Literature Study: Happiness Learning in Class Using Media of Game-Based Learning

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Abstract: Traditional games are owned by a group of people, in which the game adheres to the norms and customs of the community which are passed down from their ancestors to the next generation. This study aims to describe the role of traditional games as interactive learning media to instill character education in elementary school students. Character education in traditional games contains values of honesty, enthusiasm, courtesy, responsibility, cooperation, discipline, hard work, helping, never giving up, and so on. The methods used in this research are literature study, searching, analyzing, and drawing conclusions. The results obtained in this study indicate that traditional games can instill character education such as religion, honesty, enthusiasm, courtesy, responsibility, cooperation, discipline, sportsmanship, hard work, help, never giving up, and many more. Therefore, it is important to re-instill traditional games for children as learning media that can build good character in children. The Indonesian Child Protection Commission noted that 34% of children experienced legal cases and one of the cases was caused by bullying due to a lack of tolerance between individuals or social sensitivity from the very beginning. Therefore, teachers prepare themselves through learning that provides a safe and comfortable environment for students, especially students according to their growth and development. Learning that can increase student comfort is fun learning with a learning process using games or game media. Through a safe and comfortable learning process combined with games, students can gain optimal knowledge in both cognitive aspects such as reading, writing, and communicating.

Keywords: Character Education; Learning Media; Traditional Games

Introduction

Modern education faces various challenges caused by social and technological changes in society. Then today a generation emerged which we know as the technology-literate generation. The technology used is not only enjoyed by adults but also children so technology has both positive and negative impacts on human development', including children.

Elementary school-age children are a time when students need to play more instead of being silent (Bakhtiar, 2014). Playing games is one of those hobbies that can be enjoyable, except that games are also an important part of human life, especially for elementary school children. That's because playing has become an inherent feature of students, and it is the main activity of students. Playing games usually have positive effects. Learning such movements can develop various aspects, including physical aspects, fine and gross motor skills, strengthening social skills, and increasing emotional intelligence, personality, skills, and achievements. In addition, play can be used as a tool to improve physical performance when students become active in the process of physical activity and strengthen students' communication skills (Kovacevic & Opic, 2014).

Technology that is widely used, for example, is online-based technology. Research by (Voloshyna et al., 2022), shows that online learning has an effect on student psychology. However, this effect can be reduced with breathing exercises, meditation, or yoga to reduce the

effects of stress or fatigue so that it can improve student learning outcomes.

Apart from that research (Syahid, 2016), shows that mental health is important to apply in learning. Mental health can be built by implementing the activities of prayer, almsgiving, fasting, and pilgrimage. The research results further explain that Zakiah Daradjat's thoughts or concepts about the psychology of religion and mental health have an impact on counseling practices in elementary schools.

In recent years, game-based learning or interactive media has increased significantly, especially in the world of education at the elementary school level. An innovative approach through game-based media is carried out to attract and provide more experiences to increase student motivation, participation, and knowledge.

Apart from that, teachers also need to map the background or diagnose students in planning and implementing learning because each child is unique, for example, gender. Gender also has an influence on learning, although it is not significant. Based on research by (Chung & Chang, 2016), gender influences student motivation and learning achievement but is not significant, especially in digital game-based learning. However, in general, the use of digital-based games has a positive influence on male students compared to female students, while learning motivation is higher for women than men.

The teaching and learning process is not only carried out in the classroom, but can also be carried out before entering the classroom. In the classroom, games or activities tend to stimulate the development of fine motor skills more than gross motor skills. Because usually, the conditions in the classroom are very limited for carrying out various gross motor movements. Considering the importance of the purpose of this opening game, this opening game activity must be designed to be carried out as optimally as possible (Rahayu et al., 2021). Teachers are required to be creative in developing learning activities by looking at the character of elementary school-age students which contains elements of play, creating a peer environment that teaches physical skills, cooperation, socialization, and contextualization, and is able to develop character values during the learning process (Anisah & Holis, 2020).

Learning media are devices that are prepared to provide students or facilitate students in learning so as to achieve the desired learning goals. Learning media has an important role in learning because it provides tools or media that can help teachers and students provide simulations or models about a topic. Learning media is used as an alternative for teachers to learn other than through lectures or direct communication. Apart

from that, the changing times and technology mean that students need to adapt and utilize all developing technology as a medium for learning. Through game-based learning media, it is hoped that it will provide opportunities for students to learn optimally through safe and comfortable learning.

Fun learning needs to be presented in the classroom, especially in elementary schools, by integrating it through acoustic games. Research by (Martadi et al., 2018), explains that learning by integrating acoustics in learning provides good motivation for students. This can be seen from the assessment data or good responses from students and teachers towards development integrated with acoustics. The results of media development to include cultural values through acoustics need to be developed so that students become active and happy in learning so that their learning motivation increases.

Fun learning also needs to be developed by returning schools to the position of a place to play and learn through the principle of friendship starting from childhood. Bad cultural influences, for example, physical or psychological violence, can be minimized or eliminated by building a positive culture at school. Research conducted by (Leasa & Samallo, 2014) explains that implementing friendly learning in schools has had a positive impact on elementary school students in Ambon. Based on research, the influence of physical and mental violence that occurred in Ambon did not have a significant impact on students' attention or interest in elementary school.

The learning carried out by schools continues to develop and innovation continues to be carried out in order to prepare a better generation in the future. Innovation in education focuses more on developing teaching materials and techniques while paying little attention to the student learning environment. An innovative learning environment can be achieved with microgame-based learning practices both physically and digitally. Therefore, it is important for teachers to develop innovative learning for future learning, especially for students starting from elementary school (Rahmadi, 2021).

Method

This research is based on a qualitative approach. Qualitative approach research is an approach that uses data that is unstructured, descriptive, and in the form of words. Qualitative data cannot be used in statistical analysis. This approach aims to explain in depth and is done by collecting data.

The method used in this research uses a literature study method known as a literature review. A literature study is a research topic analysis activity whose aim is to

convey information to readers about the results of other research related to the current research topic, connecting and filling research gaps with existing literature in previous research which requires a process and extensive review (Creswell, 2014). Namely by collecting data based on books, reliable written sources related to the theme being studied, journals, and scientific works. The data sources used were obtained indirectly.

The steps include: 1) Search for and collect data sourced from books, articles, journals, and other written sources. 2) Manage data by summarizing and briefly describing it by selecting the main things. 3) Presented in text form that is easier to understand. 4) Concluding by finding the meaning that has been presented. 5) Writing the results in article form.

Result and Discussion

The learning process will be very optimal if you learn using learning media. Learning media have their respective advantages and disadvantages, for example, they can raise students' learning motivation, clarify the information given to students, and utilize variations in the learning process (Asmahasanah et al., 2018). Traditional games are games that can be given by teachers as a medium that can be applied in the learning process and make learning fun. According to (Akbari et al., 2009), traditional games for children provide educational values that can foster and develop children's nine intelligences. The intelligences that can be developed are linguistic, mathematical, visual-spatial, musical, kinesthetic, naturalist, interpersonal, and spiritual intelligence.

There are various types of media that can be used in the learning process, namely: 1) Visual Media: Visual media is media that can only be seen, for example: pictures, photos, sketches, diagrams, graphs, cardboard, posters, maps and so on. 2) Audio Media: Audio Media is media that can only be heard, for example, radio and so on. 3) Audio Visual Media: Audio visual media is media that can be seen and heard, for example: video, film, television, and so on.

Learning media is a tool used by teachers in teaching students in class. Learning can be done offline or online. Online learning can be done using online social media such as Facebook. Facebook is a medium that is widely used by some people, especially in remote areas who are new to it, including for learning purposes. The research results show that Facebook can be used as a learning medium for elementary school students as a distance learning solution during the COVID-19 pandemic. This research shows that learning using Facebook media is very effective in improving students' critical thinking skills, communication skills, comfort, creativity, and literacy skills (Muhsyanur, 2021).

The learning media used in learning attempted to contain a variety of media that can enable students to learn interactively. Multimedia is a tool that can create presentations or deliver interactive and dynamic material that provides a combination of graphics, animation, video, audio, and images that are attractive to the audience or observers. Multimedia which provides a variety of learning media is expected to provide an interesting impression for students, especially in elementary schools. The research results show that learning using computer-based interactive multimedia can provide a better understanding of thematic material compared to conventional learning (Rachmadtullah, 2019).

Learning using interactive multimedia with an innovative approach improves learning outcomes compared to learning without using interactive media. This concludes that interactive multimedia is effective in improving student learning outcomes (Irlidiya, 2015). Game-based learning is increasing at the elementary school level so it can increase students' learning motivation. Most students are now familiar with and very interested in technological devices such as computers or laptops as learning media. This interest is a good opportunity for teachers to provide interesting learning for students by utilizing computers or laptops as learning media so that they can improve and accelerate student learning achievements. The research results show that learning using games via computer media has an impact on student academic achievement and student motivation in learning.

Innovative learning in the era of technology 4.0 requires learning to change so that education continues to be conducive and not boring. One of the learning media in this technological era is learning media using the Kahoot application. Kahoot is an application that provides interactive quizzes that contain quizzes provided for learning and can be fun to learning. The research results show that learning using Kahoot, which provides game-based learning in elementary schools, has an effect on student learning outcomes. The Kahoot application fosters a fun learning atmosphere and is able to foster an active, productive, and innovative learning spirit for students (Sakdah, 2022).

It is also important to develop learning through various learning media, for example through games. This is useful because students are faced with the need to operationalize and utilize technology as a skill or ability needed in the 21st century. Learning in the form of games has been widely used in learning, but now game-based learning can be utilized through game technology in which the content, arrangement, and images or models can be manipulated to suit the material to be taught in class. Apart from that, it can also be developed by providing game-based learning which

contains methods and tests as well. Even though negative impacts can arise when game-based learning is carried out, game-based learning in many studies shows that there is an increase in students' motivation and interest in learning using games, and this is significant for student learning outcomes (Liu, 2020).

Another interactive media that can be developed in elementary schools is game-based Diamond Touch (DT) media. The research results show that DT media can increase understanding of scientific concepts in everyday life. This media is also important for meeting needs in the learning process in the 21st century (Karnadi, 2021).

Interactive media or multimedia continues to develop, for example with animation that is attractive to all groups, including elementary school students. Animation provides a unique power of imagination for elementary school students and is interesting for students. Animation can also be used as a medium of learning to increase students' interest in learning. Research conducted by (Bulkani, 2022), shows that teachers who provide learning so that students are active, creative, and innovative can improve student learning outcomes. Learning that can be carried out by teachers can be through developing animation in learning by linking it to positive local culture. The research results show that learning with animation media improves student learning outcomes with pretest results of (54.82) to (81.02) on the post-test. It can be said that the model that has been implemented through the developed animation media improves student learning outcomes.

Apart from that, technology has recently gained momentum with the emergence of Artificial Intelligence (AI) which can be used in learning. This technology can be used in general, including in elementary schools. The use of AI for elementary schools is of course different from AI in general but is designed based on age level or the most basic AI. This AI is combined with game-based learning. AI has changed society so it is necessary to raise awareness of using AI at the elementary school level because it can provide learning experiences as a foundation for future success. AI for elementary schools combined with a game-based approach and problem-solving can support the connection between learning experiences using AI and science-based life in the classroom (Lee et al., 2021).

Conclusion

In class learning, especially in elementary schools, efforts are made to provide enjoyable learning starting by making students interested and motivated in learning. Fun learning in the classroom can be provided by providing interactive and interesting media or multimedia for students. Learning using interactive media has been proven to influence learning outcomes and increase student learning motivation, as well as making students' learning more enjoyable in the classroom. For this reason, it is important for teachers to remain creative in carrying out the teaching and learning process inside and outside the classroom by using interactive game media and dancing.

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