ABSTRACT

In to improve the efficiency of the application that contains elements of education in need of alternatives and new innovations in programming to be applied as a tool to facilitate the learning process. Given the educational game recognize the letters, arrange the letters and guess the image's is expected to improve reading skills in children in the learning process of children in reading and remember, that educational games are very useful in education. The authors chose children aged between 4-12 years as a target player, because the learning process in theoretical difficulties in teaching the childrens, considering childrens prefer to plays.

Preparation of this paper used the method of system development method is to use the Prototype Model is a mechanism to identify software needs. Tools used to analyze the design of compilers use objects through the use case diagram, use case scenarios, activity diagram, sequence diagram, collaboration diagram, class diagram and the diagrams are considered as a whole is considered to represent a system that can be understood by the users. While applications that useis the visual studio 2010.

The application of educational games recognize alphabet, arrange letters and guess the image is expected to resolve the issue. So that at the time the child plays this game can indirectly learn to read, hoping the spirit of the child will be more motivated to learn and improve the quality of children's learning.

Keywords: Games, Education and Reading