

Abstract

Congklak is an Indonesian traditional games that can train basic skills for growth and development in early childhood such as motor skills, ability to analyze and think, patience, and the ability to socialize. In the early childhood development, playing is important activity in development of the child, because the game will be the cause of pleasure and calm so that capabilities such as motor and cognitive skills children can be trained due to the experience of children who used to play games that hone motor skills and cognitive. Mobile game development has been highly developed at this time. There have been many children who can play mobile games and even have their own so the children are familiar with mobile gameplay itself.

In this final project, the effectiveness of congklak game with augmented reality paradigm, the paradigm of personal computing, and traditional congklak will be measured. The method will be used is Relative Time Manipulation (RTP) to calculate the effectiveness of an interaction based on the time achieved by children while trying the different kinds of games that is augmented reality, personal computing, and traditional. After getting the average value of the three interactions, will be compared to the results of the three interactions so that it can be concluded based augmented reality interaction, personal computing, or traditional more effective for children early age.

Keyword : *interaction style, user experience, augmented reality, personal computing, traditional, relative manipulation time.*