

## DESIGNING GAMES APPLICATIONS FOR EARLY CHILDHOOD UNDERSTANDS THE SELECTION OF COLOURS AND IMAGES IN N INTERACTIVE TEACHING AND LEARNING PROCESS USING TECHNOLOGY

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### Abstract

Early childhood education is an important stage in the formation of child development. In this context, the use of technology, especially through game applications, offers great potential to increase children's interaction and learning in a fun and interactive way. This training aims to develop game applications specifically designed for early childhood education, with a focus on basic conceptual learning such as numbers, letters, colors, images and shapes. Through collaboration between app developers, educators, and parents, it not only aims to improve children's academic skills, but also promotes positive interactions between children and technology, while ensuring proper supervision and mentoring from adults. It is hoped the development of this application will provide valuable additional knowledge in efforts to improve quality of early childhood education through innovative and fun learning approaches in understanding selection of colors and images.

**Keywords:** Games, Technology, Early childhood, Learning

### INTRODUCTION

Early childhood education plays a crucial role in forming the foundation for a child's development towards a successful future. In this digital era, technology has become an inseparable part of everyday life, including in the world of education. The use of technology, especially through game applications, offers great potential to improve the quality of early childhood learning with a more interactive, fun and effective approach. Researchers obtained references to several other research results, such as: [1] The development of interactive games to develop children's reading skills. [2] The application utilizes multimedia technology with the CAI concept for early childhood. [3] Media application that provides basic introductions in English to assist in the learning process. [4] Educational games can be an effective interactive learning medium for children. [5] Helps children develop and improve their thinking patterns. In this context, developing game applications specifically designed for early childhood education is an attractive solution.