



WORDWALL'S INTERACTIVE ONLINE GAME AGAINST FINE MOTOR SKILLS IN GRADE 6 ELEMENTARY SCHOOL STUDENTS

Fajar Faturachman¹, Silvi Yuniarti²

^{1,2}State University of Malang, INDONESIA

²Kepanjenlor 1 Elementary School, Blitar

¹Kepanjenlor 2 Elementary School, Blitar

E-mail: fajar.faturachman.2221038@students.um.ac.id¹,

silvi.yuniarti.2221038@students.um.ac.id²

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***Abstract:** Learning by playing is one of the meaningful experiences for students. The activity that students do to fill their time during the pandemic is to play games on their devices. Most students tend to fill their free time playing games. However, very few or even almost no students play games while studying. Of course, the games they play are regardless of the subject matter they are studying in school. This study aims to introduce students to game-based learning related to the material they are studying in school and improve their fine motor skills. This research uses quantitative research methods. Participants in this study were 20 grade 6 students of Kepanjenlor Elementary School 2 Blitar City. The results of this study showed an improvement in fine motor skills in students. Fine motor abilities include concentration between the eyes and hands.*

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INTRODUCTION

Indonesia is recorded to be the country with the 3rd largest online game users in the world based on data from We Are Social. Still from this data, 94.5% of Indonesian residents aged 16-65 years play online games as of January 2022. From this, the interest of Indonesians in online games is quite large. Playing online games is very fun and exciting. In contrast to studying in class, less varied and boring methods make students less interested in learning in class.

Learn many ways, learn many methods. Boring learning will not have any impact on students, fun learning will be meaningful to students. Creative teachers will combine the development of the times, in this case, it is technology to facilitate learning. There are many ways for teachers to do fun learning, one of which is by using online gaming media.

Fun online games for students will be easy to play. Playing games requires a method that involves some fine motor movements, such as finger movements, sight, and grip.

Fine motor skills in children can be observed when children play online games. Movements that can be observed include finger movements, grasping movements, and head movements. This can be material for teachers in seeing the fine motor development of students in school.

Based on this background, this study will look at the effect of online game-based learning on fine motor skills in grade 6 elementary school students at Kepanjenlor 2 elementary school.

LITERATURE REVIEW

Definition of online games

An online game is a video game played during some form of computer network, using a personal computer or video game console. This network is usually the internet or equivalent technology (Surbakti, 2017). The expansion of online games has reflected the overall expansion of computer networks from small local networks to the wider internet. Online games can range from a simple text-based environment to game graphics combining complex and virtual worlds inhabited by multiple players simultaneously. Many online games are related to online communities, making online games a form of social activity outside of single-player play. "Online games are a technology rather than a genre, a mechanism for connecting players together rather than a specific pattern of gameplay." Online games are played over some form of computer network, usually on the internet. One of the advantages of online gaming is the ability to connect to multiplayer games, although single-player online games are quite common as well. The second advantage of online games is that a large percentage of the game does not require payment. Also, a third thing to note is the availability of different types of games for all types of game players. (Surbakti, 2017).

Definition of game-based learning

Game-based learning is a type of learning designed using game media. Game-based learning is a form of learner-centered learning that uses electronic or digital games for learning purposes. The game-based learning process utilizes digital games as a medium to deliver learning, improve the ability to understand and knowledge and assess or evaluate the material of a discipline (Tri Strong Prasetyo, n.d.). Entering the digital era as it is today, game-based learning transforms and enters the digital world. Game-based learning is developing in a more modern direction by entering the digital world so it is called Digital Game-Based Learning. Digital game-based learning (DGBL) is an instructional method that incorporates educational content or learning principles into video games to engage learners. Applications of digital game-based learning draw upon the constructivist theory of education (2017). Drawing from the constructivist theory of education, digital game-based learning (DGBL) connects educational content with the computer or video games and can be used in almost all subjects and skill levels. Proponents of digital game-based learning contend that it provides learning opportunities that engage students in interactive

instruction and helps prepare them to participate in the globalized, technological society of the 21st Century.

Fine Motor

Almost every daily activity requires motor skills. This motor activity itself can be from writing to running. All those activities can occur because they are affected by motor nerves in the body. Fine motor development, is the development of motion that includes small muscles with eye-hand coordination. Fine motor is needed as an activity that requires smooth muscles as well as small muscles that come from the wrists and hands. These muscles play an important role in activities that are directly related to the fingers and hands. According to Akin Fine motor skills are the skills performed using small groups of muscles necessary to move objects (Akin, 2019). The fine motor uses small muscles such as the eyes and fingers to perform movements.

Wordwall

Wordwall game application is a digital gamification application game that is shaped in the form of a web base that has provided a wide selection of game and quiz features that educators can use to be able to rank the material. Wordwall game is an interactive game creation platform on the internet developed by a company in London England. Wordwall in its history began in 2006 and had the basis of the idea of becoming a fun teacher on digital platforms. Quoted from the official wordwall website, starting in 2006, it began to develop now and it was recorded that in November 2022 wordwall has more than 100 thousand subscribers, 33 game templates that can be used, and 43 languages that are supported, and will continue to grow. Quoted again from the official web, wordwall has advanced technology that uses ASP.NET, MVC Pattern, and C# programming language and is supported by Microsoft Azure as its server. With all this sophistication, wordwall can provide a game-based learning experience that is easy to use and fun. As for the advantages, there must be disadvantages. Wordwall has a drawback in the fairly expensive subscription fee. The free account provided by wordwall can only be used for 5 game creations, while if you want to add, users can spend around 36 thousand to 54 thousand rupiahs. Users can use a Google account to sign in to the wordwall.(Olisna et al., 2022)

METHOD

Researchers used observation methods to determine children's responses to playing games. The study was conducted at SDN Kepanjenlor 2 Kota Blitar with a sample of 20 students in grade 6. The tools used in this observation are observation sheets and assessment rubrics. While the process is carried out using tools that include a laptop to design games on the wordwall, a projector to display links to display the wordwall, and display a leaderboard, while the tool that students use is a cellphone connected to the internet held by each child. The medium used is wordwall. The Wordwall that researchers use is a paid version at a cost of around Rp. 36,000-, this is done so that researchers get more access to the templates provided. Researchers used a game template "maze chase" or pac man-like game, a kind of game of controlling a character who crosses a maze while avoiding enemies who Chase, the mission is to go around the maze while dodging enemies until they get to the right space. Players can use the virtual joystick inside the

screen to move the character. As well as with civic education subjects material on post-independence agreements of Indonesia.

RESULT

The result from this study showed that students responded very well to Wordwall games. It is proven from 20 students who participated in online games, including 10 students holding cellphones with both hands, 2 students putting cellphones on tables, and 8 students holding cellphones with one of their hands. In the aspect of looking at the screen, 17 students are staring at the mobile phone screen continuously until the game is over, and the remaining 3 students look at the mobile phone screen occasionally. From the aspect of moving fingers when playing games, 15 students move their fingers actively until the game is over. The other 5 students moved their fingers less actively while playing games.

Result

no	Aspect	details	Total Students
1	Holding Phone	holding a cell phone with two hands	10
		holding a cell phone with one hand	8
		put the phone on the table	2
2	look at the screen	look at the cellphone screen until the game is over	17
		look at the cellphone screen occasionally	3
3	move finger	move your finger actively until the game ends	15
		less active move the finger while playing	5

DISCUSSION

Based on data obtained with a total sample of 20 students, it was found that as many as 10 students holding cell phones with both hands showed that their fine motor skills functioned well. There are about 8 students who hold cell phones with one hand alone, indicating that fine motor skills are good but still need to be trained and then there are 2 students who didn't hold a mobile phone at all, it can be seen that these 2 students just put the mobile phone on the desk. Judging from the aspect of "look at the screen" shows that almost all of them are looking at the screen until the game is over, there are exactly 17 students and there are only 3 students who are not in a state of Concentrate on the mobile screen. In the aspect of "move finger," it can be seen that the 15 students who played were very enthusiastic about moving and playing the game until it was over with their fingers while the remaining 5 the game was less enthusiastic. From the data obtained by researchers, it can be concluded that wordwall games can affect children's fine motor skills with varied and fun games.

CONCLUSION

Learning does not always have to use books or other physical media, learning can also use fun media such as online games. The online games that exist now not only aim to have fun but can also be a supporting tool for teachers to see student development. Students are not only happy to get fun learning but teachers are also facilitated by the features of the game. The wordwall games used in this study were shown to affect students' fine motor skills so that students could actively move their limbs as they functioned. Fine motor skills that work while playing games include hand muscles, finger muscles, and eye muscles. Researchers found that almost all of the 20 grade 6 students sampled were able to use their fine motor skills well, as well as indirectly Learning with this online game students get a feeling of wanting to compete which can cause enthusiasm for learning.

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