GAME-BASED EDUCATION IMPLEMENTATION OF
INTERACTIVE MATH EDUCATION FOR ELEMENTARY SCHOOL
iMathics
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ABSTRACT

The importance of education is indisputable nowadays and in education. There is a problem which is students tend to get bored in the classroom. Math is the basic of lots of other subjects, so to make the future education become easier, the basic math skill should be strong. Based on those two issues, lots of people develop math game-based education, but in the market there are only a few softwares that targeted for children of range of 4th to 6th grade of elementary school and using Indonesian language. The available softwares also only focusing on the teaching part, which make the children, do not like the softwares.

Because of the aforementioned problems, the writer designed a solution which is iMathics as a game based educational software that teach basic math for children of range 4th to 6th grade of elementary school, have 2 language options (Indonesian and English), and focusing on the game part. iMathics teach several basic math material which are addition, subtraction, multiplication, division, time reading, higher number, less number, and essay questions. iMathics also has 6 type of games for the children which are Balloon Shooting, Space Defender, Time Attack!, CatchIT!, TimeIT!, and The Shop Keeper. The solution has tried to address the problems and based on the result of the implementation, iMathics already add the number of software that needed by the children, and also could reduce the chance of children to get bored.

Keywords: Educational game, Children, Basic math, Software, Flash