

ABSTRACT

Indonesia is an archipelago country that has a lot of culture. Although many cultures, people of Indonesia are still many people who not consider its important to learn about their own culture because the influence of western culture which is very strong and there isn't any filter for that, so people of Indonesia just accepted it, beside that almost all media exposed the western culture a little too much. Because of that Indonesian culture forgotten a little by little.

Applications that contain Indonesian cultures are still few. Most applications do not have an appeal that interest Indonesian people to use and learn about Indonesian culture.

Based on these problem, I-NAYA was built, an application that contain the culture of Indonesia which consists of a general description, dance, clothing, and traditional homes from 33 provinces in Indonesia. Within the application, users can easily learn and find out about the culture and the characteristics that exist in Indonesia. Not only that, I-NAYA also had have games such as I-Matching, I-Puzzle and I-Quiz to make users more interest so that they do not get bored in studying Indonesian culture. I-Matching is a traditional homes matching game, I-Puzzle is a game that arrange random image into appropriate image, and I-Quiz is a game that test user knowledge about Indonesian culture.

Keywords : encyclopedia, culture, gaming applications