indicated in English and Indonesian traditional games. The purpose of the research is to find the similarities, differencess and sicnificances

The design used in this research is a descriptive qualitative. The researcher select eight games which have similarities on the concept. They are engklek, hopscotch, petak umpet, hide and seek, congklak, mancala, suit jari, rock-paper-scissors. The technique of the collecting data was done through web based search. The technique of analyzing data used the interactive analysis consists of data reduction, data display, and conclusion of data. The data is taken from English and Indonesian traditional games. The trustworthiness in thesis was done by validation by a lecture who was in a writing of traditional games.

In this research the researcher finds the similarities of the taditional games which become the object of the research. The similarities of the games are indicated by comparing both of paired similar games. The research finds that the similarities of the paired games appear in some elements such asparticipants, equipments, venue and procedure. Whereas, the differencess appear in some parts only, it does not appear in the whole elements. The differences of the game make the paired games have different forms. The differencess do not make the game has a significant diversity. The reseacher also reveal the significance of transcreation between the games. With the term, the researcher make a conclution that the whole source of the games deliver from English traditional games. This statement is based from the game form. The whole English traditional games which become the object has more simple forms, but Indonesian traditional games have more completed form.

ABSTRAK

Ahmat Komarudin. 2016. Questioning the Presence of Transcreation in English and Indonesian Traditional Games. Thesis. English Letters Department, Islamic Education and Teacher Training Faculty. State Islamic Institute of Surakarta.

Advisor : SF Luthfie Arguby P., S.S, M.Hum.
Key Words : *Transcreation*, Strukturalism, Permainan Tradisional

Objek dalam penelitian ini adalah mempertanyakan kehadiran dari *transcreation* dalam permainan tradisional dari Inggris Dan Indoesia melalui analisa dari persamaan, perbedaan, dan arti penting dalam istilah *Transcreation* yang terindikasi dalam permainan tradisional dari Inggris dan Indonesia. Tujuan dari penelitian ini untuk menemukan persamaan, perbedaan, dan arti pentingnya.

Desain dalam penelitian ini adalah deskriptif kualitatif. Peneliti memilih delapan permainan yang mana memiliki persamaan dalam segi konsep. Mereka adalah engklek, hopscotch, petak umpet, hide and seek, congklak, mancala, rock-paper-scissors dan suit jari. Teknik dalam pengumpulan data telah selesai dengan basis pencarian web. Teknik dalam menganalisa data menggunakan analisa interaktif meliputi pengurangan data, penampilan data, dan kesimpulan data. Data diambil dalam permainan tradisional dari Inggris dan Indonesia. Keabsahan data dilakukan dengan validasi oleh dosen yang melakukan penulisan tentang permainan tradisional.

Dalam penelitian ini peneliti menemukan persamaan-persamaan dalam permainan permainan tradisional yang mana menjadi objek dalam penelitian. Persamaan dalam permainan terindikasi melalui perbandingan dua permainan yang mirip. Penelitian ini menemukan bahwa persamaan-persamaan dalam permainan yang mirip hadir dalam beberapa elemen meliputi peserta, perlengkapan, tempat dan tata-cara. Sedangkan, perbedaan-perbedaan muncul dalam beberapa bagian saja, hal itu tidak muncul di keseluruhan elemen. Perbedaan-perbedaan dalam permainan mengakibatkan permainan tersebut memiliki bentuk yang berbeda. Perbedaan itu tidak mengakibatkan sebuah perbedaan yang mencolok. Peneliti juga mengungkap arti penting *transcreation* diantara permainan-permainan tersebut. Dengan istilah tersebut, peneliti menarik kesimpulan bahwa permainan tersebut berasal dari Inggris. Pernyataan ini berdasar pada bentuk permainan. Seluruh permainan tradisional dari Inggris memiliki bentuk yang sederhana sedangkan permainan tradisional dari Indonesia memiliki bentuk yang lebih kompleks.

CHAPTER I

INTRODUCTION

A. Background of the Research

Indonesia is a country with many cultures. There are a lot of products of cultures which appears in every part of life. One of them is traditional game as a heritage of culture. It can be relegated to children as the next generation. Traditional games for kids contain moral value and wisdom. It also gives benefits for children's development.

Childhood is a time when children need a more space to move, to explore and to express their creativity and emotion. Children need a media to apply their expression. Social circumstances can support the development of children. Parent is the first figure to drive their children in a right way. Parents decide their children to make socialization with their friend or just stay at home. Actually, communication between children and their parents are not enough. They need a friend to make a more communication. With a friend, children can share their expression. The function of traditional games can be very important as a media to support the aspects which are needed. Traditional games contain a lot of benefits and good for children.

Children need socialization and more feedback in their daily life. The interaction between children makes a new vision for children. Children's emotion must be exported to another one. It will be dangerous if children cannot express their emotion. It is not only on their emotion, but also their movement. Childhood

time is a time to move and active. In this situation, traditional games can be a place to receive that aspect. Traditional games offer a direct interaction and teamwork, and then children get their right to play.

Sukirman Dharmamulya stated that "There are culture values in traditional games, they are : Training autonomous attitude, Brave to take a decision, responsibility, Honesty, Controlled by rival attitude, cooperation, helping and keeping each other, support group priority, Democration mental, obdient to a rule, full of consideration, accuracy of thinking and acting, whine less, Brave, Polite, movable".

Furthermore, traditional games are not as popular as 10 years ago. A lot of children feel strange with traditional games. The parents do not introduce a traditional game anymore. They are more excited to give their children a gadget for daily playing. It makes their children and a gadget seem as a human with a food. Everythings becomes a normal phenomena in this technology era.

Traditional game is a game which has a special characteristics. It has an old age in which it has an unidentified owner and where the game comes from. Traditional game usually is played by children using an easy rule and procedure. The purpose of traditional game is usually to get a joy although there is a competition inside.

Traditional game has some characteristics. The most distinct characteristic of traditional game is about the interrelatedness toward traditional elements. The elements contain moral values, and custom of society which adhere with

traditional culture. Traditional game also contains traditional art which appear inside the game.

Function of traditional game is very important for children. Long time ago, people played traditional game for looked for joy because there are very less entertainment at that time. Winning the game is not the purpose of people to play traditional game, but the satisfaction of join the game is the most important thing. Children need it as their entertainment in this technology era. Television and other electronics media give a little benefits only. The benefits of them are not much than traditional game. Generally, traditional game needs much moves of the player. It makes children move and surely it is good for children health. Traditional game also make children meet their friend face to face. In this case, traditional game has a function as the socialization medium for children.

Traditional game is a products of culture around the world. The different place has a different traditional game. The game of each place contain local elements and characteristics of the place. The traditional games from Indonesia are different with traditional games from English. The differences is always about messages which are contained inside the game. Indonesian games sometime contain a message of struggle if the game was popular in colonial era.

There are similar games around the world. The similar game is not only in different place in a country but also in different country around the world. The games which very similar make everyone think that the games are one game but has different name. For example, mancala is a board game which appears in many country around the world. This game in Indonesia has name congklak, dakon, etc.

The most popular theory says that the game was brought by merchants from another country. This phenomenon makes a speculation that the similar games are product of transcreation.

Transcreation is a term which translating non-diegetic text such as ads, poster, game, etc. Similar traditional games can be object of transcreation research because they have a structure which can be analyzed. Transcreation can sees the structure of traditional game and make a decision about the source and the target of a game.

Transcreation makes the game easy to understand. Properly, the purpose of transcreation is trying to make a product has a local taste. Automaticly, a product which has a local taste will be easier to understand. Games which is played in a place will have different view about it. It may be caused different place has different way.

In indonesia, traditional games has a decrease of popularity. Children who play traditional game are seldom. In another hand, children who play playstation or any electronic gadgets are easy to find. The television which is the most dominant electronic media does not give much education content.

The researcher sees that traditional games are an effective media for children to make a social relationship, it pushes the researcher to make a research about it. The researcher makes a deep analysis about traditional games. The anlysis is triying to find the simalrities and differences beetween two game which have similar concept. It makes the traditional game more familiar and nearer for everybody.

The researcher uses transcreation approach to analyze the traditional games from English and Indonesia because these terms are the most relevan terms that can analize the traditional games. Transcreation is needed because using translation only is not enough. It is not only translating a languange but also translating the value, terms, and message.

Transcreation is a dicipline to translate alot of product. It is not only a traditional product but also all products that need a comprehension in all country. The most common case of transcreation is about advertisement. For example, when McDonald's decided to adapt its iconic "i'm lovin' it!" tagline for the Chinese market, it opted against literal translation. This is because the word love" in China is taken very seriously and never used lightly. Traditionally, the word "love" was never even said aloud. Even today, lovers say," I like you" to communicate great affection without actually using the word. As a result, McDonald' s opted for this Mandarin line: 我就喜欢This literally means " I just like (it)" . This is more normal, everyday vocab, and is easier on the ears for a Chinese audience. The line also retains the same youthful, confident street vibe of the English.

Transcreation helps the bussiness player to make a comprehension to the consuments. The advertisement needs a global meaning for consuments to understand what the product wants. It makes an opportunity for both of them. The feedback will be a benefit for bussiness players, advertisement and consuments.

Another example, When Chinese shops first imported Coca-Cola in the 1920s, they wrote the name in Chinese characters. Unlike our letters, Chinese

characters have both a meaning and sound. The characters pronounced "Coca-Cola" often had nonsensical meanings like "mare stuffed with wax" or "bite the wax tadpole". So for its official Chinese launch in 1928, the brand chose a different name: 可口可樂 (in original traditional form) The pronunciation was only slightly different (" Kokou- Kolay"), and meant as a pleasure in the mouth" . It is a transcreation that is almost as successful as the brand behind it.

B. Formulation of the Problem

The formulations of the problems in the research are as follow.

1. What are similarities found in English and Indonesian traditional games?

2. What are differences found in English and Indonesian traditional games?

3. What are the significances in term transcreation indicated by similarities and differences in traditional game

C. Objectives of the Study

The objectives of the research are as follow.

1. To find the similarities found in English and Indonesian traditional games.

2. To find the differences found in English and Indonesian tradotional games.

3. To find the sicnificances in term transcreation indicated by similarities and differences in English and Indonesian traditional games.

D. Limitation of the Study

The research focuses in English and Indonesian traditional games. The games in this research are the traditional games which have similar concept. The researcher finds four pairs of the games which have similarities in the concept.

The researcher takes transcreation term for the research because the research is about two different products from different culture, the only match term that can be work with the object is transcreation itself.

E. The Significances of the Study

The research is expected to give and add significances both theoretically and practically.

1. **Theoritical Significance**

   This study is effective to give and enrich research in transcreation field. The research is conducted to analyze the similarities, differences and significance of transcreation inside English and Indonesian traditional games. The result of the research can be new information for everyone about the product of transcreation of traditional games from English and Indonesian.

   This research gives deep information about traditional games from English and Indonesian culture. In another side, it gives more knowledge about the traditional games.

2. **Practical Significance**

   The next research can be used this study as an additional reference. This research helps the reader to understand the transcreation concept, the traditional games description and procedure. However, this research gives alot of information for the next research.

G. Key Terms

The researcher provides some key terms definition in order to keep his research focus. The key term definition below are arranged and supported by qoutation from some references. It goes to:

1. **Transcreation**

   Transcreation is a a part of translation studies that focus in a special traslation which the object is not only a text but also the whole elements that need to make a global understanding or it seem as localisation.

2. **Traditional Game**

   Traditional game is a form which is children games that spread orally in a certain collective member, in a traditional form and relegated inter generation, with alot of variation. Usually, the age of traditional game is old, unindintified origin and founder. Sometimes have an alteration name and form although the basic is constant. From the word itself, traditional games have a meaning an activities which arangged by a game rule which is legacy from older generation which did by human (children) with purpose to get a joy.

3. **Structuralism**

   Structuralism is a idelogy that deems the whole society and culture have a similar structure and permanent. Structuralism also the thing that makes a contradiction between society and human science since 1950 until 1970, Specificly in France.

CHAPTER II

REVIEW ON RELATED LITERATURE

In this research, some theories are needed to support the idea. The theory must be related with the object that will be explained. The main purpose is to make a clear comprehension about the research. Here, the transcreation especially chosen of similarities of traditional games from English and is conducted. For the result, the providing some theories in dong this research are such as:

A. Theoretical Description

The researcher analyzes the research based on the theories. The theories of the research are:

1. Transcreation

Transcreation is a part of translation which the moving idea not only in the diegetic text but also in non-diegetic text. According to *The Little Book Of Transcreation* , "Transcreation is about the ability to write in your own". It means that transcreation transferring any idea or the main meaning into the target language. Transcreation is part of translation which has a special technic. It is not only translating but also recreating the language from source language to the target language.

Mangiron and O'Hagan (2006:20) also defend the idea of 'transcreation' to describe what takes place in game localization rather than just translation, because "localisers are granted quasi absolute freedom to modify, omit, and even add any elements which they deem necessary to bring the game closer to the players and to convey the original feel of gameplay"

Transcreation is needed to translate a message into another language. It is needed because in the world there are a lot of different culture and social condition it makes a comprehension about a product or object become different in each country (source language) with another country (target language). It is why transcreation usually called creative translation. Transcreation answers the problem about transferring a meaning in a special translation. Some objects need an adaptation with the target.

The term transcreation used as a strategy in advertising for global market, for example: Apple Inc. uses transcreation to create images for advertisement. It chooses- "one image that can be nuanced worldwide" (Kumar: 2015). Transcreation and marketing is very close relationship. A marketing division has to think about the advertisement to make the advertising interesting and match with the culture of target market. In this case, the marketing division has to create an advertisement which contains an adaptation and local condition of the target market. It is really important because every place has their own culture.

The word Transcreation was created by the Chairman and Managing Director of United Publicity Services Plc., Bernard Silver in 1960. In that time transcreation just about creative and copy but in some claims, transcreation is deeply analyzed about computer and video game industry in 1980s.

Video game industry is always related with localization itself. Localization video games are an effort of a video game developer to translating video game to whole language in their target country which contains the local perspective. Not

only localization, but also adaptation, each target language is different and has its culture and value.

In the video game localization and adaptation are needed to translate not only for the language but also in the visual of the video game. It makes the notice for the developer to translating that non-diegetic text. In the comics, transcreation is needed to translating the story and adapting into local condition.

The Marvel Comics and Gotham Entertainment Group in 2004 launched a new comic book for Indian audience introducing an Indian-born Spider-man (Pavitr Prabhakar). In the Indian cultural context the Spider-man wore "dhoti" and fights the Rahshasa against the Indian backdrops such as Taj Mahal. (Kumar : 2015)

On the occasion of its first use it was thought as a translation of the creative ad copy. Some claims about the etymology of transcreation pronounce that it is originated in the computer and video game industry in 1980s. To makes the games more exciting for the people of different cultures, the makers began to manage images and story lines suiting the culture, language and expectations of the target users. In 1990s the international marketers and advertising agencies felt the need to introduce something more than mere translation to send their product to a market outside source language.

a. Definition of Transcreation

According to Common Sense Advisory, Transcreation is "a process whereby new content is developed or adapted for a given target audience, rather than translated directly from the original version."

Basically transcreation effectively translating marketing material and other creative texts, such as books and screenplays, is a tricky business. It's about much more than converting words from one language to another – it's about ensuring that all the different elements that make up a text (the style, tone, idioms and analogies to name just a few) are accurately tailored to the target audience.

b. History of Transcreation

The first attested use of the term transcreation dates as far back as 1957 when Lal, an Indian Sanskrit scholar, used the term to refer to his own versions of classical Indian drama in English, which brought across the richness and vitality of the original.

In 1969, the Brazilian concrete poet H. de Campos used the term for a new approach in creative literature translation that aimed at phonetic, syntactical, and morphological equivalence achieved. The term "transcreation" describes some examples of the manipulative use of English, which can best be explained from a post-colonial perspective, and more specifically, the term helps to articulate one of Joyce's tactics in appropriating the language of the British whose domination over Ireland had tried to erase the native Gaelic language and culture.

Recent studies on the localization of games (Mangiron & O'Hagan 2006; O'Hagan 2005) suggest the term transcreation to describe the greater freedom of the games localizer compared with any other translator. With games localization, the translator is expected to convey a game-playing experience

that is as close as possible to the original, which implies an adaptive approach with strong domestication tenden- cies when it comes to the treatment of jokes, plays on words, linguistic varieties and lyrics of theme songs (Mangiron & O'Hagan 2006).

Localization and translation is two side of study that cannot be a parted. Localization is placed for globalization, internationalization and translation within the language industry. The interrelation of these fields is substantiated by the acronym 'GILT', which refers to processes of Globalization, Internationalization, Localization and Translation, respectively. It is usually used in a Technology Industry. the point of view about transcreation has different meaning in any part. In academic, trancreation is focuses in the academic part such as while discusses about a literary work. But in industry, transcreation take a part in the marketing for increasing income from selling a product which everybody knows about the meaning.

The adaptation of a product can be different in each country because in each country has different term and comprehension. For example in Asian and Europe have different view about a product.

2. Traditional Game

Traditional game is an activity which is did by children around the world. Traditional game offers the joy and happiness to the player. Inside the traditional game, children can find positive thing and moral value.

a. Definition of Traditional Game

Experts have thier own perception about the definition of traditional game. The definitions are:

1. Traditional game by Balai Pengembangan Pendidikan Luar Sekolah dan Pemuda (BP-PLSP).

   Traditional game is a result of cuture control from own culture which is contain much education values. It is caused the traditional game gives happiness, joy, and purity for the player. In another hand, traditional game is played in group, moreover it makes a democracy and the tools which is used in traditional games are simple.

2. Traditional games by Kurniati.

   Traditional game would improve children potential in a social habit for keeping and loving national culture. Atmadibrata says that traditional game from west java is convinced has entertaining *prestatif* skill. If West Java traditional game is studied, it is educated, contain physical elements (gymnastic), accurateness, agility, mindful, appreciation toward art element, and refresh mind.

3. Traditional game by James Danandjaja

   Traditional game is a form which is children games that spread orally in a certain collective member, in a traditional form and relegated inter generation, with a lot of variation. Usually, the age of traditional game is old, unidentified the origin and the founder. Sometimes have an alteration name and form although the basic is constant. From the word

itself, traditional game has a meaning an activity which is arranged by a game rule which is legacy from older generation which did by human (children) with purpose to get a joy.

Based on the definitions of the experts, the traditional game is a game which has old age and the creator of traditional game is not identified. Traditional game is contain a moral value and has a strong relation to traditional culture. The player od traditional games commonly is children.

b. Kinds of Traditional Game

There are some kinds of traditional game. Siagawati (In Dharmamulyo, 1992) states that generally, traditional game is devided into five kinds. They are :

1. Game imitates an activity

    Some traditional games have a form like imitating an activity. It can be daily activity or any activity in society. The game which has this form can be a study children for their life. For example, traditional game *sepuran,* the game is contain the activity of a train. The form of the children who play the game also imitates the train. There is a head and railway coach.

2. Game uses power or skill

    Traditional game is need much movement. The movement needs more power and skill. Children must have the skill of a game to play the game.There are alot of traditional game which use a more power to play. Children play traditional game *tarik tambang* have to use more power

because the winner of the game is suspended to the group which have more power.

Using skill game is more interesting because the game makes the player has a special skill. Traditional game lompat tali makes the player has a good jumping skill. The skill of jumping in this game decide the winner because a child who has better skill in jumping, he or she will has big chance to pass all rounde in the game, and automaticly he or she has a bigger chance to be the winner.

3. Game trains five senses

The children sense is needed in a traditional game. Some games make the children use their five senses. This kind of game is good for children capability. The game makes the player to have more sensitivity of their senses. Cublak-cublak suwung is a game which requires the children to sensitive in the game. The whole sense must be used.

4. Game with using language in a conversation

Language and conversation is needed in this kind of traditional game. Language and conversation becomes the point of the game. Children must make a communication to play the game. The game Soyang-soyang is an interesting game which used a communication. The game requires the player to make a communication to the most important part of the game. The communication can be a conversation between mbok mase, mbok rondo and her daughters. Children must say clear

conversation to another player. Sometimes, the children forget about the conversation, but it makes the game more interesting.

5. Game with dance and song

Song and game become the good combination. This kind of traditional game needs a song for the part of the game. The song influences the procedure of the game. Song makes the game more interesting and makes a child more enjoy the game. The game which uses song is very easy to find. For example, the game ular naga panjangnya, it requires a song for the most important part of the game. The song decides the next step of the game. The form of the game also uses an interesting form. Children make a form like a dragon snake.

c. Benefits of Traditional Game

Traditional game does not only give a joy but also give a lot of benefits. The benefits make children who are the player of traditional game has more skill and social knowledge. Yolanda Pahrul as a blogger in *yolandapahrul.blogspot.co.id* states about the benefits of traditional game, They are :

1. Understanding Concept of Sportivity

Children can understand about the sportivity, play with honest, and appreciate another player. By traditional game, children learn to understand how to accept the defeat of their own self. In children development, sportivity is important to make children understand about social relationship. Children will more respect to someone else.

2. Training Children Physical Capability

Playing traditional game which needs much movement is good for training children physical. The traditional game can be a place where children express their movement. Playing game is like jumping rope, can increase eyes coordinator with other part of the body. The game lompat tali has a good benefits for children development. A research shows that lompat tali makes the children become taller.

3. Emotional Management

Emotional management is important for children to survive in their life. Playing traditional game, children learn to manage their emotional. While children play a traditional game, they must accept their capability. If a child plays in bad, he or she must accept that for the consequences.

4. Exploring Creativity

In some traditional games, children creativity is needed. For example, in conklak, children must find another alternative for the pebbles. In traditional game *mobil-mobilan dari kulit jeruk,* children must build a car with their imagination.

5. Teamwork Introduction

In traditional game, children can learn about teamwork. Some traditional games need a team work. Children will understand how to be a part of a team.

6. Increasing Confident

Confident is important for children. Children can increase their confident in traditional games. In traditional game bekel children can learn about dominating the game which need a specific skill in a dificulty level like a counting. It can increase a confident of children.

7. Social Communication

Meeting a friend and make a communication is possible in traditional game. Traditional game offers social communication for the player. Some games need more than two players. In this case, social communication between children can be happened.

d. The Similar Traditional Games Around the World

Traditional game is a product of culture around the world. Each country has traditional games. Some of traditional games have similarities with another game in another place. The theory of this phenomenon is estimated by some reasons. The old merchant which sold their product around the world is the most popular hypotheses.

In Indonesia there is traditional game which has similarities with english game. The games are mancala and congklak. Both of the game is boarding game. There is not much differences between them. The difference is only the quantity of the board. Congklak has 16 pits and mancala has 14 pits. Besides that, the whole game is totali same. The hypotheses of this game is the merchants of arabs bring the game to Indonesia when they sold their product

3. Structuralism

In etymology, structure comes from word structure. It comes from Latin which has meaning "form". Structure is from word "structura (latin) = form (noun). System (latin) = manner (verb). The origin of structuralize can be detected from Aristoteles poetical, which has relation with tragedi, especially the discussion about plot. Plot has characteristics: unite, massive, roundness and involvement (Teeuw, 1988: 121-134). Structuralism is come from english languange (latin) struere (constructing), structura has a meaning form construction. According to etymology, structure comes from word structura (latin) which has a meaning form or construction.

Structure is a theoretical construction (abstract) which is made from some components which hs relationship each other. Structure becomes the main aspect in structuralism. Structuralism considers that the whole human organisation is decided widely by social structure psychology which has interesting logical independent, related to aim, urge, and human purpose. Consider to Yoseph (1997:38) the structuralism literary theory is a approach theory toward literary texts which focus to the whole relationship between various text elements.

a. History of Structuralism Theory

Structuralism theory has a long evolution history and dinamic development. Structuralism opposes mimetic theory (which consider that a literary work is an imitation of reality), expressive theory (which consider that literature is an expression of author feeling and character), and the theories which consider that literature is a communication between the author and the readers. In

the development, there are a lot of different concept and term which opposing each other. For example, France structuralism, which is initiated by Roland Barthes and Julia kristeva, developing art of structuralism interpretation based language codes on literary texts. With that, there are codes of reptorica, psychoanalytic, sociocultural. They states that a literary work must stands independently. Poetry and others literary work must be analyzed by objective analysis (intrinsic aspects). The beauty of literature is about using the estetic effects. The intrinsic aspects like ideology, moral, sociocultural, psychology, and religion are not precious if that did not covered by poetics language.

Joko Yulianto in his blog *pascaunesa2011.blogspot.co.id* states that there are three differences opinion about structuralism theory. They are formal structuralism, genetic structuralism, and dinamic structuralism which are globally follow the Paris author, ferdinand de sausessure who rising sign and meaning concept.

1. Formal Structuralism

The term formalism refers to the manner of approach in the literature knowledge and critic which overrides data of biographic, psychology, sociologic and focus to form of the literary work itself. The formalist put their attention of something that distinguishes a literary work in different language style. The term structuralism is often used to this approach because they claim that literary work is a independent structure based on the perception toward the linguistic itself.

The Rusian formalist in 1915-1930 had a shape like Roman Jakobson, Rene Wellek, Sjklovsky, Eichenhaum, and Tynjanov. The contribution of the

formalist makes us focus to the elements of literature and poetics function. The existence of the theory of formalist is found until now. Literary work is independent. Literary work is a structure which is made from elements which constructing the literary work itself. The meaning of literary work only can be revealed by the relation between the elements.

2. Dinamic Structuralism

Dynamic structuralism is a general approach that shows psychological structure as the dinamic orgabization of self-constructed, socially embedded skills and activities. Since 25 century, there are transformations of basic paradigm, it giving a priority to a literary work.

They are:

a. Rusian formalism (1915-1930)

b. Structuralism of praha (1930)

c. New critics in America (1940)

d. New structuralism in Rusia (1960)

e. English structuralism, the autonomous movement in Germany, Structuralism in Netherlands, and structuralism in Indonesia by group Rawamangun (1960)

3. Genetic Structuralism

The term is a connector between formal structuralism and semiotic theory. It almost similar to genetic structural (connecting to origin of a text), but the focus is different, dinamic structural focuses to the structure, sign, and reality. The shapes are Julia Cristeva, and Roland Bartes (France structuralism).

b. The Concepts of Structuralism

According to Yoseph (1997: 37-40) Explaining the structuralism literary theory deems that literary work as "artefact" (art thing) then structural realizations of a literary work is only understood in relation between that artefact elements itself. More accurate, a literary text is consist of components like; idea, theme, message, setting, character, tragedy, plot, and language style.

The component has different accentuating in some literary texts. The literary structuralism give flexibility toward the literature researcher to apply which component will get the significance priority. The flexibility must be limited as long as the component is inserted in the literary text itself.

According to Abrams (In Pandopo: 140-141) states that there are four approach toward literary work, they are

1. Mimetic approach, it deems that literary work as imitation of nature (life).

2. Pragmatic approach, it deems that litterary work is a tool to reach a purpose.

3. Expressive approach, It deems that literary work as feeling expression, mind, and experience of the author.

4. Objective research, ig deems that literary work as an autonomous thing.

A. The Previous Study

Transcreation is a special element of translation studies. It makes the research of this study is less. The researcher found two previous study about trascreation.

First, *A Study into Traditional Child Games Played In Konya Region In Terms Of Development Fields of Children* by Yucel Gelislia and Elcin Yazicib. The study found that it traditional games have the features improving the kid's motor, social and emotional, cognitive and language development. It is found that games categorized according to development areas include the goals not only belonging to the areas covered in preschool curriculum but also the goals of other development areas.

The second study is from Indonesia entitled *Efektivitas Permainan Tradisional terhadap Keterampilan Sosial Anak Kelompok B TK se-gugus IV Kecamatan Banjarsari Surakarta* by Novita Ambaryani, Ngadino Yustinus, Yudianto Sujana. The study proves that traditional game has a good effect for children in social skill. Children who get traditional game treatment have a higher score. The other way, children who do not get treatment have fewer score.

This research discusses about traditional games in transcreation field. The researcher anlyses the similar games around the world. The research tries to find the presence of teancreation between the games. The researcher also decide the source and the target of paired similar games based the structure of the games.

CHAPTER III

RESEARCH METODOLOGY

Descriptive qualitative method is used to analyze the data in this research. The research design, the object of the research, the data and source of data, the research instrument, the technique of collecting data, the technique of analyzing the data and the validation

A. Research Design

This research uses a descriptive qualitative method with descriptive qualitative method, the researcher only collected, classified, analyzed, the data and then decide a conclusion. A further explanation about qualitative research is a given by Creswell, he state that Qualitative research is an inquiry process of understanding based on distinct methodological traditions of inquiry that explore a social or human problem. The researcher build a complex, holistic picture, analyze words, report detailed views of informants, and conducts the study in a natural setting.

This thesis uses Qualitative data because the data are not statistical data. Although there is a simple counting in this research, this counting was only used as medium to analyze the data and to decide the conclusions. In This research, the data are descriptive since the data are in the form words, picture, rather than numbers (Bogdan and Bikken, 1992: 30). Besides, this research was not directed to make any perception to pore or disapprove any hypothesis. The researcher only focuses in the case of the diegetic and non-diegetic text in the traditional games from English and Indonesia.

B. Data and Source of the Data

Data is information of facts collected from the object of research. According to Lofland and Lofland (1984:47) which is quoted by Lexy J. Moleong states that sources of data in the qualitative research are words and act the others are additional. The data is used for the examination and consideration to making a decision. The data can be a word, sentence, and phrase. The data of this research are the whole elements of traditional games which become the object of the research. It should be the participant, venue, equipment, and procedure.

The data source of this research comes from the traditional games in english and indonesian which has similar concept. They are *Engklek, Hopscotch, Petak Umpet, Hide and seek, Congklak, Mancala, Suit Jari, and Rock-Paper-Scissors.* The researcher tries to find the presence of transcreation between the traditional games.

C. Data Collecting Technique

Data collection means a series of interrelated activities aimed at gathering good information to answer emerging research question (Creswell, 1998: 110). It needed to complete the object of the research. There are many ways in collecting the data, such as observations, interviews, documentation and audio visual (Craswell, 2003:188). In this research, the data collected by searching traditional games in *YouTube* and others internet websites because time and social condition is not make a probability to come to English field.

The researcher used one method to collect the data which is content analysis. Bernard Bernard (in Morse, 1994: 179) states that content analysis is "a catch-all term covering a variety of techniques for making inferences from text data". Content analysis was used by researcher to collect the data which come from traditional games from English and Indonesian Culture. From the data, the researcher can be make a conclusion about the analysis. Content analysis was used by the researcher since it helps the researcher when makes a conclusion. In content analysis, the researcher collects the data by analyzing the content of Diegetic and non-diegetic language in Traditional game from English and Indonesian Culture.

D. The Technique of Analyzing the Data

Data analysis is a apart of the research to analyze the data. The main purpose of analyzing data is finding meaning of the data. The researcher took the data from internet, journal and personal experience , and then the researcher make an analysis toward the data. To analize the data, the researcher used a theory from Mangiron and O'Hagan which discusses about transcreation. The researcher looked for the similarities, differences and the requirement of transcreation.

The researcher makes an analysis of the elements of the traditional games such as the name of the game, venue, participants, equipment and procedure. From the analysis, the researcher can find the similarities, differences and requirement of transcreation.

E. Data Validation

Data validation has a meaning that the researcher makes sure the data as the subject of the research. The researcher must make a validation of the data from the expert for the relevance of the data. It can be the trustworthiness of data. According to Arikuinto (2002: 19) data validation shows the truth of a research instrument. A valid research instrument has high validity.

The researcher makes the data in a table and classifying the data in each part. It has a purpose for the understanding of the data can be easy. The data is taken from each part of the traditional games in order to make the data more detail.

The researcher showed the data to the lecture who was in a writing of traditional games, Kurniawan M.Hum to determine the validation of the data. The researcher chooses the lecture because he has an experience in traditional game documentation. The data which is checked is used for the subject of the research. In this research, the researcher also gets a suggestion from the lecturer.

CHAPTER IV

DATA ANALYSIS

The chapter contains any result of analysis the objects. The object is analyzed clearly in this chapter.

A. Traditional Games

The games in the research are the traditional games which come from Indonesian and English culture. The games from the cultures have similar concept and has a probability that the games are a product of transcreation

1. Engklek and Hopscotch

a. Engklek

1. Description

Engklek is a traditional children games which played in Indonesia specifically in Javanese. Based on anakbawangsolo.org there are a lot of name of engklek in another culture, for example Asinan, Gala Asin (Kalimantan), Intingan (Sampit), Tengge-tengge (Gorontalo), Cak Lingking (Bangka), Dengkleng, Teprok (Bali), Gili-gili (Merauke), Deprok (Betawi), Gedrik (Banyuwangi), Bak-baan, engkle (Lamongan), Bendang (Lumajang), Engkleng (Pacitan), Sonda (Mojokerto), Tepok Gunung (West Java), etc. The rule and game play in each culture is same. Just the name of the game makes it different.

Engklek has a deep meaning for a life. This game is like someone who want to build their own home or an effort to reach the own dominance region without do brutally and must follow a rules.

This game is very popular for Indonesian children. Children with very little age until teenage know about this game. Easy game play and low budget may become the reason why this game has a lot of fan. Usually, children play this game at afternoon after school. Children do not need to pay anything to play this game. The equipment of this game is available everywhere.

Anakbawangsolo.org says that there are two version about origin of engklek. The first version is this game was from India, It was stated by Dr. Smpuck Hur Gronje. The second version is engklek was exist from colonial era with background story a struggle of a field. The origin of this game is supposed from "Zondag-maandag" which is from Netherland which has meaning Sunday Monday. It spreaded around Indonesia in the colonial era , but it still a temporary hypothesis.

The rule of Engklek is so easy. This game is required more than one player to play. Engklek can be played everywhere. There is not rule which says that this game must be played in specific place, it makes this game becomes a favorite game for children. The main point is foot does not step out the booth line. This simplicity minimalizes a conflict of the game. Different to another game such as football, children whose play football have a high conflict probability.

The gameplay of engklek is very simple. It just about throw and jump with one foot. Throw the *gacuk* is very easy if still in the near booth. Material of *gacuk* is very important. If the *gacuk* is too thick the power of rebound is too big. It makes the *gacuk* threw out of the booth. Better if *gacuk gacuk* size is as thin as possible. Technique of throwing *gacuk* must be good. Although has a good *gacuk*

but the technique of throwing *gacuk* is bad, it makes the *gacuk* out of the booth. It makes the children increase their focus.

2. Equipment

Equipment of this game is very easy to find . It only need a '*gacuk*' and something to draw in the ground or a chalk to draw in a floor. *Gacuk* is a main part of the game which operated by the player. *Gacuk* is very easy to find because it can be found in each side of a house. The material of *gacuk* can be roof-tile or something else that can be easy to throw and does not have big power rebound because it is very important to make a player keep the precision in the throwing turn. The game arena is a drove of square and a half of sphere in the top of the arena. Every children can draw this easily.

3. Procedure

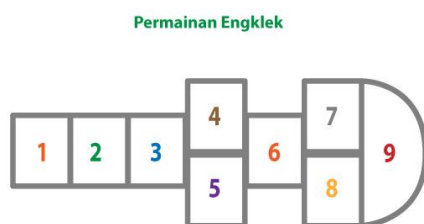The first thing is make the game arena. It should be like a drove of a square in the ground or a floor.

Image ; engklek arena (*source:santidewi.com*)

From the image, the usage of booth is different in some numbers. In the booth 1,2and 3, the player uses one foot. Booth number 4 and 5 the player must put both of the feet together. In number 6 player uses one foot again and in booth

number 7 and 8 the player does like in the booth number 4 and 5. The booth number 9, the player put one foot, and then whirl the body to go back.

Player throw the *gacuk* in the first booth precisely without bounced out of the booth. If the *gacuk* bouches out of the booth, it means the player have to stop the turn and the turn will be changed to another player.

Player must jump with one foot in all booth clearly without step out the booth line and the booth which contains *gacuk*. In the fourth and fifth booth, the player put the foot left and right in the same time. It occurs in the seventh and eight booth too, then the player whirls their body back to the start. It is repeated until *gacuk* passes all booth.

Player who finish all booth have a chance to get a sawah. Sawah is a name of a booth which owned by a player. Player have a right to put both of their feet in a booth which is in booth that becomes their "sawah'. In this case, other player cannot put their foot here. To get a 'sawah' the player must throw the *gacuk* into the arena but the player must reverse their body toward the arena. Where *gacuk* lands, that is become the player's sawah".

The last stage, player who has sawah more than other players becomes the winner of the game.

4. Benefits of the game

This traditional game brings a lot of benefits for children. Engklek is not a game which playing idly, but the player must move and concentrate. In this case, engklek has a benefits physically and mentality.

The benefits of engklek as follows :

1. It makes children move. Much move means more healthy

2. It increases children concentration

3. It improves children socialization and communication

4. It improves children creativity

5. It makes the children leave any negative things.

b. Hopscotch

1. Description

Hopscotch is a popular game in English which is played by children. The name of hopscotch is very famous as a kind of children traditional games. A lot of children play this game because it is a simple game.

The origin of this game becomes a debate and does not know the authentic history of this game. Based *ablogaboutnothinginparticular.com* this game was from old Rome. The soldier hopped in a square for a part of their trainee.

A manuscript Book of Games complied between 1635 and 1672 by Francis Willughby refers to 'Scotch Hopper'. The player play with a piece of tile or a little flat piece of lead, into boarded floor, or any place divided into oblong figure like boards.

To become the winner in this game is very simple. The player who can pass all the booth first is the winner. It is not as easy as people think because longer the game, the marker must be threw farer. The most difficult thing of this game is about how to throw the marker precisely.

2. Equipment

To play this game is not need a lot of equipment. Children just need a chalk (ground) or limitation (tile) to make the hopscotch arena. Not only arena, but also the player must find the marker. Marker can be something that has a thin material, and it is not heavy for reduce bouncing. The marker is seal in an outlet.

3. Procedure

Hopscotch is a very simple game to play. This game just need the player to hopping all booth to winning this game. For children this is not as easy as for adult. Actually there are a lot of variation of the arena, but author take the most popular arena of English. Although there are a lot of variation of the arena, but the arena should be a drove of squares.

The next step is looking for marker, it was described above about what marker is. The first player throw the marker into the booth number 1 and hopping each booth. It continue until the marker is threw all booth.

the player forbidden to landing the foot into the booth which contains the marker and step out the booth line. If the player break that, the turn can be changed into another player. The first player which passes all booth becomes the winner.

4. Benefits of The Game

Hopscotch is an interest game and becomes children favorite. Not only interest but also has a lot of benefits. It should be:

a. It makes children move. Much move means more healthy

b. It increases children concentration

c. It improves children socialization and communication

d. It improves children creativity

e. It makes the children leave any negative things.

c. The Similarities and Differencess Between Engklek and Hopscotch

Engklek and Hopscotch are a traditional games which have a lot of similarity. It is like a same game but in different name only. The differences between both of the game is not really much. Although the games almost same, but there are some differences between them. The differences can be found in some parts of the games.

Table 1. The similarities and differencess between Engklek and Hopscotch

No	Elements	Similarities		Differences	
		Engklek	Hopscotch	Engklek	Hopscotch
1	Concept	The concept is throw and Jump			
2	Arena	The arena is formed by squares (hopping with one foot and landing with both of feet in some booth)			
3	Equipment	Using *Gacuk* (marker) to operate the game			
4.	Equipment			Using word "Gacuk" (gacuk has a meaning more into something that becomes the mainstay).	Using word "marker" (marker has a meaning more into something to mark).

5	Procedure	Using right foot to hop		
6	Procedure	Using both of the feet in some booth		
7	Procedure	The player forbidden tread in the booth which contains marker or *gacuk*.		
8	Procedure	The player who failed in throwing the marker or *gacuk* have to stop the turn and will be changed into another player.		
9	Procedure	The player who step out the line while hopping the booth, that player have to stop her/his turn, and changed by another player.		
10	Procedure	The player takes the *gacuk* after passes all booth.		
11	Procedure		The rule that determine the winner is the player who has a more sawah than other players.	The rule that determine the winner is the player who finish passing all booth.

Engklek and hopscotch are similar game. The venue, participant, equipment and procedure are almost same. There are some differences, but that differencess do not make the game very different.

In these games, engklek has more session of game procedure which determining the winner. The system is about looking for sawah. Sawah is a system which a player have full right of a booth and other players cannot landing there. To get a sawah the player must throwing gacuk with reversed body. Where the gacuk landing, that becomes sawah for the player. Player who has more sawah becomes the winner of the game.

The simpleler rule appears in hopscotch. Hopscoch does not have sawah system.the sistem is finish whole booth only. The player who finish first becomes the winner. It makes a speculation that transcreation appear between the games. Hopscotch has a simple rule and engklek has more session in the procedure which determining the winner. If engklek and hopscotch is a product of transcreation, there is probability that hopscoch as the source and engklek as the target.

The speculation refers to the different procedure in engklek which more longer. The additional procedure may be the creation of indonesian people. The sawah system is appear in engklek only.

d. The elements of the games for transcreating

Engklek and Hopscotch are very similar games. The similarity of both of the game is more dominant than the differences. It makes the games are guessed as a product of transcreation study, transcreation. If the prediction is right the elements that must be noticed are :

1. The name of the game.

The game name is the most important, it describes the whole game indirectly. Between Engklek and hopscotch is has a similar meaning. Hopscotch in English has a meaning something like a jump or hop. Engklek is come from Javanese language which has a meaning jump or hop too. Engklek more specific because meaning of engklek is jump with one foot. It makes the meaning more specific than only hop. The point of this transcreation is the name Hopscotch change into Engklek which the meaning can be specific.

2. The arena

The arena of the games do not have any different in dominant version. The concept of the arena is similar in every version, one square and some double squares. This is caused the arena is the most important part of the game.

3. Equipment.

The most important equipment of Engklek is *gacuk* and for hopscotch is marker. Both of that is have similar function as a main part of the game. As an object which is threw in each square. Although the function is same, but the meaning of name is different.

Marker to *gacuk* has a mutation in the meaning. Marker of hopscotch has a meaning just something to mark only. In engklek, *gacuk* has a meaning as superior mainstay. The meaning is more specific.

Image : *Gacuk* of Engklek (source : *www.anakbawangsolo.com*)

Image : Marker of Hopscotch (source : *www.terapeak.com*)

The differences material between *gacuk* and marker is very contrast. The marker is more interesting and it is made by a factory. Although there is other kind of marker but, the most popular marker is this kind.

Gacuk of engklek is more simple and not interesting. The material of *gacuk* can be anything which can be found everywhere. It may be caused of the economic condition of the country at colonial era.   `

4. Procedure

The procedure of both the game almost same in each part between the part of determine the winner. The system sawah of engklek makes the game procedure different. Hopscotch more simple than engklek in procedure.

2. Petak Umpet And Hide and Seek

a. Petak Umpet

1. Description

Petak umpet is a popular Traditional game in Indonesia. Every children know about this game. This game is very famous. Not only for a village children but also in a city too. Petak umpet is often appear in a TV program or electronic ads. In Indonesia, children usually play this game after school, but sometimes children play this game while break time in the school.

Petak umpet is a simple traditional games. The main point of this game is about someone becomes a seeker and other else hide. The seeker usually called *jadi, kucing, or jaga.* There is not any equipment here. It makes this game becomes a favorite game for children. They just need to find a place which has a lot of spot for hiding.

The origin of this traditional game is not knew explicitly. There is not a clear text that tells about this traditional game in Indonesia. In Greek a writer wrote a game which same to petak umpet, The game is apodidraskinda. The game played in more than two people.

In some villages when electric lamps was rare, petak umpet was a very interesting game under moon light. Children had a more spot to hide, automatically the game became more challenging game.

Popularity of this traditional game in Indonesia is dreary. There are a lot of factors, One of that is electronic gadgets. Children more interesting to gadgets and stay at home all day. It makes children leaves traditional games like petak umpet.

2. Venue

Petak umpet is a game which need a wide space. There is no specific place to play this game. Commonly, this game is played in outdoor because there is more optional place for hiding. The venue is can be anywhere provided that there is a pool, tree, or wall for the home base of the seeker. The most favorite place for hiding is usually in outdoor. Children can find more place and the movement of players are more flexible.

Playing this game indoor is possible. The reason why playing this game indoor is not popular because the space is tighter and limited.

3. Procedure

Petak umpet is a simple game that very easy to play. To play petak umpet, children do not need any equipment, the most important thing is a spot to be a stand for the seeker. It can be a pole, tree, wall etc. The another thing is spots to

hide. Because this game cannot be played in a field or somewhere without any spot to hide.

Ayahbunda.com states that to play this game is very easy. First, children must decide the seeker. The seeker is chosen by doing "hompimpah". Hompimpah is a selection system of a few game to decide position of a game. Hompimpah in petak umpet usually the most early show different side of palm of hand, that player becomes the seeker.

Become the seeker is not easy because he/she must seek all of the player. It is very difficult if there are many player in the game. More player more difficult. The seeker must seek one by one player and must find all the hiding player.

While the game find the seeker, the game can be started. The seeker close the eyes with the hands i a pole/wall/tree while counts 1 until 10. The number is not always 10 it can be 20 if the players are many. After the seeker finish counts, he/she have to seek the hiding players. While the seeker find someone he/she must back to the pole/wall/tree and touching the hand and says *Hong.* It means that the seeker success to find someone. The seeker quest is not finish yet. He/she have to find all the hiding player.

The Seeker wins if he/she find all the hiding player. The seeker position will be changed. The hiding player who is found first time becomes the seeker. It is happen if the seeker find all hiding player, but if there is just one player can reach the pole/tree/wall earlier before the seeker, the game will be restart and the player must seek all player from beginning.

4. Ludic Linguistic

A language take a crucial part in the game. Language can be an optional or pattern for the game. Ludic language in this game as follows.

a. Preference.

Preference in this game is making the game more challenged. There is a lot of preference in this game for example,

1. The hiding player who hide in a near place , announces to the seeker that he or she hiding in very far place with a sound that support that.

2. The hiding player who wants makes the time of hiding becomes longer for other player the player say that he or she do not hide yet although he or she has done.

b. Pattern

Pattern makes the game walks in the line. It is like a rule or regularity of the game. Example :

1. Before the game getting started, players must decide the seeker. To do that, the whole player do *hompimpah* the player who holds on the last stage of *hompimpah, he or she becomes the seeker.*

2. The player who becomes the seeker, he or she counts a few number with closed eyes while the hiding player is hiding. After the end of the number, the seeker can open the eyes and start to looking for hiding players.

3. The hiding players says *hong* while find hiding player. The word *hong* has a meaning that the seeker success to find hiding player officially.

2. Benefits of the game

Petak umpet is a traditional game which has several benefits such as :

a. Trainee children to count.

b. Trainee children to remember a name.

c. Trainee children to be patient.

d. Trainee children to follow a rules.

b. Hide and Seek

1. Description

Hide and seek, the traditional game from English. This game is a game which played by children. The concept of this game is hiding and seeking. There is two kind position in the game. One player as a seeker and other players become hiding players.

This game is very interesting. Children who become hiding player can show their creativity and skill to find a spot for hiding. Hiding is not something easy, they have to do that carefully so that they save and winning the game. The Seeker is the most busy in the game. The seeker must have carefulness and good strategy. Because the hiding players have more chance to winning the game.

2. Venue

The game is a kind of game which need a wide place to play. Wikihow.com states "Find a suitable location. An outdoor location works best". Outdoor is the best location for hiding, there are a lot of places that can be the

spot. The movement is more flexible, but it is not in rainy condition. While rain comes, outdoor is not recommended because the children health will be have a trouble. In this condition indoor is a recommended place.

Avoid playing this game in same spot too often. The "it" will remember the best spot and he or she will seek the spot in a first time. It states by wikihow, "Try to play in different places every time. If you do it in the same spot (different games, not rounds) then people will remember the good places and search"

1. Procedure

This is absolutely a simple game. The game just need two position, seeker and hiding players. First step is making a rule about the game. Rule in the game is important because it can limits the game itself. For example, make a rule that the place for hiding is not more than a few meters; or decide a forbidden place to hide such as bedroom and other rooms.

The next step is , all player choose the seeker. Seeker in this game is called "it". There is several ways To choose "It", Such as choose the youngest age, a child who the birthday is next might be "It" first; or use an elimination word game such as "one potato, two potato" others game.

The game is begin. "It" must close her/his eyes and start to count a number which was decided before usually 1 until 100. While "it" counts, all player must go hide quietly because "it" can hear where the players go with the sound of players.

After "it" finish counting, he/she say "*ready or not, here I come*". In this step is when "it" do the job to finding all players. The player who is found first becomes the next seeker.

2. Benefits of the game

Hide and seek is a traditional game which has several benefits such as :

a. Training children to count.

b. Training children to remember a name.

c. Training children to be patient.

d. Training children to follow a rules.

c. The similarities and differencess between Petak Umpet and Hide and Seek

Petak umpet and hide and seek is a very similar game. Both of the games are formed by similar concept, hiding and seeking. Although both of the games have a lot of similarities, a few differences is found also in the games. The differences is not too contrast, but it makes the plot of the game different. The similarities and differenbcess between the games are :

Table 3. Similarities and differencess between petak umpet and hide and seek

No	Elements	Similarities		Differencess	
		Petak Umpet	**Hide And seek**	**Petak Umpet**	**Hide and Seek**
1	Concept	The concept is about Hiding and Seeking			
2	Participants	There two position, Seeker (jadi) and hiding players			
3	Procedure	Using elimination Game to decide the			

		Seeker, the game is usually hompimpah		
4	Procedure		The game to select the seeker : In Indonesia, the seeker chosen by the game called "hompimpah".	The game to select the seeker : in English, they use game "one potato, two potato" and any similar game sometime they just use a selection by an age, the birthday, the number of had etc
5	Procedure	The seeker has a home base it can be wall, tree, and pool.		
6	Procedure	The seeker closes his or her eyes while hiding players go hide		
7	Procedure	The seeker counts a few number while hiding players are hiding		
8	Procedure		The seeker reaction after finish counting: In petak umpet, after the seeker finish counts a few number it automatically becomes a sign that the seeker ready to start seeking the hiding players.	The seeker reaction after finish counting: After the seeker finish counting, the seeker have to say the words "ready or not, here I come" it is for signing that the seeker ready to seek hiding players.
9	Procedure		The way of the seeker while find a hiding player : In petak umpet, while the seeker finds a hiding player the seeker will go	The way of the seeker while find a hiding player : The different things appear in Hide and seek, the "it" just need to find all the

			back to the home base and say hong with clap the hand in the home base (wall/tree/pool).	hiding player without go back to the home base.
10	Procedure	The player who is found first becomes the next seeker		

Both of the games are hiding and seeking game which has orderly system. The game has similar concept, participan, venue, and procedure. The similarities makes the game very same.

The differencess appears between the games, but does not have significant diversity. The most striking differences is about the final session of the game. Petak umpet requires the seeker to back to the home base and say the word "hong" while he or she find hiding player. This way is not found in hide and seek. Hide and seek just requires the player to find the hiding player without go back to the home base.

If petak umpet and hide and seek are product of transcreation, hide and seek should be the source because hide and seek has more simple mode in procedure. Back to home base in petak umpet may be a cration from indonesian people because back to home base and say hong can be more authentic prove of the seeker ghat he or she succes finding a hiding player.

d. The elements of the games for transcreating

Petak umpet and hide and seek are similar game. Although both of the games have a differences , but the games have a similar in the concept, rule, and

gameplay. It makes an assumption that the games are product of transcreation. If the assumption is correct, the things that must be noticed as follows :

1. The name of the game

    The name of the game is important to analyze because the name is like a tittle in a literary work. The name of the games have a similar meaning, the point of them is about hide. Petak umpet describes the game in a wide meaning of the game. The different style appear in hide and seek. Hide and seek tells about technical of the game. The style of the name of the games has a transformation from technical into global.

2. The Venue

    There is no something different about the venue of both of the games. The venue is always in a place which has a few spot for hiding. In petak umpet or hide and seek, the most dominant place is always in outdoor.

3. Procedure

    The procedure of the game is something important too. The procedure is a step by step the game played. The procedure of both of the games almost similar. The seeker seeks the hiding player after count a few number is a main point of the game.

3. Congklak and Mancala

a. Congklak

1. Description

Congklak is a traditional games from Indonesia. This game is very old. There is no a clear explanation about the game history, but there is a statement that this game was from Arabic seller. Congklak has a lot of name in different region in Indonesia. Dakontasik.com says that in java this game is called *congkak, dakon, dahakon or dhakonan.* Meanwhile in Sumatra which has a *melayu* culture, this game is called *congkak.* In Lampung this game has a name *Dentuman lamban,* meanwhile in Sulawesi, this game is knew as a few name : *Mokaotan, Maggaleceng, Aggalacang dan Nogarata.* A lot of name of congklak on Indonesia shows that this traditional game is popular.

Congklak became a favorite game for children in few years ago. It caused the game is very simple and fun. The game has a surprise inside the game. The most interesting part of this game while a player get all seed from another player. It makes the probability winning the game becomes bigger. Children can spend their time for this game happily.

Congklak is a game which need a carefulness. The player is need a strategy for winning the game. The player must counting and make an observation before start the turn. Taking pebbles from which pit needs a consideration.

Unfortunately, this game is rare. A new *gadget* makes children leave this game. Parents give their children a gadget in wrong time. Children need a game which has a face to face interaction like this game. Not in the screen that makes

the children becomes lazy and not active. Now, children can play congklak in their gadget. The game is very similar with the original version but the interaction is not as fun as the real game.

2. Venue

The game do not need a specific place for playing this game because this game do not need a wide space. This game played by 2 children only. It means that the minimum size for the venue is no less than 1,5 m X 1,5 m.

The venue must in a comfortable place. Better if the place is in a shade place like inside a home or bottom of a big tree. The comfortable makes the children can enjoy while playing this game.

3. Equipment

This game do not need a lot of equipment. The most important equipment just a dakon board and elements that can fill the each pit of dakon board. It can be a different in where the game is played. In a garden or a field, children usually use a seeds. In a place which near a beach, children usually use a sell. In a villages, children usually use pebbles. In this section the researcher will use a pebbles in the description.

Both of the equipment is easy to find. The dakon board is not a rare product in every traditional market or toys shop sells this product. The material of dakon board can be from wood or plastic. Both of the materials are the most popular.

The dakon board which has plastic materials has a weakness. The board is too light, so it makes the board is too easy to move suddenly while the player

touch the board. Although has a weakness dakon board which has a plastic materials becomes the most favorite board for congklak player because the price is cheap.

Image : Dakon board (*source : ritapamungkas,wordpress.com*)

For the pebbles, a good pebbles for this game is a pebbles which has a medium size, because if the size is too small, the pebbles will drop easily everywhere. Meanwhile, if the pebbles are too big, the pebbles will consume more space.

4. Procedure

The first step is prepare pebbles and dakon board. Fill the dakon board with pebbles in each pit. There is 7 X 2 pit in the board and 2 big pit which must empty in the first time. Put 7 pebbles in each pit.

To start the game, players must decide who is the first turn. Usually to decide the first player, the player do suit game. The player who win suit game will get the first turn.

The player take the pebbles in any pit of his or her side and drop the pebbles in each right pit until the all pebbles dropped. The pit where the last pebbles are dropped, the whole pebbles in that pit must be picked and dropped again. Until the pebbles finish in empty pit. The player must fill his or her own main pit but he or she cannot fill the another players main pit.

When the last pebbles are dropped in empty pit and front of the pit there is pebbles, the player can pick the pebbles and put in his or her main pit. This is called *nembak* and it means that the player turn is end.

While the whole pit is empty, the game is over. The next stage is counting the pebbles in the main pit in each player. The player which collects pebbles more than another player becomes the winner.

5. Benefit of the game

Congklak is a game which makes the player face to face. There are a lot of benefit inside the game. dunia-anak.com states that congklak have a few benefits. The benefits as follows:

1. Training soft motoric.

    The game is about pick pebbles and drops the pebbles. It can trainee the soft motoric of children. Maybe at the first time children have a difficulty while dropping the pebbles in each pit, but children will

1. Training to count

    While pick the pebbles, children usually counts the pebbles.

1. Understanding a rule

    Children drop the pebbles in each pit but cannot drop in another player main pit. It makes the children understanding what pit that forbidden to dropping a pebbles. Indirectly children study about how to follow a rule.

2. Training to be patience

   Player who in his or her turn will take a long time until the pebbles are dropped in empty pit. This is make another player wait for his or her turn.

3. Training to be honest

Children must drop one by one the pebbles in each pit. Sometime the position of last pebbles are not good and better if a player dropped two pebbles in one pit. In this case, children can be trained their honesty.

b. Mancala

1.Description

Gwen Dewar says that mancala also known "count" and "capture" game. The game consist of the principal about counting and capturing. The game makes children observing and calculating the steps what children take inside the game.

Mancala is a boarding game and one of the oldest game in the world. The origin of the game is still in debate. Awalé.info states that there is a statement that the game was originated in Sudan 3600 years ago when some men of the Kush civilization in the upper Nile river used a technique of few pits and pebbles with an accounting purpose.

Other historian states that mancala was originated older in 5000 years ago in Sumerian, a part of ancient Mesopotamia located in what is today southern Iraq. These historians convinced that Arabic traders brought the game to Egypt and other parts of Africa. The Sumerians are considered as the oldest civilization in the world and inventors of mathematics.

In the long time ago mancala is considered that the purpose is not for the game. Awalé.info states that there is a theory the purpose of mancala is about record keeping system. The another theory said that mancala is about ritual. The ritual can be about farming, wedding, etc.

Mancala is a famous game around the world. The simplicity of the game makes the game has a lot of fans around the world. Hundreds of schools in Andorra, England, France, Germany, Portugal, Spain, and the USA organize mancala projects and sponsor tournaments to teach their children mathematical skills and intercultural awareness. The largest school tournaments in Europe were in Toulouse, France (1998 - 240 participants), Andorra (2007 - 499 participants / 7 schools), Mataro, Spain (2009 - 810 participants / 18 schools) and Covilhã, Portugal (2009 - 1,204 participants / 279 schools).

2. Venue

Mancala is a boarding game or portable game. The equipment can be brought everywhere. The player just need to look for a comfortable place. Inside a home is better place to play this game. While there is not equipment in this case is the mancala board. The venue can be somewhere that can be draw. It can be ground or a floor.

3. Equipment

Mancala is a game which does not have a lot of equipment. There are two equipment in this game. First, the mancala board. The board consist of 6 x 2 pits and 2 main pits. The board is not hard to find. This item is seal in markets or if the player want to easier, parentingsciene.com gives an alternative from egg carton

and two bowls. The second equipment is pebbles. This is an object which is operated in the game. The

4. Procedure

Before play the game, put the pebbles into the whole pits with same amount except the main pits. The main pits must be empty. The main pit is the players bank and it will be the thing that can decide the winner.

MANCALA

Diagram 1
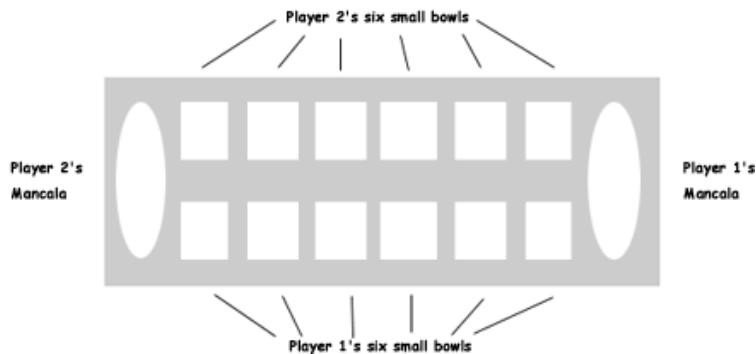
Image : mancala system (source : *greenmountainblocks.com*)

Start the game with choose who will be the first player. The first player take the pebbles and drop it one by one to right side of pits until the last pebbles end then take the whole pebbles again in where that last pebble dropped. The player cannot drop the pebbles into the main pit of another player. He or she just need to fill his or her own main pit.

The player does that way until the pebble dropped in the empty pit. The empty pit means a pit which is not contains any pebble. While this happen, the player must stop his or her turn. The next player do same way like the first player.

While the whole pits are empty, the game is over. The next stage is decide the winner. The player which collect more pebbles in the main pit becomes the winner.

5. Benefits of the game

Ralf Gering in his article mancala.wikia.com states that mancala has a value that can be a benefit for children. His statements as follows:

1.Character Formation

The game teaches about patience, abide the rule, and face to face social interaction. It is good to make children to against racist attitude and teach open-mindedness.

2. Cognitive Skills

Mancala improve observation skills. Player need to develop special cognitive skills for a good moves. Children are exercise with strengthen memory and concentration.

3 Evaluating the Logic of Arguments

The game makes the player to develop strategies. The player must make a prediction about opponent's move. They have to put themselves in the position of another player, otherwise they can be beaten easily.

4. Mathematical Insight

There is a mathematical Inside mancala. While the player take the pebbles children automatically count it.

5.Motor Skills

Mancala can be a game may develop fine motor skills, which include visual tracking, hand-eye coordination, and the ability to manipulate small object by transferring them in a process known as "sowing".

6. Art

Children learn to design 3-D works of art from a 2 dimensional plan, painting skills, and color planning, when they create mancala boards. They will develop skills in *papier-mâché* techniques and can be aware of careers in art.

c. Similarities and differencess between congklak and mancala

Congklak and mancala is a game which are from different culture and country, but both of the games have a lot of similarities. Moreover, the games are almost same in every part.

Table 5. Similarities between congklak and mancala.

No	Elements	Similarities		Differencess	
		Congklak	**Mancala**	**Congklak**	**Mancala**
1	Concept	The concept of the game is just about transferring pebbles			
2	Equipment	The board has a format about several little pits and two big pits			
3	Equipment			Material of pebble is made from natural pebble.	Material of pebble is made from colorful glass.

4	Equipment		There is 14 little pits and 2 big pits in the congklak board.	There is 12 little pits and 2 big pits in mancala board
5	Participan	There are two player		
6	Procedure	The player drops the pebbles into pit in the board except the opponent's main pit		
7	Procedure	The player just can drop a pebble for one step.		
8	Procedure	The last pebble player drop is in an empty hole on the player side, the player capture that pebble and any pebbles in the directly opposite.		
9	Procedure	The game is over while the whole little pits are empty.		
10	Procedure	The winner is the player who get more pebbles in his or her main pit.		

The games are boarding game which is played around the world. The elements inside both of the games are very similar. Both of the games are like twin games which is appear in different country.

The similarities between the games make speculation that the games are product of transcreation. The concept of the games tell that they are very similar game. The differences between the games are not much. Moreover, the the differences almost nothing, but still eksist. The most striking differences is about the equipment, specifictly in the board. Congklak has more pit count, 14 small pits and 2 big pits. Whereas, mancala only has 12 little pits and 2 big pits. Mancala is more simple here with less pits. If congklak and mancala are product of transcreation, the source gme should be mancala becuse the game is more simple.

d. The elements of the games for transcreating

Congklak and mancala are very similar game which have a little differences between them. It makes a speculation that both of the games are product of transcreation. If the speculation is right the elements that must be noticed are :

1. The Name of the game

   The name of the games are about one word. Maybe congklak adapts the format of the name of mancala which just using one word only.

2. Equipment

   The equipment in both of games are pebble and board. Usually the board of mancala is made from good material like a compact wood. In

congklak, the board usually made from plastic material which has cheap price. It may happen caused the economic condition of Indonesian people.

The second part is about amount of pits. Congklak board is more than mancala board. It may Indonesian people need more duration to play the game.

3. Procedure

The procedure is totally same. It may be caused Indonesian people want to keep the original concept of mancala in congklak.

4. Suit Jari and Rock paper scissors

a. Suit Jari

1. Procedure

Suit jari is a traditional games from Indonesia. The game is very popular in Indonesia. The player of this game is not only children but also Adult people. In every time, people do suit jari in everywhere because this game does not need any specific place to play.

There is not specific purpose of the game. It can be for fun or for decide something. Usually children play suit jar while deciding the turn before playing another game. And adult people play this game with purpose like children purpose, take a turn or deciding something.

There is no information about the history of this game. The game is played inter generation. There is not study to reveal the origin of this game.

2. Venue

Suit jari does not need specific place. The game is flexible and can be played anywhere.

3. Equipment

The game is doing by fingers only. There is not any others equipment needed.

4. Procedure

The game is not difficult to play. The game just need very short time and does not need any equipment. The three main points are thumb as gajah (elephant), pointer finger as orang (human), and little finger as semut (ant).

There is no superior or inferior object in this game because each object can win and can lose. Gajah will win over orang, orang will win over ant, and ant will win over gajah. While the players use same object they must rematch the game.
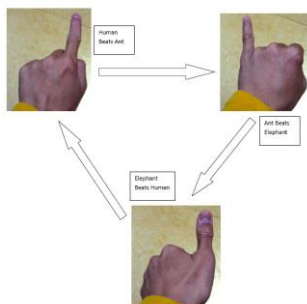

Image : Suit Jari (source : *jadiberita.com*)

Simplicity makes the game interesting because the game does not need any strategy and tactics but, usually children who rematch the game they using different object. It is can be an opportunity to make a prediction and winning the game.

b. Rock paper scissors

1. Description

Rock paper scissors is a very simple traditional game. The kind of the game is hand game because the game just need hand only. There is no equipment in the game.

Based on sportsvite.com The game of rock-paper-scissors originated in Japan in the late 19th century and became very popular around the world in 20th century. The game was first known as Jan-ken-pon in Japanese. "Ken" in Japanese is fist. Currently the game is very popular and played by school children worldwide with many cultural variation.

According to The Guinness Book of World Records, the largest record, the largest recorded rock-paper-scissors tournament was held in Canada with approximately 1150 participants.

2. Venue

Rock-paper-scissors is a flexible game. The game does not need specific place because the game cab be played anywhere. The player can play RPS indoor or outdoor, stand or sit.

3. Equipment

There is not any equipment in the game. It may be caused the game is a very simple game which using part of the body only, in this case the hand formation.

4. Procedure

The game concept is about pits the hand formation. The game is played by two players no less or more. It requires the player to using their hand. The hand formation decide the character in the game. There are three formation in the game they are rock (a fist), scissors (two fingers shaped like a scissors), and paper (a flat open hand, fingers connected, with palm down).

Image : Rock-paper-scissors (*source : blog.carrieheyes.com*)

To play the game, the player must understand about the principle of the game. The rock wins over the scissors because the rock can smash the scissors, the scissors wins over the paper because it can cut the paper, and the paper wins over the rock because it can cover and capture the rock. While the players choose same object the game be a tie and the players must restart the game.

c. The Similarities and differences between Suit Jari and Rock-paper-scissors

Indirectly, the game is a different game but actually these are same game. The game requires the player's hands only. Both of the games are having similar in some parts. It makes the games become similar game. The concept of the game and others parts makes the game like a very similar, but the differences is appear between them.

Table 7. Similarities and differences between suit jari and rock-paper-scissors.

No	Elements	Similarities		Differencess	
		Suit Jari	Rock-paper-scissors	Suit jari	Rock-paper-scissors
1	Concept	The concept is about pitting the hand formation			
2	Participant	The game is battle game. (there are two players)			
3	Procedure			The game is played to make a decision the turn of a game. The game is not independent game.	The game is an independent game. Moreover the game a championship around the world.
4	Procedure	There are three main objects			
5	Procedure			The game using finger as objects.	The game using palm of hand as objects.
6	Procedure	Each object wins over another object and loses over object else.			
7	Procedure	Using hand formation 7.			
8	Procedure	While the players choose same object, the game must be repeated.			

Suit jari and rock-paper-scissors are very simple game. Both of the game are played in very short time. The game do not need any tool to play, It uses hand only. The games becomes the object of the research because these games are unique. The games procedure is totally same, but the hand formation of these game are different.

Nicolas Woode-smith states that rock-paper-scissors has a politics symbols. The modern politics is defined by three archetype ideologies. These are about freedoom, populism and oppresion.

Modern politics as we know it is defined by three archetype ideologies. These are: Freedom, Populism and Oppression. Freedom can shade capitalism, liberty, civil liberty, democracy and constitutional law. Under populism, the collectivist beliefs of communism, socialism, and the ideals pushed forward by many trade unions and leftist revolutionaries. The last, oppression, contains fascism, jingoism and totalitarian society.

Scissors as a symbol of free society, can be destroyed by rock, the symbol of populism. This is refer to the fact that populism has a majority of the population. Workers, the poor, the military, and even many intelectuals see the populist ideologies as the possible method where the societies can be shaped. But the Rock is flawed, for the corruption of Paper soon finds a way to take over and smother what Rock once stood for: paper – dictatorship, fascism, militarism, totalitarianism, an ideal represented by the likes of Adolf Hitler, Josef Stalin and Pol Pot – Evidence of a dream destroyed.

The different prespective is appears in suit jari. Suit jari uses a parable of a nature. These are elephant, human, and ant. It may caused Indonesian people are closer to the nature than a politics.

If suit jari and rock-paper-scissors are product of transcreation, that would be hard to make a speculation about the source and target. Both of the game have their own characteristic. The objects of these games has different meaning, but still in one principal.

The source of the game may be rock-paper-scissors. The result is took from the count of the similar games which have same object with rock-paper-scissors around the world. Cuntries around the world plays this game with rock, paper and scissors as the object.

d. The elements of the games for transcreating

If both of the games are product of transcreation there are several contents that must be noticed.

1. The name of the game

    The games has a transformation in the name. the name concept in rock-paper scissors explain about the game object, suit jari explains about the game concept.

2. The procedure

    The procedure of the games are very similar, the thing that make the games different is in the object formation. The object from rock-paper-

scissors, rock, paper, and scissors. and while in suit jari becomes *gajah*

(thumb), *orang* (pointer finger) ,and *semut*

(little finger).

B. Discussion

Traditional games offers joy for children. Although they do not know how the game came from or the similar game that may older. Children need traditional games for their early socialization. Not only playing, but also children knowing about the game farer.

The games that becomes object of this research is guessed as a product of transcreation. It is proved from the similarities between the games. The similarities include the name of the games, the venue or arena, the equipment, and the procedure.

The main reason that makes the researcher guesses the traditional games that becomes the object of the research as a product of transcreation is the existence of similarities between the games. It is seen in the table below.

Table 9. The similar concept of traditional games

No	The Name Of Games	The Similarities of concept
1.	Engklek and Hopscotch	Both of the games has a concept hopping squares with one foot. It needs equipment which is called marker (hopscotch) and *gacuk* (engklek) for marking the squares.
2.	Petak Umpet and Hide	The games are about hiding and seeking. The

	And Seek	basic rule is the seeker close the eyes then other players (hiding player) hide.
3.	Congklak and Mancala	Congklak and mancala are a board game the games concept are transferring, capturing, and saving.
4.	Suit Jari and Rock-paper-scissors	The hand game which using hand formation.

The table shows the similar concept of the games. It makes the researcher guesses that the games in the table as a product of transcreation. There are some differencess between the games, but the concept of the games are very similar. It makes the game like one game in different name.

To analyze the objects, the researcher has a problem that becomes basic matter in a transcreation process. The problem is about decide the source and the target language. This is very crucial in any transcreation process. From this problem, the researcher make a speculation that decide if the source language should be English and the target language should be Indonesian. There are elements that has an adaptation in the games.

Traditional games always has something that makes the player enjoy the game, but how if the game has an elements that makes the player uncomfortable while playing the game in target language? Modification, omission, and addition is the way to make everyone enjoy a game.

According Mangiron and O'Hagan (2006:20) Elements that must be noticed the transcreationist must modify, omit, and add. The elements can be a regulation of trancreation product. The games the researcher analyze, has that regulation.

According to Mangiron and O'Hagan statements, the traditional games that becomes the object has a characteristics as a transcreation product. It shows the transformation from source language to target language.

The games in the research have a transformation. This is guessed as a modification. In engklek and hopscotch, there is a transformation in the equipment and procedure. In equipment, hopscotch use marker which popular sell in a market. The marker has an interesting look. While it is transferred to engklek, the marker is modified as a simple marker called *gacuk*. *Gacuk* in engklek can be anything like tile, roof-tile, and something else. That is simple material. The economic condition of Indonesian people may make this transformation.

In the procedure, hopscotch has a change. The change is in the last round of the game. Engklek has a modification in the system of deciding winner. There is sawah system in the last round of engklek. It may be caused the motivation for children in the colonial age to keep their region.

We can see a several change in the procedure between petak umpet and hide and seek. The procedure of petak umpet requires the seeker to back to the home base while the seeker find hiding player. Although this procedure is not found in hide and seek. It may be caused the Indonesian children need more to

move. While the seeker found the hiding player both of them will run to reach the home base.

Congklak and mancala are very similar game. Almost there is not differences between them, but there is a little modification in the equipment. The congklak board has more pit. Mancala board have 2 big pits and 12 pits, congklak have 2 big pits and 14 pits It may be caused the player of congklak wants more time while playing this game.

The most striking transformation is the game suit jari and rock-paper-scissors. The game is a similar in the concept and game play. The games are hand game, there is no any equipment between them. The transformation is about the usage of the object. RPS uses palm of hand formation as rock, paper and scissors. While it appears in Indonesia the formation becomes different. The palm of hand is omitted which is changed with finger formation as gajah (thumb), orang (pointer finger), and semut (ant). It may happen caused the suit jari objects (gajah, orang, and semut) are easy to understand that rock paper scissors for the older people in Indonesia. The function of the game is changed from RPS to suit jari. RPS is an independent game. It is a game which is played as a single game. On the other way, suit jari has a different function. Suit jari has a function as a game to starting another game. Suit jari just make a decision to decide a turn of another game. In some cases, suit jari is used for a decision the winner in a game if the result is tie.

The research makes a conclution that there are some points must be noticed. The points refer to how make a good transcreation of a product, in this case is traditional game. The points are explained in the table bellow.

Table 10. The requirements of transcreation

No	Elements	Explanation
1.	Name	The name must be changet into the target culture. The name must be easy to speak and talking little about the game.
2.	Partisipan	The partisipan of games have have different variation. There is constant and unconstant count of papartisipan. Partisipan influeces the game procedure in some games. Better if do not adding and omising the partisipant in some games which has constant participants.
3	Equipments	Equipments take an important part in the game. Some games require equipments and some games do not use any equipment.

| 4. | Procedure | The procedure contains how the ge is played step by step. The step of the game can be added and can be omitteds depended the condition in the place that becomes the target. |

From the tabel, the researcher take a point about the most important part while transcreating a traditional game. The elements influences the whole game. That must be noticed by the transcreator to transcreate.

CHAPTER V

CONCLUTION AND SUGGESTION

In This chapter, the researcher gives an explanation about the final discussion of the research. The conclusion and suggestion of the research is explained in very easy explanation.

A. Conclusion

From the explanation of previous chapter, this thesis is consist to the traditional games which has similarities between English and Indonesian games. The similarities appear in some parts of the game, it can be in the concept, procedure, venue, and equipment. Moreover, the similarities between the games makes the game very resemble. From the similarities, there is a probability that the games are product of transcreation.

The differencess between the games are not much. The differencess are often appears in the procedure of the games. The procedure of a paired games have longer and shorter duration. In some games, there is an additional part for an important decision.

The researcher reveals the presence of transcreation between the paired games. The presence of transcreation is very striking inside the games. Transcreation shows the paired similar games have different forms. It may be caused the game has modification in the target. The researcher chooses the game which has more simple form to deccide the source game. Based the analysis, The whole games in the reseach come from english and Indonesian games are the target.

B. Suggestion

From the data analysis and conclusion the researcher finds some points that can be a suggestion for the next researcher. It is about the games which become the object of this thesis. The next researcher can find another part of transcreation with make this research as the basic research.

The research explains about the simarities, differencess, and the requirements of transcreation. It is a simple model of a research. The next researcher can find wider research model of transcreation and make an anlysis to find begger invention about transcrration and traditional games.

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APPENDICES

The Data Tabulation Of Questioning The Presence Of Transcreation In English And Indonesian Traditional Games

No	Data Code	Context	Data	Sub data
1.	Datum 01/001/ENK/EQP	Equipment	Gacuk	Engklek
2.	Datum 02/002/ENK/PAR	Partisipant	The partisipan is more than 2 player	Engklek
3.	Datum 03/003/ENK/VEN	Venue	the arena is a drove of squares	Engklek
4.	Datum 04/004/ENK/PRD	Procedure	Children play hompimpa to decide the first turn	Engklek
5.	Datum 05/005/ENK/PRD	Procedure	throw the gacuk to to the first booth	Engklek
6.	Datum 06/006/ENK/PRD	Procedure	the player hops the whole booth except the booth which contains gacuk	Engklek
7.	Datum 07/007/ENK/PRD	Procedure	the player take the gacuk from the booth	Engklek
8.	Datum 08/008/ENK/PRD	Procedure	While the player finish all the booth, he or she make a sawah.	Engklek
9.	Datum 09/009/ENK/PRD	Procedure	The player which has has more sawah than other players becomes the winner	Engklek
10.	Datum 10/010/HOP/EQP	Equipment	Marker	Hopscotch
11.	Datum 11/011/HOP/PAR	Participant	The partisipan is more than 2 player	Hopscotch
12.	Datum 12/012/HOP/VEN	Venue	the arena is a drove of squares	Hopscotch
13.	Datum 13/013/HOP/PRD	Procedure	throw the gacuk to to the first booth	Hopscotch

14.	Datum 14/014/HOP/PRD	Procedure	the player hops the whole booth except the booth which contains marker	Hopscotch
15.	Datum 15/015/HOP/PRD	Procedure	the player take the marker from the booth	Hopscotch
16.	Datum 16/016/HOP/PRD	Procedure	The player who finish the whole booth first becomes the winner	Hopscotch
17.	Datum 17/017/PTK/PAR	Participant	The partisipan is more than two players	Petak Umpet
18.	Datum 18/018/PTK/PAR	Participant	There are two position, seeker (jaga/jaga/kucing) and hiding player.	Petak Umpet
19.	Datum 19/019/PTK/VEN	Venue	The venue is indoor and outdoor	Petak Umpet
20.	Datum 20/020/PTK/PRD	Procedure	The seeker close his or her eyes	Petak Umpet
21.	Datum 21/021/PTK/PRD	Procedure	The seeker counts a few number	Petak Umpet
22.	Datum 22/022/PTK/PRD	Procedure	The hiding players hide while the seeker counts	Petak Umpet
23.	Datum 23/023/PTK/PRD	Procedure	The seeker open his or her eyes	Petak Umpet
24.	Datum 24/024/PTK/PRD	Procedure	The seeker seeks the hiding players	Petak Umpet
25.	Datum 25/025/PTK/PRD	Procedure	The hiding player who is found first time, he or she becomes the next seeker if the whole players are found	Petak Umpet
26.	Datum 26/026/HDS/PAR	Participant	The partisipan is more than two players	Hide and seek
27.	Datum 27/027/HDS/PAR	Participant	There are two position, seeker (It) and hiding player	Hide and seek
28.	Datum 28/028/HDS/VEN	Venue	The venue is indoor and outdoor	Hide and seek

29	Datum 29/029/HDS/PRD	Procedure	The seeker close his or her eyes	Hide and seek
30.	Datum 30/030/HDS/PRD	Procedure	The seeker counts a few number usually untill.....	Hide and seek
31.	Datum 31/031/HDS/PRD	Procedure	The hiding players hide while the seeker counts	Hide and seek
32.	Datum 32/032/HDS/PRD	Procedure	The seeker open his or her eyes	Hide and seek
33.	Datum 33/033/HDS/PRD	Procedure	The seeker seeks the hiding players	Hide and seek
34.	Datum 34/034/HDS/PRD	Procedure	The hiding player who is found first time, he or she becomes the next seeker if the whole players are found	Hide and seek
35.	Datum 35/035/CGK/PRD	Participant	The partisipan is two player	Congklak
36.	Datum 36/036/CGK/EQP	Equipment	Congklak board (dakon board), containing 16 pits (14 small pits and 2 main pits)	Congklak
37.	Datum 37/037/CGK/EQP	Equipment	Pebble	Congklak
38.	Datum 38/038/CGK/PRD	Procedure	The player fill the whole pits except the main pits with pebbles	Congklak
39.	Datum 39/039/CGK/PRD	Procedure	The player take pebles in in his or her own pits and drop it one by one in each pit	Congklak
40.	Datum 40/040/CGK/PRD	Procedure	The player take pebles in in his or her own pits and drop it one by one in each pit	Congklak
41.	Datum 41/041/CGK/PRD	Procedure	The player fill his or her main pit and cannot fill opponent's main pit	Congklak
42.	Datum 42/042/CGK/PRD	Procedure	The player who drops the last pit in empty pit, he or	Congklak

			she can capture the whole pebble in front of the empty pit	
43.	Datum 43/043/CGK/PRD	Procedure	The player who earn more pebbles in his or her main pit becomes the winner	Congklak
44.	Datum 44/044/MCL/PAR	Participant	The partisipan is two player	Mancala
45.	Datum 45/045/MCL/EQP	Equipment	Mancala board, containing 14 pits (12 small pits and 2 main pits)	Mancala
46.	Datum 46/046/MCL/EQP	Equipment	Pebble	Mancala
47.	Datum 47/047/MCL/PRD	Procedure	The player fill the whole pits except the main pits with pebbles	Mancala
48.	Datum 48/048/MCL/PRD	Procedure	The player take pebles in in his or her own pits and drop it one by one in each pit	Mancala
49.	Datum 49/049/MCL/PRD	Procedure	The player fill his or her main pit and cannot fill opponent's main pit	Mancala
50.	Datum 50/050/MCL/PRD	Procedure	The player who drops the last pit in empty pit, he or she can capture the whole pebble in front of the empty pit	Mancala
51.	Datum 51/051/MCL/PRD	Procedure	The player who earn more pebbles in his or her main pit becomes the winner	Mancala
52.	Datum 52/052/SUJ/PAR	Participant	The partisipan is two player	Suit jari
53.	Datum 53/053/SUJ/PRD	Procedure	The objects of the game are thumb as gajah (elephant), pointer finger as orang (human), little finger as semut (ant)	Suit jari
54.	Datum	Procedure	The format is gajah wins over orang, orang wins	Suit jari

	54/054/SUJ/PRD		over semut, semut wins over gajah	
55.	Datum 55/055/SUJ/PRD	Procedure	Both of players count until three	Suit jari
56.	Datum 56/056/SUJ/PRD	Procedure	The player show the hand formation	Suit jari
57.	Datum 57/057/SUJ/PRD	Procedure	The player who has superior object is the winner	Suit jari
58.	Datum 58/058/RPS/PAR	Participant	The partisipan is two player	Rock-paper-scissors
59.	Datum 59/059/RPS/PRD	Procedure	The objects of the game are rock (a fist), scissors (two fingers shaped like a scissors), and paper (a flat open hand, fingers connected, with palm down)	Rock-paper-scissors
60.	Datum 60/060/RPS/PRD	Procedure	The format is rock wins over scissors, scissors wins over paper, paper wins over rock	Rock-paper-scissors
61.	Datum 61/061/RPS/PRD	Procedure	The player show the hand formation	Rock-paper-scissors
62.	Datum 62/062/RPS/PRD	Procedure	The player show the hand formation	Rock-paper-scissors
63.	Datum 63/063/RPS/PRD	Procedure	The player who has superior object is the winner	Rock-paper-scissors