

Bukti Korespondensi Review Substansi Jurnal

Artikel Utama

Judul	:	A conventional and digital mathematical board game design and development for use by students in learning arithmetic
Penulis	:	Maman Fathurrohman, Hepsi Nindiasari, Ilmiyati Rahayu
Nama Jurnal	:	Journal on Mathematics Education
Terindeks	:	Scopus Q2 Education, SJR 2021: 0,53
Volume(Nomor)	:	13(4), halaman 631-660
Penerbit	:	IndoMS and Sriwijaya University. Scopus Q2, SJR 2021: 0,53

Informasi Artikel:

The screenshot shows the article page on the Journal on Mathematics Education website. The page title is "Section Articles" and the article title is "A conventional and digital mathematical board game design and development for use by students in learning arithmetic". The authors listed are Maman Fathurrohman, Hepsi Nindiasari, and Ilmiyati Rahayu. The page includes a search bar, navigation links, and a "Check for updates" button.

The screenshot shows the abstract and statistics page of the article. The abstract text is as follows:

Abstract

This paper reported the design and development of a conventional and digital mathematical board game for use by students in learning arithmetic. At the time of research, there is no significant indication that a mathematical board game is available in scientific and published patent documentation. The availability of mathematical board games for students' drills and practice in arithmetic, especially in mathematical statement construction, would benefit them, as this competency is an essential life skill. This research was conducted through the design and development research method with the procedure of users' need analysis, researcher as developer capability analysis, product design, product development, field testing in its natural setting environment, and the prototype. The board game prototype was developed in both conventional printed and digital versions. The field testing for the conventional printed version was conducted at secondary school classes with 34 and 36 students, respectively, while for the digital by selected participants. The field testing shows that the developed mathematical board game can work as expected in its natural setting environment.

Keywords

Design and Development Research, Digital Board Game, Drill and Practice, Mathematical Board Game, Mathematical Statements Construction

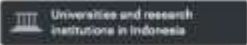
Statistics

Read Counter: 90, Download: 23

The page also includes a "Download" button, a "Statistic" section with a bar chart showing read and download counts, and a "How to Cite" section.


Informasi Jurnal:

Journal on Mathematics Education

COUNTRY Indonesia 	SUBJECT AREA AND CATEGORY Mathematics ↳ Mathematics (miscellaneous) Social Sciences ↳ Education	PUBLISHER Sriwijaya University	H-INDEX <h1>21</h1>
PUBLICATION TYPE Journals	ISSN 20878885, 24070610	COVERAGE 2010-2021	INFORMATION Homepage How to publish in this journal zulkardi@yahoo.com

SCOPE

The Journal invites original research articles and not simultaneously submitted to another journal or conference. The whole spectrum of research in mathematics education are welcome, which includes, but is not limited to the following topics: Realistic Mathematics Education (RME); Design/Development Research in Mathematics Education; PISA Task; Mathematics Ability; ICT in Mathematics Education; Ethnomathematics



The dashboard displays several key metrics:

- Total Cites vs Self-Cites:** Shows a significant increase in total citations starting around 2016, while self-citations remain relatively low.
- External Cites per Doc vs Cites per Doc:** Both metrics show an upward trend, with external citations per document increasing more sharply than total citations per document.
- Cites / Doc (4 years, 3 years, 2 years):** The 4-year moving average shows a steady increase, peaking in 2020.
- % International Collaboration:** Shows a peak around 2011, followed by a decline and then a slight recovery towards the end of the period.
- Citable documents vs Non-citable documents:** Citable documents show a consistent and significant increase over the decade.
- Cited documents vs Uncited documents:** The number of cited documents has grown substantially, while uncited documents have decreased.

Journal on Mathematics Education

Education

Q2

Apr 2021

0.53

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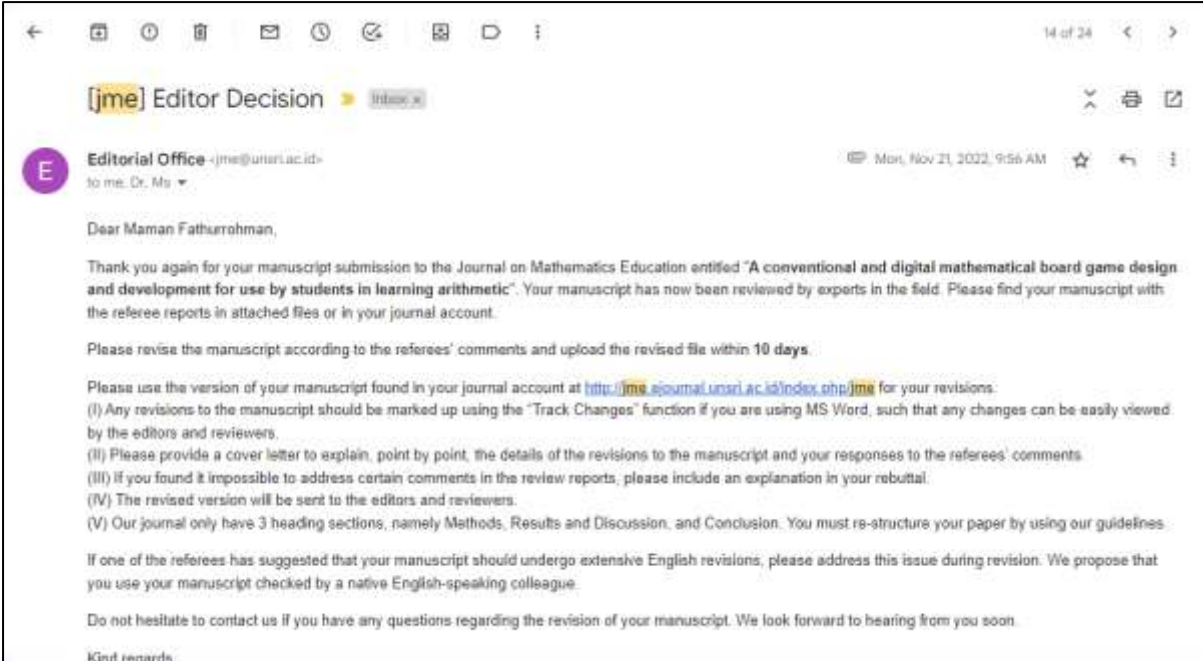
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Proses Review Subtansi:



The screenshot shows an email interface with a toolbar at the top. The email is from the Editorial Office (jme@unri.ac.id) to Dr. Ma, dated Monday, November 21, 2022, at 9:56 AM. The subject is "[jme] Editor Decision". The body of the email contains the following text:

Dear Maman Fathurohman,

Thank you again for your manuscript submission to the Journal on Mathematics Education entitled "A conventional and digital mathematical board game design and development for use by students in learning arithmetic". Your manuscript has now been reviewed by experts in the field. Please find your manuscript with the referee reports in attached files or in your journal account.

Please revise the manuscript according to the referees' comments and upload the revised file within 10 days.

Please use the version of your manuscript found in your journal account at <http://jme.ejournal.unri.ac.id/index.php/jme> for your revisions:

- (I) Any revisions to the manuscript should be marked up using the "Track Changes" function if you are using MS Word, such that any changes can be easily viewed by the editors and reviewers.
- (II) Please provide a cover letter to explain, point by point, the details of the revisions to the manuscript and your responses to the referees' comments.
- (III) If you found it impossible to address certain comments in the review reports, please include an explanation in your rebuttal.
- (IV) The revised version will be sent to the editors and reviewers.
- (V) Our journal only have 3 heading sections, namely Methods, Results and Discussion, and Conclusion. You must re-structure your paper by using our guidelines.

If one of the referees has suggested that your manuscript should undergo extensive English revisions, please address this issue during revision. We propose that you use your manuscript checked by a native English-speaking colleague.

Do not hesitate to contact us if you have any questions regarding the revision of your manuscript. We look forward to hearing from you soon.

Kind regards,

Reviewer 1

The manuscript still has shortcomings related to explanations/information that is still not comprehensive, including:

In the abstract it is not clearly explained about the mechanism of the research method carried out. what is the research procedure? how many samples/subjects/respondents? etc.

In the Introduction section, Problems or research objectives have not been stated explicitly in the introduction.

In the Method section, The research method presented is not comprehensive. so that it is difficult for readers to understand the mechanisms and procedures of the research carried out by the author. It would be better if the research procedure was explained in a coherent manner, so that it was hoped that it could be repeated by other researchers who would come.

In the results and discussion sections are not supported by relevant and up-to-date research results. This is expected to see the position where the research we are doing.

Reviewer 2

This paper seems to be interesting and informative. I recommend to for publication. But, I would like to ask authors to add exact expression of research question in the end of introduction and review other research which related to board game and impact of them on mathematical thinking. Indeed it needed to be stronger in terms of literature review.

Proses Revisi:

Title: A conventional and digital mathematical board game design and development for use by students in learning arithmetic

No	Revision required	Authors' response	Note
Reviewer 1: explanations/information that is still not comprehensive, to be included/completed			
1	In the abstract it is not clearly explained about the mechanism of the research method carried out. what is the research procedure? how many samples/subjects/respondents? etc.	Abstract revised to include mechanism of the research method, and the number of participants of field testing (page	
2	In the Introduction section, Problems or research objectives have not been stated explicitly in the introduction	research question stated explicitly in the end of introduction (page	
3	In the Method section, The research method presented is not comprehensive. so that it is difficult for readers to understand the mechanisms and procedures of the research carried out by the author. It would be better if the research procedure was explained in a coherent manner, so that it was hoped that it could be repeated by other researchers who would come	The method section revised to be more comprehensive in coherent manner, and now easier to repeated by other researchers (page)	
4	In the results and discussion sections are not supported by relevant and up-to-date research results. This is expected to see the position where the research we are doing	relevant research publication which related to board game and its impact added in result and discussion section (page	11 new relevant research references/publications added
Reviewer 2: This paper seems to be interesting and informative. I recommend to for publication			
1	I would like to ask authors to add exact expression of research question in the end of introduction and review other research which related to board game and impact of them on mathematical thinking	Exact expression of research question stated in the end of introduction (page relevant research publication which related to board game and its impact added in result and discussion section (page	

Proses Revisi Manuscript (Track Changes di MS Word)

The screenshot displays the Microsoft Word interface with a document titled "Abstract". The document content includes:

Abstract

This paper reported the design and development of a conventional and digital mathematical board game for use by students in learning arithmetic. At the time of research, there is no significant education that a mathematical board game is available in scientific and published parent documentations for such purpose. The availability of mathematical board games for students' drill and practice in arithmetic, especially in mathematical statements construction would benefit them, as this competency is basic life skill. *This research was conducted through design and development research method with procedures of user needs analysis, researcher as developer research strategy, product design, product development, sampling testing in its natural setting, construction, and the prototype.* The board game prototype was developed in both conventional printed and digital versions. The field testing for conventional printed version conducted at secondary school, classes VIII, XI and XII students respectively, while for digital by selected participants. The field testing, conducted in elementary, junior and senior secondary schools, *results* shows that the developed mathematical board game can work as expected in its natural setting environment.

Keywords: Design and development research, Mathematical board game, digital board game, Mathematical statements construction, Drill and practice

How to Cite: (2022). A mathematical board game design and development for use by students in learning mathematical statements construction. *Journal on Mathematics Education*, 4(1), 1000. <http://doi.org/10.22342/jme.v4i1.1000>

Many people acknowledged mathematics is one of important learning subjects and a major subject in many national educational curricula. It is also acknowledged that school mathematical skill in mathematical statements construction is important, as this skill will be regularly used in daily life and is required for studying advanced mathematics and other disciplines in the next level of education. As one of learning subjects, mathematics is considered by many students as difficult. To avoid this perception, fun experiences in mathematics learning, such as through games is considered useful.

Learning through games can be considered for use in teaching and learning (Sardosa, 2018), building students' capability (Buckman and Belcher), may benefit as one way of teaching modeling (Balthasar, 2018), improving children numerical knowledge (Satsang and Bollenkas, 2018; Cheung and Mardasa, 2017), have impact to learning for adults (Lubatus, et al, 2017) improving mathematical creativity (Park and Lee, 2017), useful in acquisition of mathematical competencies (Skillen, Berner, and Seitz-Sten, 2018), developing mathematical thinking (Gupta and Armit, 2018), have an effect to Children's

On the right side, there are two reviewer comments:

Reviewer
In the abstract it is not clearly explained about the mechanism of the research method carried out, what is the research procedure? how many samples/subjects/respondents? etc.
15 November 2021, 08:42

Maman Fathurohman
Abstract revised to include mechanism of the research method, and the number of participants of field testing.
22 November 2021, 00:28

Reviewer
problems or research objectives have not been stated explicitly in the introduction.
Maman Fathurohman
research question stated explicitly in the end of introduction

Proses Acceptance for Publication:

The screenshot shows an email from the Editorial Office of the Journal on Mathematics Education. The email content is as follows:

[jme] Editor Decision

Editorial Office <jme@umri.ac.id>
to me, Hepi, Irmiyati

Dear Maman Fathurohman, Hepi Nindiasari, and Irmiyati Rahayu,

We have decided on your submission to the *Journal on Mathematics Education* entitled "A conventional and digital mathematical board game design and development for use by students in learning arithmetic". After reviewing your revised paper, our editorial committee considered accepting your article.

Herewith, we attach the invoice for your paper. Furthermore, we will proceed with your manuscript to the next step of the production process. Should you have any questions, please do not hesitate to contact us.

Thank you very much for your cooperation. We do really appreciate your work.

Kind Regards,

Prof. Dr. Zulkardi, M. I. Komp., M. Sc.
Editor in Chief
Journal on Mathematics Education

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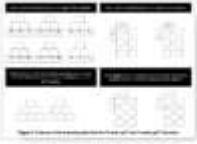
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Submissions


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Examples and generalizations in mathematical reasoning - A study with potentially mathematically gifted children
10.22242/jem.v13i4.pp409-420
609-620 Simone Jablonski, Matthias Ludwig
Read Statistic: 42



A conventional and digital mathematical board game design and development for use by students in learning arithmetic
10.22242/jem.v13i4.pp471-480
621-630 Maman Fathurrohman, Heppi Nindiasari, Ilniyat Rahayu
Read Statistic: 90




Indonesian ethnomatics: Exploration of the Tesbak Siten tradition for class learning practices
10.22242/jem.v13i4.pp481-490
631-638 Wiyanto, M. Gita Primaniarta, Roberto Linhares de Matos
Read Statistic: 87

4.7 2021 CiteScore
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4.7 2021 CiteScore
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Keywords



Information

For Readers

For Authors