

## **ABSTRACT**

*These days, there are a lot of digital applications that human use for their daily activity. For example is game application for children. This new phenomenon caused a worry that game application for children will make them less trained in motoric and cognitive skills. Therefore, we conducted a research with children as the participant using a congklak game using mouse-based interaction, touch screen-based interaction and traditional instrument. We did the reasearch to measure each interaction score using some variables. The result showed that the score of interaction using touch screen is more effective at training motoric and cognitive than mouse mouse-based interaction. The score of interaction using mouse showed that it was good enough but it will be better if the interaction is improved so the score of each variable will be optimum.*

*keywords : interaction, congklak, user experience, touch screen, mouse, traditional.*