

## ABSTRACT

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*The development of the Transportation Puzzle game has the goal of becoming one of the learning facilities for children at Little Moslem IT Kindergarten. The Transportation Puzzle Game has 2 types of mini games in it, namely the Transportation Shadow Puzzle, and the Transportation Part Puzzle, which the author discusses in this project. This game was developed by the author using the GDLC (Game Development Life Cycle) methodology which includes initiation, pre-production, production, alpha testing, beta testing, and release. As part of the test, the author conducted a survey on children at Little Moslem IT Kindergarten to find out if the children were interested and liked the Transportation Part Puzzle game that the author developed. The results of the survey that have been conducted show that 92% of respondents like the Transportation Part Puzzle game, which indicates that the Transportation Part Puzzle game has succeeded in attracting children's interest as an interactive learning medium.*

*Keywords: Game, TK IT*