

ABSTRACT

THE EFFECT OF EDU-GAMES PROGRAMME TO THE LEARNING MOTIVATION FOR THE PRESCHOOL AGES (5-6 YEARS)

Quasy Experimental Study in Mutiara Kindergarten Surabaya

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Motivation is one of important prerequisite in study, according with that a factor that caused low motivation in study is less precisely in learning application method. So children feel bored easily. In this research used a new application method known as Edu-Games Programme. It is used to know the effect of Edu-Games Programme to change motivation of learning.

This research use quasy experimental design. The research was tested in 18th to 30th Agustus 2009. The sampling method used purposive sampling with total sample 38 respondents. Independent variable in this study was Edu-Games Programme and the dependent variable were the learning motivation. The data were collected by using kuisisioner and observation paper. The data were analyzed by Wilcoxon Signed Rank Test and Mann Whitney Test, with significance $p < 0,05$.

Edu-Games Programme has significantly intention to motivate pre-school children to learn. This can be seen from the result point of observation analyze, using Mann Whitney Test, which is $p = 0,00$, and the result of Wilcoxon Signed Rank Test analyze is showing $p_{\text{quisioner}} = 1,00$ and $p_{\text{observasi}} = 0,00$ in observed group. But the result point of quisioner analyze using Mann Whitney U Test is not showing significant $p = 1,00$ ($p > 0,05$).

It can be concluded that Edu-Games Programme has effect on learning motivation. Further study are recommended on effect of Edu-Games Programme in all developmental aspect.

Key Words: *Edu-Games Programme, learning motivation, preschool ages*