ABSTRACT

Eryanto, Aulia. 2017. Mobile Game Design as Iqra Learning Utility for 6-12 Years Old Kids. Final Project. Major Visual Communication Design. School of Creative Industries. Telkom University

"Yuk Belajar Iqra" is a Mobile Game as a tool for learning Iqra for children aged 6-12 years. In this Mobile Game, the designer lifts the phenomenon that occurs in children nowadays where so many children who can already play or use the gadget with advanced but not used for positive things and some parents also let their children playing Gadget until protracted. As Muslims, learning the Qur'an is obligatory and begins with children by learning Iqra first because the Iqra method of learning is the first step to studying the Qur'an. Based on the child psychology method, the age of 6-12 years is the time when children start developing from the side of Affective, Cognitive and Psychomotor. From the results of the questionnaire data, many parents who agree with the method of learning Iqra with Mobile Game media. Therefore the designer makes a Mobile Game with Iqra content in which there are methods of learning and playing. In the learning method the children will be taught in accordance with their respective stages starting from Iqra volumes one to six volumes and then the play method presented with the Puzzle genre. The important part of this Mobile Game is the children have to learn first to be able to play the playing mode.

Keyword: Puzzle, *Mobile Game*, Iqra, Learning, Playing