

DESIGN OF EDUCATIONAL GAME “BETA – LEARN ALPHABET AND NUMBERS” BASED ON ANDROID TO IMPROVE COGNITIVE AND MOTOR SKILLS OF PRESCHOOL CHILDREN

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ABSTRACT

Educational game learning media brings a new innovation that makes children more interested in learning. Educational games are considered to have the potential to make learning more fun, interesting, and effective. Games for preschoolers have an intrinsic appeal and can stimulate their active involvement in the learning process. The basis of learning, namely knowing letters and numbers, can affect the ability to read, write and count in the future. In addition to basic abilities, cognitive and motor skills are also very important. Preschoolers can learn while playing using educational games. The educational game for the introduction of alphabets and numbers in the Puzzle feature is designed using the GDLC (Game Development Life Cycle) method so that the design process is smooth and clear. The existence of the educational game "BETA - Learning Alphabet and Numbers" is expected to improve the cognitive and motor abilities of preschoolers, especially in the Puzzle feature that can hone and measure their abilities.

Keywords: *Geme Education, Android Games, GDLC (Game Development Life Cycle), Preschool Children*