

THE USE OF TAHFIDZ GO GAME TO IMPROVE THE INTELLIGENCE OF CHILDREN

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Abstract

The digital era is the modern era that continues developing and very take effect to grow flower child, with offer various separating digital games they with social beings and friend of the same age. If without supervision, it will result in addicted to the gadgets. Addiction to gadgets will be resolved if the role of adults are active in interacting directly with children and create a method or strategy that gives the opportunity to influence better. Game Tahfidz Go is a modern game that can develop various intelligence children, including spiritual intelligence, intelligence mathematics, and interpersonal intelligence. The game is inspired by a traditional game that is able to develop intelligence. Intelligence compound can develop rapidly with the game Tahfidz Go because children can interact with the game. This research is held at TK IT Al- Azhar, Banda Aceh. The research type is an experiment with descriptive data analysis. Technique data collection used observation. The data source is obtained from primary and secondary data. Data are obtained from observation and the literature concerning this research. The results show that this media is the practical for developing the intelligence. Parents use gadgets in front of their children whose growth and development are influenced by the environmental factors. Therefore, stimulation is needed to optimize all aspects so that a child is able to become a mature, responsible person, and able to deal with problems in his life.

Keywords: Children, Multiple Intelligences, Games Tahfidz Go

INTRODUCTION

Humans are basically formed and determined by their environment. All human behavior is learned. Although it is believed that all behavior is basically the result of environmental forces and genetic factors, the behaviorists include making decisions as a form of behavior. The behavior will continue to develop as the development process is influenced by the environment (Corey, 2000).

Basically, every human being has creative potential. It is just that in the course of his life there are those who get the opportunity to develop their creative potential. There are also those who lose their creative potential because they do not get the opportunity or do not find an environment that facilitates the development of creative potential. It is very unfortunate if the creative potential disappears in humans.

Based on observations that occur in the field, children play in their environment using a lot of games that can improve cognitive development just like the use of Gadgets. The game only developed one development, but other developments are ignored such as social-emotional, spiritual and others. Therefore, they do not care about the surrounding

environment that occurs them. Based on the above description, the author is interested in conducting a research in IT TK Al-Azhar's Banda Aceh with a focus on the game Tahfidz Go. This game can attract children's attention by playing with their peers to develop children's multiple intelligence.

METHOD

Research is classified as a type of qualitative research with descriptive qualitative data analysis. Data collection techniques use observation, the literature and other documents related to this research. Moreover, this research was conducted at the Al-Azhar IT Kindergarten. The research location is at Jln. Mutiara Dusun Lamnyong II, Lamgugob Village, Syiah Kuala Sub-District, Banda Aceh.

RESULTS AND DISCUSSION

Children are not adults in mini size, which means children have a period of growth and development that is very optimal at an early age that is different from adults. Therefore, children must be treated according to the stages of development. The development of a child aged 0-5 years is extraordinary. Starting from a baby who cannot do anything but crying into a toddler who is able to do basic activities independently. Therefore, parenting is needed which is able to provide optimal care.

Child development can be viewed from brain development, the brain of early childhood occupies the most vital position because most brain development is achieved in early childhood. More clearly the baby is born with a brain development of 25% of adults. To get to the perfection of 50% human brain development, it is at the age of 4 years, 80% up to the age of 8 years and the rest is processed until children is aged 18 years. Thus, early age plays a very important role because the brain develops rapidly (Mulyasa, 2012).

The human brain continues to work and develop and continues to receive much information from the outside through the senses. If the brain is given information that does not support a person's development, what happens is that the brain will develop with that information. Family-based teaching and learning focus on meeting the needs of children through family units. Education starts at home and whatever happens in it greatly influences development and learning. The greater the family's role in children's learning, the more likely they are to get a quality education. Helping parents in terms of child development, providing activities that parents can use to teach their children at home and supporting parents in their role as the child's first teacher, is an effective way for the success of children and parents.

The end of childhood age is often referred to as "age group" because it is characterized by an interest in the activities of friends and a strong desire to be accepted as a member of a group, and feel dissatisfied if not with their friends. Children are no longer satisfied playing alone at home or siblings or carrying out activities with family members. Children want to be with their friends and will feel lonely and not satisfied if they are not with their friends (Hurlock, 1978).

Children often mimic what behavior they observe in their environment. If a child often spends his time individually, then it will have an impact on his social-emotional, he has difficulty interacting with peers and greatly affects his growth and development. Children who are accustomed to using gadgets can harm their social-emotional development. Learning experienced by children is faster before the maturity period.

Many people have influenced and changed the course of early childhood education. Optimal upbringing in striving to be up-to-date and open to ideas and practices that can help early childhood develop according to their developmental period (Marisson, 2012). Parental involvement is a process of helping parents and family members use their abilities for self-interest, children, and early childhood programs. Family, children, and programs are all parts of the process, and therefore, all parties must benefit from a well-planned engagement program.

Parenting is an important role for parents to ensure that children get the proper love. Parents take care of children from dangers that might threaten their growth and development. The style of parenting continues to be different as time goes on, cultural differences and parental education in applying care to children is a separate benchmark in assessing whether or not parenting is given well, such as the parenting that allows children to do whatever they want.

Parenting that does not pay attention to the period of growth and development of children are such as by forcing children to become like what parents want, even though the developmental period has not reached the stage of maturity. Psychologically, by training, children can work independently or work in order to help parents have a positive effect on their knowledge.

Spectrum starts with the assumption that each child has the potential to develop strength in one or more fields. Multiple intelligences are intelligence spread in various fields and have multi aspects. Humans are not only blessed by one type of intelligence because intelligence is a collection of pieces of ability that exist in various parts of the brain. All the pieces are interconnected, but also work individually (Gardner, 2003).

According to Gardner (2003), a person's multiple intelligences consist of spatial visual intelligence (intelligent in drawing or imagining), language intelligence (intelligent in speech or language), logical intelligence mathematics (intelligent in numeracy), musical intelligence (intelligent in singing and playing musical instruments), kinesthetic intelligence (intelligent in controlling body movements), intelligence 3 intrapersonal (intelligent in understanding yourself), interpersonal intelligence (intelligent in interacting with others), naturalist intelligence (intelligent in dealing with nature and its contents), moral intelligence (intelligent in applicable values and norms).

Intelligence includes the ability to adapt to new environments or current environmental changes, the ability to evaluate and assess, the ability to understand complex ideas, the ability to think productively, the ability to learn quickly and learn from experience and

even the ability to understand relationships (Yaumi & Ibrahim, 2013). Accordingly, the researchers discuss the three bits of intelligence that can help children overcome gadget addiction.

1. Mathematical intelligence is an ability that is concerned with a series of reasons, recognizing patterns and rules. Mathematical intelligence is also called logical intelligence and reasoning because it is the basis for solving problems by understanding the principles underlying a causal system or being able to manipulate numbers, quantities, and operations.
2. Interpersonal intelligence is the ability to understand the thoughts, attitudes, and behavior of others. This intelligence is demonstrated by attitudes that are very soothing and peaceful. Interpersonal intelligence can be defined as the ability to perceive and distinguish moods, and the ability to respond appropriately to the moods, temperaments, motivations, and desires of others.
3. Spiritual intelligence is believed to be the most essential intelligence in human life compared to various other types of intelligence. Spiritual intelligence rests on the heart and is inspired so that if someone has spiritual intelligence, then everything that is done will end in something pleasant. So, spiritual intelligence is an intelligence that is directed at solving problems of meaning and value. That is intelligence that places human actions and lives in the context of a broader meaning, namely the ability to access a meaningful way of life (Yaumi & Ibrahim, 2013).

Playing is an activity children do all day because for children playing is life and life is a game. Early childhood does not distinguish between playing, learning and working (Sujiono, 2012). Playing for children is a means to shed active activities in achieving pleasure from the activities they do. Playing also plays a role in generating motor and sensory nerves (Hasan, 2103).



Figure 1. Pictures of Tahfidz Go messages (1)



Figure 2. Pictures of Tahfidz Go messages (2)

Playing in terms of education is a game activity using educational games and tools that can stimulate the development of cognitive, emotional, social, and physical aspects of the child. Games not only function as a means to entertain and fill children's activities. However, the game also functions as a means of education that is able to stimulate the development and growth of their imagination.

Games for children must be simple and easy to teach and only use a few skills. Most games require basic and locomotor movements and provide exciting vehicles for practicing movement. Thus, parents and teachers must create games that support creativity and have an educational element.

Educational games are a form of activity carried out to obtain pleasure or satisfaction from the means or educational tools used in playing activities. Whether we realize it or not, the game has educational content that can be useful in developing ourselves completely.

Playing activities with all the five senses can provide stimulation to reasoning abilities. To play, children requires several games. During play, various explorations, discoveries, captions, language development, gross and subtle motor development, sharing, imagining habits, playing together, showing off their abilities and protecting the weak from strength are used. Because children have a great ability to absorb the environment, it is very important to make sure that the children's play equipment are not dirty and dangerous (Sudono, 2000).

Most types of technology games only use automatic buttons that are just enough to play with the touches. Of course, this will not help much in developing gross motor and fine motoric children. An important lesson for children is to train dexterity and reflective cohesiveness between the eyes and hands. However, there are still many aspects of this computer-based game. If the child presses the button too late, the child will lose.

According to Endang Ismail in Sudono (2000), functions of educational games are as follows:

1. Providing knowledge to children through the learning process of playing while learning.

2. Stimulating the development of thinking power, creativity and language in order to be able to cultivate a good attitude, mentality, and character.
3. Creating an attractive playing environment, providing a sense of security and fun.
4. Improve the quality of children's learning.

Based on the description above, it can be understood that what is meant by educational games are all forms of games that can develop certain aspects of the child so that the child becomes intelligent by playing. One indicator of a game called educative is to develop certain aspects of the child, such as cognitive, social, emotional, and so on. Educational games can be created by making game tools that have properties, such as loading and unloading, grouping, combining, looking for equivalents, stringing, forming, knocking, compiling, and so on (Suyadi, 2010).

CONCLUSIONS

Playing in childhood is a good activity and is a means to develop the power of imagination. Besides that, playing also plays a role in arousing motor and sensory nerves. Various facilities at home can be used as a means of creative play because they are cheap and have many benefits (Hasan, 2011). The use of digital media has an effect on children's attention abilities such as increased hyperactivity and difficulty in concentrating and they also feel more sad and bored with their friends (Trinika, 2015). Children who spend their development years without socializing with their peers will have a negative impact on their interpersonal relationships, and they will withdraw from more peers in the future.

Gadgets are a powerful media to keep children calm and not fussy, and parents can do their jobs. Tahfidz Go media is practical for growing the intelligence. Parents use gadgets in front of their children whose growth and development are strongly influenced by the environmental factors. Therefore, stimulation is needed to optimize all aspects so that a child is able to become a mature, responsible person, and able to deal with problems in his life. One way to optimize the cognitive, physical, motoric and psychosocial abilities of one's child is to stimulate it. One means of stimulating it is with toys or games (Trinika, 2015).

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