Abstract

There is some difficulty in teaching drawing of early childhood. Some causes for this include the lack of variations of media in teaching and many children are saturated with a method that has been used. Some of the research reminded of the importance of variation in learning to draw that prompted to consider the use of multiple application to draw in order to add variations of learning for the child. It's beem very mush application to draw that could help children to draw. But not yet certain apps to draw are suitable for children early childhood and the PAUD curriculum. To generate the appropriate drawing application for children of early age built an interaction design pattern that can be used as a reference for the developer to build an application to draw the expected in accordance with the habits and behavior of the child and the curriculum. On the research this time constructed an interaction design pattern for the application to draw children early childhood by doing a comparison against 2 application to draw i.e. application "belajar menggambar" and application "coret : belajar menggambar". The comparison is done with the goal of getting input in the form of similarity, differences, advantages, disadvantages amd probelm of two such application when applied to learning process of PAUD. This research resulted in an interaction design pattern that can be used as a reference for a redesign that already matches the behavior and habits of the child in accordance with the PAUD curriculum

Keywords: *interaction design*, *design pattern*, *design solution*