CHAPTER I

INTRODUCTION

1.1 Background of the Study

Education is a process of self-development both as individual and social. The Indonesian' Act number 20 in 2003 about National Education System Section 28 states that early childhood education can be accomplished through formal, non-formal, and informal. Kindergarten is early childhood education in the formal education programs for children aged four to six years (Mansur, 2007). Many ways to implement education, but in educating the children don't forget about the aspect of playing , so they will not miss the days of play.

Playing is an approach in learning for Kindergarten. Playing is something that fun and exciting (Mussen, 1988). Playing for children not just only play something, but it is one part of the learning process. When children are playing, they can get the stimulus beside it can make they are very enjoy for more knowledge. (Prasetyo, 2007). Preparing learning activities should be done in a pleasant situation and easily followed by the children. One of the ways is by using the media of Game. Game has the basic meaning of having fun playing. Game is defined as a structured activity or be used as a learning tool (Nalwan, 1998). Understanding Game here is a game that played on a computer.

Based on the description above, the researcher has an idea for researching entitled "EMPOWERING KODU GAME AS A NUMERACY LEARNING MEDIA FOR KINDERGARTEN". Then through this game it can help the teachers deliver innovation in providing math lessons and can be measured about the material of count that has been taught.

This research has been done for create a game which there are materials that can be used to assist the children in learning how to do the numeracy with some interesting background arena. This game is also increasing children's interest in learning and practice memory skills. Kodu as the main character in this game will do a mission with every different background arena that describe as racing, shooting and adventure. That is would keep the children's interest and do not tired easily when seeing this game appearance.

1.2 Problem Statement

Identification of the problem in the final project is "How to design and create the game that has elements of educating, attracting and easy to play, and then be able to be a numeracy learning media for kindergarten?"

1.3 Limitation of the Study

The limitation of the study used to avoid any deviation or widening of the subject matter for more focused on research and facilitates in the detail

discussion so that the researcher's objectives will be achieved. Some of the limitations in this study are as follows:

1. Game that will be designed is the game that has educational characteristic.

2. This game is designed for children especially for Kindergarten in grade B.

3. In the game contains of the elements that are inside a matter of learning which packed into 3 arena background. There are racing, shooting and adventure.

1.4 Objective of the Study

The objective of the study is to design and creates the game that has element of educating, attracting and easy to play, and then be able to be the numeracy learning media for kindergarten.

1.5 Benefit of the Study

The significances of the study are as follows:

1. For users

   a. This game helps the users who are children to learn numeracy.

   b. Children get the other ways of learning beside learn by teacher in the school by using this game.

   c. This game can help the parents to monitor children's numeracy skills.

   d. Through this game, it can be provide innovation in the delivery material of numeracy from teachers to kindergarten.

e. Through this game, it can be provide the different learning environment for Kindergarten in grade B.

2. For researcher

The benefits for the researcher are to study and develop new things or idea beside that obtained in the lectures.

1.6 The Systematical of Writing

The systematical of writing in this research paper is the outline of the content of the research paper. The systematical of writing are as follows:

CHAPTER I   INTRODUCTION

In this chapter describes about of the background of the study, the identification of the problem, the limitation of the study, the objective of the study, the significance of the study and the systematical of writing

CHAPTER II   REVIEW OF LITERATURE

In this chapter includes two parts, namely the study of the research and theoretical review. In the research of the study contains of the results of previous research which related to the research. While the theoretical review contains the explanatory definitions that will be support this research.

CHAPTER III   RESEARCH METHODOLOGY

This chapter explains about the time and place of the research, the instruments of the research, and the method of

the research. From the research method, we can know what is being done to obtain research data and the analysis methods.

CHAPTER IV RESULTS AND DISCUSSION

In this chapter presents the results of research and discussion. The research data presented in tabular form, picture and also graphic. The discussion presents an analysis of the data obtained, including descriptions that compare these results of the research with the results of other research before.

CHAPTER V CONCLUSION AND SUGGESTION

In this chapter explains about the conclusions and suggestions that summarize what was obtained in the research and will be described in the results and discussion session.