ABSTRACT

Sign language is a language that uses gestures and lip movements to communicate. Sign language has been standardized by DEPDIKNAS as the language for the deaf in the form of SIBI dictionary book to help communication to othersin the community and the environment. Learning sign language using a dictionary SIBI in environmental education begins as early as possible in the hope of a deaf child can understand sign language quickly. But in fact the effectiveness of instructional use SIBI book that is at the level of middle and high school because at that level the child can begin to translate the description of it and the illustrations in the SIBI book. Book media presumably is less easily understood byusers. Therefore need for other media to support the book Dictionary of SIBI. This research discusses how to design the learning media of Indonesian sign language and designing visual elements as a support of the dictionary book for deaf students injunior high school and senior high school in Bandung city as an effort to help deaf students to understand sign language easily.

The cornerstone of the theory used was the result of research Levie & Lentz about learning with visual stimuli and Dale learning theory research results through dual media decoding. While the method of data collection using interviews and literature studies.

This research produced a dictionary mobile application design based for android as an effort toincrease interest in studying sign language for deaf students in junior high and senior high school.

analytical methods used in the design of the supporting media of SIBI dictionary book is a visual analysis methods for determining visual element to be used therein.

Keywords: Indonesia sign language Book, Dictionary SIBI, junior and senior high school, Bandung.