

ABSTRACT

English is one of the subjects that are required at all levels of school, from elementary to tertiary level. The purpose of learning English is to develop language skills when communicating and looking for information related to international data. Compared to conservative learning, there have been several innovations that utilize interactive media such as illustrations on flashcard media which are used to help the process of understanding basic vocabulary or vocabulary learning for students, especially for junior high school levels which have begun to develop since 2013. By using qualitative methods such as observation, interviews and various other supporting data. Design development will follow the results of the matrix analysis data, which will later be converted into the design concept. Not only that, questionnaires and respondents' opinions will also be used to see the opinions of various parties to find solutions to be considered. Through digital flashcard illustrations, learning English will conceptualize material that focuses on basic vocabulary that is often used in English. With this, Illustration in Digital Flashcards can be a learning medium for students and teachers.

Keywords: vocabulary, flashcards, learning media, illustration