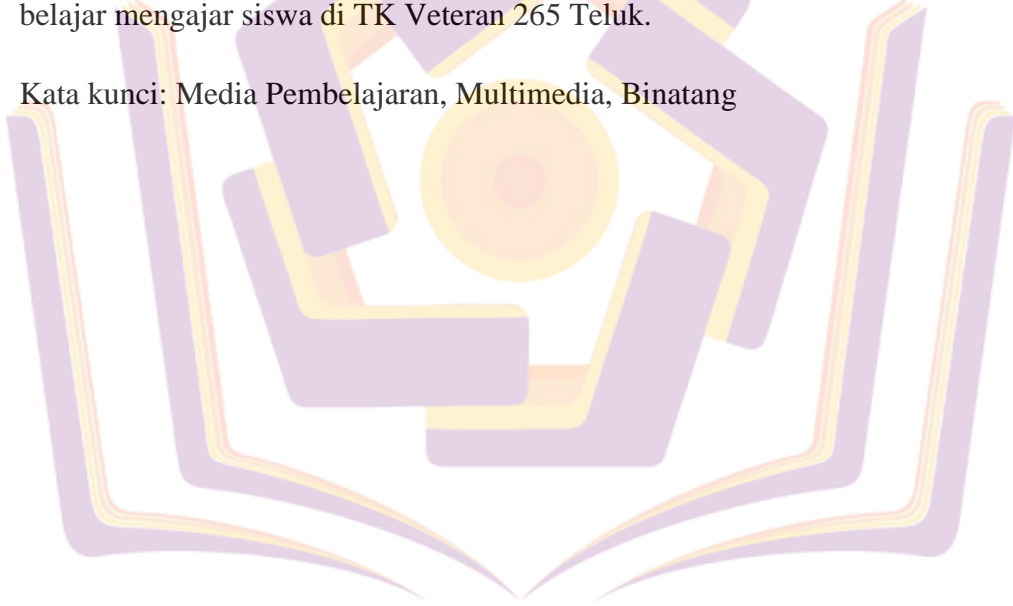


INTISARI

Pendidikan Anak Usia Dini (PAUD), khususnya Taman Kanak-kanak (TK) merupakan tahap dimana anak cenderung lebih tertarik dengan kegiatan yang mudah dimainkan dan didalamnya terdapat gambar-gambar yang menarik perhatian. Untuk menarik minat belajar diperlukan media pembelajaran berbasis komputer. Media pembelajaran adalah alat yang berfungsi untuk menyampaikan pesan pembelajaran. Metode yang digunakan dalam membuat media pembelajaran ini diantaranya yaitu (concept) pengonsepan, (design) perancangan, (material collecting) pengumpulan material, (assembly) pembuatan, testing (pengujian), (distribution) distribusi. Adapun hasil penelitian yaitu telah dibuat media pembelajaran “Mengenal Binatang Ternak” berdasarkan hasil kuisioner diperoleh rata-rata skor keseluruhan aspek 640 dengan persentase kualitas media 79.50%, yang artinya media pembelajaran ini layak digunakan untuk mendukung kegiatan belajar mengajar siswa di TK Veteran 265 Teluk.

Kata kunci: Media Pembelajaran, Multimedia, Binatang



ABSTRACT

Early Childhood Education (PAUD), especially kindergarten (TK) is a stage where children tend to be more interested in activities that are easily played and in which there are pictures that attract attention. To attract learning interest, it requires computer-based learning media. Learning media is a tool that serves to convey learning messages. The methods used in making this learning media include (concept) conceptualization, (design) design, (material collecting) material collection, (assembly) manufacturing, testing (distribution), (distribution) distribution. The results of the study are learning media "Knowing Animals" based on the results of the questionnaire obtained an average score of all aspects of 640 with a percentage of 79.50% media quality, which means this learning media is suitable to be used to support teaching and learning activities of students in TK 265 265 Veterans.

Keywords: Media Learning, Multimedia, Animals

