DEVELOPMENT OF WEST JAVA FOLK SONGS AND TRADITIONAL DANCES GAME AS A MEDIA OF SOCIALIZATION AT WEST JAVA CULTURE AND TOURISM OFFICE

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ABSTRACT

Culture and Tourism Office of West Java is in charge of taking care of the cultures that existed in West Java, ranging from arts, folk songs, and traditional dances are there in West Java. issue owned by the Department of culture and tourism to the abundance of new artists that resulted in the song and dance is more there used to be forgotten. The purpose of this research is to help resolve the problems that exist in the cultural and Tourism Office of West Java is related to socialization media folk songs and traditional dances are there in West Java. The research will be used using descriptive methodologies, namely fact-finding with the right interaction. The collection of data used is the study of literature, interviews and dissemination of a questionnaire which is then analyzed with simple linear correlation. Based on the results of implementation and testing to be drawn a conclusion that the media socialization that was built for the Office of the Department of culture and tourism can already help in disseminating Department Office party folk songs and traditional dances to the community

Keyword *Traditional Song, Traditional Dance, Android Game, socialization, West Java*

1. INTRODUCTION

Culture and Tourism Office of West Java is the responsible agency regarding the location of tourism in the province of West Java. Offices located in JL. RE Martadinata No. 209 Bandung in addition to take care about the location of their tourism also take care about the culture that existed in West Java, ranging from arts, folk songs, and traditional dances are there in West Java. In addition to take care of culture and tourism, Department of culture and tourism is always making new innovations to keep the culture and tourist sites in West Java in order not to lose by the era of globalization.

Department of culture and tourism still has some constraints related to a lack of interest from teenagers against folk songs and traditional dances. In addition, many new artists resulted in the song and dance is more there used to be forgotten. For example r. Sambas Wirakusuma with dance "Lenyepan" and the song "Banjar Sinom" resulted in the previously forgotten dances for example song "Tablo Naek Kukupu "and" Rawayan Dance "forgotten. Based on the results of a questionnaire which had been distributed on March 12, 2017 and then about folk songs and traditional dances in West Java that add up to 60 questionnaires. From the results of the questionnaire already filled, there was only 1.67% know of the song "Tablo Naek Kukupu". Whereas 98.33% had never heard of the song, as well as with "dance Rawayan", there are only 5% who know about the dance. In addition teen prefers to spend his spare time by playing games. Based on the results of the questionnaire, there is only 1.67% who never played games, 66.67% likes to play games, and 31.67% sometimes choose to play the Game. It strengthened the results of interviews conducted with Mr. Dadang Hendra as the staff section for culture, a problem that occurs is the method carried out by the Department of culture and Tourism Office of West Java is still lacking. Culture and Tourism Office of West Java have also tried other methods i.e. folk songs performed by the band these days. Even with such methods, teens still not gravitated towards folk art and traditional dance of West Java. Other problems experienced by the cultural and Tourism Office of West Java is the lack of awareness and knowledge of teenagers will be regional and traditional dance tunes.

Based on the author's plan to build a Game that will blend traditional folk songs and dances of West Java with the title " Development Of West Java Folk Songs And Traditional Dances Game As A Media Of Socialization At West Java Culture And Tourism Office "**.** Expected with the new innovation communities especially teenagers not forgetting folk songs and traditional dances especially in the area of West Java and is expected by the existence of such applications could help culture and Tourism Office of West Java in preserving culture in West Java.

Based on the explanation of the background of the problem above, then retrieved some formulation problems include the following : How to build media socialization that help the Department of culture and

tourism to socialize and dance traditional folk songs-shaped Game

Based on the issues examined, then the intent of the research task these days is to build media socialization folk songs and traditional dances in West Java Android Games-shaped case study Department of culture and Tourism Office of West Java. Then the purpose of writing is to be expected in an application that is built it is building a media learning that can be used by the Agency for disseminating back folk songs and traditional dances in West Java.

2. CONTENT of STUDY

2.1 The Definition Of Folk Songs

The song is composed tone or voice in the art sequence, combination, and the temporal relationship (often accompanied by musical instruments) to produce a musical composition that has unity and continuity (containing the rhythm). And the range of tones or sounds are rhythmic, also known with the song [1]. In addition, songs can be sung solo, both (duet), threes (trio) or in a rollicking (koirThe words in the song are usually rhymed poetry, but there are also religious in nature or free prose. Songs can be categorized in many types, depending on the measure used.

2.2 Type Of Traditional Music

- Folk music

The sense of folk music is the traditional music who was born and grew up in an ordinary society, community, or rural communities, who live and thrive in the midst of ordinary and preferred and spread up to my commoners [1].

- Classical music

Understanding classical music is music that grow and develop in an environment of the Castle or Kingdom, mainly developed by the Duke [2]

2.3 Region Dance

2.3.1 The Definition Of Dance

Dance is a rhythmic body motions are done in a particular place and time for the purposes of the Association, expressing feelings, intentions, and mind. Sounds called music accompaniment of dance organize dancers and reinforce the intention that want delivered. Dance movements are different from everyday movements such as running, and walking. Kind of folk dance are classified into dance, classical dance, and dance creations new [1].

2.3.2 Type of Dance

- Single Dance

Group dance performances are only performed by a dancer is classed as a single dance. However, no single absolute dance must be performed by a dancer. There is a single dance often performed by several dancers, for example, the dance of Central Java [1] dance can be seen in Figure 1:



Figure 1. Tari Gambyong

- Dance Pair

The dance of courtship duet is a dance performed by two dancers. For the duet dance, dancers can pair a type (men with men or women with women) or pairs are not similar (the man with the ladies). Each dancer in the dance of courtship has its own role. A dancer with one another are complementary or closely related in the processing of motion of the dancer. In serving, the dancers dance in pairs is not absolutely have to two people only. The dance of courtship can be served by several pairs of dancers, such as the presentation of Dance Umbrella of Sumatra [1]. Dance Umbrella can be seen in Figure 2:



Figure 2. Tari Payung

- Dance Group

In the dance group, known mass and dance dance drama. Mass dance performed by many dancers. Every movement of the dancers are not interrelated and not complementary to each other. So, basically just a mass dance is a dance together or in groups without any regard closely in terms of order motion. However, the present position of the dancer or a mass dance floor patterns arranged so that its artistic value is increased. The work of dance often performed en masse and has rendered the position of the dancers, for example, dance bells from Borneo, Talo Ratoh dance from Aceh, and Peacock Dance of West Java. [1] the Peacock Dance can be seen in Figure 3. :



Figure 3. Tari Merak

2.3.3 The Definition Of Traditional Dance

The traditional dance is a dance that grow and develop in a certain area that embraced hereditary by masyaraktnya. Traditional dance usually has a high historical value, broad guidelines, and rests on the adaptation of the customs of the environment surrounding the growth [1].

2.3.4 Type Of Traditional Dance

- Traditional Folk Dance

Folk dance is a type of traditional dance which was born from the local community, culture alive and thriving since the days of primitive and derived hereditary until now. Folk dance or also known as the folklasik dance generally has some distinctive features include thick with social overtones, referring to customs and habits of the public.

- Traditional Classical Dance

Classical dance is a traditional dance that was born in the neighborhood of the Palace, living and evolving since feudal times, and lowered hereditary among the nobility. Classical dance generally has some distinctive features, among others, based on certain existing standard (there is a standardization), have a high aesthetic value and meaning, as well as served in the luxury Department appearance ranging from motion, makeup, and costumes are worn

2.4 Understanding Games

The game is derived from the English word meaning a basic game. Games are games that use the interaction with the user interface through the image generated by the other video. Video games generally provide a system of rewards for example score is calculated based on the level of success achieved in completing tasks in the game. The game is being played with it a specific rule is used for the purpose of fun and can also be used for educational purposes. Games generally involve mental stimulation, physical, or both. Many of the games can help develop practical skills that serve as a practice, or doing the role of educational, simulational or psychological,.

The game aims to entertain, much liked by children up to adults. The game is actually important for brain development, to improve concentration and trained to solve problems appropriately and quickly because there are various in-Game conflict or problem that requires us to get it done quickly and precisely. But the Game could also be detrimental because when we've been addicted to Games we will forget the time and will interfere with your activities or the activities we are doing [4].

2.5 Unified Modelling Language (UML)

UML uses a wide range of diagrams with the function masingmasing to describe each process of object-oriented systems. Here are some diagrams including UML [6] :

2.6 Use Case Diagram

Use Case Diagram modeling is used to describe behavior (behavior) of the system to be created. Use Case describes an interaction between one or more actors with a system that will be created. Roughly, the Use Case is used to find out what functions that exist within a system and anyone who has the right to use these functions. An example of a Use Case Diagram can be seen in Figure 4.

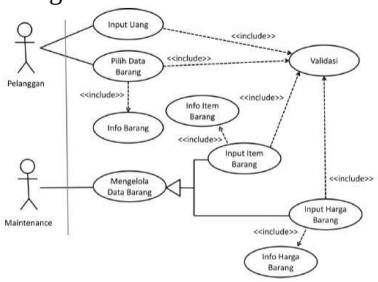


Figure 4. Use Case Diagram

2.7 *Activity Diagram*

Activity Diagram is a diagram that illustrates the workflow (work flow) or the activity of a system or business process. In an activity diagram to note is that the activity diagram describes the activities of the system, not what the actors, so the activities that can be performed by the system. Activity diagrams are also widely used to define the following:

- the design of the business processes in which each sequence of events described is a system of business processes defined.
- the order of display grouping aau system/user interface where each activity is considered to have a display interface design.
- the design of the pengunjian in which each activity is deemed to require a test case ujinya needs to be defined. Example of an activity diagram can be seen in Figure 5.

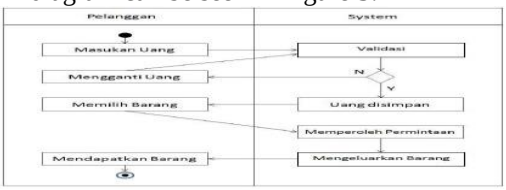


Figure 5. Activity Diagram

2.8 *Class Diagram*

Class Diagrams describe the structure of the system in terms of the definition of the classes that will be created to build the system. Classes have what are called attributes and methods or operations..

- Attribute is the variable-a variable that belongs to a class of
- Operations or methods are functions that are owned by a given class. An example of a Class Diagram can be seen in Figure 6..

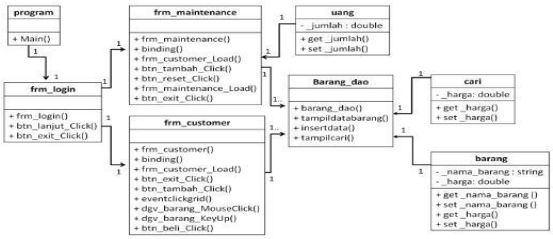


Figure 6. Class Diagram

2.9 *Sequence Diagram*

Sequence Diagram is a diagram that describes the behavior of objects on a Use Case by describing the life time of the object and the message that is sent and received between objects.. Therefore to describe the diagram sequence then it should be known to the objects involved in a Use Case with the methods that belong to the class of that object becomes diinstansiasi. The number sequence diagrams that need to be described is as much a defining Use Case that has the process itself or its important all defined Use Case interaction path message has been covered on the Sequence Diagram so that more and more defined then Use Case diagram sequence that should be made are also more and more. An example of a Sequence Diagram can be seen in Figure 7.

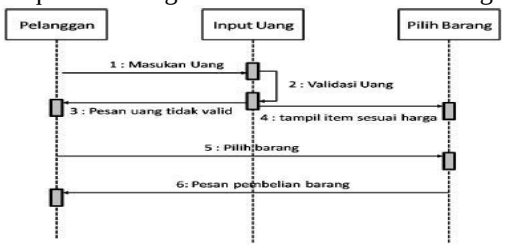


Figure 7. Sequence Diagram

2.10 Black Box

Black Box testing technique is to find out whether all functions of the software has been running properly in accordance with the functional requirements that have been didefinsikan. Black Box methods allow software engineering get a series of input conditions that fully use all of the functional requirements for a program. Black Box can find the error in the following categories [8]:

- functions are incorrect or missing
- Error interface
- error in strutur data or access an external database
- initialization and termination errors
- the validity of the functional
- Sensitivity to a particular input value pegged to the system
- Limitation of a data

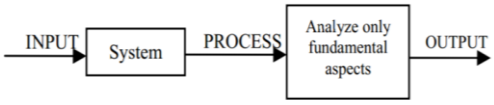


Figure 8 . Sistem Kerja dan Teknik Pengujian Black Box

2.9.1 Characteristics Of Black Box Testing

The following are the characteristics of black box testing

- Black box testing focuses on functional requirements on a software specification, based on the needs of the software.
- Black box testing is not an alternative technique instead of white box testing. More than that, it is a complementary approach in covering the error with different grades of white box testing methods.
- Black box testing testing without detailed knowledge of the internal structure of a component or system is tested. also referred to as behavioral testing, specification-based testing, input/output testing or functional testing

2.11 Likert Scale

Likert scale is a psychometric scale commonly used in questionnaires, and is the most widely used scale in survey research form. The research use of this scale is often used when using this type of research is DESCRIPTIVE research SURVEYS (Overview). The name of this scale is taken from the name of its creator Rensis Likert, who published a report explaining its use. While responding to questions in Likert scale, respondents specify their level of agreement to a statement by choosing one of the options available [7]

2.12 Analysis Of Similar Games

On analysis of similar Games, the observation will be conducted against the games that have the same Gameplay and genre with games that will be built. The purpose of this analysis is to get the concept of the game there. Ulasa here's a bit about some of the Games that will be discussed, namely the Piano Game Tiles 2 and Deemo.

Table 1 . Analisis Game Sejenis

	Piano Tiles 2	Deemo	*Game* yang di bangun
Gentre	*rythem*	*rythem*	*rythem*
Character	No	No	Yes
How to play	Tap	Tap	Tap
Gameplay	play the Game by touching the 4 line note	play a Game with a lot of line note	play the Game by touching the 6 line note
healt	1	no	3
Score	Integers	Use The Percentage	Integer
Background	no	no	Video
os	*Android* / ios	*Android* / ios	*Android*

2.13 Story Line

This game will be shaped rytrhm Game. This game would play area in West Java. This game has a dance background areas in West Java and West Java backsound folk songs. This game can only be played by 1 person.

- at the beginning of the game, players will see a child who will introduce some of the dance
- Main Menu on this game has 2 option button. Maen button to start the game and how to play to give an explanation about the game.
- Players who choose to play button then the player will be given a look of how to play when you already know then the player can choose the back button. If the player chooses the play button then the player toward the next menu that is the menu of music and dance. Each menu will display the level of kesulian of the game. The level of difficulty of the question is as follows
- Babari

At level babari players can play a Game with an easy difficulty level. Note that would appear just a bit and speed note very slowly. If the player has completed the game then the player can see the story and the origins of the dance

- Lumayan

In the level of the Lumayan, the Tempo of the game will be slightly accelerate and note that will appear more than ever. The tempo will jam slightly increased its speed. At this level the note that appears adjacent to the note would be a little more. When the game was already finish the game then the player will get a littlei nformasi tentang lagu dan tarian yang sudah dimainkan diakhir permaianan

- Sesah

Sesah level is the hardest level in this game. The earliest known tempos faster than the previous level and the number of note that keluat be doubled from the previous level. Note the closer spacing so it will be a little troublesome players. If the player successfully completing this game then the player will obtain information from song and dance that has been played before the end of the game.

2.14 Non Functional Requirements Analysis

2.14.1 Analysis Software

Analysis Software for designing Games and folk dance socialization traditional must have this software needs can be seen in table 2:

Table 2 . Analisis Game Sejenis

Software	Software same
Sistem Operasi	Windows 10 Pro 64-bit.
Sistem Pengolahan grafik	Adobe Illustrator CC 2014
Game Maker	Unity 5.5.0

analysis software for users of Games and folk songs of socialization traditional dances must have this software needs can be seen in table 3:

Table 3 . Perangkat Lunak Pengguna

Perangkat Lunak	Nama Perangkat Lunak
Sistem Operasi	Android.
Versi Sistem Operasi	Kitkat (4.4).

There are some important things to be aware of in order for the system to be designed can run well and as expected. Users are expected to meet the needs of software that have been recommended so that the application can run properly. as for the bare minimum kerangkat hard from this game can be seen in table 4:

Table 4 . Spesifikasi Perangkat Lunak Pengguna

Perangkat Lunak	Nama Perangkat Lunak
Sistem Operasi	Android.
Versi Sistem Operasi	Sistem Operasi Jelly Bean (3.0).

2.14.2 Analysis Hardware

The hardware used in this Game application development can be seen in table 5 :

Table 5 . Perangkat Keras Pembangun

Hardware	Specifications
Processor	Intel Core i3
RAM	2 GB
VGA	Nvdia 420 M
Harddisk	512 GB

Is there any hardware needs for users of applications of this Game can be seen in table 6 :

Table 6 . Perangkat Keras Pengguna

Device	Specifications
Processor	1.20 GHz
RAM	2 GB
Storage	1.5 GB

2.14.3 User Analysis

In addition to the need for software and hardware, user analysis is urgently needed as indicator of users who can use this Gaming applications can be seen in table 7 :

Table 7 . Analisi Pengguna

The Physical Characteristics Of The User	
Age	6 years and over
Gender	Male and female
Disabilities	not blind and had no physical disabilities
Knowledge and user experience	
Computer Literacy	Have experience in operating a mobile phone
System Experience	Have knowledge to interact with input mobile phone
skills	Can already Read
Task Experience	Knowing how to use a mobile phone

2.15 *Use Case Diagram*

Use case diagram is a diagram that shows the functionality of a system or class and how the system interacts with the outside world and explains the system is functionally a sighted user. From the identification of the actors involved then use case diagrams can be seen in Figure 9:

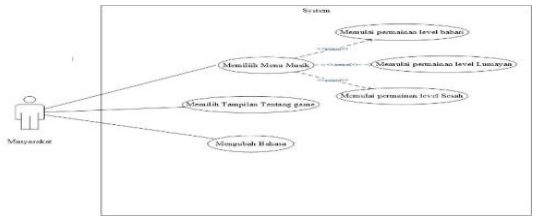


Figure 9. Use Case Diagram

2.16 Class Diagram

Class Diagram aims to describe the structure and the relationships between objects that exist on the system. The structure includes attributes and method in each class, while hubungnnya covers the inheritance Association, generalilasi. Class Diagram of the Game area and traditional dance song can be seen on the picture 10 :

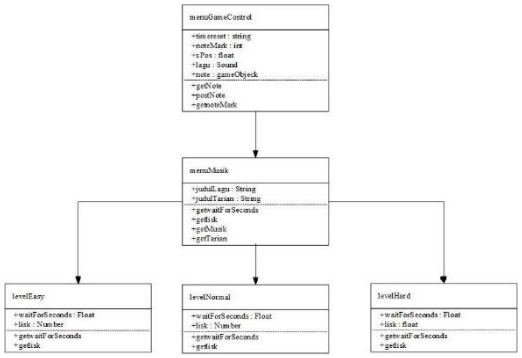


Figure 10 . Class Diagram

2.17 The Hardware Implementation

Implementation of the hardware used to run the game Kasenian Jabar this can be seen in Table 8 :

Table 8 . Table Perangkat Keras

Device	Specifications
Processor	1.20 GHz
Kapasitas RAM	2 GB
Kapasitas penyimpanan	1.5 GB

Perangkat Lunak	*Nama Perangkat Lunak*
Sistem Operasi	*Android*.
Versi Sistem Operasi	*Kitkat* (4.4).

2.18 Software Implementation

The software used in the running game Kasenian Jabar this can be seen in Table 9 :

Table 9 . Table Perangkat Lunak

2.19 Implementation Of Interface

The interface is an attraction to make these applications demand by users to make users feel welcome is in the application or otherwise. Following are the results of the implementation of the interface of the previously created design can be seen in Table 10:

Table 10 . Implementasi Antarmuka

No	Interface Name	Room Name	Description
1	Main Menu	Menu.unity	Display the main menu

2	How To play	tentanggame.unity	how to play
3	Menu Music	menu musik.unity	Display the menu music
4	Track 1	Lagu1.unity	Display song and video 1
5	Track 2	Lagu2.unity	Display song and video 2
6	Track 3	Lagu3.unity	Display song and video 3

2.20 Alpha Testing

Testing is done to the application to ensure that the application can run properly in accordance with needs and objectives expected. Alpha testing focuses on the functional requirements for software.

2.20.1 Application Testing Scenario

Scenario testing to be performed on the application based on the structure of the menus have been designed, more visible on the table 11 :

Table 11 . Skeneario Pengujian Aplikasi

No	Tested Components	Testing Method
1	The Main Menu	*Black Box*
2	About The Game	*Black Box*
3	Music Menu	*Black Box*
4	Naek Kukupu Tablo Song	*Black Box*
5	Salira Strait Song	*Black Box*
6	Song 3	*Black Box*

2.20.2 Cases and test results (Black-Box Testing)

Black-box testing is a method of testing that focuses on software requirements. Black-box testing purposes is a test function – special functions of the software being designed, test the output without seeing how the process to get the output and know the ability of software to meet the needs of users.

a. Testing Main Menu

Table 12 . Pengujian Menu Utama

The case tested	The Test Scenario	The expected results	The Test Results
The Main Menu	Select the button "Maen"	Displays a menu of music that will be played	[√] succeed [] failed
	Select the button "Cara Maen"	Display a display on how to play	[√] succeed [] failed

b. Testing About The Game

Table 13 . Pengujian Tentang Game

The case tested	The Test Scenario	The expected results	The Test Results
About the game	Pressing the "back"	Return to the main menu appears	[√] succeed [] failed

c. Testing Menu Music

Table 14 . Pengujian Menu Musik

The case tested	The Test Scenario	The expected results	The Test Results
Menu Musik	Pressing tombil "Maen" on track 1	Display level	[√] succeed [] failed
	Pressing tombil "Maen" on track 2	Display level	[√] succeed [] failed
	Pressing tombil "Maen" on track 3	Display level	[√] succeed [] failed

d. Testing Tablo Naek Kukupu Song

Table 15 . Pengujian Lagu 1

The case tested	The Test Scenario	The expected results	The Test Results
Tablo Naek Kukupu song	Pressing the "babari"	Start with the easy level	[√] succeed [] failed
	Pressing the "lumayan"	Start the game with the level hard	[√] succeed [] failed
	Pressing the "sesah"	Start the game with the level very difficult	[√] succeed [] failed

Table 16 . Pengujian Tombol Note

Cases and test results (Data)			
Data input	The expected	Observations	Conclusion

The player pressing the note that will come out of the game	Button will menguluarkan the effect of the explosion in green	The system will display a green explosion effect	[√] succeed [] failed
Cases and test results (Data)			
The player is not pressing the note that has emerged	Lives will be reduced 1. If the player lives remaining 1	The system will reduce the life of 1 and when the life of the habisa player will then appear the display message "you failed"	[√] succeed [] failed

Table 17 . Pengujian Nilai

Kasus dan Hasil Uji (Data Benar)			
Data input	The expected	Observations	Conclusion
Players pressing 1 button note out on level "Babari"	add 100 points	The system adds 100 points	[√] succeed [] failed
Players pressing 1 button note out on level "Lumayan"	add 100 points	The system adds 100 points	[√] succeed [] failed
Players pressing 1 button note out on level "Sesah"	add 100 points	The system adds 100 points	[√] succeed [] failed
Cases and test results (Data)			
Players do not press 1 button note out on level "Babari"	Do not reduce the points	The system will not reduce a player's points	[√] succeed [] failed
Players do not press 1 button note out on level "Lumayan"	Do not reduce the points	The system will not reduce a player's points	[√] succeed [] failed
Players do not press 1 button note out on level "Sesah"	Do not reduce the points	The system will not reduce a player's points	[√] succeed [] failed

Table 18 . Pengujian Waktu Habis

The case tested	The Test Scenario	The expected results	The Test Results
Game time	Players complete the game with the time prescribed	The system will display the information about folk songs and traditional dances	[√] succeed [] failed

Table 19 . Pengujian Menu Pause

The case tested	The Test Scenario	The expected results	The Test Results
Pause Menu	Pemaian pressing the "Reureuh" and choose "Terasken"	Continue the game system	[√] succeed [] failed
	Pemaian pressing the "Reureuh" and choose "Ngaulang"	The system will repeat the game from scratch	[√] succeed [] failed
	Pemaian pressing the "Reureuh" and choose "Kaluar"	The system will be back on "menu music"	[√] succeed [] failed

2.20.3 In Conclusion Alpha Testing

From the results of testing performed, it can be concluded that the system has been running as expected and functionally can already produce the expected output.

2.21 Beta Testing

Beta test aims to find out if the software is built is in compliance or not with the expectation of.

2.21.1 Beta Test Scenarios

Beta testing is the testing that was done objectively, where testing is done directly against the user by using a questionnaire about the satisfaction of the user against the applications that have been built. Testing done against 62 respondents. Respondents were given 8 questions. As for the question asked to the user as follows :

- Does the existence of this game can help you to get to know folk songs especially the song that is in the area of West Java?
- Does the existence of this game can help you to get to know the traditional dances in particular traditional dances are there in West Java?

- Does the existence of this game you so knew the song "tablo naek kukupu" originating from West Java?
- Does the existence of this game you so knew the dance "Rawayan" originating from West Java?
- Whether the existence of the application media socialization folk songs and traditional dances, especially in West Java become easier?

For the answers to the questionnaire will be used a scale of 1 to 5 with answers does it weigh respectively can be seen on

Table 20 . Table Bobot Kuesioner

Weights	Description
1	Sangan Disagree
2	Do Not Agree
3	Neutral/Regular course
4	Agree
5	Strongly Agree

To find the interval of each answer scale Likert was used. The formula is:

I = 100 / High Score

Description:

I = Interval value is sought

100= intervalnya the distance from the highest to lowest (100% - 0%)

High Score = 5

To get the interpretation (Y) for the assessment items by the following formula:

Y = High Score * The Number Of Responders

Y = 5 * 62

Y = 310

To get the index% of each reserved then used the following formula:

Index% = Total score / Y * 100

100= intervalnya the distance from the highest to lowest (100% - 0%)

From these results the conclusion can be drawn. The intervals of the results answer the questionnaire can be seen in table

Table 21 . Table Interval

Jawaban	Keterangan
0% - 19.99%	Very (Disagree, bad or less once)
20% - 39.99%	Disagree or unfavourable
40% - 59.99%	Enough or Neutral
60% - 79.99%	Agree, good or Like
80% - 100%	Very (Agree, Well, Like)

4.3.6 Kesimpulan Pengujian Beta

Conclusion the results of beta testing is done with the dissemination of a questionnaire is that this game is enough help users add to the knowledge of the traditional dances and folk songs in West Java

No	Calculation	Description
1	Index % = 264 / 310 * 100 = 85.16 %	Strongly Agree
2	Index % = 208 / 310 * 100 = 67.09 %	Agree
3	Index % = 268 / 310 * 100 = 86.45 %	Strongly Agree
4	Index % = 265 / 310 * 100 = 85.48 %	Strongly Agree
5	Index % = 203 / 310 * 100 = 65.48 %	Agree

3. Concluding

3.1 Conclusion

Based on the results of implementation and testing to be drawn a conclusion that the media socialization that was built for the Department of culture and Tourism Office is already able to assist Parties to the Office of the Department in disseminating the folk songs and dances tradisioal to society.

3.2 Recommendations

Game Kasenian Jabar who built this still has a lot of drawbacks. For that there are some suggestions that may be provided to support the development of folk songs and dance games include the following:

- Game folk songs and dances are advised to add material and perbayak folk songs
- Game folk songs and dances are advised to add the life is reduced in the earliest known
- Game folk songs and dances are recommended for the use of animation on a background of dance
- Disaran for tourism and culture more routine to craft made socialization

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