

Jurnal Konseling Religi

ISSN : 1907-7238

E-ISSN : 2477-2100

DOI : <http://dx.doi.org/10.21043/kr.v11i2.6916>

Vol. 11 No. 2, 2020

<http://journal.stainkudus.ac.id/index.php/konseling>



Career Adventure Application Development to Increase Career Maturity in Adolescents

Billdy Saputro

Universitas Negeri Yogyakarta, Yogyakarta, Indonesia

putra.billdy@gmail.com

Suwarjo

Universitas Negeri Yogyakarta, Yogyakarta, Indonesia

suwarjo@uny.ac.id

Abstract

Smart phones should be used to help individual activities, but it is not denied if they are used as a self-consolation device until they become addicted. For this reason, this study aims to produce an application called "career adventures" that is feasible and can improve the career maturity of adolescents, and is in harmony with developments in the disruptive era. This research used the Borg and Gall research and development model with random sampling. The number of samples chosen was 426 students who were divided into two groups as large. Career maturity scale is used as a data collection tool, which is categorized as valid and reliable at 0.834. The limited field test used analysis technique paired sample t-test and previously the prerequisite test was done. Expert validity test results showed very high feasibility and small group test results showed high feasibility based on the Guilford classification. The prerequisite test results showed that the data were normally distributed and the variant of homogeneous data groups. Paired sample t-test comparing the pretest-posttest of each group and between groups, the which resulted a significant value of 0,000 or there were differences between before and after giving the action.

Keywords: application; career maturity; simulation game; career adventure

Introduction

Technology has been developing from year to year. Developments resulting from the needs of individuals who continued to rise. Miarso (2007: 62) explains that technology is a process of increasing added values, producing products and not separate from other products that already exist because they have become an integral part of a systems. One of the forms of technology that is developed which is gadgets. Gadget the goods advanced were created with various applications that can present a variety of media news, networking social, hobby, even entertainment (Widiawati and Sugiman, 2014).

Smartphone is one of the forms of gadgets that have the ability as a computer (Wikipedia, 2016: 1). As reported from DataBoks (2016: 9) known to residents of Indonesia users phone smart in the year 2016 reached 65.2 million units, and in the year 2019 is predicted to be much increased reaching 92 million units. The results of the survey were conducted in six countries, namely Singapore, Malaysia, Thailand, Vietnam, Philippines, and Indonesia with Indonesia topping the position of the majority. Average society Indonesia using smartphones to 5.5 hours a day with the intensity of the afternoon until evening the day is getting increased. Users telephone smart diverse ranging children up to the age of advanced (Google Indonesia, in Kompas.com, September 4, 2015).

Like a knife in use, there is the impact of negative besides the benefits are gained if used not properly. For example, the polyclinic of RSUD Doctor Koesnadi, Bondowoso since December 2017 has been treating two patients addicted to smartphones. "A" is 17 years old and "H" 15 years old is a student from a junior and senior high school in Bondowoso. The results of the diagnosis showed two students experiencing addiction rate of acute with indication angry big, slamming objects, and hurt themselves alone when asked to release the phone smart of grip (Liputan6.com, 18 January 2018). Commission for Protection of Indonesian Children (KPAI) describes the case of pornography and crime cyber child experienced an increase. Vice Chairman of the KPAI, Rita Pranawati explain the year 2012 recorded crime cyber and cases of pornography as many as 175 complaints while the year 2016 was recorded as many as 587 complaints means that from year 2012 to 2016 experienced an increase were highly significant (Republika.co.id, 21 January 2018). Data that corroborate that the use of phones

smart by among teenagers and children have impact negatively in addition to the impact of positive thus be contradictory to the goal of technology.

Should phone smart used among adolescents are academic as preparing materials to learn the selection of entry college high considering the competition that there are very strict. Press release kemenristekdikti (2017: 1) showed 797 738 registrants Selection of Joint Entrance College State (SBMPTN) which is higher than in 2016 , namely 721 326 registrants SBMPTN with reception SBMPTN in throughout Indonesia in the year 2017 as many as 148 066 participants , or approximately 14.36% just that escaped following the test for the participant students need to adjust the strategy selecting majors and workmanship about the test .

Results of studies preliminary to the 342 adolescents in terms of this participant students class X SMA in Solo generate the data as follows : (1) BK teachers not using online media by 80.7%; (2) The participant students easily receive information in the form of media game at 91.8%; (3) accessibility of the media to be accessed by 95.9%; (3) game products use a 2-dimensional display of 71.4%; (4) the character of the players in the form of cartoon amounted to 65.3%; (5) the color of the display uses the predominance of pastel colors by 60.3%; and (6) the game system uses reward & punishment in the form of points of 96.2%. Based on the results that the product is developed with the view of two - dimensional with character shaped cartoon and shades of colors pastel that can be played on android and apple and using methods of reward and punishment during the game.

Facts on top gives an overview about the lack function of technology with its application by teenagers. In addition, it is still low awareness of teenagers in preparing for his career and the magnitude of expectation to receive services that attract and form application especially that can be played. For that need an alternative to the pressing impact negatively on the use of phones smart with the way supervise its use through an application that helps prepare her career. Application mobile is an application that is designed specifically for the platform mobile like apple, android, or windows mobile (Pressman and Bruce, 2014: 9).

Applications that are designed should have b superiors were clear that the purpose of the maturity of a career can be achieved. Super explain individuals that mature or are ready to make a choice that is appropriate is when the individual

has been involved in doing the planning, exploration, have knowledge of self, have knowledge of the work that is appropriate and knowledge in decision-making (Greenhaus and Callanan, 2006: 125). Aspects of exploration and self-understanding will be realized in the form of career personality tests based on Holland's typology. Such as that expressed by Holland (Sharf, 1992: 45) view that the careers of individuals have a correlation between the development of the personality of someone with the kind of work such as the suitability of the 6 types of personalities with six types of jobs are the same, namely Realistic, Investigative, Artistic, Social, Enterprising, and Conventional. Aspects of job information, planning to career decisions take concepts and job characteristics from O'NET derived from Holland's theory. In every job that is in accordance with the personality of the participant students, provided the characteristics of the job such as the value of work, the skills that are needed, the characteristics of the place of work, education that is needed, and so expected they were able to learn, predict and plan the choice of his career based on data/information characteristic of the work of the.

Applications are developed various simulations in order to provide experience to the teenager groove to establish his career. Simulation means an imitation or an act that is only pretend. Simulation if viewed from the perspective of teaching methods can be interpreted as an activity that describes the real situation (Abu Ahmadi, 2005: 83).

Teens in progress is classified at the stage of exploration with the task of development such as believe and execute deeds of Holy God, recognize the skills and obtain information that is relevant to making a decision careers , realize the interest and ability of self , identify the types of jobs that fit with the interests and abilities , and exercise develop job skills (Nuryanto, 2010: 24). This means that teens get to know, understand and develop the abilities, interests, and information work on the teachings of the Holy God were filled with faith accompanied by efforts in realizing the success of a career. At the study's participants students of SMA in Solo selected for classification of adolescents.

Based on the various descriptions do research that helps teens through product application game simulation that is worthy and capable of increasing the maturity of career Products awarded the title of sensitive (Career Adventure) with message implied aware of the future before they are so important to their notice period in the future to explore the potential and develop it. For this reason,

researchers used the Research and Development (R&D) research model of the Borg and Gall to the product effectiveness stage.

Method

This research uses the Research and Development (R&D) method. Methods of research the development of a method that is used to produce a product specific, and test the effectiveness of its (Sugiyono, 2011: 297). The method is chosen because the researchers will create a product that is worthy and capable of increasing the maturity of career participant learners are attractive and based on the theory that provide experience for the participant students are cognitively about the groove maturity career himself. There are ten steps that put forward by the Borg and Gall (1983: 775) in research and development , but the study 's authors would achieve on the test field is limited in accordance with the purpose of the study is to test the feasibility of the product and the effectiveness of the product .

Subjects selected using the technique of random sampling of the population of adolescents in terms of this participant students class X SMA in Solo for 426 children. Types of instruments are used that career maturity scale. Career maturity scale first tested the validity and reliability. Test the validity and reliability made on the participant students a number of 342 children and to process the results of their use of the application SPSS. It is known from 56 items, 45 of them are declared valid while the reliability shows $0.834 > 0.05$ which means reliable scale.

In the development of the draft carried out by preparing the initial design of the product. In the expert test conducted on media and content experts with the formula of validity and validity classification based on Guilford in his analysis. This is done to determine the level of product feasibility by experts. Test groups of little done by the participant students and counselors with the formula validity and classification of validity by Guilford in its analysis. This is done to find out the level of suitability of a decent product with the suitability of the needs of students. Limited field testing was conducted in 2 groups, namely control and experiment. It is done to look at the effectiveness of the product from before and after the action. Techniques of analysis that are used are paired samples t-test. But before the prerequisite tests were carried out, the Kolmogorof-Smirnov normality test

and the homogeneity test. Kolmogorof-Smirnof normality test is used to determine the distribution of normal data or not because the paired sample t-test test requirements must use normally distributed data while the homogeneity test is performed for data variants in both populations because the data should be homogeneous. Both paired sample t-test and prerequisite tests, the analysis process is carried out with the help of the SPSS application.

Theory Study

In research it uses two theories principal that is the theory of the maturity of career Super and typologies of personality career Holland following the classification of work. Super's career development theory is used as the basis for the theory of career maturity while Holland's theory is used in the framework of manufacturing products and how to achieve aspects of Super. Theory of Holland selected for the classification of work that is based on a match between the personality of the characteristics of the work is considered representative.

Super explain individuals that mature or are ready to make a choice that is appropriate is when the individual has been involved in doing the planning, exploration, have knowledge of self, have knowledge of the work that is appropriate and knowledge in decision-making (Greenhaus and Callanan, 2006: 125). To be able to resolve some aspects of these, the development of careers of individuals affected factors both from within and outside the self-individual (Winkel and Hastuti, 2004: 631). Attainment of maturity of the career of individuals adjusted to the stage, the Super describes the five stages of the development of a career as follows: (a) Growth Stage, which is the stage that started since individuals born in the world until the age of 15 years. At this age individuals develop various potentials, views on career concepts, interests, attitudes, and needs needed in the structure of self-concept; (b) Exploration Stage, which is the stage that started since the age of 15-24 years. On stage is a teenager began to think of various alternative positions (career), but not take a decision careers are binding; (c) Establishment Stage, which is the stage that started since the age of 25-44 years. This stage is characterized by perseverance in establishing oneself based on experience during a career; (d) Maintenance Stage, which is the stage that started since the age of 45-64 years. On stage is the adult looks adjustments yourself and live the career that is being undertaken; and (e) Decline Stage, namely the stages that occur when the adult has retired from his job and

found the pattern of life just once does not work in a career that was involved (Winkel and Hastuti, 2004: 632) . The theory of the development of career Super show that the maturity of career is a groove that is ongoing in the development of career a person. Each stage of development illustrates the direction of a career that continues to continue until someone discovered a pattern of life just after not hold office again.

In the study of this, teenagers selected as the subject of research that participants 10th grade senior high school studentin Solo with a range of age is 15-18 years so classified in the stage of exploration. On stage is the participant students faced with the decision is important as studies further, understanding the characteristics of the work, understanding of interests and talents, as well as decision-making career that is appropriate although not yet binding. Supriatna and Budiman (2009: 23) explains the tasks of adolescents in the past to discover there are four, namely: (a) Introduce the skills and information careers that correspond to the needs of adolescents are; (b) Understanding and also incorporates the capability itself and also an interest to work with considering the opportunity to get a job that; (c) Identifying the type of work and level of work in accordance with the interests of work and the capabilities they have; (d) Getting the opportunity to practice to develop skills in order to master the skills that are required on a job that is selected.

The fulfillment of the developmental tasks of the exploration stage can be achieved using Holland's career theory. Holland explained that an individual's career success requires an effort in adjusting his personality to his work environment (Santrock, 2003: 434). When people find conformity between environmental work in accordance with his personality then people are going to be enjoying the job are compared with those whose work is not on the type of personality.

Through typology holland aspect of the maturity of a career as an understanding of self and understanding of information work can be met. Things are realized through typology Holland suggests six types of personality and 6 models of environmental careers are the same and consist of realistic, intellectual, artistic social, enterprising and conventional following the example of most types of work.

Holland describes six types of personality as consideration a match between the personality of career a person with environmental careers that correspond as follows: (a) Realistically, namely individuals who demonstrate the characteristics of masculine, stronger in physical, resolve the problem in a practical, and the ability of social low. Suitable work in environments practical as farmers, laborers, carpenters building, and the driver of the bus; (b) Intellegent, namely individuals who demonstrate the characteristics drafter as well as theoretical and reduce interaction social. Suitable for work. like science or mathematics; (c) Social, namely individuals who demonstrate the characteristics of the feminine in the sense of having the ability to communicate verbally and nonverbally as interpersonal. Suitable in work interacting with many people, such as social workers, teaching, counselors and so on; (d) Conventional, individuals who exhibit characteristics like order and neatness. Suitable for jobs such as bank tellers, secretaries, or other administrative work; (e) Enterpraising, individuals who exhibit characteristics utilizing the ability of verbal processing in managing, dominating others, and selling news or products. Suitable for jobs such as sales, managers or politicians; and (f) Artistic, individuals who exhibit characteristics of expressing themselves with art and reducing social interaction. Suitable for jobs such as artists or writers.

The 6 models of environmental careers, namely : (a) Realistic Environmental, characterized by the kind of task a concrete , physical , explicit , skill mechanics , durability themselves and strength physically in a switching position and resilience to work outside of the room; (b) Intellectual Environment , characterized by the type of tasks that use abstract abilities, creative, problem solving, and the ability to write so that they are said to be objective; (c) Social Environment, characterized by tasks such as problem solving through interpretation and alteration of individual behavior and interest in interpersonal communication; (d) Conventional Environments, characterized by tasks such as verbal and mathematical abilities, routine/steady, concrete and systematic; (e) Enterprising environment, marked by tasks that prioritize verbal abilities that are used to manage and influence others; and (f) Artistic Environmental, marked with the task in clicking interpretation of the right form of artistic through ideals sense the feelings and imagination (Santrock, 2003: 434).

According to Holland, Gottfredson, & Power to be able to determine the selection of jobs that correspond to personality and environment work that needs

to be there is congruence between the results of the test with the desire of individuals means that if the results of the test indicate a category three-letter first then that is selected should be the letter first that although there is a potential two-letter the other. Besides congruent results of the test should be the consistent meaning selection of work between tests directed at three types of personality and environment are the same. For the priority between the letter first and second in choosing work. The next aspect of differentiation is the peculiarities of the individual on the type of work a particularity in the type of personality that almost together and in harmony with the characteristics of the work to the necessary elections are selective in the results of the test, especially the letters first. Lastly, the aspect of identity that is to say the extent to which the rate of interest of an individual to a job because of the high willingness of individuals will affect the decision-making kind of work (Brown and Lent, 2005: 25).

In research it uses two theories Super and Holland with the assumption each theory has the characteristics of each of the following with advantages and disadvantages. Theory Super taken as the basic foothold variable maturity career and towards the completion of the task of development. That is, the maturity of a career is considered as a process of completing the task of development of the appropriate stage, such as the exploration of self, planning a career, an understanding of self, understanding of information work, and decision-making career. In theory the Super provide confirmation completion of the task of development in every stage, but do not give in detail how to complete the fifth aspect of the. For the theory of Holland used as a complement and the fulfillment of the five aspects of the. Holland has a typology of personality that helps participants learners in fulfillment aspects of the understanding of self and exploration, the use of the understanding work characteristic can meet the aspect of comprehension of information work, and the use of the design of applications that have percentage levels of match players with the work at the end of the game to meet the aspects of planning and decision-making career . Use of Occupation of Networking (O'NET) selected as the center of information work for derivative theory of Holland into the shape classification of jobs. The weakness of Holland is only limited to provide a match without looking at the stage of the individual so that the individual adolescents with adults are considered equal. For the theory of Holland considered less appropriate if applied at each stage of individuals that need to be integrated on a stage specific. This is what underlies the variable career

maturity Super model can correlate with the theory of job suitability of the Holland model.

Discussion

The design of the product takes three points nucleus nyaitu title, content, and the attractiveness of the product. In the title of the product that was taken is sensitive acronym of Career Adventure with the tagline "for success in the future need to be aware from now". Titles are taken with the basic consideration that each individual adventure in finding the type of work that is appropriate and face various obstacles in achieving a success, meaning the games are designed to simulate the reality of a career that will participant students coming from start to plan to take a decision career.

The contents therein contain job information from Occupational Networking (O'NET) and career personality detection based on the typology of career personality by Holland. Players will get a test of personality career to know the kind of work that is appropriate so that the application directs players on a job that suit is appropriate. Furthermore, players will be asked to undergo daily activities such as school. Due to the game using a system of rewards in the form of points the participant students are required to meet an indicator that there is such interaction of social, understanding the task of the job and the characteristics of the job. If the players have met the requirements indicator of the required players visiting counselor to get the quiz because in the quiz the players will be asked to answer questions related to information about the work that is in accordance with the personality of careers them. At the end of the session the game is given a percentage match between career personality and type of work based on the player's effort in playing the game.

The attractiveness of the product was developed based on studies preliminary and produce the kind of display application that is two -dimensional with color dominant is pastel. Type the characters that have that cartoon and able to be accessed on a variety of platforms such as android, apple, and PC. In addition to the use of the rules in the game adopts a variety of values and norms in society and religion as there are hours of the night , hour sign and return the school , interacting with fellow human beings (*habluminnas*), studied with

enterprising will juxtapose themselves in success on the order of the creator, teaches discipline and istiqomah.

After the product is developed, it is tested by media experts and content experts. From both obtained results of average 0.875 (very high) based on the classification of Guilford. It is showing the products that are developed can be said to be feasible. Meanwhile, based on a test group of small to do the participant students and counselor showed a score average of 0785 (high) based on the classification of Guilford. The results are indicating that the products are worthy've accordance with the needs of the participant students.

Test prerequisites are two that test normality test and homogeneity. In the normogotov-smirnov normality test in the control group and the experimental group produces an Asymp. Sig. (2-tailed) for 0722 > 0.05 means that the data distribution is normal as shown in the table at the bottom of this

Table 1. Kolmogorov-Smirnov normality test The control group of the experimental high school in Solo

One-Sample Kolmogorov-Smirnov Test

	Unstandardized Residual
N	210
Kolmogorov-Smirnov Z	.694
Asymp. Sig. (2-tailed)	.722

a. Test distribution is Normal.

b. Calculated from data.

In the homogeneity test the two groups produced a Sig . by 0842 means that the variance of data on a sample of homogeneous or reflect on the population of participants 10th grade senior high school studentin Solo as seen on tabs el at the bottom of this

Table 2 Results of the analysis of the homogeneity test of the control-experimental group the results of career maturity

Test of Homogeneity of Variances

Levene Statistic	df1	df2	Sig.
.040	1	424	.842

In the limited field test paired sample t-test was carried out both the pretest-posttest comparison of each group and between groups. The result of the

comparison shows a comparison of pretest-posttest each group produces a significance of 0.000 or less than 0.05 means that there is a difference that is significant as shown in the table at the bottom of this

Tabel 3. Hasil uji paired sample t-test pretest-posttest pada kelompok eksperimen

Paired Samples Test								
	Paired Differences					t	df	Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
				Lower	Upper			
Pair 1 <i>pretest - posttest</i>	-15.556	4.547	.309	-16.165	-14.946	-50.278	215	.000

The result of the comparison shows a comparison posttest between groups of control experiments resulted in a significance of 0.000 or less than 0.05 means that there is a difference that is significant as shown in the table at the bottom of this

Table 4. The test results paired sample t-test posttest on group -control experiment

Paired Samples Test								
	Paired Differences					t	df	Sig. (2-tailed)
	Mean	Std. Deviation	Std. Error Mean	95% Confidence Interval of the Difference				
				Lower	Upper			
Pair 1 <i>posttest kelompok eksperimen - posttest kelompok kontrol</i>	16.790	12.730	.878	15.059	18.522	19.114	209	.000

The results of the comparison significance of pretest-posttest well each group and between groups can be drawn the conclusion that the administration of the action well before the after action is said to be significantly because value Sig. (2-tailed) most big 0000 with distinction mean of 16 790 so feasible if the product application "career adventure" which was developed able to improve the maturity of career teenagers .

This study discusses 2 main variables, namely career maturity and application -based simulation games . The results of the study preliminary showed participants 10th grade senior high school studentin Solo as a whole has been

getting the service information career at the time clock entry class / service classically as a form Permendikbud 111 years in 2014 on Guidance and Counseling, interest to consult a career participant learners can be said low . The results of the interview along with 8 counselor senior high school in Solo by 87.5% way of delivering that used counselor senior high school in Solo are lectures and discussions using media power point and the rest using media online such as websites . That is the hope adolescents with facilities that are given counseling teacher never mind in tune just only limited by the counselor fields of IT and gaps that exist make the constraints of its own . It is the case also in 10th grade science 1 public senior high school 1 Cepu such as that expressed Kuncorowati (2017). He explained the interest of the participant students to consult to room BK amounted to 47.5% and to be able to increase the awareness of participants learners needed services extra like counseling group. Through additional services counseling groups, interests of participants learners consult to space guidance and counseling be increased by 79.64%. Research that provides an indication that their actions in the form of collaboration with the type of service the other is able to increase the interest of consultation to counselor.

Andi Fatmayanti (2015) examined the effectiveness of blog media to improve career planning at senior high school 1 Bulukumba . The results of this study indicate Asymp Sig. 0.001 < 0.05 means that blog media is effective in improving career planning. Optimizing the use of media in BK investigated by Prasetyawan (2017) which resulted in the use of media that is relevant at the time of the provision of services Guidance and counseling can optimize the process of service Guidance and Counseling. For Counselor, the media help mengkonkritkan concept and motivate the participant students to learn actively. While the participants of the students, the media used as a bridge to think critically and behave. The impact of the optimization is that is helps duties counseling teacher and participant students achieve tasks development/competence base were determined.

Researchers assess that needs information career participant students felt less so affect the participant students in completing the task of the development of his career. The use of occupational of networking (O'NET) have been selected because of the content in it reflects the theory that was developed and aspects therein include the characteristics of the work is considered to support the needs of information careers of individuals. It's been studied by Smith and Campbell

(Tien, 2006: 129), he examines O'NET to the 3 engineering analysis is the analysis of factors explanatory, the analysis of clusters, and scaling multidimensional. Of the three analyzes that indicate an understanding to appreciate the value of self and the structure of the place of work are two components critical to understand the value of work.

The application product "career adventure" has been aligned with the paradigm of 21st century career intervention which is characterized by the involvement of individuals with development and social behavior in accordance without borders/barriers. It is in accordance with studies that do Savickas (2012) that confirms the paradigm of intervention career Century 21 their participation active between individuals with the development of technology due to their technology so either way works as well as skills jobs that will continue to increase . For this reason, individuals need to improve their ability to adjust the conditions of work that continue to increase. Suitability "application career adventures " with the intervention of career century, 21 appeared in terms of content and as well as design . Implementation of the media game simulation on the world of education impacted positively as that expressed Ekaterina, Anastasya, and Ksenya, (2015) describes a game simulation able to improve the training competence of the socio-cultural education techniques. Research other by Lin (2015) describes the research is using video games to improve learning vocabulary which produce the level of power to remember the subject of increased and power capture vocabulary-said more much so that the media is said to be effective. It matching is done by Pasin, and Giroux (2011) which resulted in the application of game simulation in studying literature can be improved if they have the ability making decisions that either so that in determining and consider each selection can provide impact which is more profitable. The studies that corroborate that the application adventurous career which was made in time between concept and diakuai by researchers other with indications into similarity variables were studied.

One of the aspects of the maturity of a career that is planning a career can be enhanced through the game simulation. Gasper and Omvig (1976) produces a correlation between the planning office/career with the maturity of a career with a program of education career . The level of effectiveness between the two examined by Omvig, Tulloch, and Thomas (1975) produce that are of significance to the 480 participants of students grade 6 and grade 8 were classified in group control and group experiments. Through a program of education career, grade 8 is able to

increase the maturity of careers their. It matching affirmed by Rosdi, Talib, and Wahab (2016) which asserts action in the form of maturity careers precisely executed at the age of adolescence because there is a difference that is significant for the group control by a group of experiments before and after administration of actions in the form of a module program educational career.

Product applications "career adventure " at the end of games are percentage match and geared for teens to consult about career herself to the teacher BK based application that . This is important in chapter 21 because of the many changes in various types of work. It is in line with that expressed by Yeşilyaprak (2012: 111) said that if need be the guidance vocational/career and service counseling at Century 21 men so the trend. It is happening because of the cause and result in describe the search solution careers are very p enting in the future .

Conclusion

Application "career adventure" in the manufacturing process requires collaboration from several parties for it is important for researchers to develop products understanding the coding language in making applications and steps based on consideration of the needs of researchers. It is done to minimize errors in the process of delivering the concept of the need of research on the making of applications by developers of applications, in addition to it for consideration expenditure costs and not misused use by developers of applications in terms of fraud components of making an application. The process of implementation of the application "career adventurous" requires the collaboration in terms of services such as the holding of a discussion after the game both in the classical and groups up to the need for counseling individuals as a means of deepening the understanding of career in adolescence.

Advice given to users and researchers furthermore, namely: (1) Advice for counselor, should apply media and information careers of the Internet, not just limited to power point and methods of lecture or discussion because based studies preliminary participant students want the packaging of information that made it attractive as making application. For it is in giving service counselors can use the application that was developed researcher along with the guidelines as a decoy participant students to explore the potential of them through sessions of

counseling ; and (2) Advice for another researcher, product application "career adventure" which was developed in fact already meet the needs of career and already packaged in attractive and practical . But still there are obstacles such as the elements of the map, the time, the challenge needs to be improved in the future. The problem of editing the formula is quite expensive to make a final revision after the effectiveness is not done. By because it is, to research further development of the application " adventurous career " can be enhanced.

Step-by-step development of products hereinafter are packaging the application should be registered at the Intellectual Property Rights in an attempt to patent a product that is made of researchers , in addition to the improvement coding applications need to be fixed because there are some changes after application such as maps, time in the game , the packaging challenges, in order to provide convenience for users in animates its role in the application "career adventure".

References

- Ahmadi, A & Pasetya, J.T. (2005). *Strategi Belajar Mengajar*. Bandung: Pustaka Setia.
- Borg, W.R, dan Gall, M.D. (1983). *Educational Research an Introduction*. New York: Longman
- Databoks. (2016). *Pengguna Smartphone di Indonesia*. Dapat diakses di: <https://databoks.katadata.co.id/datapublish/2016/08/08/pengguna-smartphone-di-indonesia-2016-2019>. Diakses 28 September 2018
- Ekaterina, G., Anastasya, B., & Ksenya, G. (2015). Sociocultural Competence Training in Higher Engineering Education: The Role of Gaming Simulation. *Pricedia-Social and Behavioral Science*, 166, 339–343. <https://doi.org/10.1016/j.sbspro.2014.12.533>
- Gasper, T. H., & Omvig, C. P. (1976). The Relationship between Career Maturity and Occupational Plans of High School Juniors. *Journal of Vocational Behavior*, 9, 367–375.
- Greenhaus, J.H. dan Callanan, G.A. (2006). *Encyclopedia of Career Development*. London: Sage Publication Ltd.

- Gusneti. (2017). Meningkatkan Minat Konseling Siswa untuk Mengentaskan Masalah yang Dialaminya dengan Konsultasi Terjadwal, 3(4), 12. doi:<http://dx.doi.org/10.24014/suara%20guru.v3i4.4848>
- Jahidi Bin Rosdi, M., Bin, J., Talib, A., Binti, N., & Wahab, A. (2016). Volume 5 Issue 4, April 2016 www.ijsr.net Licensed Under Creative Commons Attribution CC BY Self-Efficacy Career and the Career Maturity of Teenagers at the Exploration Stage. *International Journal of Science and Research (IJSR) ISSN*, 5(4).
- Kuncorowati, R. (2017). Peningkatkan Minat Konsultasi ke Ruang BK Melalui Layanan Bimbingan Kelompok bagi Siswa Kelas X IPA 1 SMA Negeri 1 Cepu Semester 1 Tahun Pelajaran 2016/2017, 4, 12. doi:<http://dx.doi.org/10.26877/empati.v4i2.2055>
- Lin, H. (2015). Effectiveness of Interactivity in a Web-based Simulation Game on Foreign Language Vocabulary Learning. *Procedia - Social and Behavioral Sciences*, 182, 313–317. <https://doi.org/10.1016/j.sbspro.2015.04.772>
- Liputan6. (2018). *Kecanduan Smartphone 2 Pelajar di Bondowoso Alami Gangguan Jiwa. Dapat diakses di:* <https://www.liputan6.com/news/read/3230086/kecanduan-smartphone-2-pelajar-di-bondowoso-alami-gangguan-jiwa>. Diakses 28 September 2018
- Miarso, Y. (2007). *Menyemai Benih Teknologi Pendidikan*. Jakarta: Prenada Media Group
- Omvig, C. P., Tulloch, R. W., & Thomas, E. G. (1975). The Effect of Career Education on Career Maturity. *Journal of Vocational Behavior*, 7, 265–273.
- Pasin, F., & Giroux, H. (2011). The impact of a simulation game on operations management education. *Procedia - Social and Behavioral Science*, 57, 1240–1254. <https://doi.org/10.1016/j.compedu.2010.12.006>
- Prasetiawan, H. (2017). Media dalam Layanan Bimbingan dan Konseling, (1), 8. Retrieved from <https://www.google.com/url?sa=t&source=web&rct=j&url=http://lpp.uad.ac.id/wp-content/uploads/2017/05/292-HARDI-P1529-1536.pdf&ved=2ahUKEwjzy4zjm8PkAhW963MBHRBYBtkQFjACegQIBhAH&usq=AOvVaw0KJ6tJb7o362bzAr-NPkdD&cshid=1568014665876>

- Pressman, R.S. dan Maxim, B. R. (2014). *Software Engineering: A Practioner's Approach*. McGraw-Hill
- Republika.co.id. KPAI Terima Pengaduan 4.885 Kasus Anak Selama 2018. Dapat diakses di <https://www.google.com/amp/s/m.republika.co.id/amp/pl0dj1428>
- Ristekdikti. (2017). *148066 Peserta lulus SBMPTN 2017*. Dapat diakses di: <https://www.ristekdikti.go.id/siaran-pers/148-066-peserta-lulus-sbmptn-2017/>. Diakses 28 September 2018
- Savickas, M.L. (2001) A Developmental Perspective on Vocational Behavior. *International Journal for Education and Vocational Guidance*, 49-57. Doi: 10.1023/A:1016916713523
- Savickas, M. L. (2012). Life Design: A Paradigm for Career Intervention in the 21st Century. *Journal of Counseling & Development*, 90, 13–19.
- Sharf, Richard S. (1992). *Applying Career Development Theory to Conseling*. California: Cole Publishing Company.
- Sugiyono. (2011). *Metode Penelitian Kuantitatif Kualitatif dan R&D*. Bandung : Alfabeta
- Super, D.E. (1990). A Life Span, Life-Space Approach. *Career Chioce and Development* (2nd ed.). In D. Brown, L. Brooks, and Associates (Eds.). San Fransisco: Jossey-Bass.
- TeknoKompas. (2015). *Kebiasaan Orang Indonesia Pelototi Smartphone 5,5 Jam Sehari*. Dapat diakses di: <https://tekno.kompas.com/read/2015/09/04/11301837/Kebiasaan.Orang.Indonesia.Pelototi.Smartphone.5.5.Jam.Sehari>. Diakses 28 September 2018
- Tien, H.-L. S. (2007). practice and research in career counseling and development. *Proquest Education Journals*, 56(2), 98–140.
- Widiawati, I, Sugiman, H & Edy. (2014). *Pengaruh Penggunaan Gadget Terhadap Daya Kembang Anak*. Jakarta: Universitas Budi Luhur. E-journal Keperawatan, 6, 1-6
- Wikipedia. (2016). *Gawai*. [online]. Dapat diakses di: <https://id.m.wikipedia.org/wiki/Gawai>. Diakses 28 September 2018

Yeşilyaprak, B. (2012). The Paradigm Shift of Vocational Guidance and Career Counseling and its Implications for Turkey: An Evaluation from Past to Future. *Educational Sciences: Theory & Practice*, 12(1), 111–118.

Yusuf, S. (2009). *Program Bimbingan dan Konseling Di Sekolah*. Bandung: Rizqi Press