Learn Modesty from Javanese Game

Nathasia Austin Wijaya

Faculty of Computer Science, Soegijapranata Catholic University, Semarang, Indonesia

Pawiyatan Luhur 4th number 1, Semarang, Indonesia 50234

nathasiaaustin@gmail.com

Erdhi Widyarto N., S. T., M. T.

Faculty of Computer Science, Soegijapranata Catholic University, Semarang, Indonesia

Pawiyatan Luhur 4th number 1, Semarang, Indonesia 50234

erdhiwidyarto@gmail.com

Abstract— Today's society, especially youth, they have been missed the essence of modesty. The loss of modesty referred to the loss of modest lifestyle and it is replaced by a glamorous lifestyle. It will lead to the careless personality among humans and nature, or even the loss of humanity.

The situation cannot be ignored and it has to be addressed immediately. Therefore, government also have to implemented character education in the school system, not only teaching and learning. Parents have to directing and give the example for their children about modesty and other values. Directing the children can be done by introducing them to the native culture through Mahesa jenar Game.

Mahesa jenar is a fictional figure created by SH Mintardja. Mahesa jenar teaches about modesty, compassion, honesty, justice, and wisdom. Mahesa jenar game is using RPG as the genre, the outstanding storyline and the interesting animation, makes it suitable for delivering the moral messages.

If the children are aware about Reviews those early values, hoped Reviews those values will help children to develop Reviews their character on the latter.

Keywords— education, modesty, interesting, knowledge-based game, lesson, game, mobile game.

I. INTRODUCTION

Due to globalization, foreign cultures can be accessed easily through the internet. Sometimes, those attitudes are not suitable with Indonesian native values. For the example, a foreign TV show tells about the life of a billionaire family with their luxury house, elite school, and all the facilities they have. It told about their arrogant personality, bullying habit, glamour lifestyle, and so on. Seeing that kind of story is demanding, some Indonesian movies and series follow that plot. Indonesian artists and public figures show the luxurious lifestyle

Those kind of TV shows, unconsciously form the people mindset, especially the youth. The youth focus on enrich themselves in order to achieve their dream life. Meanwhile the plutocrats more protective about their wealth.

This mindset is good to one side. On the other side, it will impair if it is not balanced by good values. The youth only focus on their self and careless about their fellows and nature; legalize all means; at cetera. The sequence of causes and effects can be led to the loss of humanity.

The government has been implemented the character education program in school, when every subjects contains all competencies; such as manner, skill, and knowledge [1].

Beside the government's program, it also had been implemented Early Childhood

Education (ECE) Program through the institutions in charge or parents. Pre-school children (3-6 years old) attend the pre-school program in daycare, playgroup, or kindergarten [2]. In general, ECE Program uses game as the teaching media [3]. Learn though a game gives chances to children to repeat, self-discovery, explore, and practice about many concepts [4].

Then, how about the teenagers? How do we reach them? Teenagers nowadays love to learn involving gadget and modern technology than formal school [5]. Therefore, a digital game is one of solutions provided to instill the good values, especially modesty in children minds. The game contains many moral values about modesty, compassion, justice, wisdom, et cetera.

II. CONCEPT

A. Step to implement the idea

There are eight steps to implement the idea. The steps are:
1. Do review literatures about learning through games.
2. Analyze whether game is the best solution for children. Because every kid have their own characteristics, therefore it might not be suitable for everyone.
3. Going for an observation through Google Play Store to collect data about children expectation in educational game.
4. Designing the Mahesa Jenar game
5. Introducing, guiding and accompany the children while playing Mahesa Jenar game, include explaining the moral message within.
6. Find out about children interest in Mahesa Jenar game, the game advantages and disadvantages.
7. Fixing and improving the Mahesa Jenar game according to the data collected.
8. Implementing the moral values to the everyday life.

But in this paper, only discuss about the first step to fourth step. Started with literature review to the introducing the Mahesa Jenar game.

B. Moral Learning Method

Based on the way, there are three ways of learning [6]:
1. Audio type, when someone is learning something quickly from listening. This kind of person can be identified from their capability to repeat a sentence (that only spoken once) correctly. Person with this type of learn do not like to take too much note, even if they make one they will faineant to re-read their note. They prefer someone rode for them.
2. Visual type. Person with visual type learning trend take notes even make a illustrations and diagrams of their lessons, they usually can remember something based on the notes and illustration pictured in their mind.
3. Kinesthetic type. Different from the other way of learn, this type of person learns something by undergoing or practicing. Person with this type of learn can be identified by their capability to reacting activity for one day in detail, and usually this type of person had trouble with remembering textbook.

Based on the institution in charge, there are two institutions:
1. Family. Family is the first and foremost institution that plays an important role in everyone education journey [7]. Generally, every function that taken over by educational institution is continuation of family institution; especially for educating function [7]. John Locke said that every child was born like a white sheet (or as a blank slate), shape and pattern written on it is depended on the parents (or family) [7]. Through every parenting, every supervision, and every treatment continuously forming child's personality [7]. Actually, an outstanding student is not only by the school quality, but also by family "achievement" for preparing the child [7].
2. School. Beside family institution, there are educational institutions (school). The government has been implemented the

character education program in school, when every subjects contains all competencies; such as manner, skill, and knowledge [1]. It also had been implemented Early Childhood Education (ECE) Program. In general, ECE Program uses game as the teaching media [3].

C. Learning Through Game

According to Jean Piaget play is a repeated activity for the sake of enjoyment [8], [9]. Joan Freeman and Utami Munadar (1996) define play as an activity to help children to achieve a complete development (including physical, intelectual, social, moral and emotional) [10]. Playing according to Elizabeth Hurlock is activity for plrasure without considering the final results [11]. According to Andang Ismail, playing is an activity for pleasure with or without winning or losing [10].

There are nine benefits of playing written on "Theraphy Games for Babies and Toddlers" book [12]. The nine benefits are self understanding and growing self-pride, finding confidence, mental training, increasing creativity, developing emotional, training motor and analysis abilty, dispense wants and needs, moral standarization, and the last is right-brain development. Learn though a game gives chances to children to repeat, self-discovery, explore, and practice about many concepts [4].

III. IMPLEMENTATION

A. User Expectation

As observed on Google Play Store Indonesia, these are the data of Top 50 Free Games on May 22, 2016:

No.	Game	Genre
1.	Clash of Clans	Strategy
2.	Subway Surfers	Arcade
3.	*Tebak Gambar*	Puzzle
4.	Piano Tiles 2	Arcade
5.	Clash Royale	Strategy
6.	Grand Gangster 3D	Action
7.	Tahu Bulat	Simulation
8.	Pou	Casual
9.	Elsword: Evolution	RPG
10.	Plants vs. Zombie	Strategy
11.	My Talking Tom	Casual
12.	Fishing Hook	Sports
13.	Hill Climb Racing	Racing
No.	Game	Genre
14.	My Talking Angela	Casual
15.	Domino Gaple Online	Card
16.	Real Racing 3	Racing
17.	Ball Pool	Sports
18.	Endless Frontier	RPG
19.	Racing in Car	Racing
20.	Candy Crush Saga	Puzzle
21.	Zombie Tsunami	Arcade
22.	Roll Spike	Sports
23.	Dream League Soccer	Sports
24.	Warung Chain	Arcade
25.	Truck Driver Cargo	Racing
26.	Bush Rush	Arcade
27.	Crisis Action-eSports	FPS
28.	Criminal Case	Puzzle
29.	Traffic Rider	Racing
30.	Pool Billiards Pro	Sports
31.	Marvel Future Fight	RPG
32.	Bushido Bear	Action
33.	Rally Racer Dirt	Racing
34.	Temple Run 2	Arcade
35.	Candy Crush Jelly Saga	Puzzle
36.	LINE Let's Get Rich	Board
37.	Vector 2	Arcade
38.	Lep's World 2	Arcade
39.	Onet Deluxe	Board
40.	Little Tailor	Simulation
41.	Asphalt 8: Airborne	Racing
42.	BIMA-X	Action
43.	Domino QiuQiu	Card
44.	Squadron 1945	Arcade

45.	City Racing 3D	Racing
46.	Gunship Strike 3D	Action
47.	Cars: Fast as Light	Racing
48.	Marble Legend	Puzzle
49.	Bike Racing 3D	Racing
50.	Heroes of Chaos	RPG

From the data above, known that the most popular genres are Sports and Racing with 30%. The second most popular are Arcade and Puzzle games with 28%. The third most popular are Strategy, Action, RPG, and FPS with 24%. And the last 18% are Simulation, Casual, Card, and Board games. Since the most and the second most popular genres are not suitable to the goals of Mahesa Jenar game, decided that Mahesa Jenar game will use Action and RPG game as the genre.

D. Those who can help

People who are considered helping in implementing the idea are:
1. Parents. Parents are people who are met by child everyday. Children imitate parents' attitude. Parents must accompany and guide the children about values that Mahesa Jenar game taught.
2. The environment. The state of environment influences the decision making. The recommended environment that is fortified with modesty, compassion, justice, and honesty.
3. Playmates.

B. Mahesa Jenar Game

Mahesa Jenar is a fictional figure created by SH Mintardja [13]. Mahesa was an eminent warrior of Demak Kingdom and a King's Guard titled Rangga Tohjaya. His fame spread throughout the Java Island, because of his ability to banish any intruders who want to assail Demak.

But one day, it is revealed that Demak's heirlooms called Nagasasra and Sabuk Inten were faked. Because of that, many good and bad warriors wanted to hunt the real heirlooms. As a loyal warrior who serves the kingdom, Rangga Tohjaya could not stand still. He relinquished his appellation and disguised himself as a wanderer called Mahesa Jenar. His quest was to find the heirlooms before the bad guys did.

In his quest, Mahesa had been through various obstacles. Not to mention his pure intentions to help the weak, even it means his own death. He concealed his true identity if it was not necessary.

Mahesa Jenar who should live well in the castle and had many warriors under his command, chose wandering life for sake of devotion to his kingdom. Beside the modesty; Mahesa was a persistent person, honest, fair, and caring to others. This kind of value will be taught in Mahesa Jenar game.

Mahesa Jenar game is using Role Playing Game (RPG) and Action as the genre, where the story is the most important part in the game. Since the game is RPG, it is suitable to be used as a moral value teaching media. These following pictures are the screenshots of Mahesa Jenar game.

Fig 1. Mahesa Jenar in the Village

Fig 2. Mahesa Jenar in Demak Palace

E. The Expected Impact

With teaching the children about modesty and humanity earlier, it is forming

an understanding that human lives not only by finance but also from the other aspects. Such as spiritual, social, etc.

With such an understanding, hoped that children are not carried away by globalization, but living with modesty, compassion, justice, honesty, and wisdom.

IV. CONCLUSION

Due to globalization, foreign cultures can be accessed easily through the internet. Sometimes, those cultures are not suitable with Indonesian native values. Some Indonesian movies and series follow to tell about the life of a billionaire family with their luxury house, elite school, and all the facilities they have. It tells about their arrogant personality, bullying habit, glamour lifestyle, and so on. Indonesian artist and public figures show the luxurious lifestyle.

Those kind of TV show, unconsciously form people mindset, especially the youth. It is the family and educational institution in charge to educate the youth about the importance of modesty, compassion, justice, and so on.

Mahesa Jenar game was made to help parents and teachers, as an interactive media of moral learning. Mahesa Jenar is a fiction figure by S. H. Mintardja. Mahesa was an eminent warrior of Demak Kingdom and a King's Guard who relinquished his appellation and disguised himself as a wanderer. His quest was to find the heirlooms before the bad guys did.

By playing the Mahesa Jenar game, children could understand the value of modesty, compassion, honesty, and justice early. It is hoped those values could inveterate and could be impacted in their future

REFERENCES

[1] Marsudiyanto, *Perbedaan KTSP dan Kurikulum 2013*, URL: http://marsudi yanto.blogspot.com/2013/08/perbedaan-ktsp-dan-kurikulum-2013.html (diakses pada 19 Mei 2014)

[2] Patmonodewo, Soemiartu. *Pendidikan Anak Prasekolah*. 2003. PT. Rineka Cipta: Jakarta.

[3] Sudondo, Anggani. *Sumber Belajar dan Alat Permainan untuk Pendidikan Anak Usia Dini*. 2000. PT. Grasindo: Jakarta.

[4] Mayke, Sugianto. *Bermain, Mainan dan Permainan*. 1995. Departemen Pendidikan dan Kebudayaan: Jakarta.

[5] Zoeexel, *Pengaruh Situs Goodreads Terhadap Minat Baca Remaja Zaman Sekarang*, URL: http://zoeexel.wordpress .com/2011/07/26/pengaruh-situs-goodrea ds-terhadap-minat-baca-remaja-zaman-sekarang/ (diakses pada 28 Januari 2014).

[6] I. Zahar, *Belajar Matematikaku: Pembelajaran Secara Audio, Visual, dan Kinestetik*, Jakarta, Indonesia: Elex Media Komputindo.2009

[7] T.O. Ihromi (editor), *Bunga Rampai Sosiologi Keluarga*, Jakarta, Indonesia: Yayasan Obor Indonesia, 1999

[8] J. I. C. M. Drost SJ. and dkk, *Perilaku Anak Usia Dini: Kasus dan Pemecahannya*. Yogyakarta: Kanisius, 2003.

[9] M. S. Tedjasaputra, *Bermain, Mainan dan Permainan*. Jakarta: Grasindo, 2001.

[10] A. D. Nugrahaeni, *Upaya Meningkatkan Kemampuan Fisik Motorik Melalui Permainan Simpai (Hulahop) pada Anak TK B di KBI-RA Taqiya Kartasura*, Sukoharjo Tahun Ajaran 2011/2012," 2012.

[11] E. Hurlock, *Psikologi Perkembangan*. Jakarta: Erlangga, 1990.

[12] S. P. Yuriastien, Effiana, S. P. Prawitasari, Daisy, and A. B. K. D. S. K. Febry, *Games Therapy untuk Kecerdasan Bayi & Balita*. Jakarta: PT Wahyu Media, 2009.

[13] Mintardja, S. H., *Nagasasra dan Sabuk Inten*, Jakarta: Kedaulatan Rakyat, 1960.