

## Exploiting Domino Games "Cassava H154M" in Order to Improve Students' Understanding about the Value of Trigonometry in Various Quadrants

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**Abstract :** Utilization game on a lesson needs to be done in order to provide proper motoric learning model to improve students' skills. Approach to the game, as one of the models of a motoric learning, is intended to improve student learning outcomes math trigonometry materials generally that prioritize a Memory or rote. The purpose of this study is producing innovation to improve a cognitive abilities of students in the field, to improve student performance, and ultimately to improve student understanding in determining a value of trigonometry in various quadrants, and it apply a approach to the game Domino "Cassava H154M" who is adopted from cassava game and it has made total revised in cassava content. The game is divided into 3 sessions: sine cassava, cosine cassava and cassava tangent. Researchers using action of research method, which consists of several stages such as: planning, implementation, observation, reporting and evaluation. Researchers found that a game approaches can improve student learning outcomes, enhance students' creativity in terms of their motoric learning, and creating a supportive learning environment.

**Keywords :** cassava "H154M", motoric, value of trigonometry, quadrant

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