ABSTRACT

Learning is less effective because teachers deliver learning materials are still using tools that are less attractive. So students are less absorbing maximally what is explained by the teacher. Learning difficulties are taught theoretically in children and the low interest in learning about animals because the teacher in presenting the material less attractive.

Preparation of this paper uses a systems approach method used is structured method which has the characteristics of Object Oriented Analysis and Design or the Unified Modeling Language (UML), as for the tools used in the method of approach is the use case diagram of the system, Activity diagrams, Sequence diagrams, Class diagram, Component diagram, and Deployment diagrams.

Following the introduction of animal-based J2ME applications is expected to be effective as delivery of learning material that has the picture and sound delivery of content can be quickly memorized by the children, hoping to spark the attraction of children in learning about animals because in the delivery of educational material has been shaped.

Keywords : Aplication, Introduction of Animal, J2ME