PEMBELAJARAN BERBASIS EDUGAME UNTUK MENGEMBANGKAN KARAKTER

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Abstract

This article describes Edugame Based Learning to Develop Characters that Support Natural Sciences (IPA) in the cultivation of character values. Edugame is an activity that is deliberately structured, which is usually full of color, fun puzzles (games) interspersed with teaching and learning activities to make it easier for students to understand a material and achieve learning objectives. Edugame based learning generally only makes it easier for students to understand a material without looking at the aspect of implementing character values. Character values are attitudes and behaviors based on norms and values prevailing in society, which includespiritual aspects, personality aspects, social aspects and environmental aspects. The purpose of this writing is to prove that the application of edugame learning can develop student character. Nowadays students are only given knowledge about learning, so they do not get the cultivation of character values when they are in elementary school so that students now do not get good character knowledge. The writing method taken is literature study from various national and international journals with the theme ofscience learning edugame. The result of this literature study is that edugamebased learning can develop student character because in edugame learning trains students in organizing material, students become confident in expressing opinions, good communication between friends and teachers, training leadership in each student and positive thinking in every student.