



Journal of Human And Education
Volume 4, No. , Tahun 2024, pp 407-413
E-ISSN 2776-5857, P-ISSN 2776-7876
Website: <https://jahe.or.id/index.php/jahe/index>

The Urgency Of Educational Games As A Learning Media For Rural Children

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Abstract

When the author carried out his service in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar. Primary level educators/teachers complain that elementary school children in their villages do not want to focus, complain easily, and some even intend to drop out of school because of boredom. On this basis, the author decided to educate teaching staff about educational game-based learning media with the following stages of problem discovery and solutions. The results in this article show 1). Educators complain that elementary school level children in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar are easily bored, fed up, and even intend to drop out of school. 2). The author approached and asked directly to rural children in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar about the causes of being easily bored, fed up, and even intending to drop out of school. 3). The author discussed with the teaching staff and decided to educate the teaching staff about educational games as a learning medium for two weeks. 4). Educational games are believed to have an urgency to overcome boredom, boredom, and intentions to drop out of school among elementary school level children in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar regarding the causes of easily getting bored, fed up, and intending to drop out of school.

Keywords: *Urgency, Educational Games, Learning Media*

INTRDOUCTION

The increasingly rapid development of information technology in the current era of globalization cannot avoid its influence on the world of education. Global demands require the world of education to always and always adapt technological developments to efforts to improve the quality of education, especially adapting its use to the world of education, especially in the learning process. Information technology is the development of information systems by combining computer technology with telecommunications (Baharudin, 2010). The use of technology in the world of education will increase effectiveness in the learning process, so that it can improve the quality of existing education. Learning has been developed with various different innovations, including: learning methods, learning models, and learning media. In the field of education, the role of a teacher in learning must always follow developments with the times, without abandoning the cultural customs that are inherent in society.

The role of educators is needed in providing facilities in the form of space that can be accessed by students so they can continue learning outside of school. Therefore, educators are required to have special abilities and expertise in combining learning with current technological developments. Educators must be able to provide services in lessons without having to deal directly with students. A service that is really needed by students so that it can increase motivation in learning is learning media. With the existence of learning media, it is hoped that teachers will be able to be more creative and innovative in providing material to students. Learning media is used as a means aimed at improving the quality of education (Auliani, 2017).

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Learning media is media that is specifically designed to stimulate students' thoughts, feelings, attention and will so that the learning process occurs. Learning media contains information that can be in the form of knowledge or be a means for students to carry out learning activities (reading, observing, trying, working on questions, answering questions, etc.). Learning media is not just physical objects, but everything that contains learning material, making it possible for someone to use it for learning in order to gain knowledge, skills or change attitudes). Learning media is anything that can be used to channel messages from the sender to the recipient so that it can stimulate students' thoughts, feelings, interests and attention so as to create a learning process. The learning media models according to (Hannafin, 1998) include tutorial models, Drill and Practice models, simulation models, game models, and hybrid models.

A new innovation is really needed in the world of education, especially in the use of technology, because with this new innovation the quality of education can be improved. One of the new innovations that can be created as a learning aid is interactive learning media that utilizes computer technology as a tool to use it. According to Sutarman (2009:65) with the help of computers and information technology, the quality of education can improve and make it easier for students to receive lessons. Innovative learning media can be interactive learning media. Learning media is anything that can be used to channel messages from the sender to the recipient so that it can stimulate students' thoughts, feelings, interests and attention to create a learning process (Taufiqoh, 2010). The learning media models according to Hannafin & Peck (1998: 139-158) include tutorial models, Drill and Practice models, simulation models, game models, and hybrid models.

Electronic games (E-Games) are games created based on electronic equipment. Those included in the e-game category include: video games, computer games, mobile phone games, and games found on other electronic devices. The components or elements of egame development are a combination of computer science, art and design disciplines. The special elements that are characteristics of games in general and are also found in e-games are: The rules, Strategic Situation and Players Pay off. Egame (electronic game) has elements of E-game (electronic) learning (Mufidah & Lestari, 2022).

Educational games are innovative learning media with a presentation system that uses various types of teaching materials that form a single unit or package in the form of software in the learning process (Chandra, 2017). This educational game emerged as a response to negative assessments among the public regarding games. So far, games have been considered only destructive and have no educational content in them. Many children like to play games, so they sit for hours in front of computers, play stations, and the like. If this is directed correctly, it can be used as a fun learning tool and is believed to be more effective (Chandra, 2017).

Educational games are games created to stimulate thinking and are also a way to train children to improve their concentration. Utilizing educational game technology in the teaching and learning process of children is one of the right ways, because educational games as a visual media have advantages compared to other visual media. Apart from that, educational games invite players to participate in developing their playing skills so they can determine the final result of the game. With educational games, what you have learned can be immediately put into practice in the game, or even information that has not yet been obtained can be obtained in the game. The concept of developing educational games is not to eliminate student activities, but to help students complete learning activities that can be accessed when students are at home so that motivation to learn arises. Educational games are designed with the aim that students can learn while playing, so that students are expected to understand the material more easily (Vitianingsih, 2017).

Educational games are very interesting to develop. There are several advantages of educational games compared to conventional educational methods. One of the main advantages of educational games is the visualization of real problems. The Massachusetts Institute of Technology (MIT) has succeeded in proving that games are very useful for improving players' logic and understanding of a problem through a game project called Scratch. Based on the results of previous research, there is no doubt that educational games can support the educational process. Educational games are superior in several aspects when compared to conventional learning methods. One of the significant advantages is that there is animation which can improve memory so that children can retain learning material for a longer time compared to conventional teaching methods (Widyastuti & Puspita, 2020).

With educational game learning media, students will more easily remember the material presented by the teacher because it is presented in a pleasant display. The application of

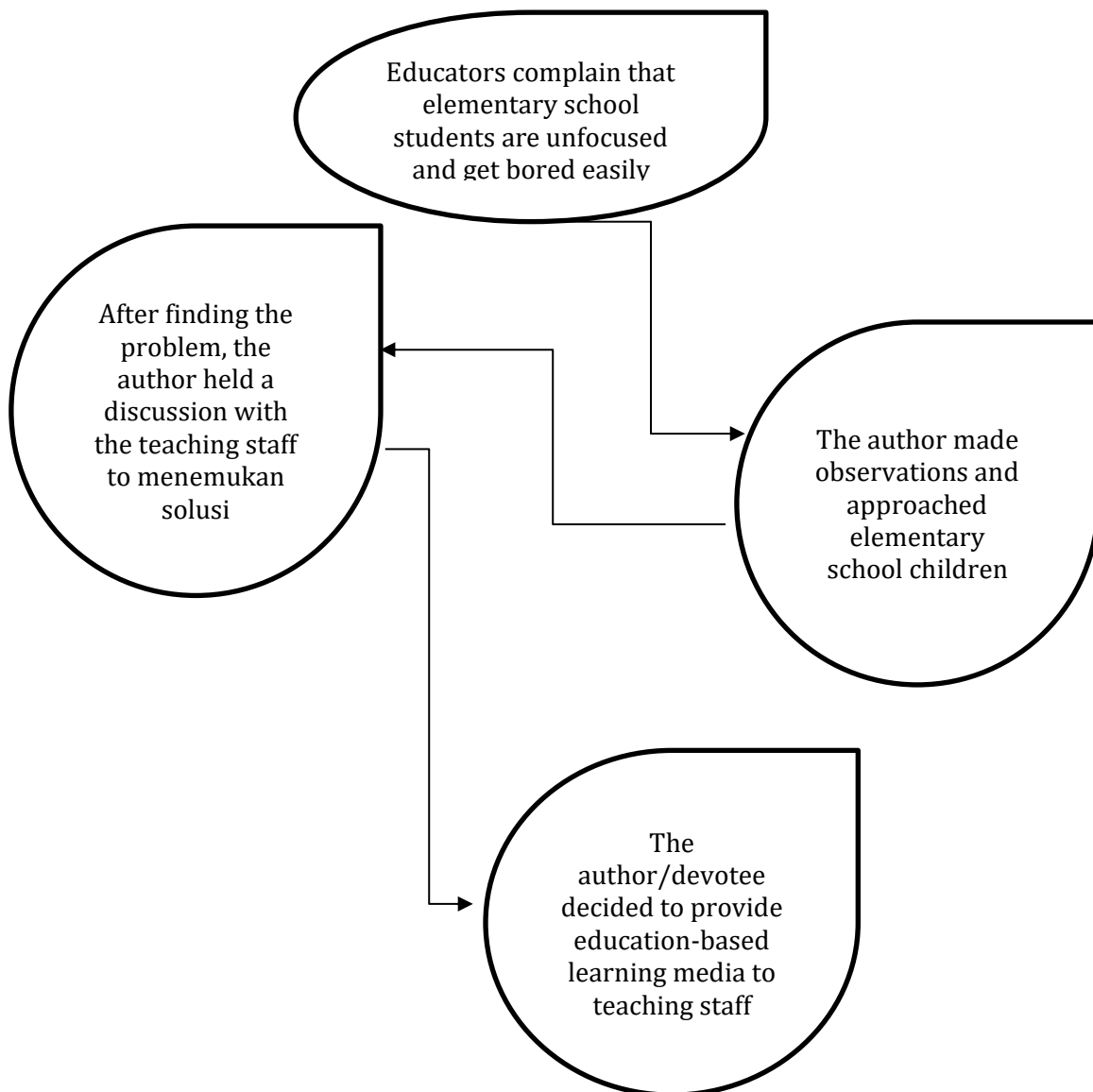
educational games in learning activities is also expected to increase student motivation, activeness, interest in learning and learning outcomes. In this way, educational games can be used as an alternative means for educators to provide new innovations in developing learning media, and can make it easier for students to understand the material presented by the teacher (Siswanto, 2013).

When the servant made observations in nearby villages, the writer/servant received complaints from local village teachers that the elementary school students they taught were bored with learning methods, had difficulty focusing on their studies, resulting in the students not wanting to go to school and even intending to drop out of school. . Therefore, the role of education-based learning media is very urgent if implemented in rural areas. This devotion does Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar.

METHOD

When the author carried out his service in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar. Primary level educators/teachers complain that elementary school children in their villages do not want to focus, complain easily, and some even intend to drop out of school because of boredom. On this basis, the author decided to educate teaching staff about educational game-based learning media with the following stages of problem discovery and solutions.:

Figure 1
Stages of Problem Discovery and Solutions



RESULT AND DISCUSSION

Learning Media and Educational Games

The increasingly rapid development of information technology in the current era of globalization cannot avoid its influence on the world of education. Global demands require the world of education to always and always adapt technological developments to efforts to improve the quality of education, especially adapting its use to the world of education, especially in the learning process. Information technology is the development of information systems by combining computer technology with telecommunications (Baharudin, 2010). The use of technology in the world of education will increase effectiveness in the learning process, so that it can improve the quality of existing education. Learning has been developed with various different innovations, including: learning methods, learning models, and learning media. In the field of education, the role of a teacher in learning must always follow developments with the times, without abandoning the cultural customs that are inherent in society.

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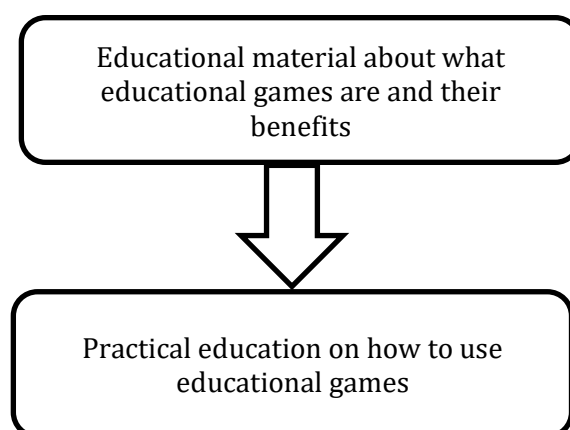
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Educational Materials

The educational materials that the author/devotee provides to teaching staff regarding educational games are as follows:

Figure 2
Educational Materials

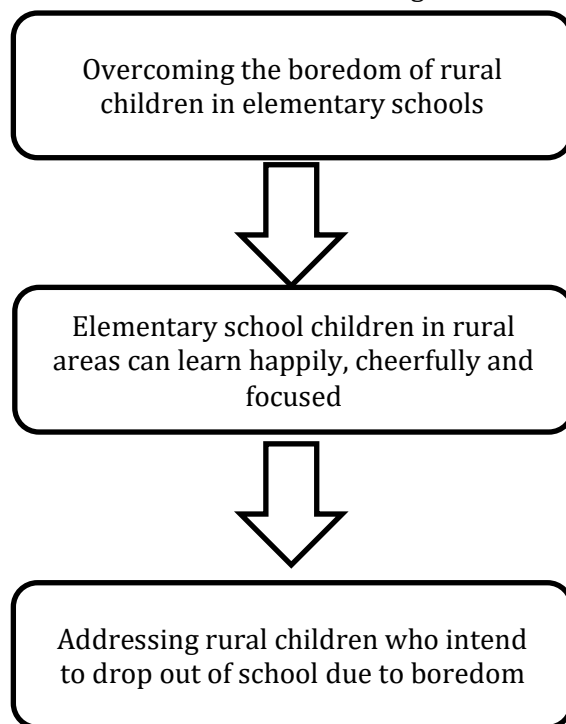


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There are several urgencies regarding the application of educational games as a learning medium in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar, as follows:

Figure 3

The Urgency Of Educational Games As A Learning Media For Rural Children



CONCLUSION

When the author carried out service in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar, several things can be concluded as follows:

1. Educators complain that elementary school level children in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar are easily bored, fed up, and even intend to drop out of school.
2. The author approached and asked directly to rural children in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar about the causes of being easily bored, fed up, and even intending to drop out of school.
3. The author discussed with the teaching staff and decided to educate the teaching staff about educational games as a learning medium for two weeks.
4. Educational games are believed to have an urgency to overcome boredom, boredom, and intentions to drop out of school among elementary school level children in Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar regarding the causes of easily getting bored, fed up, and intending to drop out of school.

EXPRESSION OF THANKING

The author would like to express his deepest gratitude to the rural officials of Bojonegara Village, Cirebon, Telawang Village, Banjarmasin, and Maricaya Makassar, teaching staff, colleagues, and all elementary school level children who have trusted to complain about the problems they are facing. and accept the solution that the service offers.

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