

DIGITALISASI MAINAN ANAK TRADISIONAL UNTUK MEDIA PEMBELAJARAN SENI RUPA ANAK DI TAMAN KANAK-KANAK

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ABSTRACT

This study aims to describe the form of traditional children's toys, digitizing traditional children's toys for children's art learning media, and the availability of traditional children's toys for children's art learning in kindergarten.

The research method used is ethnography to explore data, describe and analyze phenomena, events, social activities that occur in the process of making, playing and learning children using traditional game tools. The R&D method is through analyzing, designing, developing, implementing, and assessing traditional children's digital toy media for children's art learning. This study will identify the types of traditional children's toys that are still around us to analyze the shape, function, and meaning of children's toys for the world of children's education. The priority of using this media is for children's art learning. The use of this media is expected to stimulate various aspects of children's development, including; motor aspects, cognitive aspects, emotional aspects, language aspects, social aspects, spiritual aspects, ecological aspects, and aspects of moral values.

Kata Kunci: Digitalization, Children's Learning, Traditional Children's Toys