The background of the slide features a repeating pattern of the Universitas Esa Unggul logo. Each logo consists of a stylized blue and orange circular emblem with a central blue circle, positioned above the text 'Universitas Esa Unggul' in a blue sans-serif font.

Manifestation of Social Action System on The Gogopet Racing Circuit in Petir Village

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Topic

the form of a kart playing circuit design based on social realities in Petir Village, Petir District, Serang Regency, Banten. The social system in the community groups in Petir Village also contributes to the continuity of the children's playground

The research target is based on

A social system in the form of social actions that affect the continuity of the Gogopet playing arena for users, so that it reflects the social value of material objects

The focus of research

on social function structures on the sustainability of the Gogopet racing circuit object, which is a series of constructs of Action functions and behaviors that are presented in material objects in this area.

The research by statement

that the Gogopet racing circuit was formed based on the reality of specific social behavior conditions and socio-cultural needs for other social uses; so that it can become an iconic tool in the region.

The Gogopet racing circuit as a material object is faced with research that is in the socio-cultural and humanities fields, which is viewed from the symptoms of the community that will arise first. Based on this, it is necessary to have knowledge that comes from actors and users related to the material object, so that whatever happens to the object is the result of its social **knowledge**

Problem Statement

If the problems are based on social actions that are the background for the realization of the children's karting arena in this area, then **the formulation of the problem** becomes;

why is the continuity of the kart racing circuit in the village of Petir (Gogopet) as a manifestation in the social system of the community?

the aim of the research

to reveal the realization of the continuity of the kart racing circuit in Petir Village (Gogopet) as a manifestation of the social system in its community.

Paradigm

Conceptual Frameworks

Durkheim's social facts paradigm is used, which is used as an umbrella to broadly see the underlying problems. Where the social system viewpoint considers the Gogopet Race Circuit in Petir Village as an object, so it is easy to analyze.

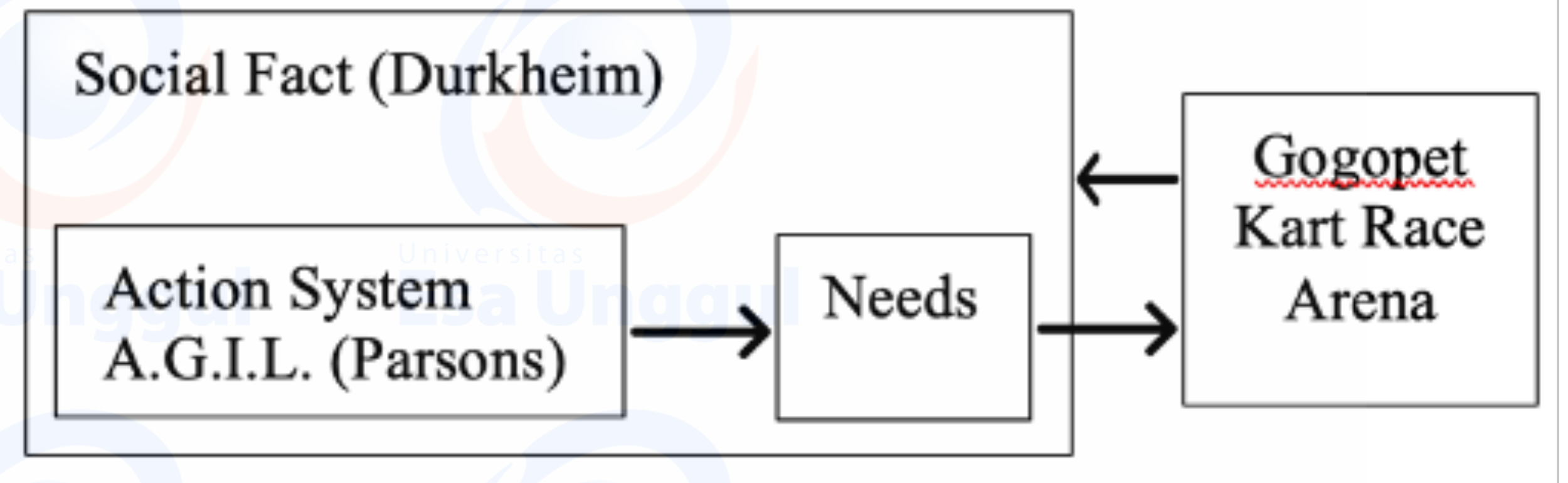
Talcott Parsons' structural functionalism approach, in which the racing arena on a land in the Village of Lightning is a system of functions and actions of his social needs.

Paradigm

Conceptual Frameworks

The requirements of a structural functionalism system are that the social system must be structured so that it can cooperate with other systems.

The social facts that have been formed in the environment, where the Gogopet circuit is located have an interrelation of needs with each other, which according to Parsons; the system of definite action influences them. Social reality forces the Parsons system of action is work to provide information about the environment in accommodating the needs that arise, so that various criteria regarding the realization of a social object are always based on collective agreement.



Research Method

Qualitative approach and phenomenology strategy

This qualitative approach will seek answers to questions that highlight how socio-cultural experiences arise and get their meaning (Denzin and Lincoln 2011 [Trans. Dariyanto] 2011: 2-6). The realization of the Gogopet Desa Petir circuit is the result of the expression of the community's languages which are poured into social objects as an answer to the need for a sustainable playing arena for children in this area.

Phenomenological strategies are applied to understand the meaning symptoms in the embodiment of the Gogopet circuit in Petir Village, through their experiences and views of life. Phenomenology is an interest in something that is easily understood directly by their senses, where all knowledge is generated by means of "phenomenon" sensors (Wallace and Wolf 1999: 234). It is natural things that are more scientific. As well as subjective research results reflect truly objective conditions. In other words, the more subjective phenomenological research is, the more objective the research is (Kuswarno 2009: 3).

Research Method

Qualitative approach and phenomenology strategy

- The research data is in the form of cultural emics, in collaboration with several informants who are believed to be native speakers (in language) as data sources.
- Purposive sampling technique, is to select informants who are considered to know best, and allow that the choice of informants will develop according to research needs.
- Observation activities record the actions of actors on the Gogopet racing circuit system, and relate them to contexts of value and meaning. Observations on the main elements, namely (1) the community around the system of social objects, (2) elements of the supporting structure of actors, (3) actors of the social system, and (4) supporting elements, such as facilities and factors for the security and comfort of the village community.
- The process of validating the data, using triangulation techniques. By re-verifying the source, method, and time. Verification of the source is carried out on every statement of the resource person, and compares it with other source narratives to obtain the truth.

Conclusion

Base on Research and Discussion

- The sustainability of the Gogopet racing circuit in Petir Village is a must, where there is a reciprocal interaction between the needs of the village community and the owner, and the local government's obligation to improve the economic welfare of the community.
- Social Facts as a whole are social structures, norms and cultural values that exist in the Petir Village community, which are external to, and coercive to, the actors (owners, members in the system and supporters of the Gogopet racing circuit system). That the actors in the Gogopet racing circuit system instinctively get input that is coercive from the cultures produced collectively by the Petir village community.

Conclusion

Base on Research and Discussion

- The investment made by the owner will have a wide enough impact on the income of the Petir Village community.
- If the concepts contained in the thesis statement are committed not only by the owner, but also by the members and communities that support the Gogopet racing circuit in Petir Village, then the goal of economic order will easily be achieved and enjoyed by the system and the people of Petir Villag.
- the presence of the Gogopet racing circuit is expected to be able to maintain the system of local cultural patterns, so that cultural patterns that have been regulated before the Gogopet racing circuit are not marginalized. Culture is a major force that binds the various elements of the world's social action system, where culture is able to mediate interactions among actors and integrate personality and social systems.
- racing circuits must intertwine and integrate and become a system that regulates relationships between systems. Function Action as an integration is a machine to regulate the relationships between parts of the components contained in the social system of the Gogopet racing circuit.