IMPLEMENTATION OF FLASHCARD GAMES TO INCREASE STUDENTS' LEARNING MOTIVATION IN ELEMENTARY SCHOOLS FOR THE PERIOD 2019-2024

R. Moh.Rifai Riadin[1], Fathur Rokhman[2], Suwito Eko Pramono[3], Bambang Subali[4], Nuni Widiarti[5]

[1,2,3,4,5]Universitas Negeri Semarang

mrrifai@students.unnes.ac.id

ABSTRAK

Penelitian ini bertujuan untuk mengetahui pengaruh penerapan flashcard-game terhadap motivasi siswa dalam kegiatan belajar di sekolah. Penelitian ini menggunakan tinjauan literatur sistematis. Berdasarkan hasil penelusuran artikel, ditemukan 125 artikel yang ditulis pada tahun 2019-2024. Setelah melalui proses seleksi, hanya terdapat 20 artikel yang relevan dengan fokus penelitian yaitu penerapan flashcard-game dalam kegiatan pembelajaran untuk meningkatkan motivasi siswa di sekolah. Hasil penelitian menunjukkan bahwa terdapat pengaruh yang kuat dalam penerapan flashcard-game untuk meningkatkan motivasi siswa. Kesimpulan penelitian menunjukkan bahwa permainan flashcard dapat meningkatkan motivasi belajar siswa.

Kata Kunci: Flashcard, Motivasi Belajar, Sekolah Dasar.

ABSTRACT

This research aims to recognize the influence of the implementation of flashcard-game toward the students' motivation in learning activity at school. The research uses systematic literature review. Based on the result of searching articles, it was found 125 articles written in 2019-2024. After process of selection, there are only 20 articles which are relevant to the focus of the research that is the implementation of flashcard-game in learning activity to improve students' motivation at school. The result says that there is strong influence in implementing flashcard-game to improve students' motivation. The conclusion of the research shows that the flashcard-game can improve students' motivation to study.

Keywords: Flashcard, Learning Motivation, Elementary School.

A. INTRODUCTION

Learning motivation is one of the important factors that influence the success of the educational process. Motivation can determine whether or not it is good to achieve learning goals in the classroom, so that the greater the motivation a person has, the greater his learning

success. According to Wahyudin, E. (2020: 32) that, "A person with great motivation will try hard, appear persistent and unwilling to give up, actively read books to improve achievement and solve his problems. Conversely, those whose motivation is low, appear indifferent, easily discouraged, their attention is not focused on lessons, like to disrupt the class, often leave lessons which results in many learning difficulties."

A person with high learning motivation can be identified by several characteristics, including persistence in tackling tasks, resilience in overcoming challenges, a keen interest in various learning issues, a preference for independent work, a tendency to become bored with routine activities, the ability to defend their opinions, a strong commitment to their beliefs, and a enjoyment in seeking out and resolving problems. (Nurpatimah, V. 2020: 35).

For primary school students, motivation to learn is often influenced by interesting and interactive ways of delivering material. At the primary education level, learning methods that are too monotonous and lack variety can make students lose interest in learning, resulting in a decrease in academic achievement.

One of creative and interactive learning methods is using educative game, such as playing flashcard. Playing flashcard make students learn while playing, so that the learning process becomes more fun and enjoyable. In addition, the game can also involve visual aspects that help learners understand the material better, especially at the age of children who tend to have visual and kinesthetic learning styles.

The use of creative and innovative learning media makes students very interested and motivated in increasing vocabulary mastery and makes it easier for students to understand the meaning of vocabulary through the images presented. (Amini, N., & Suyadi, S., 2020). Learning media is an important part in determining the success of children's learning process. One of the learning media that can support the process of developing children's interaction is picture cards.

In connection with the important role of learning aids or media in the success of a lesson, it is therefore necessary for this literature study to be carried out. The purpose of this article with the literature review method is to determine the effect of the application of the use of picture cards in the learning process on student learning motivation in elementary schools.

B.   RESEARCH METHOD

This research uses the literature review method as a research method. Literature review focuses on the original article including abstract, introduction, research methods, and results

and discussion. (Fatimah, H. dan Bramastia, B.,2021). The term "literature review" refers to a specific research methodology or approach, the development of which is done to collect and evaluate research related to a particular topic focus.

The quality assessment criteria in the articles used are articles or journals that are in accordance with relevant issues and in line with the material for writing this article, namely the application of picture cards associated with increasing student motivation in learning.

C.   RESULTS AND DISCUSSION

Based on the results of the search for articles on the application of picture cards in learning associated with increased motivation, there are 125 articles related to the application of picture cards. Of the 125 articles were selected again into 20 articles related to the application of picture cards as well as associated with increasing student motivation.

According to the results of a review of 20 articles on the application of picture cards in learning activities associated with increasing learner motivation, it is proven that the application of picture cards can increase learner motivation in learning activities. The following is a detailed explanation of the analysis.

Article 1 was written by Kamaladini et al. (2021) with the title "Development of Smart Educational Board Media in Increasing Elementary School Students' Learning Motivation". The research method used is Research and Development (RnD) Borg & Gall model. The results of this study indicate that the use of the Smart Educational Board (PAKAPI): (1) Feasible to use with a criterion of 97.45% categorised as "Very feasible". (2) Smart educational board media is practical to use as learning media with a percentage of 89.69% categorised as "Very practical". (3) Effective in increasing student motivation significantly, with N-Gain results of 0.95 categorised as "High".   Article 2 was written by Giwangsa, S.F. (2021) with the title "Quartet Card Media Development in Elementary School Social Studies Learning". The research method used is Research and Development (RnD) using the 4D method (define, design, develop, disseminate). The results of this study indicate that the quartet card media is very feasible to use for social studies learning media in elementary schools, especially on the material of cultural diversity in Indonesia. This is because the media is interesting, easy to use by students, and It has the potential to boost the learning motivation of elementary school students. The quartet card media developed after a limited test of grade IV elementary school students received a very decent assessment with a percentage of 95%.

Article 3 was written by Saragih, A. (2019) with the title "Increasing Student Learning Motivation in Mathematics Subjects Using Number Card Media in Elementary Schools". The research method used is class action research (PTK). The results of this study indicate that using number card media can increase student learning motivation in mathematics subjects on Roman numeral material in class IV SDN 009 Pulau, Bangkinang District.

Article 4 was written by Muthoharoh, A., & Choifah, T.N. (2020) with the title "Domino Card Media Development to Increase Learning Motivation of Grade IV Elementary Students". The research method used RnD Borg & Gall model. The results of this study indicate that Domino card learning media is feasible for use in the educational process and can enhance the learning motivation of fourth-grade elementary school students.

Article 5 was written by Yuliana, A.P. (2023) with the title "The Use of Word Cards and Picture Cards for Vocabulary Learning in Low Grade Elementary School Students". The research method used is RnD Sugiono's theory. Findings reveal results of this study indicate that the use of word cards and picture cards in vocabulary learning is responded positively to the media used, seen from their level of activeness and understanding of the learning material produced. In addition, the use of various colours and images also makes students more happily and excited in learning, so that it can increase their interest and motivation in teaching and learning activities.   Article 6 was written by A.P., N., Rahman, A., & Ramadhani, A. (2021) with the title "The Effect of Using Quartet Card Game Media on Elementary School Students' Social Studies Learning Interest". The research method used was quasi experiment (true experimental design). Finding reveals 1) The results from the experimental class questionnaire indicate that students' interest in social studies falls within the "very interested" category, while the control class questionnaire shows an "interested" category. 2) The use of the quartet card game media has a notable impact on the social studies learning interest of fourth-grade students at SDN 17 Langnga-Langnga.   Article 7 was written by Melisya, M.P., et al. (2023) with the title "Development of Picture Word Card Media for Beginning Reading Skills in 1st Grade Students". The research employs the 4D model RnD method. Findings reveal this study indicate that the results of observations during the field trial obtained a percentage of 87.8% with the criteria "Very High". Based on the percentage obtained, the picture word card media is declared effective because students are interested and motivated to take part in learning activities in class.

Article 8 was written by Hariani, T., et al. (2021) with the title "Development of Picture Card Media for Elementary School Students". The study employs the RnD method. Findings reveal that the picture card media that has been developed can effectively improve the learning motivation of grade 1 students.

Article 9 was written by Nasiah, S., et al. (2021) with the title "The Effect of Picture and Picture Method on Students' Learning Interest in Indonesian Language Subjects". The research method used is quantitative research with experimental methods. The findings of this study suggest that the teacher's use of the picture and picture method fosters enthusiasm and active participation among students during the learning process. Observational results indicate that students' interest in learning falls into the "very good" category, rising from 82.01% in the first meeting to 85.25% in the second meeting.

Article 10 was written by Afiah, N., et al. (2021) with the title "Flashcard Optimization for Science Learning Motivation in Primary Education". The study employs PTK (Kemmis and Taggart model). The results of this study indicate that utilizing a flashcard media application effectively enhances students' motivation to learn. It is suggested that incorporating flashcard media into science learning activities can boost students' enthusiasm for learning.

Article 11 was written by Robbi'atna, L. & Subrata, H. (2019) with the title "The Effectiveness of Using Picture Card Media on the Narrative Writing Skills of Grade V Students of SDN Kebraon 1/436 Surabaya". The study employs quantitative method (experiment). Findings reveal students have good manner and are active during the learning process of writing narratives using picture card media. Students seemed enthusiastic about learning to write narratives and actively answered questions from the teacher.

Article 12 was written by Gultom, F.Y., & Mudiono, A. (2024) with the title "The Use of Flashcards to Improve Literacy Skills in Grade 1 Elementary School Students". The study employs qualitative method and case study. Findings reveal using of flashcards consistently improved reading, writing, and text comprehension skills in grade 1 students. It was also found that this approach encouraged students' learning motivation and active involvement in the learning process. Students showed increased motivation and interest in learning after the implementation of flashcards.

Article 13 was written by Koilmo, E.B.A., et al. (2020) with the title "Analysis of the Use of Flashcard Media in Improving Motivation for Beginning Reading in Indonesian Language Lessons for Grade 1 Students of SD Inpres Bertingkat Oebobo 2 Kupang". The study

employs qualitative method and case study. Findings reveal that 1) The media used in increasing students' beginning reading motivation is flashcard media. 2) The impact of using flashcard media in beginning reading lessons is that it can increase the motivation of beginning reading which is characterized by the involvement of students with flashcard media can read well.

Article 14 was written by Hamidah, N. et al. (2023) with the title "The Use of Flashcard Media in English Vocabulary Learning in Elementary Schools". The study employs a descriptive qualitative approach. Findings reveal that utilizing flashcard media in teaching professional vocabulary enhances students' motivation to learn and improves their comprehension of the material related to professional vocabulary. Article 15 was written by Rosliana, R., and Sutikno, S. (2024) with the title "Developing Reading Skills Picture Cards as a Learning Tool for First Grade Students at State Elementary School Number 107423 Tanjung Garbus Pagar Merbau District Deli Serdang 2023-2-24". The study employs PTK. Findings reveals learning using picture cards can affect student learning motivation, effective as a tool to train students' courage, effective to train students' discipline to appreciate time in learning.

Article 16 was written by Octaberlina, L.R., and Ida Anggraini, I.F. (2020) with the title "Teaching Vocabulary Through Picture Cards in Islamic Elementary School A Case Study in Nida Suksa School, Thailand". The study employs qualitative method (interview). Findings reveal that picture cards can improve and enrich their vocabulary and knowledge. The implication of picture cards can motivate students to understand the text.

Article 17 was written by Lubis, A.H. (2024) with the title "Improving Elementary School Students' Reading Skills Using Picture Word Cards: How is This Possible?". The research method used was PTK (Kemmis & Taggart model). The results of this study show that the use of picture cards can be considered an effective solution to increase students' participation in the learning process.

Article 18 was written by Nurfitri, A., et al. (2022) with the title "Improving Number Recognition through Number Card Media to Elementary School Children". The research method used is a qualitative method of case study type. The results of this study indicate that the number card media makes children have more motivation in carrying out the learning process.

Article 19 was written by Kuncoro, B., et al. (2023) with the title "Effectiveness of Picture Card Media in Improving Skills and Motivation to Play Basketball in Elementary

School Children". The study employs a literature review method. The findings suggest that the use of picture card media can be an effective approach to improving technical skills and motivation to play basketball in elementary school children.

Article 20 was written by Hadiyani, V.P., and Salam, H. (2024) with the title "Stimulating of LowClass Students' Interest in Remote Regions through Card Media and Image Media". The research method used is product development using the ADDIE model. The results of this study indicate that the use of picture cards can increase the motivation of students in isolated areas.

Of the 20 articles above, the most widely used method is the RnD method as many as 7 articles. While those using qualitative methods are 5 articles. Articles that use the PTK method are 4 articles. Quantitative methods as many as 2 articles. While quasi experiments and literature reviews are 1 article each.

D. CONCLUSION AND SUGGESTION

Conclusion

Based on literature review research that has been conducted on 20 research journals on the effect of picture cards on children's motivation, it can be concluded that picture card games can increase students' learning motivation.

Suggestion

According to the results of the literature review research from the 20 articles above, the authors suggest using picture card games in learning activities to increase students' motivation to be more enthusiastic in learning.

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