

## **ABSTRACT**

### ***DEVELOPING ANDROID GAME "YUK BERHITUNG" USING AGILE METHOD***

*Indonesian children's reading and math skills are ranked low. Namely 75 of the world's 81 countries. Indonesian students need to improve their numeracy skills. This is evidenced by a preliminary survey with a total of 32 respondents where 97% agreed to improve their numeracy skills and 100% agreed to hold educational games. The problem that now often occurs in the learning process of toddlers is that they tend to prefer playing rather than studying seriously. This is evidenced by the results of a survey that wants a learning process that is not boring. Therefore, the purpose of this research is to improve math and reading skills in Indonesian children and overcome toddlers who tend to prefer playing rather than learning using the "Let's Count" application. The results of this study show that the agile method using kanban helps writers in assignment management, and the results of testing using blackbox show that all game functions are successful. Accompanied by the survey results that were tested, they were acceptable with a total resulting percentage of 91% and were in the "very good" category in the application feasibility test.*

**Keywords:** *Game, Android, Agile Methods, Counting Game, Blackbox Testing*