ABSTRACT

Aksara Lontara is one of the historical heritage of the city of Makassar. Nowadays lontara alphabet can only be learned through daily lessons in schools and old people who understand the lontara alphabet. Based on this background. As for the shortcomings of all the media that is provided very little then, based on this background built a mobile application form Akasara Lontara learning applications in the form of Android. Thus, this application may be an alternative to the public in knowing the letters lontara by providing several features, namely: single letters and vocal character, a way of writing, pronunciation and history of Akasara Lontara itself. Applications created using the JAVA programming language, XML, and SQLite as a database and use Android as a platform. Method development using SDLC (System Development Life Cycle) with the waterfall model. This application has advantages that are useful for people who want to learn Akasara Lontara.

Keywords: Alphabet Lontara Makassar, ANDROID, SQLite, SDLC, Waterfall