GAME DEVELOPMENT NAME RECOGNITION OF ANIMALIN ENGLISH MEDIA AS A STUDENT LEARNING MACROMEDIA FLASH BASED

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ABSTRACT

This study aims to develop an interactive learning media on subjects English, with the introduction of the basic materials names of animals in English, and determine the feasibility of such media as a medium of learning.

The method used in this research is the development of methods, known as Research and Development. Stages in the process of this research is the analysis phase, design, pengenbangan, implementation, and testing. Tests were conducted in the form of validation performed by evxpert jugement or expert media and materials. Later in the trial by media students. After validation and interactive media meets appropriate criteria, new testing or research to know the feasibility in the field. The research was conducted at the elementary school Somokaton Klaten involving 38 students. The method used in the data collection was a questionnaire, data were obtained and analyzed with descriptive analysis tekhik.

These results indicate the feasibility assessment of media experts are on average 4.32 on the category of very decent. Matter experts on the category average of 4.59 is very decent, and the test results of students is on average 3.07 in either category. It can be concluded media learning educational game animal animal name recognition in English for fourth grade is fit for use as a medium in the pembelaharan

Keyword:
Development, Feasibility, Learning Media