

## ABSTRACT

Indonesia as one of the major countries in the world that has a wide variety of cultural forms. The development of increasingly advanced technology to form a condition in which the cultural heritage and traditions of Indonesia is now increasingly forgotten by most people. This can be avoided by introducing the culture and traditions from an early age. Indonesian children as successor nations have an obligation to study and understand Indonesian culture. Therefore made multimedia applications a basic introduction to web-based traditional Indonesian culture as a means for children, especially primary school to learn and know the culture of Indonesia with ease and interactive.

Application development methods used in this study is the waterfall method. The design of this application uses a data flow diagram to illustrate the process. Creation of multimedia applications using Adobe Flash CS3 builder.

This application is expected to help elementary school students to learn and know the culture of Indonesia easily and interactively under the guidance of teachers and parents. This application is built to provide information about the traditional houses, traditional clothing, traditional weapons, traditional dances. This application will also be equipped with audio that contains traditional songs. In addition, this application is also equipped with the knowledge quiz.

Keyword : interactive applications, Multimedia, adobe flash, Culture.