

## POPULARITY OF FOLK GAMES AMONG BOYS AND GIRLS OF NORTH KARNATAKA

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### Abstract:

*Folk performing arts represent the cultural segments of a particular region and language. In North Karnataka the documentary looks through the dynamics of the folk games help for physical and mental development of the young generation suiting their geographical conditions. Even in modern computer age their affection towards traditional game is reflected in the spirit of folk games. The objective of the present study was to know the popularity of folk games as well as the number of folk game played in the region of North Karnataka. The data was collected from 5 districts of north Karnataka through questionnaire and interview method. In participation of folk games, Belgaum district boys and girls having more percentage than the other districts boys and girls. In number of folk games played, the Belgaum district boys and girls in the age group of 6 to 10 years and 11 to 17 years are playing more games than the other districts of north Karnataka.*

### KEYWORDS:

Folk Games , dynamics , physical and mental development , geographical.

### INTRODUCTION

Today, in conditions of global integration, our future mostly depends on preservation of its cultural variety. The traditional way of life and life in harmony with the nature are not only our past, but also the future in its significant part. Scientists see a way out of economic, ecological, psychological and moral crisis of industrial and urban society in centuries-old experience of those people who have kept their own ethnographic space in extreme conditions of 21st century.

The development of sport and its contribution to the development of society as a whole is not a movement into one direction only, going from traditional games to modern sport. The modern kids of these days and kids of previous generation, one striking difference between them is the lack of folk games. These days, almost all kids play video games previous generation kids used play folk games of their soil and some were that adapted from neighbouring places.

The exponential advent of technology has had a huge impact on the games that kids chose to play these days. Technology has helped to improve our lives improvise our lives in the form of money, but memories and fun-filled experiences are something that money can't buy and childhood memories are definitely one of our treasured possessions. Children are paying the price of losing out on the healthy interaction with other children that games of old provide. Besides, these games are a reflection of our cultural values.

Folk games were not just mere games – they were designed in such a way that one can develop lot of skills like logical thinking, building strategy, concentration, basic mathematics, aiming, and lots more. These games have rich culture and heritage value and were tools of passing on some ancestral knowledge. The values that we achieve by playing these games are more when compared to the games that we play

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nowadays. We get a chance to learn about our culture and history, and the most important thing is that it is suitable for all ages, and they increase the interaction between generations.

**OBJECTIVES**

The objective of the present study was to know the popularity of folk games as well as the number of folk game played in the region of North Karnataka.

**METHODOLOGY**

To attain the objectives of the study survey method was used. The survey was done through questionnaire and interview. To attain the objective of the study Bidar, Gulbarga, Bijapur, Bagalkot and Belgaum districts were identified and subjects were boys and girls in the age group of 6 to 10 years and 11 to 17 years. Two hundred subjects were selected from each group, totally four hundred subjects were surveyed for this study. The data collected was treated with percentage method of statistical technique.

**RESULTS**

The collected data was collected as explained in the methodology and after statistical treatment the results are presented in the following tables.

**TABLE 1. SHOWS THE PERCENTAGE OF BOYS AND GIRLS PARTICIPATING IN FOLK GAMES**

Sl. No.	Name of the District	Age group			
		6 to 10 years		11 to 17 years	
		Boys	Girls	Boys	Girls
01	Bidar	14.04%	11.73%	38.29%	27.69%
02	Gulbarga	16.17%	14.81%	42.50%	30.90%
03	Bijapur	20.85%	19.75%	53.02%	35.31%
04	Bagalkot	21.70%	26.54%	56.81%	40.13%
05	Belgaum	27.23%	27.16%	61.02%	44.14%

The above table reveals that in both age and gender groups, Belgaum district subjects are participating more in percentage in the folk games followed by Bagalkot, Bijapur, Gulbarga and Bidar district boys and girls.

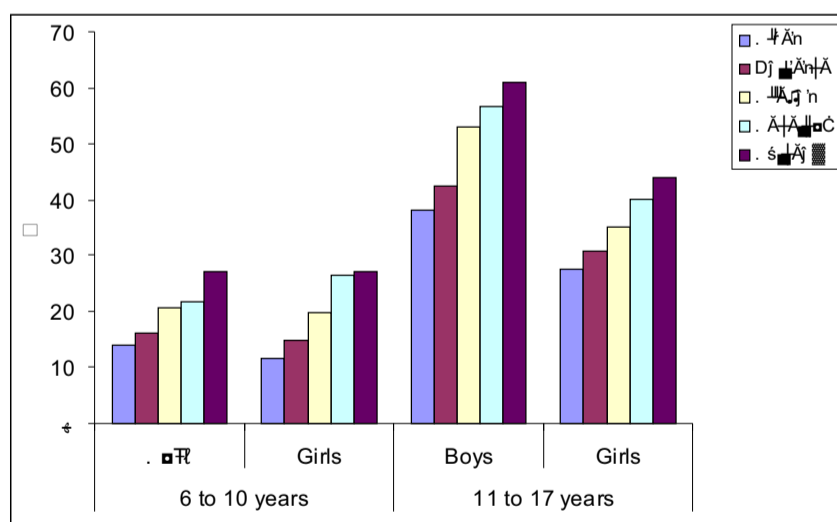


FIG. 1. SHOWS THE PERCENTAGE OF BOYS AND GIRLS PARTICIPATING IN FOLK GAMES

TABLE 2 – SHOWS THE NUMBER OF FOLK GAMES PLAYED IN EACH DISTRICT

Sl. No.	Name of the District	Age group			
		6 to 10 years		11 to 17 years	
		Boys	Girls	Boys	Girls
01	Bidar	08	07	09	08
02	Gulbarga	10	09	12	10
03	Bijapur	12	11	14	12
04	Bagalkot	13	12	15	11
05	Belgaum	17	15	16	13

The above table reveals that in both age and as well as in gender groups Belgaum district boys and girls are playing more folk games in number followed by Bagalkot, Bijapur, Gulbarga and Bidar district boys and girls.

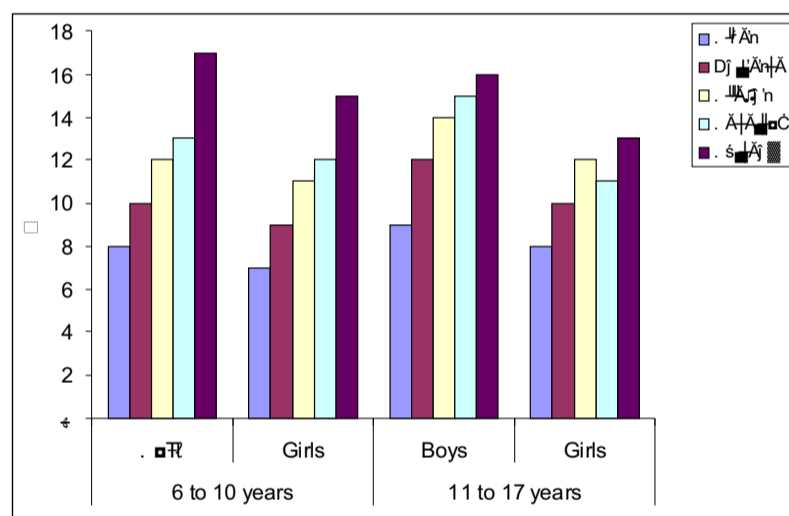


FIG. 2. SHOWS THE NUMBER OF FOLK GAMES PLAYED IN EACH DISTRICT

CONCLUSION

Folk performing arts represent the cultural segments of a particular region and language. In North Karnataka the documentary looks through the dynamics of the folk games help for physical and mental development of the young generation suiting their geographical conditions. Even in modern computer age their affection towards traditional game is reflected in the spirit of folk games.

Within the limitations of the study, from the results obtained the following conclusions were drawn.

In 6 to 10 years boys category Belgaum district with (27.23%) are participating more in folk games followed by Bagalkot (21.70%), Bijapur (20.85%), Gulbarga (16.17%) and Bidar district (14.04%).  
 In 6 to 10 years Girls category Belgaum district with (27.16%) are participating more in folk games followed by Bagalkot (26.54%), Bijapur (19.75%), Gulbarga (14.81%) and Bidar district (11.73%).  
 In 11 to 17 years boys category Belgaum district with (61.02%) are participating more in folk games followed by Bagalkot (56.81%), Bijapur (53.02%), Gulbarga (42.50%) and Bidar district (38.29%).  
 In 6 to 10 years Girls category Belgaum district with (44.14%) are participating more in folk games

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followed by Bagalkot (40.13%), Bijapur (35.13%), Gulbarga (30.90%) and Bidar district (27.69%).

In 6 to 10 years category Belgaum district boys are playing 17 folk games followed by Bagalkot boys are playing 13 folk games Bijapur boys are playing 12 folk games Gulbarga boys are playing 10 folk games and Bidar District boys 08 folk games

In 6 to 10 years category Belgaum district girls are playing 15 folk games followed by Bagalkot girls are playing 12 folk games Bijapur girls are playing 11 folk games Gulbarga girls are playing 09 folk games and Bidar District girls 07 folk games

In 11 to 17 years category Belgaum district boys are playing 16 folk games followed by Bagalkot boys are playing 15 folk games Bijapur boys are playing 14 folk games Gulbarga boys are playing 12 folk games and Bidar District boys 09 folk games

In 11 to 17 years category Belgaum district girls are playing 13 folk games followed by Bagalkot girls are playing 11 folk games Bijapur girls are playing 12 folk games Gulbarga girls are playing 10 folk games and Bidar District girls 08 folk games

#### RECOMMENDATIONS

Folk games are instrument for the formation of personality, social and national integration, nation building, identification, and satisfy basic demands.

Folk games should be organised at grass root level to popularise them.

State level folk Olympic games should be organized to promote folk games in the state.

Government should include folk games at school levels to popularize folk games among school going children.

Government should provide funds to local bodies to conduct folk games in village festivals.

Government should take initiative to identify the voluntary agencies or local bodies which promote folk game in a particular geographical condition and encourage them by providing funds.

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