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# PENTAHHELIX COLLABORATION FOR MAINSTREAMING PANCASILA THROUGH SNAKES AND LADDERS GAME

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Kurnia Setiawan, Ninawati, Meiske Yunitthree  
ICEBSH 2025



<https://youtu.be/naqr9JKPIQs>

# Abstrak

*The research conducted focused on mainstreaming Pancasila by using Mainstreaming Pancasila Structuration Model: Design – Experience – Dissemination. Research formulation **How is the implementation of mainstreaming Pancasila through game media?** To answer this question, a multidisciplinary approach was used, namely design thinking, gamification and structuration theory. The Pancasila Snakes and Ladders Around Indonesia activity in 2023/204 will be carried out in **14 regions in Indonesia**. The Pancasila Snakes and Ladders roadshow activity is entering the test and implementation stage of design thinking. The gamification approach, applying game elements in the non-game field (education) in the form of a game of snakes and ladders to mainstream Pancasila, succeeded in attracting interest and growing enthusiasm among the participants. This game is not only a means of learning about Pancasila, but also trains the open attitude and cooperation of the participants involved. Pancasila Snakes and Ladders can also be modified to study other themes, as was done in the Atsanti Youth Festival by adding questions about Indonesian culture or helping with Civics learning at St. Theresia School. Based on Anthony Giddens' structuration approach, **teachers/education activists can be categorized as agents**, people who have the awareness to act, mainstreaming Pancasila through the media of games. Some of them have done it independently in their respective regions, such as at Kesbangpol and FKUB Banyumas, Purwokerto, SMA St. Theresia, Jakarta and Kidstar School, Makasar*

**Keywords:** *Pancasila;snakes and ladder; gamification, design thinking, structurattion*

# Introduction

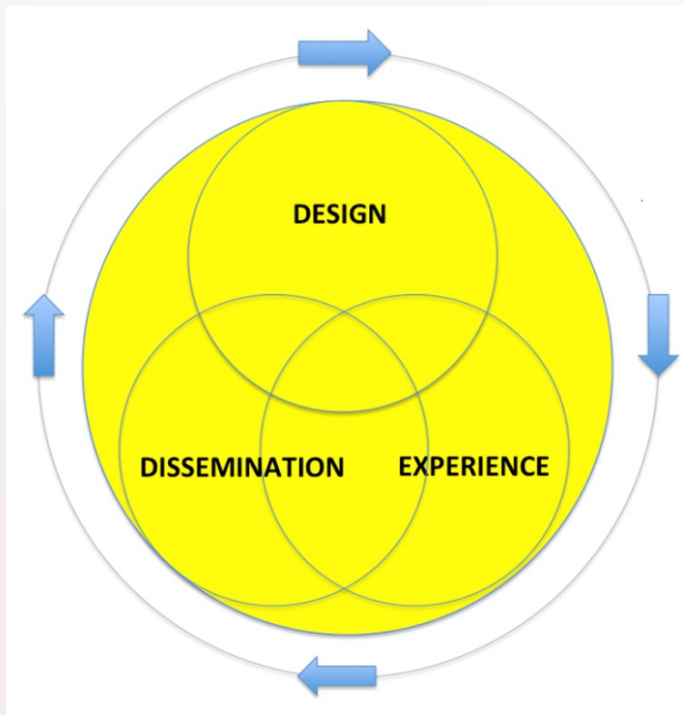
Pancasila as a guide to political and social life is increasingly weakening amidst the current of globalization which is increasingly influencing the mindset and behavior of the Indonesian people. .

Previous research focused on design and study, while the 2023/2024 research focused on implementation as a follow-up to the results of previous research (2019 – 20212).

The research 2023/2024 using mainstreaming Pancasila structuration model, gamification approach an design thinking methods

The research conducted focused on the socialization aspect of the new model using a fun learning atmosphere through the Pancasila Snakes and Ladders game. The "Pancasila Snakes and Ladders" roadshow in 2023/2014 are: Lombok, Jakarta, Surabaya, Makasar, Bogor, Klaten, Magelang, Banten, Depok, Kalimantan Barat, Banyumas.

# Research Method



This research uses a structuration model for mainstreaming Pancasila based on the researcher's 2021 dissertation. The three elements required are: **design** (designing/creating media), **experience** (snakes and ladder game activities) and, **dissemination** (socialization to a wider audience through various media). The development of these three aspects will support the ongoing process of mainstreaming Pancasila.

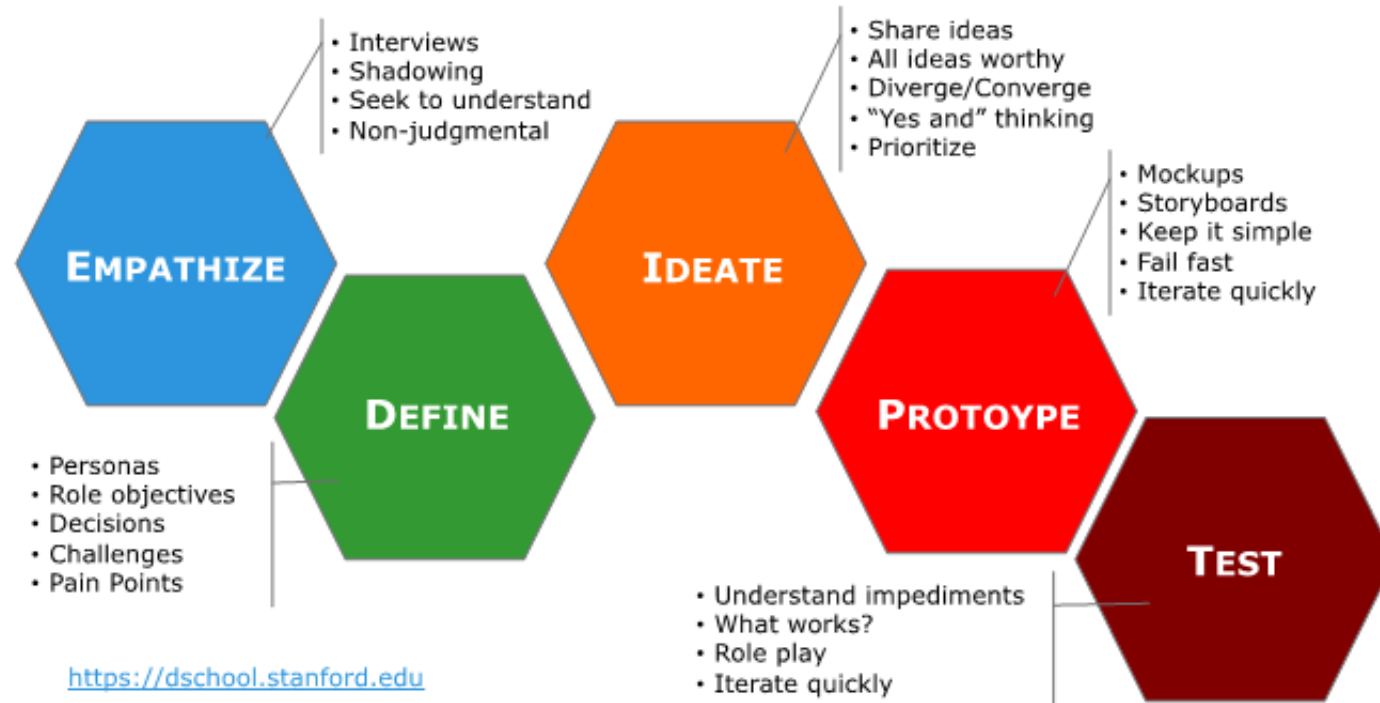
Mainstreaming Pancasila Structuration Model

Source : Dissertation (Kurnia, 2021)

Gaming	Learning
<ul style="list-style-type: none"><li>● Exploring a new world</li><li>● Quests</li><li>● Points and badges</li><li>● Social interaction: collaboration and competition</li><li>● Learn from failures</li><li>● Time limit and stress</li></ul>	<ul style="list-style-type: none"><li>● Exploring a new subject/topic</li><li>● Learning objectives</li><li>● Grades and awards</li><li>● Social interaction: collaboration and competition</li><li>● Learn from failures</li><li>● Deadlines and pressure</li></ul>

There are **similarities between games and learning**. This can be elaborated on by educators/ teachers to explore various potentials for creating play activities from the learning process so that the learning atmosphere can be more enjoyable. Gamification is the application of game elements in non-gaming situations to motivate/influence certain behavior. The application of gamification will make students learn through the processes they experience.

# Stanford d.school Design Thinking Process



**Empathize** : Concern with the strengthening of identity politics that threaten the nation's life and increasingly diminishing the understanding of Pancasila

**Define** : Pancasila needs to be introduced early with interesting learning methods.

**Ideate** : Make learning media about Pancasila by using snakes and ladders games

**Prototype** : Pancasila snakes and ladders game

**Test** : Simulation done at various levels; elementary, junior high school, senior high school, and university.

# Results and Discussion

The Untar team has carried out 20 Pancasila Snakes and Ladders activities in 14 regions in Indonesia. The Pancasila Snakes and Ladders Roadshow activity is entering the test and implementation stage of design thinking. Based on Anthony Giddens' structuration approach, teachers/ education activists can be categorized as agents, people who have the awareness to act, mainstreaming Pancasila through the media of games. Some of them have done it independently, such as at Kesbangpol and FKUB Banyumas, Purwokerto, SMA St. Theresia, Jakarta and Kidstar School, Makasar. The gamification approach, in the form of a game of snakes and ladders to mainstream Pancasila, succeeded in attracting interest and growing enthusiasm among the participants, children and teenagers who were participants. This game is not only a means of learning about Pancasila, but also trains the open attitude and cooperation of the participants involved. Pancasila Snakes and Ladders can also be modified to study other themes.



- “Siapa saja bangsa kita?”
- Berapa suku bangsa yang bisa diidentifikasi oleh seorang pelajar untuk menguji kemampuan intelektual bangsa kita?
    - 10
    - 15
    - 20
    - 25
  - Pengertian Pancasila yang sesuai dengan nilai pertama adalah ...
    - Demokrasi serta berkeadilan
    - Menghargai martabat sesama manusia
    - Memperjuangkan persatuan bangsa
    - Keberagaman
  - Tempat ibadah dan kitab suci agama Islam adalah ...
    - Tempat dan Al-Quran
    - Mesjid dan kitab suci
    - Masjid dan Al-Quran
    - Masjid dan kitab suci
  - Hal yang agung Kristiani adalah ...
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
  - Hal yang agung Buddha adalah ...
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
  - Seorang teman mempromosikan atau jualan pada hari Minggu. Temanmu sendiri mempromosikan. Sebagai seorang pelajar apa yang harus kamu lakukan?
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
  - Membantu temanmu yang sedang kesulitan dengan pengalaman apa ...
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
  - Pengertian nilai-nilai Pancasila yang dijabarkan sebagai berikut ...
    - Keberagaman
    - Keberagaman
    - Keberagaman
    - Keberagaman



- “Siapa saja bangsa kita?”
- Tujuan negara Indonesia adalah ...
    - Menyediakan lapangan kerja bagi masyarakat
    - Membantu masyarakat miskin dan meningkatkan kualitas hidup bangsa
    - Membantu masyarakat miskin dan meningkatkan kualitas hidup bangsa
    - Membantu masyarakat miskin dan meningkatkan kualitas hidup bangsa
  - Sifat yang menjadi pembeda antara bangsa Indonesia dengan bangsa lain adalah ...
    - Keberagaman
    - Keberagaman
    - Keberagaman
    - Keberagaman
  - Pengertian nilai-nilai Pancasila yang sesuai dengan nilai pertama adalah ...
    - Demokrasi serta berkeadilan
    - Menghargai martabat sesama manusia
    - Memperjuangkan persatuan bangsa
    - Keberagaman
  - Sifat yang menjadi pembeda antara bangsa Indonesia dengan bangsa lain adalah ...
    - Keberagaman
    - Keberagaman
    - Keberagaman
    - Keberagaman
  - Hal yang agung Kristiani adalah ...
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
  - Hal yang agung Buddha adalah ...
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
    - Yesus dan kitab suci
  - Seorang teman mempromosikan atau jualan pada hari Minggu. Temanmu sendiri mempromosikan. Sebagai seorang pelajar apa yang harus kamu lakukan?
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
  - Membantu temanmu yang sedang kesulitan dengan pengalaman apa ...
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
    - Membantu temanmu yang sedang kesulitan
  - Pengertian nilai-nilai Pancasila yang dijabarkan sebagai berikut ...
    - Keberagaman
    - Keberagaman
    - Keberagaman
    - Keberagaman



Pancasila Snakes and Ladders Game Package  
 Banner (6x7 m) & Cards : Question, Character, Shield, Challenge  
 Source: Dissertation, 2021

DESIGN

No	Location	Organization	Participant	Time
				<b>2023</b>
1	Lombok	Sekolah 3 Bahasa Budi Luhur	Elementry Student	January
2	Jakarta	SD Santo Yoseph	Elementry Student	January
3	Surabaya	SMA St. Agness	High School Student	February
		SMA Mater Amabilis		February
4	Makasar	Sekolah Kidstar School	Elementry Student	March
			Junior Student	March
			Elementry Student	September
5	Klaten	Cahotic Youth Community	University Student	July
		Mentari Books Indonesia "Jambore Ibu Pertiwi"	17 Elementry School	Juni
7	Magelang	Atsanti "Youth Camp"	47 High School Student	Oktober
8	Banten	Atmajaya	Dormitory Student	Oktober
		Lokamandala Gathering	Youth Community	Desember
		Kemah Kebangsaan	University Student	November
		Sekolah Mater Dei	High School Student	Desember
				<b>2024</b>
10	Putusibau, West Kalimantan	Yayasan Tunas Lestari "Training of Trainer"	100 participants: Elementry, Junior, Highschool Teacher	January
11	Sawangan, West Java	MPK KAJ	137 Jurnior Student from 46 schools	March
12	Purwokerto	FKUB, Kesbangpol "Training of Trainer"	Facilitator BLUD	March
13	Jakarta	Mentari Books Indonesia "Jambore Ibu Pertiwi"	100 participants from 28 School	June
		Perhimpunan INTI "Upacara 17 Agustus"	Mixed participants	August
		Untar "Student Collaboration Indonesia - Malaysia"	Untar - UiTM student	September
		Change Agents Festival "Sang Penggerak"	Untar - Mercubuana Students	November
14	Puncak, West Java	SMAK 4 Penabur " One Day Hero Character Camp	High School Student	November

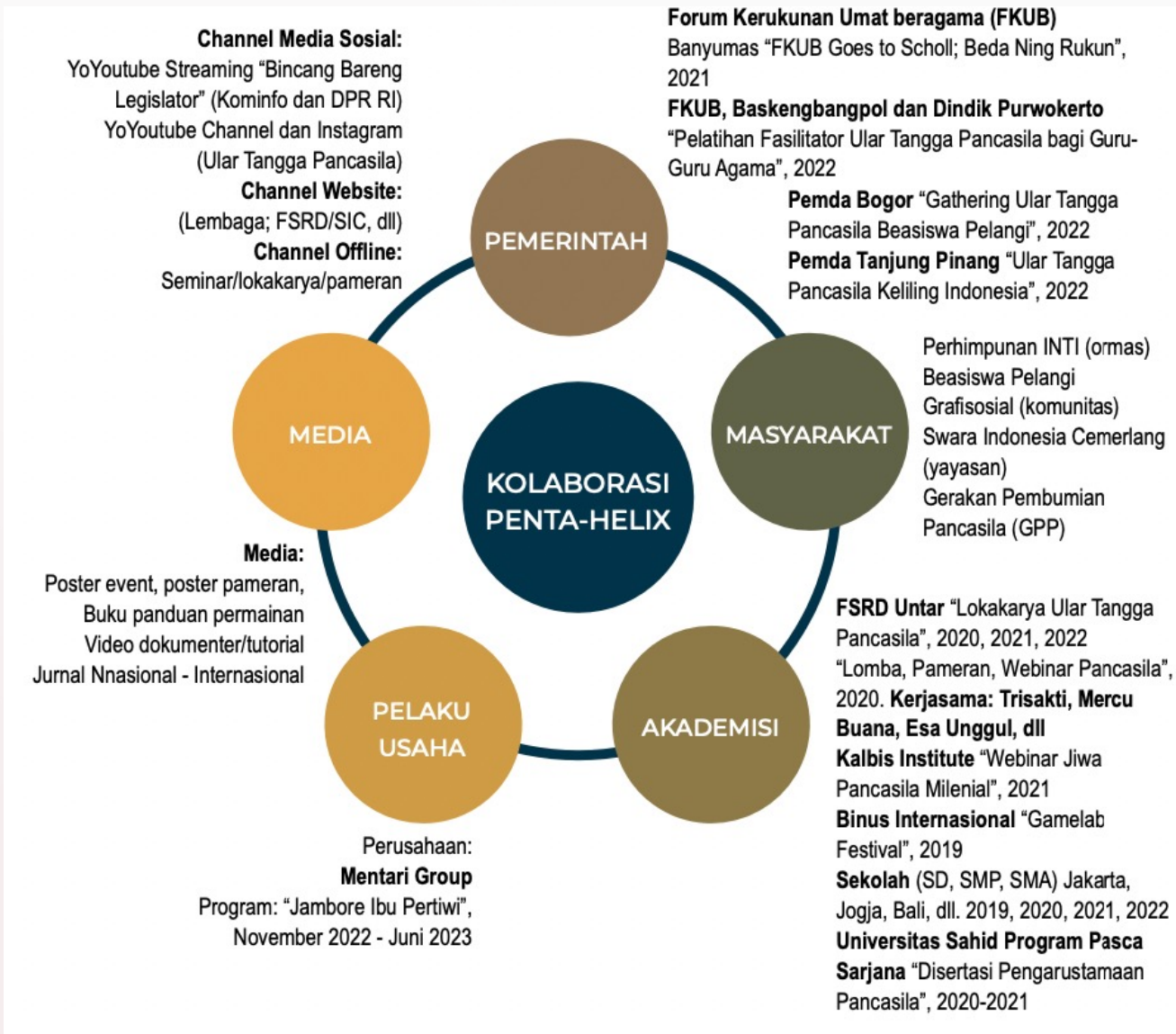


## EXPERIENCE

Pancasila Snakes and Ladders Roadshow in 2023/2024



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Stake holder (actors) :

**Academic** : Visual Art and Design Universitas Tarumanagara, Schools, etc

**Community** :Perhimpunan INTI, Grafisosial

**Governement** : Forum Kerukunan Umaat Beragama (FKUB) Banyumas, Bakesbangpol

**Business** : PT Mentaribook Indonesia

**Media** : Omnichannel (social media, website, offline event: exhibition, etc)

**DISSEMINATION** Pancasila Snakes and Ladders Pentahelix Collaboration



The Pancasila Snakes and Ladders program is expected to impact **positive change in society; help develop the spirit of nationhood and nationalism** through the process of instilling Pancasila values. This program produce: (1) **a study on the implementation of the Pancasila mainstreaming process** scheme through game media which published in national/ international journals/ bookchaper/ book, (2) **innovative design**; learning media "Pancasila Snakes and Ladders Game" which can be used by various communities/audiences in various regions; (3) **dissemination of ideas** on social media and others activities containing competitions, exhibitions, seminars to share good practices and spread ideas to a wider audience.

The long-term results of the Pancasila Snakes and Ladders program are expected to become a model for sustainable mainstreaming of Pancasila through innovative creative learning media, helping students to learn while playing in a fun atmosphere. The activities carried out can be expanded and disseminated by teachers/ education activists by referring to existing templates and it is hoped that they will be able to inspire other people so as to have a sustainable impact on a wider scale, becoming a joint movement to mainstream Pancasila.

# Conclutions and Suggestion

The structuration model of mainstreaming Pancasila through the medium of the snakes and ladders game is continuously becoming more widespread with support of stake holder in Pentahelix scheme.

The gamification approach, in the form of a snakes and ladders game to mainstream Pancasila, succeeded in attracting interest and growing the enthusiasm of the participants. This game is not only a means of learning about Pancasila, but also trains the open attitude and cooperation of the participants involved. Teachers/ education activists can be categorized as agents, people who have the awareness to act, involve themselves in mainstreaming Pancasila through the media of games.

Hopefully in the future Pancasila Snakes and Ladders Around Indonesia can spread to all corners and more people will get involved. Supported by omnichannel, offline and online dissemination media.

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OF PARTICIPATION

*NINAWATI*

FOR THE CONTRIBUTION AS:  
PRESENTER

TAINAN, TAIWAN April 14 - 15, 2025

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