ABSTRACT

Software Design of Interactive Japan Kanji Learning

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Concomitant with increasing of diplomacy relationship between Indonesia Government and Japanese government, cooperation in both academic and employment field also increase. It is very important for Indonesian people who want to study or work there to understand written and spoken Japan. One of the difficulty which is faced by Indonesian people to learn Japan is Kanji.

Meanwhile, kanji softwares which are available in internet are limited to only kanji dictionary. In this research an interactive kanji learning software will be made. This application has several features, they are to learn kanji, to see the list of kanji, to test recitation of kanji according to the level which has been learnt. In this research interactive kanji learning application has been developed by using Visual Basic Software. Information of kanji character and kanji test in each level will be adjusted according to basic kanji learning book.

This interactive kanji learning application will have 10-15 kanji characters per level to learn, and questions at some levels will be given. Data base of this kanji learning application will be filled with 500 character of basic kanji and will be divided into 45 levels. Output of this kanji learning is to help the users to understand kanji in doing Japanese language proficiency test, N4 level.

Keywords : Kanji, Visual Studio, Basic kanji books