

ABSTRACT

DESIGN of APPLICATION of MATHEMATICAL EXERCISE BASIS of GAMES AS a LEARNING TOOL CHILDREN AGED 3rd grade ELEMENTARY SCHOOL

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Currently an awful lot of children use a smartphone. Most children tend to use Smartphones to play games as well as the application-type entertainment. But it can serve as a means of education, one of which is a mathematical game. With the concept of playing and learning expected kids get excited about learning lessons and loved math.

In Indonesia alone, making this educational game is still relatively low. Therefore, this research author will create a interkatif in the form of media design of education mathematics game. This game tells the adventures of Prince Muhammad seeking fruit maja for the treatment of his people. To get the fruit of the maja, Prince Muhammad should be able to solve a math problem correctly in the form of addition, subtraction, multiplication, Division and fractions

Meanwhile, the creation of educational game application is intended for kids ages three-classroom primary school (9 -11). author's design, using Adobe Illustrator, Adobe Photoshop CS6 CS6 and Construct 2 for programming. As for the methods used are observation, interview, library studies, grounding theory, matrix comparison, and charging question form or questionnaire.

Keywords: Smartphone, Interactive Media, applications, games, math