Kanji E-Games As A Kanji Learning Media

ABSTRACT

In learning Japanese, letter usually become obstacle in early stage learning especially kanji letters. Learning kanji is really difficult because of the massive amount of kanji letters and different pronounciations. As the technology and science quickly developed, learning methods is enable using multimedia information system. With that background, writer made a media with multimedia base for first grader kanji language study using the macromedia flash software. This is a very effective way because the study combined using this multimedia will make the learning process easier for the students. The study conducted to the first grader student on Japanese Departement UNIKOM made to establish the student reaction to the media made by the writer: "Kanji E-Games" by distributing quessionaire to the respondent. Method used in this research is R&D (Research & Development). According to the results from the quessionaires distributed to the repondents, majority stated that Kanji E-Games media is easy to use, because it enables in helping reading progress including in writings and effective as a learning media. Therefore Kanji E-Games media could be proclaim as a first grader kanji learning method. Hence found any flaws in this research, please be known that the writer hopes the media she/he made for will be perfected and for the Japanese teachers, expected to create and develop a more effective methods so the students of Japanese especially those learning kanji will not feel bored.