

ABSTRACT

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Study program : Informatics Engineering
Title : Server-Based Educational Game as an Evaluation of Learning in Children with Down Syndrome

Harapan Bunda's Extraordinary School (SLB) has 17 teachers, 40 students and 29 classrooms. Where the Harapan Bunda SLB students experience mental disability from birth or down syndrome is very difficult to recognize letters and numbers. Extraordinary Schools (SLB) Harapan Bunda requires digital learning media, especially in the form of games so that the creation of teaching and learning processes that are not boring and increase student interest in learning. So the need for digital learning media in the form of server based games.

Educational games for the introduction of letters and numbers are made easier to understand with the aim that children with special needs such as Down syndrome can learn a little more about letters and numbers where the game has been designed to be easily played by students, interactive and interesting.

This educational game is made with a website-based system with the aim that parents with children who have special needs such as Down syndrome can later access themselves from a cellphone or laptop with the same system and teach their children independently at home or anywhere and not limited place and time like at school or at the guidance place, digital learning media / educational games are designed to be a solution in overcoming the problems above, the game is made using construct 2 then exported to HTML 5 so that it can be run on the website. With the presence of digital learning media in the form of games, it is expected to facilitate teachers in providing teaching to students and make it easier for students to recognize letters and numbers. The research methodology is carried out in several stages, namely: The first stage of the Data Collection Method includes: observation, interviews, library research / library research, and analysis of needs. The second stage of Game Design Using the Game Development Life Cycle (GDLC) Method.

Keywords: *Educational Games, Android, Down Syndrome, SLB*