

Metaverse Game sebagai Alat Pembelajaran Interaktif untuk Keterampilan Anak Autis (*Development of a Metaverse Game as an Interactive Learning Tool to Enhance Cognitive Skills in Children with Autism*)

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ABSTRACT

This study explores the development of a metaverse game as an interactive learning tool aimed at enhancing cognitive skills in children. The integration of immersive technology in educational frameworks has gained momentum, offering novel approaches to engagement and learning. The proposed metaverse game leverages virtual reality and interactive scenarios to provide a dynamic and stimulating learning environment. By immersing children in a virtual world where they can interact, solve problems, and complete educational tasks, the game aims to improve critical cognitive abilities such as memory, attention, and problem-solving skills. Preliminary findings suggest that the use of such interactive tools can significantly boost children's cognitive development compared to traditional learning methods. The study highlights the potential of metaverse-based learning environments in revolutionizing educational practices and offers insights into the design and implementation of effective interactive learning tools. Future research will focus on long-term impacts and scalability of metaverse games in diverse educational settings.

Keywords: *Metaverse, interactive game, cognitive learning, children, virtual reality, educational technology, dynamic learning environment, cognitive skills, game development, interactive education.*