

ABSTRACT

MAKING A MOBILE-BASED LEARNING TO READ GAME APPLICATION FOR PRESCHOOL CHILDREN

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Early Childhood Education is a coaching effort aimed at children from birth to 6 (six) years old which is carried out through the provision of educational stimuli to help physical and spiritual growth and development so that children have readiness to enter further education. The development of science and technology has also become a major influence on the field of education so as to give birth to new learning media. Learning media now appears with various types and formats, such as visuals, videos, images, the internet and so on. Educational Games are one type of media used in providing teaching and learning in the form of games with the aim of stimulating thinking and increasing concentration through unique and interesting media. Therefore, the author wants to create an educational game application that can help learning in reading for preschool / kindergarten children aged 0-8 years. Educational games made can help parents to help their children learn to read in applications on smartphones. In making an application, it is necessary to design a good information system design in order to meet user needs. The design of this game application design uses the Multimedia Development Life Cycle method. Multimedia Development Life Cycle (MDLC) is a method used in designing and developing a media application that has a combination of image, sound, video, animation and other media. After designing the information system, the game application development will be made using Android Studio based on Java. Furthermore, testing will be carried out using the Black Box Testing method techniques.

Keywords : Kindergarten child, Educational Games, Learn to Read, MDLC.