ABSTRACT

Designing Applications Games English Education for Children Ages 3-7 Years Flash-Based Multimedia At Tk Bunda Asuh Nanda

TK. Bunda Asuh Nanda is one of Kinder Garden in the Ujung Berung Bandung. English is considered a matter that began in the era of globalization, and therefore poses some problems that arise in Kinder Garden is his lack of English language education delivery medium that causes the attraction to children is increasing, and therefore the solution added to the child's interest interested in the English language with its applied an attractive multimedia-based applications and interactive.

Method of collecting primary data and secondary data, while the means of collecting data through direct fieldwork by way of interviews and observations at the tk. Aids for analysis and design of the flowchart, flowchart navigation. To implement this application supporting components are needed in order to work properly, the components of programming languages including PHP, Macromedia Flash CS3 and data storage media using MYSQL database.

The purpose built educational applications of this game including Britain language teachers as well as to assist parents in order to facilitate providing English language teaching materials in an interactive and educative.

Keyword: English Education Game, Game Education at TK. Bunda Asuh Nanda