

ABSTRACT

Developments in technology and science make children interested in computer and play game in computer than study. Therefore, created the idea of play while learning or often called game education. This game can upgrade potential children. One of the potential that should be improved in children is the development of language. The language they used will reflect the thinking of the child. Therefore, in this final project make flash application for learning Sundanese language. When making this application have four playing level, that is A first semester kindergarten, A second semester kindergarten, B first semester kindergarten and B second semester kindergarten. The author makes flash-based Sunda language learning application for B second semester kindergarten student. Order than take the children to play while learning, this application also serves to preserve the vernacular.

In this final project is made flash-based sunda language learning application for B second semester kindergarten student. This application is made use Adobe Flash with Actionscript 2.0 programming language. This software is used for make picture and vektor animation picture. If a game have animation and Actionscript, that game will make game or learning process more interesting because that game make interaction from user(children). Making this application follow the standart of teaching competence B second semester kindergarten, there are child are able to listen, talk, have the vocabulary, and recognize the symbols denote the language in preparation for reading and writing.

This application is flash-based and played by children particularly B second semester kindergarten student. This application follow standard of teaching competence 2010 and implemented with Actionscript 2.0. Competence standards are being met is Listening the sound or int the word of teachers speaking, 0.2.2.1 Listening the word or pharse said by teachers, 0.2.7.4 grouping the same words, 0.2.8.1 follow the model in a friendly act. This application is made as attractive and as easy for used, with picture design and good animation so that children interterested for use this application.

Key Word : Application, ActionScript 2.0, Sundanese Language, Aplikasi, ActionScript, bahasa Sunda, B second semester kindergarten student