

ABSTRACT

Elementary school is the beginning of growth for students to be able to learn academic science. The number of subjects taught in school makes students often experience burnout in learning. In general, primary school students aged 5-10 years were a time of playing children - children. Childhood - children are playing age therefore the author makes an interesting learning method that is playing while learning to use the game of snakes.

Through the game of Snakes and Ladders For Learning Method Using Heuristic Algorithms Backtracking is expected of teachers and students are able to convey and capture subjects in accordance with the large number of materials to be delivered. The game is built using Microsoft Visual Basic 6.0 with heuristic methods and algorithms backtracking. Snakes and ladders game that is built will be shaped like snakes and ladders in general with the help of a modification in the choice of hint and questions that arise after the pawn go according to the number of dice.

Keyword :student, learning, playing, snake and ladder, backtracking