

**BLENDED LEARNING IMPLEMENTATION COURSE: TEORI DAN APLIKASI BERMAIN ANAK USIA DINI
DOCTORAL PROGRAME S-3 ILMU PENDIDIKAN, KONSENTRASI PAUD POST GRADUATE
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ABSTRACT

The purpose of the implementation of the blended learning course Teori dan Aplikasi Bermain Anak Usia Dini is to improve student competence in understanding, identifying, analyzing and developing games in early childhood learning. Among them include problems of concepts, roles and functions, types and classifications of games, facilities and facilities, the process of playing in learning, game substitution, and evaluation models.

The lecture is held in a mixture of face-to-face and online. The results of the implementation of the lecture resulted in the study of types of games, as well as YouTube video game products in learning for young students, and students were able to reflect to the level of analysis of the types and substance of the game and create a variety of various games in early childhood education.

Kata Kunci: *blended learning, early childhood play problems*