

IMPACT ON MODERN LIFESTYLE CHANGES

PHYSICAL

Changes in Physical Activity Levels

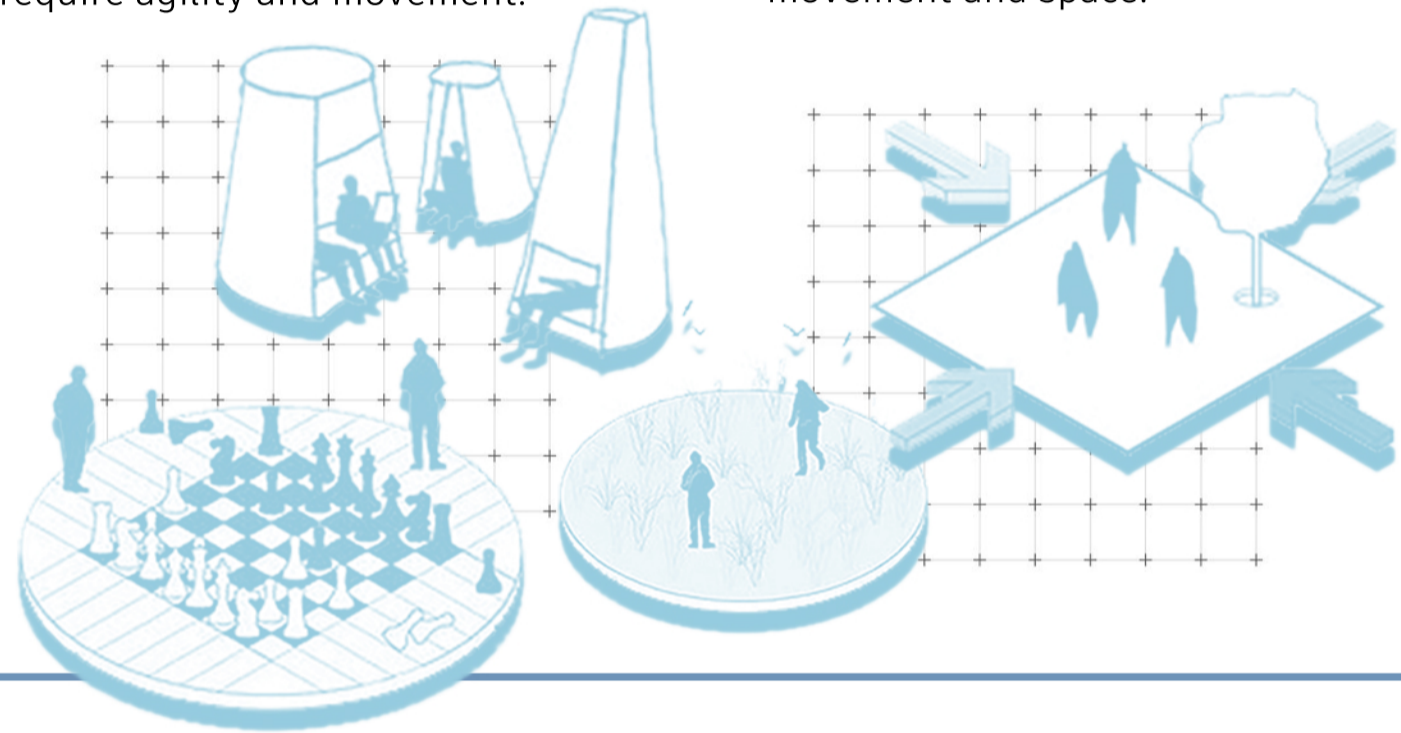
Traditional games involve physical effort, such as running, jumping, and coordination. However, modern sedentary lifestyles have reduced children's engagement in physical play.

Screen time and digital entertainment have replaced outdoor activities, leading to declining participation in games that require agility and movement.

Lack of Suitable Play Spaces

Many traditional games, such as sepak takraw, gasing, and wau flying, require large open areas, which are becoming scarce due to urbanization.

Children in urban areas mostly live in high rise apartments with limited outdoor spaces, making it difficult to play traditional games that require movement and space.



SOCIAL

Changes in Physical Activity Levels

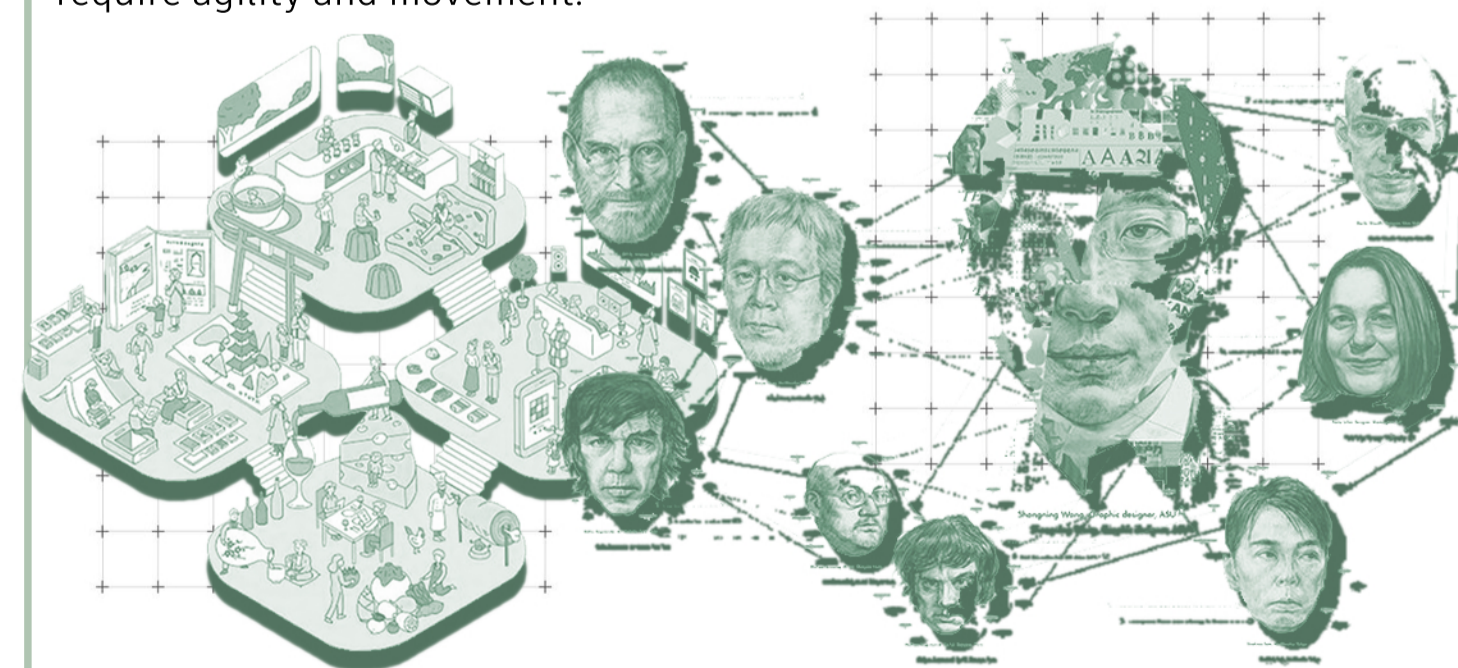
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Lack of Community Engagement and Support

In the past, traditional games were a communal activity, bringing together children and families in kampung (village) settings.

Modern urban living has led to less community interaction, as people spend more time indoors or in structured activities.



EMOTION

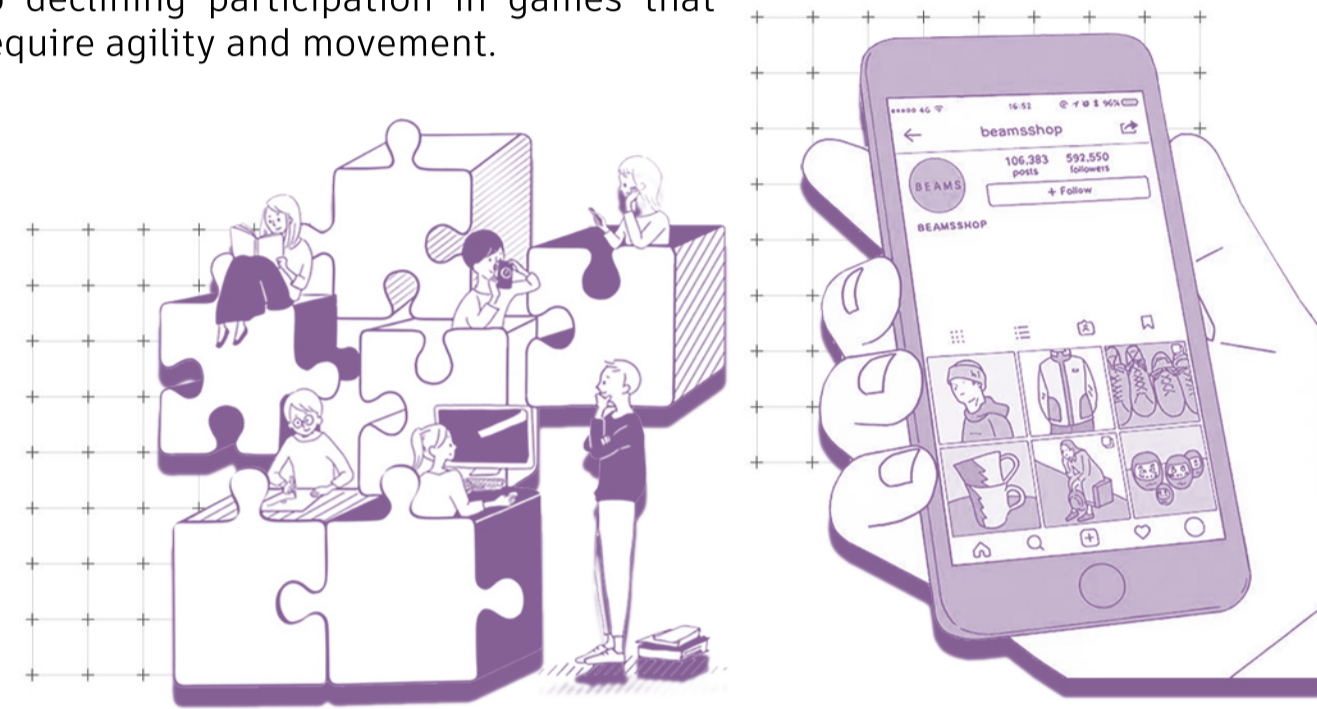
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Decline in Emotional Resilience and Sportsmanship

Traditional games teach important emotional skills, such as patience, perseverance, and the ability to handle winning or losing gracefully.



COGNITIVE

Decline in Critical Thinking and Strategy Skills

Many traditional games, such as congkak, batu seremban, and dam haji (Malaysian checkers), require strategic planning, memory, and logical thinking.

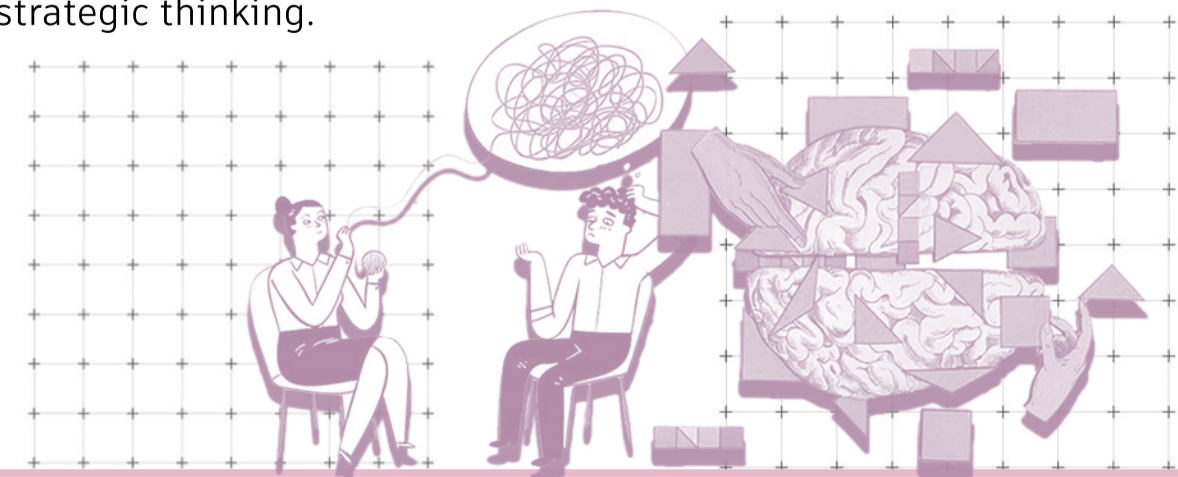
As traditional games become less common, children may miss out on these cognitive skill building opportunities.

The shift toward passive entertainment (e.g., watching videos rather than their feet, but these skills are less engaging in interactive play) reduces opportunities for active problem solving and strategic thinking.

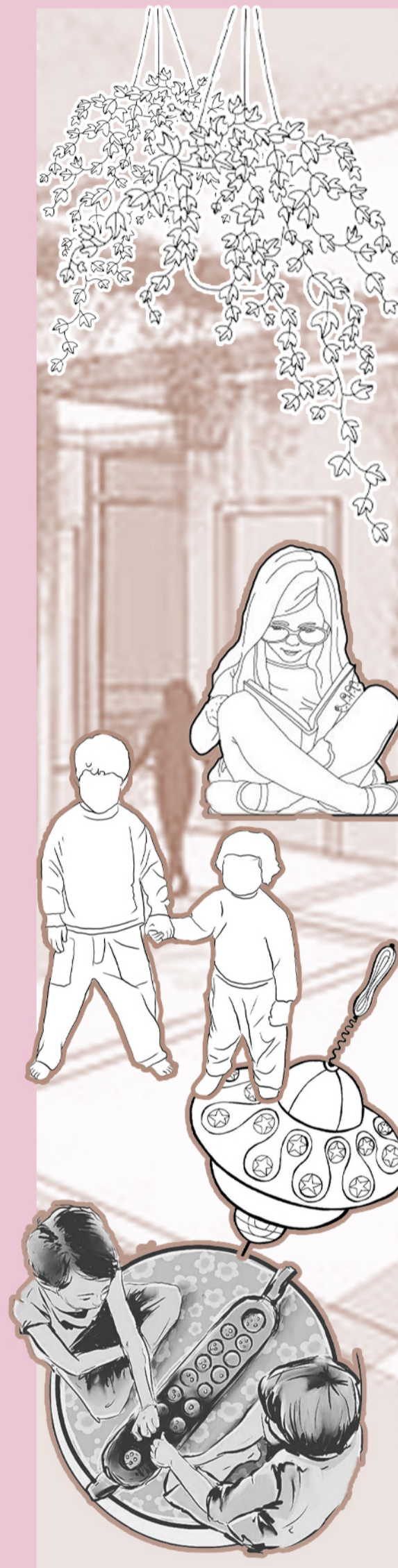
Decrease in Social Problem Solving Skills

Traditional games promote social interaction, teamwork, and negotiation skills, but many modern children prefer solitary digital gaming.

Games like galah panjang (long pole game) and batu seremban (five stones) require players to adapt to opponents' strategies and think on their feet, but these skills are less developed if children do not engage in such games.



KEY PROGRAMMING



INDOOR PLAY AREA

A climate-controlled space designed to support interactive engagement with traditional games, using modular flooring patterns, tactile materials, and culturally informed spatial layouts to accommodate individual and group play activities.



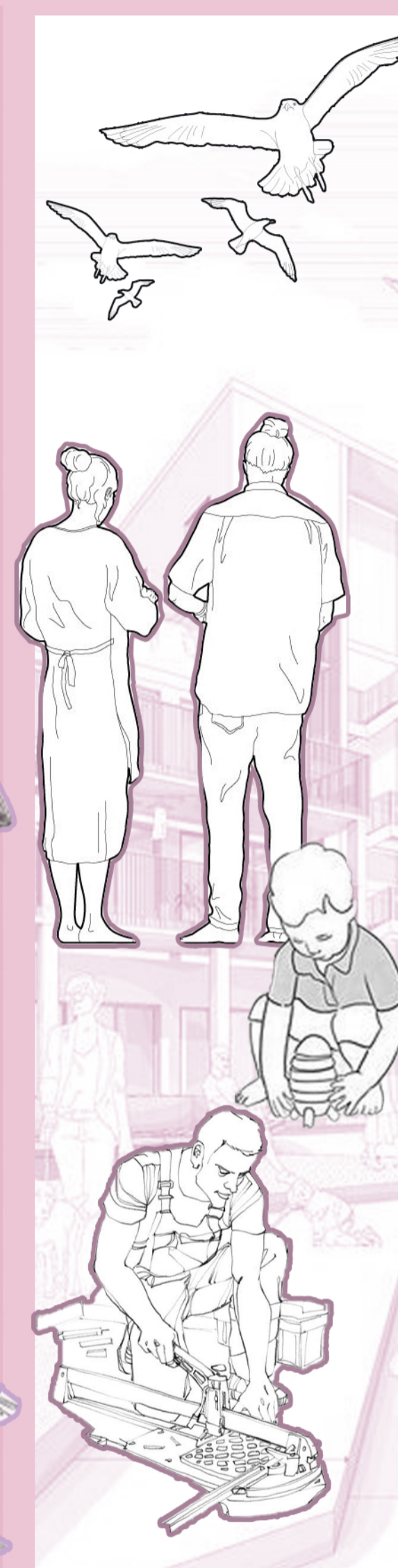
OUTDOOR PLAY AREA

Landscape integrating natural topography and vernacular materials to facilitate large-scale traditional games, encouraging physical movement, communal interaction, and seasonal adaptability within a village-inspired setting.



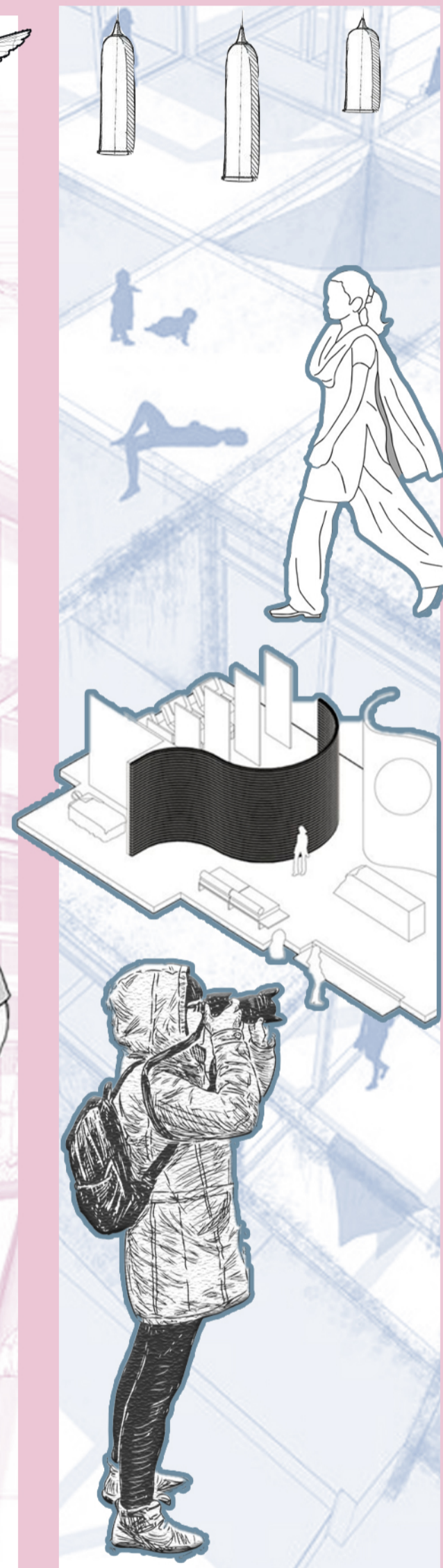
ACCOMMODATION

A series of thematically curated lodging units embedded within the site, each designed to reflect specific cultural narratives or traditional games through spatial storytelling, material selection, and sensory experience.



CRAFT WORKSHOP

A flexible, semi-open studio space that supports hands-on making activities related to traditional crafts and game production, equipped with appropriate work surfaces, tool storage, and zones for community-led instruction.



ARCHIVE GALLERY

Environment organized for the exhibition and interpretation of traditional games-related artifacts, integrating fixed and temporary display systems, archival storage, and interpretive media to support research and public education.