

SURVEY PENGGUNAAN GAME EDUKASI DIGITAL SEBAGAI MEDIA PEMBELAJARAN OLEH GURU SEKOLAH DASAR DI KABUPATEN BULELENG

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ABSTRAK

Penelitian ini bertujuan untuk mengungkapkan data terkait penggunaan game edukasi digital sebagai media pembelajaran oleh guru sekolah dasar di Kabupaten Buleleng. Penelitian ini merupakan penelitian deskriptif dengan metode survey. Data penelitian ini dikumpulkan dengan kuesioner, yang kemudian di analisis secara deskriptif. Berdasarkan penelitian yang telah dilakukan, didapatkan hasil bahwa Guru sekolah dasar di Kabupaten Buleleng sudah cukup sering menggunakan game edukasi digital sebagai media pembelajaran, yakni sebanyak 52 guru (53.06%) dari total 98 sampel berada pada kategori cukup; aplikasi game edukasi digital yang paling banyak digunakan adalah Quizziz; alasan penggunaan game edukasi digital yang utama yaitu game edukasi digital dapat meningkatkan kognitif siswa; keuntungan utama yang dirasakan dalam penggunaan game edukasi sebagai media dalam pembelajaran yaitu membuat proses belajar menjadi lebih efisien; dan kendala utama yang dialami yaitu berkaitan dengan internet yang tidak mendukung dan juga aplikasi game edukasi digital yang kerap mengalami error sehingga harus mengulang dari awal.

Kata kunci: Game edukasi digital, Media pembelajaran, Survey

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ABSTRACT

Many studies have been conducted regarding the effectiveness of using educational games as media in learning. However, there has been no research related to the use of educational games in elementary school learning, such as how often teachers use educational games, what types of games are used, the reasons teachers use these games, the advantages and constraints felt by teachers when using digital educational games as learning media. This study aims to reveal data related to the use of digital educational games as learning media by elementary school teachers. This research is a descriptive research with a survey method. The research data were collected using a questionnaire, which was then analyzed descriptively. Based on the research that has been done, the results show that school teachers use digital educational games quite often as learning media, namely 52 teachers (53.06%) out of a total of 98 samples are in the sufficient category; the most widely used digital educational game application is Quizziz; the main reason for using digital educational games is that digital educational games can improve students' cognitive; the main advantage felt in using educational games as a medium in learning is to make the learning process more efficient; and the main obstacles experienced were related to the internet which did not support it and also digital educational game applications which often experienced errors so they had to start over from the beginning. So, it can be concluded that elementary school teachers use digital educational games quite often as learning media.

Keywords: Digital Education Game, Learning Media, Survey