

ABSTRACT

Utilization of information technology in the world of Indonesian history and geography is needed by educators in learning and acceptance of the material and the information needed, namely the use of computer as a means of an interactive learning. Because of it, was built the application of learning and the introduction of this culture of Indonesia, to help teachers and students in studying the techniques on the application of this, as well as materials and information about the culture of Indonesia. The application of learning and the introduction of the culture of Indonesia is the application of learning who are offline, which specializes in learning and the introduction of the culture of Indonesia. The application was built using a method of the Luther to the stage of testing. Testing the application of this is done with the methods of computing blackbox testing, the application was built using Adobe Flash CS5 with programming language ActionScript 2.0. In addition of software used in developing the method Luther is Adobe. The application of having features material in order to support knowledge of Indonesian culture, features a quiz game for sharpening and test ability to learn, and there are features tutorials the use of the application of which is equipped with music, voice and text

This application is expected to help students more interaktif and easily in the study and understand the culture in Indonesia in the form of visualization multimedia. In the application of this there are three types of tools used i.e. Adobe Flash CS5 2.0 script Action, and Adobe Photoshop CS5.

Keyword: learning, interactive, Indonesian state, multimedia