

ABSTRACT

Books have long been a learning media for all circles, especially at the kindergarten level. However, not all children can digest the material conveyed using book media as learning media and not all materials can be channeled properly using books. As an example of plant recognition material, it will be more effective if the material is delivered in the form of video, text, audio and evaluation in the form of mini games. Tools used to create this learning media using Adobe Flash Professional CS 6. These components when put together will be interactive multimedia. The method used in designing this learning media uses the waterfall method. Based on the results of testing the UAT (User Acceptance Test) that has been implemented the software has been accepted and is suitable for use by students to learn about ornamental plants, vegetables, tubers and live pharmacy plants. So with the construction of this learning media media application, it is expected that the students' ability to capture material is faster and easier.

*Keywords: Ornamental Plants, Vegetables, Umbi-Umbian, Plant Life
Pharmacy, Waterfall*