



## Application of Learning Technology in Domino Card Games on a large scale and individually to the responses of senior high school students

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### ABSTRACT

Learning by applying game technology in learning media will attract students' attention. This study uses a domino physics game with quantities and units as materials. Each card will be printed with a barcode containing information regarding the principal amount, unit, symbol, and dimensions. The process of making physics domino card media uses the ADDIE development model. The trial was conducted on 133 class X students at one of the SHS in the Pamekasan and Surabaya Regencies. The results of the validation of the physics domino cards in the media aspect obtained a very valid average category value, and the material aspects got a very valid average category value. The results of the average percentage of responses of Al Amien Pamekasan senior high school students after using the domino physics media with indicators of ease of obtaining, interest, and usefulness obtained scores in the very good category. The results of the average percentage of responses from Pamekasan 4 senior high school students after using the domino physics media with indicators of ease of obtaining, interest, and usefulness obtained scores in the very good category. The average percentage of senior high school 9 Surabaya responses after using the domino physics media with indicators of ease of obtaining, interest, and usefulness received scores in the very good category. Domino physics learning media can make it easier for students to understand the material in quantities and units and instill a strong will to learn physics.

### INTRODUCTION

Learning media is a tool in learning so that education runs effectively and efficiently. Learning media can help students understand the material and increase students' interest and attention in the teaching and learning process. Currently, many learning media are being developed, but not a few teachers, when learning in class, do not use learning media (Putera et al., 2022). Based on the observations in several schools, it was found that most physics teachers had not used instructional media supported by technological developments, and few teachers still used conventional teaching aids to implement learning. Physics learning still seemed monotonous to students, so students needed to be more enthusiastic and motivated to study in school. In learning physics, learning media is needed so that students can understand physics material very clearly (Ulfida & Pahlevi, 2021).

Many media can be used by teachers or educators, one of which is media in the form of games. Game media should be able to increase learning activities to be active, not boring, increase understanding of the material, and foster interest in learning. This is in line with research (Fauziddin & Fikriya, 2020) that card games can foster enthusiasm for learning so that learning activities become more effective, students look more active, and teachers can create effective learning activities using the card game media. Through learning media, students can build a learning atmosphere that is

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