

Philippine Traditional Games Amidst Industrial Revolution 5.0

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Abstract

This paper is a brief narrative of some popular traditional games and sports of children in the Philippines as cited by various authors. It also includes general discourses on the impacts of the accelerating trend of industrial revolution worldwide on the Philippine traditional games and the need for collective efforts among various sectors to keep these traditions relevant. The author also emphasized the importance of preserving and sustaining these traditional games and sports considering its potential role in building the character of young children towards cooperation, camaraderie, peace, harmony, and friendly competition among others. Integrating these traditional sports in the emerging sports under the industrial revolution 5.0 is a very big challenge in sports.

Keywords: *Emerging sports/games in the Industrial Revolution 5.0, Impact of Industrial Revolution to Traditional Games, Industrial Revolution 5.0, Traditional games and sports*

Introduction

Part of the rich Philippine culture are the traditional games and sports played by the youth. Traditional games and sports are activities that are often played by children and involve the use of native materials or instruments. Due to the limited supplies of toys available and affordable to Filipino children, they frequently design games that do not require anything other than the participants themselves. The game becomes more enjoyable and challenging when it has the flexibility of a real human to think and act.

Years ago, kids would assemble in the streets or in their neighborhood playground to play Larong Pinoy games like piko, patintero, taguan, tumbang preso, siato, luksong tinik, and so on. These were their regular and popular pastimes, as well as their parents' and grandparents' favorite activities, until constantly changing kinds of entertainment (technology such as computers, phones, and the like) took over children's interests.

Traditional Filipino Games remain very much alive in the Philippines, according to Dickie Aguado, Executive Director of Magna Kultura Foundation (a Philippine NGO for Arts and Culture). It is not true that Filipino Street Games are no longer played, as some claim, in the age of computers and high-tech gadgets. A large majority of Filipino children still play outdoor street activities in many urban and rural regions, as most of them are unable to afford pricey high-tech equipment. Patintero, Tumbang Preso, Piko, Sipa, Turumpo, and a variety of other games are highly popular in the area and are played on a regular basis.

Because Western sports activities (like as basketball or volleyball) are more prominently organized in local Barangays and schools, some youngsters have stopped playing Filipino games. Because there are no structured sports activities for Filipino street games, children just move on, leaving their childhood pastimes on the streets. There are more than forty (40) recognized Filipino games, many of which are as difficult and competitive as Western games.

Objectives

This paper attempts to primarily look into how Industrial Revolution 5.0 is impacting traditional games and sports in the Philippines. Specifically, this paper aims to:

1. Identify the most popular traditional games and sports in the Philippines;
2. Present and discuss the general impact of I.R 5.0 on the Philippine traditional games and sports as perceived by various authors; and
3. Present some emerging games in the I.R 5.0.

Most Popular Traditional Games and Sports in the Philippines

Patintero

Tubigan is another name for Harangang Taga (in English try to cross my line without letting me touch or catch you). There are two teams in the game: an offensive team and a defense team, each having five (5) players. Players on the attack team must hit "home runs" in order to score. From the home base to the back end, the attack squad must strive to run along perpendicular lines and return without being tagged by the defense players.

When attempting to tag attacking players, members of the defense team are referred to as "it," and they must stand on the water lines with both feet. "Patotot" is the name of the player on the center line (center guard). Even if just one (1) member of a group is tagged, the entire group will be the "it" because the perpendicular line in the middle allows the "it" marked on that line to overlap the lines inhabited by the it that the parallel line intersects, increasing the odds of the runners being trapped. Patintero is a popular street game in the Philippines.

Tumbang preso

Tumba-Patis in most Visayan areas, and Presohan in Luzon (in English Hit the Can). This is another famous Filipino street game in which youngsters strike a tin can in the middle with their slippers. Members follow the same rules as in other Filipino traditional games: one is the "taya," who follows the rule of a-player-at-stake and is in charge of the Lata (tin can), and the other two are the players striking. The game is played by each participant striking the tin that is held alongside the taya with a "pamato" (which is one's own slipper).

In order for the game to continue, the taya must catch another player to take up his position of sprinting after the tin, which is kept from being thrown away by the players' blows. Nonetheless, the taya is only allowed to do so if the player is carrying a pamato and the tin is upright. As a result, chasing after another player means keeping a watch on the tin can's whereabouts. The players, on the other hand, spend their time striking the tin can and fleeing from the taya while protecting themselves with their pamato since causing the tin fall down aids another player in recovering. For example, having everyone's turns over is a major climax in the game that causes them to fear since Taya has complete control over whether or not the players have their pamato.

Mechanics, on the other hand, provide each side advantages. The taya takes its place on one side of the roads or streets, holding its tin centered on the ground, while on the other end is restricted by a line that limits the player while throwing. Players breaking regulations, such as stepping on or outside the boundary line when throwing; kicking the tin; striking the tin without reaching or even touching the line, allow the taya to have his overturn.

The section of the taya in other forms, particularly those in Visayan areas and Southern Luzon, is complicated. The latter is responsible for making the tin can stand upright, complete with its own "yamato" on top, which adds to the game's dynamics. Even though the taya has already made everything stand up, if the slipper falls from the tin, he is not permitted to catch anybody unless he quickly returns it to its original place.

Luksong-baka

A popular luksong-tinik variant. While one player crouches, the other players leap over him. As the game proceeds, the crouching player progressively gets up, making it more difficult for the other players to jump over him. When a person jumps and touches the 'baka,' they become "it." It will continue to repeat until one of the players declares the winner or the players opt to end the game. It's a Filipino take on the game of leap frog.

Luksong-tinik

By bringing their right or left feet together, two players form the basis of the tinik (thorn) (soles touching gradually building the tinik). All of the participants agree on a starting position, allowing adequate runway for the players to make a greater leap without hitting the tinik. Players from the opposing side begin jumping over the tinik, followed by the rest of the team.

Piko

Hopscotch is a game played in the Philippines. The players should each throw their cue ball from behind the edge of a box. The order in which the participants participate is decided by their agreement (e.g. nearest to the moon, wings or chest). Whoever succeeds in throwing the cue ball closest to the agreed-upon location will be the first to play. The next closest person comes in second, and so on. bers.

Palo-sebo

This game includes participants attempting to climb a greased bamboo pole. These games are typically played at local fiestas, especially in the provinces. The competitors' goal is to be the first to reach the prize (a tiny bag) at the top of the bamboo pole. The tiny bag is frequently filled with money or toys.

Sipa

The item used to play the game is also known as sipa. It's composed of a washer with multicolored threads, generally made of plastic straw, connected to it. The sipa is then tossed upwards for the player to fling with his or her foot. The player must not allow the sipa to contact the ground by repeatedly striking it with his/her foot, and occasionally the area just above the knee. The player must keep track of how many times he or she was able to kick the sipa. The player with the most kicks wins the game. Sipa's game mechanics are comparable to those of the Western Game Hacky Sack. Sipa is also played professionally by Filipino sportsmen using a woven ball called Sepak Takraw and game regulations acquired from our southern neighbors.

Taguan

Tagu-Taguan differs from its counterpart, hide and seek, in that it is generally played at sunset or at night as a challenge to find individuals who are hidden under the caves in Laguna, Cavite, which is a favorite venue for pro taguan players. Before he/she begins looking, it must sing the following: Tagu-taguan, maliwanag ang buwan (Hide and seek, the moon is bright) Masarap maglaro sa dilim-diliman (It is fun to play in the semi-dark night) 'Pag kabilang kong sampu (When I finish counting up to ten) Nakatago na kayo (All of you should already been hidden) Isa, dalawa, ... sampu! (One, two, ... ten!)

Tsato

There are two players, one flat stick, and one short flat piece of wood (usually a piece cut from the flat stick). Player A bats and Player B serves as the catcher. Outside on the ground, you dig a tiny square hole (slanted) into which you place the little wood so that it stands out. Player A knocks the wood with the stick, causing it to catch air and be smacked by the stick. The further the wood is struck; the more points you receive (usually counted by the number of stick length). Player B, on the other hand, must predict and grab the little piece of wood in order to negate the points and become his turn OR wait for Player A to miss striking the wood.

Ubusan Lahi

One attempts to conquer the members of a group (as in claiming the clan members of another). The tagged player from the main group instantly becomes the tagger's buddy. The more players there are, the better. The game will begin with only one participant and then attempt to locate and tag other players. Once a player is tagged, he or she will assist the tagger in tagging the remaining players until no one is left. This is also known as Bansai by others.

Teks

Filipino youngsters collect these playing cards, which have comic strips and words in the form of speech balloons. They are played by tossing the cards into the air and letting them fall to the ground. The cards are flipped upwards in the air with the thumb and forefinger, resulting in a snapping sound as the nail of the thumb strikes the surface of the card. Depending on how the cards are set out when they hit or rest on the ground, the winner or gainer collects the other players' cards.

Majority of Philippine traditional sports and games are group games that make use of indigenous or local resources. These ancient games essentially foster collaboration among young Filipinos, which is an essential foundation for progressive societies, especially so that many rural communities in the Philippines continue to rely largely on natural resources where cooperation or “bayanihan” spirit and sharing are crucial. Hence, it may be wise to continue nurturing these ancient activities, not only to retain a semblance of Filipino culture, but also to teach in our children a culture of "teamwork" or assisting one another.

Industrial Revolution 5.0

The Unstoppable Industrial Revolution 5.0

The connection between humans and robots is the focus of Industry Revolution 5.0. We are already seeing this as humans collaborating with machines

and being linked to intelligent manufacturing plants via gadgets; the IR 5.0 is likely to restart the drive toward more technologically advanced human-machine interfaces. This will increase integration, allowing for faster, superior automation combined with the power of human intellect. It also implies that robots will not be taking over industrial operations very soon. Furthermore, the shift from IR 4.0 to IR 5.0 places a larger emphasis on human producers. Furthermore, this transition, which brings together the finest of both the human and machine worlds, will most likely result in increased efficiency interfaces.

People collaborating with robots and intelligent machines is implied by IR 5.0. It is about robots aiding people in doing their jobs better and faster by leveraging modern technologies such as the internet of Things (IoT) and big data. In accordance with the IR 4.0 pillars of automation and productivity, it will provide a human touch. Robots have traditionally performed risky, repetitive, or physically hard tasks in manufacturing environments, such as welding and painting in car manufacturing facilities and loading and unloading large items in warehouses. As robots in the workplace become more intelligent and networked, IR 5.0 aims to combine cognitive computing powers with human intelligence and inventiveness in collaborative operations.

The Impact of I.R 5 to the Traditional Games

A report from the Pew Research Center referenced by Anderson (2018) focused on the problem of youngsters spending more of their playtime playing online games in this generation. According to De La Cruz, the number of youngsters who still play conventional games is declining, and this has virtually become a thing of the past (2018). Today, most youngsters are glued to their phones, iPods, and PSPs while sitting in a corner (Anderson, 2018).

Furthermore, many youngsters like computer games such as DOTA (Defense of the Ancients), Counter-Strike, and others, and children from the upper middle class are expected to acquire at least a PS2, a PSP, an Xbox, or a Nintendo DS (Aguado, 2013). It was discovered that many bloggers and article writers who are interested in this issue agree that children today do not know how to play traditional Filipino games, prompting a member of Congress to introduce House Bill No. 8626 or The Philippine Indigenous Games Preservation Act of 2017, which includes its inclusion in the appropriate part of the curriculum in the basic education system of the Philippines (De La Cruz, 2018).

Additionally, traditional Filipino games must be played by today's youngsters since they are regarded as the finest platform for "promoting peace, harmony, benevolence, and togetherness" in diverse Philippine communities (De La Cruz, 2018). Filipino children nowadays have a choice: to keep up with the flow of modern times, dwell on virtual games, and completely abandon traditional sports; however, these children do not have to make this choice; rather, what is required in this matter is to find a better, drastic, and creative solution to create the balance that is justly required (Thomas, 2012).

Emerging Games in the Industrial Revolution 5.0 Immersive Technology

"Immersive technology is an integration of virtual content with the actual world in a way that allows the user to connect organically with the blended reality," writes Rouse (2018). (para 1). Augmented reality (AR) and virtual reality (VR) are the two primary forms of immersive technologies (VR). While VR involves totally

immersing the user in a digital experience, AR involves digital overlays of information or pictures on the actual environment as seen through a gadget. As stated before in the solar system example, augmented reality is a “enhanced version of reality” (Donally, 2018).

Virtual Reality

Virtual reality is another well-known kind of immersive technology, especially since it has become a bit of a buzzword in recent years. A user is entirely cut off from the rest of the world despite being surrounded by content when using VR. Whatever material the user encounters in the headset becomes their "reality" using a head mounted display (HMD), allowing users to experience actual and imagined worlds as if they were physically present.

Augmented Reality

Augmented Reality (AR) is a subset of Immersive Technology in which digital visuals are superimposed on top of the actual environment. This implies that people that utilize AR aren't entirely cut off from the rest of the world. AR, on the other hand, expands their reality.

Snapchat Filters are an excellent example of AR. Snapchat Filters allow you to superimpose digital photos of a dog, kitten, movie celebrity, or other objects over your face. You can even move your phone around to see clouds or stars around you. Another well-known example is Pokemon Go, in which players may wander around their area with their phones and look for Pokemon that are superimposed on the world around them.

Technology-Based Games



Source: <https://www.oio-7.top/products.aspx?cname=vr+sports+challenge+ps4>

Figure 1: *Virtual Reality Sports Challenge*



ACTIVE ARCADE

Source: <https://www.nexlab.ai/activearcade>

Figure 2: *Active Arcade*



Source: <https://play.google.com/store/apps/details?id=com.plaifit.plaifit&hl=en&gl=US>

Figure 3: *Plaicise: AR Fitness Games*



Source: <https://www.homecourt.ai/>

Figure 4: *HomeCourt Application*



Source: <https://www.ridehustlecity.com/>

Figure 5: *Hustle City Application*

Conclusion

Preserving the traditional games and sports in the Philippines would be a very challenging work for us in the Sports Sector with this accelerating trend of industrial revolution around the world. I join several authors saying that all sectors: the academe, the local government units, the community and other sectors should work hand-in-hand to cultivate these traditional games as a way of educating the young Filipinos with the essential character of a good citizen which include

cooperation, peace, harmony, camaraderie, goodwill, friendly competition, among others. With the unstoppable trend in industrial revolution, however, additional challenge would be how we could integrate or infuse the character-team building nature of these traditional group games into the evolving digital games so as to keep the important social benefits to our growing children. This is one of the biggest challenge among us in the sports sector. If we will work together, I know it can be done.

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