

ABSTRAKSI

Kebebasan mengakses dan menyebarkan informasi lewat internet menuntut kemampuan berfikir kritis pengguna untuk menyaring arus informasi *hoax* dalam era *post-truth*. Di sisi lain kemajuan teknologi juga membawa *video game*, sebagai media aktifitas *pastime*, semakin dekat pada kehidupan sehari-hari. Penelitian ini dilakukan untuk mengkaji *video game* sebagai media berfikir kritis pemainnya. Teori Pendidikan Kritis Paulo Freire dan aplikasinya pada *Theater of the Oppressed* yang dicetuskan Augusto Boal digunakan sebagai dasar untuk memahami proses membangun kesadaran kritis. Observasi dilakukan pada *video game* dari berbagai varian, seperti *video game* AAA “Assassin’s Creed”, *video game* indie “Else Heart.Break()”, dan *mini-game* “Hentaiverse”. Selain itu dilakukan pula observasi partisipatoris pada berbagai forum diskusi *video game*. Hasil penelitian menunjukkan bahwa pendidikan kritis dapat dilakukan menggunakan media *video game*. Aspek naratif *video game* dapat digunakan untuk memperkenalkan dan mempromosikan cara berfikir kritis serta menyampaikan pengetahuan-pengetahuan pendukung. Aspek *gameplay video game* dapat digunakan untuk tempat membangun kesadaran kritis dan pelatihan metode berfikir kritis. Aspek *metagaming* dapat digunakan sebagai laboratorium praktik berfikir kritis. Meskipun demikian, ketiga aspek tersebut tidak selalu berkaitan satu sama lain.

Kata Kunci : Pendidikan Kritis, Pemikiran Kritis, Kesadaran Kritis, Video Game, Media Baru.

ABSTRACT

Freedom of accessing and dissemination of information via the internet requires the ability of users to think critically to filter flows of hoaxes in the post-truth era. On the other hand, technological advance also brings video games, as a medium for pastime activities that fill everyday life. This research is conducted to explore video game as a medium for critical thinking capacity building for its players. Paulo Freire's Critical Education Theory and its application to Theater of the Oppressed by Augusto Boal are referred as conceptual framework for the process of building critical awareness. Observations are made on various games, such as the AAA video game "Assassin's Creed", the indie video game "Else Heart.Break ();", and the mini-game "Hentaiverse". In addition, participatory observation is also carried out in multiple video game discussion forums. The results of research shows that critical education can be carried out using video game as the media. The narrative aspects of video games can also be useful for introducing and promoting critical thinking and thus conveying knowledge. The gameplay aspects of video games can be functioned as a place for developing critical awareness and training in critical thinking method. The aspect of metagaming can be utilized as a laboratory for practicing critical thinking. However, the three aspects do not always occur simultaneously one another.

Keywords: Critical Education, Critical Thinking, Critical Conscience, Video Games, New Media.