DEVELOPING ADOBE FLASH-BASED INTERACTIVE LEARNING MULTIMEDIA TO TEACH NARRATIVE TEXTS IN JUNIOR HIGH SCHOOL (A Study at VIII Grade Students of SMP Negeri 1 Brati Grobogan in the Academic Year 2015/2016)

THESIS

Submitted to Partial Fulfillment of the Requirement for Degree of Bachelor of Education in English Language Education



By: RATNA ENDAH HERANINGRUM 123411090

EDUCATION AND TEACHER TRAINING FACULTY WALISONGO STATE ISLAMIC UNIVERSITY SEMARANG 2016

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A THESIS STATEMENT

I am the student with the following identity:

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certify that this thesis definitely my own work. I am completely responsible for the content of this thesis. Other reseacher's opinions or findings included in the thesis are quoted or cited in accordance with ethical standards.

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RATIFICATION

Thesis with following identification:

Title	: DEVELOPING	ADOBE	FLASH-BASED
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	TEACH NARRA	TIVE TEXTS	IN JUNIOR HIGH
	SCHOOL (A Stu	dy at VIII Gra	de Students of SMP
	Negeri 1 Brati 2015/2016)	Grobogan in t	he Academic Year
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has been tested in Munaqasyah session by the team of thesis examiner of Educationand Teacher Training Faculty Walisongo State Islamic University and has been accepted as a partial requirement for the degree of Bachelor of Education in English Language Education Department.

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To

The Dean of Education and Teacher Training Faculty Walisongo State Islamic University

Assalamu'alaikum wr. wb.

I inform that I have given guidance, briefing and correction to whatever extent necessary of the following thesis identification:

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	HIGH SCHOOL (A Study at VIII Grade
	Students of SMP Negeri 1 Brati Grobogan in
	the Academic Year 2015/2016)
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I state that the thesis is ready to be submitted to Education and Teacher Training Faculty Walisongo State Islamic University to be examined at Munaqasyah session.

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Wassalamu'alaikum wr. wb.

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ABSTRACT

Title :	Developing Adobe Flash-Based Interactive					
	Learning Multimedia to Teach Narrative					
	Texts in Junior High School (A Study at					
	VIII Grade Students of SMP Negeri 1					
	Brati Grobogan in the Academic Year					
	2015/2016)					
Writer :	Ratna Endah Heraningrum					
Student Number	: 123411090					
Keywords :	Interactive Learning Multimedia, Adobe					
-	Flash, Teach Narrative Texts					

The development of information technology has affected all aspects of life including English education. In the aspect of English education, information technology can be used as learning media. An appropriate learning media is factor that influences one the quality of curriculum implementation in school, especially in learning process. Learning media help the learning process and clarify the meaning of the message, in order to achieve the goal of learning better and perfectly. Learning media can be considered as interactive learning multimedia in which the students do not only see and hear but interact significantly and directly with the learning media. The main objectives of this research were to know the developing process of adobe flash-based interactive learning multimedia to teach narrative texts for the eighth grade students of SMP Negeri 1 Brati and to find out the suitability of adobe flash-based interactive learning multimedia to teach narrative texts in Junior High School for the eighth grade students of SMP Negeri 1 Brati in the Academic Year 2015/2016. In this research, the researcher conducted research and development (R & D) as the method of this research. The data were obtained from questionnaire result of experts and students. Moreover, as supporting data, the researcher took students' scores in final test of narrative material. The result of this research described as follow. (1) The development of Adobe Flash-based interactive learning multimedia in teaching narrative texts as a learning medium was made by six steps of development based on Borg and Gall modified model; need analysis, planning, developing preliminary Adobe Flash-based interactive learning multimedia, preliminary field testing, main Adobe Flash-based interactive learning multimedia revision, and main field testing. (2) The suitability of Adobe Flash-based interactive learning multimedia to teach narrative text is as follow: (a) The validation result of material expert was about 83.3%. (b) The validation result of interactive learning multimedia expert was about 93.45%. (c) The main field trial's response to interactive learning multimedia was about 86.25%. As supporting data, it was shown in the average of student's final test score was 76.9. It was validated by test expert obtained percentage 88.9%. Based on the Quantitative data conversion of rating scale result proposed by Sugiyono, it was categorized valid qualification. In addition, this Adobe Flash-based interactive learning multimedia is suitable to be applied in teaching narrative texts for the eighth grade students of Junior High School.

ΜΟΤΤΟ

"Put your heart, mind, intellect and soul even to your smallest acts. This is the secret of success." – Swami Sivananda

DEDICATION

I dedicate this thesis to my family, especially for my beloved mother and father who always give me support and love, Bastiyan Aji Prakoso, and all of my friends. I love you all.

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Finally, the researcher realize that this thesis is still far from perfection, therefore, the researcher will be happy to accept constructive criticism in order to make it better. The researcher hopes that this thesis will be beneficial to everyone. *Aamiin*.

> Semarang, The researcher,

Ratna Endah Heraningrum NIM. 123411090

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