

FIRNANDA KHUZAENI, 21.240.0023

**MEDIA PEMBELAJARAN INTERAKTIF KHULAFUR RASYIDIN
BERBASIS MULTIMEDIA DI MTS AHMAD YANI WONOTUNGGAL,**

dibawah bimbingan Eko Budi Susanto, M.Kom. dan Tri Agus Setiawan, M.Kom.

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ABSTRAK

Sistem pembelajaran mata pelajaran Sejarah Kebudayaan Islam khususnya materi Khulafaur Rasyidin di MTs Ahmad Yani Wonotunggal masih menggunakan metode ceramah dan buku LKS sebagai media belajarnya, yang dinilai kurang efektif dan membatasi partisipasi aktif siswa. Penelitian ini bertujuan untuk merancang dan mengembangkan media pembelajaran interaktif berbasis multimedia menggunakan Adobe Flash CS6 untuk membantu siswa lebih memahami materi Khulafaur Rasyidin. Pengembangan media dilakukan menggunakan model Multimedia Development Life Cycle (MDLC) dengan enam tahapan, yaitu Concept, Design, Material Collecting, Assembly, Testing, dan Distribution. Alat bantu pengembangan sistem yang digunakan meliputi struktur navigasi, flowchart, Lembar Kerja Tampilan (LKT), skenario, dan storyboard. Pengujian sistem dilakukan menggunakan metode Graphical User Interface (GUI) dan User Acceptance Test (UAT). Hasil pengujian menunjukkan media pembelajaran berjalan sesuai fungsi, interaktif, dan mendapatkan tanggapan positif dari guru serta siswa. Media ini dapat meningkatkan minat, pemahaman, dan keterlibatan siswa dalam pembelajaran Sejarah Kebudayaan Islam.

Kata Kunci: Media Pembelajaran, Interaktif, Multimedia, Khulafaur Rasyidin, Adobe Flash CS6, MDLC.

FIRNANDA KHUZAENI, 21.240.0023

**INTERACTIVE MULTIMEDIA-BASED LEARNING MEDIA FOR
KHULAFUR RASYIDIN AT MTs AHMAD YANI WONOTUNGGAL,**

Under Guidance Of Eko Budi Susanto, M.Kom. and Tri Agus Setiawan, M.Kom.

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ABSTRACT

The learning system for the Islamic Cultural History subject, particularly the Khulafaur Rasyidin material at MTs Ahmad Yani Wonotunggal, still relies on lecture methods and student worksheets (LKS) as the primary learning media, which are considered less effective and limit students' active participation. This study aims to design and develop an interactive multimedia-based learning media using Adobe Flash CS6 to help students better understand the Khulafaur Rasyidin material. The development process follows the Multimedia Development Life Cycle (MDLC) model, which consists of six stages: Concept, Design, Material Collecting, Assembly, Testing, and Distribution. The development tools used include navigation structures, flowcharts, Screen Design Sheets (LKT), scenarios, and storyboards. System testing was conducted using the Graphical User Interface (GUI) and User Acceptance Test (UAT) methods. The test results showed that the learning media functioned properly, was interactive, and received positive responses from both teachers and students. This media can enhance students' interest, understanding, and engagement in learning Islamic Cultural History.

Keywords: *Learning Media, Interactive, Multimedia, Khulafaur Rasyidin, Adobe Flash CS6, MDLC.*