

Strategy to Avoid Negative Perception on Game

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Abstract- *In the beginning, games are made to provide entertainment. But, with the interesting entertainment, some game developers use that just for their own benefit. Moreover, many of them including elements of violence and pornography on their games. That is just only to make more profit for them. That's why some parents are anxious and have a bad view of games. But, not all of the games have elements of violence and pornography. Some of developers make game which is including educational value. "Crazy Machines 2" is one of many games which has educational value. This is one of the ways to Avoid Negative Perception on Game.*

Key Word : *game, creativity, strategy, avoid negative perception*

I. Introduction

A. Background

With the passing of the current era, the advancement on the field of computer technology is also very fast. The advancement of technology has the main purpose to facilitate every human's work. But, just like the advancement of technology, games which are released in the electronic devices are also more and more developed.

In the beginning, games on computer device is intended to provide entertainment for the users of these devices. However, most of these games are only used to one's personal

advantage or the developer of these game, and has no educational value contained in these game. There's even violent games, which is not good for the brain development.

On the other hand, at this time jobs on the sector of creative industries are very attractive and give a lot of profits. Indonesian Ministry of Industry stated that the creative industries are included in the small and medium industries which have a strategic role because they can provide a substantial contribution to the national economy[1]. It could be said that creativity is needed in the future.

According to Seifert and Hoffnung (1987). Adolescent is defined as the stage of development which brings the individual transition from childhood to adulthood[2]. It could be said that this is the period when a human changes from a child into an adult. And these changes require a process as a basis for their adult lives (in this case creativity).

This is what makes the parents anxious and have bad views of games founds in the electronic device. However, not all of the games that exist on the electronic devices are not educative or have educational value. There are also games that are actually created to provide education for the game users. For that reason, here we will discuss the game that have educational value (in this case games "Crazy Machines 2").

B. Objectives

The purpose of this discussion is to analyze the educational values contained in "Crazy Machines 2" to petrify brain

development. To be linked with creativity. So it can change the views of people who think that the games in the computer does not have educational value.

Moreover, also as a reminder for parents to be more selective in choosing a game for their children, because not all of the games in the computer have good educational values. So the children do not play the uneducating games, which not support the development of their brains and morals.

II. Review of Literature

1. Basic Theory

Cognitive Theory (Piaget and Vygotsky). argues that playing is a part or stage of cognitive development (power imitate, memory, perception, imagination) that must be undergone by a child. Playing also a means to learn to think for expressing ideas (creative / creativity), or imagination[3].

Schaller and Lazarus, a German national, explains that the game is a human activity that is contrary to the work, but the game was a balance between work with the rest. The game is something to do to calm the mind or rest[4].

According to Munandar Utami (1995) creativity is a general ability to create a new one, as the ability to provide new ideas that can be applied in solving problem, or as the ability to see the new relationships between the elements that already exist. [5]

There are several things that can limit the creativity, among others:

1. Stress
2. Monotonous routines
3. Thinking in general [6]

III. Research Method

The method used to analyze this game is by playing the game. In this way, we can understand what the game makers wanted by creating this game, in addition, by searching for journals and articles on the effect of educational games, against children, as the basic theory.

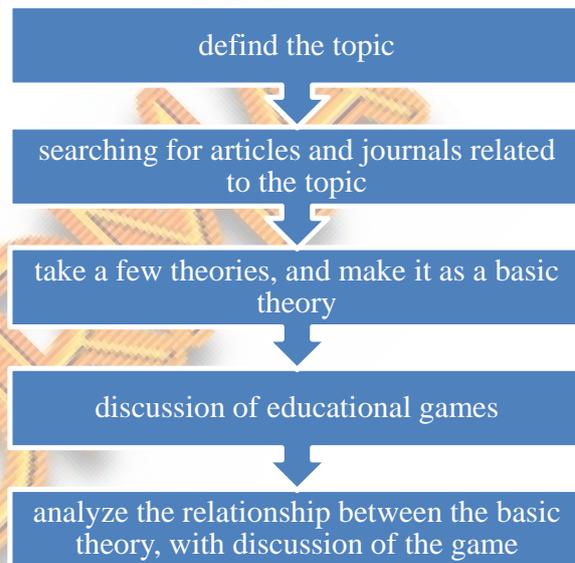


Figure 1 Flowchart of Method Research

IV. Results and Discussion

"Crazy Machines 2" is one of the puzzle game genres. In this game we have to construct some mechanical circuits arranged such that they can work sequentially or simultaneously to achieve specific goal / mission in order to continue to the next level. To achieve these objectives, we are required to construct some simple components to be incorporated into a particular system. At each levels, will have a way of solving different problems and difficulties increasingly challenging. In one level, it is possible that the problem can be solved by a few different ways.

In compiling each of the components we have the freedom to put them together. We can rotate the components, reverse them and putting them freely.

example :



Figure 2 Game Play Screenshot

Level 1-9, entitled "Light and Wind", has a goal to drop the ball and launch the fireworks using components that have been provided at the bottom of the screen, as shown in Figure 2.

So, in this game players are demanded to use the logical thinking, to achieve the specific goal / mission in many ways. When the users play the game, the players automatically think how to achieve the goals / mission of each level there. By using the logical thinking, unconsciously players will use their imaginations to solve problems in this game. And this will increase the creativity of the player.

Then, when the player has been playing long enough, the player will easily capture what the objectives of each level of the game. This is because the player already has the ability to catch the purpose / mission of each level. Also, the longer the rising level of the game, then the player will solve easily. This caused by the player's ability to remember and to emulate some of mechanical series of previous levels to be reintegrated into a new series.

Moreover the players have no restrictions in making a new design in each level. As a result, they can think out of the box and be creative. Because they are taught to create something new from the components which are interconnected.

And because there is no restrictions in making the design of mechanical machine, players can do anything on this game. They can make any mechanical machine. With any purpose. This can spur the creativity of the players by making their own creations.

The game developer admits " Players are able to experiment with physics while building functional, fun, or just plain silly contraptions and machines, for hours of enjoyment and creativity." [7]

With the existence of this game, we knew that there was a game that is intended to help the brain development for children (in this case creativity). Despite the existence of a few games that have inappropriate charges to be played by children such as violence and pornography. Therefore, we must be clever in choosing the game on electronic device that will be played by our children.

V. Conclusions and Recommendations

A. Conclusions

The existence of a game, in electronic device is basically intended only as entertainment. From the discussion above, it can be concluded that not all of the games that exist on electronic devices are merely as a means of entertainment, but there is also game that have educational value. Game analysis above is one example of games which has very good educational value during the brain development of children.

B. Recommendations

In addition to the entertaining games and those having educational value, there is also a game that does not educate and it is not good for the moral development of the child. There is a game that has elements of violence and pornography. Therefore, by this discussion, the parents can be careful in selecting good games for their child. Because playing are one of the processes that must be undergone by a child.

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