

Application of Educational Game Tools (APE) to Develop Pancasila Learner Profiles in Integrated Subjects

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ABSTRACT

This service is based on the results of 2020 research on assistive technology for children with special needs, 2021 research on moral learning for children with intellectual disabilities and a matching fund program related to the productivity of educational game tools. The aim of the service is to improve the ability of SLB teachers to design educational game tools that can be used in learning to strengthen the Pancasila Student Profile. Service collaboration with special schools in the Special Region of Yogyakarta which have children with visual impairments, children with hearing impairments, children with intellectual disabilities and implementing an independent curriculum. The activity method is through training and mentoring for 20 SLB teachers. The form of workshop activities is understanding the material for preparing educational game tools, Pancasila Student Profile material, guided independent practice, and testing the practicality of product prototypes produced by teachers in learning. Training strategies using active participation techniques are implemented offline. Evaluation is carried out in three stages: the initial evaluation before the activity using a questionnaire describing the teacher's basic abilities, the process during the activity using a daily journal, and the final evaluation in the form of the teacher's work, in the form of educational game products. Community service (PKM) is carried out offline and online. The APE workshop activities were carried out offline at Yogyakarta State University with the delivery of APE material and its use in the integrated Pancasila student strengthening project in the subjects. Furthermore, online implementation includes APE Mapping to Strengthen Pancasila Student Profiles, Designing APE storyboards, creating APE designs, Making APE Prototypes, and APE Trials in learning. This activity was attended by 20 SLB teachers at D.I. Yogyakarta.

Kata Kunci: children with special needs, educational game tools, Pancasila Profile