DESIGN OF MATHEMATHIC INTERACTIVE MEDIA FOR JUNIOR HIGH SCHOOL STUDENT VIII CLASS

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Abstract

Edutainment studying learning media which given from school to their students with fun way. This Edutainment can be used for any kind of ways, which is computer also. Because in this Globalisation eras computer very important for people, especially for school, for support education. Computer can also help theachers to explain the student unexplain lesson.

At 12-14 years old is the time of their psychology to transform from kids to beginning adolescent, they explore to learn their logic mind when they communicate with their friends, how to addressing this problem in school and include research data, they have a lot of activity, interest and opinion in the same kind minat, such as cartoon movies, like to take a make up, indoor or outdoor and they have an opinion that developing technology is must to follow.

This research is start with finding data as fact, from the expert in specialist and information which take from books, magazine, journal, newspaper, and internet. The next step is real data collecting which is from school and course places. Those data si to result the concept of Mathematic Learning Interactive Media.

One of the solution that we try to is use this edutainment that can give easy way to learning mathemati. Edutainment Media as Interactive game can be use for theachers tools in school or also in.

KeyWord: Matematika, Real in cartoon, Real, Cartoon