# Abstract

Nowadays, technology in Indonesia grew rapidly. In fact, people who use gadget in Indonesia are not only the adults, but the children were already familiar with it and has been proficient for operating it. With the variety of application that are more interactive in children's gadget, makes the traditional games are no longer attractive to the children, and makes the history and also the cultures of Indonesia increasingly forgotten to those who have been familiar with the gadget. This, of course can make the existence of a cultures, traditional dances, musical instruments, clothes, and traditional house become increasingly forgotten, when a lot of kids aren't introduced to the cultures in Indonesia. Therefore, we create an application that can be an alternative for children to learn and understand the cultures of Indonesia.

Si Kebud (Indonesian Cultures Encyclopedia) is an application built with some functionalities, such as displaying the traditional clothes menu, traditional dances, traditional musical instruments, and also traditional house, and Si Kebud has a quiz related to the cultures that can be used to sharpen children's memory by guessing the displayed images.

Si Kebud (Indonesian Cultures Encyclopedia) built by using the Java programming language and based on Android platform.

**Keywords : Gadget, Android, Java.**