

Abstract

Story telling is needed by children to make children interested in pay attention of folktale of Indonesian, which has forgotten by children. Storytelling as one of some methods to deliver education, story, and folktales. With the rapid move of era, children are not too interesting to spend their time with reading a book. They prefer playing with gadget, which nowadays people are eager to pay attention to it. Because of that, there must be an application which can deliver storytelling through gadget.

Nowadays, the era has changed into technology era, where all of human needs and tasks can be done by the help of technology. One of the technology that people wanted the most is gadgets based on Android. Whoever can use it, It can be children, adults, or old people. From so many application that exist, children especially, become more interesting in playing a lot of games that can be downloaded easily. So, unconsciously, the folktale and traditional games from our own country has been forgotten.

To make this Storytelling Application of Indonesian Folktale Based on Android, there are survey from some folktales that has a story which can be educate, interesting, and has a happy ending, and the story from Riau about Bawang Merah dan Bawang Putih has all of the requirement needed. After decided a story, the next thing to do is find the data about Bawang Merah dan Bawang Putih, such as the storyline, searched the backound and the song from Riau, and so on.

The application that we made is a storytelling for children 5 until 8 year. Besides the storytelling in audio, we serve pictures that imaging the story so children cen be interested in listening and pey attention to the story.

Keywords: *Android, Story telling, backsound, interactive*