

Traditional folk games as a source for designing children's clothing printed fabrics

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Abstract:

The world has become an open global village without guardianship over our popular culture, which made our children easy prey for modern technology and its mental and physical risks. Technology created a distance from practicing traditional games. Despite the presence of traditional folk games from ages, not much interest was given to them. Therefore, we find the importance of preserving our cultural identity and practicing traditional folk games. The research problem determines how to use traditional folk games to create printed designs for children's clothing fabrics, and it aims to study aesthetic values of traditional folk games and using them in creating clothing designs to emphasize their value richness. The importance of the research is evident in achieving new artistic visions for designing children's printing fabrics inspired by traditional folk games. The research assumes that traditional folk games and their diversity can be used for children's clothing fabrics designs. Research boundaries are divided into time limits: studying traditional folk games across their time periods, and objective limits: focusing on their aesthetic values to develop solutions for designing children's printed clothing with technical analysis for each design, followed by a proposed employment model. The research adopts descriptive, analytical, experimental, and statistical approach through artistic and applied experiments and employing them for children's clothing fabrics. The results of the research proved that traditional folk games are rich sources of aesthetic values that can be used for children's clothing printed fabrics enriching the field of design in general and especially designing children's clothing printed fabrics.

Keywords:

Traditional folk games - design - children's clothing fabrics

Introduction:

Childhood is one of the most important and dangerous stages of life, especially for children, in which their personality is formed and refined, beside their principles and habits in which they will grow up are established along with the right behaviors and to teach them values and morals. So in order to preserve the element of continuity in the human heritage, as we are now living in the era of modern media and advanced technologies such as satellites, satellite channels and the internet, that all work to melt and obliterate the subjectivity cultural and removing popular legacies to be replaced by exotic Western cultural values and incoming behaviors that have nothing to do with our civilization and originality, which requires to emphasis on the traditional folk games heritage and its revival, especially for children.

Traditional Folk Games are one of the sources of our social culture due to its connection to the cultural identity, they suits all ages and are related to movement, rhythm, chants and

popular songs, also they differ in form, content and method of performance, as they are part of the children's world and their social upbringing, beside they help them to discover themselves and the world surrounding them, their learning skills of thinking, anticipation, good behavior, developing a spirit of cooperation, social cohesion, respect their rights and duties, and acquiring social habits that help the child to adapt to the elements of the environment and compatibility with all those who are related to them. Traditional Folk games have received great attention because of their great benefits for children at all ages, as they combine moral, physical, psychological, social, behavioral and emotional benefits because it is linked to their freedom and it helps in developing their relationships and increase their spirit of cooperation and familiarity between the group through the player participating with their colleagues as they gained many benefits that help in preparing him and refining his experience and developing his group spirit. It also accustoms the child to self-reliance and helps him to defend himself, and help his thinking, innovation and mindfulness, just as they are instilled in him by adhering to the laws and conditions of games, the child also gets used to patience and perseverance while playing games.

The research deals with traditional folk games as a source for designing printed children's clothing fabrics by addressing some traditional folk games and applying them in the field of printed children's clothing fabrics in order to emphasize our originality, as well as spreading the original Egyptian cultures and heritage, also the research aims to shed light on traditional folk games to prove their existence. In addition, creating a design mechanism to introduce children to these traditional folk games and to emphasize our originality and cultural identity.

Research problem: How can traditional folk games be used in creating designs for children's clothing printed fabrics for children from the age of (6-12) years old?

Research objectives: 1- Study the aesthetic and plastic values of traditional folk games and using them in creating designs for children's clothing printed due to the richness of their values.

2- Deepening the children's belonging and desire and appealing to the folklore to wear clothing printed fabrics with traditional folk games instead of wearing clothes and fabrics full of Western designs that do not express our originality and cultural identity.

Research importance: 1- Achieving a new artistic vision for designing children's printed clothing fabrics, inspired by traditional folk games, by highlighting the importance of its aesthetic and plastic values.

2- Opening new horizons for experimentation, seeking new creative solutions to enrich the field of designing children's clothing printed fabrics, in addition to employment proposals for them.

Hypothesis: 1- That traditional folk games can be used in the field of designing children's clothing printed fabrics.

2- The traditional folk games can be considered as a source for creating innovative design solutions for designing children's clothing printed fabrics from the age of (6-12) years.

3- Employment and experimentation enrich the textile printing field through innovative design models in addition to employment proposals.

Research boundaries: They are divided into time boundaries that study traditional folk games across their time periods and children's clothing printed fabrics designs from the age of (6-12) years, and objective boundaries that focus on aesthetic values of traditional folk games

to develop solutions for designing children's clothing printed fabrics and technical analysis for each design followed by a proposed employment model, and spatial boundaries in Arab Republic of Egypt.

Research methodology: The research follows the descriptive, analytical, experimental and statistical approach through technical and applied experiments, and their use for children's clothing printed fabrics, in addition to a statistical study to measure the validity of hypotheses.

1- The Theoretical framework.

First: Traditional folk games and its theories.

Second: Traditional folk games and its features.

Third: The objectives of traditional folk games.

Fourth: Models of traditional folk games.

Fifth: Printed designs for children's clothing printed fabrics.

Sixth: Children's clothing fabrics for the selected age group and their features.

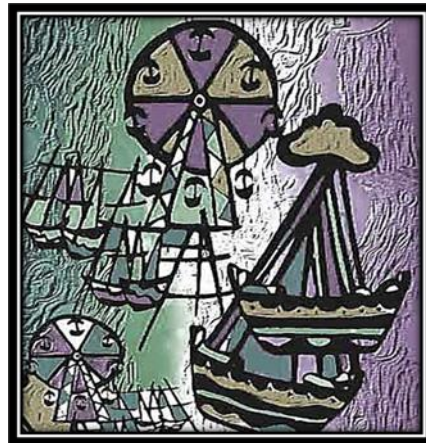
2- The Practical framework.

3- The statistical framework.

Some examples of the designs of Traditional folk games as a source for designing children's clothing printed fabrics



Traditional Folks Games



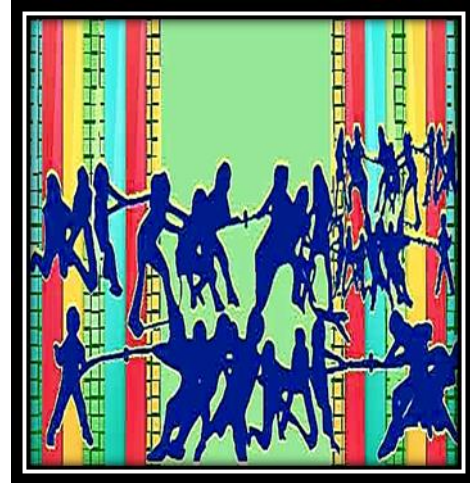
Design (1)



Employment (1- A) Children's Clothing



Traditional Folks Games



Design (2)



Employment (2- A) Children's Clothing

Results:

- 1- The traditional folk games include many formulas that affects their aesthetic and plastic values in the field of designing children's clothing printed fabrics.
- 2- The study proved that traditional folk games are a rich source of aesthetic and plastic values that can be used for children's clothing printed fabrics, and support textile printing designer in creating designs with a contemporary vision.
- 3- There are statistically significant differences between the proposed designs of traditional folk games as a source for designing children's clothing printed fabrics in both (the design and aesthetic aspect and the functional aspect).

Recommendations:

- 1- Paying attention to inspiring new plastic values from traditional folk games that include several different areas of knowledge and human sciences, which enriches the field of textile printing designs and children's clothing printed fabrics design in particular.

- 2- The necessity of preserving our heritage of traditional folk games, and enhancing interest in them as they contribute to link the child with his environment, values, material, cultural and his surrounding conditions, as well as contributing to the children's social, emotional, physical and mental development.
- 3- Not to be drawn to the current coming outside Western games, which are far from our values and traditions.
- 4- Conducting analytical studies between traditional folk games, and how they are practiced globally, and developing them in line with the current era.

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