

# ALAT PERMAINAN EDUKATIF UNTUK MENSTIMULASI MOTORIK HALUS ANAK USIA PRASEKOLAH

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## ABSTRAK

Menurut UNICEF tahun 2015, sebanyak 27,5% atau 3 juta anak usia balita mengalami gangguan pertumbuhan dan perkembangan, khususnya gangguan perkembangan motorik (Wardani, 2021). Terbukti sebanyak 6 anak dari 12 anak pada kelas kelompok belajar hingga taman kanak-kanak di BKB PAUD An Nur Jakarta memiliki gangguan perkembangan motorik halus yang disebabkan oleh kurang terstimulusnya motorik halus (pendidik,2024).

Menghadapi permasalahan gangguan motorik halus akibat kurang terstimulusnya motorik halus anak, maka perancang menciptakan alat permainan edukatif yang menstimulasi motorik halus anak, dengan desain *3 set animal blocks* memiliki konsep permainan meronce, mencapit dan menyusun balok dengan penerapan berfokus pada ergonomi biomekanik, psikologi kerja dan perkembangan anak, sehingga jari-jari tangan, pergelangan tangan, tangan, yang bergerak dapat melatih keterampilan gerak kedua tangan, koordinasi indera mata dengan tangan, dan terstimulus motorik halus anak melalui kegiatan bermain yang menyenangkan.

Maka dengan mainan edukatif *3 set animal blocks* dengan metode permainan set A meronce, permainan set B menyusun balok dan mencapit serta permainan set C menyusun balok, terbukti melalui uji coba dan riset pasar yang dilakukan mampu menstimulus motorik halus anak usia prasekolah.

**Kata Kunci :** *Animal Blocks, Motorik halus, Biomekanik, Ergonomi, Psikologi Kerja*

## ABSTRACT

According to UNICEF since 2015, as much as 27,5 % or 3 million toddlers experience impaired growth and development disorders, especially motor development (Wardani, 2021). It has been proven that as many as 6 children out of 12 children in playgroup classes up to kindergarten at BKB PAUD An Nur Jakarta, have fine motor development disorders caused by a lack of stimulation of fine motor skills (Educator, 2024).

Facing the problem of fine motor disorder due to a lack of stimulation of children's fine motor skills, the designer created an educational game tool that stimulates children's fine motor skills, with a design of 3 sets of animal blocks, that have the concept of connecting, clamping, and arranging blocks with an application that focuses on ergonomics, biomechanics, work psychology, and children's development, so that moving fingers, wrists, and hands can train the movement skills of both hands, eye-hand sense coordination, and stimulate children's fine motor skills through fun gameplay.

Then, the educational 3 sets of animal blocks with set A connect game method, set B arranging blocks and clamp game method, set C arranging blocks game method, it has been proven through trials and market research that it is able to stimulate the fine motor skills of preschool children.

**Keywords :** *Animal Blocks, Fine Motor, Biomechanics, Ergonomics, Work Psychology.*

