DESIGN OF LEARNING MODULE
ANIMATION OF CALCULUS AND
INTERACTIVE CD IN ORDER TO INCREASE
STUDENT’S INTEREST IN LEARNING

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Abstract
The learning process is basically a process of communication realized through the submission of information to the activity of learners. Information disampikan can be either knowledge, expertise, skill, ideas, experiences, and so on. Such information is usually packaged as a single entity, namely materials (teaching material). Learning materials is a set of material/substance lessons are arranged systematically, showing the figure intact from the competence to be mastered in the activity of learners learning. With the presence of materials allows learners to learn a basic competence in competence or coherently and systematically so as to be able to master all the competence of accumulative intact and integrated. Materials compiled for the purpose; (1) assisting learners in learning something; (2) provide a wide variety of choice of learning materials; (3) makes it easy for educators in implementing learning; and (4) that the learning activities become more interesting. The process of teaching and learning is the process of defining the level of understanding of students. Therefore, the teacher (guru) required to ably in communicating material that is taught to their students. Mathematics is one of the subjects that sometimes it is hard to imagine. This Proposal aims to help the teacher (guru)
to explain the material so that it is easier to imagine and understand. Draft of proposed learning modules created using Macromedia Flash program, to better visualize the material so that the material being taught more easily digested.

Kata-kunci: Learning Module, Macromedia Flash, interactive CD, Teaching Material