Abstract

Educational game in this final project childern was made to help huperactive children with special needs in learning assaulted. Fact in the field is that hyperactive child who hardly can not e calm and nly focus on one thing that is considered attractive. While in Indonesia, learning system have more focus n activities that children must sit and stuy quietly. However, such systems are not suitable for the hyperactive children with a lot in moving activity

This game suplements education for hyperactive children to learn of their learning as well as training them to learn the situation of sitting still or minimize their unneccesarry movements.

Educational game that mimic screen image concept then follows some images that appears wher ts interfaces are made whic attracting hyperactive attention by implmenting kinecttecnology.

Keywords: Educational Games Hyperactive Children, Kinect,