ABSTRACT

Technology can help us in our daily life, there is also support in the field of education. Students at Pelita Karya 02 State Elementary School still find it difficult to understand easily about the ecology of animals or types of animals, especially with the protracted pandemic conditions, therefore, and after the pandemic has begun to subside, teachers also have difficulty in the learning process teaching due to lack of access and adequate technology so that students at Pelita Karya 02 State Elementary School are not motivated and their learning is hampered. The purpose of making this learning media is to facilitate students and teachers in the learning process and interest in learning [1]. Interactive multimedia learning media is very effective to be used in the learning process especially for students with visual learning styles [2]. The method used in making this application is the *Multimedia Development Life Cycle method*. The method used in designing and developing a media application which is a combination of image, sound, video and animation media. There are also in this production stage using supporting applications such as Adobe Photoshop, Adobe Illustrator, Adobe Audition, Figma and Unity. By making the application of animal ecology games based on Interactive Media education, it can provide high interest and access in learning Natural Sciences for students at Pelita Karya 02 Subang State Elementary School. The measurement results from application testing for each aspect obtained an aspect value of 1.93 Pragmatic Quality, then Hedonic Quality of 2.04 which was the highest result, the stimulation result was Excellent (very good). For the average result, all (Overall) get 1.99 with the stimulation which is Excellent (very good).