In globalization era, many people interested to learn Chinese language. It caused by potential of China's economic growth in
the world. Chinese language has introduced to children in early age in Indonesia. But sometimes learn Chinese language was
difficult to them, which will make them feel boring. This paper has purpose to help children learn Chinese language using
gamification and mnemonic method into game content. Briefly, gamification is process that adopt game elements to apply into
non-game context and mnemonic is strategy to increase memory with various ways. Both in gamification and mnemonic method
have applied in previous paper which the conclusion showed positive result in learning environment. This game refers to primary
school, which students in 6-12 years old. The conclusion in this paper show that the developed game by authors can interest children
to learn Chinese language based by pre-test and post-test result.

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1. Introduction

Currently, many people interested to learn Chinese language. Learn Chinese language can become a great opportunity to apply for a job in the era of globalization, which some companies need Chinese language speaker as requirement. As same as English, Chinese language become important because potential of China's economic growth increases every year (See Fig. 1).

In Indonesia, Chinese language has introduced to children in primary school even playground. Introducing Chinese language to children in early age from 6-12 years old, which is more productive than adults because their memory still strong than adults to remind new knowledge. As beginner, sometimes the learners felt difficult, especially Chinese character, which can decrease children's motivation to learn. To solve the problem, learning Chinese language must creative to preserve children's motivation.

In modern age, learn Chinese language becomes easy via media. Form of learning media can be a text, picture, sound, video, animation until video game. Beside as entertaining, video game has been widely used as an educational tool for people called or game education.

Based on previous studies, the authors propose the idea to develop and design game education of Chinese language, which still rarely found in the study than English. The authors want to find the result with testing a game. The content of the game will apply gamification and mnemonic method, the strategy memory to remind information and object. Gamification able to provide a new experience in learning environment that can motivate people. Then mnemonic method will be increased user’s behaviour of thinking.

Fig. 1. GDP (current US$) in 2005-2014
(source: worldbank.org)

2. Literature Review

2.1 Gamification

Gamification is process and application which game elements applying into non-game context. Gamification become growing trending in business environment, marketing, and management company. Bohyun Kim said that gamification has amuse in business and education. Gamification becomes testing tools to indicate user’s skill for particular field. Based study result by Sailer et al., gamification able to motivate with different context. In education field, gamification techniques had adopted to support learning rapidly. In Garland’ study result, gamification can give advantage in learning language. Gamification also made learning environment more active and participative.

2.2 Game Based Learning

Marina conclude that Game based learning capable to increase curricular and student’s motivation in academic school. Game based learning focused on learning via game that support the structural process. Learning experience with game is influenced by the game design. It must be build learning environment to achieve learning.
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