

***The Effect Of Adobe Flash Based Educating Game
On Cognitive Capability Of Early Age Children
In Tk Aisyiyah I Gumpang***

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ABSTRACT

This research was intended to study whether Adobe Flash based education game can improve cognitive capability of early age children in TK Aisyiyah I Gumpang class B, particularly in simple number recognition subject.

The research used true experiment method. Samples in this research were students of B2 class and students of B3 class TK Aisyiyah I Gumpang. Class B3 as much 25 students was experimental class obtaining learning treatment using adobe flash based education game, while class B2 as much 22 students is a control class obtaining conventional learning method. Research design used was posttest only control design. Posttest was conducted four times. Research instrument was education game for experimental class and essay test for control class. Data was analyzed using normality test and Mann-Whitney test to identify effect of adobe flash based education game on student learning result.

The results indicated that (1) in posttest I there was no significant effect for using education game on cognitive capability of early age children. (sig.(p) $0.649 > 0.05$); (2) in posttest II there is significant effect for using education game on cognitive capability of early age children (sig.(p) $0.039 < 0.05$); (3) in posttest III there was significant effect for using education game on cognitive capability of early age children, sig. (p) $0.040 < 0.05$); (4) in posttest IV there is significant effect for using education game on cognitive capability of early age children (sig. (p) $0.025 < 0.05$). It indicated that use of Adobe Flash based education game give significant effect on Adobe Flash based education game simple number recognition subject.

Keywords: education game, conventional, cognitive