

INTERACTIVE LEARNING MEDIA COMPUTER NETWORK USING MACROMEDIA FLASH 8 IN SMK NEGERI 1 SAPTOSARI

By: Annafi Arrosyida
NIM. 08520244056

ABSTRACT

This research aims to develop interactive learning media Computer Network using Macromedia Flash 8, to know the performance of the media, and to test the feasibility of learning media.

This research is a Research and Development (R & D) by developing a model. Model which was developed in this research is ADDIE model. This development model consists of five stages, they are Analysis, Design, Development, Implementation, and Evaluation. The instrument used in this study was a questionnaire that had been validated by expert judgement. Data obtained from assessment alpha testing and beta testing. Subjects were 33 students of class XI TKJ in SMK Negeri 1 Saptosari. The data analysis technique used was descriptive statistical analysis.

The results of this development are (1) Product of interactive learning media as a learning tool that was developed using Macromedia Flash 8, (2) performance results of media through black box testing and alpha testing was feasible, (3) quality of media that was developed was very feasible, it is obtained from the assessment of alpha testing by content experts at 4.26 for very feasible category and by media expert at 4,18 for feasible category, and the assessment of beta testing by the user at 4.29 for very feasible category.

Keywords: Learning Media, Interactive, Computer Network, Macromedia Flash.