

OL-Kids Application to Support Play Group Distance Learning Based on Artificial Intelligence (AI) Technology

Andini Putri Maharani, Putri Aliyyah, Umi Harum Mulyani, Gusti Pangestu

Computer Science Department, School of Computer Science,

Bina Nusantara University

Jakarta 11480, Indonesia

andini.djafar@binus.ac.id, Putri.aliyyah@binus.ac.id, umi.mulyani@binus.ac.id,

gusti.pangestu@binus.ac.id

Abstract

The Covid-19 pandemic to date has greatly affected all human activities . Its spread also occurs very quickly and does not look at the class. Therefore, peer interaction should be reduced, especially activities that involve or meet many people. To reduce the spread of this virus, it is necessary to support distance learning that is packaged in the form of a mobile application. The main target for providing this education is play group for children. This application is supported by Artificial Intelligence (AI) technology. Artificial Intelligence or commonly called AI is a computer system capable of performing tasks that normally require human intelligence. The AI used is Speech to text to help children learn anywhere remotely.

Keywords

App Development, Mobile, AI, Speech to text

Acknowledgements

This research is supported by BINUS University, Indonesia.

Andini Putri Maharani is currently a student in Computer Science Department in Bina Nusantara University @Malang campus. Also, he is an entrepreneur and researcher enthusiast in web and mobile programming.

Putri Aliyyah is currently a student in Computer Science Department in Bina Nusantara University @Malang campus. Also, he is an entrepreneur and researcher enthusiast in web and mobile programming.

Umi Harum Mulyani is currently a student in Computer Science Department in Bina Nusantara University @Malang campus. Also, he is an entrepreneur and researcher enthusiast in web and mobile programming.

Gusti Pangestu is currently a lecture in Computer Science Department in Bina Nusantara University @Malang. He also a student in Doctoral of Computer Science. He finished his bachelor's degree in 2016 and his Master degree in 2019. Both of bachelor and master are focused on app development and artificial intelligence. He start his career on researcher and lecturer started from 2020.