

# A BOARD GAME DESIGN AS AN INTERESTING MATH LEARNING FOR 3RD GRADE ELEMENTARY SCHOOL STUDENTS



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## BACKGROUND

Mathematics is a subject that is considered difficult for elementary school students which makes many students less interested in learning math, so a snakes and ladders board game was created as a fun learning tool so that students are more interested in taking math lessons.

## GOAL OF RESEARCH

Giving a fun experience in learning mathematics, so that students are more able to like and be interested in mathematics subjects, especially in the operation of arithmetic notation.

## DESIGN METHOD

### EMPATHIZE

Approaching the target audience to find out the problems that occur

### DEFINE

Collect the information that has been obtained then determine the problems that occur

### IDEATE

Determine ideas from previously discovered problems

### PROTOTYPE

Designing a board game from the identified problem

### TEST

Testing the project on a predetermined target audience



## DESIGN PROJECT

The keyword of this design is "Immersive", which refers to a gaming experience where the player feels like entering the world of the game, feels fun and can enjoy a journey that fits perfectly with the adventure theme of the snakes and ladders board game, so that students do not feel depressed and bored when learning math, because math is a lesson that is quite difficult and boring, an interesting and fun learning method is needed so that students can be interested in learning about the operation of arithmetic notation.

## FINDING

Interactive and fun learning can increase the learning interest of elementary school students, so the use of board games has the potential to be an effective and interesting learning media for elementary school students, especially in learning arithmetic notation operations.

