

ABSTRACT

NUZUL RAMDAN HIDAYAT, 2023. *Utilization of Educational Games by Tutors in Improving Learning Ability in Early Childhood (Case Study at PAUD Al-Hikmah Sukajaya, Imbanagara Raya Village, Ciamis District, Ciamis Regency) Department of Public Education, Faculty of Teacher Training and Education, Siliwangi University. Tasikmalaya.*

Technological developments and the abundance of gadgets around children are a separate side that tutors and parents have not explored to be maximized for the sake of children's development. Therefore, tutors must be creative in finding ways so that children are still able to improve their cognitive abilities while at the same time utilizing gadgets as an abundant resource. The solution made by tutors is to teach children by using educational games. The goal of this research is to know the utilization of educational games by tutors in improving learning ability in early childhood. Researcher applies qualitative research method, namely research that is used to examine the condition of natural objects, where the researcher is the key instrument. Data collection methods used are observation, interviews, and documentation. Researcher takes the phenomenon from the abundance of gadgets and the proliferation of educational games through android applications that can be used to improve early childhood learning abilities. By taking a case study at PAUD Al-Hikmah Sukajaya, researcher conducted observations, interviews, and documentation to obtain the information needed in this study. Research shows that the utilization of Bercode Studio Educational Games by tutors provides optimal learning opportunities for children. Based on the research results, it can be concluded that the utilization of educational games by Tutors can improve learning abilities in early childhood at PAUD Al-Hikmah Sukajaya, Imbanagara Raya Village, Ciamis District Ciamis Regency.

Keywords: *Educational Games, Learning Ability, Early Childhood*