"HYAKUGO" as Kanji N5
Interactive Multimedia Learning

ABSTRACT

Japanese language learning with conventional methods especially with the lecture method has a weakness that if performed continuously can lead to boredom. With the growing of information technology, conventional learning method shifted into multimedia learning.

This research discussed about making of learning multimedia for kanji N5. This research used a sample 20 Japanese Literature students in Indonesia University of Computer. The process starts from January to June starting from making the media to writing the report.

The purpose of this research is to know the response of user against "HYAKUGO" the multimedia that the author made in terms of display, function, and the use of media, whether the media is able for kanji N5 multimedia learning or enable. From the result of questionnaire, are known that most of user answer that display, function, and use of media are good.

Thereby, "HYAKUGO" are able to be used for interactive multimedia learning for kanji N5.