

Abstract

Early Childhood Education (PAUD) at the age of 4 until 6 years is an age of growth and development of children in recognizing objects in the surrounding environment. The neighborhood around the train is involved in memory and creativity of children. Gross motor and fine motor provides enough stimulation in creating imaginative mindset of a child. Drawing activity is an activity that helps children in gross and fine motor train which gives the rate of growth and development of children is good. Deductive method of approach applied to elaborate in mind mapping of the user interaction into an interface that can be built prototypes to determine its interaction design pattern. Based user experience, gained from observation and interview to the informant concerned. By mind mapping of the user's behavior can be assumed that the user has such great interaction while doing the drawing activity. So, that interaction design pattern can be obtained in order to perform the design and construction of a prototype user interface in drawing activity. Based on the results of testing by usability testing, that the High-Medium User Persona give a percentage of 97%, while Medium-Low User Persona give a percentage of 90%. User interaction to the design pattern on the prototype drawing applications give a good results for the achievements of early childhood education at the age 4 until 6 years in drawing activity.

Keywords : Early Childhood Education, deductive approach, interaction design pattern, mind mapping, user experience, usability testing.