

ABSTRACT

Mathematics is often considered difficult and uninteresting because it focuses on monotonous concepts, formulas, and learning patterns. Game-based learning is proposed as a solution to overcome this problem. Through game-based learning, students can learn in a fun way, interact with classmates, and be actively involved. Research shows that games help students understand math concepts and apply them in solving everyday problems. Learning through play incorporates play principles into learning, increases student engagement, develops character, and supports cognitive development. SD Kristen 2 Purwokerto faces challenges in teaching mathematics to students who are less interested because of the rapid verbal explanations and the lack of use of math teaching aids. The use of board games as a medium for learning mathematics is considered suitable because it improves students' thinking skills, avoids boredom, and trains social interaction. The use of smartphones as learning media has negative impacts, such as student dependency and lack of social interaction. By using math board games, students are expected to be able to interact directly, experience fun learning experiences, and develop thinking skills. This media is expected to help students understand mathematical concepts better and develop critical thinking skills. Primary data collection techniques used are observation, interviews and documentation. As well as secondary data collection techniques by looking at previous journal references on the same topic. Then the data obtained were analyzed using the SWOT technique.

Keywords: board game, learning media, mathematics, elementary school