

Judul artikel :
Nama Jurnal :
Edisi : Vol ..., No ..., Tahun terbit ..., ISSN/ISBN
Halaman :
Penulis :

No	Keterangan	Tanggal
1	Submit Artikel	
2	Email respon dari pengelola jurnal	
3	Catatan Revisi dari reviewer jurnal	
4	Email respon penulis Revisi I (berisi tabel revisi dan yang sudah diperbaiki- WAJIB ADA)	
5	Email respon reviewer jurnal terhadap perbaikan penulis	
6	Email respon penulis Revisi II (berisi tabel revisi dan yang sudah diperbaiki - WAJIB ADA)	
7	Pemberitahuan Penerbitan (bukti LOA)	
8	Permohonan Penyesuaian Konten Artikel	
9	Pengiriman Revisi artikel, bukti transfer dan form transfer copyright	
10	Penerbitan Artikel (artikel yang sudah terbit)	

Lampiran

(menyesuaikan yang dimiliki masing-masing penulis, baik komunikasi melalui email atau OJS)

1. Submit Artikel
(*screenshot email submit artikel*)
2. Email respon dari pengelola jurnal
(*screenshot email respon dari pengelola jurnal*)
3. Catatan Revisi dari reviewer jurnal
(*screenshot email dari reviewer jurnal, lampirkan dokumen jika ada, daftar revisi*)
4. Email respon penulis Revisi I
(*screenshot email dan tabel perbaikan dari penulis*)
(*contoh terlampir*)

Matrix of Improvement

Title: Stimulation of Cognitive and Psychomotor Capability by Game-Based Learning with Computational Thinking Core

No	Original Text	Reviewer's Comment	Revised Text
1.	2. Tahap Desain	On page 8 explain the meaning of "Tahap Desain". (From Reviewer 1)	2. Design Stage (The previous text was still written in the author's native language.)
2.	The original text still uses the author's native language.	Figure 2. Digital Game Use Case Diagram needs to be translated into English completely. (From Reviewer 1)	Each explanation section related to the game product has been provided with a translation column.
3.	"...so the students easier to understand a learning situation (Buliali et al., 2022; Dikovic, 2009; Panthi et al., 2021)."	On page 24 fix "so the students easier to understand a learning situation", "easier" is not a verb. It is actually the comparative form of the adjective "easy." The verb form of "easy" is "ease." For example, you can say, "He eased the burden" or "She eased into the new routine." (From Reviewer 1)	"...the students understand a learning situation more quickly (Buliali et al., 2022; Panthi et al., 2021).
4.	Therefore, digital games are proven to solve contextual multiplication problems that were previously difficult for students due to their lack of understanding of the multiplication concept. "With core computational thinking content, digital games are proven to help with cognitive development tasks and psychomotor enhancement, represented by increasing each level. So that students are conditioned in the mode of 'learning by gaming.' The students' responses have also proven that the core of computational thinking increases their interest in learning	In the conclusion the word "proven" is too "strong". Change "Therefore, digital games are proven to solve contextual multiplication problems that were previously difficult for students due to their lack of understanding of the multiplication concept." For something like this: "Hence, digital games have been shown to effectively address contextual multiplication problems that previously posed challenges to students due to their limited grasp of	"Hence, digital games have been shown to effectively address contextual multiplication problems that previously posed challenges to students due to their limited grasp of the multiplication concept." "By incorporating essential computational thinking content, digital games have been demonstrated to facilitate cognitive development tasks and enhance psychomotor skills, exemplified by progressive level advancements. As a result, students become accustomed to a "learning by gaming" approach. Furthermore, the students' feedback has provided evidence

5. Email respon reviewer jurnal terhadap perbaikan penulis
(*screenshoot email respon pengelola jurnal*)
6. Email respon penulis Revisi II
(*screenshoot email dan tabel perbaikan dari penulis*)
7. Pemberitahuan Penerbitan
(*screenshoot email dari pengelola jurnal, bukti LOA*)
8. Permohonan Penyesuaian Konten Artikel
(*screenshoot email*)
9. Pengiriman Revisi artikel final
(*screenshoot email, bukti bayar, form copy right*)
10. Penerbitan Artikel (artikel yang sudah terbit)
(*screenshoot artikel yang sudah terbit dari web jurnal*)