



REVIEW OF THE DEVELOPMENT OF EXTREME SPORTS (SKATEBOARDING) IN SUBANG REGENCY

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Abstract

This study aims to review the development of extreme sports, specifically skateboarding, in Subang Regency using a phenomenological approach. Skateboarding, as one of the extreme sports branches increasingly favored by the youth in Subang, shows significant growth despite facing various challenges such as limited facilities and insufficient government support. This research examines the role of the skateboarding community in enhancing public interest and participation, as well as the local government's support for the sport's development. Data were collected through observations and interviews with the skateboarding community, local government officials, and the general public. The results indicate that the skateboarding community actively promotes the sport through various activities and events, yet government support needs to be improved, particularly in providing facilities and structured training programs. This study recommends strengthening the synergy between the community and government to support the advancement of skateboarding in Subang Regency, enabling it to become a sport that contributes to recreational and competitive sports development in the region.

Keywords: Extreme sports, skateboarding, sports development, skateboarding community, Subang Regency, government support, phenomenological study

INTRODUCTION

The essence of *extreme* sports lies in the combination of physical challenges, risks, and intense emotional experiences. Participants in *extreme* sports tend to be motivated by adrenaline rushes, personal achievements, and escapes from daily routines. Additionally, these sports often create a strong cultural identity and reflect values such as courage, community solidarity, and individual freedom (Wheaton B, 2018).

In Indonesia, *extreme* sports have developed quite a bit, especially in big cities like Surabaya, national *level extreme* sports competitions are quite often held every year in the city of Surabaya, the types of extreme sports that are popular to compete are: *skateboarding*, *bmx* & roller skate (*in-line skate*), besides the extreme sports

community This is also growing quite rapidly, this can be seen from annual events such as *Go Skate Day* which is attended by hundreds of people every year (S. E. Nugraha G, 2022). The characteristic of *extreme sports* is that they are not practiced in sports activities at school, and tend to be done individually rather than in groups. In addition, those who do *extreme sports* usually get special guidance first from experienced experts before doing so. *Extreme sports* themselves tend to deviate from the path of sports in general, both in terms of requirements and equipment. Interest starts from the stage just for fun. Then the skills begin to be honed and focus on exploring *extreme sports*, after which they will look for experienced athletes or look for coaches as role models. At first, exercise was the basis of sports in general, with various criteria so that skills were sharpened. (Trilaksono H, 2018) The general view that *participants in extreme sports* are generally thrill-seeking teenagers and addicted to adrenaline may be oversimplifying. Researchers have clarified this definition to refer to sports activities where "an unforeseen mistake or accident could potentially lead to serious injury or death." Involvement in *extreme sports* can reflect a powerful deep drive, provide meaning in life, and create an experience similar to the achievement of a "flow experience." Overcoming the "death drive" (Thanatos), overcoming the inhibiting fear, and pursuing the transformative "life drive" (Eros) are considered important motivations for extreme sports practitioners. (Ian R Tofler, 2018)

In recent decades, new categories such as *extreme sports*, adventure, action, and lifestyle have emerged, which have transformed the understanding of sports and physical activity, surpassing many traditional sports in terms of participation and impact. Although participation in traditional sports such as golf and basketball is declining, the number of participants in *extreme sports* is increasing rapidly, suggesting that traditional sports may soon become less dominant. Many of the articles in this special issue highlight that traditional approaches in sports research are not enough to understand the phenomenon of extreme sports. While there are downsides to *extreme sports*, such as the problem of trash in popular mountains, this edition aims to increase understanding of the topic, not to refute existing issues. (E. Brymer, 2020)

Activities in the community are closely influenced by the relationship of individuals to each other. The relationship between individuals and other groups affects what is done because the group's power structure is formed in a pattern of communication interaction in which there are roles and norms that are created. So it can be known that group communication is the main foundation for creating relationships between community members. Communication relationships in the community can be created from face-to-face interactions, group communication is face-to-face interactions of three or more individuals

to achieve the desired goals and objectives such as sharing information, sharing personal pleasure, self-maintenance, or problem solving so that all members can accurately cultivate the personal characteristics of other members.

In Subang Regency, an interesting cultural dynamic emerged, driven by the spirit of young people who thirst for challenge and freedom, namely the extreme sports community. This community is made up of individuals from diverse backgrounds, yet united by a common desire to transcend boundaries and enjoy nature in unusual ways. Subang's natural conditions dominated by mountains, forest trails, and thriving urban areas make it an ideal place for sports. For its members, this sport is not just a recreational activity, but has become part of their identity and lifestyle. Every weekend, the downhill trails in areas such as Ciater and Cagak are crowded with mountain bikers honing their skills. Elsewhere, dirt bikes thunder through the muddy terrain of the plantation, presenting an atmosphere full of adrenaline and cohesiveness. Meanwhile, young people in the city center take advantage of public spaces as skateboarding *and BMX* arenas, accompanied by the accompaniment of music and enthusiasm from their peers.

Despite its enthusiasm, this community still faces challenges such as lack of facilities, lack of sponsorship, and lack of support from the government or the private sector. However, with strong passion and solidarity, they keep moving, creating their own space, and proving that *extreme* sports are more than just adrenaline but rather a symbol of dedication, togetherness, and love for the region. Today, *extreme* sports in Subang have become more of a trend and have transformed into a movement that reflects courage, creativity, and youthful spirit. As long as there are paths to take, air to conquer, and dreams to be realized, this community will continue to move forward, leaving its mark on the challenging nature of Subang.

Based on the above theory, the authors conclude that *extreme* sports are challenging physical activities with a high level of risk, often involving speed, height, and special equipment. Participants engage in this sport in search of thrills, adrenaline, and personal achievement, despite often facing negative stereotypes. In Indonesia, especially in big cities like Surabaya, *extreme sports* are becoming increasingly popular among young people, with the emergence of various competitions and communities. While there are challenges in defining *extreme* sports, the element of risk remains its hallmark. With the right approach to safety and training, *extreme* sports can be a positive means of expressing oneself and exploring physical and mental boundaries

METHODS

This research uses a qualitative method, a qualitative method is a method in researching the status of a group of people, an object, condition, a thought system, or an event in the present. This type of research seeks to explain certain social phenomena. Research can be differentiated into several types, based on the criteria of differentiation between other end functions and their approach. Qualitative research is research that is intended to collect information about the status of existing symptoms, namely the state of symptoms as they are at the time the research is conducted. Descriptive research is not intended to test a specific hypothesis, but simply describes the "as it is" about a variable, symptom, or condition. The data collected in the descriptive research is in the form of words, images, and not numbers. In addition, everything gathered is likely to be the key to what has already been researched.

Qualitative research is research that is intended to understand the phenomena of what the research subject experiences such as actors, perceptions, motivations, actions and others holistically and in a descriptive way in the form of words and language in a special natural context and by utilizing various scientific methods. While research methodology is a method or technique that is arranged regularly used by a researcher to collect data/information in conducting research that is tailored to the subject/object being researched In this study using qualitative methods. Qualitative methodology as a research procedure that produces descriptive data in the form of written or spoken words or from the form of policy action Qualitative research with regard to data that is not numbers collects and analyzes data that is narrative in nature. Qualitative research methods are used to obtain data that is rich in in-depth information about the issue or problem to be solved. Qualitative research methods using group focus, in-depth interviews, and observations participate in collecting data. (F. Rita, 2022)

Types of research

The selection of this type of research is adjusted to the data needed in the research, namely descriptive data that refers to people's perceptions of the development of skateboarding in Subang district. The reason for using the descriptive type is because in this study it is not intended to test a hypothesis, but to examine the picture in real terms according to the facts in the field related to the variables being studied and the existing symptoms. In this study, the author used a phenomenological study. Where the study of phenomenology describes the general meaning of a number of individuals to their various life experiences related to concepts or phenomena. The main goal of phenomenology is to

reduce the individual's experience of phenomena to descriptions of universal essence or essence. (M. Asbari, 2020)

Phenomenological research seeks to understand the meaning of events or symptoms as well as interactions in people or groups of people in a given situation. Because phenomenology falls under the umbrella of the interpretive paradigm, this approach requires a number of assumptions that are different from the way the positivistic paradigm is used, namely by finding the "facts" or "causes" of an event. According to Husserl, phenomenology is the study of how people describe things and experience them through their own senses. In other words, Husserl's phenomenology is an attempt to understand consciousness as experienced from the point of view of a person who experiences it himself. His fundamental philosophical assumption is that 'we can know what we experience only by the existence of consciousness and meaning that awakens us. (M. Rahardjo, 2018)

Population

The research subject is the main source of research data, that is, those who have data about the variables being studied. In social survey research, the subject of this research is a human. The subject of the research, in essence, is the one who will be subject to the conclusion of the research results. The subject of this research will be explored directly from related parties and data from agencies related to this research (Aprianti, 2018). The youth who were the subjects of this study were youth domiciled in Subang district, consisting of (2) youths. The researcher considered that they were observed and interviewed. The number is based on adequacy, meaning that the number of informants selected is adjusted to the type and depth of information needed by the researcher. Participants are people who experience directly the social context of the research object. Based on the results of observations in the field, the author used 5 certificates.

The research place chosen is a skatepark in Subang regency Jalan Raya RA Wangsa Ghofarana No.2, Karanganyar, Subang District, Subang Regency, West Java. And the KONI office is located on Jalan Raya Natasukarya No. 03, Pasirkareumbi, Subang District, Subang Regency, West Answer. This research was conducted in March - May 2025.

Data Collection Techniques

Data collection techniques are the main step in research, because the main purpose of research is to obtain data. No data collection techniques. It is impossible for researchers to obtain data to get standards from data that have been set, data collection is carried out by

setting, source, and setting method collected through natural settings. Data Collection. As previously written, Case Study research data can be obtained from several techniques, such as interviews, participant observation, and documentation. The researcher himself is a key instrument, so he himself can measure the accuracy and sufficiency of the data and when the data collection should end. He himself determines the right informant to be interviewed, when and where the interview is conducted. (H. M. Rahardjo, 2020)

Data Analysis

At the stage of data analysis in qualitative research, researchers must first understand the basic concepts of data analysis. Data analysis in qualitative research has been possible since researchers have entered the field. From the data analysis, the theme and hypothesis formulation can be obtained. To get to the theme and get a hypothesis formulation, of course, it must be based on the research objectives and the formulation of the problem. The stages of data analysis according to Miles and Huberman, are generally described as follows:

a) **Data Presentation** Data presentation is the process of collecting information that is arranged based on the necessary categories or groupings. The presentation of data can be in the form of writing or words, pictures, graphs and tables. The purpose of data presentation is to combine information so that it can describe the circumstances that occurred. In this case, so that the researcher does not have difficulty in mastering the information either as a whole or certain parts of the research results, the researcher must create a narrative, matrix or graph to facilitate the mastery of the information or data. Thus, researchers can remain in control of the data and not drown in conclusions that can be boring. This is done because scattered and poorly organized data can influence researchers to act carelessly and draw conclusions that are biased, blocked and not fundamental. For data display, it must be realized as part of data analysis.

b) **Data reduction** Data reduction is narrowly defined as the process of data reduction, but in a broader sense it is the process of data completion, both the reduction of data that is less necessary and irrelevant, and the addition of data that is still lacking. After the data is collected, then a data reduction is made, in order to select relevant and meaningful data, focusing the data that leads to solving problems, discoveries, meanings or to answer research questions. Then simplify and systematically organize and describe important things about the findings and their meaning. In the data reduction process, only data findings or findings related to research problems are reduced. Meanwhile, data that is not related to research problems is discarded. In other words, data reduction is used for analysis

that sharpens, classifies, directs and discards the unimportant, as well as organizes the data, thus making it easier for researchers to draw conclusions.

c) Data Verification is the process of understanding the meaning of a series of data that has been presented, in a form that does not just see what is expressed, but rather understands or interprets what is implied in the data that has been presented. The data obtained from the results of interviews, observations and documentation are recorded in field records which consist of two parts, namely descriptive and reflective. Descriptive records are natural records, (records of what the researcher sees, hears, witnesses and experiences himself without the opinion and interpretation of the researcher on the phenomena experienced. Reflective notes are notes that contain the researchers' impressions, comments, opinions, and interpretations of the findings found, and are the material for the data collection plan for the next stage.

d) Conclusion drawing qualitative research conclusions can answer or not respond to the problems formulated from the beginning, because as already said, qualitative research problems and problems are still temporary and only develop after research. in the field. In qualitative research, conclusions are new findings that have never existed before. Findings can be in the form of a description or description of an object that was previously unclear, so that after examination it becomes clear. (Arif Putra, 2023).

RESULTS AND DISCUSSION

The results of the research and discussion in this chapter are described regarding the results of observations, interviews and documentation. The discussion of this study is a review of the development of *extreme sports (skateboarding)*. The focus of this research is directed to find out how much development of *skateboarding* sports in Subang Regency. This research was carried out in Subang Regency, Subang District, precisely in the Subang Square skatepark and KONI Subang, by looking for respondents who meet the criteria in this study. In seeking information about the research conducted, the author uses qualitative research methodology with phenomenological studies.

In the analysis stage, the author is to make a list of observation grids used for observers and questions used for interviews to respondents as a means of collecting data, which is then analyzed to find out how the information provided by the respondents. The author carried out several stages, the first was to conduct direct observation in the field, the second was a direct interview based on the focus of research on the development of *extreme sport (skateboarding)* in Subang Regency which will be delivered by 3 people consisting of representatives from the community, the local government and the surrounding community

in the skatepark area who are considered to be resource persons by the author.

Based on the results of observations and observations, it can be concluded that the *skateboarding* community in Subang Regency has several advantages and disadvantages in several aspects. First, the *skateboarding* community in Subang Regency has adequate facilities and infrastructure, such as open areas or comfortable city parks and *skateparks*. However, the facilities available are not standard and have not met the needs of the community. Second, the *skateboarding* community in Subang Regency, has an active and enthusiastic community, with members who have high passion and dedication. The local community also supports the existence of a skateboarding community and does not feel disturbed by their activities.

From the results of interviews conducted by the speakers, the existence of skateboarding communities around *skateparks*, especially in the square, has a significant impact on both its users and the surrounding environment. This community not only becomes a place for children to channel their hobbies and talents, but also contributes positively to the local economy. With the existence of skateparks, many traders around feel an increase in the number of visitors, both from *skateboarders* and the general public who come to relax and enjoy the atmosphere. This shows that *skateparks* function as a social magnet that is able to liven up quiet atmospheres to be more lively and dynamic. In addition, the role of the skateboard community in maintaining the cleanliness and order of the *skatepark* area should be appreciated. With high awareness, *skateboarders* often carry trash bags to dispose of garbage, so that the environment remains clean and comfortable. This reflects the social responsibility that this community has, which not only focuses on *skateboarding*, but also cares about the cleanliness and beauty of the environment.

The hope for the *skateboarding* community in Subang is that they can continue to develop and produce professional athletes who can make the name of the special region of Subang Regency proud. With the right support and adequate facilities, the potential in this community can be maximized, so that it not only provides benefits to its members, but also to the wider community. The existence of skateparks and skateboarding communities is expected to be a positive example for the development of inclusive public spaces that are beneficial to all groups.

CONCLUSION

Based on the results of the research conducted, it can be concluded that the *skateboarding* community in Subang Regency has shown significant development since its establishment in 2013. The community still faces challenges in terms of official

recognition, adequate facilities, and better organization. The existence of the *skatepark* in Subang Square is an important symbol for the community, but the quality of the facility still needs to be improved to meet the needs of members. Social and economic impact, the existence of *skateboards* has a positive impact on the surrounding community, both socially and economically. Skateboarding activities are not only a means for the younger generation to channel their hobbies and talents, but also contribute to the improvement of the local economy by attracting visitors to the skatepark area. In addition, this community shows social responsibility by maintaining the cleanliness and order of the *skatepark area*, as well as involving the community in various activities.

The importance of support and collaboration, To achieve optimal development, greater support from local governments and close collaboration between *the skateboarding* community and related parties is needed. Good communication between the government and the community is essential to accommodate the aspirations and needs of the community, as well as ensure that existing facilities can be used to the fullest. With concrete steps and greater attention, the *skateboarding* community in Subang Regency has the potential to grow and develop, as well as make a positive contribution to society as a whole.

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