Edugame Media Strategies for Strengthening Resilience and Digital Literacy in Yogyakarta Elementary Schools

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ABSTRACT

The resilience profile of literacy and numeracy of students in Indonesia is relatively low. This problem could be addressed by choosing an innovative learning media. Edugame media is considered effective for motivating student learning. This study aimed to explore the resilience profile and digital literacy of elementary school teachers in Yogyakarta city. The purpose of the research is to examine the resilience profiles of teachers and students as well as the digital literacy profiles of teachers and to produce a guidebook that will assist elementary school students in enhancing their resilience and digital literacy through the implementation of edugame media. In order to fully characterize the research data, the study employed a descriptive approach that combined both qualitative and quantitative methodologies (mix methods). The study employed quantitative methods to gather data on individual resilience and digital literacy using specific instruments. In addition, qualitative data was obtained through focus group discussions (FGDs) and observations to develop strategies for enhancing resilience and digital literacy through educational games and accompanying guidebook materials. The data analysis process encompassed several stages, starting with data reduction, which involved selecting, segregating, simplifying, abstracting, and transforming the raw data collected in the field into a comprehensive and detailed report. The study's findings indicated the following: 1) Resilience and digital literacy skills profiles were generally suboptimal, highlighting the need for socialization and training for elementary school teachers. 2) The guidebook proved to be a suitable resource for teachers to enhance students' resilience and digital literacy. The research outcomes were published in respected journals or presented in ICERI proceedings, meeting Key Performance Indicator 5 (KPI 5) criteria. Furthermore, the study engaged five students in community activities (KPI 2) and allowed lecturers to participate in off-campus activities (KPI 3).

Kata Kunci: *Resilience, Literacy, Digital, Edugame*