

ABSTRACT

Learning achievement is a benchmark after following the learning process. Mean while the math's learning achievement student grade 5 at ciganitri 01 elementary school currently low, it was proven by the daily test score recapitulation data, that still many student still got score less then the minimum score criteria. According to the teacher's statement the cause of this trouble are, there are a lot of student who don't understood fraction material as the basic material that taught in grade 5. So it need special treatment in order to achieve more optimal result.

According to Elvi Mailani's research, that the monopoly game that was used as a math learning medium for elementary students can give positive impact by train the students to hone their skills. But in this research, the media that used in this research, was less effective, because it still needs special treatment to achieve more optimal results.

Base on these problem, it will needd to design a prototype application of the monopoly math fractions game for elementary school students by focusing on UI and to developing the understanding math fractions material for the students. The method in designing this application is using goal directed design method by focusing on the goals. After that, the prototype was already evaluated the usability using qualitu in use integrated measurement, with the results percentage 91,56%. It means the UI model that made already fulfilled as a good usability and can be a math fractions learning media for elementary school students.

Keywords: *5th grade elementary school, fractional math, monopoly game, user interface, goal directed design, quality in use Integrated measurement.*