DEVELOPMENT OF AN ENGLISH LEARNING APPLICATION FOR CHILDREN WITH DRAG AND DROP FEATURES BASED ON ANDROID FOR AN INTERACTIVE LEARNING PROCESS

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ABSTRACT

English is an important international language to learn, but Indonesia has a low level of English proficiency. Education can play an important role in improving English language skills in Indonesia. This study aims to increase interest in learning English among young children, as they have good language acquisition abilities at this age. This study developed an English learning application using drag-and-drop features to increase children's engagement in the learning process. This study used the waterfall software development method due to its structured nature, with each development carried out sequentially. Black box testing yielded a 100% success rate, while user acceptance testing showed a user satisfaction rate of 88%. In conclusion, the English learning application using drag and drop features successfully increased children's interest and engagement in learning. It provided an enjoyable experience appropriate for their developmental stage. The test results indicated that the system functioned well and achieved a high level of user acceptance.

Keywords: English, learning application, children, Android application, drag and drop.