

ABSTRACT

Search algorithms are often used in all programming, including Non-Linear Searching Algorithm. This method is divided into three parts, there are, blind search methods, the optimal solution method and the game method. So far, these methods were studied with the manual way, by reading literature such as books or e-book. Instructional Module Non Linear Searching Algorithm is an application-based teaching module flash animation starting from basic knowledge in understanding the algorithm of each method, the form of animated graphics, sound and text, and exercises for each method is an image and by giving the estimated completion time for the completion of each question. Integrated visualization flash animation on the web. The final project is to produce an application that is useful for students who have not, nor have to understand the methods of search, so that the understanding of non-linear search methods in Artificial Intelligence courses can be delivered fairly well through the user interface is attractive and easy to use with animation and exercises.

Keywords: search algorithm, blind search methods, the optimal solution method, game method