

**Media Pembelajaran Pengenalan Hewan Pada Anak Usia Dini Menggunakan
Metode Convolutional Neuro Network (*Animal Recognition Learning Media
for Early Childhood Using Convolutional Neural Networks*)**

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ABSTRACT

This study developed an interactive learning media for animal recognition aimed at early childhood education using the Convolutional Neural Network (CNN) method. The CNN model was built using the DenseNet121 architecture, achieving a high accuracy of 97%. Evaluation through the confusion matrix and classification report showed that most animal classes achieved precision, recall, and F1-scores close to 1.00. Expert validation involving six teachers from TKIT-TBIT Permata Leces confirmed that the application aligns with the early childhood education curriculum and is suitable for classroom use. Furthermore, User Acceptance Testing (UAT) conducted with 20 children revealed very high user satisfaction. Most children enjoyed using the app, liked the animal images and voice explanations, and expressed interest in using it again. These results demonstrate that the application is effective, user-friendly, and well-suited as an interactive educational tool for introducing animals to young children.

Keywords: CNN, *Recognition of Animals, instructional Media*