

ABSTRACT

The difficulty of delivering material to students experienced by teachers at PGRI Sumedang Kindergarten causes a lack of interest in learning for students, while children at the age of 4-6 years are in the golden age. The first is in developing physical, cognitive, language, social emotional abilities, self-concept, discipline, art, morals and religious values. This happens because the methods used by teachers are still using conventional methods that are less attractive and limited and have not utilized technology which requires interactive learning media innovation to facilitate the delivery of material. To overcome this problem, the authors designed an interactive multimedia application for animal learning as an application that teaches the introduction of animals that can interact interactively with users where in this application there is a quiz game that makes material delivery become easier and more interactive.

Keywords: Learning Applications, Animals, Education.