Abstract

Learning Javanese script is a mandatory subject for elementary school students in Tuban, East Java. However, students still lack understanding in learning Javanese script, which is related to their low interest in learning. To enhance students' interest in learning Javanese script, an educational application named "Aksara" was developed, featuring an Animated Pedagogical Agent using the mastery learning method. This application aims to improve students' interest in learning Javanese script. To assess the impact of the Animated Pedagogical Agent embedded within the application on enhancing students' interest in learning, an experimental study was conducted using a Non-Randomized Control Group Pretest-Posttest Design, supplemented with a questionnaire to measure students' interest in learning as an indicator. The results indicate that the implementation of the mastery learning method through the Animated Pedagogical Agent has a positive effect on increasing students' interest in learning. Moreover, the mastery learning approach incorporated into the application also enhances understanding of Javanese script sandhangan materials.

Keywords: mastery learning, animated pedagogical agent, javanese script sandhangan, non-randomized control group pretest-posttest design, learning interest