Abstract — Local language is often used to communicate in daily life, but in the case of formal study it is very different. Some kids are more frequently using Indonesian language to communicate with each other, so the kids don’t understand Javanese language lessons at school. Therefore, we hope this game "Si Nau" can be the alternate of learning media, so that kids can more understand about Javanese language lessons at school. This research contains the results of how to formulate an interesting game for Javanese language, to formulate a game that include gameplay under delivery method so that kids can understand about Javanese language lessons at school. The research result shows that the most of children become interested in Javanese language lessons at school or in the neighborhood they live, the children are also able to understand the Javanese language lessons at school, and some parents also makes this game "Si Nau" as the alternate of learning media at home.

Keywords — Game, Education, Learning Media, Si Nau, Java Language

I. INTRODUCTION

Elementary education is an education that intend to educate and make kids love and be proud of their nation and country, to make them creative and able to solve the problem in their neighborhood. Elementary school are required for kids 6-12 years old. Some of the lesson learned in elementary school are, religious education, education of Pancasila and citizenship, Indonesian, mathematics, science, social, art and culture, physical education, local language, etc. Local languages also play important role in primary school education because it indirectly build kids’ characteristics, and introduces the history and cultures of a particular region, etc. Because the local language is often used in daily life, the lesson should be easier to learn.

The common problems that are often encountered, kids more often use Indonesian language to communicate with friend or other people. Even if kids use Javanese language, kids are more often use ngoko Javanese language than krama Javanese language that is more polite. This is because there are several factors including, school teachers use Indonesian as an introduction to learning the Java language, learning methods are less attractive so that kids become less motivated to learn Java language, some family environment kids are only given Indonesian as a language of daily communication and some parents are using ngoko Java language to communicate with their kids.

As a case study taken in SDN S rondol Wetan 02, SDN S rondol Wetan 03, SDN S rondol Wetan 04, SDN S rondol Wetan 05, children’s 2nd grade at elementary school is still difficult to learn the lesson of Java language. Problems faced by teacher are, kids are less able to understand krama Java language, and more frequent use Indonesian or ngoko Java. In fact kids are easier to learn English language than Java language. This could be because kids are rarely receive the knowledge of Javanese language at home. So at school, kids found it difficult.

Because of that, we need a media to help kids of elementary school in the process of learning the Java language. The development of technology today can be
helpful in learning media. One of them through the game, with game we can pack into an interesting lesson. Children’s 2nd grade of elementary school are still interested to play game, so with the game kids do not just play but also learn the lesson. In addition, parents can still guide their children.

II. LITERATURE REVIEW

2.1 Javanese Language Education in 2nd Grade of Elementary School

Javanese language is one of the local languages from Indonesia which is part of Indonesian culture, that still continues to be used by the community languages concerned. Javanese language should be preserved so that its existence isn’t lost.[5]

2.2 The Purpose of Java Language Education

Javanese language education in elementary school has several objectives, including [6]:

a. Student can appreciate and be proud of the Javanese language as a local language, so students obliged to preserve that language.

b. Student can understand Javanese language in term of form language, meaning and function of the Javanese language.

c. Student can use the Javanese language properly.

d. With the ability to use Javanese language, students are expected to use them to improve skills, intellectual ability, emotional and social maturity.

e. Students are able to be positive in daily life

2.3 The Function of Javanese Language

According to Sabdwa (Supartinah, 2010L24), the function of Javanese language includes:

a. Javanese language is a language of culture, be cause of the embodiment of cultural attitudes.

b. Knowing the limits of courtesy, knowing how to use the Javanese language properly, and have a sense of responsibility for the improvement of living together.

c. To achieve that politeness, the conditions that must be taken as follows:

1) Can be stressful feelings of others in the association.
2) Be able to honor friends and foes alike.
3) Can keep speech, not harsh and don’t hurt other people.

III. RESEARCH METHODOLOGY

3.1 Game Development Methods

This research begins with literature review. The purpose of literature review is to sharpen the problem, find information, problem solving. After doing literature review, followed by survey of learning method in schools to get interesting learning method. Then proceed to design gameplay and making of the game. After that the game can be tested. And after testing is done, we can publish it.

Fig. 1 Flowchart Framework
3.2 The Concept of Submission Game

Later, after the game is completed, it will be publicized to parents and his child. Of course, parents are simply told that this Javanese language learning game gives less impact on their children. Therefore, made the concept of delivering games to children from their parents, so that children can understand some things, both of how to play the game until the lesson is delivered. This game not only make kids understand about Javanese language, but also make parent-child relationship closer.

IV. RESULTS AND DISCUSSION

4.1 The Making of Game

After formulating the game, both in terms of gameplay and display interface, we started to manufacture the game. In making required some supporting software such as Construct 2 game engine and Adobe Photoshop as the graphics processing software. We choose Construct 2 as a game engine because the software was easy to operate, light on the results of the game and multi-platform (applications can be run several operating systems). The selection of Adobe Photoshop as the graphics processor for color selection and color manipulation in the software is very diverse. Here to see the results of game:

4.2 Delivery Method

The purpose of making this game is to make this game as alternative learning media at home. So in that case, the suitable method for delivery to kids is to use discussion method. It means that parent and their kids interact directly in learning Javanese language while playing this game [14]. When the children at home, parents will teach and educate them [15]. Anyway, parent can not let their kids learn on their own. It just makes them become addicted to the game without having to understand or comprehend the essence of learning in the game.

4.3 Review Game

a. Impact of Game

Having conducted trials in children, it is expected after playing this game that the children's interest in learning Javanese language is increasing. Here are the results of a questionnaire on the impact of this game.

Table 1. Respondents Result

<table>
<thead>
<tr>
<th>Review</th>
<th>percentage YES</th>
<th>percentage NO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Child's interest in learning the Javanese language with this game</td>
<td>87.5%</td>
<td>12.5%</td>
</tr>
<tr>
<td>Kids more</td>
<td>82.5%</td>
<td>17.5%</td>
</tr>
</tbody>
</table>
understand about Javanese language through this game

<table>
<thead>
<tr>
<th>Game can help in learning Javanese language</th>
<th>87.5%</th>
<th>12.5%</th>
</tr>
</thead>
<tbody>
<tr>
<td>With the game method can be useful in learning the Javanese language</td>
<td>87.5%</td>
<td>12.5%</td>
</tr>
</tbody>
</table>

b. About this Game

Then the questionnaire continues on the game itself, which is about the ease of children in playing this game and understand the instructions of the game in this game. Here are the results of the questionnaire.

<table>
<thead>
<tr>
<th>Review</th>
<th>percentage YES</th>
<th>percentage NO</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ease in playing this game</td>
<td>89.7%</td>
<td>10.3%</td>
</tr>
<tr>
<td>The instruction can be understood</td>
<td>84.6%</td>
<td>15.4%</td>
</tr>
</tbody>
</table>

Table 2. Respondents Result

V. CONCLUSIONS

Game "Si Nau" is a game that is created as a means of learning media about the Javanese language to children of 2nd grade elementary school. This game combines two types of games i.e. trivia and adventure. We hope it makes kids interesting to play this game. There are 2 characters in this game, a boy and a girl, so anyone can play it. Game "Si Nau" is successfully designed and built to be played on Android-based operating systems and can be downloaded on the Play Store.

This game has been implementing mentoring and discussion as learning delivery methods that make children become active and enthusiastic in learning the Javanese language. It also makes children become more understanding of the Javanese language lessons and add alternative educational games to be played with parents at home.

With the game "Si Nau", make the children understand about Javanese language lessons at school or in the neighborhood he lives and children to become interested in learning the Javanese language. This game also introduces the child that games could be a learning media. In future we hope that this game can help directly to educate kids in schools.

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