

ABSTRACT

Foreign language is one of the most important things in this globalization era, by learning a foreign language one can communicate further so that insights in information technology will be more open and wide. One of the foreign languages taught in Indonesia is Japanese, Japanese in Indonesia taught from high school (SMA), one of the high schools that teach Japanese is SMAN 1 Dayeuhkolot. However, the lessons learned in SMAN 1 Dayeuhkolot are still running conventionally, the teachers deliver the material in front of the class, the students listen and record the material presented by the teacher, and the lesson that is riveted by the book is considered less attractive to the students interest. Therefore, in order to overcome the existing problems made the application of Japanese language learning. In this application there are features of learning materials, quizzes, and writing Japanese letters. The material contained in this application is based on the guidebook used in SMAN 1 Dayeuhkolot. This application is built using Waterfall model and Java programming language.

Keywords: Java, foreign languages, Android, Japan, Waterfall