

ABSTRACT

Students generally become the subject of a learning activity. Learning is an application activity, skill or positive value. Learning media that still uses print media may make the teaching and learning process less interesting. Therefore, the author provides a solution for learning media for human growth factors using Interactive Storytelling, as a learning medium to make it easier for students to understand the subject matter. Human growth factors must be conveyed to students in order to understand activities and foods that can affect growth. Human growth factor learning media was created using Unity software and using the MDLC (Multimedia Development Life Cycle) method. The development of this software resulted in the Grow Healthy application based on the needs of grade 2 Tahfidz Plus Khoiru Ummah School.

Keywords: Android Application, Learning Media, Interactive Storytelling, Human Growth Factors, MDLC