ABSTRACT

LIBRARY STORY OF INDONESIA USING THE COMBINATION OF WORDS AND NARRATIVE EDUCATION AS A TOOL FOR ANDROID-BASED CHILD

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At present, very much into foreign cultures and grown in Indonesia. Starting from clothes, food, lifestyle to a children's book is also dominated by foreign cultures. The growing popularity of foreign stories in Indonesia impact on the more rare folklore, especially in an environment accessible to the children of Indonesia. Based on this phenomenon, have created an alternative system that can lift people's stories to the surface, that can be easily accessed. One medium that can support this media is mobile.

By leveraging advances in technology, especially mobile android platform which is popular in Indonesia society, hence made an application of multimedia content to the theme of folklore library that aims to reintroduce the story to the people of Indonesian children. This application not only displays of folklore in the form of an interesting but also show the essence of the story with the moral values at each end of the story.

Folklore library application built with the android platform which consists of two user is the user frontend and the backend user. User frontend as a user of mobile-based application where users can view the multimedia frontend of an application that consists of an animated display is accompanied by narrative text and illustrations on every folklore. Meanwhile, user backend is supporting an application that serves as a supplier or source of data on the frontend application. The test results of this application in addition to presenting a multimedia application that consists of text animation, narration and illustrations, this application also provides the education of children using folktales that requirement would moral values.

Keywords: Folklore Library Applications, mobile, android platform, education.