CHAPTER I
INTRODUCTORY

1.1   Background Issues

Learning media are generally defined as tools, methods, and techniques that are used sequentially to channel messages and learning information so that communication and interaction between lecturers and students can be more effective in the process of education and teaching. Thus learning media is an important part of the education process, and is one aspect that must be mastered by each teacher to be able to carry out its professional functions. A well-designed learning media will greatly help students achieve the goals of learning (Ramdhani & Muhammadiyah, 2015).

With the advancement of technology, learning media are no longer limited in form and number and can be easily used in the teaching process. This can be seen in one of the E-learning applications, Edmodo. With Edmodo, the quality of learning increases because it can facilitate interaction between students and subject matter, as well as interactions between students and teachers and with fellow students such as exchanging ideas, files, activity agenda, and assignments. By using this learning media, teachers can provide learning wherever and whenever without being related to space and time (Yunus & Rakib, 2016).

MDLC or Multimedia Development Life Cycle is a project development method that is suitable for developing multimedia systems. In MDLC there are six phases, namely the concept stage, design stage, material collection stage, assembly stage, testing stage, and the distribution (Wulur, Sentinuwo, & Sugiarso, 2015). The advantages of the method are, the method is the same as the waterfall method, so

that it can be easily understood and implemented, then the steps are clear and easy to implement because it can also be developed on a small scale (Binanto, 2015).

Every community has certain characteristics that govern the way someone life is called customs. Customs, traditions, and cultural values possessed by a tribe, in fact affect the eating habits and variations of food, as well as the way they are presented. Batak tribe is one of the tribes in North Sumatra, Indonesia which has unique customs. Batak tribes themselves have several types, namely the Karo Batak tribe, the Simalungun Batak Tribe, the Pakpak Batak Tribe, the Toba Batak Tribe, the Angkola Batak Tribe, and the Mandailing Batak Tribe. Batak custom values food as a source of life starting from birth, marriage and death. Food greatly describes the condition of a society's status in Batak customs. Bataknese foods is very diverse and has many meanings in its making (Petra, 2016).

Based on the studies above, i will design a learning media for bataknese cuisine and then make this report with the title **"Designing Learning Media For Bataknese Cuisine Using Multimedia Development Life Cycle (MDLC) Method".**

1.2 Scope of Problem

Problem restrictions are the scope of project creation. In this project, the scope consists of:

1. How to make a learning media about Bataknese Cuisine using Unity?

2. How to apply the MDLC method (Multimedia Development Life Cycle) to create a learning media?

1.3 Project Objectives

The purpose of this project include:

1. To find out how to make a learning media using Unity.

2. To understand how to apply MDLC method (Multimedia Development Life Cycle) to create a learning media.

3. To fulfill one of the requirements to graduate Bachelor Degree.

1.4 Project Benefits

The benefits of this project include:

1. For author

    To improve the our knowledge of Bataknese Cuisine and how to make a learning media using Unity.

2. For society

    To increases their knowledge about Bataknese Cuisine and how to make them.

3. For academics

    To contribute to knowledge and science about how to design a learning media.

1.5 Systematic Discussion

The system of discussion that will be used in writing this report are:

CHAPTER I: INTRODUCTORY

This chapter includes background issues, scope of problem, project objectives, project benefits, and systematic discussions used.

CHAPTER II: LITERATURE REVIEW

This chapter contains the theoretical basis and other relevant information in writing this reports.

CHAPTER III: METHODOLOGY

This chapter explains the methods used in the research phases and the making of the project.

CHAPTER IV: IMPLEMENTATION

This chapter explains how the process of implementing the project.

CHAPTER V: CONCLUSION AND SUGGESTION

This chapter explains the overall conclusion and recommendations of the project.