Recreational Game Socialization Using PowerPoint as a Practical Media

Syafrinal [1]**, Taufiq Iqbal** [2]**, Imilda** [3*]**, Fauzan Putraga Albahri** [4]**, Alfina** [5]**, Rizaldi Akbar** [6]

[1] Information Systems Study Program, Faculty of Computer Science, STMIK Indonesia Banda Aceh, Banda Aceh City, Aceh Province, Indonesia.
[2,3,4,6] Informatics Management Study Program, Faculty of Computer Science, AMIK Indonesia, Banda Aceh City, Aceh Province, Indonesia.
[5] Computer Systems Study Program, Faculty of Computer Science, STMIK Indonesia Banda Aceh, Banda Aceh City, Aceh Province, Indonesia.

Corresponding Email: imilda@amikindonesia.ac.id [3*].

Abstract: This activity is a form of training for teachers and lecturers in Banda Aceh City, where the use of Microsoft PowerPoint can be adapted to make a simple game. We chose games Hidden Picture Games, Matching Game, Telepathy Game, Top Five quiz, Mystery Box, and Lucky Box. The implementation method consists of three stages, namely introduction, practice, and demonstration. The results of this activity have become a concept and collaborative learning model through recreational game media that can be used at universities in Indonesia in making service activities in utilizing Microsoft PowerPoint practical media to create innovations and develop an educational game as well as improve the ability of teachers and lecturers to utilize instructional Media.

Introduction

Technological developments in the world of education have been used for the purpose of improving learning [1,2]. Educational Technology is the development, application, and assessment of systems, techniques, and tools to improve and enhance the human learning process [3,4]. One of the learning media uses games. Initially, the game was played with certain rules for refreshing purposes. A game is also a recreational activity that involves one or several participants, to provide satisfaction and entertainment to the players [5,6,7]. However, games can also serve as an educational medium, to assist mental and physical stimulation, and contribute to the development of students' practical and psychological skills [8,9].

In general, games involve a certain level of competence that has a competitive value. Even so, the game does not take into account productivity and should not be an obligation for participants. As a recreational game activity, the game wants to be done

intentionally, in a relaxed and enthusiastic atmosphere. The goal here is to bring satisfaction to the players, thereby removing the tension in playing. Recreational games can also be held in an open field or in a closed room. Each game is defined depending on the goals the player wants to achieve or according to a set of rules that define what they can do in an entertainment context. Recreational games are different from sports that tend to be competitive because the goal is to find a winner. In other words, exercise is a modality that accentuates results. Currently, game development in education has been implemented in various educational institutions. However, few are still applied in Vocational Colleges [10,11]. Recreational games can help improve collaborative learning for lecturers and teachers [12,13] so as to stimulate mentally and physically and contribute to the development of practical and psychological skills of students [14,15].

This activity is a form of training for teachers and lecturers in Banda Aceh City, where the use of Microsoft PowerPoint can be adapted to make a simple game. Our team took some game references sourced from Games4esl (https://games4esl.com/PowerPointgames/) Here we find lots of Free Game PowerPoint and Game PowerPoint Templates. These PowerPoint games are perfect for teaching kids and can be used on Zoom as material in online classes, or in classrooms for teachers and lecturers.

Method

a. Activity Implementation Method

The activity was carried out on the third week of January, January 16-17, 2022. The activity stage began with a game introduction, we chose Hidden Picture Games, Matching Game, Telepathy Game, Top Five quizzes, Mystery Box, and Lucky Box. Each participant will be given an understanding how the rules of each game. In the next stage, each participant should be given training on how to modify the game in PowerPoint to adjust each question, image, audio, and so on to make the game interaction interesting. In the final stage, participants will try to demonstrate the modified game and each other participant to provide an opinion, this is the final stage as a form of a discussion between participants and the team.

b. Effective Time of Activity Implementation

The activity was carried out on January 16-17, 2022, and the participants consisted of teachers and lecturers in Banda Aceh City. Participants are limited, and only 40 are selected as participants for the activity.

c. Activity Place

This activity is carried out online using the media zoom meeting, the activity takes place from 09:00 WIB to 16:00 for two days.

Result

The activity takes place as scheduled on January 16-17, 2022, the activity takes place from 09:00 WIB to 16:00. Participants who registered exceeded the planned target of 40 teachers and lecturers in Banda Aceh City, 121 people registered via google form, but we chose 40 people as participants for the zoom meeting, and the rest will be done in the next session and is planned to be held again next month. June 2022. In the first stage, participants get to know some of the games provided by us such as:

1) Game Hidden Picture Games, this game is a great way to introduce or review vocabulary. When it disappears, participants must try to guess the object/word.
2) Matching Game, the game is not too different from the first game. Each participant will guess what picture fits and the jury will give hints at each level.
3) Telepathy Game, There are ten questions involved in this game. For each question, students will see two possible answers. Students must use 'Telepathy' to read the teacher's mind and guess the answer. Then, they guess them on paper or you can use this Telepathy Game answer sheet. Alternatively, students can indicate their guess by raising their hand or moving to one side of the room, etc. If they guess correctly, then they get a point. The student/team with the most points at the end is the winner.
4) Big Five Quiz, This PPT Game is perfect for viewing vocabulary and expressions from previous lessons with students. Each question in this quiz has several possible answers. Students must write down ONE answer. If the answer they write is in the 'Top 5' answer, then they get points. Download the Top Five Quiz PPT template below and type in your own questions and answers, or use the ready-made Top Five Quiz below with 10 questions for beginning ESL students.
5) Mystery Box, to play this game, divide students into two teams and ask them to take turns choosing letters and answering questions. After answering the questions, students have a choice. They can KEEP the box or GIVE the box to another team. Inside the box can be good points (eg +1000) or bad points (eg -1000). Below you'll find an editable mystery box game template that you can easily add your own questions and images to.
6) Lucky Box, to play, divide the class into 2/3 teams. Then the teams have to take turns selecting one of the boxes. There are 20 boxes, each with a word/sentence in it. To select a box, students must say the word or make a sentence with the word in the box. Then click the squares to reveal the points. The team with the most points at the end is the winner. Download one of the ready-made Lucky Box PPT games below, or download the game PowerPoint template to add your own words and sentences.

In the next stage, each participant modifies the game in PowerPoint to adjust each question, image, audio, and so on to make the game interaction interesting. In the final stage, participants will try to demonstrate the modified game and each other participant to provide an opinion, this is the final stage as a form of discussion between participants and the team.
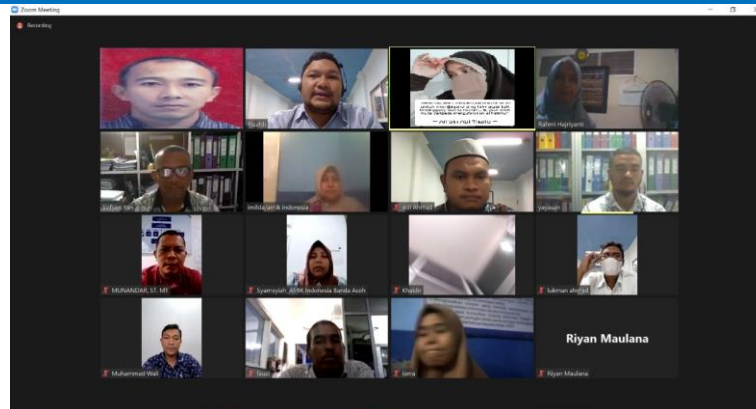
Figure 1. Activities Via Zoom Meeting

Discussion

The activity took place according to the schedule, although there was a lot of interest from the participants, we also provided a YouTube streaming link for participants who could not follow. It is also planned to carry out a similar activity in June 2022. Each participant understands very well and some still think this is a new thing. The activity starts from 9:00 to 16:00 WIB with a rest time of about 2 hours, going well. There are no obstacles in this activity, the connection of each participant is very smooth, this is because there are not many participants involved and we have reasons for network effectiveness by limiting participants.

Conclusion

The current game has implemented technology in current development. In certain contexts games are also used to enhance learning. A recreational game is a game model that involves participants playing an active role and creating a pleasant atmosphere in the game. The proposed recreational game also refers to learning programming analysis and triggers participants' reasoning in developing an educational game. It is hoped that the results of this activity will become a collaborative learning concept and model through recreational game media that can be used at universities in Indonesia in making service activities in utilizing Microsoft PowerPoint practical media to create innovations and develop an educational game as well as improve the ability of teachers and lecturers in use learning media.

Acknowledgments

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