

# Promoting Tolerance and Inclusiveness for Indonesian University Students through Online Board-Game

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## Abstract

As a diverse-pluralistic country, Indonesia has faced significant challenges in addressing primordial issues, such as radicalism and social conflicts based on religion, ethnicity, and social status. University plays an essential role in overcoming this problem by introducing values of tolerance and inclusiveness to societies and students. In Indonesian universities, these values have been compulsory subjects to be inserted in general courses such as state ideology, civic education, and religiosity to avoid potential conflicts. To internalize those values and strengthen students' critical thinking and class participation, we develop a new innovative teaching-learning method through online board games (gamification), namely the 'Karma' board game. In addition, this method aims to find an alternative to traditional teaching-learning methods that are considered boring and no longer effective, where students passively only sit in class and memorize the material. While developing the game during the COVID-19 Pandemic, we involved state ideology, civic education, and religiosity lectures in discussing and compiling the game's questions and answers. The project is implemented as a web application for online access and can be used in virtual and offline classes. We have made observations, piloted this game to more than 100 students, and introduced it to lecturers from different universities to evaluate our approach. The results show that students' class engagement and awareness levels are significantly increased.

**Keywords:** gamification, innovative-learning, karma board-game, primordial-issues, social-conflicts