

Abstract

Natural science is one of the academic subjects studied since 4th grader of elementary school. Academic subject of natural science become complicating, confusing and boring for children because the way the teachers explains the material and media used is still unmaximal. The impact can be seen from the low result children obtained. Elementary school children characteristic is playful, playing become the most effective way for children to learn. Snakes and ladders game developed by Daluti Delimanugari and is used as learning media of natural science achieved superfine category and proper to use as learning media of natural science, but still lack of flexibility and practically so that impossible to use anytime and anywhere. Technology is interesting to children because it presents motion dimensions, sounds, colors, songs and varying materials. Children also can use technology anytime and anywhere. Children do not get those advantages from using other media. Therefore, the researchers indicated a solution from snakes and ladders game application as learning media of natural science to use anytime and anywhere. Method used in designing user interface model is user centered design. User centered design is a method of designing an application focus on the characteristic, task and environment of the users. By applying the user centered design method, snakes and ladders game application is accordance to children characteristics. Usability test results from snakes and ladders game application showed an average value of 88.8%.

Keywords: *natural science, elementary school, snakes and ladders game, user centered design, user interface.*