



SEKATEN NIGHT MARKET TOYS AND GAMES BATIK MOTIFS: AN APPLICATION FOR CHILDREN'S CASUAL CLOTHES

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Abstract

The aims of this creation are to re-introduce the rides and games in Sekaten Night Market to children through batik motif which is be applied to children's casual clothing. The method used in this creation are exploration, design, and embodiment. The process of creating works starts from the exploration stage, namely by observing the rides and traditional sekaten games. Designing process was conducted by determining alternative designs to be selected as batik motifs that are applied to children's casual clothing through the process embodiments. The embodiment technique applied to the entire work uses the dab coloring written batik technique using remasol dye. The output in the creation of this work is in the form of four children's casual wear that consists of two girl wears and two boy wears. In this work there are four titles of batik motif works with names "Ceplok Bianglala", "Tambal Kora-Kora", "Parang Otok-Otok" and "Kawung Gangsing". Besides, there are four fashion title, namely "Kenes", "Hasya", "Abinaya", and "Meraki". The end result of the creation of this work is suitable for children's casual clothing.

Key Words: Batik, Children's Casual Clothing, Sekaten Night Market rides and games

INTRODUCTION

Modern technology now has a big influence on society and is very difficult to separate. The sophistication of modern technology has both positive and negative impacts. The positive impact is that with the advancement and rapid pace of

today's modern technology, it is very influential for human life and has helped humans in all aspects of life. Modern technology that is currently very developed, namely gadgets. Online games can have a negative impact on children's emotional and social development. Children who are addicted to online games tend to spend their time just playing online games. So that their time to socialize with their peers directly decreases. This will also reduce the child's response to the environment. Some online games also display content that smells of violence, pornography, and other dangerous content that can adversely affect children's development. Some online games also present content that smells of violence, pornography, and other dangerous content for children who have not yet had physical and mental maturity. As a result, children who are addicted to games are believed to be more aggressive in many ways (Rohman, 2018: 158).

We really must be able to adapt increasingly advanced technological developments. But that does not mean that traditional games are forgotten and only become stories. In order to prevent this from happening, the creators try to attract children's interest in playing traditional games again. Namely by creating written batik with the Pasar Malam Sekaten motif which is applied to children's casual clothes. Through the Sekaten Night Market, children can not only find out about the games in Sekaten Night Market, but also know and preserve the culture of the Sekaten Traditional Ceremony.

Sekaten is an annual event that has been around for a long time. Sekaten is a royal ceremony held for seven days. This ceremony is a celebration of the birthday of the Prophet Muhammad SAW, as well as a means for the King to spread Islam among the people. It contains ceremonies from a blend of art and preaching. Sekaten is also a gathering place for the community. Besides that, Sekaten is also aimed at being modern and at the same time up-to-date. So that it is no longer just showing religious culture that is traditional and hereditary, but has developed into a unique entertainment tour, so that in implementing Sekaten it can build different nuances with creative innovations in harmony. This is an event for community gatherings to take place with promotions and transactions

of various daily needs for people of all economic levels (Qurniati, 2016: 2).

The highlight of the Sekaten Surakarta event was the exit of the Sekaten Mountain. Apart from symbolizing fertility and being believed to be able to bring blessings to those who eat it, *Gunungan* Sekaten is also a manifestation of a king's gratitude to God Almighty, for all the abundance of blessings and graces given. There are two *Gunungan* Sekaten in the Sekaten Tradition Ceremony, namely *Gunungan Jaler* which symbolizes for men and *Gunungan Estri* which symbolizes for women. The Sekaten ceremony is also enlivened by a night market which provides various games and sells various traditional games. The night market itself is a local culture that is a part of history in Indonesia. Night markets (*pasar malam*) are part of the local culture which is a part of history in Indonesia. One of the night market traditions that still survives is the night market held in the northern square of Surakarta and Yogyakarta to celebrate the Sekaten ceremony (Rizki, 2017: 5).

The Sekaten night market starts one month before the Sekaten ceremonial procession is held. Various rides for childhood games such as merry-go-round, Ferris wheel, Kora-kora, etc. are available at this night market. In addition, traditional games which are rarely sold in markets such as pottery piggy banks, market (cooking), tok-tok boats, etc. are also sold at the Sekaten night market. Considering that now the role of night markets is being replaced by modern game rides and technological sophistication such as online games on gadgets, children are starting to leave amusement parks and traditional games in night markets. Entertainment and traditional games have an important role for children's development, starting from creativity, working together, helping each other etc. There are various traditional games in Indonesia which are now rarely encountered.

There are various traditional toys in Indonesia. In the past, traditional toys played an important role for the development of children's skills and creativity. Currently, the position of traditional toys in society is shifted by toys from large-scale manufacturers. Given the important role of traditional toys for children's

motor and social development, it is necessary to develop media that can be used to promote these traditional products and strengthen their position in society (Indrayana et al., 2016: 26).

This is what ultimately inspired the creators, making Sekaten Night Market a batik motif for children's casual clothing. Batik is a cultural heritage that must be maintained and preserved. Various efforts to preserve batik, among other things, can be done by mobilizing batik artisans by providing business capital, helping to expedite the distribution system or by developing new motifs or developing coloring techniques that are more environmentally friendly with natural dyes and so on (Purnomo & Cahyana, 2019: 1).

Craftsmen use ways to develop new motifs to protect and preserve batik as a cultural heritage from their ancestors. Batik in this work acts as a medium to convey the source of ideas for introducing traditional games through the Sekaten Night Market to the public, especially children. The goal is for children to get to know traditional games again. Batik is considered an important cultural icon in Indonesia. Because batik is an ancestral heritage that must be preserved. "Day National Batik" is celebrated every year on October 2. Indonesian people to this day continue to wear batik as casual or formal clothing. Batik is a method of coloring by using a layer of wax.

Batik is a method of dyeing cloth using a layer of wax. This technique has become known in Java in the 17th century. Batik also refers to two things. The first is the cloth coloring technique using wax (wax for coloring). The second is cloth or clothing made with this technique, including the use of certain motifs that are unique. Indonesian Batik has been designated as a Humanitarian Heritage for Oral and Non-Material Culture (Masterpieces of the Oral and Intangible Heritage of Humanity) by UNESCO since October 2, 2009 (Fitria, 2014: 28).

Currently, batik has undergone many developments. One of them is in the development of various motifs and functions of clothing. So that at this time many new motives emerged. Considering that nowadays children rarely play traditional

games, the Sekaten Night Market batik motif was inspired for children's casual clothing. The choice of casual children's clothing is because the creators pay more attention to the comfort aspect. Children will make lots of movements, this is the reason for choosing casual clothes for children. Casual clothing itself is casual clothing that can be worn while playing or traveling, casual clothing is synonymous with simple designs and light materials used. Casual clothing style can be interpreted as a relaxed, informal, and comfortable clothing style, clothing that can be used everyday and makes you move freely and is comfortable to wear (Mukti, 2020: 3). The casual style features unique and bold patterns and color combinations, slightly easy designs, and a mix of styles. To the knowledge of the creators, batik with the source of the Sekaten Night Market idea already existed before, namely the Sekaten Celebration, libraries and through internet sources. The literature study was carried out by visiting the ISI Surakarta central library and the ISI FSRD library as the Basic Idea for Creating Batik Motifs for Women's Trousers made by Yogyakarta State University students. This work prioritizes the introduction of Sekaten culture to the general public. Unlike the previous work, in this work the artist made batik with the Sekaten Night Market motif, as a medium for children to get to know traditional games again through the Sekaten Night Market. So that this work is different from the existing Sekaten motif batik works, and this work is truly original.

METHODOLOGY

Exploration Stage

The exploration stage is an exploratory activity in exploring sources of ideas, collecting data and references, processing and analyzing data, the results of exploring or analyzing data are used as the basis for making designs or designs. In the embodiment of the work, it is necessary to explore the concept. The concept is an idea or notion of someone. Concept exploration is carried out in order to obtain information relating to the basic ideas taken.

Design Stage

The design stage is the activity of pouring ideas and results of the analysis that has been carried out into works. The design includes several stages, including alternative designs (sketch). From some of these sketches, some of the best sketches were selected to serve as the selected design. Then the next stage is perfecting the selected sketch into a perfect design, according to style, shape and concept.

Embodiment Stage

The embodiment stage is the process of formation, and continues with the assessment and evaluation of the finished work. At this stage of creating the work, the creators raised the Sekaten Night Market as a source of ideas. Various rides for games and traditional games found at the Sekaten Night Market will be depicted on the cloth with a stylization process, as well as repetition. This motif will be poured on a cloth using a canting. The fabric that has been canted will then be colored through a dab coloring process using *remasol* dye. This batik motif will be applied to children's casual clothing.

RESULTS AND DISCUSSION

In the final project of Sekaten night market toys and rides as a source of ideas in creating batik motifs for children's casual clothing, there are three stages of creation including:

Exploration

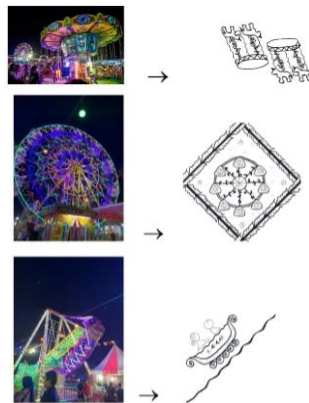
The exploration stage is the data collection stage or the initial stage in the design or work of art. In the exploration stage, the worker made observations which included observing what rides and traditional games were found at the Sekaten Night Market. As well as looking for related sources of writing and images in order to obtain the maturation of the concept. In this exploration stage, the craftsmen carry out several stages of exploration which include:

1. Concept Exploration

At this stage the worker performs data mining through literature studies and through internet sources. The literature study was carried out by visiting the ISI Surakarta central library and the ISI Surakarta FSRD library. In addition, the worker also looks for data through electronic library sources in the form of pictures, descriptions and journals.

2. Motif Exploration

At this stage, the artist performs stylization and replication from the source of the idea which will be appointed as the final project concept to obtain the beauty of the form. Form is the organization or a unified composition of the supporting elements of the work. The concept that the artist has obtained, then explores the form by making a sketch based on the theme taken by considering the form of batik motifs.



Picture 1. Motif Exploration

Visual reviews that have been collected from various sources, both from internet sources, books and photos from the internet are used as references in making motif designs. There is a pattern structure on batik cloth including main motifs, supporting motifs and *isen-isen*. The main motives in this final work are the rides and traditional games found at the Sekaten night market, while the

supporting motifs are the *gunungan sekaten*, gamelan sekaten and others.

3. Fashion Exploration

The first process in fashion exploration is to look for references about the forms of children's casual clothing. Furthermore, the creators made several alternative designs for children's casual clothing which were then consulted with the final project supervisor and the best design was chosen. The form of casual children's clothing in this final work is designed with a simple form of clothing but still looks attractive and is comfortable for children to wear. Clothing is designed with a combination of ready-to-wear fabrics, including silk cotton, lady cloth, corn skin cloth, fine tile cloth and *mell* rose cloth as trousers. The colors used are bright colors adapted to the cheerful character of children.



Picture 2. Fashion Exploration

Work Designer

The clothing design process first makes a fashion design drawing, after designing several clothing designs the designer selects several motif sketches that have been made and determines the motif that fits the design model. Design is a blend to complete the image or arrangement that is used to complete the work in a work. In making alternative sketches of batik motifs, it refers to the theory of the journal entitled "Application of Transformation Form Models Using the Strongest Character Techniques to Produce Batik Motifs" by Aan Sudarwanto.

1. Alternative Design Sketches

The designs carried out by the craftsman start from alternative designs, namely selecting designs to serve as a reference in the creation of a work. Then continue with the selected design, namely the design from the selection of alternative designs that are in accordance with the concept of the work. then the design was refined. Completion of the selected design, namely the final design form that is perfect both from batik motifs and children's casual clothing as well as the colors to be used so that they can be transformed into children's casual clothing. Finally, it can be explained in the working drawings and description. Working drawings are explanations of design drawings in detail which can be used as a reference for realizing an idea into the physical form of a work of art. Working drawings are made with the same comparison as the actual physical work with a scale of 1:4.

2. The Stage of Making Work

The stage of making the work is the stage for realizing the concept, basis and design into a work in accordance with the design plan that has been calculated to match the predetermined theme. The stage of making a work has stages starting from the beginning of the work process to the finishing stage of the work. The following are the stages of the work:



Picture 3. Line of Work

The Embodiment of the Work

The embodiment stage is the process of formation, and continues with the assessment and evaluation of the finished work.

1. Hasya



Picture 4. Casual Clothing for Girls "HASYA"

Hasya means cheerful. Hasya describes a girl who is always cheerful and always cheerful in doing everything. While the batik motif in this clothing work is entitled "Tambal Kora-Kora". This name is taken from the basic form of classic batik, namely Batik Tambal and from the main motif, which is the Kora-Kora game. The main stylized motif in this work is taken from the form of the kora-kora game and the traditional pottery bank game. The supporting motifs of this work are stylizations of gamelan sekaten (kenong) and *gunungan wadon*. While the *isen-isen* used are *cecek*, *cecek telu*, and *cecek pitu* for the main motifs, *cecek* and *ukel canthel* 2 for the supporting motifs.

The color composition consists of a combination of hot colors and cool colors, namely orange yellow, red and blue. This color is adapted to the dominant child's character using bright colors. The coloring material used was remasol dye with the dab technique. The dyes used were *remasol*/yellow orange Yellow RNL, Turqis Blue G blue, and Red RB red. The children's casual dress entitled "Hasya" consists of a dress with a slender sabrina collar and a list on one shoulder, there is a skirt as an outer using transparent tile material combined with batik on one

side to add an attractive impression to the dress. On the waist there is a ring accessory. This clothing is deliberately made a bit loose with the aim that it does not limit the space for children to move while playing.

2. Meraki



Picture 5. Casual Clothing for Boys "MERAKE"

Meraki means "to do something with love, creativity, and wholeheartedly". In this case, everything that is done by children is based on whole-souled, creative, and very deep love. Meanwhile, the batik motif on this piece of clothing is entitled "Kawung Gangsing". This name is taken from the basic form of classic batik, namely *kawung* batik and from the main motif, namely the traditional bamboo *gangsingan* game. The stylized main motif in this work is taken from the traditional bamboo *gangsingan* game. The supporting motif of this work is a stylization of the sekaten gamelan in the form of a gong. While the *isen-isen* used are *cecek pitu* for the main motive, *cecek*, and *uter* for the supporting motives.

The color composition consists of a combination of hot colors and cool colors, namely orange yellow, red and blue. This color is adapted to the dominant child's character using bright colors. The coloring material used is *remasol* dye with the dab technique. The dyes used are *remasol* yellow orange Yellow RNL, Turqis blue G, Red RB red. The children's casual dress entitled "Meraki" consists of a short shirt, buttons on the front, a combination of batik on the shoulders and a vest as outerwear. For undergarments, there are plain shorts with a combination of batik on the right and left sides. This clothing is deliberately made

a bit loose with the aim that it does not limit the space for children to move while playing.

CONCLUSION

The source of inspiration for the creation of this work originated from the abandonment of traditional games by children. Changes in today's mindset are dangerous for the growth and development of children's mentality. The technology that is currently highly developed is gadgets. The use of gadgets can be used as a means of entertainment, one of which is online games. Children who are addicted to online games tend to spend their time just playing online games, so that their time directly socializing with their peers is reduced. Departing from this, the existence of traditional games must be maintained, by creating batik motifs for games and traditional Sekaten night market games. Then applied to children's casual clothing.

The process of creating a children's casual fashion design can be done by referring to existing children's casual clothing references, then developing it into a modern children's casual clothing design that is adapted to the aspects that have been considered. The application of written batik with the Sekaten Night Market motif into children's casual clothing has several stages, namely exploring sources of ideas and materials, designing designs and realizing clothing by going through the stages of sewing. These stages include determining the size, pattern making, fabric cutting, sewing stage, fitting, and finishing. So that children's casual clothing with batik Sekaten night market motifs was created.

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