

ABSTRACT

Childhood is fundamental in the formation of the personality of children where the children are not able to develop its potential. The formation of the child's personality can be done by doing favorite activities so as to make the child is growing. Currently, there are many applications that are used as a medium of interactive learning for young children, such as drawing applications. It is necessary to identify existing applications as data. An approach that is used when there is a data is inductive approach. Inductive approach is a process used to identify patterns based on existing data. The data is processed to obtain how interaction design pattern person against an application using the inductive approach. Applications used to analyze the interaction design pattern is a drawing application "ABC Coloring Book For Toddlers" and "Tracer-Hand Writing Pattern". Both applications have been selected based on the highest rating of the application download. Referring to the identification and observation of functionality that has been done shows that there is a different pattern for each user on a given experience and can not represent the basic competence to draw. The results of observation are used as reference in designing the prototype, named Draw Kids. Based on the analysis pattern, resulting in as many as 25 initial pattern on the Tracer application and the application pattern 21 Coloring Book. As well as the final generate as much as 34 pattern on Kids Draw application. The number pattern is the amount of interaction design pattern in each application. Then the evaluation is performed usability testing to determine the level of usability of a user on Kids Draw application, which is 91.67% very good understanding of the application user Draw Kids, as well as the application made in accordance with the basic competencies of early childhood drawing.

Keywords: interaction design pattern, inductive approach, drawing, pattern and basic competence to draw.