

MEMBANGUN APLIKASI EDUKASI PENGENALAN WALISONGO BERBASIS ANDROID

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ABSTRACT

Walisongo is a symbol of the spread of Islam in Indonesia, especially in Java, of course many other figures that also play a role. But walisongo huge role in establishing the Islamic kingdom in Java, as well as its influence on the culture and the society at large direct propaganda, making the walisongo is more famous than others. Knowledge and recognition of the history walisongo has now entered the world of formal education ie school, introduced since students - occupied the fifth grade elementary school (SD) and resumed at a junior high school class VII on the subjects of Social Sciences (IPS) or on the eyes Islamic Cultural History class, learning how far makes students - students feel bored because the material presented and the house is still too difficult menghafalnya. Thus, need to be made walisongo introduction of educational applications based on android in SMP Negeri 1 Kartosuro to help facilitate the delivery of material.

The method used for data collection are observation, interview (interview), and literature. Analysis of the data used by the object-based Use Case Diagram, DiagramClass Realization Use Case Diagram, Activity Diagram, Sequence Diagram, Component Diagram, and Deployment Diagram. Making these applications using Game Maker. The test method used is five view.

Results of testing the introduction walisongo educational applications can help support the memory of children who are still very sensitive to what is seen and in kerjakannya with Content Applications Working Problem Reading and History provided. Education-Based Application Recognition Walisongo Android has been tested and found no significant constraints in normal use.

Keywords: educational applications, social science, history, primary schools, walisongo