

## ABSTRACT

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*Android is one of technology that growing faster in middle of people and popular in every ages. Android often be ogle by developer because it can be use as learning media for children even adults. One of children's learning especially for those which in Elementary School with android as a technology is semaphore which must have expertise for students in SDN Kembangan Selatan 01 Pagi as scout extracurricular. Semaphore is how a message can be sent and accepted with flag, paddle, stem, glove or bare hand. Semaphore's codes are difficult to memorized by students and to be teach by scout's coach because of the meeting times are limit can be solved use an android base technology with Java as language program. The final result of this reset is a semaphore learning applicatiion based android in SDN Kembangan Selatan 01 Pagi.*

*From the above questions then incorporated a semaphore learning application based android. So that students can still learn semaphore interactively with the help of smart phones anytime and anywhere without the need to bring a pocket book. Features are available in semaphore applications, semaphore tools, semaphore materials, and semaphore exercises. Applications are made using the waterfall method, and Java programming language.*

*From black box test result and user acceptance test, this application 90% can help students to learn semaphore by using smartphone. As for the learning feature that displays all the semaphore codes, this app is 97% rating because according to the user is in accordance with the pocket book. And to feature a matter of exercise based on existing materials in the learning menu of this app is assessed 86%.*

*Keywords: technology, android, learning application, semaphore*