

ABSTRACT

Children with ADHD (Attention Deficit Hyperactivity Disorder) often have difficulty focusing and recognizing basic colors, which affects their ability to learn. A case study at SLB-C YPLB Cipaganti shows that the available learning media is still unable to meet the needs of children with ADHD, especially to improve concentration and color recognition. Therefore, this study aims to create a more fun and interactive educational color lotto game tool as a learning medium. This study uses a qualitative approach with a case study approach, then the data is processed using an inductive approach. The SCAMPER method is used as a concept design. The design process begins with concept creation, design sketches, prototypes, expert validation, and direct trials with ADHD children at SLB-C YPLB Cipaganti. The design was carried out through field data collection, including observation and interviews. The results show that, through fun matching activities, the color lotto game can help children improve their focus and ability to recognize colors. The use of bright colors and high contrast has been shown to attract children's attention, and the shape and size of the product are designed to suit children's motor skills. In addition, the interactive play method makes children more motivated and more able to persist in learning activities. It is hoped that this product will be an alternative educational game tool to meet the needs of children with ADHD and can be used more widely in special schools.

Keywords: *ADHD, color lotto, focus, color recognition, SLB-C*