# ABSTRACT

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**DEVELOPMENT OF JAPANESE KANJI LEARNING APPLICATION FOR N5 LEVEL USING KODULAR WITH SDLC METHOD**

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(xv + 95 + Appendices)

The Japanese language is a foreign language that is widely studied by people, especially in Indonesia. Japanese language has attracted a lot of attention and interest from many individuals due to its culture, especially its unique animations that captivate people to learn the language. In learning the Japanese language, *kanji* characters are one of the essential aspects to master. There are various ways to learn Japanese, one of which is through courses, but learning through courses has its drawbacks, such as limited meetings that must be conducted in person, and students have to travel to attend the courses. An alternative to learning Japanese is by utilizing educational technology, specifically Japanese language learning applications. Despite the availability of numerous Japanese language learning apps, sometimes the interfaces used in these apps are considered simple and monotonous, which makes the learning process less engaging. Therefore, a Japanese *kanji* app for N5 level was developed. This app was created using the Kodular web platform, following the Software Development Life Cycle (SDLC) method, which includes stages such as planning, data collection involving functional and non-functional requirements analysis, application design, implementation, and testing. The Japanese *Kanji* N5 Level App has successfully educated individuals interested in learning the Japanese language, particularly at the N5 *kanji* level. This app has effectively provided understanding to the public about N5 level Japanese *kanji*, including pronunciation, *onyomi* and *kunyomi* readings, example sentences, as well as the method and sequence of writing N5 level Japanese *kanji*. Efforts to overcome the monotony of *kanji* learning interfaces, which are typically mundane, have been achieved through this app. By introducing interactive and visually appealing elements, this app has offered a more effective and enjoyable *kanji* learning experience for users.

Bibliography (2017-2021)