



Advancement Of Educational Games To Help Primary School Students' Capacity

Kemajuan Permainan Edukasi Untuk Membantu Kapasitas Penangkapan Siswa Sekolah Dasar

Yofhanda Septi Eirlangga, Ullya Mega Wahyuni, Silky Safira

Putra Indonesia University YPTK Padang

Universitas Adzkia

Universitas Andalas

Email: Yofhanda@gmail.com

Article History:

Received:

28 September 2024

Revised:

1 November 2024

Accepted:

7 Desember 2024

Published:

8 Desember 2024

Abstract

The development of information technology from time to time continues to develop and increase, including in the field of education. The use of information technology in elementary school education is very necessary for various purposes, including learning media. Apart from being used as a learning medium, information technology can also be used to develop knowledge. As time goes by, technology currently has a big influence on the teaching and learning process, from elementary school to higher levels. In the increasingly rapid development of technology that is interesting for children and adults to enjoy, there are even some elementary schools that provide some technology in the teaching process. By using technology as an innovation by teachers, it can be believed that the teaching and learning process will be more interesting and can improve student learning outcomes. If technology is used or utilized in the learning process, the teaching and learning process can be maximized. Information technology has a very important role, especially in the world of education.

Keywords: Education, Technology, Elementary School

Abstrak

Perkembangan teknologi informasi dari waktu ke waktu terus berkembang dan meningkat, termasuk di bidang pendidikan. Pemanfaatan teknologi informasi dalam pendidikan sekolah dasar



	sangat diperlukan untuk berbagai keperluan, termasuk media pembelajaran. Selain digunakan sebagai media pembelajaran, teknologi informasi juga dapat digunakan untuk mengembangkan pengetahuan. Seiring berjalannya waktu, teknologi saat ini memiliki pengaruh besar terhadap proses belajar mengajar, mulai dari sekolah dasar hingga jenjang yang lebih tinggi. Dalam perkembangan teknologi yang semakin pesat dan menarik untuk dinikmati anak-anak dan orang dewasa, bahkan ada beberapa SD yang menyediakan beberapa teknologi dalam proses pengajaran. Dengan memanfaatkan teknologi sebagai inovasi oleh guru, dapat dipercaya bahwa proses belajar mengajar akan lebih menarik dan dapat meningkatkan hasil belajar siswa. Jika teknologi digunakan atau dimanfaatkan dalam proses pembelajaran, maka proses belajar mengajar dapat dimaksimalkan. Teknologi informasi memiliki peran yang sangat penting, khususnya dalam dunia pendidikan. Kata kunci: Pendidikan, Teknologi, Sekolah Dasar
--	--

INTRODUCTION

The development of information technology from time to time continues to develop and increase, including in the field of education [1] [2]. The use of information technology in elementary school education is very necessary for various purposes, including learning media. Apart from being used as a learning medium, information technology can also be used to develop knowledge. As time goes by, technology currently has a big influence on the teaching and learning process, from elementary school to higher levels. In the increasingly rapid development of technology that is interesting for children and adults to enjoy, there are even some elementary schools that provide some technology in the teaching process. By using technology as an innovation by teachers, it can be believed that the teaching and learning process will be more interesting and can improve student learning outcomes. If technology is used or utilized in the learning process, the teaching and learning process can be maximized. Information technology has a very important role, especially in the world of education. Education without the use of information technology will be weak, especially in terms of quality, especially in the midst of the Covid 19 pandemic[3][4][5]. With good use, it can simplify the learning process, help students understand the subject matter, can attract students' attention and can improve the quality of learning [6] [7].



Teachers/educators are people who play a very important role in the entire learning process at school. The distance learning that is currently taking place has resulted in many changes in teaching and learning activities. On the one hand, studying from home means students have greater freedom than when studying in class. On the other hand, teachers can feel overwhelmed due to a lack of proficiency in using technology. Being independent means not depending on other people and having no problem doing things yourself. This character is not only beneficial mentally, but also physically. The definition of independence is the value of attitudes or behavior in acting that is not easily dependent on other people in solving problems or tasks. Do everything according to your ability with confidence[8][9][10]. Independent values can be demonstrated from an attitude of being responsible, disciplined, strong motivation, high work ethic, tough, fighting spirit, professional, creative, brave and a lifelong learner. Develop independent values in the use of technology as a teacher/educator to foster student independence in learning and student independence in everyday life. Especially in the use of technology, teachers must be able to be an example for students so that they can make the best use of technology and can use technology in learning or looking for information related to subject matter. Apart from that, in the 21st century teachers are required to be skilled in delivering the material taught, one of which is by using technology as a learning medium. The use of technology by teachers/educators includes: learning with Google Meet, Google Forms and making learning videos independently. Providing a fun learning process is a form of real action from Ki Hajar Dewantara's thoughts. Understanding the nature of a child so that the child's treatment is different according to his character and learning style without having to take away his rights as a child who needs to play in the learning process.

DEVOTION METHODOLOGY

The activity methods include:

1. Counseling and Questions and Answers

The extension method is how to provide information about the use of demonstration applications in delivering material. Where the teaching aids used are applications that can be used on Android-based cellphones.

2. Questions and answers and discussion



The question and answer method is carried out to explore problems related to the counseling material by stimulating children's desires by giving prizes for each answer submitted if answered correctly.

RESULTS OF DEVOTION

The development of information technology from time to time continues to develop and increase, including in the field of education. The use of information technology in elementary school education is very necessary for various purposes, including learning media. Apart from being used as a learning medium, information technology can also be used to develop knowledge. With good use, it can simplify the learning process, help students understand the subject matter, can attract students' attention and can improve the quality of learning.

Teachers can use technology to communicate with students' parents. Apart from being a learning tool for students and a communication tool, the use of information technology is also useful for teachers in the teaching process. Teachers can be examples or role models in the proper use and utilization of technology and how to use it correctly.

21st century learning is one of the challenges that teachers must face in the world of education. Especially in the use of technology, teachers must be able to be an example for students so that they can make the best use of technology and can use technology in learning or looking for information related to subject matter. This is because in the 21st century technology can be available anywhere and at any time. Teachers and parents must supervise and monitor students in using technology. Apart from that, teachers can use technology as a communication tool for parents in monitoring student activities while at home. Apart from that, in the 21st century teachers are required to be skilled in delivering the material taught, one of which is by using technology as a learning medium.

In accordance with the regulations stipulated by Minister of Education and Culture Regulation No. 37 article 2A of 2018 concerning core competencies (KI) and basic competencies (KD) at elementary school level, it reads "Informatics content at SD/MI is used as a learning tool and can be studied through extracurriculars or on local content."

This is to meet the basic needs of students in developing abilities in the current era of globalization. It is necessary to add informatics content lessons to basic competencies at the

elementary school level to prepare the young generation to face the increasingly developing digital era of the 21st century.



Figure 1. Educational Based Game



Figure 2. Counseling to Elementary School Students



Figure 3. Evidence of Community Service

CONCLUSION

The results of this activity are elementary school students' ability to use technology for learning. Where the application used is an educational game designed to be used on smartphones (ANDROID).

From the results of the activity evaluation, the following results were obtained:

1. 20% of students get a score > 80
2. 30% of students get a score > 60
3. 40% of students get a score > 50



4. 10% of students get a score below 50

In conclusion, with this application elementary school students, especially in grades 1 and 2, can improve their ability to count, read and recognize objects better.

BIBLIOGRAPHY

- [1] Dewi, T. K., & Yuliana, R. (2018). Development of scrapbook learning media for essay material describing Indonesian language subjects for class III elementary school. *Educational Reflections: Educational Scientific Journal*, 9(1).
- [2] Nisak, N. Z. (2021). Analysis of the Need for Biology Teaching Materials for High School Students in View of the Level of Difficulty of the Material, Higher Level Thinking Skills, and Student Learning Activeness. *EduBiologia: Biological Science and Education Journal*, 1(2), 128-133.
- [3] Bastari, E. (2019). The Relationship between Learning Motivation and Student Learning Outcomes in Class IV Social Sciences Subjects at Sd Negeri 1 Sukabumi Indah Bandar Lampung 2018/2019 (Doctoral dissertation, UIN Raden Intan Lampung).
- [4] Bastari, E. (2019). The Relationship between Learning Motivation and Student Learning Outcomes in Class IV Social Sciences Subjects at Sd Negeri 1 Sukabumi Indah Bandar Lampung 2018/2019 (Doctoral dissertation, UIN Raden Intan Lampung).
- [5] Risnanosanti, S. Y., Salam, M. F., Togatorop, F., Hutagalung, I. S. R., Darojah, R. U., Mustova, S. Z., ... & Abdullah, A. R. (2022). DEVELOPMENT OF STUDENTS' LEARNING INTERESTS & TALENTS. *Archipelago Literacy*