

ABSTRACT

DEVELOPMENT OF INTERACTIVE LEARNING FOR ENGLISH LANGUAGE LEARNING WITH MULTIMEDIA DEVELOPMENT LIFE CYCLE (CASE STUDY: CHILDREN OF CLASS I-II SD NEGERI 02 PASAR PANDAN AIR MATI)

The use of multimedia technology in education has become increasingly important in supporting a more interactive and engaging learning process. One of the multimedia applications that can be used in the context of learning is Adobe Animate. This research aims to analyze the utilization of Multimedia Development Life Cycle (MDLC) in the development of English learning materials using Adobe Animate, focusing on children in grades I-II at SD Negeri 02 pasar pandan air mati.

The research method used is a case study, where English learning materials are developed using MDLC as a multimedia development framework. Data were collected through observation of students' interaction with the materials, interviews with teachers, and analysis of test results. The results show that the utilization of MDLC in the development of English learning materials with Adobe Animate can increase students' engagement and their understanding of the materials.

Using Adobe Animate can be a solution in improving the quality and interest of students in learning English. It is hoped that the results of this research can be a guide for educators in developing more interesting and interactive learning materials for elementary school students. Apart from that, this research also tested the application using the black box testing method so that the results obtained through all functions in the application features could run well. And a usability scale system to determine the suitability of the application, whether it is suitable for use or not. The results of this research show that this multimedia-based interactive learning application succeeded in increasing the learning interest of grade 1 students at SD Negeri 02 Pasar Pandan Air Mati. Based on the results of usability testing using the System Usability Scale (SUS), the application received a score of 78%, which indicates a good level of usability. Apart from that, the results of black box testing show that all application features work well as expected.

Keywords: *Multimedia Development Life Cycle, Adobe Animate, English language, Multimedia, Learning, black box testing*