



Role of Digitalization: Why Game-Based Learning Important During the COVID-19 Pandemic?

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ABSTRACT

Objective: Game-Based Learning (GBL) is an e-learning platform that drives learning. It can be used as an additional option for teachers because it integrates the learning process with the experience of playing games that can be done anywhere and anytime. The distance learning or online learning set by the government during the COVID-19 pandemic could not support learning. Obstacles faced by students resulted in a decrease in achievement due to the inaccuracy of the strategies and learning methods used by the teacher during the learning process. This study aimed to determine the role and usefulness of the GBL method during the pandemic. **Method:** The research method used is a qualitative literature review method with fifteen main articles as a reference. **Result:** The results of the study found that the role of GBL during the pandemic is to fun learning, increase interest in learning, increase student motivation, improving student learning outcomes, improving mastery of learning, improve student cognitive ability, increase student activity, boosting creativity, improve concept understanding & knowledge, practice digital literacy, and practice self-efficacy. **Novelty:** GBL method is essential and plays a significant role in learning during the pandemic. The advantage it has can be used to improve student achievement, primarily when online learning is implemented. However, in the process, parental supervision is still needed so students can avoid game addiction.

INTRODUCTION

The COVID-19 pandemic that has hit the world resulted in negative impacts in various fields, including education. During the pandemic, the government imposed a lockdown policy to limit the spread of the virus. The COVID-19 pandemic seems to have "paralyzed" the world by limiting the movement and activities of people outdoors in order to comply with health protocol regulations. The number of policies taken by the government has caused upheaval in the world of education, one of which is social distancing. Due to social distancing regulations, many school institutions are closed, and students must study independently at home (Marx & Padmanabhan, 2021; McKeown et al., 2022; Kundu & Ngalim, 2021). The pandemic has taught people how important digitalization in education is because all learning is done remotely (Hassanien & Darwish, 2021). The COVID-19 pandemic has forced students, teachers, and schools to taste digital technology-based education (Hassanien & Darwish, 2021; Jandrić et al., 2020; Jandrić et al., 2021; Rapanta et al., 2021). The result was predictable; almost all parties involved in education did not complain about this new emergency system (Kundu & Ngalim, 2021).

Digitalization is the process of change that occurs from analog to digital technology. The function of digitalization is to get efficiency and optimization in many ways, including efficiency and optimization of storage space, security from various forms of disaster, and increased resolution, images, and files being more stable (Marx &

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