

ABSTRACT

ADHD is a neurodevelopmental disorder characterized by difficulty paying attention, hyperactivity, impulsivity (acting before thinking) as well as having difficulties to interact with the environment. Handling children with ADHD (Attention Deficit Hyperactivity Disorder) can not be cured simply by using pharmacological or medicine, but also by using the therapy. This therapy is done by a doctor or therapist in the hospital or in the foundation where therapists to practice. Therapy can only be executed at the time of therapy, which at the time in a hospital or institution where the therapist working. At home, the child can not do independently therapy.

In this study discusses build a game-based learning as a supporting technology to develop social interaction skills in children with ADHD. Game-based learning is one of the creative learning media that can attract the user motivation, especially the children. The goals of the application is to replace the role of a doctor or therapist who can only train the children in the hospital or clinic. Games based learning application which is a mobile web application built using HTML5 and JavaScript technologies using agile development methods. There are three objectives in this research is learning cooperation, self-control learning, and learning responsibility.

This study was also accompanied by AcceptanceTest User testing (UAT) directly to the target users regarding the functionality and user survey on the quality of the display and the benefits of using this application.

Keywords: ADHD, game based learning, HTML5, Agile Development.