

## ABSTRACT

*The existence of a more interactive learning system is one of that factors motoric for early childhood among 2-6 years old. Motoric is the development of balance motion coordination of the body. And this condition are early childhood that has not developed to the maximum and lack of a game development of early childhood. Goal of this final project is to implementation tangible interaction Pump The Balloon to Practice Motoric for Early Childhood. Game application is named Pump The Balloon which contains about number and color recognition using animation. Working method used is Game Development Life Cycle (GDLC) which consist of Initiation, Pre-production, Production, Testing, Beta, and Release. With the results of these trials, it can be concluded that tangible interaction to practice motoric for early childhood.*

*Keyword in English: Tangible Interaction, Pump The Balloon, Game, Motoric.*