

## **Abstract**

Children are a period where boys and girls have not experienced puberty, children are a stage for someone to develop and learn. But also with limitations, some children have limitations in learning and understanding the surrounding environment. One of the causes is children who have Autism Spectrum Disorder (ASD). Children who have this disorder are difficult to develop and also learn about the environment, so that their intellectual abilities are below that of other normal children. To help cognitive and motor skills, children with Autism Spectrum Disorder (ASD) are given therapy, one of which is occupational therapy by applying games as a medium of learning and stimulating their abilities. The game that is usually played is a puzzle. However, over time the game needs to be developed into digital technology in order to give a more impression when playing and become an alternative therapy media, therefore a model is needed to produce a media that can provide an interesting experience when playing it. To solve these problems the User Centered Design (UCD) method is needed, because this method pays attention to the needs of its users. To determine the Usability using the QUIM (Quality in Use Integrated Measurement) method. From the tests carried out, it was found that the low type user persona got a percentage of 80% in each variable, while the good type user persona got a percentage of 86-100% of the variables tested, which can be concluded that the media designed is good and according to user needs. As for testing motor stimulation using TGMD (Test of Gross Motor Development), the results obtained are the development of motor stimulation when children use a prototype media designed

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