

# UMS bid to save Sabah folklore

Culture  
Sociology

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LABUAN: Folklore is the "gem" of culture and usually convey a strong moral lesson in an old-fashioned but entertaining and gripping way.

While the dictionary describes folklore as traditional beliefs and stories of people, Unesco (1985) has a broader definition of it.

It encompasses values transmitted orally, by imitation or by other means that include language, literature, music, dance, games, mythology, rituals, customs, handicrafts, architecture and other arts.

Folklore is now threatened by modern living, literature and increasing preoccupation with other pursuits for fun and enjoyment.

To prevent the possible gradual extinction of Sabah's folklore, a research group called Labuan Usability Research Group from the School of Informatics Science from Universiti of Malaysia Sabah (UMS) – Labuan International Campus lead by the Dean Dr Ag Asri Hj Ag Ibrahim and two of his lecturers – Jonanathan Likoh and Ryan MacDonell Andrias –



Dr Asri

have undertaken an initiative to come up with an innovative way to ensure Sabah's rich heritage is not erased with time.

A statement issued by the group said: "Sabah is rich with its own folklore and legends from more than 30 sub-ethnic groups, including stories, oral histories, beliefs, proverbs, music and dance blended with more than 50 entholingulstic groups."

"The focus of the group's innovation is to preserve and sustain Sabah folklore using Web 2.0 technology. Wiki web-application software used as a platform to store and record all the folklore stories which enables people or authors to write and edit on the same document.

"This will give a power of web-publishing to non-technical authors convenient for authors to write, update and post a folklore story."

The statement said the system would keep track of every editing made and an authorised person will verify the genuineness of the stories which would then lead to a published jour-

nal or articles.

The objective of this innovation is to preserve Sabah folklore, to verify and prove that Sabah folklore as a Sabahan intellectual property and setup identification, and collection system (data gathering, transcription, cataloguing) of Sabahan folklore using Web 2.0 technology.

The innovation would result in the creation of an online library of Sabah folklore in digital form whereby people all around the world could read and be acquainted with the Sabah folklore.

The younger generation will be able to understand and appreciate local folklore "finally this will preserve the Sabah folklore for the next generation of Sabahans."

The group will bring this innovation for participation in the *Pertandingan Penyelidikan & Rekacipta (Pereka) UMS 2010* which will be held April 5 and 6 at Chancellor Hall of UMS Kota Kinabalu.

A preceding paper for it has been submitted for the International IT& Society Conference which will be held on June 8th to 10th at the Recital and Lecture Hall, School of Arts, UMS, Kota Kinabalu.