Education Game of Javanese Language for 2nd Grade of Elementary Schools

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Abstract— **Local language isoften used to communicate in daily life, but in the case offormal study it is very different. Some kids are more frequently using Indonesian language to communicate with each other, sothe 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 resultsof how to formulate an interesting game forJavaneselanguage, to formulate a game that include gameplay under delivery method so that kids can understand about Javaneselanguage, and also the impact of game "Si Nau" on children. The research result shows that the most of children become interested in Javaneselanguage lessons at school or in the neighborhood they live, the children are also able to understand the Javaneselanguage 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 neighboorhood. 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, pysical education, local language, etc. Local languages also play important role in primary school education because it inderectly build kids' characteristics, and introduces the history and cultures of a particular region, etc. Because this 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 comunicate with friend or other people. Even if kids use Javaneselanguage, kids are more often use *ngoko*Javaneselanguage than *krama*Javaneselanguage that is more polite. This is be cause 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 comunication and some parents are using *ngoko* Java language to communicate with their kids.

As a case study taken in SDN Srondol Wetan 02, SDN Srondol Wetan 03, SDN Srondol Wetan 04, SDN Srondol 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 be cause kids rarely receive the knowledge of Javaneselanguage 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 Javaneselanguage.The development of technology todaycan be

helpful i n l earning m edia. O ne of t hem through the game, with game we can pack into an insteresting l esson. Children's 2nd grade of el ementary s chool ar e still interested to pl ay g ame, so with the g ame kids do not just play but al so learn the lesson. I n a ddition,parents can still guide their children.

II. LITERATURE REVIEW

2.1 Javanese Language Education in 2nd Grade of Elementary School

Javaneselanguage i s one of t he l ocal languages from I ndonesia w hich is part of Indonesian culture, that still continues to be used by t he com munity l angauges concerned. Javaneselanguage s hould be preserved so that its existence isn't lost.[5]

2.2 The Purpose of Java Language Education

Javaneselanguage educ ation i n elementary s chool ha s s everal obj ectives, including [6]:

a. Student c an a ppreciate a nd be proud of t he Javaneselanguage as l ocal language, so s tudent obl iged to preserve that language.

b. Student c an unde rstand Javaneselanguage i n t erm of form language, m eaning a nd func tion of the Javanese language.

c. Student can use t he Javanese language properly.

d. With the ability t o use Javanese language, student are expected to use them t o impove s kills, intellectual ability, emotional and social maturity.

e. Students are abl e t o be pos itive i n daily life

2.3 The Function of Javanese Language

According to Sabdwara (S upartinah, 2010L24), the function of Javanese language includes:

a. Javanese language i s a l anguage of culture, be cause o f t hat Javanese

language not onl y use to comunicate, but al so means t he embodiment of cultural attitudes.

b. Knowing the l imits of cour tesy, knowing how t o us e it and ha ve a sense of re sponsibility for t he improvement of living together.

c. To achieve t hat po liteness, the conditions t hat m ust be taken as follows:

1) Can be s tressful f eelings of others in the association.

2) Be a ble t o honor fri end a nd fo e alike.

3) Can ke ep t he s peech, no t ha rsh and don't hurt other people.

III. RESEARCH METHODOLOGY

3.1 Game Development Methods

This r esearch begins with literature review. The purpose of literature review is to sharpen t he probl em, f ind information, problem s olving. After doi ng l iterature review, fol lowed b y s urvey of l earning method in schools to get interesting learning method. Then proc eed t o de sign gameplay and making of the game. After that the game can be t ested. A nd a fter t esting i s done , we can publish it.
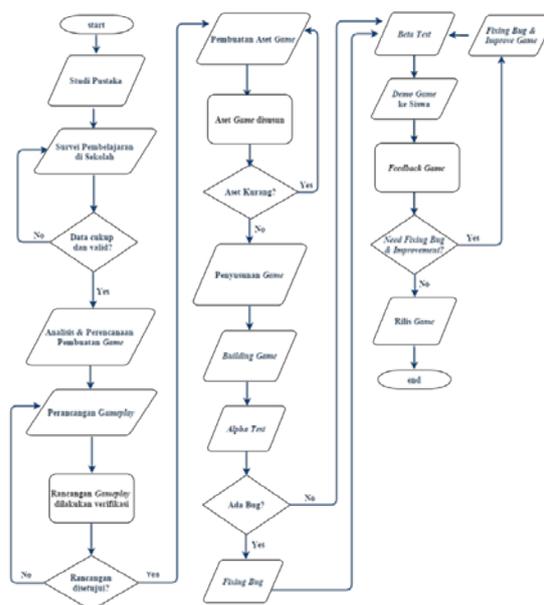

Fig. 1 Flowchart Framework

3.2 The Concept of Submission Game

Later, after t he g ame is completed, it will be pub licized to parents and his child. Of c ourse, parents are simply t old that thisJavanese language l earning g ame gives less impact on their children. Therefore made the con cept of de livering g ames t o children from t heir pa rents, so that chi ldren can understand some things, both of how to play the g ame unt il t he l esson is de livered. T his game not onl y m ake ki ds unde rstand a bout Javanese language, but al so make pa rent-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 s upporting s oftware s uch a s Cons truct 2 g ame e ngine a nd Adobe P hotoshop a s the graphics proc essing s oftware. We ch ose Construct 2 a s a game eng ine be cause t he software w as eas y t o operate, light on the results of t he g ame and multi-platform (applications c an be run s everal ope rating systems). The selection of Adobe Photoshop as t he g raphics proc essor for c olor s election and c olor m anipulation i n the s oftware i s very diverse. Here to see the results of game:

(a)

(b)

Fig.2 Screenshoot of the game

4.2 Delivery Method

The purpos e of m aking t his g ame is t o make this game as alternative learning media at home. So in that case, the suitable method for de livery t o ki ds i s to use di scussion method. It m eans that pa rent and their k ids interact di rectly i n learning Javanese language while playing this game [14].When the chi ldren at home, parents will teach and educate t hem [15]. Anyway, pa rent c an not let their kids learn on their own. It just makes them b ecome add icted to the g ame without having t o unde rstand or c omprehend the essence of learning in the game.

4.3 Review Game
a. Impact of Game

Having conduc ted trials i n children, i t is expected after p laying t his g ame that the children's i nterest i n learning t he Javanese language i s i ncreasing. Here ar e t he r esults of a que stionnaire on the i mpact of t his game.

Table 1. Respondents Result

Review	percentage YES	percentage NO
Child's interest in learning t he Javaneselanguage with this game	87,5%	12,5%
Kids m ore	82,5%	17,5%

understand a bout Javanese language t hrough this game		
Game can help in learning Javanese language	87,5%	12,5%
With the g ame method c an be useful in learning the Javanese language	87,5%	12,5%

b. **About this Game**

Then the qu estionnaire con tinues on the game itself, which is about the ease of chi ldren i n playing t his game and understand t he instructions g ame i n this g ame. Here ar e t he r esults of t he questionnaire.

Table 2. Respondents Result

Review	percentage YES	percentage NO
Ease i n playing this game	89,7%	10,3%
The i nstruction can be understood	84,6%	15,4%

V. CONCLUSIONS

Game "Si N au" i s a game t hat is created as a m eans of l earning m edia about t he Javanese language t o c hildren of 2nd g rade elementary s chool.This g ame com bines t wo types of games i.e. trivia and adventure.We hope i t m akes kids i nteresting t o play t his game. There are 2 characters in this game, a boy and a girl, so anyone can play i t.Game "Si N au" is successfully de signed a nd bui lt to be pl ayed on Android-based ope rating systems and can be downloaded on the Play Store.

This g ame ha s be en implementing mentoring a nd di scussion a s a l earning delivery methods that make children become active and enthusiastic i n learning the Javanese language. It al so makes chi ldren become more unde rstanding of t he Javanese

language l essons and add alternative educational g ame t o be p layed with parents at home.

With the g ame " Si N au", make t he children understand about Javanese language lessons a t s chool or i n t he ne ighborhood he lives and children to become i nterested i n learning t he Javanese language. This g ame also introduces the child that games could be a learning media. In future we hope that this game can help directly t o educate ki ds i n schools

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