

ABSTRACT

The design of the Balloon Pump Game Interface by applying Tangible Interaction is an application that aims to see gross physical development from an early age. Currently, gross motoric development at an early age requires a variety of methods and stimulation. The right way to increase early childhood movement stimulation is through games.

The design of this Balloon Pump Game Interface applies the Tangible Interaction method. Tangible Interaction is an interaction that is appropriate to the use of movement in physical space that provides digital materialized physical information to get interesting and interactive results. This method is very effective for training gross motor movements in early childhood.

The concept of Tangible Interaction can be used to enhance learning that is very relevant and close to children.

Keyword in English : Tangible Interaction, rough motoric, game