

ABSTRACT

Green School Application with Android Platform Using Gesture is a multimedia application that is useful as learning media for children to get know about the nature around them. This application is built using the Java programming language and Sqlite database and using gesture technology from android platform. The design of the system in this application using object-oriented concepts that describe the functionality with use case diagram. In this application there is functionality-functionality in obtaining information relating to the nature around us, ranging from getting information on the types of natural resources, know the benefit of natural resources that will be visualized with 3D object in this application, and can measure the user's understanding of the nature resource around them with the simple quiz.

Keywords: Green School, Nature Resource, 3D, Gesture