

ABSTRACT

Application of Learning Astronomy Space Using Flash For High School Class 1 is a Flash-based application that can learn the science of astronomy for students of high school grade 1. This application is derived from the syllabus as attached in the science of the universe. This astronomical applications made using the method Luther, starting from concept, design, material collecting, assembly, testing and distribution. Adobe Flash CS6 become the core software in making this Flash-based applications. This application was created in order to facilitate students in achievement with the packing material with 2D animation about astronomy accompanied with problems as well as the results of the value of the questions that have been done in order to measure the students' understanding of the lesson on astronomy. In learning activities there are some problems in obtaining information about astronomy, so it requires a Flash-based astronomy applications as the solution of the problems occurred. Users of these applications are students and teachers.

Keywords: Application, Learning Media, Flash, Blackbox Testing