User Interface Modeling by Implementing Storytelling on Cultural Introduction Media for Early Childhood using Child Centered Design Method

The introduction of Indonesian culture to children of early age is very necessary to maintain its sustainability. Several institutions of Early Childhood Education known as "*Pendidikan Anak Usia Dini*" (PAUD) began to introduce local culture to their students, but the limited time and place to be a separate constraint for the activity. From the results of the initial survey in PAUD, the introduction of this regional culture is only done through extra-curricular activities, so not all children can get the same knowledge about the local culture. Digital media can solve this problem by presenting an introduction to local culture. From the results of observation on the use of an existing digital learning media about the introduction of culture obtained some user interface problems. This occur because children have their own characteristics and different ways of absorbing a knowledge. From the results of observation of early childhood in PAUD, it is known that children more easily absorb knowledge through playing game and listening to the story telling. Story telling invites children to be able to develop their imagination and more memorable, so that information can be better absorbed. This research makes the modeling of user interface (UI) by combining a game that is packed in a story telling. This UI modeling involves the participation of early childhood and companions using child-centered design (CCD) methods. The modeling result, which is a high-fidelity prototype, is tested using System Usability Scale (SUS) to measure its usability score. The final usability score obtained is 81.389, which means the user, in this case, early childhood feel satisfied in using the prototype that has been made and tend to recommend to other friends.

Keyword: Local culture, user interface, storytelling, child-centered design (CCD), usability, SUS