The Impact Of Wonder Share Quis Creator Application To Improve Cognitive Abilities in Early Childhood.

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Abstract: This study aims to know the effect of the Wonder Share Quis Creator Application towards the Children’s Cognitive Ability of Aged 5-6 Years in B2. This study was experimental research, with the form of one-group pretest-posttest design. The study population was B1 and B2. The sample of the study included a B2 group consisting of 16 children. The study instruments used in the study were tests and documentation. The test in the form of a Wonder Share Quis Creator game that used a computer consists of 15 items that have been valid. Data analysis techniques using the normality test, and hypothesis testing using t-test. The results of calculation of hypothesis testing which showed that t_{test} (11.17) > t_{table} (2.131). Where the table was calculated with a 5% confidence level was 2.131. So, the results of testing the hypothesis were significant, then Ho was rejected and Ha was accepted. So from the results of these test data it can be concluded that the Wonder Share Quis Creator Application Affects The Children’s Cognitive Abilities of Aged 5-6 old.

Keywords: Wonder share quis creator, Cognitive development.

1. Introduction

Education is a fundamental aspect of life for nation building. Through human education can find new things that can be obtained to face challenges in accordance with the times. Education must be passed by every human being to be able to gain knowledge. One of the right levels of education to instill a solid foundation in children is through Early Childhood Education. Childcare or preschool education has been used as an intervention strategy to improve the lives and development of specific groups, particularly children living in deprived circumstances [1]. Educational Quality, observed processes were evaluated on three dimensions: Facilitation of learning and development consider show well the teacher facilitates activities to support children’s learning and development [2].

Based on (Education n.d.) Article 1 point 2 that: "The Standard for the Achievement of Early Childhood Development hereinafter referred to as (STPPA) is a criterion about the abilities achieved by children in all aspects of development and growth. Child development experts indicate it is during these years that children develop linguistic, cognitive, social, emotional, and regulatory skills that predict their later functioning in many domains [3]. Agree with Brakken, Brown and Downing states the elementary years are characterized by the important development of various skills, abilities, interest, and values. Several career development theorists have articulated the career growth process of children in the primary grades. Donald Super viewed career development as a “process that unfolds gradually over the course of the life span” [4].

One of the children's abilities that must be developed is cognitive ability. Cognitive is a thought process in the form of the ability or power to connect an event with other events as the theory has been formulated by Piaget's theory emphasizes the importance of interactions between youngsters and objects in the physical environment. Cognitive development is complex, mysterious and important [5]. The development of increasingly complex cognitive structures. Cognitive development is complex, mysterious and important [6]. Therefore it is necessary to innovate in maximizing one of the ways that can be done through learning activities carried out by playing that can improve cognitive abilities among the basis of mathematics arithmetic, logic, geometry, and measuring [7].

Technology is the new direction of change is growing very quickly along with the times, technology has certainly changed the way we live. It has impacted different facets of life and redefined living. Undoubtedly, technology plays an important role in every sphere of life [8]. The development of technology is very fast in the era so as to produce an application that can help in teaching and learning activities is Wonder Share Quis Creator Application. Wondershare Quiz Creator is a special application maker for online questions that has the ability of programming languages that are easy to operate and can directly display the results of student evaluations. Using the Wondershare Quiz Creator software as an evaluation tool is expected to save the time needed during evaluation. Thus can improve the quality of the learning process [9]. Wonder-share quiz creator is an interactive learning media that contains many questions presented in quiz form by using interactive quiz-maker application [10].
This has happened in TK Dharma Wanita. The new teacher has never used technology as a medium of learning. In order to increase the effectiveness and efficiency of learning, various creative and innovative learning models need to be developed. Teacher innovative behavior is highly important for the further development of educational professions as well as school organizations and for our development as a knowledge society. Therefore, innovative behavior should be central to the teaching profession [11]. This needs to be done so that the learning process becomes interesting so that it is in accordance with the principles of child learning that is Childhood is a period of play and most of them spend time playing [12], so the learning is not monotonous and boring will cause it to inhibit development. Therefore the role of the media in the learning process becomes important because it will make the learning process more varied and not boring [13].

Application of the educational wonder wonder quis creator game in the form of multiple choice, with questions in the form of audio messages and the choice of images that can be played easily and can be understood by young children. So the researchers concluded that using the wonder share quis creator application can improve cognitive abilities including changes in mind, intelligence, and human language. Examples of cognitive processes occur in recognizing objects in infants, combining sentences, mastering words, remembering poetry, working on math problems, imagining something that will happen, finding answers to cause and effect, or understanding something implicit in an event [14].

2. Method

Research is the systematic and rigorous process of enquiry which aims to describe phenomena and to develop and test explanatory concepts and theories [15]. Quantitative research encompasses a range of methods concerned with the systematic investigation of social phenomena, using statistical or numerical data. Therefore, quantitative research involves measurement and assumes that the phenomena under study can be measured. It sets out to analyse data for trends and relationships and to verify the measurements made. Another element of quantitative research relates to a more planned sourcing process in which the researcher has a definitive or clean objective as a basis from which to research [16].

The research design used was one-group pretest-posttest design. In this research design, there was a pretest before treatment and post-test after treatment. Data collection techniques in this study used tests and documentation.

3. Result and Discussion

The data in this study were obtained by giving a test to students in the form of a wonder share quis creator application that was given before the learning process took place called the pre-test and after the process of learning took place called the post-test. Tests are given to children in the form of a wonder share quis creator application with questions that have been tested. The validity of the 20 questions is only 15, with 15 correct answers given a suspension of 1 and a given error of 0, valid questions can be used in schools with there are 16 students in Dharma Wanita Kuang Baru kindergarten.

Based on the results of children's tests obtained the lowest score from the pre-test results is 44% and the highest score is 63%, while the lowest score from the post-test results is 62% and the highest score is 81%. So from the calculations performed on the above data obtained the average value of the pre-test results was 52% and the post-test results obtained an average value of 71%.

After the pre-requisite test is done, the next test is the research hypothesis test. Hypothesis testing is done to see if there is an influence of the Wonder Share Quis Creator media to improve cognitive abilities of children aged 5-6 years. The results of the analysis of the hypothesis test (t-test) was 11.17. Can be known t-table results with df = 16-1 = 15, with a 5% confidence level is 2.131. The results of t-count are compared with t-table that is t-count (11.17)> t-table (2.131). Thus, Ho is rejected and Ha is accepted. Thus, learning using the wonder share quis creator application media has a positive effect on the cognitive abilities of children aged 5-6 years in Dharma Wanita Kuang Baru kindergarten.

4. Conclusion

Based on the results of the research and discussion stated above, the researcher can draw the conclusion that the wonder share quis creator application influences the cognitive abilities of children aged 5-6 years. in Dharma Wanita kuang baru Kindergarten. This can be seen from the average final value both seen from the
results of the test scores and normality testing, but also seen in the results of the calculation of hypothesis testing with the t test.

The results of data analysis successfully collected in this study include:
The results of the experimental class test scores that showed the pre-test were 52% and 71% post-test, then the children's learning outcomes data has increased, normality test data pre-test results $x^2$ count (16.77) $<x^2$ table (24.99), and post-test results $x^2$ count (-23.01) $<x^2$ table (24.99) then distribution of pre-test and post-test results from 16 children with normal distribution and hypothesis testing results obtained $t$ count (11.17) $>t$ table (2.131). Where the table is calculated with a 5% confidence level is 2.131. Hal ini berarti $t$ hitung $>t$ table atau 11.17 > 2.131. So, the results of testing the hypothesis are significant (accepted), then it can be said that Ho is rejected and Ha is accepted. So the hypothesis reads "There is an Effect of the Wonder Share Quis Creator Application on the Cognitive Ability of Children 5-6 Years.

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