

ABSTRACT

MULTIMEDIA DEVELOPMENT LIFE CYCLE METHOD FOR DRAWING TRAINING ON ELEMENTARY SCHOOL STUDENTS USING AN AUGMENTED REALITY APPLICATION

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Drawing skills constitute a critical component in fostering creativity and fine motor abilities among elementary school students. This study employed the Multimedia Development Life Cycle (MDLC) method to design and develop an augmented reality (AR)-based drawing training application. The primary objective was to create an interactive learning medium that enhances students' drawing proficiency through engaging visual experiences. The development process adhered to the MDLC framework, encompassing six key stages: concept definition, design, material collection, assembly, testing, and distribution. Supporting data were obtained through observations of student learning activities, interviews with teachers, and a comprehensive literature review. The findings demonstrated that the MDLC approach effectively facilitates the creation of an educational multimedia application, while AR integration promotes a more enjoyable and interactive learning environment for elementary students.

Keywords: MDLC, Augmented Reality, Educational Application, Drawing Skills, Elementary Students