

Monopoly-Smart Media in an Islamic Context

AUTHORS

Rani Darmayanti

AFFILIATIONS

Universitas Muhammadiyah Malang,
Indonesia

Unlocking Math Skills with MonoMart: Exploring Islamic Context in Elementary School Games



01. Introduction

Elementary mathematics education plays a crucial role in shaping students' character and understanding of mathematical concepts. This study explores the potential of an Islamic-themed educational game, MonoMart, as a tool to enhance students' interest and performance in mathematics. The research investigates how integrating Islamic values with mathematical concepts can address low student engagement and improve learning outcomes.

02. Objective

The primary objective of this research is to develop and validate MonoMart, an educational game that incorporates Islamic values and mathematical concepts, specifically focusing on FPB (Faktor Persekutuan Terbesar) and KPK (Kelipatan Persekutuan Terkecil). The study aims to foster both character education and mathematical understanding in elementary students.

Related literature



reference



Video

03. Methodology

The study employed the Four-D development model, which includes:

- Defining
- Designing
- Developing
- Disseminating

The study used the Four-D development model, which involves defining educational needs and character values to integrate, designing a game concept with Islamic themes, developing the game using hand-designed and Photoshopped elements, and disseminating it for broader use and feedback.

04. Results/Findings

Before delving into the details of this evaluation, it's important to understand the context and objectives of the assessment process. This evaluation was conducted to ensure the quality and effectiveness of the educational materials being developed.

- Initial validation by material, media, and mathematical experts resulted in a "Very Appropriate" rating.
- Suggestions for improvement included making the material more synchronous, adding challenge questions, and incorporating KD/KI in the writing.

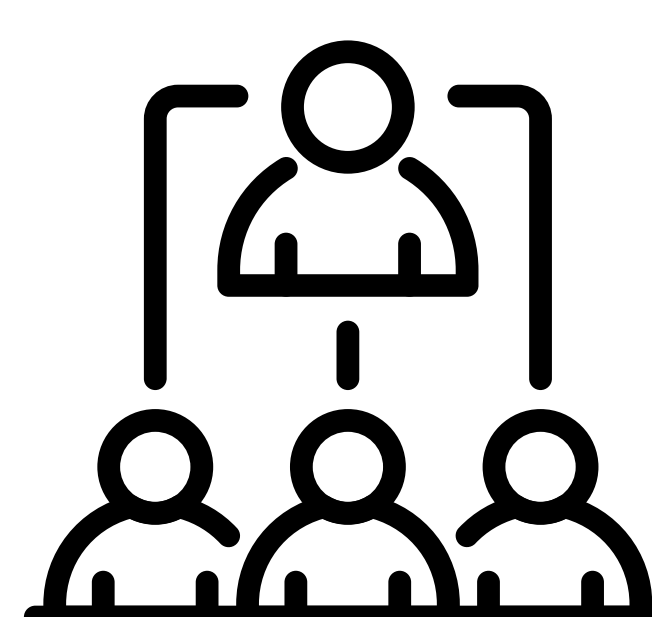
IMPORTANT!

Now, let's take a closer look at these findings and suggestions.



05. Analysis

In developing an educational game that effectively blends learning with engagement, several key components were carefully considered. Here's an overview of the essential elements involved:



Qualitative Analysis :
Evaluated the integration of Islamic values and mathematical concepts.



Feedback Implementation :
Adjusted game elements based on expert feedback.



Visual Presentation :
Enhanced clarity and engagement through visual elements.

06. Conclusion

MonoMart represents a promising educational tool that effectively combines Islamic values with mathematical learning. Key findings include:

- Improved student engagement and mathematical understanding.
- Positive feedback from educators on the game's potential for character education.
- Future studies should focus on broader implementation and long-term impact evaluation.