

## ABSTRACT

Currently in the era, the technology has already entered into different fields. The computer is already very interested in early childhood for the game. Therefore, creating thought to play while learning. This game can develop the potential of early childhood. Development of language skills is one of the must-have children from an early age. Small since the use of language is a reflection of the nature of the child. Therefore, in this final project flash application was made for learning language. The application designed to be more interactive, dynamic, and interesting. The application would be help preserve the Sundanese which began to disappear.

Sundanese language learning in general glued to the book that is less interactive. Thus, they invented the Flash-based Sunda Language Learning Application for B First Semester Kinrergarten Student for final project. Programming language used in making this application is Actionscript. Adobe Flash software used to create animated images and vector images. In addition with Actionscript can make a game for a variety of interesting and interactive animations.

This application can make children more interested to learn the language. This application is made by group and divided persemester. This application is made as attractive and as easy as possible for the use and also use the basic Sundanese.

**Keyword :** Adobe Flash, Actionscript, Sundanese.