

**GAME BASED LEARNING IN INFORMAL EDUCATION  
RUMAH KREATIF WADAS KELIR KARANGKLESEM  
SOUTH PURWOKERTO SUBDISTRICT BANYUMAS DISTRICT**



**UNDERGRADUATE THESIS**

**Submitted to Faculty of Tarbiya' and Teacher Training IAIN Purwokerto  
In Partial Fulfillment of the Requirements for Obtaining  
The Scholar Degree in Islamic Education**

**By:  
FENY NIDA FITRIYANI  
S.N. 1123305079**

**STUDY PROGRAM OF ISLAMIC ELEMENTARY SCHOOLTEACHER TRAINING  
FACULTY OF TARBIYA' AND TEACHER TRAINING  
STATE INSTITUTE OF ISLAMIC STUDIES PURWOKERTO  
2016**

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**Feny Nida Fitriyani**

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**ABSTRACT**

This research entitled Game Based Learning in Informal Education Rumah Kreatif Wadas kelir Karangklesem South Purwokerto Subdistrict Banyumas District. This research explains the process of game based learning which is done in Rumah Kreatif Wadas Kelir in its daily learning activities. Moreover, according to Montessori, Children period is still in the term of learning by playing. The main goal of this research is to know the process of game based learning in informal education Rumah Kreatif wadas Kelir Karangklesem, Purwokerto.

The benefits of this research are theoretical and practical benefits. Theoretical benefits are to develop and to improve the knowledge of game based learning and to enrich the scientific treasure of PGMI, Faculty Tarbiya and Teacher Training IAIN Purwokerto. Meanwhile practical benefits are used as reference for readers who are interested in Game Based Learning and to widen knowledge of it in particular and learning in general.

The type of this research is field research, the researcher directly looking for related data and information. This research is provided in descriptive form to describe the process which happened in the field. Meanwhile, the approach is qualitative approach. The data collecting technique which is used is observation, interview and documentation. The data analysis technique is used Miles and Huberman Model, which consists of data reduction, data display and verification.

This research found that the process of game based learning which is done in Rumah Kreatif Wadas Kelir. There are five types of game based learning which is used, they are language game based learning, music game based learning, motion game based learning, visual spatial/ color game based learning, and logic mathematic/ number game based learning. Game based learning consists of three stages, they are planning, implementation and evaluation. The differences from the other informal education are the various games, literacy and appreciation of children works.

**Key words:** Game Based Learning, In Formal Education and Rumah Kreatif Wadas Kelir.

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# CHAPTER I

## INTRODUCTION

### A. Background

In achieving the goals of quality education for all (EFA) there is a great need to develop a broadened vision of educational goals, to facilitate holistic approaches to reorganizing educational contents, and to build national capacity in developing key competencies required of all learners in the 21<sup>st</sup> century.

Children learn as individual and member of society in their present and future contexts. They are expected to become not only successful learning achievers at school but also responsible citizens, effective workers, caring community members, and life-long learners, in an increasingly interdependent world. The four pillars of learning from UNESCO are learning to know, learning to do, learning to live together, and learning to be.<sup>1</sup>

Underpinning these pillars are the 21<sup>st</sup> century skills that have been so hard to define and so hard to model in traditional learning conditions. However, once defined, the task of teaching all these skills to a vast array of students requires a major rethink of what education is and how it can be delivered to answer the 21<sup>st</sup> century challenges. This is due to the fact that today's educational infrastructure, models and approaches are not consistent with a more skill centered, personalized and self-paced vision for future learning.

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<sup>1</sup> Quoted by Zhou Nan-Zhao from Delors, Jacques *et al.* 1996. *Learning: The Treasure Within*. Paris: UNESCO, UNESCO. 2004. EFA Global Monitoring Report. Paris: UNESCO

The future of learning therefore needs a consideration of 21<sup>st</sup> century skills, the future classroom and the best method for educational delivery.<sup>2</sup>

Children are the next generation of nation. If the generations have excellent quality so the nation will have excellent quality. According to Haris and Liebert in their book “The Child”, they revealed that children are very unique creatures. Children were simply as undersized adults, differing from grownups only in quantitative ways such as size, strength, and wisdom. Ancient people didn’t even realize that children have different bodily proportions from adults, because the artist depicted them simply as miniature adults.<sup>3</sup>

According to Montessori, children are granted with extraordinary ability potentials.<sup>4</sup> Many parents don’t realize with those children’s potentials, since they were born until adult. They will experience several development stages. Development is a changing which experienced by individual or organism to the maturation level which happened systematically, progressively and continuously as well related physic or psychological.<sup>5</sup>

Development period is the most important thing, especially for children, because the success of the early stages will determine the success of the next stages.<sup>6</sup> Sigmud Freud assumed that the important feature of development

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<sup>2</sup> Ott, Michela and friends. *Game- Enhanced-Learning: Preliminary thoughts on Curriculum Integration*. UK: Serious Game Institute. p.2-3.

<sup>3</sup> Judith Rich Harris and Robert M. Liebert, *The Child (The Child from Birth Through Adolescence)* (New Jersey : Prentice Hall Inc., 1984), p. 82.

<sup>4</sup> Montessori, *The Absorbent Mind* (Yogyakarta : Pustaka Pelajar, 2008), p. xiii.

<sup>5</sup> Syamsu Yusuf LN, *Psikologi Perkembangan Anak dan Remaja* (Bandung : PT Remaja Rosdakarya, 2011), p.15.

<sup>6</sup> Montessori, *The Absorbent Mind*, p. xiv.

stage theories is that what goes on in one stage is qualitatively different from what went on in the stage before. It is not just bigger or better, a small grasshopper just grows into a larger grasshopper, but a caterpillar turns into something qualitatively different- a butterfly.<sup>7</sup>

We reach the future by saving nowadays. The more the need that can be fulfill perfectly, the more the success that can be reach easily in the next period.<sup>8</sup> Therefore children must be given with appropriate treatments, so that, the children able to pass every stage nicely.

Education is rights of every human. The education goal is to treat human to be humane. As expressed by Ki Hadjar Dewantara, “*ing ngarso sung tuladha, ing madyo mangun karsa, tut wuri handayani*”, its mean that ideal teachers are teacher should give example, motivation and also support toward their student. Therefore, education is the most important key to improve the welfare of the ummah as an integral part of the global human being. With the improvement of education, the ummah of Indonesian society can contribute in a greater manner to the progress of global human civilization.<sup>9</sup>

Children have different perception about the world compared with adult. Something that appropriate for adult, sometimes it is not appropriate for children. Something interesting for adult may be not quite interesting for children. And contrary, something interesting for children may be not quite

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<sup>7</sup> Judith Rich Harris and Robert M. Liebert, *The Child*, p. 88.

<sup>8</sup> Montessori, *The Absorbent Mind*, p. xiv.

<sup>9</sup> Azyumardi Azra, *Developing Global Welfare Improving The Education of The Ummah* (Purwokerto : Internationl Seminar, 2013), p. 1.



interesting for adult. It must be understood so adult will not force their willingness toward children.<sup>10</sup>

It is known as the term of learning by doing in education for adult, but for children commonly, it is applied the term of learning by playing. So, in children will receive their learning activities such as playing, moreover they will receive it in the form of playing.<sup>11</sup> Imam Al Ghazali as Sufism and famous educator also argued, “Child should be given a chance for playing. Forbid them for playing and making them busy for study hard will deface his heart, reduce his intelligence and make them fell bored with his life and force them to make some reasons to release to leave that stifled condition.”<sup>12</sup>

Globalization has made the world easier. Everything can be done easier, with many kinds of sophisticated technology, the children cannot avert it. Online games and many other kinds of sophisticated games have come into children spirit. Eventually, children period is a period when children will absorb more information than when they are adult.

Pedagogues in their research assumed that the effective learning is by playing in their learning activities.<sup>13</sup> If children are only given information and memorize it, so that, those things will extinct children creativities. Whereas, in this globalization period. Children are demanded to be creative and innovative. Children must able to compete with other children from

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<sup>10</sup> Heru Kurniawan, *Keajaiban Mendongeng* (Jakarta: PT Bhuana Ilmu Populer, 2013), p.3.

<sup>11</sup> Montessori, *The Absorbent Mind*, p.xi.

<sup>12</sup> Anna farida dkk, *Sekolah yang Menyenangkan* (Bandung: Nuansa Cendikia, 2014), p.44.

<sup>13</sup> Andang Ismail, *Education Games* (Yogyakarta: Pilar Media, 2006), p. 25.

abroad. Moreover, free trade has been applied. Therefore, education practitioners must think about the renewal education.

Children are not a robot. Children are unique creatures. Children's learning must be matched with their condition. A joyful learning will make them easier to catch the information from learning resources and also they are able to get achievement. Learning must giving appreciation towards children work. This is also an important thing which should happen in learning, because it can encourage the student to keep their spirit while making their own works.

In Banyumas, there are several informal education foundations with their own characteristics. One of them is Rumah Kreatif Wadas Kelir (RKWK). Rumah Kreatif Wadas Kelir is one of several informal educations which are creating many talented and creative students. Many students there are getting local, regional and national achievement. One of the achievements is Runner up in letter writing competition to president in 2016 and also their works are publishing in many mass media.

RKWK applies game based learning in its learning activities. RKWK is a learning community. It is addressed at Wadas Kelir Street, RT 07 RW 05 Karangklesem Village, South Purwokerto Subdistrict, Banyumas District. Its movement is to build children creativity and to develop many kinds of game-based learning. Children are directed to be creative in those games-based learning so that they will be easier to get the knowledge. The orientation from

game-based learning which is used in RKWK is creating in the works of children's thought and children's education creativities.

Eventually, the writer is interested in doing research in Game-Based Learning in Informal Education Rumah Kreatif Wadas Kelir Karangklesem, South Purwokerto Subdistrict, Banyumas District.

## **B. Statement of Problem**

Based on the background, the writer make the statement of problem: "How is the process of game-based learning in in-formal education Rumah Kreatif Wadas Kelir Karangklesem, South Purwokerto Subdistrict, Banyumas District?."

## **C. Affirmation of Terms**

To avoid misunderstanding of the title and the problem in this study, the writer will provide affirmation of the term as following:

### **1. Game-based Learning**

The term game based learning is combination between the term of game and learning.

#### **a. Game**

Game according to Joan Freeman and Dian Utami Munandar defined that game as an activity to help to achieve a whole development, such physic, intellectual, social, moral and emotional.<sup>14</sup>

#### **b. Learning**

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<sup>14</sup> Andang Ismail, *Education Games* (Yogyakarta, Pilar Media, 2006), p.27.

Learning is an activity which directed to children so that they have willingness to learn (Dimiyati dan Mudjiono, 1999).

According to Gagne, Briggs and Vager (1992) in M. Sobry Sutikno, Learning is a series of activities which is designed to establish the learning process of student.<sup>15</sup>

Simply, game based learning can be defined as a learning which is using many kinds of games to help the student to achieve a whole development, such a physic, intellectual, social, moral and emotional.

## 2. Informal Education

According to UU Republik Indonesia No. 20 year 2003 about National Education System part six, section 27 about Informal education mention that 1) Informal education activities which is done by family and environment formed independence learning activities. 2) The result of education like has been mentioned in the verse (1) is admitted just be the same with formal and non formal education after the students pass the exam accordance with the national education standard.<sup>16</sup>

## 3. Rumah Kreatif Wadas Kelir (RKWK)

RKWK is a community for learning. It is addressed at Wadas Kelir Street, RT 07 RW 05 Karangklesem Village, South Purwokerto Subdistrict, Banyumas District. Its movement is to build children creativity and to develop many kinds of game based learning.

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<sup>15</sup> Sobry Sutikno, *Metode dan Model-Model Pembelajaran* (Lombok: Holistica, 2014), p.11.

<sup>16</sup> UU RI No. 20 Tahun 2003 tentang *Sistem Pendidikan Nasional*.

#### **D. Aim and Benefit of Study**

##### **1. Research Purpose**

Regarding on the statement of problem, the purpose of this study is to find out and to describe game based learning in informal education Rumah Kreatif Wadas Kelir Karangklesem, South Purwokerto subdistrict, Banyumas District.

##### **2. Benefits of Research**

###### **a. Theoretical benefits**

- 1) To develop and to improve knowledge and experiences for researcher and also the reader.
- 2) As information for RKWK's volunteers especially about the process of game based learning which is used up till now.
- 3) As a reference for the founder and volunteers in RKWK to reform and refresh the process of game based learning development management, so, it is able to reach the maximum result.
- 4) To enrich the scientific treasure, to give information and to extend consideration for education organizer, individual, or organization in informal education, especially game based learning.

###### **b. Practical benefits**

- 1) To be used as reference for readers who are interested in game based learning.

- 2) To widen the knowledge of game based learning in particular and learning in general.

## E. Literature Review

Game-based learning has been widely written in many thesis and journals. For example it is written in International Journal of Game-Based Learning, 2(1), 33-51, January-March 2012. Research of Aishah Abdul Razak, Thomas M. Connolly, and Thomas Hainey from University of the West of Scotland, UK, the research is about "*Teacher's Views on the Approach of Digital Games-Based Learning within the Curriculum for Excellence*". The research showed that DGBL is obtaining positive responses on many aspects, although, the application of this approach is still limited and requires an in-depth study on how to make it more popular and effective for primary school teachers.

This journal helps the writer to know more about game-based learning in applying in the primary education, the similarity with the writer's research is in the discussion of game based learning. The differences with the writer's research are the location of the research and the focus of game-based learning.

Then, research of Enjang A. Juanda, Tjetje Gunawan dan Dede Mujiburrohman (2012), UPI. In their journal entitled "*Penerapan Model Pembelajaran Berbasis Games (Tic Tac Toe) dalam Upaya Meningkatkan Pemahaman Konsep pada Mata Diklat Elektronika Dasar.*" They showed that game-based learning model *tic tac toe* in base electronic learning can increase student concept understanding toward the subject with a significant gain.

The similarity of this thesis with Enjang A. Juanda *et al.* is in the using of game based learning. Writer's research focuses on game-based learning in general, whereas Enjang A. Juanda's *et al.* research is more specific.

Then, another literature review is research of Ahirul Hasanah (2010), UIN Sunan Kalijaga Yogyakarta. Her Thesis entitled: "*Pembelajaran Berbasis Permainan TTS untuk Meningkatkan Prestasi Belajar Bahasa Arab Siswa MAN Godean Sleman Yogyakarta*" game-based learning cross word puzzle showed that it can increase the study achievement.

The similarity of this thesis with Ahirul Hasanah's thesis is in the using of game-based learning and the differences are on the location and the subject.

#### **F. Systematical of Writing**

Systematical is a descriptive explanation of cases which will be written. Generally, it encompasses introduction, substantive and closing. This thesis consists of five chapters and each chapter consists of several sub-chapters. For more details, the author will present below:

Chapter I, introduction, this chapter contains the background of the problem, affirmation of term, problem formulation, purposes and benefits of the research, literature review, methodology of research and systematical writing.

Chapter II, in this chapter contains about theory investigation about game, learning, game based learning and informal education

Chapter III, this chapter contains about the methodology of the research.

Chapter IV, is the result of the research and its discussion. Contain of data presentation and data analysis to point out the process of game-based learning in in-formal education Rumah Kreatif Wadas kelir.

Chapter V, closing. It contains the conclusion, suggestion, and the closing remark as the end of the explanation of this thesis.





## **CHAPTER V**

### **CLOSING**

#### **A. Conclusion**

Writer concludes that games based learning in In-Formal Education Rumah Kreatif Wadas Kelir ( RKWK ) South Purwokerto Subdistrict, Banyumas District consists of 5 types of game based learning. They are language game based learning, music game based learning, motion game based learning, visual spatial/ color game based learning, and logic mathematic/ number game based learning.

This game based learning is done in three stage they are planning, implementation and evaluation. In the planning stage consists of making SAP, the determination of instructional media and learning resources. Whereas in the implementation phase consist of literacy, analysis, play and creating. In the third phase, namely the evaluation stage, which is consists of an assessment of attitude and work and also share.

Game based learning in Rumah Kreatif Wadas Kelir is done start from Wednesday until Sunday. This learning is done by many kinds of modification games, so it can be used as a fun learning media. This learning process will produce many kinds of works, such as poem, experience story, motion, musical poetry and the other. The great and interesting works will be sent to media through newspapers and also social media such as facebook and you tube. This sharing is used as any part of the appreciation of children's works.

## B. Suggestion

### 1. To Rumah Kreatif Wadas Kelir

#### a. The Leader of Rumah Kreatif Wadas Kelir

- 1) The support of the leader of the foundation is a very important factor that can spur the implementation of learning to become more qualified. So, volunteers will be more creative in making interesting learning.
- 2) It should be complement and develop the infrastructure and facilities in the learning activities.
- 3) Leader always give control, supervise, and provide motivation to volunteers so that they will increase their work and create creative and better learning.

#### b. Volunteers

- 1) Volunteers must improve their creativity while think about the ideas for making creative learning.
- 2) Volunteer must learn more about the theory of learning so volunteers will make an appropriate amazing learning.

### 2. To The Student of PGMI Education Faculty and Teacher Training

- a. It can be used as interesting and creative refferences while teaching.
- b. Game based learning can be used fo all learning material, this learning can be used as a step stone for PGMI students to make the more creative learning while teaching practice.

### 3. For Other Researcher

- a. For other researcher who are interesting to continue this research about game based learning can dig deeper by focusing on one kind of game.

### C. Closing Remark

Alhamdulillah, there is no the most beautiful word to say except thanks to Allah SWT because His mercies and blessing everything can be perform without any troubles and obstacles. So the writer can finish this thesis entitled “ Game Based Learning in In Formal Education Rumah Kreatif Wadas Kelir (RKWK) South Purwokerto Subdistrict Banyumas District”.

The writer has been do maximally to done this research and arranging this thesis. The writer aware that this thesis is not perfect. But i still hope the reader of this thesis will give advice so that this thesis will be better next time. I hope this little work can inspires any one especially for young educator who need a creative evolution in education.

A huge thanks from the writer to every parties who have been support and help the writer to finish this research and arranging this thesis. I hope every little goodness will be replied by Allah SWT. May Allah always bless us in every little steps we did while we are making a new evolution in education. Amiiin.

Purwokerto, 4<sup>th</sup> May 2016  
Writer,

**Feny Nida Fitriyani**  
**S.N. 1123305079**

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