ABSTRACT

Folklore Indonesia is a developing story from the mouth of society that explain local cultural heritage of a region of Indonesia. Folklore Indonesia is increasingly displaced by stories from overseas and technology, thus lessening the child's interest to folklore Indonesia. With the problem of the lack of interest of children to folklore Indonesia, built Folklore Indonesia Interactive applications based on Android that can help the child's interest to folklore Indonesia by combining images, sound, and mini games on the Android platform. This application uses waterfall method and implemented using Adobe Photoshop CS5, Adobe Illustrator, and Juno Eclipse. This application uses the Java programming language. The story raised in this application is Legend Lake Toba. With the application of Folklore Indonesia Android-based Interactive is able to help children aged 5-7 years to better understand the importance of moral message contained in an Indonesian folklore.

Keywords : Folklore, The Legend Of Lake Toba, Android.