Design Of Reading and Writing Android Based Application For Kindergarden Student Using Augmented Reality

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ABSTRACT

Reading and writing is one of the basic academic. Late in reading and writing will directly affect learning development of children. Methods of reading and writing learning currently much focus on teaching and leading intensely by a parent or teacher. So that can be said that the learning process of reading and writing to students is a lot depends on the existence and the method of teaching by parents or teachers.

Along with the changing times, the media in assisting children's learning was further developed, including the media for reading and writing learning. Currently, many types of applications for helping children learn reading and writing can be downloaded and used. Existing application for reading and writing learning has combine a variety of methods and give an attractive look for the child.

In order to enhance the child's interest to learning literacy then made an application to learn read and write using augmented reality technology. This application has visual, audio and kinetic aspect, also combining conventional and modern teaching methods. The reading and writing application use the content of school books, so it would maximize the learning contents which received from school.

The application has four main features, there are audio features, animation writing letters, reading practices and writing practices. Content of applications is adapted from school literacy books for kindergarten students. Application is Android-based and developed with two types of program languages, those are Java and C#. The application
has been tested on 7 children and obtain an average value of 85.83% which based on three aspects, those are interface, users content and books content. These results indicate that the application has a good utility value in reading and writing.

**Keyword:** Learning, Read and write, Kids, Android, Mobile, Augmented Reality.