

DEVELOPMENT OF A TRADITIONAL GAMES FESTIVAL MODEL AS AN EFFORT STRENGTHENING THE CHARACTER OF NATIONALISM

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ABSTRACT

This assignment research aims to: (a) produce a model for developing traditional game festivals that can increase student nationalism, (b) produce the effectiveness of a model for developing traditional game festivals that can increase student nationalism, (c) produce the feasibility of a model for developing traditional game festivals that can increase student nationalism. The method in this research is a combination of Educational Design Research, which is a type of development research that emphasizes the cyclical process of identifying practical problems in the field, in this case in the educational area, designing problem solutions or interventions, evaluating these solutions, and improving or revising solutions or interventions based on evaluation result. The sample in this research was the UNY Academy aged 14-17 years with a total of 30 players. The results show that the traditional games festival development model can increase the nationalism of UNY Academy players aged 14-17 years. Keywords: Development Model, Festival, Traditional Games.

Kata Kunci: *Keywords: Development Model, Festival, Traditional Games.*