Implementation of Games Educational to Build Disciplined Character in Primary School Grade IV at SDN 2 Cikembulan

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ABSTRACT

Instilling disciplined personality in elementary school students is a fundamental aspect of forming a responsible personality. There is a need for an innovative approach that can integrate character education into interactive and fun learning activities through educational games. The purpose of this study was to analyze educational games in forming the disciplined character of grade IV students at SDN 2 Cikembulan. The approach used in this study was qualitative as a method of data recording through observation, interviews, and documentation methods. The subjects of the study consisted of grade IV students and teachers. This study shows that educational games play an important role in improving students' disciplined character, especially in aspects of compliance with rules, task performance, and responsibility for effective management. In addition, student participation in educational games creates a more interactive and interesting learning atmosphere and motivates students to apply discipline not only at school but also in everyday life. In addition, parents need to provide support and provide real examples when using discipline in various aspects of students' lives.

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1. INTRODUCTION

Education has a very important role in building the quality of human resources that are able to compete. However, in practice, various challenges are still faced in the learning process, one of which is the low discipline of students in learning. This lack of discipline often results in low learning motivation, which has an impact on less than optimal academic achievement. Low learning motivation can be caused by various factors, such as lack of student involvement, monotonous learning methods, and lack of interesting stimuli in the learning process[1]. Advances in the technical field are often used in the field of education as a tool and facility for interaction between teachers and students.

(Rizky Asrul Ananda et al., 2022:37) Currently, technological development has negative effects, and dominant technology users must use positive effects [2]. Character education in technological progress serves as

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a moral foundation, so that students are not only used to using technology, but also have ethics in using it. Technology can be used in strong Moral education to improve the quality of life and realize constructive transformation. One of the most important character values that must be introduced from an early age is discipline. Discipline reflects an attitude of order, responsibility and awareness of the rules and norms that apply to everyday life.

In a school environment, student discipline can be reflected in many aspects, such as timely assignments, compliance with class rules, and compliance with appropriate interactions with friends and teachers [3]. In reality, the use of disciplinary values in elementary schools still faces various obstacles. There are students who have difficulty implementing the school environment and discipline outside of school. For example, students can arrive late, ignore teacher instructions, play during lessons, or not complete assigned tasks. The implementation of discipline is highly dependent on the teaching strategies used by teachers.

School regulations and lack of parental participation in building discipline habits can be obstacles to achieving character education goals. Discipline not only allows students to engage in academic activities but also creates positive habits in their daily lives [4]. This shows the need for innovative learning strategies to communicate the nature of effective discipline [5]. One of the innovations to build students' disciplined character is through educational games. Educational games are one of the effective ways to build students' disciplined character. Anatasya & Rustini also found that traditional games packaged in an educational format can improve students' discipline by consistently following the rules of the game.

This game also allows disciplinary values to be communicated in interesting situations through direct practice to provide a more interactive learning experience [6]. This approach makes learning more interactive and interesting, students better understand the concept of discipline without being forced. Educational games can form game-based learning activities that combine educational elements with fun gaming experiences. Through games, students not only achieve academic knowledge, but also develop social and distinctive skills, including discipline [7]. Educational games contain rules that each player must follow, which helps communicate the values of discipline.

Students must follow the rules of the game, follow the stages correctly, wait patiently for the queue, and demonstrate group collaboration [8]. In addition, educational games also encourage students to be responsible both individually and in groups, wise in completing the tasks given in educational games. Therefore, students learn indirectly to understand the importance of discipline in a more interesting and more interactive way. The research was conducted at SDN 2 Cikembulan Pekuncen. SDN 2 Cikembulan is one of the elementary schools that uses educational games in the learning process.

Changes in student discipline at SDN 2 Cikembulan are applied to children through educational games. The research question develops learning activities in educational games and how to improve student discipline through educational games. This study aims to obtain the results application of educational games for students and about improving student discipline in educational games at SDN 2 Cikembulan.

2. METHOD OF THE RESEARCH

In this study, the the type of research applied is qualitative research with phenomenological methods. This is done through descriptions using words and language in a specific scientific context. This study focuses on the perceptions and experiences of the participants and how they understand life. phenomenological study is a research approach that seeks to explore the meaning of the life experiences of individuals or groups towards a particular phenomenon. In this approach, researchers seek to understand the subjective reality experienced by participants without changing or intervening in their experiences.

Phenomenology in educational research must seek to understand human experience more deeply and explore the hidden meaning behind that experience. This research design consists of three stages that will be taken by the researcher, namely the preparation stage, the fieldwork stage, and the data processing stage. The appropriate approach is qualitative, because this research focuses on in-depth exploration of the application of educational

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games through direct observation, interviews with the subjects involved, and documentation to obtain data that is rich in meaning.

The topic of this research is students from grade IV at SDN 2 Cikembulan, who were the main actors in the process of implementing educational games. They were the group observed and targeted for developing disciplined characters through game-based learning media (Yuliani, 2020: 114) [9]. Meanwhile, the object of the study was the application of educational games as a learning method or strategy that aims to shape students' disciplined character. This object includes the process of implementing the game, the forms of games used, and changes in student behavior in terms of discipline that can be measured through indicators such as compliance with rules, punctuality, and responsibility for tasks.

3. RESULTS AND DISCUSSIONS

Schools are institutions that play a role in the socialization process that has an impact on the development of knowledge, attitudes, values, behavioral norms, and expectations to contribute effectively to society. Through education in schools, a generation is produced that has a strong character to be able to compete in the era of globalization. One way is by making students more motivated, understanding concepts better, and developing skills. One of the programs which is usually used in schools to support the learning process is learning model to make the learning process more interesting and enjoyable.

With elements of challenge, reward, and competition, students are more motivated to learn compared to conventional methods. Educational games can have a positive influence on student discipline in various aspects. This study provides an influence on student discipline character, including (a) improving the ability to follow rules. Students who are accustomed to educational games tend to be more obedient to the rules in real life, including at school and in their social environment [10]. (b) Understanding the Concept of Time and Schedule: This trains them to understand the concept of time and the importance of completing tasks according to schedule, which has a positive impact on discipline in daily activities [11].

(c) Reducing Undisciplined Behavior: Students who have often played educational games show an increase in discipline, especially in terms of learning focus and social interaction. (d) Training Consistency and Responsibility: Children are taught to complete levels or challenges in stages, which helps them develop perseverance and responsibility in completing tasks in the real world [12]; (e) Improving Social Discipline through Interaction in Games: Proven by students being able to wait their turn, work together, and communicate well [13].

4. CONCLUSIONS

The development of disciplined character in learning activities by implementing educational games is an activity that influences each other. Educational games are games that are specifically designed to provide a fun learning experience by combining game and education elements so that learning at school becomes one of the stages that students miss , serves as a motivator to go to school and be involved in the learning process. This description can be used as a theme for the child's progress in the future, namely educational games are one method that can improve creative and innovative thinking skills in children because children are given the freedom to explore various possibilities in games. This educational game helps children develop cognitive, social, and emotional skills in a fun and interesting way. The application of educational games to disciplined characters that is since early on it is done as a strong foundation for training patience, consistency, and improving students' social skills.

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