

ABSTRACT

Students at Sekolah Dasar Negeri Pelita Karya 02 are still difficult to get access to learning about animals directly because of limited access to the nearest zoo, besides that this school also requires interactive media applications for animal learning. Therefore, the design of the interactive media application E-Learning Let's Get To Know Animals (E-LEA) will use the Unity program to create the basis of the working mechanism to the stage of completion and the method of its development using the Thingking Design approach. This application will discuss the types of animals based on references from the state elementary school pelita karya 02, which can support students to understand about learning materials about the types of animals in accordance with the material from the reference that has been determined.

Keywords: Educational Based Games, Interactive Media, Thingking Design