

ABSTRACT
DESIGN OF INTERACTIVE ILLUSTRATIVE BOOK ABOUT
TRADITIONAL GAME TO TRAIN CHILDREN'S MOTORIC

Motoric is all body movements, including internal movements and external movements. Motoric development in early age will giving big impact throughout human life. Even though motoric training is still carried and even improved in schools, Indonesian children's motoric development are slowing down from generation to generation. That cases was impacted by the time and technology advance. Children nowadays are not like acient children who playing in the field. There were rare to find children who still playing traditional game, they are prever to playing with gadgets. Therefore, support by parents and facilities are very important to train children's motoric at home. Interactive illustrative book about traditional game can be used as a media for children's motoric training, because it contains activity like writting, drawing, coloring, counting, cutting, sticking, and playing traditional game. Other than that, children also can increase knowledge about traditional games that rare to find nowadays. The methods used to gather the information are study literature, observation, and interview.

Keywords: Book, Illustrations, Interactive, Children, Motoric, Traditional Game