ABSTRACT

DEVELOPING INTERACTIVE LEARNING MEDIA THEORY LATHE BASED MACROMEDIA FLASH PROFESSIONAL 8 AMONG THE STUDENTS OF XI CLASS SMK MUHAMMADIYAH 1 BANTUL

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This study aims at: (1) developing interactive learning media media using Macromedia Flash Professional 8, (2) determining the feasibility of an interactive learning media of theory lathe based Macromedia Flash Professional 8.

The research method was using a combination of qualitative and quantitative methods. Media development consisted of six stages: concept, design, collecting material, assembly, testing, and distribution. The techniques of collecting data in this study was using a questionnaire / poll. The research respondents were the students of class XI of Competency Skills Machining Techniques, SMK Muhammadiyah 1 Bantul. The manufacturing processes of this learning media were: Field Studies and Literature, Needs Identification, Formulation Objectives, Product Design, Content and Media Expert Validation, Revision 1, Response Limited, Revision II, Response Area, Revision III.

The result is a learning media with six (6) main menus, they are: Pendahuluan, *Cekam dan Alat Bantu, Hitung Teknis, Fungsi Mesin Bubut, Latihan Soal,* and *Tentang Kami.* Media published on a CD with a file of 210 MB and is packed in a hard case that reads Name Media, Target Users, Contents of Media, System Requirements and Installation Instructions. The results of a feasibility assessment based learning media assessment scores in terms of product quality aspects included in the category of learning is very good with a mean 3.35; aspects of the substance of the material included in the excellent category with a rate of 3.49; aspect display is included in the excellent category with a mean 3, 28, the aspects of programming and visual communication are included in the excellent category with a mean 3.45. Overall the percentage of media appraisal wide response compared with the ideal score is 84.36% and included included in the excellent category.

Keywords: media, Flash, lathes, feasibility