



**ASK HEART GAME CARD DEVELOPMENT TO PROVIDE AN
UNDERSTANDING OF MARRIAGE READINESS IN EARLY ADULTHOOD**

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Abstrak

Penelitian ini bertujuan guna memberikan pemahaman kesiapan pernikahan kepada individu dewasa awal melalui media kartu permainan Tanya Hati sebagai upaya dalam pemenuhan salah satu tugas perkembangan pada masa dewasa awal. Penelitian dilakukan sebagai bentuk pengoptimalan program Bimbingan dan Konseling melalui pengembangan media Bimbingan dan Konseling berbentuk kartu permainan. Metode penelitian yang digunakan adalah *Research and Development* dengan menggunakan model ADDIE (*Analysis, Design, Development, Implementation, and Evaluation*). Pengumpulan data melalui wawancara, observasi, dan kusioner. Hasil penelitian menunjukkan bahwa media kartu permainan Tanya Hati yang dikembangkan sangat layak digunakan dengan hasil rata-rata 85% dari penilaian para ahli. Berdasarkan uji coba terbatas kepada 8 siswa, media kartu permainan tanya hati memperoleh nilai 84%. Hasil penelitian menunjukkan bahwa pengembangan media kartu permainan Tanya Hati valid dan efektif sebagai media yang memberikan pemahaman kesiapan pernikahan pada masa dewasa awal.

Kata Kunci: Media Kartu Permainan, Pemahaman, Kesiapan Pernikahan.

Abstract

This research aims to provide an understanding of marriage readiness in early adulthood through the media of the Tanya Hati card game as an effort to fulfill one of the developmental tasks in early adulthood. Apart from that, this research was carried out as a form of optimizing the Guidance and Counseling program through the development of Guidance and Counseling media in the form of game cards. The research method used is "Research and Development" using the ADDIE model (analysis, design, development, implementation and evaluation). Data collection through observation, interviews and questionnaires. The research results show that the Tanya Hati card game media developed is very suitable for use with an average result of 85% from expert assessments. Based on limited trials on 8 students, the heart question card game media obtained a score of 84%. The research results show that the development of the Tanya Hati card game media is valid and effective as a medium that provides an understanding of marriage readiness in early adulthood.

Keywords: Game Card Media, Understanding, Marriage Readiness.

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INTRODUCTION

Santrock (in Zahra & Wulandari, 2021) individuals who are 18-25 years old enter early adulthood. According to Hurlock (in Rengga & Soetjiningsih, 2022) early adulthood is an individual who is physically and mentally ready to accept further developmental circumstances and assume significant responsibilities in society for the actions or attitudes that will be carried out by early adult individuals. In line with that Erikson (in Piotrowski, 2021) explains that this early adult stage is in stage VI: Intimacy Vs Isolation. During this period individuals will begin to give and accept heavier responsibilities. Individuals try to achieve intimacy which can be achieved through a relationship with another individual either in a dating or marriage relationship. If an early adult is unable to build this commitment, he or she may feel isolated and left behind. Individuals in early adulthood have several needs, as expressed by Maslow (in Husni & Daniyal, 2020) (in Husni & Daniyal, 2020) that individuals have several levels of needs, including: physiological needs, safety needs, social needs, esteem needs and self-actualization needs. According to Maslow's hierarchy of needs, marriage is a person's attempt to fulfill these needs. According to religious and social norms, the legitimate fulfillment of sexual needs is through marriage. By doing marriage, the need for affection and belonging of each individual can also be fulfilled among other needs.

Marriage according to Stephens (in Aji, 2019) is a socially approved sexual union that begins with a celebration or public announcement and a definitive and permanent agreement. Based on Marriage Law No.1 of 1974, marriage is an emotional relationship between a man and a woman as husband and wife to create a happy and eternal family based on God Almighty (in Hamdi & Syahniar, 2019). In addition, according to Ghazaly's opinion (in Astuti et al., 2023) carrying out marriage is quite important in life for the continuation of offspring. Therefore, it can be said that marriage is a bond between individuals that is carried out with a promise-binding ceremony in order to create a happy family. Marriage certainly aims to feel satisfaction and happiness. However, in reality, there are not a few couples who end their marriage by divorcing. According to data from the Central Statistics Agency (BPS) in Indonesia in 2022, there were 516,334 divorce cases reported throughout Indonesia. This number is much higher than in 2021, where 447,743 divorce cases were recorded (Januari, 2023). The Serang City Religious Court said that there were 2,061 divorce cases and in 2021 it increased from the previous year by 3,350 divorce cases. This shows that the divorce rate in Serang City is very high and divorce is dominated by young couples under the age of 30. (Khairat & Muhayat, 2022).

The occurrence of divorce cases cannot be separated from the existence of several factors. The lack of understanding of the role of each individual and the immature mental and physical preparation of each individual causes many conflicts that are present in the household. Considering that there are so many problems in marriage, starting from the smallest to cause divorce. Therefore, it is necessary to have guidance on understanding marriage readiness that helps individuals in early adulthood as their provision to enter the household ark. According to Holman and Li (in Ramdani et al., 2023) explains that marriage readiness is defined as the way individuals view themselves in carrying out marital functions and roles. Marriage readiness according to Duvall and Miller (in Mustika & Herawati, 2022) is the readiness of each individual in carrying out a relationship, both in intimate relationships, respecting each other, so as to achieve family motivation, harmony, and happiness for all family members. Another view according to Tsania (in Mawaddah et al., 2019) explains that readiness for marriage can improve an individual's ability to deal with problems, communication and mental and financial abilities. In the world of marriage, the readiness of each individual is needed and is very basic in forming a married couple who can accept their responsibilities and roles in managing household life. The readiness of each individual is needed before deciding to get married.

Blood (in Hamdi & Syahniar, 2019) explains that marriage readiness consists of a form of personal readiness and a form of situational readiness (circumstantial readiness). Personal readiness includes emotional readiness; is the individual's ability to be able to adjust to several conditions and solve problems in a certain way. Physical readiness; where they have sexual maturity so that they are considered capable of getting offspring and being responsible as parents. Social readiness; adult individuals must be able to make their own decisions and destinies without following the opinions of others. So that after marriage each individual can accept a new status as husband or wife and be able to socialize and accept all the differences in customs that apply in society. Role model readiness; individuals imitate their parents to be a good wife or husband. Fathers and mothers with good husband and wife roles can affect the

readiness of marriage for their children. Situational readiness includes financial readiness; Individuals who want to get married must be able to meet household needs and have a good financial management plan. Time readiness; Each individual needs time to prepare for the needs before and after marriage, for a good marriage continuity. In addition, there are factors that can influence the readiness of individuals in running household life according to Holman (Juliana, 2019), there are: age at marriage, education level, family background, family and friend support, employment and income, personality and behavior, and religion.

According to the results of interviews with high school guidance and counseling teachers as a preliminary study, it explains that the knowledge possessed by twelve grade high school students regarding marriage readiness is still low and many students do not understand the negative impact of getting married at a young age and what things need to be prepared when getting married at a mature age. In line with this, research conducted by Khopipah (2022) regarding the knowledge of twelve grade high school students about the ideal age of marriage is low with a high category of 25.9% consisting of 35 students, a medium category of 34.8% consisting of 47 students while with a low category of 39.2% consisting of 53 students. Based on this, it is felt that there is a need for education about marriage readiness in high school to prevent marriage without mature marriage readiness.

As a form of optimizing the Guidance and Counseling program, guidance dan counseling media development is carried out by utilizing media in the form of game cards. Miarso (in Dari & Hanggara, 2022) explains that media is a tool in delivering messages that are useful in stimulating the thoughts, observations, and interests of each individual so that individuals are active in participating in activities. This statement is in line with what is explained by Habsy, et al (2019) explaining that a game is a situation between players who are interconnected with each other with rules that must be obeyed in order to achieve predetermined goals. Through game media, individuals interact more with other individuals in establishing communication, cooperation and discussing with the environment in a fun and interesting way. Card games according to Hasni (2019) is an activity that connects individuals with other individuals actively where there are dynamics and provokes the thinking of each individual, so that individuals will later get a positive response and capture the messages generated from games that have been well designed.

The game card media is deemed suitable to be used as one of the methods in providing marriage readiness knowledge for early adult individuals to find out what needs to be prepared when getting married at a mature age, as well as the characteristics of themselves and the roles of each individual. To overcome or prevent conflicts that will cause divorce in the future. Therefore, the author intends to develop a game card media to provide an understanding of marriage readiness.

METHODS

The research method used in this research is *research and development* using the ADDIE model. Research and development according to Borg and Gall (in Yuliani et al., 2021) is a research approach aimed at developing a product. Meanwhile, according to Sugiyono (in Marcela et al., 2022) research and development method is a method used to develop, create, produce and test the feasibility of the products developed. The research was conducted on XII grade students in the 2023-2024 school year in high school. Research data were collected through interviews, observations, and questionnaires. Interviews and observations were made to high school counseling teachers to obtain data related to the problem of marriage readiness in high schools. Furthermore, the stage of analyzing students was carried out by distributing a marriage readiness questionnaire to twelve grade high school students, totaling 166 students. This is done so that researchers know the description of the level of knowledge of marriage readiness specifically.

The ADDIE development model has five stages including analysis, design, development, implementation, and evaluation (Hidayat, 2021). At the analysis stage, a learner analysis is carried out related to the problem of marriage readiness. At the design stage, it contains the design of the game card to provide an understanding of marriage readiness that will be developed. At the development stage, an expert assessment is carried out to determine the feasibility of the game card. At the implementation stage, testing was carried out on 8 twelve grade high school students with low readiness knowledge. At the evaluation stage to find out the weaknesses or shortcomings in the product of the game card ask the heart, so that the product can be improved and improved again. However, if there are no more revisions, the game card media is suitable for use.

RESULT AND DISCUSSION

The results of the research on the development of card game media to provide an understanding of marriage readiness in early adulthood are adjusted to the stages of the ADDIE development model.

A. Analyze

At the analysis stage, based on the results of distributing questionnaires to 166 XII grade high school students to find out the description of the level of knowledge of marriage readiness specifically, the following data were obtained.

Table 1: description of knowledge about marriage readiness for XII grade high school students

Categorization	Frequency	Percentage
High	12	7%
Medium	87	52%
Low	60	40%

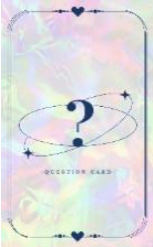


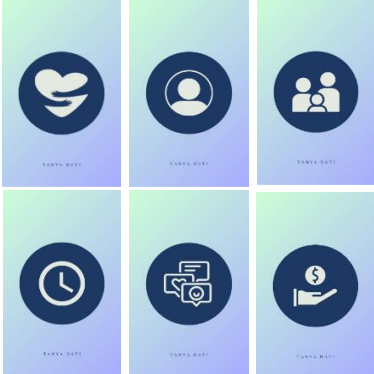
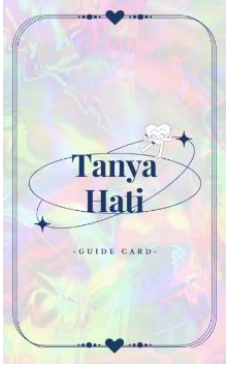
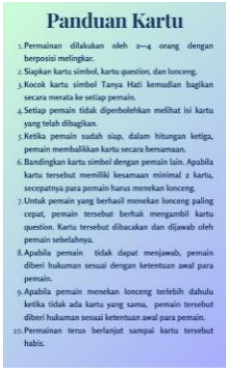
Based on table 1, a description of the level of knowledge of marriage readiness of twelve grade high school students is obtained which is divided into 3 categories, namely, 7% high or as many as 12 students, 52% medium or as many as 87 students and 40% low as many as 60 students. Based on these data, the knowledge of marriage readiness of twelve grade high school students in the moderate and low categories is not small, meaning that they still need guidance and counseling services that contain information about marriage readiness. In addition to services, guidance and counseling teachers also need attractive service media in delivering information to students.

B. Design

The Ask Heart Game Card is a service media in the form of a game card played by 2-4 people. The cards designed in this study have two categories, namely Question cards and Symbol cards. Question cards are cards with 30 statements or questions about marriage readiness shown to the players which will be answered by the opponent. Symbol cards are cards with a total of 60 pieces that symbolize 6 marriage readiness according to Blood (Hamdi & Syahniar, 2011). (Hamdi & Syahniar, 2019) namely, personal readiness and circumstantial readiness. Personal readiness includes emotional readiness, physical readiness, social readiness, and role model readiness. Situational readiness includes financial readiness and time readiness. In addition, in the game there is a bell that is useful to help the game.

This card is designed using the canva application with a size of 5.5 x 9cm and printed using art carton material. The game cards are specially designed by researchers to make them look attractive and varied. The front of the card has a title according to the type of card with a colorful abstract choice, and the back of the card uses blue. In addition, the researcher also designed a game card guide to facilitate the process of playing the Ask a Heart game card to be played. The game card guide design is made minimalist using the Canva application with a size of 5.5 x 9cm.

Table 2: Game card design and game card guide

Question Card	Symbol Card	Game Card Guide
 <p style="text-align: center;">Front Side</p>  <p style="text-align: center;">Back Side</p>	 <p style="text-align: center;">Front Side</p>  <p style="text-align: center;">Back Side</p>	 <p style="text-align: center;">Front Side</p>  <p style="text-align: center;">Back Side</p>

The procedure for playing the question and answer game card media is as follows:

1. The game is played by 2-4 people in a circle.
2. Prepare symbol cards, question cards, and bells.
3. Shuffle the Ask Heart symbol cards, then distribute them evenly to each player.
4. Each player is not allowed to see the contents of the symbol cards that have been dealt.
5. When the player is ready, the player counts 1,2,3 and turns over the cards simultaneously.
6. Compare the symbol cards with other players, if the cards have at least 2 cards in common, then the player immediately presses the bell.
7. For the player who manages to press the bell the fastest, then the player is entitled to take a question card, then the card is read and answered by the opposing player next to him.
8. If the player cannot answer, then the player is given a penalty according to the provisions of the players.
9. If a player presses the bell first when there are no cards in common, the player is penalized according to the players' rules.
10. The game continues until the card runs out.

C. Development

The development stage is carried out by conducting an assessment to experts. Expert assessment is carried out to determine the feasibility of the game cards that have been made. Researchers conducted expert assessments to three experts, namely material and media experts, language, and practitioners. After the feasibility test data was analyzed, the results of the product validation test were interpreted by referring to the following table.

Table 3: Product feasibility categorization

Score in percent	Category of eligibility
81-100%	Very Feasible
61-80%	Worth
41-60%	Simply
21-40%	Not Feasible
< 21%	Very Unfit

Based on this table, the following are the results of the analysis of the value of the product feasibility trial to experts and the usability test by practitioners.

Table 4: Product feasibility test score results

No	Assessment score	X	Xi	Assessment percentage	Category
1	Media and Material Test	38	52	73%	Worth
2	Language Test	27	28	96%	Very Feasible
3	Practitioner Test	38	40	95%	Very Feasible
Total average score		103	120	85%	Sangat Layak

Source : (research data, 2024)

According to table 4, it can be seen that media and material experts gave a score with a percentage of 73%, including in the category worthy of use or implementation. The percentage value means that this question and answer game card media is feasible in terms of content standards, visual appearance, card suitability. However, there are some notes given by experts in terms of the visual attractiveness of the game cards. Linguists gave a score with a percentage of 96%, including in the category of very feasible to use or implement. The results of this value mean that the media of the question and answer game card is feasible in terms of language and writing. Then in the usability test, the practitioner gave a score with a percentage of 95% including in the category very feasible to use or implement, this means that the media of the question and answer game card is feasible from the media, material and language aspects. Based on the results of the product feasibility data above, a percentage score of 85% was obtained or included in the category very feasible to use or implement. Therefore, it can be concluded that the media card game asked the heart in this study is very feasible to be implemented or tested.

D. Implementation

At the implementation stage, development trials were carried out so that researchers could find out the results of the application of game cards on the research targets, namely class XII students. Researchers conducted a trial development of the Ask Heart game card media by conducting group guidance with the game simulation method to 8 twelve grade high school students with low marriage readiness knowledge. Then students were given a students response questionnaire instrument to provide an assessment of the feasibility of game card media based on students assessment.

Table 5: Product trial results

Assessment aspect	X	Xi	%	Category
Content eligibility	139	160	86%	Very Feasible
Presentation feasibility	137	160	85%	Very Feasible
Language feasibility	104	128	81%	Very Feasible
Total average score	380	448	84%	Very Feasible

According to table 5 regarding the results of the initial product trial which includes three parts, namely content feasibility, presentation feasibility and language feasibility. The filling of this product trial assessment was carried out by 8 XII grade students as respondents, where the content feasibility aspect was 86%, the presentation feasibility aspect was 85%, and the language feasibility aspect was 81%. The result of the entire product test assessment is 84% which indicates that the media of the question and answer game card is very feasible to use or implement.

In addition to using numbers, this product trial tester uses comments and opinions from respondents about the products that have been designed by researchers. Notes and suggestions from respondents are as follows.

Table 6: Respondents' suggestions and comments

No	Name	Comment
1	R1	The heart-question game card can add insight and knowledge about marriage readiness.
2	R2	Fun game, very interactive and communicative.
3	R3	The game is good, so we can <i>share</i> with each other.
4	R4	The game is fun and can train confidence in speech and opinion.
5	R5	I understand a lot more about marriage, and I understand that it's important to be prepared. I also enjoyed being able to express my opinion.
6	R6	The game and design are interesting enough that it can be extended to other friends.
7	R7	The game was pretty good.
8	R8	It's a fun game and gives you more insight into marriage.

Source : (research data, 2024)

Based on the results of feedback from respondents, it is stated that this game card media is useful for increasing knowledge about marriage readiness.

E. Evaluation

At this evaluation stage, it aims to find out the weaknesses or shortcomings in the product of the question and answer game card that has been assessed by experts and tested on students, so that the product can be improved and improved in further research .

SUMMARY

Conclusion

According to the results of the needs analysis conducted on twelve grade high school students in the 2023-2024 school year, it can be seen that knowledge about marriage readiness is still low. So that information services for students are needed to provide an understanding of marriage readiness. The media of the heart question game card designed by the researcher is expected to provide knowledge for students and as a new innovation for Guidance and Counseling teachers in optimizing Guidance and Counseling services at school. Card game according to Hasni (2019) is an activity that connects individuals with other individuals actively where there are dynamics and provokes the thinking power of each individual, so that individuals will later get a positive response and capture the messages

generated from games that have been well designed. The explanation above is the reason researchers make products with game card media.

The game card media was developed with the ADDIE model which has five stages including analysis, design, development, implementation, and evaluation. The process of making the product through the product feasibility test stage with a result of 85%, this figure shows that the game card media is very feasible to be implemented to students. After the feasibility test, the game card media was tested on 8 twelve grade high school students with low marriage readiness knowledge. Based on the limited trial, the question and answer game card media obtained a score of 84%. Therefore, it was concluded that the game card media can provide an understanding of marriage readiness in twelve grade high school students

Suggestion

Based on the results of the research and development that has been carried out, the researcher provides the following suggestions:

1. For Guidance and Counseling Teachers
Researchers hope that guidance and counseling teachers can use and utilize the media of the question and answer game card as a medium for guidance and counseling at school. Researchers hope that guidance and counseling teachers can continue to innovate using a variety of creativity in terms of providing guidance and counseling services.
2. For Students
Students are expected to receive information about marriage readiness and be able to implement it to achieve optimal developmental tasks. Students are also expected to be able to plan their future carefully and be able to make good decisions.
3. For Future Researchers
The researcher hopes that other studies can develop the game card media ask the heart even better, perfecting the game card media so that it has a higher attractiveness.

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