

ABSTRACT

Learning Media Digestive System In Humans is a learning application that contains about the material, simulations and problems about the digestive system in humans. The gastrointestinal learning media in humans serves as a tool in teaching and learning in schools with digestive system material in humans, providing a digestive simulation of the entry of food into the mouth up to the anus, the digestive system material in humans and the matter for student practice. During this time the teaching and learning process that is in school using props in the school laboratory and in use alternately, so it will take an uncertain time until all students finished using props, and if the human digestive system material is taught in the classroom Then the delivery of the material will not use props. So it should be a tool that can be used in the classroom and outside the classroom. This application is made with prototype method by using C # programming language and using Unity 3D application. Users of this app are students and teachers. And this application will use testing method using blackbox testing and user acceptance test (UAT). With the learning media digestive system in humans this will facilitate the teacher in delivering the material, and will help students in learning in the classroom or outside.

Keywords : Human digestive system learning media, simulated digestive system, props, prototype