

Edugames for Youth Mentoring in Literacy and Resilience at Al Huda Harnas Jageran Mosque, Mantrijeron District, Yogyakarta

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ABSTRACT

The primary issue addressed the lack of high literacy and resilience among the Mosque's Youth as the upcoming generation, which is particularly important in the face of modern life's complexities and challenges. The Community Service Program (PKM) seeks to promote resilience as the foundation of all positive character traits that enhance an individual's emotional and psychological strength. To enhance literacy and resilience, a range of strategies is employed using different methods and media to facilitate adaptability when addressing multifaceted issues. The ultimate objective of this mentoring program for the Mosque's Youth is to boost literacy and resilience through the implementation of edugames. The Participatory Action Research (PAR) approach guides the mentoring process, involving various activities designed to augment literacy and resilience. These activities encompass the introduction of literacy and resilience concepts to the Mosque's Youth, the presentation of literacy and resilience-based edugames, guidance on their utilization, and assistance in teaching students and Mosque Youth to employ edugames effectively. The outcomes of the activities contribute to the Community Service Program (PKM), which in turn supports the Higher Education Key Performance Indicators (IKU). These include IKU 2, which involves five students mentoring youth at the mosque and religious students off-campus; IKU 3, which involves introducing twelve research products from the 2022 Matching Fund to the youth at the mosque and religious students in order to improve resilience and numeracy literacy through edugames; IKU 4, which invites practitioners to teach at the mosque by supporting the PKM team regarding edugames; and IKU 5, that produces videos of activities, intellectual property rights (HKI), and articles based on PKM activities in the mosque environment to be submitted to SINTA 4.

Kata Kunci: mosque youth, literacy and resilience, edugame