

ABSTRACT

The development of the era and technology at this time is very influential in the pattern of community life because all kinds of information can easily we get just by using internet connection. It causes minors to easily learn the cultures and lifestyles of different countries and most of them become unfamiliar with the culture of their own country. For this purpose, an Introduction and Learning Approach for Nusantara-based Culture of Desktop in Darul Hikam Kindergarten was designed to introduce and teach children of various ages of various cultures in Indonesia, the symbol of the country and the flag of Indonesia, and the evaluation media to know the extent where children understand about the material. This application was developed by Waterfall method. This application has 2 main features of Introduction to Cultural Nusantara and Evaluation. Each feature of this application has been through several testing processes, namely Blackbox Testing, UID Testing, and User Acceptance Test. The result is that all the features in this application has been successfully meet the desired needs. It can be concluded that this application has successfully fulfilled the initial goal of its development, which is to provide media of Nusantara Culture learning and provide media evaluation about the material of Nusantara Culture.

Keywords: Indonesian culture, Blackblox Testing, User Acceptance Test