

Abstract

Digital era and Technology advancement in Indonesia already has an important role in everyday life and also cover a wide range of areas, including education. In its application, educational application are also improving. Educational application is one of the supplementary learning processes for children to reach their thinking skills. One of the thinking skills is called Application or third level (C3 level) in Bloom's Taxonomy for children aged 8 to 9 years. To help those children reach the thinking skill, an educational application needs interaction styles to help and bear children in the learning process. The method to determine which interaction styles best suit children's C3 level thinking skills is by comparing two different interaction styles. The conclusion from the tests that have been carried out and the data generated for children aged 8-9 years, interaction style that the childrens preferred is form-filling, But the Direct Manipulation styles is more effective seen from the average time spent answering questions that almost similar but has higher average score.

Keywords: User Experience, Educational Application, Interaction Styles, Elementary Schooler, User-centered Design