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Training in Educative Games Based on Malay Culture for Students' Indonesian Language Learning for Primary School Teachers

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ABSTRACT

The aim of this training is to help teachers create teaching materials that not only educate, but also introduce students to the richness of their culture, thereby improving the learning experience and strengthening knowledge of Indonesian among elementary school students. This training was carried out in the form of educational game training based on Malay culture. The training was held at SD Negeri 050708 Kampung Teluk on Tuesday, 16 July 2024, which started at 08.00 - 16.00 Wib. There were 24 participants who took part in the training, the participants consisted of 1 speakers and 23 teachers from SD Negeri 050708 Kampung Teluk. The methods used in training activities are the friendly method, practice and discussion. Meanwhile, the steps for implementing training activities are: (a) preparation stage, (b) implementation stage, (c) monitoring stage. This training has been carried out well in accordance with the expectations of the service team and partner schools. After completing the training, the service team distributed questionnaires to the participants, which aimed to find out to what extent the participants understood the material about educational games based on Malay culture that had been explained by the presenters. From the overall results of the questionnaire consisting of 10 statements that were filled in by the participants, it was found that the average percentage was 963.35%, so it can be concluded that the participants were very interested and enthusiastic in taking part in this training.

Keyword: Educational Games, Culture Malay, Indonesian Language Learning

Introduction

Current digital era this is education experience significant transformation blessing progress technology. One of interesting innovation attention is use of educational games as tool teaching. Educational game is a special game designed for teach a learning specific, development concept, understanding, and guiding player for practice ability as well as motivating player for more interested in activity learning (Kurniawan et al., 2023). In making educational games teachers can use application canva. Canva is application design online you can accessible using the internet, which provides diverse visual design, including; posters, presentations, graphics, pamphlets or leaflets, cards invitations, banners, photo editing, gif editing, and more lots again (Juhaeni et al., 2023). Educational game give an engaging and interactive approach in convey material learning, no only makes it easier student in understand concepts learned, but also improve his involvement in the learning process (Mercer et al., 2017). Along with development there is need urge for integrate elements local to in educational games for give context relevant culture for student. Culture Malay is one inheritance rich culture in southeast asia, with history, traditions, and values deep. This culture reflect riches identity and wisdom important locale for studied and preserved (Intem et al., 2021). Culture culture Malay alone is reflective thing character nation Malay, which is also one incarnation soul nation from century to century (Kusor, 2022). Characteristics typical Malay from facet his behavior is famous dangan spoken and polite good manners as well as friendly to all group (Maryamah et al., 2023). But, deep context education, culture local like Malay often no given adequate space. Enter culture Malay to in educational games give opportunity for combine learning Language with understanding more culture profound (Goddard, 1997). Teaching Indonesian at school base often only focuses on aspects language without give context strong culture. However, understand and appreciate it culture local can enrich experience study language and improve ability student in use language (Kim, 2020). With

using educational games based culture Malay, learning process can speak Indonesian become more relevant and interesting for student. But, for maximize potential of educational games based culture Malay, required skill special from the teachers. Many school teachers base no own knowledge or adequate skills for designing and implementing educational games that include integration culture. Therefore that, research especially teachers important. Teachers who have knowledge culture Malay can appreciate use rich, pervasive language elements culture in writing, and judging connectedness student with reality social culture them (Sukenti et al, 2024). Training this aim for equip they with skills designing and using educational games that are not only effective in teaching language, but also introduce and integrate element culture Malay.

This training will covers various aspect important in creation of educational games, incl method enter element culture Malay to in game design. Participant training will introduced with methods and techniques that can used for make interesting and educational games, as well method transmit values culture through game. Through this training, we hope the teachers can develop game relevant education with curriculum reflective Indonesian riches culture Malay. Besides that's training this also includes technique application of educational games in the learning process everyday in class. Teacher will study how integrate educational games based culture Malay to in plan learning , as well as optimizing strategies game use for increase ability language students (Ibrahim & Jaafar, 2009). Use game effective education can speed up understanding student to material language and motivate they For more active in the learning process (Usmonovich, 2024). In context learning Indonesian , educational game based culture Malay can become very useful tool for overcome a number of challenges, like lack motivation student or difficulty they in understand fill eye lesson. With enter element culture local to in the game, students no only study language, but also get understanding more about inheritance culture them (Malegiannaki et al., 2020). This matter will help student feel more connected with the material he studied and improved results learn it. Training this is also purposeful for create network collaboration between school teachers base. With various experience and strategies, teachers can each other support and inspire in develop and implement educational games based culture Malay in class they. This network will facilitate exchange of ideas and practices good as well as push innovation in teaching language and culture (Moate et al., 2024). Integrate educational games based culture Malay expected can create environment learn more dynamic and diverse. Student will feel Lots benefit from involved learning language and culture, so will strengthen teak self them and foster a sense of pride to inheritance culture them (Huang & Chan, 2024). Through training this is expected by school teachers base more ready and able apply an innovative and useful approach for his students. By overall, training this not only for increase teacher skills in using educational games, but also improving learning Indonesian with integrate element culture local. With thus, this training expected can give significant contribution to development quality education at school basic and contributing to preservation culture Malay through effective and enjoyable education.

Research Methodology

Educational game training based on Malay culture in Indonesian language learning was carried out at SD Negeri 050708 Kampung Teluk. Training activities were carried out on Tuesday, July 16 2024, 08.00 - 16.00 Wib, 24 participants took part in the training, the participants consisted of 1 presenters and 23 teachers from SD Negeri 050708 Kampung Teluk. This training activity was carried out simultaneously with direct assistance to create educational games based on Malay culture in Indonesian language learning. The implementation methods used in training activities are the friendly method, practice and discussion. The steps for implementing training activities are: a) preparation stage, b) implementation stage, and c) monitoring stage. This training activity was carried out so that the teachers at SD Negeri 050708 Kampung Teluk had the skills in making educational games based on Malay culture. Learning process in class.

Results and Discussion

The training activity will be held on Tuesday, July 16 2024, starting at 08.00 - 16.00 WIB. Participants in this service activity are teachers at SD Negeri 050708 Kampung Teluk. There were 24 participants who took part in the training, the participants consisted of 1 presenters and 23 teachers from SD Negeri 050708 Kampung Teluk. This training was carried out simultaneously with direct assistance to create educational games based on Malay culture. The results obtained in this training activity are as follows:

1. Stage Preparation

This represents stages early deep activities training. On stage this, team I am devoted do observation and do interview to head school partner. As for goals done observation and interview, for I know problem that am happened in SD Negeri 050708 Kampung Teluk. After know problem that am happened, team I am devoted coordinate with head school for carry out activities training in SD Negeri 050708 Kampung Teluk. After, team I am devoted and head school I'm done coordinate, team I am devoted prepare material about educational games based culture Malay, then team devotion prepare membership participants and perform questionnaire that will filled by all participant as form evaluation after follow activity training.

2. Stage Implementation

Activity training implemented on day Tuesday, date 16 July 2024, that started on o'clock 08.00-16.00 Wib. Before start activity training, service team prepare a list of those who will attend filled in by participants training. At stage implementation this is the activity carried out form training for teacher SD Negeri 050708 Kampung Teluk. With exists activity this teachers are expected to have experience and understanding more in regarding educational games based culture Malay in learning Indonesian. Stages implementation activity training this can see in the table under this:

Table 1. Schedule Activities Educational Game Training Based Culture Malay

No	Day/ Date	Time training	Activity	Insurer answered
1	Tuesday / 16 June 2024	08.00 - 08.30	Registration participants	Team Executor
2		08.30 - 09.00	Say welcome	1. Kepala Sekolah SD Negeri 050708 Kampung Teluk 2. Renni Ramadhani Lubis, M.Pd
3		09.00 - 12.00	Giving Material Educational game based culture Malay	1. Renni Ramadhani Lubis, M.Pd
4		12.00 - 13.00		ISHOMA
5		13.00 - 15.00	Giving material about Indonesian Language Learning	1. Renni Ramadhani Lubis , M.Pd
6		15.00 - 16.00	Session discussion and asked and answered	Entire Resource person



Picture 1. The Principal is Opening Training Activities

Based on figure 1 above, it is known that the school principal opened a training activity with the theme "Educative Game Training Based on Malay Culture in Students' Indonesian Language Learning for Primary School Teachers".



Picture 2: Practice of Making Educational Games based on Malay Culture as a Group

Based on Figure 2 above, it is known that each participant is practicing making educational games based on Malay culture. By doing practice, the participants listened to the theory being presented.

2. Stage Evaluation

In stages this, activities training have I'm done implemented by team I am devoted. After finished activities, team devotion give the questionnaire prepared to participants that have follow training. Objective giving questionnaire to para participants for I know response participants after follow training creating educational games based culture Malay. This under is results responses from participants who have follow activity training, which can see in the table following this :

Table 3. Questionnaire Results Participant Training

No	Statement	Percentage
1	Activity training this is very useful for learning	90.75%
2	I'm very enthusiastic follow training	92.50%
3	The method used in the activity training easy For I understand	95.70%
4	I am very interested for create educational games based culture Malay	98.05%
5	Exposure very interesting material	97.60%
6	With there are educational games based culture Malay , can increase knowledge student will culture Malay	99.75%
7	Expected with use of educational games based culture Malay, can makes it easier student understand learning Indonesian	90.80%
8	With exists training this can increase teacher skills in create learning media	89.95%
9	With there are educational games based culture Malay student can Study When just and anywhere	94.00%
10	I'm lacking know application in create educational games based culture Malay	87.25%
Average		963.35%

On this training, he found a number of obstacles faced by participants include: that is teacher 's understanding use technology still low, still there are teachers who haven't have a laptop, the teacher's understanding of culture still Malay too less, this because no all teachers from ethnic group Malay. But matter this not become obstacle for teachers in SD Negeri 050708 Kampung Teluk in create educational games based culture Malay. One of solution provided team devotion to school partner that is must more often carry out practice create educational games through a number of application , and should more be patient in create educational the games. With exists activity training this expected can be one solutions for teachers in SD Negeri 050708 Kampung Teluk in finish the problem is inside class, with exists training this also supports the learning process within class with using educational games based culture Malays on learning Indonesian for students more spirit in follow learning.

Conclusion

Progress technology has change lots aspect education, incl method teaching Indonesian at school base. Educational games, one of them innovation latest, offers method interactive and interesting learning that can be increase engagement and motivation student. Integration of educational games with element culture local, like culture Malay, yes give context meaningful and effective. For reach objective that, school teacher base need training specifically that can be equip they with skills designing and implementing educational games based culture Malay. This Training aim for help teachers create teaching materials that are not only educate, but also introduce students on wealth the culture, so increase experience learn and strengthen knowledge Indonesian among people student school base. The training activity was carried out at SD Negeri 050708 Kampung Teluk on Tuesday, 16 July 2024, which started at 08.00 - 16.00 Wib, there were 24 participants who took part in the training, the participants consisted of 1 presenters and 23 teachers from SD Negeri 050708 Kampung Teluk. This training has been carried out well in accordance with the expectations of the service team and partner schools. After completing the training, the service team distributed questionnaires to the participants, which aimed to find out to what extent the participants understood the material about educational games based on Malay culture that had been explained by the presenters. From the overall results of the questionnaire consisting of 10 statements that were filled in by the participants, it was found that the average percentage was 963.35%, so it can be concluded that the participants were very interested and enthusiastic in taking part in this training.

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