

ABSTRACT

Sundanese script is a culture that must be preserved from an early age to prevent extinction. The application of Sundanese script introduction for grade 5 of Android-based Elementary school become one of the factors which can help convey material toward students in the process of learning and teaching. The goals for this research is to help students to learn to recognize Sundanese script easily using an application that was designed using Construct 2. This application is called AKSADA coming from “Aksara Sunda”, which contains learning materials and exercise about recognizing Sundanese script using animation. The method used to design this application is modified waterfall which contains from 5 steps that are requirements analysis, design, implementation, testing and operation maintenance. The results obtained from this research is that AKSADA application been examined with the likert scale method, with the results from examining obtained, it can be concluded that students are able to learn Sundanese script easily through interesting interface, animation and audio from this application.

Keywords: *Sundanese script, AKSADA, Application.*