ABSTRACT

Gaming media growth as learning medium was still an unexisting tradition in Indonesia. In addition resource issues, another issues of equitable infrastructure readiness is an issue that makes educational games have not been optimally utilized. Our society have a perception that game is entertaining media rather than learning media. The paradox of this kind provides an opportunity challenge to make gaming media fulfilling the responsibility of the media that entertain, influence, giving information also can provide education on primary school children.

This research was conducted to try applying computer technology media into the learning system of primary school children. Computer growth that have penetrated so rapidly in many areas of life, education is no exception. The transformation of teaching by using computer technology advances in the field of education as a tool for educators in the delivery of content and make interesting learning and creativity to help students in the learning process.

Interactive games with audio visual animation is the result of integration from technology-based with cartoon animation Flash software, knowledge about the game animals and their habitats that has been known generally in Indonesia. With the interactive multimedia learning can provide an alternative auxiliary media learning system in the learning process.

Keywords: Interactive multimedia, independent learning, animal habitat.