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1 Systematic Literature Review: Research on Traditional Sport Using Vos Viewers in the Scopus Database for 2018-2022

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Abstract

Traditional sports are cultural sports that must be developed and preserved. Traditional sports are sports in the form of games. This study uses a descriptive quantitative method with a bibliometrics approach. The research data used for scientific journals or articles spanning 2018-2022 is sourced from the Scopus database. A scientific article search was carried out using the Publish or Perish application with the keyword "Traditional Sport" in the article title, category, abstract, keywords. The development map of the Traditional Sport scientific publication model analyzed using the VOSViewer application. Based on data analysis, it is concluded that in 2021 there has been a very significant increase with the publication of 16 articles as much as 51.6% and has decreased to 7 articles in publications in 2022 with 22.6% of the total data

Keywords: Traditional Sport; Vos Viewers; bibliometrics.

INTRODUCTION

Traditional sports are a popular form of entertainment played by many people, both children, adolescents and adults. Traditional sports consist of traditional games that have cultural values (Pizzo et al., 2022; Pan et al., 2021; Stott, 2018). This game comes from the word "play" which means doing an activity for fun, with or without tools. Playing is a hobby that is very close to the world of children. This activity can be done alone or in groups. The type of game, number of participants and playing time depend on the wishes and agreements of the participants (Ai, 2022; Staley et al., 2019; He & Tian, 2022).

Today's traditional sports are almost marginalized and replaced by modern games that also have modern tools. This is mainly due to the rapid development of technology that supports and produces various children's games. Although traditional games passed down from generation to generation have many benefits, in addition to preserving the nation's cultural character, both for psychological development, strengthening creativity and increasing physical endurance as well as supporting other sports, especially for reproduction. the child's own mobility skills (Darvin et al., 2021; Saura & Zimmermann, 2021; Blumberg & Markovits, 2021).

Many traditional games and sports are local cultural treasures that should be used in physical education learning. If counted, our country may have developed more than thousands of varieties which are the result of thought, creativity, trial and error initiatives, including the cultivation of our predecessors (Chaigasem & Tunming, 2020; Li & Liu, 2022; Bjeljac et al., 2021).

In subsequent developments, traditional sports are often used as a type of game which initially has regional characteristics and is adapted to local cultural traditions. These activities are carried out both routinely and occasionally for fun and to fill free time after leaving routine activities such as looking for work, school, etc. (Lidström et al., 2022; Türkmen, 2021; Nefil et al., 2021).

Traditional sports are types of games that exist in a certain area based on the culture of that area. Traditional games are usually played by people in certain places in ancient times using traditional concepts. Traditional games or also called folk games are recreational activities designed not only for entertainment but also to maintain friendship and social comfort. In other words, a necessity for children. Therefore, children's games have important values and characteristics in the development of everyday development, even in traditional games (Liu et al., 2020; Dong & Yu, 2020; L. Li & Dong, 2018)

METHOD

This study uses a descriptive quantitative method with a bibliometrics approach. According to (Reitz, 2002) bibliometrics is a mathematical and statistical method used to study and identify patterns of material use and analyze the development of a special literature, especially for authorship, publication and use. When bibliometrics is used to study a scientific journal, an overview of the journal such as journal quality, journal maturity, journal productivity and so on will be obtained (Saleh & Sumarni, 2016). The research data used in this study are scientific journals or articles spanning 2018-2022 sourced from the Scopus database. A scientific article search was carried out using the

Publish or Perish application with the keyword "Traditional Sport" in the article title, category, abstract, keywords. The development map of the Traditional Sport scientific publication model is analyzed using the VOSViewer application

RESULT AND DISCUSSION

From the search results using the Publish or Perish application, the maximum number of searches used is 1000 articles, there are 200 published articles according to the keywords entered, then by type filtering using articles there are 31 papers written in article form.

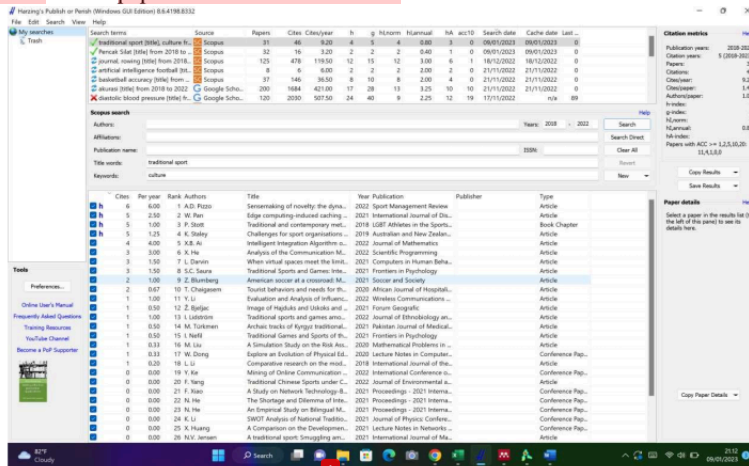


Figure 1. Display of Publish Or Perish Search Results

Research on Traditional Sport in the 2018-2022 period in the Scopus database will not increase until 2020. In 2021 there has been a very significant increase with the publication of 16 articles by 51.6% and has decreased to 7 articles in publication in 2022 with 22.6 % of total data

Table 1. Percentage of Number of Publications

Years	Article	Persentase
2018	3	9,7%
2019	2	6,5%
2020	3	9,7%
2021	16	51,6%
2022	7	22,6%

Research on Traditional Sport has increased and decreased in the last 2

years. This shows that the topic of Traditional Sport is not consistent to be researched every year

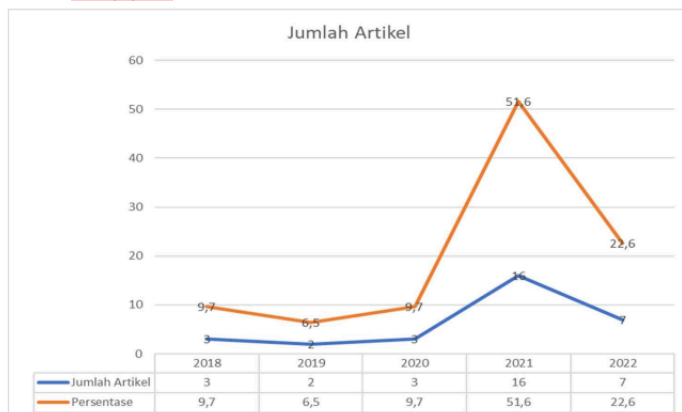


Figure 2. Graph of the number of studies examining

Table 2 contains the 10 studies with the most citations in the 2018-2022 period, Table 2 shows that A.D. Pizzo, is the author with the highest number of citations, with a total of 6 citations, the article written by A.D. Pizzo's title Senmaking of novelty: the dynamic nature of integrating esports within a traditional sports organization will be published in the Sport Management Review journal in 2022. For an explanation of articles ranked 2 to 10, published in the 2018-2022 period, see table 2 below.

Table 2. Research based on the number of citations

No	Cites	Authors	Title	Year	Publication
1	6	A.D. Pizzo	Sensemking of novelty: the dynamic nature of integrating esports within a traditional sport organization	2022	Sport Management Review
2	5	W. Pan	Edge computing-induced caching strategy for national traditional sports video resources by considering unusual items	2021	International Journal of Distributed Systems and Technologies
3	5	P. Stott	Traditional and contemporary methods of coming out in sport	2018	LGBT Athletes in the Sport Media
4	5	K. Staley	Challenges for sport organisations developing and delivering non-traditional social sport products for insufficiently	2019	Australian and New Zealand Journal of Public Health

5	4	X.B. Ai	active populations Intelligent Integration Algorithm of National Traditional Sports Culture Resources Based on Big Data	2022	Journal of Mathematics
6	3	X. He	Analysis of the Communication Method of National Traditional Sports Culture Based on Deep Learning	2022	Scientific Programming
7	3	L. Darwin	When virtual spaces meet the limitations of traditional sport: Gender stereotyping in NBA2K	2021	Computers in Human Behavior
8	3	S.C. Saura	Traditional Sports and Games: Intercultural Dialog, Sustainability, and Empowerment	2021	Frontiers in Psychology
9	2	Z. Blumberg	American soccer at a crossroad: MLS's struggle between the exigencies of traditional American sports culture and the expectations of the global soccer Community	2021	Soccer and Society
10	2	T. Chaigasem	Tourist behaviors and needs for the development of creative Thai traditional sports tourism marketing for special interest tourism	2020	African Journal of Hospitality, Tourism and Leisure

The publication development map using the Traditional Sport keyword in the VOSViewers application has several clusters of discussion items which can be seen in the following table:

Table 3. Table of the Number of Clusters

Clusters	Items
Cluster 1	Dialog, Festival, Phenomenology, Philosophy, Traditional sport and games

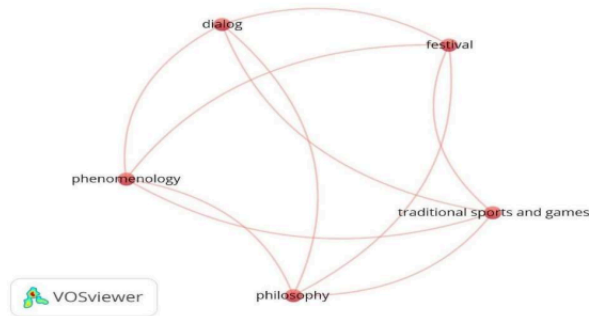


Figure 3. VOSviewer

¹ From the picture it can be explained that the development of publications using the keyword Traditional Sport has 1 cluster, where ¹ Cluster 1 has a red color and is not focused on one topic of discussion.

The trend of publications using the keyword Traditional Sport always changes every year which can be seen in the following table:

Table 4. Keyword density ranking

No	Keyword
1	Traditional Sport
2	Festival
3	Philosophy

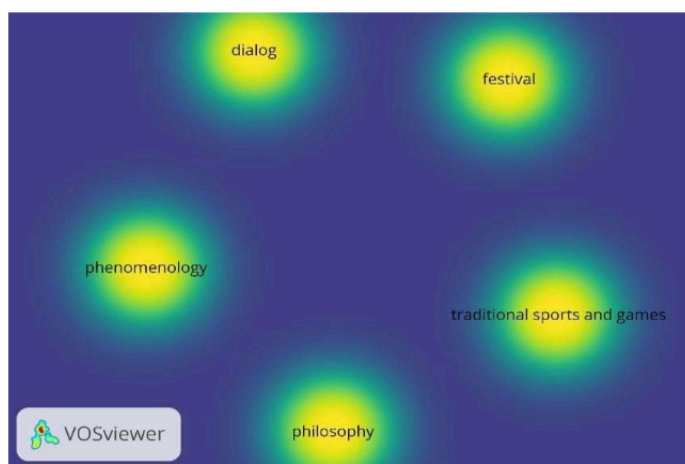


Figure 4. Density Visualization of Traditional Sport

From the picture it can be explained that the use of keywords is not dominant. So that the level of density has a relatively the same distance.

CONCLUSION

Based on the results and discussion, it can be concluded that in 2021 there has been a very significant increase with the publication of 16 articles of 51.6% and decreased to 7 articles in publications in 2022 with 22.6% of the total data. In 2022 A.D. Pizzo, is the author with the highest number of citations,

with a total of 6 citations, the article written by A.D. Pizzo's title Senmaking of novelty: the dynamic nature of integrating esports within a traditional sport organization was published in the Sport Management Review journal. Based on bibliometric analysis using VOSViewers, publications using the keyword Traditional Sport have 1 cluster, where Cluster 1 has a red color and is not focused on one topic of discussion

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