ABSTRACT

Attention deficit hyperactivity disorder (ADHD) is a learning difficulty this leads the person to become less focused and easily distracted, characterized by impulsivity, attention-deficit/hyperactivity disorder but manifests differently in each developmental stage. Children with disabilities need assistive technology (AT) to increase productivity. Game-based learning is a creative media learning that can motivated users, especially children.

This research discusses the making of the game based learning as assistive technologies to improve the focus on children with ADHD. Game-based learning built to replace the role of doctor or therapist who can only train children with ADHD in the therapy. Game-based learning application that built was a mobile web application using HTML5 and javascript technologies using agile development methods. There are 3 games in ADHIKIDS namely matching card, spot the different, and word search. The game is aimed for children aged 7-12 years and needed companion on play.

Keywords : ADHD, Game based learning, Assitive technology, HTML 5