Abstract

In an effort to improve the efficiency of the application containing the necessary elements of education various alternatives and new innovations in programming to be applied as a tool to facilitate the learning process. With the application tutorial recognize letters, numbers, and this picture is expected to increase the ability to know, and pronunciation of letters, numbers, and pictures in children. This tutorial is very useful applications in education. The authors chose children kindergarten (4 year olds) as a target player, because the learning process in theoretical difficulties in teaching the children, since children love to play.

The author uses the method of designing a prototype for this model is a model that is systematic, sequential in building software. Tools used to analyze the author using the UML.

Application of the tutorial application recognize letters, numbers, and images are expected to resolve the issue. So that when children play in these applications can indirectly learn about, and say the letters, numbers, and pictures, with the hope of the spirit of the child will be more motivated to learn and improve the quality of children's learning.

Keywords: Education, Prototype, and Tutorials