

ABSTRACT

The number of cases of speech delay or speech delay is increasing every year, and the post-pandemic impact of COVID-19 in 2020 has significantly impacted children's speech ability. Many alternative speech therapy options are available, one of which is the PECS (Picture Exchange Communication System) method, which uses visuals to help children say related words or names. Keeping up with technological advancements, the PECS method can now be developed using more efficient media without compromising its function. This study uses a qualitative method by observing the research object, and similar works, conducting interviews and literature studies. Game Design, level design, MDA Framework, and gameplay loops are designed. The aim is to help children in speech therapy achieve optimal results.

Keywords: Game Design, Children, Speech Delay, Education Game.