

**INTERACTIVE MULTIMEDIA BASED
LEARNING MEDIA FOR JAVANESE LETTERS
USING MACROMEDIA FLASH 8**

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ABSTRACT

Nowadays the progress of computer technology is rapidly increasing, and with these technologies will allow us to obtain information about cultural heritage, one of which is Javanese letters. Many people find it difficult in learning the Javanese letters. Media literacy learning of Javanese letters existing still many do not take advantage of computer technology. The purpose of this study was to develop interactive multimedia based of media literacy learning for Javanese letters and to know the eligibility level.

This study uses the development research approach (Research and Development). The study was conducted at the Focus Group Discussion on Regional Language Education Department, Yogyakarta State University in May 2011. Research subjects were members of the Focus Group Discussion, and the object of research is interactive multimedia based instructional media of Javanese letters packaged in a CD (compact disc). The methods used in data collection is by observation and interviews, and data analysis methods is by qualitative descriptive analysis techniques.

From the validation results to the media expert and matter expert, obtained results that the media has been good and in accordance with the criteria of interactive multimedia-based learning media. After the learning media tested on focus group discussions, showed that the medium of learning can be declared to be viable and appropriate to the criteria of good learning media. Feasibility study of media in terms of aspects of ease of use, display, navigation, interactivity, and the range of matter.

Key words: *development, instructional media, interactive multimedia, Javanese letters, Macromedia Flash 8.*