

ABSTRACT

DESIGN AND CONSTRUCTION OF OBJECT INTRODUCTION GAMES FOR EARLY CHILDREN USING MULTIMEDIA DEVELOPMENT LIFE CYCLE METHOD

(CASE STUDY : PAUD TUNAS SIWI PENI 2)

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Early Childhood Education is a deliberate effort to support the physical and mental development of children from birth to the age of six through comprehensive experiences and stimulation. One learning approach that can be applied to early childhood is learning that involves recognizing objects or images. This research aims to develop an object recognition learning game using the Multimedia Development Life Cycle (MDLC) Method. To achieve this goal, Construct 2 software is used which is specifically designed for game creation. This research involved two stages of testing, namely alpha and beta trials. Alpha testing is carried out to ensure that all game button functions work properly and that there are no technical errors that hinder the user experience. After the alpha trial, a beta trial was carried out involving the final, in this case children and educators, to assess the usability of the application. The user beta trial used a questionnaire with a usability testing method which produced a very positive percentage, namely 4.56, which indicates that this application is very feasible to be implemented. These results show that the application is not only effective in supporting classroom learning, but is also liked by users because of its ease of use and interactivity. Thus, it is hoped that this learning game can become a significant tool in Early Childhood Education, helping children learn in a fun and effective way.

Keywords : Construct 2, learning game, MDLC, object recognition, PAUD