The Usage Of Sunda Manda Media Based On Visualization Auditory Kinesthetic To Improve Motoric Skills

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Abstract. This study aims to describe the usage of Sunda Mandamedia based on Visualization Auditory Kinesthetic to improve motoric skills for elementary school students. This research isqualitative research. The Researcher found a problem that currently children prefer to play gadgets or games that use technology compared to traditional games. There are two sources of data in this study, namely primary data sources and secondary data sources. Data collection techniques in this study are:observations, interviews, questionnaires, and documentation. Based on the analysis of the data obtained from the research results, namely a) the usage of textbooks is effective enough to be used as a learning media, b) the usage of interactive learning media and 3D animation videos can introduce the traditional Sunda Manda game to students, and c) the usage of Sunda Manda media based on Visualization Auditory Kinesthetic to improve motoric skills for elementary school students.

Keywords: Sunda Manda Game, Visualization Auditory Kinesthetic, Motoric Skills.

1. Introduction

Media is a tool that can be used in conveying messages or information. There are various types of media in the learning process. However, the researcher focused on learning media, namely traditional games. Regulation of the Director-General of Manufacturing Industry Based No. 02/BIM/PER/I/2014 concerning Technical Guidelines for Compulsory Application of SNI Toys and Supervision. Regulation of the Minister of Industry No. 18/M-IND/PER/4/2014 concerning amendments to the Regulation of the Minister of Industry No. 24/PER/4/2013 concerning Compulsory Enforcement of Indonesian National Standard (SNI) for Toys.

Games are something that cannot be separated from the world of children. Currently, children prefer to play gadgets or games that use technology. Traditional games do not cost a lot and do not require a lot of equipment to play. Traditional games are games that have been passed down from generation to generation (cultural heritage). Nowadays modern games make children silent and motionless. For example, children play a gadget or other technology in the room. In a sense, children

do not move or move places to play games. This is supported by parents who are easier to supervise their children while playing. Meanwhile, traditional games are generally played in the field or the yard and other places under the sun. Current technological developments are in great demand by children such as android-based smartphones. Because smartphones are so much easier to use and have a variety of applications. This educational game is useful for motivating, maintaining, and improving the educational process in learning [22].

Children are the next generation of families and nations. At an early age, parantal and school assistance is very important to become a qualified human being. Not only, have intelligence knowledge but must have social and psychological abilities [19].Children who play traditional games tend to run, walk, catch, turn around and many other movements performed while playing. This movement can bring out an active attitude in children and attitudes contained in cultural or social values in these traditional games. Besides, all children can play this traditional game in their home environment. The researcher made observations on 5 February 2020 in grade IV of Elementary School 1 of Prambatan Lor. Some of the problems the researcher found were a) children did not recognize traditional games in the past, b) inhibited children from social relationships (social interaction), c) traditional games were defeated by modern games, e) children's motor skills needed to be improved, and f) lack of media used in the learning process.

Media is an intermediary or message messenger conveyed by the sender to the recipient with the intention or purpose of gaining knowledge, skills, and attitudes [17].Besides, Celce-Murcia divides the media into two types, namely non-teaching aids and technical projected aids [26]. The researcher focuses on the use of the Sunda Manda media. Traditional games are a type of game played by children in their respective environmental areas with traditions that have been passed down in ancient times [18]. This traditional Sunda Manda game is applied with the Visualization Auditory Kinesthetic model. The Visualization Auditory Kinesthetic Model is a model that has been derived from the Quantum learning model which has the principle of situations and conditions that can create a sense of comfort and increase success in the future in multi-sensory learning styles that are related to three learning styles, namely seeing (Visualization), listening. (Auditory), and motion (Kinesthetic) [1].

Previous research has been conducted by Maulana and Nurunnisa (2018). The purpose of this research is to improve the ability of teachers to arrange the lesson plans, the ability of teachers to carry out learning, and improve gross motor skills of grade III MI Jatinegara. The results of this study indicate that through the traditional Sunda Manda game, it can improve children's gross motor skills [13]. Other research on the Sunda Manda game was also conducted by Prihastari (2015). The results of the implementation of the socialization of ethnomathematics the use through the crank game are very much needed by teachers in Telukan District elementary school (SD/MI) which apply the 2006 curriculum and the 2013 curriculum where the implementation of learning resources, namely crank games can be done inside and outside the classroom [16]

Children's motor skills are closely related to the development and control of movement in the body related to the work of large muscles carried out in organized activities, namely nerves, muscles, brain, and spinal cord [6]. This research is strengthened by previous research by Yudiwinata and Handoyo (2014), the aim is to see the existence of traditional games that have an impact on children's development today. The result of this research is that children playing traditional games are far developed with their abilities and characters. The role of parents and teachers is very necessary and very important to preserve traditional games that have meaning and tradition [7]

The traditional Sunda Manda game is very popular with the people because it has the aim of entertaining themselves [11].*Engklek* is alco called *sunda manda, sula manda, sondah, ingkling, jlong-jling, plate,* or *dampu.*are games that can be found in Sumatra, Java, Bali, Kalimantan, and Sulawesi[20]. The Sunda Manda game is played by two to five people individually [21]. Sunda manda is game that can develop various aspects of intelligence. Example, controlling emotions. Child can express what is being felt and how other people feel. This game indirectly allows children can put themselves in every situation [2].

Today's traditional games are rarely even played by children. They are less aware of traditional games which are hereditary which is a cultural heritage. The researcher took the research title, "The Usage Of Sunda Manda Media Based On Visualization Auditory Kinesthetic To Improve Motoric Skills For Elementary School Students".

2. Methodology

Researchers use qualitative research. The purpose of this research is to describe the use of Sunda Manda media based on the Visualization Auditory Kinesthetic to improve motor skills for elementary school students. This research was conducted in grade IV of Elementary School 1 of Prambatan Lor. There are two sources of data in the study, namely primary data sources and secondary data sources. Primary data sources consist of the person (source comes from interviews and questionnaires), and place data source (source comes from a description of the situation). Meanwhile, secondary data sources consist of documentation and observation. Data collection techniques from this study are observation, interviews, questionnaires, and documentation. The data analysis technique of the research is data analysis in the field model of Miles and Huberman. Miles and Huberman's model has three stages, namely, a) data reduction (data obtained from the field in large numbers, it is necessary to record carefully and in detail), b) display data (present data in the form of narrative text, and c) conclusion drawing or verification (concluding and verification) [24].

3. Results And Discussion

Game based learning is considered an effective tool for learning which can promote enhanced learning experience and student motivation [10] [15] [4]. Multimedia games are useful for making the learning process more interesting and providing examples to students on how to use multimedia [9]. The Sunda Manda games has other names

namely Sunda Manda and Zondag Mandag. Preparations in the Sunda Manda game based on Visualization Auditory Kinesthetic to improve student motor skills include; 1) Gacoan to throw stones, 2) Banners or pictures of Sunda Manda games, 3) Game cards, 4) Star stickers, and 5) Bomb stickers. The following is an explanation of the steps in the Sunda Manda game based on Visualization Auditory Kinesthetic for motor skills, as shown in Figure 1, Figure 2 and Figure 3.

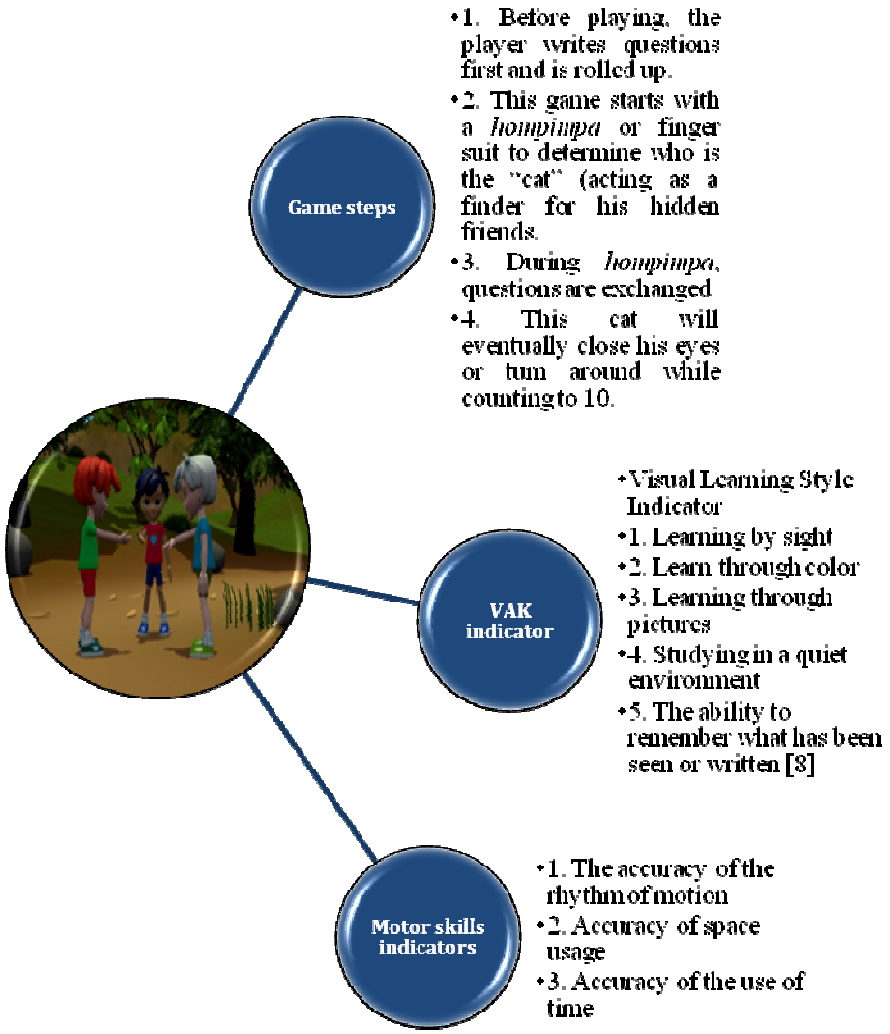

Figure 1. Steps of Sunda Manda Game, Visual Learning Style Indicator, and Motor Skills Indicators

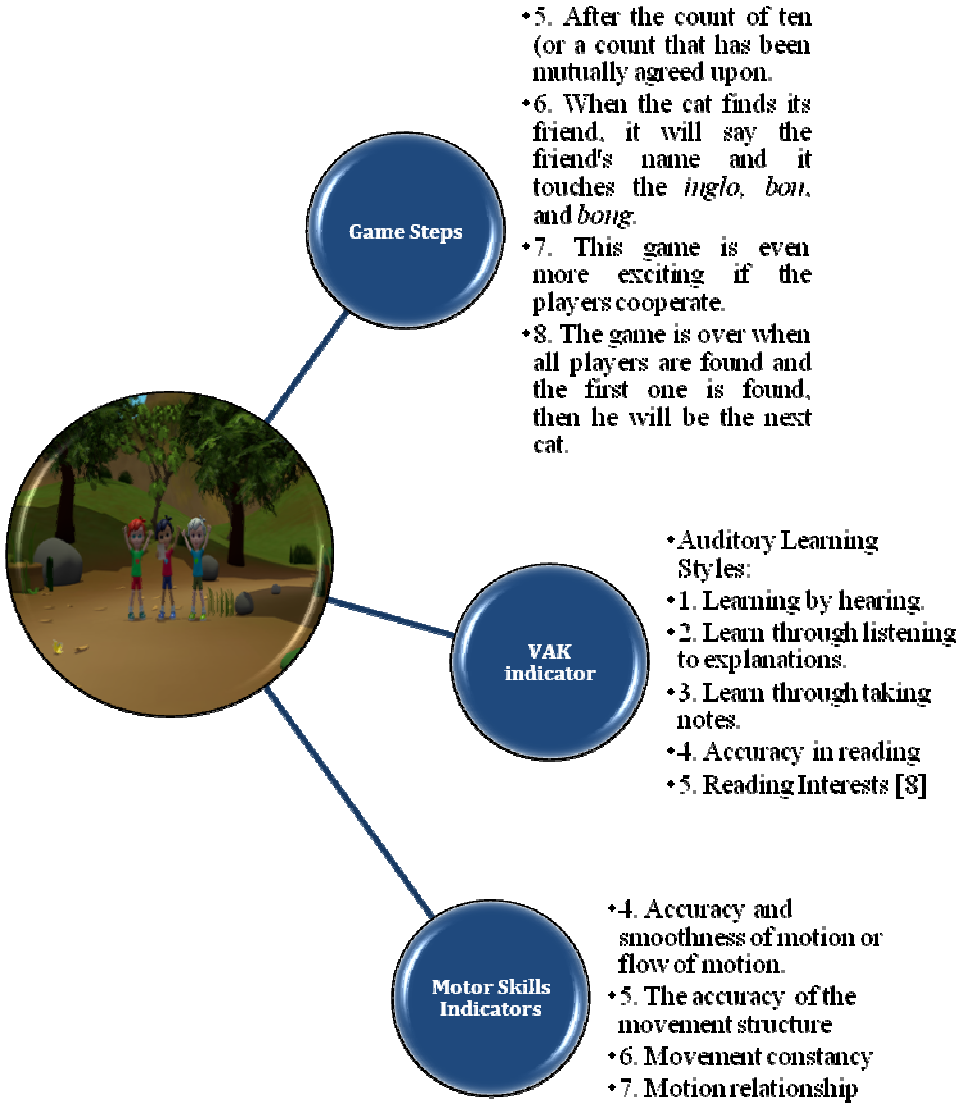

Figure 2. Steps of Sunda Manda Game, Auditory Learning Style Indicators, and Motor Skills Indicators

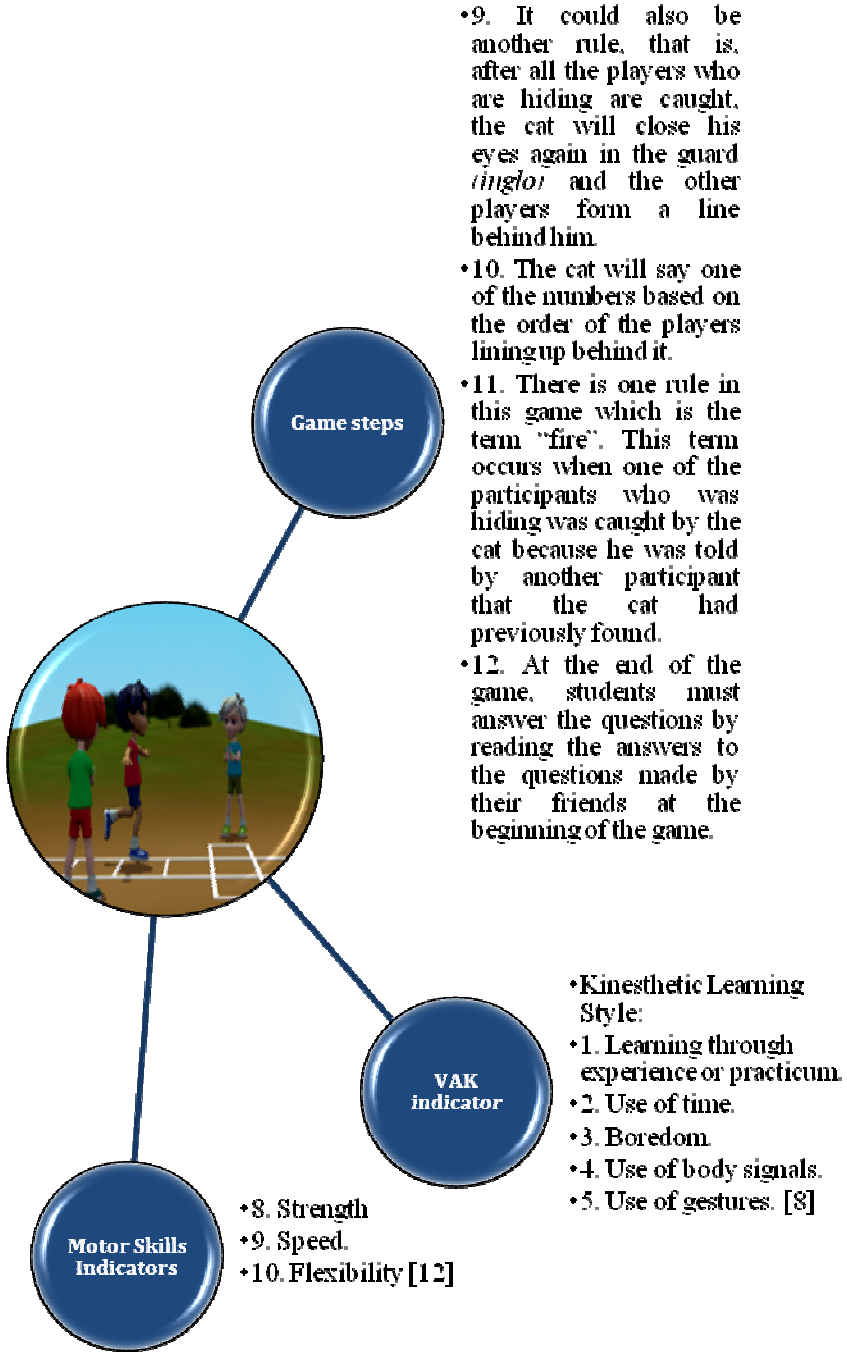

Figure 3. Steps of Sunda Manda Game, Indicators of Kinesthetic Learning Styles, and Indicators of Motor Skills

Based on the analysis of the data obtained from the research results, namely a) the use of textbooks is effective enough to be used as learning media, b) the use of interactive learning media and 3D animation videos can introduce the traditional Sunda Manda game to students, and c) the use of Sunda Manda media based on *Visualization Auditory Kinesthetic* to improve motor skills for elementary school students.Animation can create expression movements that encourage character models to perform the same movements and expressions as actors [27].

Tradisional games in Indonesia physical activity and are useful for therapeutic interventions for children who are addicted to gadgets. The results of research from Nawangsari (2016) show traditional games are quite effective as an internet addiction treatment for children [14]. This research is strengthened by previous research from Shinta, Syamsi, and Haryanto, 2018 [23]. Result research is a traditional games contains the values of character education that can be used as learning media in elementary schools. Covers: 1) cooperation character, 2) honest character, 3) responsiblity, 4) hard work, 5) sportsmanship, and 6) tolerant. Games can be done as learning activity when be outdoors or indoors. Game media applications can be used to increase student motivation. Playing and learning are opposites but according to children playing is fun. Games can be used as a source of learning media that aims to achieve educational goals in the learning process [5]. Through play activities, it is useful to develop motor skills of children in elementary school. Because basically the world children is a game world [3].

4. Conclusion

The benefits of this traditional game of crank or Sunda Manda include: a) training gross motor skills, b) means such as jumping, throwing and breathing exercises, muscle training, and basic circulation, c) self-detection, d) problem solving or problem-solving, e) train socialization in play, and f) train creative thinking [25]. The conclusion from the research on the use of Sunda Manda media based on Visualization Auditory Kinesthetic to improve motor skills for elementary school students, namely:

a. *Visualization*, in this game the child will see the question cards and pictures in the game square. The picture in the game plot can contain material that will be discussed in the learning process.
b. *Auditory*, in this Sunda Manda game students, deliver answers spontaneously so they can play the Sunda Manda game.
c. *Kinesthetic*, in the Sunda Manda game all players move and control their emotions or feelings to work together in completing the game to get star stickers and become the winning group.
d. Their motor skills are students moving in the game to find traces. That way, without realizing it, students' motor skills improve.

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