

Abstract

Learning activities of student with mild mental retardation are restricted by conventional learning method. Not all of materials in curriculum were designed in concrete of functional scheme. One-way intensive learning from teacher to the students could decrease learning motivation eagerness. Moreover they become boring and forget the materials quickly. Furthermore, in motorical aspect, students with mild mental retardation also has limitation in their motoric balance

Kinect-based educational game for student with mental retardation is a dekstop game. It's objective is enhancing students' comprehension of learning during in school and also train their moving balance aspect.

. The game is played using Kinect and Personal Computer. It implements motion-based gestures, augmented reality and voice recognition. It would cover not only cognitive aspect but also affective and psychomotor. Besides, it would appeal students to study the materials and increase their comprehension in learning process.

Keywords : Educational game, Kinect, mild mental retardation