APLIKASI PEMBELAJARAN MENGENAL FAUNA KHAS INDONESIA BERBASIS ANDROID
(LEARNING APPLICATION KNOWING THE TYPICAL FAUNA IN INDONESIA BASED ANDROID)

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ABSTRACT

Fauna is a living things which very interesting to be learned especially with many kinds of fauna in all around Indonesia. From the diverse of fauna also can be found the fauna which must be protect because it almost extinct. According to the things above, so it needed of knowledge about the typical fauna in Indonesia. In general, the children were introduced about the material when they were in Elementary School and Junior High School, but most of them felt bored with the delivery of material from the book. According to the problem above, so it needed "Learning Application Knowing The Typical Fauna In Indonesia Based Android". The application build with Android studio, database use SQLite,the aids of using modelling system of UML. The method of the research from collecting data is observing and bibliography study from many source. Whereas the system development of method that used was Waterfall. According to the research that was made, it can be conclude that the application can be running smoothly in various devices. This application is one of choices in instructional media that more interactive and easy to be accepted by the children now.

Keywords: Fauna Indonesia, Android, Android Studio, SQLite, Waterfall. UML, Interactive Media.