

Abstract

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

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

Educational game that mimic screen image concept then follows some images that appears when its interfaces are made which attracting hyperactive attention by implementing Kinect technology.

Keywords: Educational Games Hyperactive Children, Kinect,