

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, SJR 2021: 0,53
Volume(Nomor)	:	13(4), halaman 627-656
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 page of the article. The abstract title is "LABRIN" and the abstract text describes the design and development of a conventional and digital mathematical board game for use by students in learning arithmetic. The abstract text states: "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."

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

Informasi Jurnal:

Journal on Mathematics Education

<p>COUNTRY</p> <p>Indonesia</p> <div style="background-color: #333; color: white; padding: 5px; font-size: 0.8em;"> Universities and research institutions in Indonesia </div>	<p>SUBJECT AREA AND CATEGORY</p> <p>Mathematics └ Mathematics (miscellaneous)</p> <p>Social Sciences └ Education</p>	<p>PUBLISHER</p> <p>Sriwijaya University</p>	<p>H-INDEX</p> <h1 style="margin: 0;">21</h1>
<p>PUBLICATION TYPE</p> <p>Journals</p>	<p>ISSN</p> <p>20878885, 24070610</p>	<p>COVERAGE</p> <p>2010-2021</p>	<p>INFORMATION</p> <p>Homepage</p> <p>How to publish in this journal</p> <p>zulkardi@yahoo.com</p>

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

Journal on Mathematics Education

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Proses Review Subtansi:

Notifications



[jme] Editor Decision

2022-11-21 02:56 AM

Dear Maman Fathurrohman,

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

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(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,

Prof. Dr. Zulkardi, M.I.Komp., M.Sc.

Editor in Chief

Journal on Mathematics Education

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Reviewer 1

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

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

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 manuscript document open. The document is titled "Abstract" and contains the following text:

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 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 procedure of users' need analysis, researcher as developer capability analysis, product design, product development, fields 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 conventional printed version conducted at secondary schools' classes with 34 and 36 students respectively, while for digital by selected participants.** The field testing, **conducted in elementary, junior, and senior secondary schools' levels** 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*, *x(x)*, xxxxx. <http://doi.org/10.22342/jme.v13i1.xxxx>

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 (Sardona, 2018), building students' capability (Blackman and Belcher), may benefit as one way of teaching modelling (Butkhardt, 2018), improving children numerical knowledge (Salsangi and Boffending, 2018; Cheung and McBridge, 2017), have impact to training for adults (Libertus, et al., 2017) improving mathematical creativity (Park and Lee, 2017), useful in acquisition of mathematical competencies (Skillen, Berner, and Seitz-Stein, 2018), developing mathematical thinking (Fuza and Amit, 2018), have an effect to Children's Mathematical Understanding (Cohen, 2017) and the public version of the game can be used to support

The right side of the screen shows 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/respondent? etc.
18 November 2022, 09:42

Maman Fathurrohman
Abstract revised to include mechanism of the research method, and the number of participants of field testings
22 November 2022, 10:08

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

The bottom status bar shows: Page 5 of 13, 7240 words, English (Indonesia), Text Predictions: On, Focus, and 90% zoom.

Proses Acceptance for Publication:

[jme] Editor Decision

2022-11-22 10:11 PM

Dear Maman Fathurrohman, Hepsi Nindiasari, and Ilmiyati 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.Ikomp., M.Sc.
Editor in Chief
Journal on Mathematics Education

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About Journal

Journal on Mathematics Education (IndoMEd-JME) is founded under the collaboration between Sriwijaya University and the Indonesian Mathematical Society (IndoMEd). It presents new ideas and developments of paramount importance in mathematics education. It seeks to reflect the variety of research concerns within this field and the range of methods used to study them. It deals with methodological, didactical, political, and socio-cultural aspects of teaching and learning mathematics, rather than with specific programs for teaching mathematics. Within this range, IndoMEd-JME is open to all research approaches. The emphasis is on high-level articles of more than local or national interest. All submitted manuscripts will be initially reviewed by editors and are then evaluated by a minimum of two International Reviewers through the double-blind review process. This process ensures the quality of the published manuscripts in the journal.

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Published: December 1, 2022

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