

DIGITAL GAME BASED LEARNING FOR KIDS

*Sri Wahyuni Wulandari (1210651149)¹,
Yeni Dwi Rahayu, S.ST, M.Kom², Wiwik Suharso, S.Kom., M.Kom³
Study Program of Informatics, Faculty of Engineering
University of Muhammadiyah Jember
E-mail : wahyunie.wulan@gmail.com*

ABSTRACT

Dgbl is the method learning that uses application game / the game has been designed specifically to assist in learning. By using dgbl we can give a stimulus on three an important part in learning that is *emotional, intellectual, and psycomotoric*.

Learning activities need readiness in kids, it means learning as a process need activity both physically and psychologically .In addition learning activities on child must be adjusted to stages mental development children, because learning for children have to get out of the boy alone.

Election media dgbl is intended as a means of learning for children primary school class 1 (the age 7 years), and to know the acceptance of a child of age seven years to dgbl.

Based on these things researchers up the theme digital game based learning (dgbl) to be material finished thesis.

Keywords : DGBL, Game, Learning Media