

Abstract

Technology and education are important tools to face the era of globalization for a new generation. Learning tools for students can be created through the application media based on Android. Programming language learning applications are recommended to be used in the teaching process as a way to practice logic and algorithms, train creativity, modern age skills and soft skills in students. To simplify the process of learning an interesting programming language for students especially elementary schools, in this final project the author makes the application "Pice: Python for Elementary Schools based on Android". This Pice application is used to learn the basics of the Python programming language for elementary school students especially from grades 3-6. There are 3 classes in this application the first are Beginner Pice, Intermediate Pice and Advanced Pice. Every time there is a theory and a quiz. There is also a playground feature to try coding and also a scoreboard to see other users' scores. If you successfully complete the material and quizzes on the class you will get a certificate.

With the results of the usability testing, a percentage of 82% of users strongly agree that the Pice application facilitates learning, has an appropriate appearance and has the feasibility to be used for elementary school students, especially grades 3-6.

Keywords — Python, Android, Programming