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# Educational Game as Way to Help Child's Curiosity

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**Abstract** - Child's curiosity on the growth period is very helpful in the learning process on how to deliver the new knowledge to them. On this period, their curiosities are really like asking a lot of questions. But every once in a while some questions can't be answered. Often the answer needs a tool or facilities for visual aid for learning process. Difficulty on how to find learning facilities became an obstacle and bring many ideas to create eLearning for learning facilities. Many form of eLearning, which one of them is educational game. Game is one of eLearning that quite popular among children. Because in the educational game not only we play the game but also we can learn something new. And in this paper will discuss the opinion of educational game and child's curiosity about software educational game and the benefit from the educational game.

**Keywords** - Child Curiosity, Children, Educational Game, E-Learning

## 1. INTRODUCTION

Curiosity is an emotion that stimulates us to explore, investigate, and learn. We have curiosity since we were born as a baby. The babies are curious about what are surrounding them and responds to it. When toddler period especially in golden period, they are much to learn from the information they get by their five senses. Many ways to develop child's curiosity, like playing in outdoor, introducing a new things that have never been viewed before, etc. and sometimes we need tools or models to develop child's curiosity.

Educational game, we can use it as an infrastructure to develop child's curiosity that can be used as learning facilities that is easy to understand for children and answered all of their curiosity.

## 2. EDUCATIONAL GAME

Educational games are games designed with specific curriculum objectives in mind; often games that have been used in educational have been developed to support the practice of factual information [1].

In educational game, we can choose what kind of learning we want to learn or what skills we want to train. Some games have speciality for one of knowledge or more, like mathematics, science, history, etc. Furthermore, with educational game we can improve our skill, like agility, responsibility, and carefulness.

## 3. CHILD'S CURIOSITY

Curiosity is one of the reasons we learn. That is why we must remain dissatisfied of knowledge and keep alive our curiosity that we have.

Reference [2] shows that the children are most curious creature, they always asking the new thing what they've seen before. This is the way they learn about the new thing what surrounding them. The curiosity has the circle of learning, first for people who has curiosity they will explore then they will discover. Discovering something can lead us in two conditions. First make us comfortable or confident. When we know something what we learn bringing pleasure, we want to repeat our exploration. In other side, when we knew about new knowledge then we can tell it to

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someone that is the new things we found today. It will make us feel more confident to explore again.

And there are some reasons that the child's curiosity will be crushed or they are afraid to be curious again. There are three common reasons, fear, disapproval, and absence. Fear, when children are afraid they will stay in their comfort zone. Disapproval from their parent, like saying "don't...", or convey a sense of disgust and dislike about their discovery will constrain child's curiosity. Absence of the adults will affect their discovery, first a sense of safety to discover a new thing, and second a place to share the discovery.

#### 4. EDUCATIONAL GAME AND CHILD'S CURIOSITY

The children seem like to play a game. From traditional game until the games with high technology. Nowadays, children have been introducing with technology, including games.

Educational game is a game that has a purpose to make game player learning some knowledge. And in this case, we can use educational game to develop child's curiosity.

Children are always curious and explore what surrounds them. But sometimes the situation is not supported and makes parents forbid to play at the outdoor. In this situation, educational games will be very helpful. Without leaving the house or get dirty, children can learn the new thing by playing game.

#### 5. GAME SAMPLE

Game sample that I talk about is "Sebran". This game will educate children about number, alphabet, words and some sentences.



Fig 1. Screen Shoot of Game Menu

There are twelve kinds of games and will teach the children about mathematics basic, to know some picture, words, and sentences. If we want to change the option we must click "About Sebran" button.



Fig 2. Screen Shoot of Game Option Menu

How many? is a game where the game player calculates the number of picture.

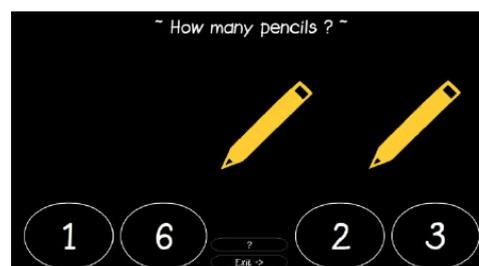


Fig 3. Screen Shoot of First Sub Game

If the answer is true, the number changes into a smile face and the opposite, if the answer is false, the number changes into a sad face. This is the basic rule for this game.

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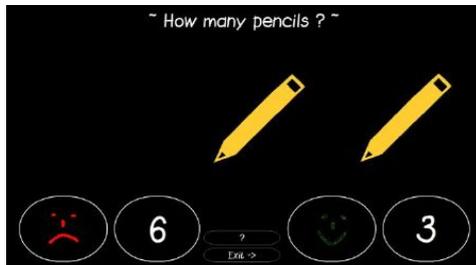


Fig 4. Screen Shoot of First Sub Game

Add (+), is sub game looks like “how many?” but in this game use numbers not pictures. In this sub game we can change the difficulty into easy or difficult.

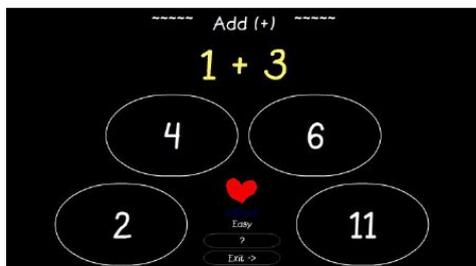


Fig 5. Screen Shoot of Second Sub Game

Subtract (-), like the name of this game we must answer the answer when the first number subtracts second number.



Fig 6. Screen Shoot of Third Sub Game

Multiply (x), the sub game that we must answer the multiplication case.

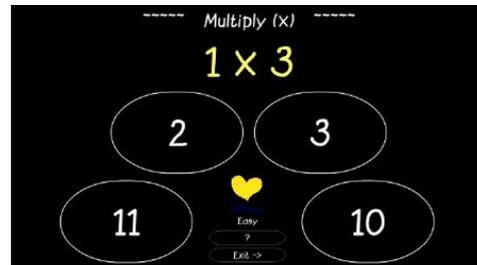


Fig 7. Screen Shoot of Fourth Sub Game

Pick A Picture, equate the word with the picture.

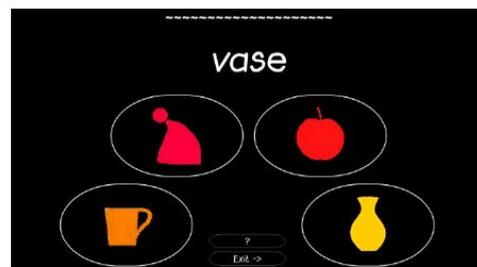


Fig 8. Screen Shoot of Fifth Sub Game

First Letter, complement the first letter.

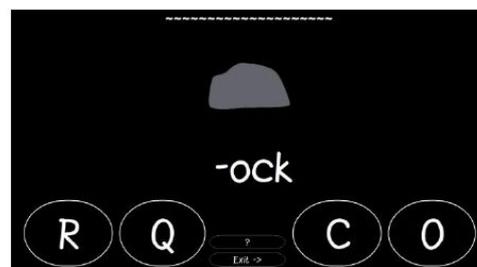


Fig 9. Screen Shoot of Sixth Sub Game

Memory, equate the same pictures in the cards.

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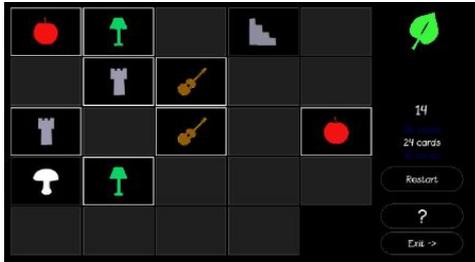


Fig 10. Screen Shoot of Seventh Sub Game



Fig 13. Screen Shoot of Tenth Sub Game

Word Memory, equate the words and pictures in the cards.

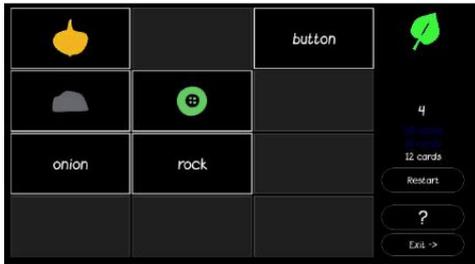


Fig 11. Screen Shoot of Eighth Sub Game

Letter Rain, type the letters that falling down.

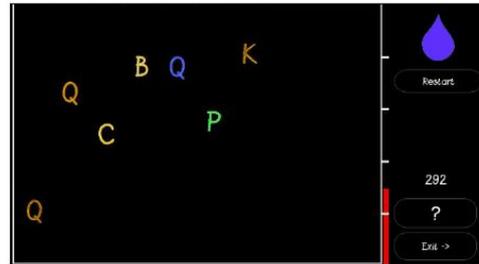


Fig 14. Screen Shoot of Eleventh Sub Game

Hangman, click the alphabet to make a sentence.

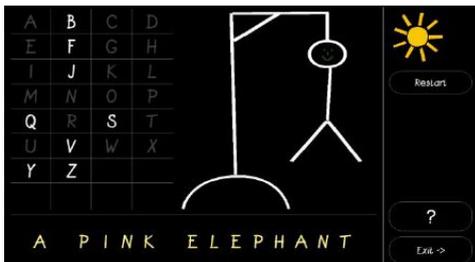


Fig 12. Screen Shoot of Ninth Sub Game

1+2 Rain, type the answer after calculate.

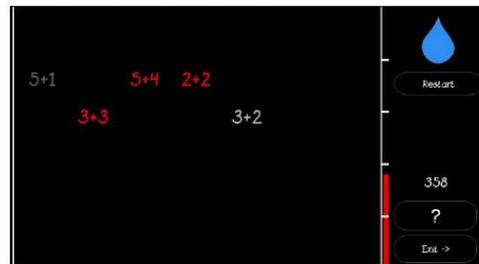


Fig 15. Screen Shoot of Twelfth Sub Game

ABC Rain, type the alphabets that falling down.

## 6. CONCLUSIONS

Game is not only a tool that we play in our free time to refresh or have fun, but also games can be played as learning facilities to develop child's curiosity.

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