

MEAGT
(MAMPUONO EDUCATIONAL ADVENTURE GAME TEMPLATE)

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ABSTRACT

Today, in an atmosphere which is so called the digital era, integrating IT in learning is almost a must for teachers. There are many choices to engage students with many products dealing with the digitally operated applications such as computers, play station, PDA, smart phone, etc. There is also much software for teachers to apply with the devices. One of them is computer game. Experts says, using games for educational purposes offers a variety of knowledge presentations and creates opportunities to apply the knowledge within a virtual world, thus supporting and facilitating learning processes. From the questionnaires spread in the Indonesian teachers mailing list, klubguruindonesia@yahoo.com with around 1500 active members all over Indonesia it was known that teachers really need to apply game based learning to create more attractive learning. However, we have to be slightly disappointed that there are not many games available for the teachers to apply. The development of such games requires expertise in programming and takes time so that a non-IT teacher may not be able to develop such contents very easily. Because creating games by teachers themselves is likely to be the best way to fulfill the teacher's requirements, in this research I tried to offer one of the solutions. This research presents a few simple techniques and strategies to create a framework for educational adventure games filled with interactive activities and reusable learning contents more easily and rapidly. The framework is called MEAGT (Mampuono Educational Adventure Game Template) which is build in Macromedia Flash Professional 8 and completed with the systems called frozen spots and hot spots. The frozen spots are the "kernels" which remain stable and the hot spots are the "hooks" which remains variable. Teachers will work with these "hooks" to create their own games based on the subject matters they teach. They can use the local contents in the MEAGT game framework like the Madura boy with his traditional clothes, "gamelan" music, "pocong", "mbah dukun", "keris", "ukir", etc. to make their games immersive for their students. From the three types of software test for the framework i.e. the black box, white box and user acceptance tests involving 30 teachers from various schools and subject matters, it was known that the framework is feasible to implement. Hopefully many teachers can build their own games using the framework soon.