

## **Abstract**

The rapid development of the era in this generation has many impacts for moral development or the children's character, both positive and negative influence. This influence is a part from the neighborhood in which children are growing, besides that another very influenced factor is the direct moral guidance done by their parents.

Moral learning is a very important thing to do specifically in reducing the negative influence from the rapid development of the era. Learning can be done in various ways either done with direct moral learning or use other media as a medium of learning. That problem becomes the basic idea to utilize information technology and electronic media in a mobile application that can be used as a medium of moral learning for children.

Based on the context above we created a mobile app called "**EPI BERCERITA: Interactive Folktale Based on Android**" which is expected to be a solution in providing a positive moral learning for children. As the end result of this application is an application that is able to display two tales interactively that has multiple endings based on the user choices.

**Keywords:** moral, children, media, learning, interactive, technology