ABSTRACT

TK Darul Hikam II has a learning program where they use props in every learning and teaching they are doing, which makes the process of learning about animals can be unpractical. The construction of Application Learning Media about Animals is the solution to make it practical to deliver the materials, which consist of materials and evaluation feature about particular animals. The methods that was chosen to build this application is ADDIE method. The finale of building this application there are two methods that were done to testify this application, there are Black-box Testing and User Acceptance Test (UAT). The result of the test it can be sum that this application can be the solution of the unpracticality to introducing animals.

Keywords: Learning Media, Animals Introduction, TK Darul Hikam II.