

ABSTRACT

Students at Pelita Karya 02 State Elementary School still find it difficult to learn directly about animals due to limited access to the nearest zoo. In addition, the school also needs interactive media applications for learning about animal species. Therefore, the design of the interactive media application E-Learning Let`s Get To Know Animals (E-LEA) uses the Unity program to understand the basic operation mechanism until the completion stage and the development method using the game development life cycle. I will continue. (GDLC) approach from a serious reference method. Game Development Model (SGDM). The application designed describes animal species based on references from Pelita Karya 2 Public Primary School. This application is based on interactive media. There are several e-learning features to help students understand learning materials related to animal species. In material from specific references.

Keywords: Interactive Multimedia, GDLC, Game Based Learning, Unity, Animals