ABSTRACT

Cases of speech delays increasing every year moreover, the impact of the post-pandemic COVID-19 has caused a significant increase in the decreased ability to speak in children due to the indirect impact of special socialization rules. There are many choices of speech therapy for children, one of which is the PECS (Picture Exchange Communication System) method in which the method uses visuals for children so children will say names and words from the visuals. With the development of the world of technology, the PECS method which is usually done with conventional tools/ media can be developed using media that is more efficient and does not reduce the function of the method. This design uses qualitative methods as a research method. Data collection was carried out by observation of research objects with similar works, the questionnaire method, as well as literature study. In game design, there is concept art design as part of the process, by designing visualizations that are suitable for children. By designing characters and visuals that are suitable for children, it is hoped that it will be able to help children in speech therapy achieve maximum results.

Keywords: Concept Art, Children, Speech Delay, Game Education