THE USE OF EDUCATIONAL GAMES IN LEARNING AT SCHOOLS

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ABSTRACT

The problem that is often found in the current learning process is the lack of student interest in learning. This research aims to find out whether educational games can have an impact on improving student understanding in learning. In addition, this research also aims to find out the kinds of educational games that are most often used by educators to students in learning at school. The problem that is often found in the current learning process is the lack of student interest in learning. This research uses the Systematic Literature Review (SLR) method, which is a method carried out by looking for sources of research or knowledge about a particular study which is then compared and further studied. Based on the results of the research that has been conducted, it can be concluded that the use of educational games in learning at school can have an impact on increasing student interest in learning, increasing student learning outcomes, increasing student focus in learning, increasing student understanding of lessons, and making it easier for teachers to measure student learning abilities. The educational games that are most often used in the learning process are Quizizz, Wordwall, and Kahoot.
Keywords: Educational Games; Digital; Learning.

INTRODUCTION

Nowadays, digital technology is increasingly developing and recognized in various age groups, including children under five years old.Since childhood, children have been introduced to digital technology in the form of smartphones. Although they are not yet able to read the letters on the smartphone, they can still use it well. This shows that they have a huge interest in the use of digital technology. However, without realizing it, the use of digital technology since childhood without any time limit can make it difficult for children to focus on learning other things, such as learning in school.

Education is a place for everyone to gain a lot of knowledge, self-development, experience, and many other things (Mutaqin, dkk 2023).. Education is an educational process carried out by an educator to students which aims to provide a good example, improve abilities, explore self-potential, and improve the quality of attitudes and manners (Pristiwanti et al., 2022).

In education, there are several components needed, such as learning media, teaching techniques, and strategies needed to support the process well. There are several components needed in designing education, namely the development of educational goals, learning materials delivered, strategies or methods used in learning, and tools or resources used during the learning process (Sukmawati, 2021).

In an increasingly developing era, there are already various kinds of educational support that can be used easily. The rapid development of technology can have an impact in the world of education. Current learning media can be developed innovatively and creatively by using technological adaptations. The use of technology in learning can attract the attention of students because it is considered interesting and is still rarely used, especially at the elementary school level.

For students who have been introduced to digital technology from an early age, it can have an unfavorable impact on the learning process at school, they consider that the learning media used and the delivery of material are considered less interesting and boring. Difficulty focusing on lessons in the classroom often occurs, so they have difficulty understanding the lessons.

From the problems that occur, innovation and creativity of educators are currently needed in the learning process. Educators must find ways so that students can follow learning well, so they can understand the subject matter presented. In addition, the learning process must also be able to actively involve students so that they do not feel bored in the learning process.

In line with the advancement of digital technology, educators can utilize various digital tools that can be used at school. Currently, there are many applications or websites that provide various things to support the learning process, both for subject matter, teaching materials, and learning outcomes assessment needs.

One of the advances in digital technology that can be used in learning is digital-based educational games. Educational games themselves can usually be in the form of applications or websites that provide various types of games that can be used to measure understanding of student learning outcomes. Teachers can create questions that are then answered by students. The form of presentation of the questions varies, such as being displayed on a projector screen or directly distributing game links to all students who can then be done on their respective cellphones.

The form of presentation of this digital-based educational game question is very diverse and can be made as desired. In addition to providing questions, teachers can also include discussions related to the correct answers, so that students can better understand the lesson in a fun way. The utilization of educational games in learning can help students understand the subject matter well and increase student interest and motivation to learn, and can improve student learning outcomes (Rahmawati et al., 2022).

Based on the problems that have been described, this study aims to determine whether educational games can have an impact on increasing student understanding in learning. In addition, this research also aims to find out the kinds of educational games that are most often used by educators to students in learning at school.

RESEARCH METHODS

This research uses the Systematic Literature Review (SLR) method, which is a method carried out by looking for sources of research or knowledge about a particular study which are then compared and further reviewed. Systematic Literature Review (SLR) is a method used to identify, evaluate, study, and interpret various research sources that have been collected in accordance with the relevant field of study (Triandini et al., 2019).

The study used in this research is a study of the utilization of educational games in school learning. So, several steps were taken in this research, namely: (1) searching for articles related to the topic of study through Google Scholar, (2) identifying articles that match the research topic, (3) selecting five articles that are considered the most relevant, (4) analyzing and processing research data, (5) concluding the research results.

RESULTS AND DISCUSSION
Result

Researchers have searched for various sources in the form of articles that have analyzed and studied topics on the utilization of educational games in learning. From the search results, researchers found five articles that were considered relevant. The five articles examine the use of educational games in learning by conducting direct observations and experiments with students.

From the five articles that have been analyzed, it can be seen that the use of educational games in learning at school is very helpful in the learning process, both for educators and students. Educational games that are considered new to be applied in learning are able to attract more attention for students. They are more focused and interested in the educational games presented in learning.

Educational games used in learning are also proven to provide an increase in student learning outcomes. This is evidenced by the research results of the five articles that have been found. In several sources of articles that have been found, the percentage of learning outcomes of students who use educational games in learning is much higher than students who do not use educational games in their learning.

The type of educational games that are widely used in learning at school are educational games in the form of quizzes or questions. However, the display contained in the game is very innovative and creative, so that it can attract the attention of students. The use of educational games is also usually used

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261

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by teachers in assessing learning outcomes. By using this educational game, teachers can more easily measure students' ability to understand the lesson. In addition, the use of educational games can save time, materials, and energy. The educational games that are most often used in learning at school are Wordwall, Quizizz, and Kahoot.

The following are some sources of research articles that are relevant to the study of the utilization of educational games in learning at school.

Table 1. Research Results of Educational Game Utilization in Learning

No	Title (Author)	Journal & Year	Research Results
1	Pemanfaatan Game Edukasi Wordwall untuk Meningkatan Hasil Belajar Bahasa Indonesia Siswa Kelas V Sekolah Dasar (Erly Kusumawati dan Mu'jizatin Fadiana)	Jurnal Basicedu Tahun 2024	This study shows the results that the utilization of digital adaptation in the form of Wordwall educational games is very helpful in improving student learning outcomes. This can be seen from the changes in student scores from pre-cycle to second cycle. During the pre-cycle, student scores only reached 56.52%, then during the second cycle student learning outcomes increased dramatically to 95.65%. The interesting form of learning media makes students more enthusiastic in carrying out learning, so that it has a very good impact in the field of education at school.
2	Pemanfaatan Media Game Edukasi Wordwall Untuk Meningkatkan Minat Belajar Siswa (Nadhirotuz Zulfah)	PTK: Jurnal Penelitian Tindakan Kelas Tahun 2023	This study uses a classroom action research method, in which the researcher conducts direct observation. From the results of this study, it can be seen that the utilization of Wordwall educational games provides a significant increase in student interest in learning, changes in cycle presentations show a good impact from the utilization of educational games in learning. In the first cycle, the percentage of student interest was only 78%, in the second cycle it was 83.6%, and in the third cycle it showed a percentage of 91%. Researchers in this study also said that the use of educational games in learning has a huge impact on student interest in learning, namely students become more focused and able to play an active role because the utilization of educational games is a new thing that they feel.
3	Pemanfaatan Aplikasi Game Edukasi Wordwall Maze Chase dalam Penilaian Hasil Belajar Sejarah (E. Erawati, Zulfa, dan Meldawati)	Jurnal Pendidikan Tambusai Tahun 2023	In this study, educational games were used as a medium for conducting learning outcomes assessment. From the results of the research conducted, it can be seen that the utilization of educational games is not only useful as an interactive learning media, but can also be used as an interesting assessment media. This research shows that the utilization of educational games helps students in improving learning outcomes and can streamline the time of conducting assessments compared to using manual methods. Students also feel happy

			when doing it because they do the assessment in an interesting way, like playing a game.
4	Pemanfaatan Media Pembelajaran Berbasis Game Edukasi Kahoot! Pada Pembelajaran Fisika (Rafika Andari)	ORBITA. Jurnal Hasil Kajian, Inovasi, dan Aplikasi Pendidikan Fisika Tahun 2020	This study shows that the use of Kahoot educational games can provide much better results and impacts compared to using other media. The group of students who used Kahoot educational games, got a much greater completeness of learning outcomes. It also shows that the use of educational games can increase activeness in learning and get a much better understanding because they immediately get feedback from the learning results.
5	Pengaruh Media Quiziz Terhadap Aspek Menulis Peserta Didik Kelas IV Sekolah Dasar (Radikah Roudhotul Janah dan Vevy Liansari)	Tunas: Jurnal Pendidikan Guru Sekolah Dasar Tahun 2023	This study aims to determine the effect of Quizizz educational games on students' writing aspects. Based on the results of the study, it can be seen that the Quizziz educational game is very helpful in the learning process, the teacher is easier to convey the material, students are easier to understand the material presented, and Quizziz also has an influence on the writing aspects of students in Indonesian lessons.

Discussion

Innovation, creativity and interesting techniques are needed in the learning process. This needs to be learned by educators and then applied in the learning process because currently there are many students who have difficulty in understanding lessons. Currently, there are many conveniences that can be obtained by educators to develop an interesting learning process.

Educators can take advantage of advances in digital technology in learning. One of them is by utilizing digital-based educational games. There are many kinds of educational games that can be used by educators, either in the form of applications or websites. Based on the results of several research sources, the most widely and frequently used educational games in the learning process are Quizizz, Wordwall, and Kahoot.

The ease of accessing and using educational games is very useful in the learning process at school. Teachers only need to prepare questions and discussions related to the lesson being implemented. The utilization of educational games in learning at school certainly has a positive impact on increasing student interest in learning. However, digital-based educational games cannot be applied in all schools because there are obstacles faced.

Some of the benefits obtained from the use of educational games in learning according to the five articles that have been analyzed, namely students are more focused in the learning process, students understand the lesson better, the percentage of student learning outcomes increases, saves assessment time, hones students' abilities in a fun way, and students feel learning is much more fun.

The utilization of this digital-based educational game does provide many benefits, but not all schools can implement it. This is due to obstacles, such as inadequate facilities, poor internet networks, or lack of teacher understanding in using educational games.

CONCLUSIONS

Based on the results of the research that has been conducted, it can be concluded that the use of educational games in learning at school can have a good impact on teachers and students. The educational games used have an impact on increasing student interest in learning, increasing student learning outcomes, increasing student focus in learning, increasing student understanding of lessons, and making it easier for teachers to measure student learning abilities. The educational games most

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often used in the learning process are Quizizz, Wordwall, and Kahoot. Researchers hope that this research can be a reference for other researchers who want to conduct research with similar fields of study. In addition, researchers hope that the use of educational games can be utilized by all schools because it can have a good impact on the learning process at school.

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