ABSTRACT

The writing of this final project is the result of research related to the level of interest and natural science learning methods at Pelita Karya 02 State Elementary School Subang. The design of this application aims to give the impression of a new learning by using educational-based learning applications. The author designed a game application based on interactive media education called E-LEA (E-Learning Let's Get To Know Animals) on Android devices. This application brings education about introduction to animal ecology for elementary school students and provides learning features such as E-Learning introduction to animal ecology, puzzle games, question and answer games and puzzles. The method used in designing this application is Design Thinking. It is an iterative process method for understanding user requirements and defining problems in an attempt to identify alternative strategies and solutions that were not previously available. The stages in using the design thinking method are, empathize, define, ideate, prototype and test. As for the design stage of this application using supporting applications such as figma. By designing an animal ecology game application based on interactive media education, it is hoped that it can provide high interest and convenience in learning introduction to animal ecology for students at Pelita Karya 02 Subang State Elementary School.

Keywords: Education BasedGame, Interactive Media, Design Thinking