

ABSTRACT

Maulida, Nurdiani. 2016. *Interactive Animated Visual Narrative As One Of Counting Learning Media For Early Childhood (5 – 6 Years). Final Project. Visual Communication Design Department. Faculty of Creative Industries Telkom University.*

The Kindergarten Education is the initial level of the formal education in Indonesia. The children are educated about the basic knowledge on how to read, to write, and to count. There are many children who having a hard times in Mathematics, especially in the concept of number. Therefore, a media is needed to help the learning process become more interesting and more attractive for the childhood (5-6 years old). It is a 2-dimensional interactive animation with a narrative method. The writer is using a qualitative method, by observing some Kindergartens, interviewing, and researching literature study. The writer also doing an analyzing some data, such as the curricullum, the learning method, the material subject, and media learning, the children daily activity and their progress report, the way of the teacher talking to their students, and attractive story. The writer has obtained the analyzing result. It is the narrative design which shares the story of a daily life of the children, combined with the subject material and wrapped into the interesting visual narrative. Therefore, by using the visual narrative as the media learning, the children will be able to understand the material. Besides that, they will be able to interacting and playing, so that they will never feel bored or feel any difficult in the Mathematics. The 2-dimensional interactive animation is formed as a smartphone application. So, parents or teacher need to be with them while operating the application.

Keywords: Visual Narrative, Animation, 2-dimention. Early Childhood (5 – 6 years)