

# Multimedia Animation Educational for Learning Indonesia Independence History

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## Abstract

*Information on the independence of the Republic of Indonesia is very important for all parties, especially elementary to middle school students, and one of the media that can be used to provide this information can be interactive multimedia animation. Multimedia learning can be made with several special tools such as Adobe Flash, the use of Adobe Flash is appropriate for making learning media because of the ease of making and can be run on almost all platforms. Multimedia learning independence of the Republic of Indonesia consists of 3 sub material, namely Seconds Towards the Proclamation of Indonesian Independence, Spread of the Proclamation of Indonesian Independence. PPKI Session that displays detailed information about the three events. The use of Adobe Flash as a learning multimedia creation tool is expected to be able to provide interactive material for users to easily understand the importance of knowing the history of the independence of the Republic of Indonesia.*

**Keywords:** *Multimedia, Education, Flash, Indonesia*

## 1. INTRODUCTION

The independence of the Indonesian State was not easily obtained from the hands of the invaders such as the Dutch who had colonized the Indonesian State for 350 years and also the Japanese who had colonized for 3.5 years, the struggle must be paid for with the blood of the Indonesian people throughout the colonized regions [1]. The tireless struggle and the many heroes who died for the achievement of an independent Indonesian state that was sovereign and free from invaders was finally achieved by the surrender of Japan on August 14, 1945 and with the proclamation of Indonesian independence on August 17, 1945 the official state of Indonesia a stand that is recognized by the whole world.

For most computer users, especially an animator, Adobe Flash is a necessity and they are very familiar with Adobe Flash so that they can make a variety of very complex game animations, but for general users who want to use Adobe Flash may be confused by how to use it well from its design, a tool that used and others [2],[3].

Multimedia learning [4] of the history of independence of the Republic of Indonesia created with Adobe Flash provides general knowledge for users to find out the history of the independence of the Republic of Indonesia.

## 2. THEORIES

### 2.1 *Computer Based Learning*

along with the development of human civilizational and rapid advances in technology, computers have unwittingly played a role in the world of education, especially their use as teaching aids [4], [5]. The teaching system with computers is becoming increasingly widespread in the development of learning software. Computer learning software emerged from a number of disciplines, especially computer science and psychology. From computer science and mathematics emerged programs that made all calculations and functions easier and more useful [6].

### 2.2 *Multimedia*

Multimedia is software that uses more than one method of communicating with its users, such as: text, images, sound, animation, or video. The emergence of multimedia is triggered by human desire to make computers and their applications more attractive, making users feel at home and easier to digest information from computers. With the presence of multimedia facilities, users can easily interact with computers [6], [7].

### 2.3 *Adobe Flash*

Adobe flash is a computer software which is the flagship product of Adobe Systems. Adobe Flash is used to create vector images and animated images [8], [9]. Files generated from this software have a SWF file extension and can be played on web browsers that have Adobe Flash Player installed. Flash uses a programming language called Action Script that first appeared in Flash 5.



Figure 1. Adobe Flash

## 3. METHODOLOGY

The design aims to provide an overview of the logic of the new system and an outline to the system user in the design of the system has drawn the logic of the entire system. The implementation of

the design and making of the animation program “Events Towards the Proclamation of Indonesian Independence” is the most important stage where the system that has been designed, is implemented to produce a system that is in accordance with the desires and ready to operate in the actual situation.

Animation design is a form of animation design that will produce an animated building form. The aims and objectives of animation design are:

1. The meet the needs of animation users
2. To provide a clear picture and complete design to the program.

The scene design in this program is very necessary in visual programming because this Main scene is a form of display when program is run.

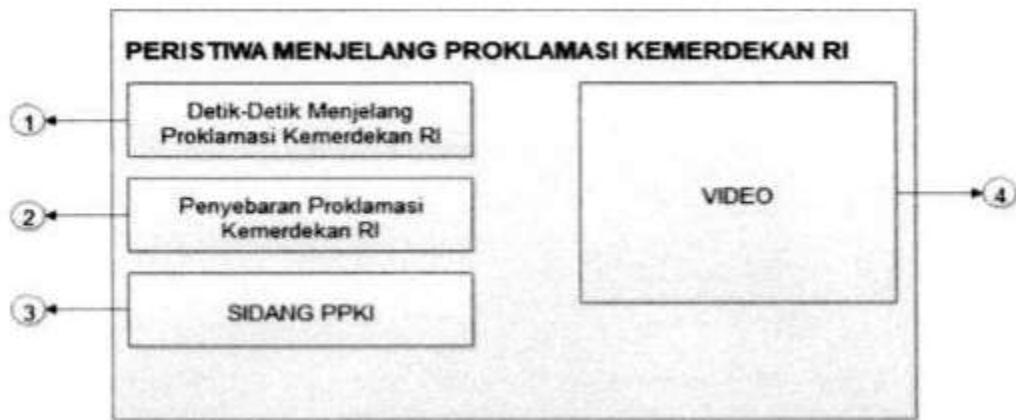


Figure 2. Main Display

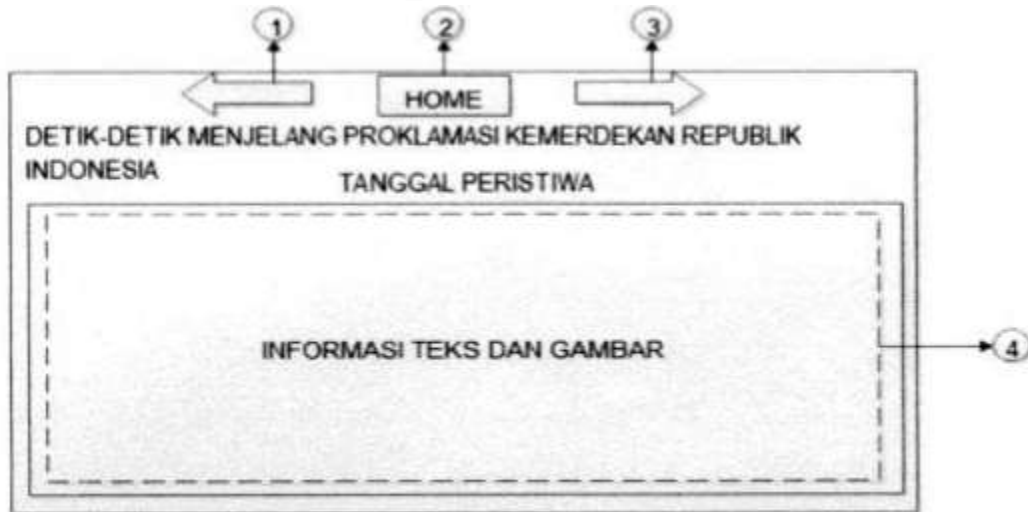


Figure 3. Scene 1

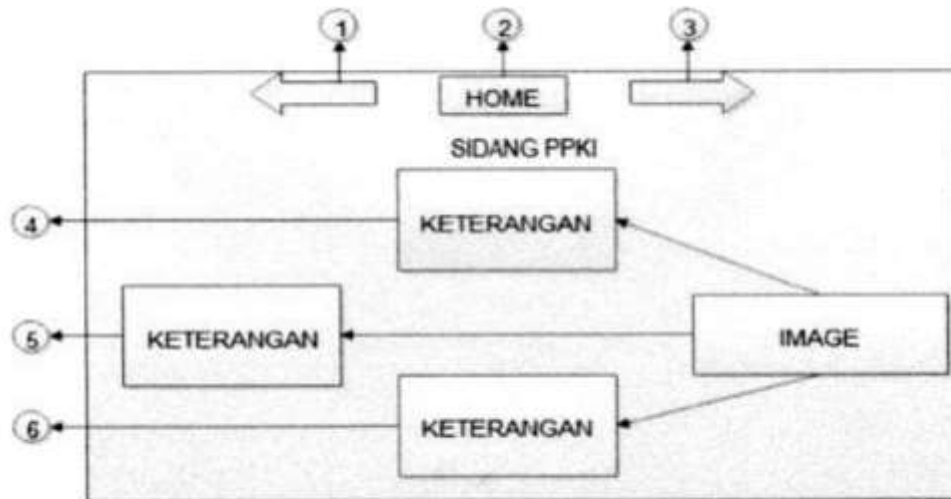


Figure 4. Scene 2

Many scenes will show how information about Indonesia Independence Day to show.

#### 4. RESULT AND DISCUSSION

The intro view is the display that appears when the application is first run, here is the display of loading when it starts.



Figure 5. Intro

Shown in the picture above the material information is displayed in the splash screen, the material above is the contents of the learning that will appear in the main scene and to enter the main scene is done by pressing the link label material so that the main scene will appear with the full screen window as shown below.



Figure 6. Main Scene

Figure 6 displays information from the learning animation consisting of:

- The seconds of the Proclamation of Indonesian Independence (Detik-Detik Menjelang Proklamasi Kemerdekaan Indonesia)
- Spread of the Proclamation of Indonesian Independence (Penyebaran Proklamasi Kemerdekaan Indonesia)
- PPKI Session (Sidang PPKI)



Figure 7. Detik-detik Menjelang Proklamasi Kemerdekaan Indonesia



Figure 8. Penyebaran Proklamasi Kemerdekaan Indonesia



Figure 9. Sidang PPKI

## 5. CONCLUSION

Based on the results of the study it can be concluded that this animation can be used as a media to help learn the history of the independence of the Republic of Indonesia which has a combination of images, text and video so that the process of learning history will be more fun, then with an attractive appearance will add value to learning in easy to understand Theory.

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