

ABSTRACT

Autism is a neurobiological developmental disorder that affects a person's cognitive abilities, social functioning, communication, and behavior. This research aims to improve the cognitive abilities of Autistic children through visual design and integration of visual elements in the Game Design Document (GDD) as therapeutic support for better engagement and understanding. This research applies qualitative methods through observation and interviews with teachers at Yayasan Biruku Indonesia. In addition, journals, similar works, and literature studies were analyzed. The data analysis technique used is descriptive narrative. The GDD design of the game "Diari Arka" applies visual elements to improve the cognitive abilities of autistic children. Visual elements are implemented into assets in the form of activity icons, game modes, and interfaces.

Keyword: *Game Design, Autism, Cognitive Abilities*