

MODIFICATION OF GOBAK SODOR TRADITIONAL GAME AS MEDIA LEARNING EASY MATHEMATICS

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1. Introduction

There are few of cases found by researchers in school life, e.g: learning difficulties of opportunities in mathematics.

Based on distribution of questionnaire about learning mathematics difficulties, the researcher considered theme in this Gobak Sodor Traditional Game. Most students have problem with remembering, so the researcher looked for the way on how to understand on comprehend it.

Gobak Sodor Traditional Game is efficient because it supports children who want to play it in the limited area in Jakarta, Indonesia. It also enhances there interest of learning mathematics. This Gobak Sodor Traditional Game teaches children to know and love traditional game.

2. Research Methodology

The type of research used by researchers is descriptive quantitative research. Analysis used by percentage analysis and trend analysis. The analysis is written systematically, therefore is easy to understand and conclude. In this study describes how the influence of Gobak Sodor that already has elements of mathematical material.

The research variables used are independent variable and dependent variable. The population or research subject chosen by the researcher is from Saint Antony Senior High School which amounts to 60 student, while the selected sample is 10.

Sampling techniques that researchers use the technique of non-probability sampling with purposive sampling types. Data collection techniques in this study, namely field research in the form of semi-open questionnaire and observation. The instrument used in the questionnaire technique is a questionnaire instrument. And the last data analysis techniques that researchers use descriptive statistical techniques.

3. Data Analysis and Interpretation

This research was conducted through questionnaire. During the data retrieval activity, the researchers collaborated with SMA Santo Antonius, Jakarta to monitor from a distance, so that samples

were more flexible in playing modification of gobak sodor and did not feel overly supervised.

This research was conducted at SMA Santo Antonius on Wednesday, September 7, 2016, at 3.00 p.m, by 6 students who participated in the game modification gobak sodor

4. Results

The results of this study indicate that the level of tension or anxiety that hit him. In this modification of gobak sodor game, they can train their brain's intelligence and thoroughness to find the right strategy to win this game and not get the punishment if it fails

5. Conclusions

In this Gobak Sodor Traditional Game is included the tables of course which support students mathematics learning in Saint Antony Senior High School. Saint Antony Senior High School are enthusiastic to play this Gobak Sodor Traditional Game. Saint Antony students can understand and comprehend mathematics materials they find difficult. Besides addition, they can save traditional games in Indonesia.

6. Reference

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