

## **ABSTRACT**

### **THE DESIGN OF INTERACTIVE MULTIMEDIA LEARNING ABOUT PLANTS FOR ELEMENTARY STUDENT IN CLASS 1, 2, 3**

**By**  
**Hudaivani Dian Andarini**  
**NPM: 109300024**

Learning is human activities as the necessities of life that will add insight, knowledge, change behavior, and leads man to maturation. Therefore, humans known as *Homo educandum* or educated man. In the learning process requires media as a tool to understand the science that is being studied, for example in Natural Science (IPA), especially in the world of plants teaches human to interact directly in identifying and testing (experimenting) in plants, because the Natural Science provides the experience and practice so that human more quickly understand the material being studied.

However, the lack of media as a teaching tool in school and just focus with textbooks make education figures in Indonesia began to decline. However with media such as edutainment learning can teach in a way that is fun and interactive, but still informative. Especially for children who are psychologically need to play for cognitive and motor development.

In this final project design seen from the background, the author designed an interactive learning media in the form of the game, but still informative with material about plants for grades 1 to 3 elementary school. Media is packaged in the form of Interactive CD and can be accessed via computer or laptop and can be used as props for teachers in teaching activities. Furthermore the creation of character that is creative, clever, diligent, and always wanted to know is expected to encourage children to be critical and not afraid to ask

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