

# **INTERACTIVE LEARNING APPLICATION BASED MULTIMEDIA PLAYING TECHNIQUES PIANO AT “ETHNICTRO” MUSIC COURSE**

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## **ABSTRACT**

This research aims to develop an interactive learning application based multimedia playing techniques piano, with focus on basic music theory and piano's fingering techniques, and also to know the feasibility of application when tested to the field. This learning application expected to motivate students to learn music especially learn piano.

The research was using Research and Development Method according to the development procedure, as follows : 1) concept, 2) design, 3) material collecting, 4) assembly, 5) testing. The testing was done by in two steps. First step was called alpha testing, in this case, learning application was validated by media expert and content expert or material expert. After that, the second steps was called beta testing, application was tested by users as respondents. The respondents included 30 students from “Ethnictro” Music Course. The data collection method was using Questionnaire, and then the collected data analyzed by researcher with Descriptive Analysis Technique by convert the average result of evaluation into the feasibility interval score.

The result of the research show that the level of feasibility this application from the content expert scored 60.34 in feasible category, then from the media expert scored 89 in very feasible category, and from respondents scored 92.1 in feasible category. Based on the data, conclude that the interactive learning application based multimedia playing techniques piano which made by the researcher was feasible to used as media to learn basic music theory and piano's fingering techniques

**Keywords:** development, interactive learning application, learning media, feasibility.