





**Original Article**

**The Creative Game Tools and Mother's Motivation to Know Educational for Children Aged 1-3 Years**

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ARTICLE INFO	ABSTRACT
<p><b>Article History</b>            Submit : Nov 28, 2023            Revised : Dec 24, 2023            Accepted : Dec 27, 2023</p> <p><b>Keywords:</b>            Children,            Game,            Mother,            Motivation.</p>	<p><b>Background:</b> A mother's motivation to know about educational and creative game tools has an important role in optimal child growth and development according to age level so that it can be fulfilled properly. Educational and creative game tools are game tools that can optimise children's development according to their age and level of development. Examples of educational and creative games for children aged 1-3 years are drums, balls with sleighs inside, household items that do not break easily (plastic cups, spoons, plastic bottles, buckets, etc.), large blocks, cardboard, picture books, coloured pencils, plasticine, simple puzzles. The research aims to determine mothers' motivation to learn about educational and creative games for children aged 1-3 years in Tanjungsari Village, Sukorejo District, Blitar City.</p> <p><b>Methods:</b> Research design using descriptive, Population 500, sample 50 respondents, using purposive sampling technique, research instrument using questionnaires; this research was carried out on March 20, 2023 - April 15, 2023, with the mother's motivation variable to know educational and creative game tools for children aged 1-3 year. Data were analysed using percentages and interpreted quantitatively.</p> <p><b>Results:</b> The results of research from 50 respondents showed that all respondents had strong motivation (100%) because the majority of mothers had received information about educational and creative game tools. Mothers' motivation to find out about educational and creative game tools for children aged 1-3 years is influenced by several factors, namely age, education, occupation, whether they have received information, and where the information was obtained</p> <p><b>Conclusion:</b> It is hoped that respondents will be able to maintain and motivate other mothers to seek more information to broaden their knowledge so that they are more motivated to know about the benefits and uses of educational and creative play equipment for children aged 1-3 years.</p>

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**Introduction**

For children, playing is an activity that can be done anytime, anywhere, and

is part of their enjoyment. Playing is also an important element for children's development, both physically,



emotionally, mentally, intellectually, creatively and socially. Toddler-aged children have unique characteristics when playing, and they tend to move more, often look for or follow the source of sound, push or pull objects, and begin to develop intelligence in counting, recognising, distinguishing, and placing objects. Educational and creative game tools are game tools that can optimise children's development according to their age and level of development. Examples of educational and creative games for children aged 1-3 years are drums, balls with sleighs inside, household items that do not break easily (plastic cups, spoons, plastic bottles, buckets, etc.), large blocks, cardboard, picture books, coloured pencils, plasticine, simple puzzles ([Garaigordobil et al., 2022](#); [Sakrucu et al., 2023](#)).

Mothers are often used as role models for children because of their attention, hope, and affection. Therefore, as the first person a child knows, it is good for a mother to spend a little time playing with her child every day. This way, a close relationship will be established between mother and child, which is also beneficial for the development of the child's personality in the future. Mothers should not get angry easily if they find out about their child's weakness in playing. If this weakness cannot be corrected or improved, then the mother, as a parent, must accept it without reducing optimal stimulation. In this case, every child must have something positive in him, which must be maintained and developed ([Sydykova & Baygajanova, 2020](#); [Ulfah & Ahmad, 2020](#)).

Mother's motivation to know about children's educational games has an important role in optimal child growth and development according to age level so that it can be fulfilled properly. Theoretically,

motivation is an urge that arises in a person consciously or unconsciously to act toward a certain goal (Sari, 2018). Several factors influence a mother's motivation to know educational and creative game tools, including age, education, and knowledge. In this case, education is a process of gaining knowledge, understanding, and ways of behaving according to needs. The higher a person's level of education, the easier it will be to receive information and thereby increase their knowledge. The more motivation the mother has in knowing educational and creative game tools, the better she will be at providing stimulation for children's development according to their age. Likewise, the higher the mother's education, the higher the level of knowledge, maturity, and intelligence in thinking, which will also influence a person's motivation ([Dere, 2019](#); [Sergeeva & Ignatova, 2018](#)).

The mothers' motivation in providing educational games to children 43 respondents, the results showed that the majority of respondents had secondary education (high school/equivalent), namely 62.7% (27 people). Most of the respondents were aged between 20-35 years, 69.7% (30 people). Most of the respondents were working, 74.4% (32 people). Most of them had also heard information about educational game tools, 81.3% (35 people). Mothers' motivation to provide educational games to medium-level children was 53.4% (23 people). From the results of the research above, it can be said that motivation is moderate if someone has positive desires and high hopes but has low confidence in socialising and solving problems. Medium motivation in a person is an urge to provide stimulation through educational games. With moderate motivation, the respondent responded well regarding the importance

of providing educational games for children, and this cannot be separated from the factors of age, education, and the source of information received by the respondent ([Bargas et al., 2016](#); [Burbienė & Mazolevskienė, 2018](#)).

Nowadays, especially mothers, many do not know enough about educational and creative play tools; many of them also do not realise that playing is one of the important needs for children and is also a basic need for children because the world of children is the world of play. The availability of educational and creative game tools as a medium for educational learning and play supports various aspects of children's growth and development according to age. It can develop the various potentials they have. Mothers are responsible for directing children so that their play activities become more efficient and facilitating children's play so that they gain experience and children can express and imagine their development process. In providing stimulation for children to play, it is necessary to motivate the mother to know about educational and creative game tools so that it can be used as encouragement because there is a goal and desire to learn about educational and creative game tools. The mother's motivation is the result of a process because there is encouragement from within. Himself or from outside because he wants to achieve the desired goal. Motivation can cause someone to be moved to do something so that they get satisfaction with their actions. If the mother's motivation to know about educational and creative game tools is lacking, then the child will receive less than optimal stimulation, which can hinder his growth and development ([Alhussayen et al., 2015](#))

The impact of problems that can arise if the mother's motivation is weak in

knowing educational and creative game tools means that the mother will be less than optimal in providing stimulation for the child's development and will also not be able to meet the child's play needs according to his age. On the other hand, mothers who have high motivation in knowing educational and creative game tools can certainly develop children's intellectual, social, and emotional abilities and create fun playing and learning situations for children ("[Serious Games Development and Applications - Second International Conference, SGDA 2011, Proceedings.](#)" 2011; [Zloković, 2014](#)).

Alternative solutions in an effort to increase mothers' motivation to know educational and creative game tools, we as health workers need to emphasise the benefits of active play for children aged 1-3 years and also provide education to mothers about the benefits and what educational and creative game tools are for children aged 1 - 3 years, for example, cubes, simple puzzles or dolls that children can use to imagine ([Soetjningsih, 2013a, 2013b](#)). Based on the description above, researchers are interested in researching "Mothers' Motivation to Know Educational and Creative Game Tools for Children Aged 1-3 Years in Tanjungsari Village, Sukorejo District, Blitar City".

## Methods

Research design using descriptive, Population 500, sample 50 respondents, using purposive sampling technique, research instrument using questionnaires; this research was carried out on March 20, 2023 - April 15, 2023, with the mother's motivation variable to know educational and creative game tools for children aged 1-3 year. Data were analysed using percentages and interpreted quantitatively. If the population size is <100, then all subjects are taken, whereas

if there are more than 100 subjects, between 10-15% or 20-25% of the population results are taken ([Arikunto & Suharsimi](#), 2006). In this research, the sampling technique used was purposive sampling. The variable of this research is the mother's motivation to know educational and creative game tools for children aged 1-3 years in Tanjungsari Village, Sukorejo District, Blitar City. The measurement used in this research is a questionnaire. This research has an Ethical Clearance.

## Results

Results of the research show that of the 50 respondents, almost half of the respondents were aged 20-30 years, as many as 22 respondents (44%), and a small portion of respondents aged >40 years, as many as 11 respondents (22%). Results of the research show that the 50 respondents, the majority of respondents had a high school diploma, 30 respondents (60%), and a small portion had a junior high school education, four respondents (8%). Results of the research show that the 50 respondents, the majority of respondents work as housewives, namely 30 respondents (60%), and a small number of respondents, three respondents (6%), work as entrepreneurs.

Results of the research show that 50 respondents, almost half of the respondents had one child, namely 19 respondents (38%), and a small portion of respondents had more than three children, eight respondents (16%). Results of the research show that 50 respondents, almost half of the respondents currently have their first child. Namely, 19 respondents (38%) and a small portion of respondents whose child is currently their third child, 11 respondents (22%). The characteristics of respondents based on whether or not they have received information about educational and creative

game tools for children aged 1-3 years shows that almost all respondents, namely 40 respondents (80%), have received information, and a small number of respondents have never received information about educational game tools. Moreover, creative children aged 1-3 years, namely ten respondents (20%). Results of the research show that the 40 respondents who had received information about educational and creative game tools for children aged 1-3 years, almost half of the respondents had received information from the internet, 18 respondents (45%), and a small portion of respondents had received information from the family is two people (5%).

## Discussion

Based on the results of research on Mother's Motivation to find out educational and creative game tools for children aged 1-3 years in Tanjungsari Village, Sukorejo District, Blitar City on March 20 - April 15, 2023, 50 people were obtained as the total number of respondents. The research results showed that all respondents, namely 50 respondents (100%), had a strong motivation to know educational and creative game tools for children aged 1-3 years.

Motivation is an urge that arises in a person consciously or unconsciously to act with a specific goal. Apart from that, motivation is an effort that can cause a person or certain group of people to be moved to do something because they want to achieve the desired goal or get satisfaction with their actions. Apart from that, motivation can be interpreted as an action or process that gives someone a reason to do something (Sari, 2018). Motivation comes from various sources; intrinsic motivation is motivation that comes from the individual himself.

Meanwhile, extrinsic motivation is motivation that comes from outside the individual.

From the research results, it was found that all respondents had a strong motivation to know educational and creative game tools for children aged 1-3 years, namely 50 respondents (100%). This is influenced by several factors, namely age, education, employment, number of children, whether you have received information, and where the information was obtained.

The first factor that influences strong motivation was found to be almost half of the respondents who had strong motivation aged 20-30 years, as many as 22 respondents (44%), and a small portion of respondents aged >40 years, as many as 11 respondents (22%) who had strong motivation. Age is a description of the development process of individual maturity in terms of physical, mental, psychological, and spiritual aspects. Early adulthood includes a period of transition, including physical, intellectual, and social role transitions (Santrock, 2019). According to research conducted by Elsera in 2018, mothers are still productive in the age range of 20-30 years, so mothers will seek more information and be more responsive in receiving that information so that mothers will have better knowledge, will be more supportive of mothers' attitudes, in knowing the needs of children's educational and creative play equipment. The research results showed that the age factor can influence mothers' motivation to know about educational and creative game tools. This happens because almost half of the respondents are aged 20-30 years. In contrast, in the early adulthood age range, they generally have a high sense of curiosity, patience, and thoroughness in searching for information and choosing educational and creative

game tools, thereby increasing their motivation to find out about educational game tools—and creative children.

The next factor that influences strong motivation is that the majority of respondents who have strong motivation have a high school education, 30 respondents (60%). A small percentage of respondents have a junior high school education, and four respondents (8%) have strong motivation. In theory, education covers all life processes and all forms of individual interaction with their environment, both formal and informal. Education is defined as a process where a person can gain knowledge, understanding, and ways of behaving according to needs. The higher a person's education, the easier it will be for someone to receive information so that the knowledge they have will also increase (Syah, Muhibbin, 2019). The result of the learning process is a set of behavioural changes. Someone who is highly educated will behave differently (Suparyatno, 2021). When someone is highly educated, the knowledge they have increases; with adequate education, mothers have high knowledge and a critical mindset. This critical mindset is what supports parents, especially mothers, in carrying out their roles well. It can be concluded that the higher a person's education, the broader his knowledge will be so that the information obtained can be easily received, understood, comprehended, and applied optimally. Education influences a person's level of understanding of the information and situations that are currently occurring. As is known, education influences a person's knowledge and way of thinking.

The results of further research that influenced strong motivation were obtained by the majority of respondents who were housewives, 30 respondents



(60%), and a small number of respondents, three respondents (6%), who worked as entrepreneurs. One of the factors that influences strong motivation is the type and nature of work. Working mothers tend to have less time to spend with their children, while homemakers tend to have more free time with their children compared to working mothers. This can be an opportunity for homemakers to focus more on finding sufficient information regarding children's educational and creative game tools ([Wahyuningrum et al., 2020](#)). This is in line with research by Mujahidatul Musfiroh in 2018, which states that the mother's employment status can influence the opportunities and time used to increase knowledge. The more time the mother has to be with her child, the more opportunities the mother will have to choose and seek information about children's educational and creative game tools. The role of mothers here is very important in supporting various aspects of children's development through educational and creative play tools; in this case, homemakers have much free time to play with their children so that they can increase their motivation to learn about age-appropriate educational and creative play tools.

From the research results, it was found that almost half of the respondents had one child, namely 19 respondents (38%), and a small number of respondents had more than three children, eight respondents (16%). The smaller the number of children in the family can minimise the occurrence of conflict and can improve the welfare of parents. The number of children affects the quality of the marriage, where the presence of a child can change communication patterns, affect the time available, influence the complexity of roles and demands, and

determine the amount of monetary resource requirements. Not having too many children means mothers do not get stressed easily, which can affect their parenting style. Moreover, the addition of the right age range for children means that mothers feel able to choose which children should be their main priority. Therefore, mothers who have fewer children have better parenting styles compared to mothers who have many children (Gilang, 2021). The number of children a respondent has can influence the mother's care and attention to her child. Mothers who have more than one child will have their attention divided or can be said to be lacking because mothers who have more than one child are not easy to control and pay attention to. This can also influence mothers' motivation to seek information about educational and creative game tools. By having one child, the child will get full attention from his mother so that in various aspects, his development will be fulfilled optimally.

Information is included in one of the factors that influence the emergence of motivation; the research results showed that almost all respondents had strong motivation, 40 respondents (80%) had received information about educational and creative game tools, and the results of the research about where respondents got their information sources were obtained by almost half. Eighteen respondents (45%) got information from the Internet, and two respondents (5%) received information from their families. Internet media is a source of information that is very current and factual, and easily accessible to various age groups. Apart from that, the Internet is a medium for providing information that only requires a little money, so many people rely on the Internet as a source of information about all aspects of life, including educational

and creative games ([Samsi et al., 2023](#); [Sari et al., 2023](#)). In an era like this, social media is the most effective media to use compared to electronic media and newspapers. This is because almost everyone now has a cellphone as the main tool for accessing social media, so mothers can easily get information about children's educational and creative game tools precisely, easily, and quickly ([Dongari et al., 2022](#); [Muhammed A & Alex, 2022](#)). This shows that most mothers can use technology to get information about children's educational and creative play tools. The use of technology as a source of information, learning resources, systems, and service quality has had a positive impact, which is useful for exploring the information you want to obtain. Based on the theory above, information can be obtained from mass media, both print and electronic, the environment, the place of work, or education. The higher the knowledge possessed by the mother, it shows that with the higher information obtained regarding Educational and Creative Game Tools the mother's motivation to know about Educational and Creative Game Tools is also higher.

## Conclusion

Based on research on March 20 - April 15, 2023, in the Tanjungsari Subdistrict, Sukorejo District, Blitar City, it was found that all respondents had a strong motivation for mothers to know educational and creative game tools for children aged 1-3 years. This research is an experience of the learning process, especially in the field of Pediatric Nursing and Research Methodology. The results of this research can be used as a means of scientific thinking. They can increase knowledge for future researchers regarding mothers' motivation to find educational and creative game tools for children aged 1-3 years. In this case, it is

hoped that respondents will be able to maintain and motivate other mothers to seek more information about educational game tools in order to broaden the knowledge of mothers so that they are more motivated to know about the benefits and uses of educational and creative game tools for children aged 1-3 years. The results of the research can be used as a source of knowledge development for further research and increase knowledge in Child Nursing courses regarding mothers' motivation to know educational and creative game tools for children aged 1-3 years. This research can be added to the library literature at STIKES Karya Husada Kediri and used as a reference for future researchers. The results of the research can be used as information about mothers' motivation to find educational and creative game tools for children aged 1-3 years. It is hoped that local village officials and health workers in Tanjungsari Village, Sukorejo District, Blitar City, can be more active in motivating by providing information and explanations about the importance of educational and creative game tools through printed media in the form of leaflets and banners about educational and creative game tools for children aged 1-3 year. Future researchers are expected to carry out time contracts with respondents in the research process, carry out direct observations in daily activities, and increase the number of respondents so that the research is more representative and can serve as a reference for developing further research.

## Authors Contributions

The author carries out tasks from data collection, data analysis, and discussions to making manuscripts.

## Conflicts of Interest

There is no conflict of interest.

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