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## Epistemic Games of Moderate Physics-Capable Students in Completing Electrical Circuit Problems

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### Abstract

The students need a learning strategy that is compatible to develop electrical circuit problems completion. Additionally, problem-solving strategy (epistemic game) will develop a learning process that can stimulate the completion of physics. This case encourages the researcher to determine the epistemic game of moderate physics-capable students in solving electrical circuit problems. Moreover, it is qualitative research, and the participant of the research is the students who learn the electrical circuit. Moderate physics-capable students (4 moderately capable students out of 13 students) based on their physics understanding test results. Test and interview were used by the researcher to collect data. The test consists of a physics understanding test and an electrical circuit test. The physics understanding test is used to determine the level of students' physics understanding, while the electrical circuit test is used to determine students' epistemic games to solve the problems. The research finding showed the epistemic game of moderate physics-capable students was obtained from the analysis result of the electrical circuit test and interview. The analysis result of the first test, the second test, the third test, and the seventh test showed that the game used to solve problems was transliteration to mathematics. Meanwhile, the students used mapping mathematics to meaning and transliteration to mathematics to solve the problems in the fourth test. The analysis result of the fifth test and the eighth test showed that the students used mapping mathematics to meaning to solve the problems. Furthermore, the sixth test was completed by mapping meaning to mathematics.

**Keywords:** electrical circuit, epistemic game

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## INTRODUCTION

Students' understanding and experiencing have a big role in the problem-solving process. The application of problem-solving strategy is not affected by qualitative or quantitative. Besides, students use conceptual and mathematical reasoning in generating problem-solving solutions (Chen, Irving, & Sayre, 2013). Learning development must be based on the cognitive process and description of how to represent knowledge and develop students' competence. The elaboration of the cognitive process to solve the physics problem needs a compatible model. The cognitive process occurs in students' thoughts when they solve physics problems. According to Bancong & Subaer (2013) the students who have equal ability in managing information will achieve good achievement in learning. Meanwhile, the students who have equal ability in organizing information will have an unfavorable achievement. Therefore, it is necessary to create a learning environment which can make the students balancing their ability. To form the students' of understanding and providing information to solve some problems are depended on the educational purposes in articulating the problem selection and design (Teodorescu & etal, 2013). Implementation of a model can improve the students' critical thinking, concept understanding, and problem-solving process (Fitriyani, Supeno, & Maryani, 2019; Hidayat, Hakim, & Lia, 2019; Pratiwi, Ain, & Igut, 2019). A model as well as the long-term impacts of instructional development on teaching (Ibrahim, Clark, Reese, & Shingles, 2020). Besides, it can change students' thinking pattern in solving problem (Puspitasari & Munawi, 2018).

From the students' point of view, to develop students' ability in solving structural problems, firstly, they have to believe that the standard procedural

approach will not always enough to solve scientific challenges (Ogilvie, 2009). Development and strengthening the students' problem-solving ability require an approach in the form of compatible challenges. Besides, organized understanding can be used to analyze problems qualitatively and to plan possible solutions to monitor students' ability to progress (Ogilvie, 2009). It shows that the problem-solving strategy (epistemic game) of the student is less developed. The development of this strategy requires explicit discussion in the teaching-learning process.

The relationship between the students' thought and their ability shows that the students have an equal understanding regarding problem-solving in physics (Tuminaro & Redish, 2007). The epistemic game can show the relationship of students' understanding of problem-solving by developing their intellectual (Hu, Chen, Leak, Young, Santangelo, Zwickl, & Martin, 2019; Mason & Bertram, 2016; Toharudin, Hendrawan, & Rustaman, 2011; Tuminaro & Redish, 2007). Every student has a different epistemic game to solve the problems. It is depended on their knowledge and understanding. Besides, the presented problems can also influence students' thoughts. When difficult problems were given to the students, the presentation of the equation is needed to help them in solving presented problems.

There are still many misconceptions and difficulties in understanding the electrical circuit. It is occurred due to the lack of development of the electrical circuit concept. Most of the students only used laboratory work which is already ineffective. Meanwhile, physics learning is a unity of concept and experience. Besides, forming a discussion team also has a positive effect on students' physics understanding. The difficulties and the misconceptions in learning electrical circuits. It included the basic concept and



the circuit of the electrical circuit itself (Papadimitriou, 2012). Hence, the students need a learning strategy that is compatible to develop electrical circuit problems completion. Additionally, problem-solving strategy (epistemic game) will develop a learning process that can stimulate a completion of physics. This case encourages the researcher to determine the epistemic game of moderate physics-capable students in solving electrical circuit problems.

## METHOD

This is qualitative research. Data collection of qualitative research used interview, electrical circuit test, and physics understanding test. It was used to determine the epistemic game of moderate physics-capable students in solving electrical circuit problems.

The epistemic game was determined by the students' answers to 8 electrical circuit problems that are given to them. Then, it is analyzed using the identification rubric of the epistemic game (mapping meaning to mathematics, mapping mathematics to meaning, physical mechanism, pictorial analysis, recursive plug and chug, transliteration to mathematics). The instrument correlation coefficient of 0.509 was greater than the correlation coefficient of  $r$ -table so that the instrument is valid. And the instrument reliability coefficient was 0.60 which is greater than 0.50 so the instrument was reliable.

The participant of this research were the students who learn the electrical circuit. They are the students of Engineering Faculty of Universitas Nusantara PGRI Kediri (consists of 9 students of Electrical Engineering and 4 students of Industrial Engineering). Moderate physics-capable students (4 moderately capable students out of 13 students) based on their physics

understanding test results. Students' physics understanding are grouped based on the criteria listed in Table 1 as follow.

Table 1 Grouping Criteria of Students' Physics Understanding

Physic Score (PS)	Understanding Level
$75 \leq SF \leq 100$	High
$60 \leq SF < 75$	Moderate
$0 \leq SF < 60$	Low

(Ratumanan & Laurens, 2011)

The technique of collecting data was conducted using two techniques, they are as follow: (1) Test : the test was the physics understanding test (the problem consisted of 10 basic physics material questions) and the electrical circuit test (the problem consisted of 8 replacement resistance and electrical circuit), and (2) Interview; The interview was based on the test. It was conducted to obtain clear data concerning students' epistemic game in completing the electrical circuit test. The interview was provided for all students who have a moderate understanding of completing the electrical circuit test. The interview rubric are as follow; (1) Responses to completing electrical circuit problem, (2) The students' explanation in choosing the flow of completing electrical circuit problem, (3) The students' explanation in using symbols to complete electrical circuit problem, (4) The students' explanation in drawing the electrical circuit complete electrical circuit problem.

The technique of analyzing data of this research was based on Mile & Huberman (1994) stages. They were data reduction, data presentation, and conclusion. The explanations of those stages are as follow: (1) Data reduction; Data reduction within this research consist of activities involves the process of selecting data (epistemic game data or not) based on the relevance level and its relation with each group of game data.

Besides, it focused on the data entered into epistemic game data, simplified raw data of epistemic game in the field in the form of game data group, made abstract and transforms data obtained into general epistemic game data. The activities of the data reduction were started by reading, learning, and understanding all of obtained data. (2) Data presentation; Data presentation of this research consists of grouping activity based on criteria for grouping students' physics understanding presented in Table 1. Furthermore, the data identification conducted by writing organized and categorized data collection, to it can be possible to conclude. Therefore, the aimed of data presentation activity is to conclude easily, and (3) Conclusion; the conclusion is giving meaning and explanation of the data presentation outcome. It is showed to formulate students' problem-solving strategies in completing the electrical circuit. The conclusion is obtained based on the data presentation.

**RESULT AND DISCUSSION**

Moderate physics-capable students used the epistemic game in completing the electrical circuit problem. The explanation is; the students used physical mechanisms in completing the first, second, third, and sixth test by drawing the circuit of each completion stage yet did not involve any symbols, calculated step by step, writing symbols (for determining R series or R parallel only). Another epistemic game which was used to complete first, second, third, and sixth test was transliteration to mathematics. In this game, the students did the test neatly and straightly yet did not use any formulas or equations in solving the problems, and the students should calculate step by step in the game. The example of problem-solving was completed by moderate physics-capable

students to use transliteration to mathematics was presented in Figure 1.

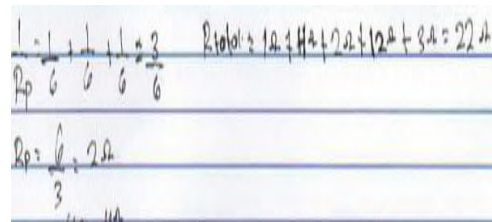


Figure 1 Using Transliteration to Mathematics in Completing Problems

Mapping meaning to mathematics was also used to complete the first, second, third, and sixth test. In conducting the game, the students drew the circuit of each completion stage but did not use any symbols, calculated concisely, and wrote the symbols (for determining R series or R parallel only). The example of problem-solving was completed by moderate physics-capable students to use mapping meaning to mathematics was presented in Figure 2.

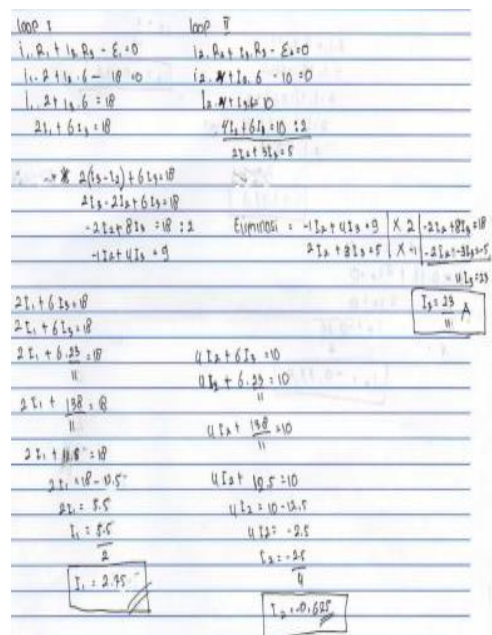


Figure 2 Using Mapping Meaning to Mathematics in Completing Problems





<b>M12</b>	TM	TM	TM	MMM2	MMM2	MMM1	TM	MMM2
<b>M13</b>	TM	TM	TM	MMM2	MMM2	MMM1	TM	MMM2

Note: M = The Code of Student; MMM1 = Mapping Meaning to Mathematics; MMM2 = Mapping Mathematics to Meaning; TM = Transliteration to Mathematics

The research finding showed that the students solved the test by following the cognition process. Formation of understanding and providing information to solve some problems are depended on the educational purposes in articulating the problem selection and design (Teodorescu & etal, 2013). The students calculated by writing down the appropriate law at the beginning, labeled each loop and conducted substitution and elimination. The students develop a conceptual story relating to the physics equation in mapping mathematics to meaning games (Tuminaro & Redish, 2007). First, the students start the game with physics equation, and then they develop the conceptual story. Steps of the game are: (1) Identifying the concept, (2) Figuring out the equation to solve the problems, (3) Combining the concepts, (4) Evaluating the problems.

Organized understanding can be used to analyze problems qualitatively and expected to have possible solutions to monitor the progress of the students' abilities (Ogilvie, 2009). It is showed that problem-solving strategy, for instance, transliteration to mathematics, used a profession as an example to get solutions without developing conceptual understanding. The students calculated step by step wrote down the symbols only for determining problem-solving. (Tuminaro & Redish, 2007) had identified four steps of the game, as follows; (1) Identifying quantities, (2) Figuring out solution pattern, (3) Mapping quantities, (4) Evaluating mapping.

Meanwhile, the students did not identify and apply the quantities into the equation in recursive plug and chug implementation. The identifications of this game are (Tuminaro & Redish,

2007); (1) Identifying quantity, (2) Figuring out the equation which correlates with the problems, (3) Determining other quantity, (4) Identifying new quantity (if needed), (5) Calculating quantity.

## CONCLUSION

The research can be concluded that epistemic games of moderate physics-capable students in solving electrical circuit problems are the results of the analysis. The epistemic game which was used by moderate physic-capable students to complete the first, second, third, and seventh test of electrical circuit was transliteration to mathematics. In the fourth test, the students used mapping mathematics to meaning and transliteration to mathematics in solving problems. The students used mapping mathematics to meaning to solve the problems in the fifth and eighth test. Meanwhile, the sixth test was completed by mapping meaning to mathematics.

The epistemic game of this research can be used to determine a learning strategy or model which is compatible with learning material concepts. This research is limited to the epistemic game of the electrical circuit concept. Hence, extended research on other concepts and learning models can also be applied to support the mentioned learning material concepts. The result of the research can be used as a reference in developing method or physics learning strategy in order to ease the misconception of the concept which makes the students bias in understanding the concept.

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