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**TRENDS IN GRADUATE THESIS RELATED  
TO TRADITIONAL CHILDREN'S GAMES MADE IN TURKEY**

**Annotation.** *In this study, traditional children's games have been analyzed. The study aims at giving suggestions and making a path to researchers on the subject for future studies by specifying the tendencies in postgraduate studies on the field of traditional children's games. The study focuses on the postgraduate and doctoral dissertations between 2010 and 2022 on traditional children's games. In the study, thesis classification forms are used as the data collection device. According to this study, the dissertations mainly concentrate on compiling traditional games in various cities, the effects of children's games on values, communication and socialization. It is understood from the dissertations that mostly the adults in various ages who are called «the others» have been chosen as samples and the qualitative method is often preferred as the investigation method. Besides, this study indicates that the dissertations were mostly conducted using interview forms as the data collection device and qualitative analysis as the data analysis method.*

**Keywords:** *game, traditional children's games, postgraduate dissertations, tendencies, graduate thesis.*

**Introduction**

Play is a tool that helps children cope with stressful situations in daily life and contributes to their emotional development. Children who grow up playing games are more socially active, sociable and have better creativity skills than those who do not play games. Children learn to wait, share, cooperate, get rid of self-centredness, control their aggressive behaviours, empathise, belong to a group, respect the rights of others, learn the concept of freedom, communicate, listen, express themselves, help each other, and become leaders [1], [2], [3]. Game is also effective in enriching vocabulary and speaking comfortably in front of the society [4], [2]. The game environment is the place where the child can move most freely. This free environment affects the child's intelligence development [5]. The child who cannot reach his/her goal while playing the game realises that he/she has to work harder to reach his/her goal. As a result of all these effects of the

game, a sincere bond is formed between the child and the game [5]. Children connect with their social environment through game -interacting with the norms of the society in which he lives begins to learn through games [6].

Children's games have left a trace in the lives of almost every human being from past to present. Each region has its own unique games, characteristics and approaches taken from its own culture. The values, culture, traditions and customs of a society are transferred to future generations through games. The values adopted in the society are frequently included in the games of that society. These facts we have mentioned show the importance of traditional children's games on both personal and social basis. The most important tool in teaching social values to children is traditional children's games, but today, mass media and social media tools prevent children from socialising and distract them from their own cultural values by distracting children from traditional games and making them addicted to a virtual life. Although technological opportunities in today's world have replaced the games on the street and caused the games to be forgotten, traditional children's games have not lost their value.

Traditional children's games are a treasure that should be valued and preserved. Traditional children's games are one of the most enjoyable and culturally valuable game activities that can positively affect the developmental aspects of the child and develop the child's potential [6]. According to another definition, traditional children's games are a value that takes its rules from traditions and reflects the traditions and customs of the nation and is passed down from generation to generation [8], [9].

In traditional children's games, children sometimes game outdoors, sometimes in the open air, and sometimes in the house or school, sharing with their friends. Although traditional children's games vary according to seasons, geographical and cultural regions, the basic values they transmit to children are the same [10].

Traditional children's games are gradually being forgotten. This situation does not only mean the disappearance of a culture, but also the physical, spiritual, mental and social contributions of these games are beginning to disappear [11].

The aim of the study is to determine the trends in postgraduate theses on traditional children's games in Turkey and to guide researchers for future studies and to have an idea. Determining the trends in the master's and doctoral theses on traditional children's games is extremely important as it will shed light on future studies on this subject.

In this study, the trends of postgraduate theses related to children's games in Turkey were determined. As a result of this research, it was determined in which universities the studies were conducted, which sample group they worked with, which data collection tool they used, and how they analysed the data. The information obtained as a result of this research will be useful for future researches by providing other perspectives for future researchers.

The memory and physical development of children who try to understand the universe outside from the first times of our lives are supported by game. As the development and abilities of children change, the structure and content of the game also changes. Language development, communication and brain development progress faster in children who play games when necessary compared to other children. While children acquire new knowledge while playing games, they also acquire new skills and become aware of their developmental characteristics. While the game is so important, it is important to transfer the traditional children's games that have been played from the past to the present to future generations without being lost and forgotten. In this direction, master's and doctoral theses made for the purpose of compiling games were examined.

Based on all these, this study aims to answer the question «What are the trends in theses on traditional children's games in Turkey?».

#### **Materials and methods**

In this study, the document analysis method, which is among qualitative researches and in which all kinds of materials, especially written sources, are analysed, was used. The main purpose of document review is to analyse in detail many sources related to the events or phenomena to be investigated [12]. In this context, descriptive content analysis, which is one of the ways of document analysis and which includes «determining the trends of the studies conducted on a specific subject and evaluating the research results in a descriptive dimension» [13], was used in the study. Each of the theses accessed in line with the research was analysed one by one, and those that included the subject of children's games and those that directly mentioned this subject were included in the analysis. In order for the analyses to be reliable, care was taken to ensure the distribution of the theses by including them in different classes in line with the colophon, topics, research designs, samples, data collection tools and data analysis types. After these stages, the theses were analysed through descriptive statistics and visualised with graphs and frequency tables. Each of the theses accessed in line with the research was analysed one by one, and those that included the subject of children's games and those that directly mentioned this subject were included in the analysis. In order for the analyses to be reliable, care was taken to ensure the distribution of the theses by including them in different classes in line with the colophon, topics, research designs, samples, data collection tools and data analysis types. After these stages, the theses were analysed through descriptive statistics and visualised with graphs and frequency tables.

**Research Model.** Qualitative research method was used in this research. In this research method, the subject or subjects to be discussed are evaluated without any intervention and without disturbing the natural structure. Thesis classification forms were used as data collection tools and descriptive analysis was used to analyse the data.

**Population and Sampling / Study Group.** The theses guiding the study were obtained from YÖK National Thesis Centre. Theses between 2010 and 2022, which include traditional children's games, were analysed. The theses related to the subject were analysed and evaluated within the framework of traditional children's games in out-of-school/out-of-class environments and in the presence of local people.

**Data Collection Tools.** In order to classify the articles in the study, classification forms developed for different studies [13] were examined and a thesis classification form was developed by the researcher. The thesis classification form, which was developed by taking expert opinions, was composed of six parts: the title of the thesis, subject, method, data collection tools, sample and data analysis methods.

**Data Collection Process.** In this study, data were obtained by examining a total of 21 theses, 20 master's theses and 1 doctoral thesis, written about traditional children's games between 2010 and 2022. The theses examined were researched from the National YÖK thesis centre. In this research method, the subject or subjects to be discussed in this research method are evaluated without any intervention and without disturbing the natural structure.

**Data Analysis.** All of the theses obtained were examined and the theses between 2010-2022, which include traditional children's games, were examined. There were 21 postgraduate theses and 1 doctoral thesis between these years. These theses were analysed independently of each other. The data of the theses were recorded one by one in the thesis classification form. After this stage, the theses examined were analysed by means of descriptive statistics in terms of their titles, topics, research designs, samples, data collection tools and data analysis types, and the findings obtained were visualised with graphs, percentages and frequency tables.

**Findings and Comments.** In this section, the findings based on the data collected in line with the aim of the research are emphasised.

Table 1 – Frequency and percentage distributions of the keywords used in the review

<i>Key words</i>	<i>Theses reached Frekans</i>	<i>%</i>
<i>1</i>	<i>2</i>	<i>3</i>
1. Game	13	19,70
2. Child game Child 3.	7	10,60
4. Traditional Children's Game	4	6,10
5. Values Education	3	4,57
6. Physical Education and Games	3	4,57
7. Values	2	3,07

Continuation of table 1

<i>1</i>	<i>2</i>	<i>3</i>
8. Local Child game	2	3,07
9. Games and Physical Activity	1	1,51
10. Physical Education	1	1,51
11. Teaching	1	1,51
12. Child Literature	1	1,51
13. Game Development	1	1,51
14. Afyonkarahisar	1	1,51
15. Parental involvement in the game	1	1,51
16. Communication	1	1,51
17. Educational Concept	1	1,51
18. Cultural Heritage	1	1,51
19. Game Teaching	1	1,51
20. Classroom Management	1	1,51
21. Bolu	1	1,51
22. Gerede	1	1,51
23. Stress	1	1,51
24. Nursing	1	1,51
25. Annual Children	1	1,51
26. Nigde	1	1,51
27. Folklore	1	1,51
28. Game Environment	1	1,51
29. Old age	1	1,51
30. Battalgazi District	1	1,51
31. Class Teacher	1	1,51
32. Turkish Language Teaching	1	1,51
33. Toys	1	1,51
34. Children game grounds	1	1,51
35. Children's Theatre	1	1,51
36. Theatre	1	1,51
37. Şanlıurfa Children's Games	1	1,51
38. Child game and Values Education	1	1,51
39. Parents' Child Raising Attitudes	1	1,51

When Table 1 is analysed, it is seen that 39 different recurring keywords are used in the theses. Among these keywords, the most recurring one is the word game with 13 times.

This was followed by children's game with 7 times, children with 4 times, traditional children's game with 3 times, values education with 3 times, physical education and game with 2 times, and values with 2 times. Other words were repeated 1 time each. In 2 theses, keywords were not included.

Table 2 – Frequency and percentage distributions of the universities affiliated to the institutes where the theses were conducted

<i>Universities</i>	<i>Theses reached Frekans</i>	<i>%</i>
Hacettepe	2	14.28
Niğde	2	14.28
Gazi	2	14.28
Atatürk	1	7.14
Okan	1	7.14
İnönü	1	7.14
Ankara	1	7.14
Fırat	1	7.14
Ege	1	7.14
Yıldırım Beyazıt	1	7.14
Mersin	1	7.14
Afyon Kocatepe	1	7.14
Ardahan	1	7.14
Pamukkale	1	7.14
Dicle	1	7.14
Balıkesir	1	7.14
Sakarya	1	7.14

When Table 2 is analysed, it is seen that postgraduate theses on Traditional Children's Games were conducted in 18 different university institutes. It is seen that Hacettepe University, Niğde University and Gazi University have the highest number of theses with two theses each. This is followed by the other universities in Table 2 with one thesis each.

When Table 3 is evaluated, it is seen that the theses were conducted between 2010 and 2022. It is seen that the maximum number of theses was 5 theses in 2021. In 2015, four theses were written, and two theses were written in 2017, 2016, 2019, and 2011. These years are followed by 2018, 2010, 2020, 2022 with one thesis each. According to the table, it is seen that there were no studies in 2012, 2013 and 2014.

Table 3 – Frequency and percentage distributions of the year of publication of the theses

<i>Publication Year</i>	<i>Theses reached Frekans</i>	<i>%</i>
2022	1	4,77
2021	5	23,80
2020	1	4,77
2019	2	9,52
2018	1	4,77
2017	2	9,52
2016	2	9,52
2015	4	19,04
2014	0	0
2013	0	0
2012	0	0
2011	2	9,52
2010	1	4,77

Table 4 – Frequency and percentage distributions related to the distribution of theses

<i>Publication type</i>	<i>Theses reached Frekans</i>	<i>%</i>
1. Master's Degree	20	95,23
2. PhD	1	4,77

When Table 4 is examined, it is determined that 20 theses on traditional children's games are master's theses and 1 thesis is a doctoral thesis. It is seen that the first master's thesis was conducted in 2010 and the first and only doctoral thesis was conducted in 2017.

When Table 5 is analysed, 5 of the theses were about children's games in various cities (Seferihisar, Bolu (Gerede), Şanlıurfa, Malatya (Battalgazi), Niğde). This is followed by the effect of children's games on values education with 4 theses. Again, with 4 theses, studies were carried out on the effect of children's games on communication / socialisation / development. There were 2 theses about the place of children's games in the programme. There were 1 thesis each on other subjects.

Table 5 – Frequency and percentage distributions related to the research topics of the theses

<i>Study topics</i>	<i>Theses reached Frekans</i>	<i>%</i>
Children's games in various cities	5	7,5
The effect of children's games on values education	4	20
The effect of children's games on communication / socialisation / development	4	20
Changes in children's games	1	5
Children's games in the programme	2	10
Contribution of traditional children's games to cultural heritage	1	5
Texts of staged children's games	1	5
Parents' views on children's games	1	5
Analysing children's games in illustrated children's books from a developmental perspective	1	5

Table 6 – Frequency and percentage distributions related to the sample / study group of the theses

<i>Sample/ Study group</i>	<i>Theses reached Frekans</i>	<i>%</i>
1. Pre-school	0	0
2. Primary School	4	18,18
3. Secondary School	1	4,55
4. High School	1	4,55
5. University (Undergraduate)	0	0
6. University (Graduate)	0	0
7. Teacher	7	31,81
8. Administrator	0	0
9. Parent	1	4,55
10. Other	8	36,36

When Table 6 is analysed, it is seen that the studies were generally conducted in the other group, followed by the studies conducted with the teacher group. In this context, it was determined that 8 studies were conducted in the other group, 7 in the teacher group, 4 in the primary school group, 1 study in the parent, secondary school and high school groups, and no study was conducted in the undergraduate, graduate, administrator and preschool groups.



Table 7 – Frequency and percentage distributions of research designs/methods used in theses

<i>Research design/methodology</i>	<i>Theses reached Frekans</i>	<i>%</i>
Qualitative	13	61,90
Quantitative	7	33,33
Mixed	1	4,77

When Table 7 is analysed, it is seen that qualitative research methods were used in 13 of the theses, quantitative research methods were used in 7 of them and mixed research methods were used in 1 of them.

Table 8 – Frequency and percentage distributions of data collection tools used in theses

<i>Data collection tools</i>	<i>Theses reached Frekans</i>	<i>%</i>
1. Interview	8	32
2. Survey	6	24
3. Document	6	24
4. Scales	3	12
5. Observation	2	8
6. Achievement test	0	0

When Table 8 was analysed, it was seen that 8 interview forms, 6 questionnaires, 6 document analysis, 3 scales and 2 observation forms were used in the theses. It was observed that achievement tests were not used. In addition to these, it was determined that two different data collection tools were used in some theses.

Table 9 – Frequency and percentage distributions of data analysis methods used in theses

<i>Data Analyses</i>	<i>Theses reached Frekans</i>	<i>%</i>
Qualitative	13	61,90
Quantitative	8	38,10

When Table 9 was examined, it was seen that 13 qualitative analysis methods and 8 quantitative analysis methods were used in the theses.

### **Results**

There is a need to analyse the educational researches conducted both in the world and in Turkey at certain time intervals and to determine the trends. Only in this way,

the quality of the studies can be revealed and a light can be shed on the studies to be carried out. In this context, the trends of postgraduate theses on traditional children's games in Turkey were revealed through the evaluation of thesis classification forms. In this study, data were obtained by examining a total of 21 theses, 20 master's theses and 1 doctoral thesis, written about traditional children's games between 2010 and 2022. In this research on the trends of postgraduate theses on traditional children's games in Turkey, it is seen that while no study was conducted between 2012–2014, the number of studies conducted in 2015 and 2021 increased. When the subjects of the theses are examined, it is determined that approximately twenty per cent of them are about the compilation of traditional games that used to be played and still played in various cities (Seferihisar, Bolu (Gerede), Şanlıurfa, Malatya (Battalgazi), Niğde). When the research methods used in the theses were analysed, it was seen that qualitative research methods were used in more than half of them, followed by quantitative research methods. It was determined that the least used research method in theses was mixed research method with one thesis.

### **Conclusion**

This study will contribute to the field and show the way for other studies. Qualitative data analysis was mostly used to analyse the data. In qualitative data analysis, it was determined that content analysis was mostly used. The fact that the data analysis methods are close to each other shows that the literature is enriched with different methods.

When the theses were analysed, it was seen that studies were frequently conducted with people in the group called «other». These studies are followed by studies conducted with teachers. No studies were found with preschool, university (undergraduate and postgraduate) and administrator groups. Interview forms are the most common data collection tool in the studies. Questionnaires and document analyses were also frequently used, while achievement tests were not used. It is also seen that scales and observation forms were used in the studies, albeit in small amounts. In the analysis of the data, it was determined that qualitative data analysis was used at a high rate in the studies.

In summary, in this study, the trends of postgraduate theses on traditional children's games in Turkey were determined. As a result of this research, it has been determined which topics the analysed studies are based on, which study group they work with and which sample they work with. The information obtained as a result of this research will contribute to future research by providing other perspectives to future researchers.

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### Түркияда жасалған дәстүрлі балалар ойындарына байланысты дипломдық жұмыс үрдістері

**Аннотация.** Бұл зерттеу дәстүрлі балалар ойындарын талдады. Зерттеудің мақсаты – дәстүрлі балалар ойындарындағы магистратураның тенденцияларын анықтай отырып, болашақ зерттеулер үшін осы пән бойынша зерттеушілерге ұсыныстар беру және жол ашу. Зерттеу дәстүрлі балалар ойындары бойынша 2010–2022 жылдар аралығында қорғалған магистратура және докторлық диссертацияларға бағытталған. Зерттеуде тезистерді жіктеу формалары деректерді жинау құралы ретінде қолданылады. Осы зерттеуге сәйкес, диссертациялар негізінен әртүрлі қалалардағы дәстүрлі ойындарды жалпылау, балалар ойындарының құндылықтарға, қарым-қатынасқа және әлеуметтенуге

әсері туралы. Диссертациялар негізінен «басқалар» деп аталатын әртүрлі жастағы ересектер іріктеу ретінде таңдалғанын және инвестициялау әдісі ретінде сапалы әдіске жиі артықшылық берілетінін көрсетеді. Сонымен қатар бұл зерттеу диссертациялар негізінен деректерді жинау құралы ретінде сұхбат нысандарын және деректерді талдау әдісі ретінде сапалы талдауды қолдану арқылы жүргізілгенін көрсетеді.

**Кілтті сөздер:** ойын, дәстүрлі балалар ойындары, магистранттық диссертациялар, тенденциялар, дипломдық жұмыс.

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### **Тенденции в дипломной работе, связанные с традиционными детскими играми в Турции**

**Аннотация.** В этом исследовании были проанализированы традиционные детские игры. Цель исследования – дать предложения и проложить путь исследователям по этому предмету для будущих исследований, указав тенденции в магистратуре в области традиционных детских игр. Исследование сосредоточено на магистерских и докторских диссертациях, защищенных в период с 2010 по 2022 год по традиционным детским играм. В исследовании в качестве средства сбора данных используются формы классификации диссертаций. Согласно этому исследованию, диссертации в основном посвящены обобщению традиционных игр в различных городах, влиянию детских игр на ценности, коммуникацию и социализацию. Из диссертаций следует, что в качестве выборки были выбраны в основном взрослые люди разного возраста, которых называют «другими», и качественный метод часто предпочтительнее в качестве метода инвестирования. Кроме того, это исследование показывает, что диссертации в основном проводились с использованием форм интервью в качестве средства сбора данных и качественного анализа в качестве метода анализа данных.

**Ключевые слова:** игра, традиционные детские игры, магистерские диссертации, тенденции, дипломная работа.