

ABSTRACT

Natural science is one of the subjects studied since elementary school. The current state of the pandemic has resulted in learning only sticking to books or textbooks, so students are easily bored to study. Quality science learning requires the use of teaching materials, strategies, learning objects and interesting media in conveying an understanding of related subjects. Educational applications of various forms of objects equipped with interactive games can attract students' interest and willingness to learn, because they are able to present very varied dimensions of motion, sound, color, song and material. This application can also be used whenever and wherever, so that children can play while learning. The method used in designing the User Interface model of this application is the User Centered Design method. User Centered Design is a method of designing applications that focuses on the characteristics, tasks and environment of the user, and this method creates a good interface that meets the needs of the user. It can be proven by the results of usability testing using the SUS (System Usability Scale) calculation method of 79%, which means it has a good category. Based on these results, it can be concluded that educational applications of various forms of objects can be a complementary media for online science learning for elementary school students at the 5th grade level at SDN Madyopuro 4 Malang City, and meet their needs.

Keywords: *Sciences, Elementary School, User Interface, User Centered Design*