ABSTRACT

DESIGN OF LEARNING MEDIA ABOUT EDUCATION COMMERCIAL BANKS BASED ON ANDROID

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The development and advancement of information technology has created a new culture that is the culture of using gadgets. One gadget or telecommunication device that is very fast in modern times now that is very widely used is smartphones or cellphones. Learning media is a tool that is applied by a teacher or educator in explaining and facilitating a process of teaching and learning activities for students. This learning media application is designed with the aim to be able to increase the learning interest of a student or student so that it can easily receive lessons or material. The method taken by the author in the development of this research is to use the Multimedia Development Life Cycle (MDLC) method, which consists of several stages or steps, namely, concept, design, material collection, manufacturing, testing, and distribution. Testing on this android-based application uses Black Box testing. The results of this study are to produce a learning media application designed only for Android-based platforms, where the implementation of the application can be opened on various android smartphones such as the Mito A17 Fantasy X brand, Oppo F1s, and LG, which function as forms or media efficient and effective learning for teachers and students in learning material about commercial banks.

Keywords: Learning Media, Education, Commercial Bank, Unity Engine, Android Multimedia Development Life Cycle (MDLC), Black Box.