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Research Article

## Educational Golf Game Tools as Program Edupreneur Early Childhood Education Teacher Education Study Program

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### Abstract

The mismatch between competence and job requirements is the cause of rampant unemployment. Moreover, an imbalance between demand and supply, as well as the quality of human resources is produced. The edupreneur program in the Early Childhood Teacher Education (PGPAUD) study program can equip graduates to be more competitive, especially looking for jobs with competency. This research aims to develop an educational game tool (APE) in the form of APE Golf as a form of entrepreneurship education program (edupreneur) in the PGPAUD study program. The method used is Borg and Gall research and development. The development of APE Golf was carried out in several stages, namely: the initial trial design stage given to material expert validators and media experts and the main field trial stage with 10 children. The results of this research indicate that APE golf is suitable to be used as an edupreneur program for students and prospective teachers in the PGPAUD Study Program. Testing APE golf with respondents can encourage student activity and develop fine and gross motor skills. APE golf can also be used as a learning medium in PAUD.

### Introduction

*Edupreneur* own position central in overall process education Which directing all forms of educational activities to achieve educational goals (Saputi, 2018). Development of *edupreneur programs* in the curriculum as part of the curriculum learning in college tall in plan education, give guidelines about type, room scope, And order content as well as process education (Nurjanah, 2019). Draft development program *edupreneur* in curriculum develop in line with development theory And practice education No only gathering eye studying, but curriculum more emphasizes on learning experiences. The curriculum of the *edupreneur program* for students who can be generally accepted as a list of courses offered to students at lower shade study program And college tall.

*Edupreneur* is defined as an entrepreneur who manages and runs a business. a business in field education And Ready take What even risk from What Which implemented (Asriati, 2018; Silangen, 2019; Widayati et al., 2019). The limitations of the media that owned by several institutions due to unaffordable prices. This

study refers to making APE from existing materials so it doesn't cost a lot of money even produce economic value such as materials from used cardboard, leftover used PVC pipes development, bottle plastic used And cloth flannel. Wrong One reason unemployment is mismatch between competence And job needs (Widodo, 2016), imbalance between supply and demand, and the quality of human resources produced (Krismiyati, 2017). Thus, one of the The way to reduce unemployment is to equip graduates to be more competitive. look for work with competence such as educational entrepreneurship ( *edupreneur* ). Early childhood has great potential to begin instilling values related to development character (Dea et al., 2020; Sauce et al., 2020).

Mark entrepreneurship developed on education character And start interesting attention process learning moment This. Time sensitive to every child is different (Crain, 2015; Mr. Susanto, 2018). Period This marked with tallflavor want to know on children. On moment period That appear on child, educator expected to facilitate by providing various kinds of learning materials and resources. For This period is referred to as the golden age (Aljabreen, 2020; Butchon & Liabsuetrakul, 2017).

Instilling values, attitudes, behaviors and skills has a longer lasting effect if it is starting from an early age (Yuliana, 2015). Mulyasa (2014) said that children should feel These values are embedded at every level. This method is called value education in life. Educating children to understand values, it is also necessary to understand how children in life real daily in family And environment school (Susanto, 2018).

The competency achievements of students must be able to keep up with developments in the business world. and industry in the field of education. Otherwise it will only create unemployment which will increase every year. This shows the importance of building a work ethic high by implementing entrepreneurship so that unemployment at the college graduate level tall reduced.

Golf is a form of play that encourages students to be active and can develop fine and gross motor skills with the experiences they gain (Hartinah, 2017). Through learning active Which done by students , will give experience and knowledge for children that is inherent and persistent to stimulate the development of aspects cognitive. Based on the results of a pre-survey at the PGPAUD study program at Battuta University, Medan City, that, golf game media has not been applied to introduce the game of golf which is game modern as part from eye studying program *edupreneur* , by because That study This is interesting to do in order to develop the media for the game of Golf as *edupreneur* program in the PGPAUD study program at Battuta University, Medan City. In addition to that, with Development of golf game media can function to improve children's cognitive abilities age early.

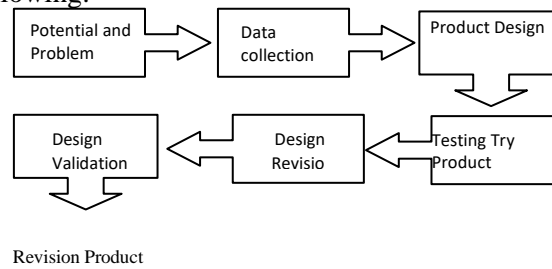
Matter Which interesting from activity *edupreneur* is business This done based on professional as an educator in an effort to develop learning carried out as profession Which pursued For create ideas creative as supplies For hone professional skills in developing creative, innovative and relevant learning media educative. When child involved active in make APE so ability his motor even will become trained And develop with Good. Process learning in Early Childhood Education will become more own meaning And more impressive for child in optimizing grow flower they (Wigati & Wiyani, 2020).

Effort For direct student candidate Teacher And for educator in level Education Early Childhood Education (PAUD) to have an *edupreneurial spirit* through the application of learning approaches while Work ( *learning by doing approach* ) (Adbo & Carulla, 2020; Kessel, 2018). The development of APE media is one of the *edupreneur programs* that can be carried out lecturer for students in the PGPAUD Study Program. With program This *edupreneur* , for students become activity based on experience Study Which leading on program *teacherpreneur* Which push interest And talent Which strong for student so that mentally ( *teacherpreneur* ) a Teacher can develop And based on on *edupreneur*.

## Method

Method Which used is study And development ( *research and development* ) (Creswell & Creswell, 2017) with reference to the development (Gall et al, 2014) used For increase ability cognitive child. Study This use procedure development according to Borg and Gall's theory which consists of seven stages, namely: 1) Potential and Problem, 2) Data Collection, 3) Product Design, 4) Design Validation, 5) Design Revision, 6)

Testing Try Product, And 7) Revision Product. There are seven stages in research and development which can be seen in the chart. as following:



Picture 1. Steps use Method Research and Development (R&D) according to Borg AndGall

This research aims to develop the creation of APE in the form of a golf game. as a form of *edupreneur* program in the PGPAUD study program. Game learning media productsGolf Which will developed aiming produce a product media game golf Which worthy For child group age 5-6 year in Early Childhood Education For overcome problem- problem learning in class and also in outside class.

The APE Golf game developed aims to improve cognitive aspects, fine motor skills, and children's creativity. In this *edupreneur program development activity* expected child capable maximize potential Which There is in himself. Design test try productGolf game development through trials given to 1 expert material validator and 1 media expert validator as a step in determining the media being developed is feasible or not for use in AUD learning. The main field trial with 3 children who have below average, average, and above average abilities, and 7 children for the test try in the field.

## Results And Discussion

### Result

The feasibility test of the media developed in this research was carried out through several stages.For get suggestion from for expert validator so that product game Golf Which developed worthy used in learning. Stages in study This includes:

**Potential and Problems** , based on this information it can be concluded that the problem could be... become potential if can utilize it. A number of problem Which appear is lack of creativity by prospective teacher students in using tools educational games, lack of facilities and high competition in the market should demand prospective teacher students can develop media independently for use in every learning in class child age early.

**Data Collection**, after the potential and problems are obtained from the on-site analysis process. *up to date and empirical* research , then it is necessary to collect data from various information obtained as material in planning certain media that will be developed and expected to be able to overcome these problems. Researchers in this study seek information by conducting an analysis of relevant previous studies regarding media game Golf And do studies library about media learning Which used in stimulate cognitive abilities in Childhood Education Early.

**Design Product**, product in study And development ( *Research and Development* )Which produced in the form of game simple for child age early Which directed can increase quality learning in education Early Childhood Education, that is graduate of Which Which own quality with early childhood science studies and relevant to needs. This research produce media learning Which developed from a number of material among them, field Which made from cloth flannel, stick made from pipe, whereas ball shaped color- colorful And given number.

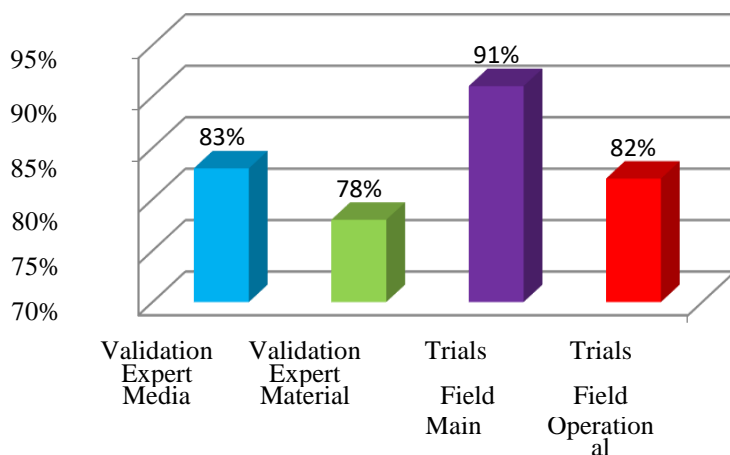
**Validation Design**, after design product development validated by validator expert material And expert media, so will done repair to weakness in accordance suggestion Which given.Repair to weakness the minimized with

method repair design Which will tested try it.

**Validation** , the validation stage through initial trials provided by material experts and experts media with results obtained from media experts of 83% and categorized as "very good"; as well as expert material with amount score 78% And categorized "Good".

**Main field trial** , main field trial using 13 indicators assessment that included 3 children with abilities below moderate, medium, and above moderate, getting a percentage of 91% which is included in the category of "Decent" or "Very Good". Operational field trial, involving one PAUD class consisting of 7 children with presentation 82% which include in category "Worthy" or "Very Good".

**Product Revision**, product result revisions are carried out for several reasons, namely: (a) testing trials are still being carried out on a limited basis, so they do not yet indicate the situation and actual conditions, (b) in the trial deficiencies and weaknesses were found in product Which has developed.



Picture 2. Test Results Eligibility Product

Golf is a sport that is played outdoors, either individually or in teams. played in a way group Which compete hit And enter ball to in holethat has been provided. The game of golf is played to direct the ball in usingstick into the hole. In the game of Golf the individual or group who wins the game is Which can enter ball to in hole with blow most A little Possible.

Apart from aiming to win the game, in the game of Golf for children aged Early on, you can train fine motor skills in the form of the ability to develop good strategies. hitting or putting the ball into the target. In the gross motor skills of the game of Golf trains ability skill hand child For active And skilled do target in game. By learning through the game of Golf, children's cognitive knowledge and skills will develop optimally. Based on this information, the game of Golf can be applied in process learning on child age early. There is even media game Golf in studyThis in accordance with picture following This:



Picture 3. Tool Game Golf

As for steps use media game golf in study This are the steps according to the researcher's version, but are still based on research journals. Previously, the researcher then developed it as follows: (1) a group of children had a competition rock paper scissors or *hom pim pah* to determine who plays first, (2) then the child pay attention to the teacher giving an example of how to play golf, (3) the teacher call child Which win in fight suit/ *hom pim pah* For do blow First,

(4) The child hits the ball, as far as possible the ball must be put into the hole as goal of the ball, (5) the child says what color ball goes into the goal hole and number How many Which he can, (6) child given each three time consecutive put the ball in the hole, after finishing it's the other child's turn or change player, (7) after all child do blow ball, child collected Then child

ordered remember ball color What And number How many Which Can he insert to in hole,

(8) conclusion of the final results, the teacher asks the children one by one what color the ball was and what color it was number How many Which can child insert to in the hole.

Based on the steps for using the Golf game media mentioned above, you will the author used as a reference in developing the Golf game media in this study. There are also rule game Golf in study This that is If One child Can enter minimum 2 ball, so Already considered successful, but if still one ball so Not yet succeed.

Program *edupreneur* through development tool game educative moment This start developed in program studies Education Early Childhood Education Teacher (PGPAUD) Battuta University, Medan City with *the output* of making students or prospective PAUD teachers have the expertise to support the availability of play equipment in PAUD. Through the eyes Entrepreneurship courses will produce prospective *entrepreneurs* among prospective teacher students educator Early Childhood Education. With program *edupreneur*, student candidate Teacher Early Childhood Education will more innovative And creative in make media learning in the form of tool game educative in support success learning in Early Childhood Education.

Initial preparation in developing *edupreneurs* is preparing lecturers Which capable guide And direct student so that own soul entrepreneurship. If lecturer resources are sufficient, so quality improvement and instilling an *edupreneurial spirit* will be easy to do. *Edupreneurship* requires support from lecturers who have attitude educative in the form of characteristic leadership Which Good, control Lots strategy Which brilliant, innovative teaching ideas and strategies so that institutions can have greater success. high, have the skills and commitment to spread their expertise to others (Abdillah, 2020; Revelation et al., 2021).

Role teacher/lecturer Which own soul businessman ( *teacherpreneur* ) depends on support institution education/college tall. A number of institution education do Utilization of educational staff who have the potential to become prospective teachers as compilers plan strategic, developer curriculum, mentor, produce form Work The same with other institutions, and so on (Ibda, 2018). Good educational institutions need to look potential of educators. Educators who have the potential to become teachers need support from institutions. Likewise, educational institutions for educators should also be give chance to for Teacher For channeling its potential as teacher For develop And channeling ideas Which beneficial for progress a institution education, And Also as vehicle distribution potential businessman Which they have (Ni'mahet et al., 2018; Personality & Sofia, 2016).

## Discussion

Development Tool Game Educative (APE) golf as media learning become mediawhich helps and can be used in every learning process, with the aim of provide information on learning from teachers as a source of knowledge to students as recipient information And to form Which Good during learning ongoing. Media learning become tool help Which used in learning, For stimulate thought to understand the lesson, while also equipping students with competencies. Media as a tool can Also functioning For to smoothen process Study teach, at a time For make it easier achievement objective learning (Daulae, 2019).

Based on research by Hartinah (2017), playing golf in early childhood has... impact Which positive as

following: (1) through game *Golf* it turns out bring impact on increasing children's counting skills, and (2) playing *golf* can improve children's understanding of number shapes and can create a conducive learning atmosphere in to crush socialization fellow student, will but game *Golf* Also own impact negative in its implementation, such as teachers who are less able to explain the flow of the game so that there are less games for children. This has an impact on the noise in the class (Hartinah, 2017).

*Golf* is a form of play that encourages students to be active and able to develop fine and gross motor skills with the experiences they gain (Hartinah, 2017). Through active learning, students will discover new things that are inherently permanent in students so that it has an impact on the development of abilities cognitive students. Cognitive development for early childhood is at the pre-operational stage, namely the stage where children are not yet able to master logical operations (Arimbi, 2018; Filtri & Sembiring, 2018).

With game *Golf* for educator can use learning with *game based learning* approach to train children's development in early age (Hidayat, 2018; Vogt et al., 2018). Through designed *Golf* games, teachers can directing students to maximize their abilities in exploring, imagining and make decisions. Through game Which practice cognitive And psychomotor, Study become matter Which very pleasant for child (Hasanah, 2016).

In the process of cognitive development, it is thought that concepts begin to develop during the early period and it is said that children reason even about concepts that abstract, unclear or different, and which are not easily recognized from an early age (Astuti & Aziz, 2019). When children to obtain skills cognitive from game new, they tends to activate his learning abilities conceptually, an increase that begins from age four year observed in skills formation draft. If reviewed based on development stages, it is seen that concept formation is very important in the pre-primary period. school and continues throughout life; acquisition of significant concepts in learning level concept which are more tall during formal education in school (Raihana, 2018).

*Edupreneurship* is a part of entrepreneurship that is implemented in field of education. Entrepreneurship is creative endeavor or innovative with see or create opportunity And make it happen become something Which own mark plus (economy, social, And etc.). Entrepreneurship in field social called *sociopreneurship*, the field of education is called *edupreneurship*, within the company it is called *entrepreneurship*, field business technology called *technopreneurship* (Suyatna & Nurhasanah, 2018).

The APE and *edupreneur development program* for students is a process giving facility Which given by teacher/lecturer to student so that they can Study with Good And capable develop every potential Which they have with Good. In line with this, the class becomes a place where the learning process takes place Of course, it needs to be managed well so that its existence becomes a supporting factor in achieving goals. objective learning that is achievement competence And internalization values on student. Along development era, impression entrepreneurship has changed become something Which more *stylish* And *fashionable*. Businessman moment This No Again suit, tie, And formal. But, more flexible in *stylish*. Matter This so that coverage entrepreneurship become more wide And can reach all circles. Since 2008, vacancy Work full time in office become the more rare And A little. With progress technology, *entrepreneurship* become choice Which appropriate for every person in face challenge on Revolution Industry 4.0. Besides That in time front, for entrepreneur in hemisphere world where even Possible No need Again restricted Again by limit country And For facilitate business Which they establish, they can utilise for *freelancer* Which spread in all over world. Entrepreneurship is not something Which as stiff as a number of year Then.

Challenge to front This will make student own attitude that oriented on a future that is meaningful, visionary and has a brighter perception and perspective for the future. Mental and entrepreneurial spirit development of students to achieve success in field of education. *Edupreneurship* is not intended to make students into entrepreneurship, but rather the formation of *edupreneur character* in the field of education (Sutrisno & Cokro, 2018). There are entrepreneurial values that need to be known and understood in order to be able to internalized in self participant educate in process learning in class. *Edupreneurship* can done by all educator, Teacher And lecturer in various levels of early childhood education to lecturers at universities. Through the program *edupreneur* a teacher can teach with professional And more maximize individual competence in the use of more varied APE. An educator who teach in Early Childhood Education even in teach with Good And entrepreneurship without reduce quality learning.

Through the *edupreneur program* for students and prospective teachers in PAUD, they are able to become a creative, independent, inspiring, hard-working person who never gives up on circumstances and beneficial to others (Baumassepe & Nawangpalupi, 2020). Implementation of *edupreneurship* through the development of APE at PGPAUD Battuta University, Medan City, not only emphasizing the aspects learning, but Also covering various aspect between other: (1) process learning skills for students in one of the courses. *Edupreneur skills program* at PGPAUD Battuta University, Medan City, including in eye studying practice entrepreneurship. Process learning with *edupreneurship* through development APE is model learning Which expected can help And support student in have *hardskills* and *soft skills* possessed (Yuniendel, 2018). With practical learning, it is hoped that student easy control competence the. Competence Which achieved is work Which over and over again so that student can understand And become character habituation, (2) development *soft skills* student Which covering intelligence intellectual, emotional, spiritual, And social. Battuta University, Medan City in matter This has support all College facilities for PGPAUD study programs that are needed to develop *soft skills* students. The facilities available include a computer laboratory, a laboratory language, game lab children, and field sport.

Matter This emphasize on *edupreneurship* specifically process learning, No pay attention to other dimensions. The results of research at Battuta University in general can said the results of the research related to the implementation of *edupreneurship* through development programs APE Which show commitment study program or college tall in develop entrepreneurship learning. This is proven by the empowerment of entrepreneurship which intended for all levels, This fact proves subjects entrepreneurship own meaning strategic for student And institution.

Character development is manifested in the form of enthusiasm and hard work, motivation high, creativity, problem solving. These values become the color in the development of *soft skills* needed in personality development for students. Based on the procedure its implementation there is things important Which must be noticed in implementation education. Program *edupreneur* through development APE is step positive For grow soul businessman, with hope graduate of Battuta University PGPAUD, can become regional assets and human resource problem solving. Assingkily & Rohman, (2019) describes *edupreneur* as an effort in the field of education that always innovates systemic, change transformational, let go from source Power Which There is, capacity moment This or national pressure use create opportunities and superiority education new.

## Conclusion

Educational Game Tools (APE) golf is worthy of being an *edupreneur program* for students and prospective teachers in the Early Childhood Education Teacher Education Study Program. So this APE can be used as media learning on education child age early. Testing APE golf with Respondent can push student activity and develop motor fine And rough.

Development program *edupreneur* on study program Early Childhood Education This only focus For develop APE on game Golf. Suggestion study furthermore can take role focus on developing other similar games that can stimulate fine motor skills and rough children. In addition, the creativity and intelligence of early childhood can develop more maximum.

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