

## ***ABSTRACT***

*Game is a very popular digital media and relatively loved by all people, especially young people and children. Today, many people use game as a medium to help them for delivering specific information to the other people, not just as a medium for having fun. The interest that children have in game can be used to help them to understand or deepen their school lesson, especially if the children are having problems in the conventional learning process in schools because it could be caused by the education system and the use of the mechanism of implementation that still not optimal. For the children with kinesthetic learning style, where they tend to be always actively move and they process information through their body movements, the game can be a good option for them to digest and understand information, especially in terms of school subjects.*

*To bring the game into a real thing, the authors conducted research related to the development of the game to help the kinesthetic children to learn their subject. The development of the game is using HTML5 technology considering the easiness of access and their flexibility. The game is built using the Multimedia Development Life Cycle (MDLC) method, and the output of the game is expected to become a good media for helping kinesthetic children in their learning processes, especially in math subject.*

*In this research, there is a testing phase for the game. From the data that acquired when doing the user acceptance testing, it is concluded that the game managed to be well accepted by users and it can give positive impact for the users.*

*Keywords: Kinesthetic e-Leaning , kinesthetic Games, Educational Games, HTML5 Games, Web Games*