

ABSTRACT

Thematic interactive game is a basic math educational game. This game aims to learn math interactively for student activities. This study aims to learn to count in elementary school students whose case study is SD Binemas. This math game is in the form of animated video material such as an existing arithmetic explanation video and is equipped with a graphic design display that meets the UI/UX design concept. So that by making a display for UI/UX so that students learn happily and comfortably because they see the color combinations contained in the game environment by providing easy-to-understand features. Based on the implementation and testing that has been done, the UI/UX design can be implemented in the making of thematic interactive games, and the questionnaires that have been distributed to the school have a good average score.

Keywords: Interactive, Game, UI/UX Design, Thematic.