USE OF GAME-BASED LEARNING MEDIA EDUCATION AS AN EFFORT TO INCREASE INTEREST ELEMENTARY SCHOOL STUDENTS LEARNING

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ABSTRACT

The decline in interest in learning among elementary school students is one of the challenges in the world of education that needs to be addressed immediately. Especially in this digital era, of course we also have to keep up with the times. One innovative solution that can be applied is the use of educational game-based learning media. This study aims to analyze the effectiveness of using educational games in increasing interest in learning among elementary school students. The method used is a literature study and observation of the implementation of game-based learning media in several elementary schools. The results of the study show that educational games can increase student involvement in the learning process, strengthen conceptual understanding, and create a pleasant learning atmosphere. In addition, the use of games can also stimulate students' curiosity and intrinsic motivation. Thus, educational game-based learning media can be an effective strategy in increasing interest in learning among elementary school students. The existence of this learning media is to train students' responses to digital media containing character education in the material being taught. The use of educational game-based learning media is very helpful in learning during the pandemic, because learning with this technology media can be accessed anywhere and anytime, thus providing convenience in helping students learn. The use of educational game-based learning media provides a new and different learning atmosphere.

Keywords: Educational Games, Learning Media, Learning Interest, Quizizz

INTRODUCTION

The supporting factor for the progress of a country is education, a developed country is an ideal that every country wants to achieve. Education is so important that a nation can be measured whether it is advanced or backward by education, because education is the process of producing the next generation of the nation (Chotimah, C., 2016).

If the output of this education process fails, it is difficult to imagine how progress can be achieved. Various problems arise, ranging from inadequate facilities, the increasing number of school dropouts, the curriculum that often changes, the unprofessionalism of educators, to the personality of students who are far from what is expected. To improve student learning achievement, teachers are required to make learning more innovative, which encourages students to learn optimally both in independent learning and in classroom learning. Innovation in learning models is very necessary and very urgent. Especially in producing new learning models which can provide better learning outcomes, increased efficiency and effectiveness of learning towards renewal. Learning is a complex process that occurs in every person throughout their life (Saodah, S., et al, 2020).

The learning process is occur because of the interaction between a person and his environment. Therefore, learning can be done anywhere. One sign that someone has learning is a change in behavior at the level of knowledge, attitude and skills. School is an institution designed for teaching students or pupils under the supervision of teachers. Schools are grouped into Kindergarten, Elementary School, Junior High School, Senior High School/Vocational School and Bachelor's degree for their knowledge. Elementary School (SD) is the most basic level of formal education in Indonesia. Elementary school is taken in 6 years. Starting from class I to class VI. Elementary school graduates can continue education to junior high school level. Elementary school students are generally 7-12 years old. Elementary school subjects are generally religion, citizenship, physical education and health, English, Indonesian, regional languages, mathematics, science, social studies, and arts and crafts. Certainly students have obstacles in subjects, learning difficulties and understanding are big problems for students. Teachers are as smart as possible to overcome these problems by changing the teacher's teaching model and method. That way students will get a new nuance and students' curiosity will increase. As for the smoothness of the teaching and learning process, teachers can use assistive media, assistive media can be in the form of models, textbooks, transparency films, video cassettes, computer-based media and others. In the teaching and learning process to be effective, a method is needed that is in accordance with the character of the students, the subjects delivered, the atmosphere and supporting infrastructure. Learning is basically an effort to help students carry out learning activities. (Hotimah, H., 2020)

The purpose of learning is to realize the efficiency and effectiveness of learning activities carried out by students. For example, in history lessons, students will feel bored and tired because of the many readings and stories. Students are less interested in lessons that contain history because of the difficulty in understanding and the lack of interest in reading literacy in children. A medium is needed to attract interest that is in accordance with the characteristics of student learning in the learning. So there needs to be a change in learning so that it doesn't happen like that. So there needs to be a learning media to influence students' interest in learning to be more enthusiastic in learning. According to (Arsyad, 2016:25) although it has long been recognized that there are many advantages to using learning media and many positive impacts received by students. Examples of direct learning media as follows, namely the delivery of learning becomes more standard, learning can be more interesting,

learning becomes more interactive, the length of learning time required can be shortened, the quality of learning outcomes can be improved, learning can be given wherever desired. Students' positive attitudes increase in mathematics learning, the role of teachers can change to a more positive direction with the aim of developing educational games as a learning medium for students to see the feasibility of the student learning process. That way students can be more interested and more easily understand historical stories. That way it will make it easier for teachers to control students to reason about the material.

In educational practices at the elementary school level, especially related to the low interest of students in learning conventionally delivered subject matter. Although several previous studies have discussed the effectiveness of interactive learning media and technology in education, there is still limited research that specifically examines the use of educational game-based media designed according to the characteristics and needs of elementary school students. In addition, there have not been many studies that explore how the integration of game elements into learning media can play a direct role in shaping students' intrinsic motivation and interest in learning sustainably.

From this study is very significant, both from a practical and theoretical perspective. Practically, the results of this study provide a new direction for teachers and elementary education practitioners in designing more interesting, adaptive, and enjoyable learning through the use of educational games. This is expected to be able to create a learning atmosphere that is not only interactive but also able to foster active student involvement in the learning process. Meanwhile, theoretically, this study strengthens the understanding of the relationship between the use of game-based digital media and theories of learning motivation, especially in elementary school children.

This article lies in the approach used, namely integrating educational game elements into learning media by adjusting the local context and the needs of the elementary school curriculum in Indonesia. Not only adopting technology, this study also develops media that are studied based on the psychological and cognitive characteristics of children, and directly tests their impact on increasing students' interest in learning. Thus, this article offers an original contribution to the development of innovative and relevant learning strategies in the digital era.

METHODS

In writing this article using the type of research in the form of a library research which is one way to obtain research data by reading carefully and drawing conclusions from books in the library or online journals which are the results of previous research. In writing this scientific article there are also several steps for data collection, analysis and interpretation of data from library sources that the author has found. The author collects materials from various sources such as books, journals, online journals, which are in accordance with the theme the author chooses and then interprets them.
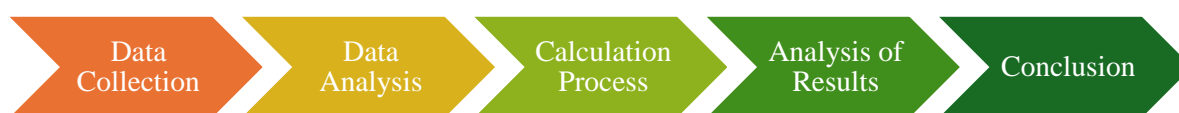
Figure 1. Library Research Method Steps

RESULT AND DISCUSSION

Improving the quality of education is attempted by improving the learning process. Assessment of the learning process can be seen from the changes that occur from the previous state to the present. Assessment of learning outcomes is an important component in learning activities. Efforts to improve the quality of learning can be achieved by improving the quality of the assessment system. Instruments achievement of learning outcomes must pay attention to the development and abilities of students. Most teachers use assessments in the form of written tests. With the use of tests, it results in students not being impressed, so that student learning outcomes are low. Alternative use of assessments can be in the form of Quizizz as a stimulant that is "fun" but still "learning" which can restore memory, be interesting, and give a good impression in students' brain memory.
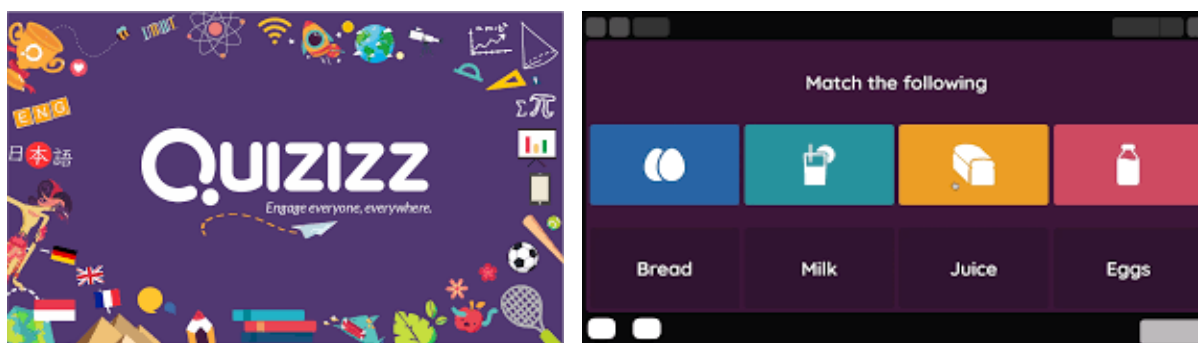

Figure 2. View of the Quizizz Application

Thus, it is hoped that the use of Quizizz as an assessment instrument can improve student learning outcomes. Quizizz is a web tool for creating. Interactive quiz game to use in your classroom learning for example for formative assessment. It is very easy to use, the interactive quiz you create has up to 4-5 answer choices including the correct answer. In addition, the image to the background of the question and adjust the question settings as desired. When the quiz is finished, the teacher can share it with students using the 6-digit code generated. Quizizz can be used as a good and fun learning strategy without losing the essence of ongoing learning. Even This strategy can involve active student participation from the start. In addition, the demands of the industrial revolution 4.0 era make various sectors of life including education need to reorient in determining the direction of education policy to answer the challenges of the industrial revolution 4.0 which demands a significant and comprehensive increase in individual capacity through various efficiency in the world of education, such as an education system that involves technology in the learning process. Quizizz is one of the applications that can be used in learning assessment.

The various features of Quizizz make students feel happy and comfortable when doing the assessment. So that students are motivated to be able to complete the assessment with satisfactory results maximum.

1. Student-Paced, where the questions in the quiz will appear on each student's screen, so that they can answer questions with steps
2. themselves and can review their answers.
3. Quizizz can be played on any browser, smartphone, PC, laptop, tablet, and other devices that can run iOS/Mac, Android, Windows.
4. or Linux operating system. Quizizz is also available in the form of an application on iOS and Android, in addition to being accessible using a browser.
5. There are thousands of quizzes published, where teachers can use these quizzes to train their students. In addition, participants
6. Students can also search for quizzes themselves.
7. 4. Quiz Editor, Quizizz has a good quiz editor. Users are facilitated to upload images or other media to the questions created, can take questions from the quizzes created, and save questions automatically.
8. 5. Quiz Report, Quizizz has a feature to display a report of quiz results. This report can be printed and forwarded directly via email to the parents of students. This quiz report is presented in detail and displays an analysis of the questions.
9. 6. Quiz Costumization, teachers have several options to customize their quiz sessions to change the level of competition, speed, and other factors.

Mulyati, S. and Evendi, H. (2020:66) stated that Quizizz has various characteristics used in games like memes, avatars, themes, and game music. Quizizz application has features that complete and flexible. This can make it easier for participants students to work on questions anywhere and anytime. Teachers are also given the convenience of creating quizzes and managing the use of quizzes. In fact, teachers can immediately get the results of the question analysis that can be forwarded or sent directly to the parents of students. Quizizz is one of the effective and efficient learning evaluation media to use. In Quizizz, there are 5 types of interactive questions, namely multiple choice, checklist, fill-in, polling, and description. This media has a display attractive and interactive design. This makes participants students feel happy when doing the evaluation learning.

Rosy (2020:263) explains that Quizizz has advantages, namely that the questions presented have a time limit, in this case students are taught to think precisely and quickly in working on the existing questions. Another advantage of Quizizz is that the answers to the existing questions will be displayed in color and images and will be visible on the teacher's computer (as an operator) and in the student's device will change automatically according to the order of the questions presented. Before conducting the research, the researcher prepared learning devices including questions that had been created using Quizizz. Teachers can set the game directly, assignments, individuals, teams, or tests (can only be done once). Educational Game Based Media Game is a game that can be played with certain rules so that there are winners and losers, usually in context and not seriously and with the aim of refreshing. Education or education is the process of changing a person's attitude and behavior or group of people in an effort to mature humans through teaching and training efforts, processes,

methods, educational actions. Education can be obtained through formal and non-formal. Formal education is obtained from a structured learning that has been designed by an institution. While education non-formal is knowledge that humans obtain in everyday life, whether experienced or learned from other people.

Educational games are games that are packaged to stimulate thinking power and are one way to train and increase concentration. its users (students). Educational games are games that are packaged to stimulate thinking power including increasing concentration and solving problems. An effective interactive learning technique for students is to use educational games, this is because most students in elementary school have a high curiosity about all those in the surrounding environment (Eva, 2009). There are several problems in delivering lesson materials in elementary schools, one of which is students' boredom in learning and in understand the learning material provided. By because of that, with this educational game, aims to overcome learning problems in increasing interest in learning, helping the development of intelligence and improving students' abilities in the basic school learning process. For this reason, interactive, interesting and fun learning media are needed so that the delivery of this educational game can be done with play while learning. In addition, in making educational games, the emphasis must be on developing interactive games or games. because this interactive game or game is the main medium in delivering learning for elementary schools. By means of display of images, animations, sounds, and accompanied by interactive games in it. The use of educational game technology in the teaching and learning process is one of the right ways, because educational games as visual media have advantages compared to other visual media. In addition, educational games invite players to participate and take part in determining the final results of the game. Forms of educational games for students need to know that playing activities do not always require "toys". However, not all toys played by students at this time have educational elements, where the game is specifically designed for educational purposes. If we observe students who are playing, then playing activities can be divided into two types, namely:

a. Playing with lots of movement (active) Playing with lots of movement is characterized by lots of movement, such as; running, jumping, kicking, and so on. This method is useful for students in terms of practicing various skills. Most male students like this type of game. By playing actively as if students channel his energy which is excessive. Including in active play the example is hopscotch, rubber jumping, playing ball and others.

b. Playing with little movement (passive) Playing with little movement is characterized by not using too much energy, the playing atmosphere is calmer and relax. For example playing bekel, dismantling boards, category cards, looking at picture books, reading, listening to music and others.

CONCLUSION

Improving the quality of education is attempted by improving the learning process. Assessment of the learning process can seen from the changes that occurred from the previous state until now. Assessment of learning outcomes is important components in learning activities. Efforts to improve the quality of learning can be taken through

improving the quality of its assessment system. Student development and ability instruments. Educational games is a game packed to stimulate thinking power and is one of the ways to train increase the concentration of its users (students). The achievement of learning outcomes must take into account

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