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GAMEBOX: ALTERNATIVE THERAPY TO IMPROVE AUTISM'S THINKING AND MENTAL ABILITY

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Autism is a complex development that addresses communication, social interaction and interaction activities. The condition of autism in developing countries becomes development in supporting the creation of prosperity and nation-building. One of them is in Indonesia, exclusive to children aged 7-12 years. The latest data estimates that currently discussing children who are excluded from autism compared to normal children is 1: 150 children. Ika Widyawati (staff of the Psychiatry section of the Faculty of Medicine, University of Indonesia) who estimates that there are less than 6,900 children with autism in Indonesia, and according to him this number continues to increase every year. The existence of a special school for children with special needs in this case autistic children is still not good enough in terms of number, competence of the management staff and direct government participation. This causes many parents who have autistic children prefer to send to school from public schools because they do not have other school choices that are more appropriate. In addition, there are also parents who reason to send public schools to mainstream academic reasons (so that children can take part in academic activities) or social mainstream (so children can take part in socialization activities with their peers). Gamebox: a game that improves psychomotor, moral, affective and cognitive abilities. This game from a box on each side has a game intended to enhance that ability. In this game, it will also introduce shows about the demonstration of daily activities using electronic broadcast media, this is to realize digital-based nation-building.

Keyword: Autism, Nation Building, Gamebox

INNOVATION

CATEGORY

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