ABSTRACT

Attention deficit hyperactivity disorder (ADHD) is a condition of children who have difficulty concentrating. Their attention which is easily distracted will affect the side of their memory which causes them to be unable to be precise in various matters. In handling it, the treatment given must contain interactive aspects that are able to arouse the cognitive and motor aspects of children. When recognizing objects, children with ADHD tend to easily recognize objects visually so that in the world of therapy, one of the media that is often used is flash cards. That cards that contain certain images, text or symbols that can develop children's understanding and language. Computer-based visual media is actually able to increase children's motivation to do assignments for quite a long time because they have a strong appeal. This study combines therapeutic media in the form of flash card with computer-based visual media using a MediaPipe with the face mesh method to read children's facial patterns. The purpose of this research is to create media that can develop children's cognitive and motor skills. Children will be invited to distinguish objects in the form of food and objects. If what appears is an object in the form of food then the child must open his mouth, if the object that appears is an object then the child must close his mouth. Based on the results of the tests that have been carried out, the Flashmo application can be played normally in conditions with light intensity above 20 lux and carried out at a maximum distance of 2,5 meters. Based on testing using the SUS (System Usability Scale) method, this study received a score of 78,75, Acceptability scored Acceptable, Grade Scale scored a C, and Adjective Rating scored Excellent, so this application can be used during therapy sessions for children with special needs with ADHD condition.

Keyword : Attention Deficit Hyperactivity Disorder (ADHD), Face Mesh, Flash Card, MediaPipe, System Usability Scale (SUS)