



# Analysis of Learning Innovations Using Game Based Learning Models

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## Abstract

Learning that only uses lecture or teacher centered methods is often considered boring and uninteresting for students. This can cause a lack of motivation and interest in learning in students. Game Based Learning is a learning innovation that can be used to overcome these problems. Game Based Learning integrates game elements into the learning process, so that learning becomes more interesting, interactive and fun for students. This research aims to examine Game Based Learning innovations in elementary school learning. The method used is qualitative with a Systematic Literature Review (SLR) approach. The steps in a Systematic Literature Review (SLR) include searching for literature that is relevant to the research question through scientific journals. The literature found was evaluated based on its quality and relevance to the research question. Literature that meets the selection criteria is then analyzed further to identify related themes to answer the problem question. The results of the research show that Game Based Learning has many benefits for learning in elementary schools, including increasing students' motivation and interest in learning, improving student learning outcomes, developing students' critical and creative thinking skills, and increasing collaboration and cooperation between students.

## INTRODUCTION

Elementary school is the initial stage for students to receive formal education. At this stage, students need to learn various kinds of knowledge and basic skills to prepare them for life in the future (Hotimah, 2020; Melianti et al., 2023; Mudanta et al., 2020). However, learning at school is often considered boring and uninteresting for students (Falentin, 2023; Karim & Savitri, 2020). Elementary school is a golden period for children to instill a solid foundation of knowledge and character (Annur et al., 2023). At this stage they are faced with various kinds of subject matter that need to be understood and mastered (Hotimah, 2020). However, it is not uncommon for the learning process at school to be considered boring and less interesting for students. This can result in low motivation and interest in learning, and lead to less than optimal learning outcomes (Ikbal & Qaddafi, 2022; Ramadhani & Muhroji, 2022).

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Understanding these challenges, innovation in the world of education continues to develop, one of which is the presence of Game Based Learning (GBL) (Anggraini et al., 2021; Yustina & Yahfizham, 2023). Game Based Learning integrates educational and interactive game elements into the learning process, so that it can change the learning atmosphere to be more fun and meaningful for students (Aoliyah, 2023; Rahmadani et al., 2023).

Game Based Learning has many benefits for learning in schools, including increasing students' motivation and interest in learning, improving student learning outcomes, developing students' critical and creative thinking skills, and increasing collaboration and cooperation between students (Sindi et al. , 2023; Rosarian & Dirgantoro, 2020).

Game Based Learning is a form of learning that is based on the constructivism paradigm, which is oriented towards the student-centered learning process (Handayani et al., 2023). Game Based Learning focuses on presenting a problem (real or simulated) to students, then students are asked to find a solution through a series of research and investigations based on theories and principle concepts that they have learned from various sciences (Meitriani & Putra, 2023). Problems as a focus, stimulus and guide to the learning process. Meanwhile, educators become facilitators and guides.

The application of Game Based Learning in elementary schools has great potential to improve the quality of education. However, careful consideration and good planning are needed to maximize its implementation (Paulina et al., 2023; Novianti et al., 2020). Educational games used in Game Based Learning must be specifically designed to meet learning objectives and be appropriate to the age of students (Bashir & Bramastia, 2022). The role of educators is creative and educators are required to be creative in integrating Game Based Learning into the curriculum and managing teaching and learning activities effectively (Irsan et al., 2023). Balancing entertainment and learning Game Based Learning must remain focused on educational goals. It is important to ensure that students are not only entertained, but also truly learn (Hidayatullah et al., 2023).

This innovative learning approach presents a good solution to overcome the learning problems that have been faced (Lestari & Kurnia, 2023). Not just playing, Game Based Learning offers many benefits that contribute to educational progress in schools, including increasing students' motivation and interest in learning. Game Based Learning is able to raise students' enthusiasm for learning. Interesting and challenging games encourage them to be actively involved in the learning process, so that boredom and boredom can be minimized (Sagala et al., 2023; Oktavia et al., 2023; Nurfadhilah et al., 2024; Alias et al., 2024). Then it can improve student learning outcomes. This has proven that Game Based Learning is effective in improving student learning achievement. This method helps students understand the material more easily and in depth, and encourages them to continue learning and practicing (Rahayu et al., 2021; Pasaleron et al., 2023; Fitri et al., 2023).

Next, students can also develop critical and creative thinking skills. Educational games in Game Based Learning are created to train students' abilities in solving problems, analyzing information and thinking creatively. This is of course very beneficial for the intellectual and mental development of students in the future (Purwanti et al., 2022). Game Based Learning can also increase student collaboration and cooperation. Many games in Game Based Learning are designed to be played in groups. This encourages students to collaborate, communicate and work together to achieve common goals. The ability to socialize and collaborate is very important for provision in social life (Alhadad et al., 2020; Pasaleron et al., 2023; Daulad et al., 2023). In fact, researchers need to study Game Based Learning innovations in elementary school level learning in one of the elementary schools in Indonesia.

## METHODS

This research uses the Systematic Literature Review (SLR) method to examine Game Based Learning innovations in learning in schools. Systematic Literature Review is a research method used to review literature systematically and comprehensively to answer specific research questions (Asril et al., 2020; Rahmiati et al., 2023; Munawaroh et al., 2022; Yuslia et al., 2021; Rahawarin et al., 2023).

The steps in a Systematic Literature Review include searching for literature that is relevant to the research question through scientific journals (Wahyudin & Rahayu, 2020). The keywords used in the literature search were Game Based Learning, motivation, creativity, collaboration (Novia et al., 2020). The literature found was evaluated based on its quality and relevance to the research questions. Literature that meets the selection criteria is then analyzed further. Next, analyze the data in detail (Sahnassari & Jumino, 2019). Analysis techniques are used to identify themes in the literature related to the benefits of Game Based Learning in school learning. The results of data analysis are synthesized to answer research questions.

## RESULTS AND DISCUSSION

The results of the literature review show that Game Based Learning is a learning model that is very suitable to be applied if educators want students to be active in learning activities (Sugandi & Rasyid, 2019). The Game Based Learning learning model involves games in the educational process which aims to increase activeness in learning activities (Pranoto, 2020). Nowadays students are very interested in technology. Technology becomes an instrument to achieve educational and instructional goals for an educator. Recent studies from many educators have considered Game Based Learning as an educational tool to accelerate motivation for academic achievement (Muhammad et al., 2023).

The research results show that Game Based Learning has many benefits for learning in elementary schools. The Game Based Learning learning model has several advantages in improving the learning outcomes of school students, namely first, increasing students' motivation and interest in learning. Game Based Learning can increase students' motivation and interest in learning because the game elements contained in Game Based Learning can make learning more interesting and fun for students (Monalisa, 2023). Students who are motivated and interested in learning will be more active and focused in learning, so that they will more easily achieve learning goals (Yusup et al., 2020). Game-based learning has an important role in influencing students' motivation, and is able to make students feel happy, more enthusiastic, challenged, and collaborate with friends (Salamah, 2022). Other research also states that game-based learning, especially card games, can increase attention, motivation and curiosity (Winatha & Setiawan, 2020).

Second, Game Based Learning can improve student learning outcomes because Game Based Learning can help students understand learning material better (Winatha & Setiawan, 2020). Game Based Learning can also help students to develop critical and creative thinking skills, as well as increase collaboration and cooperation between students (Nurhamidah & Nurachadijat, 2023). Learning game based learning will stimulate students' understanding of the material so that it is easier for students to complete assignments, tests and daily tests given by the teacher which will influence learning outcomes.

Third, Game Based Learning can develop students' critical and creative thinking skills. Critical thinking is a strategy used to solve a problem (Ismail et al., 2018; Purwanti et al., 2022). In critical thinking, of course, students use analysis of evidence, assumptions and logic to find the truth so that students can understand the meaning behind a problem (Purwanti et al., 2022). Game Based Learning can help students to develop critical and creative thinking skills because Game Based Learning

often requires students to solve problems, make decisions and think creatively.

Fourth, Game Based Learning can increase collaboration and cooperation between students because Game Based Learning often involves games played in groups. Group games can help students learn to work together with other people, help each other, and respect each other (Diana, 2022).

The advantages and disadvantages of the Game Based Learning Model in each learning have different characteristics, and of course this has an impact on the advantages and disadvantages of each respective model. The advantages of the Game Based Learning learning model include first, students can interact more and play a direct role in learning. Second, students tend to understand the material more easily. Third, students will be active in learning. Fourth, create a learning atmosphere that is fun, happy and cheerful. Fifth, foster a sense of solidarity and cohesiveness between students. Sixth, it makes it easier for educators to help students to increase enthusiasm for learning (Rahayu et al., 2020).

Apart from the advantages, of course there are disadvantages, here are the disadvantages of the Game Based Learning learning model, namely first, it takes longer, because not all students quickly understand how to run the game. Second, if educators cannot condition the class, a noisy atmosphere will be created in the class. Third, educators are more extra in conditioning students so that the class remains conducive. Fourth, network constraints that are less stable will affect the course of the learning process (Rosarian & Dirgantoro, 2020).

## CONCLUSION

Game Based Learning is a learning innovation that is effective and beneficial for students in elementary schools. Game Based Learning has many benefits for learning in schools, including increasing students' motivation and interest in learning, improving student learning outcomes, developing students' critical and creative thinking skills, and increasing collaboration and cooperation between students. Educators need to apply Game Based Learning in learning to improve the quality of learning and achieve optimal educational goals.

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