THE DEVELOPMENT OF FLASH-BASED PHYSICS MULTIMEDIA MODULE TO IMPROVE HIGH SCHOOL STUDENTS' ANALYSIS SKILLS ON OPTICAL GEOMETRY SUBJECT

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Abstract

The application of flash-based Multimedia Physics Module (MPM) has been created by using Swish Max4 software. This research used research and development method referring to the five steps in the ADDIE's model: (1) Analyze, (2) Design, (3) Develop (4) Implement, and (5) Evaluate. The aim of the research is to produce a Multimedia Physics Module (MPM) that is feasible (as a learning source for physics) and effective in improving students' analysis skills. The data was collected from questionnaire and student learning outcomes in the category of analysis skills. The respondents consist of experts in the subject and media, physics teachers, and school students. The data is processed by rating scale to obtain the percentage of MPM feasibility. The result of data analysis shows that MPM is feasible to be used as a learning source for physics and is effective in improving students' analysis skills on geometrical optics sub-subject reflection of light.

Key Words*: *Multimedia Physics Module* (PMM), *Geometrical Optics*, *Analysis skills.