

Abstract

In building an application, the content in the application must be considered because it serves as a liaison between the user and the information contained in the application so that it can attract the user's attention. However, because the attention span of children is very short, it requires media that can attract children to use the application and can convey the material being taught clearly. The research with the title "Designing 2d Animation For Prayer Learning Material In Android Based Application", has a problem formulation How to attract user attention and motivate users to learn prayer properly and correctly. The purpose of this research is to design a 2D animation of prayer practice for learning materials in the application "Yuk Belajar Shalat" as needed. This study uses the Multimedia Development Life Cycle (MDLC) method. Which consists of the Pre-Production, Production and Post-Production stages. The Pre-Production stage includes Concept and Design such as designing ideas, concepts, storyboarding, and creating character designs. Production stage which includes Material Collecting and Assembly, namely making Key Animation, In-Between, Background. And the Post-Production stage which includes Testing and Distribution. There are two types of animation used in the application material "Let's learn to pray", namely bone animation and frame-by-frame animation. Methods of data collection using purposive sampling method, beta testing, and Likert scale. Based on the results of application testing from 3 respondents, the average test result was 79.75%.

Keywords: animation, multimedia, android, educational applications, spine, unity, prayer.