

RINGKASAN

FAHRUDIN SIDIQ. **Persepsi Masyarakat Terhadap Peranan Komunitas Olahraga Tradisional Indonesia (KOTI) Dalam Perkembangan Permainan Tradisional Indonesia**. Skripsi: Jakarta, Olahraga Rekreasi, Fakultas Ilmu Keolahragaan, Universitas Negeri Jakarta, Juni 2016

Tujuan penelitian ini adalah untuk mengetahui persepsi masyarakat terhadap peranan Komunitas Olahraga Tradisional Indonesia (KOTI) dalam perkembangan permainan tradisional Indonesia. Penelitian ini dilaksanakan di *Grand Mall* Bekasi. Adapun waktu penelitian dilaksanakan pada bulan Maret hingga Mei 2016. Metode yang digunakan adalah *survey*. Proses pengambilan data dilakukan dengan mengambil sampel dengan menggunakan teknik *non probability*. Pada teknik pengumpulan data yang digunakan dalam penelitian ini adalah menyebarkan instrument yang berupa angket, yang diberikan pada responden untuk mengetahui persepsi masyarakat terhadap peranan KOTI dalam perkembangan permainan tradisional Indonesia.

Hasil penelitian menyatakan bahwa persepsi masyarakat terhadap peranan komunitas olahraga tradisional Indonesia (KOTI) dalam perkembangan permainan tradisional Indonesia, dengan responden sebanyak 50 orang. Dari dimensi perasaan dengan kategori tinggi sebanyak 30 orang (60%) sedang sebanyak 18 orang (36%) dan rendah sebanyak 2 orang (4%). Dari dimensi perhatian dengan kategori tinggi sebanyak 19 orang (38%) sedang sebanyak 26 orang (52%) dan rendah sebanyak 5 orang (10%). Dari dimensi motivasi dengan kategori tinggi sebanyak 28 orang (56%) sedang sebanyak 21 orang (41%) dan rendah sebanyak 1 orang (2%). Sehingga, dari keseluruhan data dapat diperoleh hasil dengan kategori tinggi sebanyak 28 orang (56%), kategori sedang sebanyak 21 orang (42%) dan kategori rendah sebanyak 1 orang (2%)

Berdasarkan hasil penelitian dapat disimpulkan bahwa persepsi masyarakat terhadap peranan KOTI dalam mengembangkan permainan tradisional Indonesia sangat tinggi, karena masyarakat menjadi tertarik untuk mengembangkan permainan tradisional Indonesia

ABSTRACT

FAHRUDIN SIDIQ. *Public Perception Against The. Role Of Komunitas Olahraga Tradisional Indonesiai (KOTI) In Traditional Game Development Indonesia.* Thesis: Jakarta, Sports Recreation, Sport Science Faculty , State University of Jakarta, June 2016

The purpose of this research is to know the persepi society towards the role of Komunitas Olahraga Tradisional Indonesai (KOTI) in traditional game development Indonesia. The research was conducted in Grand Mall Bekasi. As for the time the research was carried out in March until may 2016. The method used was a survey. The process of data retrieval is done by taking samples using non probality. On the data collection techniques used in this research is the instrument in the form of the now spreading, which was given to the respondent to know the public perception towards the role of KOTI in traditional game development of Indonesia.

Results of the study stated that the public perception towards the role of Komunitas Olahraga Tradisional Indonesia (KOTI) in the development of Indonesia's traditional game, with respondents as many as 50 people. From the dimension of feeling with high category as many as 30 people (60%) the middle category as many as 18 people (36%) and low by as many as 2 people (4%). From the dimension of the attention with a high category as many as 19 people (38%) the middle category as many as 26 people (52%) and low in as many as 5 people (10%). From the dimensions of motivation with a high category as many as 28 people (56%) the middle category as much as 21 people (41%) and low by as much as 1 person (2%). So, from the overall data can be retrived results with high category as many as 28 people (56%), the middle category as many as 21 people (42%) and low categories as many as 1 person (2%).

Based on the results of the study it can be concluded that the public perception towards the role of KOTI in developing Indonesia's traditional game is very high, because the society became interested in developing Indonesia's traditional games