

"DEVELOPMENT OF ACTIVE-RECREATIVE SNAKES AND LADDERS GAME MODELS AS AN ACTIVE RECREATIVE MODEL FOR PEOPLE WITH MENTAL DISABILITIES"

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ABSTRACT

The objectives which are expected to be achieved from this research are: (1) designing a creative-active snakes and ladders game model ("PUTAR") so that people with mental disabilities can use it; (2) designing various supporting equipment, so that "PUTAR" can be implemented properly according to the expected game objectives. The research was carried out using the Borg and Gall version of the R&D model implementation procedure, which consisted of 10 steps, namely: (1) Preliminary study (literature review and initial survey), (2) Research planning, (3) Initial product development, (4) Limited field testing, (5) Revision of limited field test results, (6) Wider field testing, (7) Revision of wider field test results, (8) Feasibility test, (9) Revision of feasibility test results, (10) Dissemination and socialization of final products. The research was planned for multi years for 3 (three) stages; In this first stage of research, steps 1-3 were carried out, up to the initial product development draft. The results of this research are in the form of: (1) a draft of the "PUTAR" model and its supporting tools; (2) a draft manual for the use of "PUTAR".

Kata Kunci: *Snakes and Ladders Game, Mental Disabilities, Recreation.*