

Development of an Independent Learning Curriculum-Based Educational Game Portal in Building Resilience and Digital Literacy for Elementary School Students

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ABSTRACT

Proactive and innovative curriculum by integrating edugame-based creative learning. Game-based learning or Game Based Learning (GBL) can be played using a device anywhere and anytime. To make this happen, this research partners with PT Animars Demikita Metamedia. Partners have capabilities in digital media content targeting elementary school students. Educational game content which are based on the independent learning curriculum and the 2013 curriculum for the elementary school level have not been produced much even though it is very much needed. The solution offered in this proposed program is the development of an educational game portal based on their learning curriculum in building resilience and digital literacy of elementary school students.

The Maching Fund program is designed in five main activities, namely: 1) independent study; 2) research activities; 3) community service activities; 4) teaching assistant activities; 5). Entrepreneurial activity. The first activity, independent study is a program that is carried out to practice the competencies that have been obtained during lectures into a real project in a specific and practical manner and in direct contact with experts to understand its application. The independent study was carried out at the end of the fifth month to the sixth month of the independent study followed by 20 students including 5 students from the Education Policy Study Program, 5 students from the PGSD FIP Study Program, 6 students from the Information Technology Study Program, and 4 students from the Information Technology Education Study Program, FT YSU. The second activity, research

the development of an educational game portal has resulted in 12 edugame packages that are appropriate and appropriate for use to increase the resilience and literacy of elementary school students. Edugame is equipped with a guidebook for elementary school teachers in the form of interactive animation e-books. The development research stages that have been passed are the analysis stage, namely field studies and document studies related to the independent learning curriculum-based educational game portal, the design stage, namely designing the design of the independent learning curriculum-based edugame portal, the production stage, namely producing edugames using some of the software developed by partners (PT. Animars Demikita Metamedia, implementation stage, namely making guidebooks, limited trials, field trials, and dissemination. The results of the trials and dissemination show that educational games have succeeded in building resilience and digital literacy of elementary school students. Third activity , the results of research conducted by the academic community in tertiary institutions are socialized through activities

community service (PKM). Training on Using the Educational Game Portal at the Bantul Education and Youth Service building. This activity was carried out by a research team consisting of five lecturers and involving 10 PGSD students. The material presented in this activity is Creativity and Innovative with Edugame, followed by presentation of educational game portals and assistance in the use of educational game portals. This activity was attended by 40 participants. Fourth Activity, Teaching Assistance Activities 5 people provide teaching assistance at schools using edugame application products that are integrated into educational game portals. The methods used in the implementation of Teaching Assistance include the Demonstration Method and the Guided Practice Method. Fifth activity, the role of students in Maching Fund entrepreneurial activities provides input to Partners in product development and marketing strategy. Based on the results of the study, observations in the studio and evaluation of edugame products carried out by students, there were several thoughts which were concluded from the entrepreneurial activities of the Maching Fund program, especially in efforts to develop products so that they have selling points including a) Conducting market research; b) Develop creative and innovative products; c) Develop story content/substance to be more interesting and meaningful; d) Strengthen interactive dialogue; e) Develop an effective marketing strategy.

The implementation of the Maching Fund program provides benefits to universities, partners, Dikti personnel, students and the community. In general there were no obstacles, because all targets had been met, and some targets reached more than 100%, namely the number of Working Partners 617%, the number of students getting experience outside the campus was 296.7%, direct recipient communities (students) 896.7%, direct beneficiary community 213.3%, practitioners teaching on campus 500%, guest lecturers 400%. The activities in the Maching Fund program are determined and relevant to the MBKM objectives, namely the achievement of 8 KPIs. The Maching Fund program is implemented adaptively and progressive learning, because it provides opportunities for students to prepare creative teacher candidates, progressive teachers with activities based on learning to do and learning to live together obtained from Maching Fund activities which directly invite students to collaborate with DUDI.

Kata Kunci: *Game Edukasi, Resiliensi, Literasi Digita*