Abstract

In this final project report, the topic of discussion is the design of a game application for numeracy skills in elementary school students whose case study is SD Binekas. Through the results of interviews with SD Binekas teachers from grades 1 to 3 students need concrete objects in presenting material so that students can understand the concept of arithmetic operations, related to this, students need numeracy learning media. The formulation of the problem in this final project is to design learning media that includes practice questions and arithmetic material for students in grades 1 to grade 3 elementary school. With the aim of making game features that contain practice questions and counting material from grade 1 to grade 3 elementary school. The application design uses the multimedia development life cycle method. at the final stage the application will be tested using a test consisting of 2 stages, namely user acceptance testing using questionnaires distributed to Binekas Elementary School teachers from grades 1 to 3, and functionality testing to check the suitability of the application functionality. Based on the results of user acceptance testing through questionnaires distributed to SD Binekas teachers, it was found that SD Binekas teachers agreed that this application could help the learning process of arithmetic. From the results of functionality testing, all features in the application are running well.