

ABSTRACT
**INTERACTIVE MULTIMEDIA DESIGN IN JAVANESE LESSON AT SDN
SALEM 01 USING THE MULTIMEDIA DEVELOPMENT LIFE
CYCLE METHOD**

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Salem 01 Negri Elementary School is one of the 49 elementary schools located in Salem District, Brebes Regency, where the majority use their daily language, namely Sundanese, where the majority have the same problem, namely the lack of teaching staff in Javanese language subjects compared to other subjects so that the lesson is not realized properly and correctly. In this study the authors developed research using the MDLC (Multimedia Development Life Cycle) method and the testing method used alpha testing and beta testing. MDLC is used because, according to previous research, the stages of model implementation are suitable and appropriate in designing and developing a media application which is a combination of media images, sound, video, animation and others. The results of the desktop application research "Sinau in Javanese" using the blackbox testing method (alpha testing and beta testing), namely: Alpha testing is carried out to verify that all systems in the application are functioning properly. In this test, a number of devices were used to test the functionality of the application, 13 tests were carried out on the features of the "Sinau Bahasa Jawa" desktop application, each component ran properly without any errors. Based on the results of the beta testing test, it was obtained 4.66 out of a scale of 5, so that with this value the "Sinau Javanese Language" desktop application was made very feasible to be used as a learning medium. The purpose of this study is to find out how to design and build an Interactive Multimedia that can provide convenience for teachers, and be able to use interactive multimedia to help students become more active and can create a pleasant classroom atmosphere and also have no difficulty learning Javanese anymore. While the benefits of this research are to increase students' scores in Javanese language subjects and the knowledge of Javanese in Javanese script material.

Keywords: *Interactive Multimedia, Javanese Language Subjects, MDLC, Alpha testing and Beta testing, Blackbox.*