
Jurnal of Sport Recreation and Leisure Management



Journal homepage: <https://journal.uny.ac.id/publications/jsrlm/index>

e-ISSN: 3109-6921



JSRLM

Jurnal of Sport Recreation and Leisure Management

THE EFFECTS OF INTEREST IN TRADITIONAL GOBAK SODOR (GO THROUGH THE BACK DOOR) GAME ON THE ANNUAL EVENT HELD BY THE THE PROVINCIAL DEPARTMENT OF CULTURE OF YOGYAKARTA SPECIAL REGION

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Received: March 1, 2025; Revised: April 1, 2025; Accepted: May 1, 2025

Abstract :

This study aimed to identify the extent to which interest in the traditional game Gobak Sodor affected the success of the annual event organized by the Department of Culture of the Special Region of Yogyakarta. The research was conducted on regional apparatus that participated in the Gobak Sodor competition, which formed part of the intangible cultural heritage program. This study employed a quantitative approach. The population consisted of 304 individuals from all registered contingents. The research sample comprised 75 individuals selected from 9 active contingents using purposive sampling. Data were collected through survey methods, and the data analysis employed descriptive statistics and simple linear regression. The findings indicated that interest in the Gobak Sodor game had a positive and significant effect on the success of the annual event. The regression coefficient was 0.832 with a significance value of 0.000 at the 0.05 threshold, and the coefficient of determination (R^2) was 0.832 or 83.2%. This suggests that 83.2% of the variation in the success of the event could be explained by interest in the Gobak Sodor game. These results highlight that public interest in traditional games plays a crucial role in supporting cultural preservation through government-sponsored events.

Keywords: *Gobak Sodor, Annual Event, Provincial Department Of Culture*

How to Quote: Sirait, B.V & Dewanti, G (2025) The Influence of Interest in Traditional Gobak Sodor Games on Annual Events Organized by the Cultural Service of the Special Region of Yogyakarta Province). Recreation and Sports Leisure Time Management, 1(2), pp. 1-10

INTRODUCTION

Indonesia is known as a country rich in cultural heritage, one of which is its traditional games (Rachman et al., 2023). The game originates from Hindu-Buddhist culture and is influenced by Chinese and Arabic cultures that entered Java through trade routes. Keywords: Effect of interest in Gobak Sodor games, annual event. Abstract : As time goes by, traditional games are starting to lose their place in

society which is increasingly modern. Various traditional Indonesian games include gobak sodor, rubber jumps, snakes and ladders, kites, congklak, engklek, hide and seek, and others. According to Nasta'in et al., (2021) traditional games are cultural tools that exist in every society in every region.

One of the traditional games that has historical and educational value is Gobak Sodor. The game of gobak sodor is a means of education, character building, and strengthening social values. Expressing values in traditional games has three aspects, namely physical aspects, psychological aspects, and social aspects. Through the game of gobak sodor, one is involved in physical activities that help develop coordination, strength, and agility of the body (Irwan et al., 2022). Psychological aspects include mental and emotional development. Social aspects relate to interaction and adaptation with the social environment. Traditional games can be a means of developing social skills and preserving the nation's cultural heritage. Social skills can also help the development of motor skills and motor skill processes that include cognitive, emotional, and social aspects. The Traditional Gobak Sodor Game also contains several elements of local wisdom that shape the ideals of the nation's character (Kurniawan & Zawawi, 2017). This local wisdom contains different attitudes and moral principles that are religious in nature, including teachings about the spirituality of the universe and human life. Because local knowledge is the result of past cultures and is worthy of being used as a way of life. Therefore, local wisdom is very important in determining human dignity and value.

In the midst of globalization, various local traditions and cultural heritages face challenges to be preserved. Therefore, it is important to make preventive efforts so that the game continues to exist and can be introduced to future generations. According to Law Number 11 of 2010 Article 1 paragraph 1 concerning Cultural Heritage, Cultural Advancement to increase the resilience of Indonesian culture as a national identity, preserve diversity, and utilize culture as an aspect of national and global development. In Javanese, "gobak" means to move freely, and "sodor" means spear or to push with the hand (Arifin, 2019). Gobak sodor is one of the traditional games that is popular in Indonesia, especially in Central Java and the Special Region of Yogyakarta. The Gobak sodor game specifically does not have specific regulations, but the game is part of the intangible cultural heritage that is protected and regulated in general in laws and regulations related to Indonesian culture and cultural heritage. Contained in Law No. 5 of 2017 concerning the Advancement of Culture and Law No. 11 of 2010 concerning Cultural Heritage.

Yogyakarta City is the capital of the Special Region of Yogyakarta (DIY) Province located in the southern part of Java Island. Known as a student city and center of Javanese culture. The DIY Province has a special status because of the role of the Yogyakarta Sultanate in the struggle for Indonesian Independence. The Sultan of Yogyakarta serves as governor from generation to generation. One way to preserve the traditional game of gobak, especially in the Special Region of Yogyakarta, is through the Yogyakarta Special Region Government (DIY), in the Cultural Service (KUNDHA KABUDAYAN), which is a government agency tasked with preserving, developing, and utilizing regional culture in the Yogyakarta region. Activities involving Regional Apparatus Organizations (OPD) in order to reintroduce traditional games and increase community interest through the active involvement of government agencies. The purpose of this institution is to cultivate sports through traditional sports and also make sports that are in demand in the country itself, especially in the Special Region of Yogyakarta.

Through a case study approach to the gobak sodor event between OPDs, this study also analyzes the extent to which public interest in the traditional gobak sodor game influences the success of the annual event organized by the DIY Culture Office. One of the responsibilities in supporting cultural development is to hold a "Gobak Sodor Event" every year as a form of concern for the preservation of traditional games. The purpose of the office in organizing this event is in line with the government's goal of preserving local culture and introducing it to each generation (Suryani, 2021).

In the event , participants were introduced to the rules of the game, strategies, and values contained in Gobak Sodor. The participation of local governments in this annual event is one of the one indicator of the success of the DIY Cultural Service in preserving the Gobak Sodor game. With various preservation efforts, the effectiveness of this annual event in increasing public interest in gobak sodor. Support from various parties, from the government, society, to the younger generation is needed so that

this cultural heritage is not forgotten (Wahyudi, 2020). Therefore, this study focuses on how this annual event can increase community participation and enthusiasm, especially in local government organizations.

Based on the results of the author's interview in March 2025, the traditional game Gobak Sodor through the customary tradition section held a Gobak Sodor competition which has been designated as an Intangible Cultural Heritage (WBTB) of Indonesia. The game will take place annually according to the efficiency of the leadership at the Cultural Service (KUNDHA KABUDAYAAN) of the Special Region of Yogyakarta. Several regions have developed more structured regulations for this game. The Cultural Service has a reference regulation that has been set by the WBTB. This guide regulates various aspects of the game, such as the number of players, the size of the field, the duties of each team, and other provisions. There are no nationally recognized standard regulations in the Sodor Gobak Game, but several regional and academic studies have been developed and documented that can be used as references for maintaining and practicing this traditional game.

The Gobak Sodor activity was carried out on August 27-29, 2024 for 3 consecutive days at the Amongroga Yogyakarta GOR. Involving Regional Apparatus Organizations (OPD), this activity was fully funded using the DIY Special Fund which was attended by 38 contingents from 39 agencies within the DIY Regional Government representing 5 athletes and 3 officials. The gobak sodor game competition was divided into two categories, namely the Men's and Women's gobak sodor competition. The two categories will compete for the positions of 1st, 2nd, 3rd, 1st hope, and 2nd hope as well as special appreciation for the 3 defile teams. The ASN OPD DIY Regional Government is expected to be able to strengthen friendship, increase familiarity and togetherness between OPDs in order to further improve cooperation and synergy in carrying out their duties as service providers to the community.

The success of the Gobak Sodor Event depends on the public's interest in the traditional game itself. If interest in Gobak Sodor is low, then the effectiveness of the event in achieving its goals will decrease. Based on the problems above, the author will conduct a study entitled The Influence of Interest in Traditional Games Through Annual Events Organized by the Cultural Service of the Special Region of Yogyakarta Province. In addition, by preserving the culture of traditional games, the noble values and provide a positive contribution to efforts to preserve Intangible Cultural Heritage in Indonesia.

METHODS

Types of research

This research is a descriptive quantitative research, the data collected is processed using the SPSS application, the data obtained will be analyzed using statistical methods.

Time and Place

This research was conducted at the Cultural Service of the Special Region of Yogyakarta Province, located at Jl. Cendana No.11, Semaki, Umbulharjo District, Yogyakarta City, Special Region of Yogyakarta 55166 and several government agencies participating in the competition. The research was conducted from February 3 to March 31, 2025.

Population and sample

The population of this study were all female employees in the Regional Government (PEMDA) of the Special Region of Yogyakarta who knew about the Gobak Sodor competition from 38 contingents who participated. The sample of this study used Purpose Sampling and used 75 respondents who participated in the gobak sodor competition.

Instrument Techniques and Data Collection

Researchers collected data by observing several government agencies of the Special Region of Yogyakarta and distributing questionnaires to respondents who participated in the gobak sodor competition. The questionnaire used a Likert scale of 1-4 as a data collection method.

Data Analysis Techniques

The researcher used two sources of questionnaire data given directly to tourists as a primary source, and statistical data from the DIY Cultural Service as a secondary source. Then a descriptive analysis test, hypothesis test, multiple linear analysis, and determinant coefficient were carried out.

Variable Description Analysis

Research Subject Description Analysis

This study consists of two variables, the independent variable in this study is the annual event (X), while the dependent variable is the interest in gobak sodor (Y). The research survey of 75 respondents from various regional government institutions (OPD) in the special region of Yogyakarta province.

Tabel 1. Analysis of Respondent Age Variable

Usia					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	> 50 Tahun	10	13.3	13.3	13.3
	20 - 30 Tahun	20	26.7	26.7	40.0
	31 - 40 Tahun	26	34.7	34.7	74.7
	41 - 50 Tahun	19	25.3	25.3	100.0
	Total	75	100.0	100.0	

The distribution of respondents based on age shows that 26 people (34.7%) are in the 31–40 age range, followed by 20 people (26.7%) aged 20–30, 19 people (25.3%) aged 41–50, and 10 people (13.3%) aged over 50.

Tabel 2. List of Agencies

Instansi					
		Frequency	Percent	Valid Percent	Cumulative Percent
Valid	Biro PSDA DIY	8	10.7	10.7	10.7
	Dinas Kebudayaan DIY	9	12.0	12.0	22.7
	Dinas Kelautan & Perikanan DIY	8	10.7	10.7	33.3
	Dinas Komunikasi & Informatika DIY	8	10.7	10.7	44.0
	Dinas PUPESDM DIY	8	10.7	10.7	54.7
	Dinas Sosial DIY	8	10.7	10.7	65.3
	DPKP DIY	9	12.0	12.0	77.3
	Inspektorat DIY	9	12.0	12.0	89.3
	Paniradya Kaistimewan DIY	8	10.7	10.7	100.0
	Total	75	100.0	100.0	

Respondents came from nine institutions with a relatively fair distribution. Some of the institutions with the highest number of respondents were the DIY Cultural Office, DIY DPKP, and DIY inspectors, with a maximum of nine respondents (12%).

RESULT & DISCUSSION

1. Variable Description Analysis

Analysis of Research Subject Description

This study consists of two variables, the independent variable in this study is the annual event (X), while the dependent variable is the interest in gobak sodor (Y). The research survey of 75 respondents from various regional government institutions (OPD) in the special region of Yogyakarta province

Tabel 3. Annual Event Validity Test (X1)

Item No	R Count	R Table	Conclusion
E1	.604**	0,2272	Valid
E2	.746**	0,2272	Valid
E3	.725**	0,2272	Valid
E4	.721**	0,2272	Valid
E5	.689**	0,2272	Valid
E6	.656**	0,2272	Valid
E7	.509**	0,2272	Valid
E8	.379**	0,2272	Valid
E9	.656**	0,2272	Valid
E10	.799**	0,2272	Valid
E11	.800**	0,2272	Valid
E12	.604**	0,2272	Valid
E13	.543**	0,2272	Valid
E14	.494**	0,2272	Valid
E15	.243*	0,2272	Valid
E16	.455**	0,2272	Valid

Validity testing in the context of SPSS is carried out to assess the extent to which research instruments, such as questionnaires, are able to measure the intended variables correctly.

Tabel 4. Validity Test of Interest in Gobak Sodor

Interest (Y)			
M1	.682**	0,2272	Valid
M2	.356**	0,2272	Valid
M3	.660**	0,2272	Valid
M4	.719**	0,2272	Valid
M5	.341**	0,2272	Valid
M6	.628**	0,2272	Valid
M7	.585**	0,2272	Valid
M8	.650**	0,2272	Valid
M9	.772**	0,2272	Valid
M10	.659**	0,2272	Valid
M11	.598**	0,2272	Valid
M12	.629**	0,2272	Valid
M13	.666**	0,2272	Valid
M14	.646**	0,2272	Valid
M15	.712**	0,2272	Valid
M16	.590**	0,2272	Valid

1. Validity Test

In this research variable, the data generated was using the Product Moment method as M11 E13 Valid Valid Valid E5 Valid R Table E16 M3 Valid M14 Valid E9 Valid Valid E10 Valid M8 M1 validity test, the provisions that are set are if the correlation coefficient (r count) > r table, then the question is declared valid. Here are the results of the validity test;

We can see that the Pearson correlation value on all variables is more than 0.2272. So it can be concluded that all question items are valid.

2. Normality Test

To measure the internal consistency of the questionnaire, a reliability test is conducted. A good questionnaire has a Cronbach's Alpha above 0.6, conversely if the Cronbach's Alpha is below 0.5 then the variable is considered unreliable. The following are the results of the reliability test:

Tabel 5. Normality Test

Variabels	Cronnbach' Alpha	Description
Interest in Gobak Sodor	0, 200	normal

Based on the one sample Kolmogorov-Smirnov test table, it can be seen that the normality test for the data above shows that the multiple regression model created follows the distribution normal. This can be seen from the Asym sig value (2 Tailed) of $0.200 > 0.05$, thus it can be concluded that the data used in this study are normally distributed.

3. Linearity Test

A good questionnaire has a Cronbach's Alpha above 0.6, conversely if the Cronbach's Alpha is below 0.6 then the variable is considered unreliable. The following are the results of the reliability test;

Tabel 6. Linearity Test

Variabels	N of Items	Cronbach's Alpha	Note
Annual Event	13	0,877	Reliabel
Interest in Gobak Sodor	15	0,891	Reliabel

Based on the results of the reliability test, the Annual Event variable with 13 items has a value Cronbach's Alpha is 0.877, while the variable Interest in Gobak Sodor with 15 items has a value of 0.891. So it can be concluded from the results of the Cronbach's Alpha value > 0.6 then the data is reliable.

4. Regression Equation

Tabel 7. Constant Interest in Gobak Sodor

Coefficients ^a						
Model	Unstandardized Coefficients		Standardized Coefficients	t	Sig.	
	B	Std. Error	Beta			
1	(Constant)	5.537	2.413		2.295	.025
	Event (X)	.888	.047	.912	19.011	<.001

a. Dependent Variable: Minat (Y)

Dependent Variable : Event Tahunan

Here is a simple linear regression equation model based on the coefficients table above that Constant = 5.537, X1 = 0.888. Constant is the alpha value of the regression equation $Y = \hat{y} + \hat{y}_1 X_1$. While for row X1 is the regression coefficient of each independent variable (\hat{y}_1 in the linear regression equation).

5. Hypothesis Testing

1. Hypothesis Test (T Test)

To find out whether there is a significant influence of the interest variable on Gobak Sodor with the success of the annual event, the t-test is used. If the calculated t value > t table or Sig.

Tabel 8. T-Test Results

Model	Coefficients ^a				
	Unstandardized Coefficients		Standardized Coefficients	t	Sig.
	B	Std. Error	Beta		
1	(Constant) 5.537	2.413		2.295	.025
	Event (X) .888	.047	.912	19.011	<.001

a. Dependent Variable: Minat (Y)

It is known that the Sig. value for the influence of X on Y is 0.000 t table 1.992. So it can be concluded that there is a significant influence of variable (X1) on (Y). This means that there is a positive and significant influence between interest in the traditional game Gobak Sodor and the success of the annual event.

2. F test

Tabel 9. F Test Results

Model	ANOVA ^a				
	Sum of Squares	df	Mean Square	F	Sig.
Regression	1611.301	1	1611.301	361.427	<.001 ^b
Residual	325.446	73	4.458		
Total	1936.747	74			

a. Dependent Variable: Minat (Y)

b. Predictors: (Constant), Event (X)

Analysis :

1. Based on the significance value (Sig.) of the ANOVA output

Based on the output above, it is known that the Sig. value is 0.000 <0.05. So according to the basis for decision making in the F test, it can be concluded that H0 is rejected and Ha is accepted. This means that the X1 variable simultaneously affects the Y variable.

2. Based on the Comparison of the Calculated F Value with the F Table

Based on the SPSS output table above, it is known that the F Calculation value is 361.427. Because the F Calculation value > F Table 3.970. So as the basis for decision making in the F test, it can be concluded that H0 is rejected and Ha is accepted. This means that the X variables together affect Y. It can be concluded based on the two discussions in the F test above, then we can conclude that X is able to influence the Y variable together.

6. Determinant Coefficient Test

Tabel 10. Determinant Coefficient Test

Model	Model Summary ^b				
	R	R Square	Adjusted R Square	Std. Error of the Estimate	
1	.912 ^a	.832	.830	2.11144	

a. Predictors: (Constant), Event (X)

b. Dependent Variable: Minat (Y)

Based on the output value of the "Model Summary" above, the R Square value is known to be 0.832. This value comes from the square of the correlation coefficient (R) value, which is $0.912 \times 0.912 = 0.832$. With a fairly high determination coefficient (R^2) value, it can be concluded that this model has good predictive ability in explaining the relationship between interest in Gobak Sodor and the success of the annual event.

DISCUSSION

Based on research that has been conducted, the traditional game of gobak sodor has an influence on interest in the traditional game of gobak sodor through an annual event held by the Cultural Service of the Special Region of Yogyakarta Province.

1. Cultural Interest and Preservation

Slameto (2013) interest is one of the psychological factors that influence individual participation in an activity. In the traditional game of gobak sodor, interest is formed from aspects of pleasure, local values, and social interaction and sportsmanship. In his theory, Jean Piaget said that playing activities including gobak sodor games support the development of concepts, perceptions, and social skills. Hidayat & Ramadhani (2019) said that traditional games have benefits for motoric, cognitive, social, and emotional. Annual activities are not only a means of entertainment but also for the maintenance or preservation of culture.

2. Gobak Sodor and Cultural Values

Gobak Sodor is not only a game, but also a medium to internalize local wisdom values, including teamwork, strategy and quick reflexes, and commitment to rules and roles. Prasetyo (2021) and Hidayatloh (2019) the Gobak Sodor game has been recognized as an Intangible Cultural Heritage because it is able to represent the ethics, norms, and local wisdom of the Indonesian people. In a literature study, the annual event of the Department of Culture aims to revive non-object cultural heritage through the active participation of OPDs. Recognized as a non-object cultural heritage since 2022, the Gobak Sodor game has become an important medium to bring culture closer to the millennial generation.

3. Annual Events as a Means of Cultural Preservation

Sari & Kurnia's theory (2023) states that cultural events such as local culture are an effective means of strengthening local identity and reviving cultural wisdom that has almost disappeared. The annual event organized by the DIY Cultural Service is a real form of cultural preservation based on participation which makes this event a strategic space to reactivate traditional games in the modern era, as a driver for the role of government agencies (OPD) to participate in preserving culture, and increasing the visibility of traditional culture in urban communities.

CONCLUSION

Based on the results of the data analysis and discussion described above, the following conclusions can be drawn from this study:

1. There is a positive and significant influence between interest in the traditional game Gobak Sodor on the success of the annual event organized by the Yogyakarta Special Region Cultural Service. This can be seen from the results of a simple linear regression test which shows a significance value of the annual event is influenced by the variable of interest in the Gobak Sodor game.
2. Interest in the Gobak Sodor game has been proven to increase participation and the success of annual cultural events between OPDs, which ultimately supports the preservation of local culture and the strengthening of social values, sportsmanship, and cooperation.

ACKNOWLEDGMENT

All praise and gratitude I offer to the presence of Allah SWT, the Almighty God, because only with His permission, grace, and blessings I can complete this final assignment well. The writing of this scientific work is certainly inseparable from the help, encouragement, and contributions of various parties who have provided support both directly and indirectly during the research and writing process.

Therefore, with all humility, I would like to express my deepest gratitude to all parties who have supported and helped me in completing this research from beginning to end.

My deepest gratitude goes to the supervisor who has taken the time, given direction, and given very meaningful input during the supervision process. Every suggestion, comment, or criticism given greatly helped me in improving and perfecting the contents of this final assignment. I also express my gratitude to the Yogyakarta Special Region Government Agency who has been willing to take the time to fill out the questionnaire with full awareness and honesty in this research. The openness and cooperation given greatly helped in the research process that I am currently carrying out. The answers from respondents are very helpful in compiling an objective and in-depth analysis related to the variables studied.

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