Abstract

Traffic signs are street supplies of numbers, symbols, and letters used to provide warnings, restrictions, orders and directions for road users. The purpose of making traffic signs is a means of communication between users of roads so that road users to each other understand and not to crash. Traffic signs often we see the highway but sometimes we understand but violate or we do not understand so we violate. And from our behavior and knowledge in riding on the highway that affects the level of violation or traffic accidents. For that need the media to be a container as a warning or prevention to the children who will become the user of the road. In today's era where smartphones have been known early on to teach children, entertain children, and distract children is the right container. Interactive games are games to introduce and have interactions between players and games. Mobile games on traffic signs are expected to help introduce children to traffic signs early on. With a game of randomly drawing traffic signs, children can remember traffic signs. In designing this interactive game using qualitative methods in the form of interviews and case studies for data collection and approach.

Keywords: Traffic signs, *Mobile Game*, *Interactive*.