

ABSTRAK

Karinding Cineam merupakan salah satu alat musik tradisional yang terbuat dari bahan dasar kawung atau pelepah aren. Alat musik ini mengalami transformasi fungsi dari waktu ke waktu, mulai dari alat pengusir hama, sarana penghibur diri, media pemikat perempuan, hingga menjadi alat musik pengiring hiburan masyarakat. Penelitian ini bertujuan untuk: Mengetahui sejarah awal dan gambaran umum adanya karinding di Kecamatan Cineam, Kabupaten Tasikmalaya; Mengkaji pelestarian alat musik tradisional Karinding di Kecamatan Cineam melalui aktivitas komunitas seni tahun 1965-2010; Menganalisis dampak pelestarian alat musik tradisional Karinding terhadap identitas budaya dan interaksi sosial masyarakat setempat. Metode penelitian yang digunakan adalah metode historis, dengan tahapan meliputi heuristik, verifikasi, interpretasi, dan historiografi. Teknik pengumpulan data dilakukan melalui observasi, wawancara, dan studi pustaka. Hasil penelitian menunjukkan bahwa: Keberadaan Karinding Cineam berawal dari seorang pengungsi asal daerah Pangandaran yang membawa alat musik ini ke wilayah Cineam. Awalnya Karinding dimainkan sebagai sarana penghibur diri, diperkuat oleh cerita rakyat setempat tentang kisah Kalamanda yang berhasil memikat hati Sekarwati melalui suara Karinding, sehingga alat musik ini menjadi bagian dari tradisi masyarakat Cineam; Pelestarian Karinding di Cineam didukung oleh dua kelompok seni, yaitu Sekar Komara Sunda dan Saung Seni Awi Hideung, yang masing-masing mengembangkan Karinding melalui pendekatan berbeda, terutama lewat kolaborasi dengan seni tradisional lainnya; Pelestarian Karinding berdampak terhadap penguatan identitas budaya masyarakat, khususnya dalam menanamkan nilai-nilai seperti kesadaran, kesabaran, dan keyakinan, serta mendorong terjalinnya interaksi sosial antara para pemain Karinding, masyarakat, dan lembaga pemerintah melalui kegiatan seni.

Kata Kunci: Alat Musik Tradisional, Karinding Cineam, Sekar Komara Sunda

ABSTRACT

Karinding Cineam is a traditional musical instrument made from kawung or palm fronds. This musical instrument has undergone a transformation in function over time, from a pest repellent, a means of self-entertainment, a medium for attracting women, to becoming a musical instrument for accompanying community entertainment. This study aims to: Understand the early history and general description of the existence of karinding in Cineam District, Tasikmalaya Regency; Study the preservation of the traditional Karinding musical instrument in Cineam District through arts community activities from 1965-2010; Analyze the impact of the preservation of the traditional Karinding musical instrument on the cultural identity and social interaction of the local community. The research method used is the historical method, with stages including heuristics, verification, interpretation, and historiography. Data collection techniques are carried out through observation, interviews, and literature studies. The results of the study show that: The existence of Karinding Cineam began with a refugee from the Pangandaran area who brought this musical instrument to the Cineam area. Initially, Karinding was played as a means of self-entertainment, reinforced by local folklore about the story of Kalamanda who managed to captivate Sekarwati's heart through the sound of Karinding, so that this musical instrument became part of the traditions of the Cineam community; The preservation of Karinding in Cineam is supported by two art groups, namely Sekar Komara Sunda and Saung Seni Awi Hideung, each of which develops Karinding through different approaches, especially through collaboration with other traditional arts; The preservation of Karinding has an impact on strengthening the cultural identity of the community, especially in instilling values such as awareness, patience, and faith, as well as encouraging social interaction between Karinding players, the community, and government institutions through art activities.

Keywords: *Traditional Musical Instruments, Karinding, Sekar Komara Sunda*