

ABSTRACT

A great nation is a nation that appreciates the services of its heroes, Soekarno said. This means that by knowing and following the stories of the heroes, there are noble values that can be learned. Therefore, as Indonesian citizens, we must appreciate the services of heroes who have fought for Indonesia's independence, because the struggle of our heroes can enjoy independence as it is today. Along with current technological developments, learning methods are not only from books, but also use applications. One of them is using a quiz. By using learning quizzes, elementary school students will be more interactive and interested in learning the material presented. Based on the description above, it is known that the learning problems at SDN Sukatani are the lack of introduction to technology and introduction to the history of national heroes. With this problem, a final project was made entitled "Designing an Android-based Hero History Learning Application for SDN Sukatani". The work on the final project uses the Multimedia Development Life Cycle (MDLC) method. This method has 6 stages, namely concept, design, collecting material, assembly, testing, and distribution. based on the results of the questionnaire conducted, it can be concluded that the KENAWAN application has a very good percentage of 89.5% based on calculations using a Likert scale.

Keywords: Education, Quiz, Hero, Application, Mdlc