

ABSTRACT

This study aims to develop interactive learning media based on mobile technology to improve elementary school students' understanding of Javanese script. The method used is the Multimedia Development Life Cycle (MDLC), which helps in the process of identifying problems faced by students, such as low interest and difficulty in recognizing Javanese script through traditional learning methods. This study will produce an educational game designed to create a fun and interesting learning experience, so that students can be more active and involved in the learning process. The results of this study are expected to be effective in increasing students' interest and understanding of Javanese script. Students are expected to have increased learning outcomes and greater interest in the material being taught. Thus, this study not only contributes to cultural preservation, but also plays an important role in introducing Javanese script to the younger generation through innovation in educational technology. This study is expected to be a reference for the development of other learning media that are more interactive and interesting.

Keywords: Multimedia Development Life Cycle (MDLC), Javanese Script, Learning Media, Interactive Media.