

ABSTRACT

***THE USE OF INTERACTIVE IPAD OS INTERFACE TO ASSIST 3-5
YEAR OLD INDONESIAN CHILDREN IN GAINING BASIC
FUNDAMENTALS OF LITERACY AND NUMERACY***

by

Adam Ibnu Fiadi

19/440440/PA/19070

Nowadays, digital learning tools are used effectively in the classroom to boost student engagement, assist teachers in creating better lesson plans, and promote individualized instruction. Unfortunately in Indonesia, the distribution of technology utilized for education is uneven and not interactive enough. This has a significant impact on Indonesian education as well, particularly in the areas of literacy and numeracy where it is ranked the lowest indicated of ECDI (BPS, 2018). On the other hand, Indonesian children ought to be expected to be able to read and count before they turn six or enter primary school. This is a problem due to the fact that Indonesian children are expected to be able to read and count at a younger age than they actually are.

As a result, the goal of this Innovative Solution Thesis is to create an interactive iPadOS interface using frame-based animation that will help motivate Indonesian children aged 3 to 5 learn the essentials of literacy and numeracy. In order to do so, the author started at a small scale by testing 10 children and their parents domiciled near the author's residence in Tangerang Selatan. This solution will be solved using the CBL method for researching children's problems and create an iPadOS game application using the ECS architecture as the main algorithm.

Keywords: Education, Basic Fundamentals, Indonesian Children, Interactive, Interface, iPadOS, Literacy, Numeracy, Read, Count