ABSTRACT

In teaching and learning in the classroom there is a close relationship between faculty, student, curriculum, facilities and infrastructure. Until now there are still many difficulties experienced by students in studying the course material in particular Metode Numerik" Penyelesaian Persamaan Diferensial dengan Metode RK4". One of the difficulties it is to understand the next concept because the concept of prerequisite has not been understood. It required learning model that can help students to achieve the basic competencies and learning indicators.

The design of a software product requires some steps that must be done in making this learning media application design. Designing multimedia consists of 6 (six) phases, namely concept ,design , material collection, assembly, testing and distribution .

Pilot program to get the medium of learning is in compliance with the multimedia elements of text, animation, and have met the criteria of interest, so the students can easily run these multimedia systems. The experiments on multimedia learning system was created with the aim to determine whether the multimedia system has been designed to meet the objectives and benefits of design as mentioned in previous chapters.

Keyword :

Learning Media, Multimedia, Persamaan Diferensial, Multimedia Development