# ABSTRACT

Indonesia is one of the countries experiencing idol crisis problems. The current idol crisis is starting to happen in children especially at an early age. Because age is vulnerable to positive or negative influences. In this day and age, the new generation born in 2010, the Alpha generation. This generation can be called the mobile generation, because since infancy Alpha generation is already introduced with technology. This happens because the role of parents are less aware of the need to prepare their children to have a strong identity of themselves from an early age. Parents are less aware because it is considered not the time, so that in adolescence they will experience an identity crisis. The purpose of this user interface display application design of children's stories as an educational media to re-introduce the stories of Rasullullah SAW's friend Umar bin Khattab and introduce the nature of his example and instill Islamic values in children. The method used in this design using qualitative methods to generate descriptive data that is collected data in the form of spoken words and behaviors that can be observed child's mobile app interface user interface with an interactive display, because the majority of early childhood have been good at using gadgets. The design of this child's story application to re-introduce Umar bin Khattab's Muslim character to the child, and to introduce the nature of his example and instill Islamic values. Expected by the design of this Final Project, children can apply the nature of Umar bin Khattab character of Islam in his daily life.

*Keyword*:  Aplication, Children story, Umar bin Khattab, User Interface