ABSTRACT

Sign language is a language that used body movement, hands, gesture, and face mimic that used by to help a Deaf and Mute to communicate easier without using a sound. BISINDO (Bahasa Isyarat Indonesia), is a most used sign language in Deaf community. In BISINDO, language interpretation is translated by visual, so it is a type of sign language Deaf most used in daily. Nowadays, there's still a barrier in Deaf and society interaction. It is caused by society's knowledge in sign language still low. Because of society's fast paced life style, smartphone utilization as a media for sign language learning is a best solution. The research methos used is a mixed-method of quantitative and qualitative, namely observations with projects of a kind, literature research through valid portals, and distributing questionnaires. The theory used are sign language theory, user interface theory, user experience theory, and design sprint theory. The hope for this interface designed is to rising society interest to learning sign language and to rise the tolerancy toward Deaf.

Keywords: *BISINDO, apps, education, prototype*