

## ABSTRACT

Nowadays, technology expansion makes children interest with computer's world. Now, children's usually interest plays the game inside the computer than learn self. Most of the game inside the computer are have bad influence and aren't good role for children. Because of a lot of that, so writer create some idea to make an sundanese learning application for studyng. Beside play with learning, this application have function to conserve mother tongue.

Inside this application, there are 4 section, TK A first semester, TK B seconds semester, TK B first semester and TK B seconds semester. In this final project the writer makes flash-based Sunda language learning application for A second semester kindergarten student. The procces of this application production using Adobe flash software and Actionscript language program. This procces have sundanese competent standard learning for TK A second semester, that is student can scrutinize, speaking get some vocabulary, and knows some sundanese symbols.

From Beta testing has been done the conclusion from 30 respondents who had tried to play the Sunda language learning application for A second semester kindergarten student as many as 22 people or 73% of respondents know how to use this application and understand the game with direction or guidance given in advance. Than 30 respondents there were 23 respondents or 77% of respondents replied that this application is interesting to play.

**Keyword:** Adobe Flash, ActionScript, the standard of teaching competence Sundanese TK A second semester, Sundanese.