DESIGN AND IMPLEMENTATION OF “DONGENG” BOOK APPLICATION - INTERACTIVE FOLKLORE COLLECTION BASED ON iOS

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Advisor I : Dwi Sunaryono, S.Kom., M.Kom.
Advisor II : Isye Arieshanti, S.Kom., M.Phil.

ABSTRACT

The favouritism of the youth to the folklores nowadays are fading. Fairy tales from abroad are more popular, like Snow White or Cinderella. It's because the publication of folklore is less compared to the ones from abroad. In addition to that, digital games are increasing rapidly. One of game media that's considered to be attractive by many children in the world is iPad.

Seeing the lack of interest among the children to folklore and the increasing popularity of iPad as toys of the year based on PCWorld Magazine, then appeared the idea of this thesis to make an ipad based application entitled "Dongeng" which is also a collection of interactive Indonesian Folklores. Here, the users can interact with the characters of the folklore they choose. Besides, the users can determine the plots of the stories. The users are invited to think in deciding the plots in order to make the right choice. The choice of plots can be based in events like mini games or questions.

This Application is expected to gain more favour from children of this country or abroad to Indonesian Folklores.

Key words: Folklores, Games, Ipad.