

ABSTRACT

BOARDGAME DESIGN AS NON-VERBAL COMMUNICATION MEDIA FOR CHILDREN WITH SPECIAL NEEDS

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Language is one of the factors in children's growth. Normally a child begins to communicate at the age of 6-12 months. If a child passes that age and still unable to communicate, there is a possibility that a child has a speech disorder and requires special therapy. Children with speech disorders need media to help them communicate. The media does exist, but they are often visually unattractive and low in concept so that it affects the effectiveness of therapy which relies only on the therapist. The purpose of this study is to design interactive communication tool for children with special needs with speech disorders. The method of data collection is done qualitatively by observing the targets, interviewing speech therapists; child development doctor at Rainbow Castle; and experts in graphic design, surveying parents, and studying literature by reviewing journals/books. The data is then analyzed using the comparison matrix method to obtain a visual comparison. The results of this data study are used as the basis for designing boardgame to achieve research objectives and are expected to help children with special needs to communicate with their environment.

Keywords: Communication Tool, Non-Verbal Communication, Boardgame, Children with Special Need