ABSTRACT

In an effort to improve the efficiency of the provision of applications that contain elements of education in need of alternatives and new innovations in terms of programming to be applied as a tool to facilitate the learning process. With the mathematical educational game is expected to improve the numeracy skills of children in learning mathematics, that the educational game is very useful in education. Authors choosing children as targets "player", because of difficulties in theoretical learning process in teaching the children tk, remember the kids would rather play.

Preparation of this paper using waterfall method because the design of this model is a classical model that is systematic, sequential in building software. Tools used to analyze authors use flow charts, while the application used to use RPG Maker XP.

Application of mathematical educational game is expected to resolve the issue. So when kids play this game can indirectly learn to count, with the hope the spirit of the child to learn to be more motivated and improve the quality of children's learning.

Keywords : Game, Education and Mathematics