

## "The Use of Dugem (*game world*) Application in Overcoming Learning Loss in Sociology Learning"

Rusmiyati. Anna

Sociology Teacher at Pulung Senior High School in Ponorogo

[annarusmiyati2@gmail.com](mailto:annarusmiyati2@gmail.com)

### **ABSTRACT**

*The development of increasingly advanced and sophisticated technology will also have an impact on learning, one of which is how a teacher is able to present learning methods in front of his students that are able to arouse enthusiasm and critical thinking during the learning process. The majority of what I have encountered in the classroom, students are already engrossed in their gadgets and have even become inseparable loyal friends. Seeing this condition, it came to my mind how to make gadgets as learning media as well as playing media so that students become motivated to study Sociology. Then the DUGEM (Dunia Game) application was created, which is an application-based game learning method so that in the manufacturing process it must be supported by the android platform. Furthermore, the presence of DUGEM is able to increase student enthusiasm and enthusiasm, train independence, responsibility, and awareness of IT. Learning with this application can be done anytime, anywhere, and in any condition. Learning objectives will be achieved if the teacher gives full attention to the students. Teachers can involve students in determining learning goals and methods as a form of independent learning. Teachers need to innovate and reflect to realize learning that favors students.*

**Keywords :** *Dugem Application. Learning Loss, Sociology Learning*

### **I. INTRODUCTION**

On February 2, 2022, the Minister of Education, Culture, Research, and Technology Mr. Nadiem Makarim issued Circular Letter (SE) No. 2 of 2022 concerning Discretionary Implementation of the Joint Decree of 4 Ministers concerning Guidelines for Implementing Learning during the Pandemic. With the SE, it is a breath of fresh air for education actors, including students and teachers. They have really missed being able to learn and discuss together in class. Because for almost two years, learning has been mostly done online at home by only relying on cellphone media. The implementation of online learning at the beginning of the pandemic can still be followed even though a little adaptation is needed. But as time goes by, the negative impact of online learning slowly begins to appear, namely learning loss. Students experience a setback in the learning process because it is influenced by, (1) The transition of Distance Learning (PJJ) to Limited Face-to-Face Learning (PTMT), (2) Inadequate infrastructure and facilities in PJJ or PTMT learning. As part of the educational actors, a teacher must also be able to take a role in overcoming learning loss in the world of education.

When online learning is implemented, it turns out that there is a learning loss, which is a term that refers to the loss of knowledge and skills either in general or specifically. Learning loss is a term that refers to the loss of knowledge and skills either in general or specific, or the occurrence of academic process setbacks due to certain conditions (<https://axa.co.id/-/waspada-efek-learning-loss-pada-anak-selama-pandemi>). Prolonged distance learning (PJJ) activities will slowly have a negative impact on the world of education. According to the Minister of Education, Culture, Research and Technology Nadiem Makarim, prolonged distance learning (PJJ) can have a negative and permanent impact that can make it difficult for Indonesian children to catch up in lessons.

---

Initially, the learning routine was in the classroom and might run formally, but since the Covid 19 pandemic, inevitably, all components, be it teachers, principals or students, must carry out online learning. Online learning is one of the solutions for teaching and learning activities to continue in the midst of the Covid-19 pandemic. One to three months of online learning that has been agreed upon can still run according to plan. But day by day, online learning raises many protests and controversies. According to some teachers, the online learning system is identical to assignments so that there are difficulties in getting students to learn a material.

There has been a setback in the academic process of learners due to a certain condition, which is usually caused by the way of teaching that is simply transferred from the classroom and fully adopted to online learning. Teachers distribute information and communication only one way, which then causes learners to quickly feel bored and not enthusiastic about learning. There is even an assumption from some parents that without face-to-face meetings, the school's role in learning is non-existent. It is as if the school entered a prolonged vacation period. The COVID-19 pandemic has caused various negative impacts that lead to learning loss. Students lose the opportunity to learn as they should, and in this case their right to get learning cannot be fulfilled to the fullest. According to data from the Indonesian Survey Institute in early September 2021, most students are considered to have begun to get bored with PJJ, seen from their enthusiasm in participating in learning. In fact, 23.8% of teachers consider students to have no motivation to learn. This data is one proof of the decline in the quality of education, where students have no interest in learning, including participating in learning and understanding the material. In addition to economic factors, many parents do not see the role of schools when the teaching and learning process is not carried out directly. When studying at home, teachers cannot fully accompany students. Materials, assignments, and exams are given online so that teachers cannot directly see the process of their students' learning development. PJJ conducted during the pandemic also has the potential to cause violence against children. Without school, many children are trapped in violence committed at home. Because the school mentoring process does not run directly, child abuse cannot be detected. In addition, there are also external risks that cause children to no longer be able to come to learn such as early marriage or child exploitation.

Positioning the mobilizing teacher as a leading figure in learning change is my motivation to keep moving, being moved, and mobilizing. Change is essentially eternal and continues to take place according to the times. Likewise, in the world of education, where students become interaction partners, teachers must also be able to keep up with the development of their students so that they are not left behind or called Kudet Teachers (Teachers Less Up To Date). The hope is to become a teacher who is always Up To Date, that is, a contemporary teacher who always learns to be creative and innovate to make a movement of change in the world of education, especially in the school we teach. Based on this condition, we try to offer a DUGEM (Game World) application that can be applied in Sociology learning as one of the ways to overcome learning loss.

## **II. METHODS**

Being in the innovative era of disruptive industry 4.0 is characterized by rapid development in the field of innovation. It is undeniable with the current era that education is characterized by the use of digital technology in the learning process. That is, all methods that make the learning process continuous without space and time limits. What needs to be taken into consideration from the subject teacher so that the class does not get more saturated, monotonous, and even worse left behind by members means that there is something that is not

---

appropriate or the teacher's mistake in delivering the material and the methods used. Teachers must be able to create learning related to the use of technology.

### **1. Learning Loss, Setbacks in the student learning process**

The term learning loss went viral during the Covid 19 pandemic. Learning loss is the loss of student knowledge and abilities, either specifically or generally, which is influenced by various factors. It is also often defined as an academic setback related to a prolonged gap or a poorly executed educational process. As mentioned earlier, during the pandemic many changes have taken place in education in Indonesia, and even around the world. The process of changing from traditional face-to-face learning to online learning has created a variety of challenges for students, parents and teachers. Unfortunately, not everyone can adjust to the changes in education during the pandemic. With the increase in poverty levels, many students who come from underprivileged families and live in rural and remote areas are forced to drop out of school due to enormous economic pressures. Many of them have to work to help their families in the midst of the COVID-19 crisis. They choose to drop out of school because they feel burdened when they have to study online, where many needs must be equipped such as smart phones and internet quotas. The main reasons students drop out of school during the COVID-19 pandemic. (<https://www.zenius.net/blog/learning-loss>)

Along with the times towards the digitalization era, it is necessary to create meaningful sociology learning, namely sociology learning that is not only limited to the transfer of information and knowledge, but learning that is able to facilitate learners to make that knowledge a means of self-transformation. Especially in the current era, teachers face a digital generation, a generation that is not passive and not constrained in learning. A generation that is always active and dynamic in welcoming change. It is expected that meaningful sociology learning can facilitate students to (1) master sociological knowledge, (2) develop sociological knowledge practices to increase sensitivity, concern, and responsibility in solving social problems.

### **2. Social Change Material**

Selo Soemardjan defines social change as any change in social institutions in a society that affects its social system, including values, attitudes, and patterns of behavior among groups in society (Yustian Eka Janah, 2016: 4). In addition, W. Moore also defines social change as a significant change in behavioral and cultural patterns over time. There are several factors that cause social change, namely (1) Internal Change, consisting of population demographics, new discoveries, rebellion, internal conflict, (2) External Change, consisting of physical environmental conditions, war, and contact with other cultures. The forms of social change are large and small changes, progress and regress changes, fast (revolution) and slow (evolution) changes, planned and unplanned changes.

### **3. Dugem Application (Game World)**

This application is in the form of a game using Appgeyser which can be directly practiced on students' gadgets. By applying this game, we have an argument that if learning is presented in the form of a quiz, it will add insight, increase competence, and stimulate students to always learn so that they are not bored with the monotonous pattern of delivering learning material. In addition, the dugem can increase the response of students through their answers and the results will be immediately known by the teacher as well as students. From this activity, it is expected to create interaction between teachers and students so that it can restore their trust and a sense of concern for their surroundings. The creation and use of this game, which is easy as well as exciting, turns out to make students learn to understand Sociology lessons faster.

Dugem installed on smartphones using the Appgeyser application makes students more excited and motivated and even more happy in learning Sociology.

### **III. FINDINGS AND DISCUSSION**

#### **a. Learning Sociology with the Dugem App**

Appgeyser is the world's first online portal, where users can create Android platform applications very easily. Not only can applications be made, but games can also. There is no need to spend a penny when using Appgeyser because this application is completely free. In the Appgeyser application, there are many variations of games available, and the creation is very easy and fast so it is very exciting when used. While the disadvantage of this game itself is that it must rely on internet power and a good signal, and the smartphone must also support it. Besides that, the process of downloading and installing the application also requires accuracy and patience from students.

#### **b. Procedures and steps of learning with Dugem (Game World) method**

Before we open the Appgeyser portal, what we have to prepare is an account. From creating an account there will be a password that functions to create privacy so that it is not opened by others. While the username functions as an identifying name in our account so that other people know that the account is ours. Next are the steps on how to create a Game World with Appgeyser, namely (1) Starting with opening Google chrome then we type Appgeyser, and log in with the account we have created, if you don't have an account you are welcome to create an account first, (2) After that, the Appgeyser display will appear then immediately click create App in the upper right corner, and you will see a display of various game applications along with very interesting features, (3) Next we can click gamemaker, then several game features will appear starting from word search, quiz, exams/tests. Then, for example, if we click on quizzes, we can design the type of quiz starting from multiple choice methods, true false, short form, choose a picture, and guess the picture. This is where we can create questions and answers that match what is asked of the question, (4) There is a template description option that explains about this game then click the settings tab. Next upload an image or photo as the background of the game background and also don't forget to complete the existing features, including Apps settings), Icon upload icon images, there is an App theme (application motif theme), and there is a clone or duplication, the next process when the features have been completed then click save and the next image will appear click download the application, (5) Next the application in the form of a file is ready to be downloaded consists of three (application ready to download, application is ready to be scanned with a QR Code, and the application is ready to be shared), (6) The application that has been downloaded is then installed on the students' gadgets / smartphones, where they can install it immediately after receiving the application link provided by the teacher via Whatsapp in the class group, (7) Next, open the installation file from the smartphone device, where it must be ensured that the file has the APK extension. Then the install option appears and continue to click install, (8) After completing the installation, select open to open the application and the result is that the application is open where we can directly play the application that we have made.

After the process of making this Dugem is complete, students are ready to play it. The teacher gives instructions to open the smartphone and share the link in the class WA group, then students are ready to install the Appgeyser application to be able to play the Dugem application. This game display is in the form of various types of questions in quizzes ranging from multiple choice, true false, short fill, choose a picture, and guess the picture. Learners can choose to click on one type of question and then start working on it. After one type of question

---

is completed, learners can continue to choose another type of question until all types of questions can be completed. Apparently, in addition to training focus, this game is also able to train what students remember regarding the material that has been delivered by the teacher. They can practice the material from the questions in the Dugem application. The number of variants of the types of problems presented makes students more curious to solve them. When they find the answer to the question instruction there is a feeling of pleasure, joy and happiness shown with a smile, fist yesss, and some shout hooray while jumping. Those are the various expressions that learners do spontaneously when celebrating the joy of completing the answering task on the Dugem application.

The existence of games does not always have a negative impact, when a teacher is able to create innovation and modify a game, what emerges is innovative, creative, and solutive learning. From the application of the Dugem application using Appgeyser, there are several things that we can say here, including, (1) This game is able to restore the enthusiasm and enthusiasm of students learning in the Sociology material so as to minimize the occurrence of learning loss in the implementation of limited PTM, (2) Dugem is able to stimulate students to remember and relearn Sociology material that has been learned, (3) Able to increase literacy, collaboration, and communication between students, (4) Optimizing the use of android smartphones in learning, (5) With the Dugem application can motivate teachers to use information technology and make learning media.

So beautiful and happy even when face-to-face learning is still limited, where teachers and students are able to present fun learning so that the feared learning loss can be handled. Our role as a teacher must be maximized, so strategies, tricks, and packaging learning methods that are fun and not boring are needed to recreate active, creative and innovative learning. One of them is by using the Dugem application in the Sociology subject. The hope is that students will more easily remember and understand the material delivered by the teacher, as well as to help stimulate the brain and senses, as well as train emotional intelligence and social intelligence. When seeing students understand the material we convey, there is a sense of satisfaction for a teacher who has succeeded in presenting learning according to their expectations.

#### **IV. CONCLUSIONS AND SUGGESTIONS**

##### **1. CONCLUSION**

Online learning emerged as a form of learning pattern during the pandemic and information technology era like today. Daring stands for "in the network" as a substitute for the word online which we often use in relation to internet technology. The implementation of online learning at the beginning of the pandemic can still be followed even though a little adaptation is needed. But as time goes by, the negative impact of online learning is slowly starting to appear, namely learning loss, which refers to the loss of knowledge and skills either in general or specific, or the occurrence of academic process setbacks due to certain conditions.

The process of changing from traditional face-to-face learning to online learning poses various challenges for students, parents and teachers. Unfortunately, not everyone can adjust to the changes in education during the pandemic. With the increase in poverty levels, many students who come from underprivileged families and live in rural and remote areas are forced to drop out of school due to enormous economic pressures. Many of them have to work to help their families in the midst of the COVID-19 crisis. They choose to drop out of school because they feel burdened when they have to study online, where many needs must be equipped such as smart phones and internet quotas. The main reason students drop out of school during the COVID-19 pandemic.

Positioning the mobilizing teacher as a leading figure in learning change is my motivation to keep moving, being moved, and mobilizing. Likewise, in the world of education,

where students become interaction partners, teachers must also be able to keep up with the development of their students so that they are not left behind or called Guru Kudet (Teacher Less Up To Date). The hope is to become a teacher who is always Up To Date, that is, a contemporary teacher who always learns to be creative and innovates to make a movement of change in the world of education, especially in our school. From here, we try to offer a DUGEM (Game World) application that can be applied in Sociology learning as one of the ways to overcome learning loss.

## **2. ADVICE**

In writing experiences when providing online learning, we realize that there are still many shortcomings in the activity of writing learning innovations. If for the sake of perfection of this writing, please provide constructive suggestions and criticism. And we hope that the writing of this work can provide insight and knowledge for the world of education.

## **V. REFERENCES**

1. Pratiwi, Poerwanti Hadi, et al, 2016. Sociology Book for SMA/MA Class XII. Social Science Specialization Group. Klaten: Esis
  2. Mulyadi, Yadi, et al, 2016. Sociology Book for SMA/MA Class XII. Bogor: Yudhistira
  3. Sri Subekti, 2018. Creating a Smart Generation Through Critical Thinking Learning. Surabaya: CV. Cipta Media Edukasi
  4. Sri Subekti, 2018. Becoming a Productive Innovative Teacher: Guide to Designing Innovative-Productive Learning according to the 2013 Curriculum. Surabaya: CV Cipta Media Edukasi
  5. Teacher Competency Improvement Training Handout Based on Student Needs Sociology Maple by Mrs. Lilik Tahmidaten, S. Sos, M.A, Widyaaiswara PPPPTK PKN & IPS Kemendikbud
  6. (<https://axa.co.id/-/waspada-efek-learning-loss-pada-anak-selama-pandemi>)
  7. (<https://www.zenius.net/blog/learning-loss>)
-